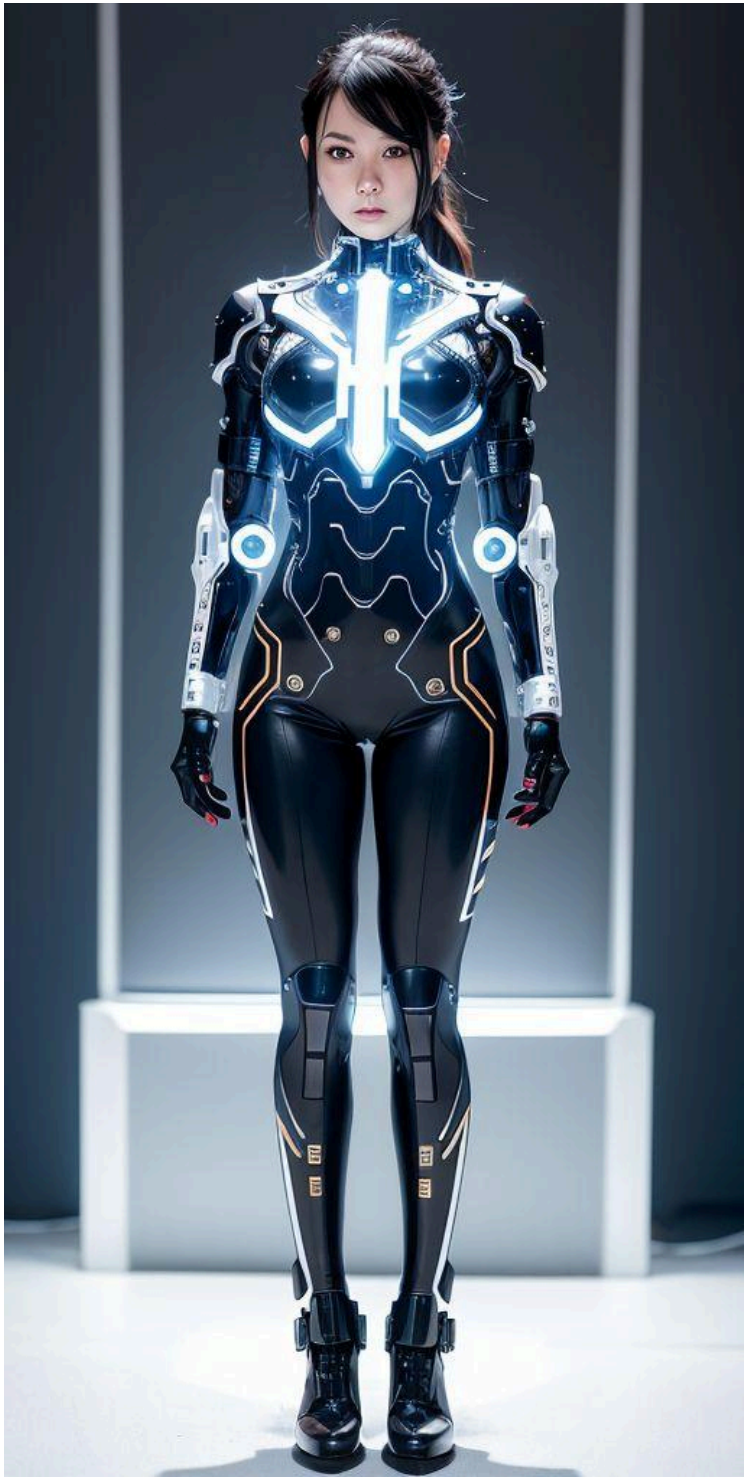

Combat Enhancement Unit Alpha 1 (CEU A1)

(Any Glam can be used, this is just a textual representation of Ny's work.)

Design and Purpose:

This unit is an adaptation of Allagan technology and modern day. It is a mobile platform designed for rigorous and rugged terrain while maintaining a sleek and subtle appearance. The arm and leg units have been reinforced and lined with high-quality durium and gigantoad leather. Each leg unit contains a series of mechanical motors and actuators to accommodate long drops and harsh impacts that would otherwise render its operator incapacitated.

Durium Plating: Offers overall protection much like plate armor. It's merely lightweight and weighs about twenty ponze.

Gigantoad Leather Linings: Provides the cushion and comfort it offers when worn. It also provides a degree of waterproofing.

Mithril Meshing: A protective weave that's been fabricated and lines the Gigantoad leather lining. It aids in defense against slash and piercing damage but does not prevent it, it just limits it and reduces severity much like chainmail.

Arm Unit:

