

SAINT Operative Field Suit, Type 31

The [Star Army Intelligence](#) Operative Field Suit (SOFS) is a body armor for use by [Operatives](#) in the field. It became available in [YE 31](#).



About the SOFS

History

[Operatives](#) have always been at risk because their work often denies them the use of some of most powerful [Star Army of Yamatai](#)'s technologies. After reviewing the redacted reports of top [Star Army Intelligence](#) operatives; [Star Army Research Administration](#) compiled a list of requirements. The SOFS was developed from those requirements to help agents in the field do their jobs better.



In [YE 40](#) a limited number of SAINT Operative Field Suits were provided to [Star Army Reconnaissance](#) for use in missions behind enemy lines after a request was sent to [Taisho Ketsurui Yui^{1\)}](#).

After [Star Army Special Operations](#) was established in [YE 43](#), the SOFS was considered requisitionable special forces equipment.

Purpose


The SOFS is designed to give all [Operatives](#) equal protection from most small arms, assistance with climbing, and a convenient means of disguising themselves for infiltration, or evasion.

Key features

Holographic disguise

The SOFS is covered in a network of miniature holographic emitters that allow the wearer to project a variety of clothing. If the hood is attached and pulled over the face it can also provide a different facial appearance.

Passive and Active Defense

The underlying layers of the SOFS are  para-aramid fabric, providing protection from most small arms fire. In addition to this there is a force field emitter integrated into the belt to provide additional protection.

Appearance

The SOFS is a black form following body suit; it has the appearance of having padding in areas such as the power cells in the thighs. It consists of a body suit, low heel boots with sound reducing soles, gloves and a removable hood/mask.



Variants

There is a [Separa'Shan](#) version which replaces the legs with a large snake tail.



Statistics

General

- Organization Using This item: [Star Army Intelligence](#)
- Type: Armor
- Nomenclature: Ke-M10-1a
- Designers: [Ketsurui Zaibatsu](#) Research and Development teams, [Takumi](#)
- Manufacturers: [Ketsurui Fleet Yards](#)
- Entered service: [YE 31](#)

Damage Capacity

See [Damage Rating \(Version 3\)](#) for an explanation of the damage system.

Armor: 1 DR Personnel scale Shields: 3 DR Personnel scale (Limited duration)

Dimensions and Mass

Dimensions



The SOFS adds approximately 5cm (2 inches) to the wearer's height and width. This includes the heels.

Mass

The SOFS adds approximately 9kg (20lbs) to the wearer.

Systems

Armor Passive

Ke-M10-A3100 The body suit and boots are layered with  [para-aramid](#) fabric in a ballistic weave configuration. Under that is a layer of  [visco-elastic](#) polyurethane foam that ensures that the body suit conforms to the wearer's body.

Armor Active

Nomenclature: Ke-M10-S3100 On either hip small force field emitters, these generate a skin tight field to provide additional protection. However this places a heavy load on the power system resulting in limited operating time. Since operatives normally avoid protracted combat situations, this was deemed acceptable. They connect to the belt for power and control purposes. The emitters are a low powered version of the Ke-M2-P2701.

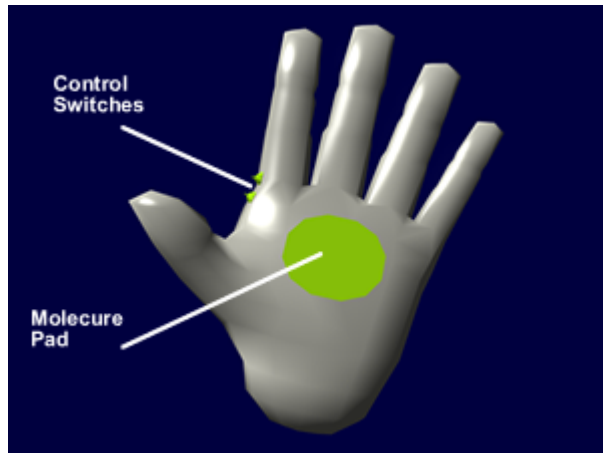
Climbing Gloves and Boots

The SOFS gloves and boots are designed to assist the wearer in scaling surfaces. Each has the ability to dispense [molecure solution](#) from a container on the belt. This allows the boot or glove to create a bond or release it. Before using this feature the wearer must enable the system. A small switch on the container enables/disables.

Gloves

The SOFS gloves are available in three and four finger versions.

The Molecure solution comes out in the upper palm. See image.



Controls


The dispensing of the solution or the electrical discharge to release it is controlled by either manual controls or by the suit computer.

There are two switches on each glove to dispense the solutions, and apply the electrical charge to release.

The innermost button causes a precise amount of solution to be expressed onto the pad. The outermost button sends a precise electrical charge causing the solution to release.

Boots

The SOFS boots are available for both [Yamataian](#) and [Nekovalkyrja](#).

The solution is dispensed from both the heel and  [outsole](#).

Controls

The manual switches are located above and below the big toe in each boot, the suit computer can also be used to control this.

Pressing the bottom switch dispenses the solution. Pressing the upper switch sends the charge to release.

Communications

The SOFS has no integrated communication system. It features a compartment on the leg where a [Star Army Communicator, Type 29](#) can be stored. This allows the communicator to be operated by the headset.

Computer

Nomenclature: Ke-M10-E3100 Located in small module on the back between the shoulder blades is the SOFS computer system. It is a powerful microcomputer with extensive graphical capability, designed primarily to handle the disguise aspect of the SOFS. The other suit functions are relatively easy for it to control.

The computer is normally controlled by a touch panel on the right forearm. The panel also has a data port for cable connection to other computers to transfer hologram data.

However it can be interfaced by a telepathic link, [Covert Operative Sunglasses](#), or by a headset that picks up the wearers thoughts, a simpler version of the headset developed for power armor. The headset is used when the wearer is not telepathic, or there is concern about telepathic activity being detected.

It has 1 terabyte of data storage for storing holographic image data.

Disguise & Evasion

Disguise

The primary purpose of the SOFS is to provide operatives with disguise capabilities. This is accomplished by the network of holographic emitters.

Prior to using the wearer uploads a selection of clothing items for their usage. When in the field the wearer can select and change items as necessary.

The wearer can also upload additional items in the field, by viewing the desired garment or accessory with [Covert Operative Sunglasses](#) and uploading the images to the computer. For this to work properly, a garment must be viewed from all sides.

If the wearer desires to use the disguise feature to mask their facial features, they must attach the hood and pull it over their face. Many wearers find the hood uncomfortable as it restricts vision and becomes warm.

Evasion

The SOFS can create a holographic camouflage for a limited duration. For this feature to work the wearer must have all parts of the SOFS on. This works by using three video pickups located in the small of the back and on each shoulder. The computer then takes those images and creates a hologram to hide the person. This system is limited, and only works effectively when the wearer is standing still. If the wearer moves when using this, it will cause a ripple effect. This functions effectiveness decreases in low-light situations. It also uses a higher level of power than disguise.

Power

Nomenclature: Ke-M10-G3100 The SOFS uses a pair of capacitor power cells based on the [Ke-M2-G3001 Leg Capacitor](#) for operation. They are located in the front of the thighs.


The cells are quickly recharged by attaching them to a standard power connection. The suit has a series of [Photovoltaic](#) cells which recharge the capacitor. They are located on the shoulders of the SOFS. To fully charge the suit the holographic system must be turned off for the [Photovoltaic](#) cells complete this task. Otherwise depending on the availability of light they are intended to extend the operating time.

In [YE 41 Wyatt Fujiwara](#) came out with a new design of power supply, the [Ke-M10-G4100 Long Life Power Cell](#) is an alternative option of a power supply for the suit, while slightly larger it does provide indefinite power and remains covert due to the [Xiulurium](#) that makes up part of its composition.

Operating times		
Usage	Situation	Duration
Force Fields	All	10 minutes
Camouflage	All	30 minutes
Disguise	Sunlight	8 hours
Disguise	Interior	6 hours
Recharge	Power port	1 hour
Recharge	Solar	4 hours
With Ke-M10-G4100 Long Life Power Cell		
Usage	Duration	
Forcefields	Indefinitely	
Camouflage	Indefinitely	
Disguise	Indefinitely	
Recharge	N/A	

OOC Notes

Authored by [Nashoba](#) and approved by [Wes](#) on Jun 30, 2009 ²⁾

Art by Angrygrizley, Xhromer, and other artists (who?) 

Star Army Logistics	
Supply Classification	Class L - EQUIPMENT PERSONAL ESSENTIAL & UNIFORMS
Products & Items Database	
Product Categories	clothing, military equipment
Product Name	SAINT Operative Field Suit, Type 31
Nomenclature	Ke-M10-1a
Manufacturer	Ketsurui Fleet Yards

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<https://stararmy.com/roleplay-forum/threads/to-ketsurui-yui-from-hibe-kanachi.63155/#post-388379>

²⁾

<https://stararmy.com/roleplay-forum/index.php?threads/yamatai-saint-operative-field-suit.4258/>

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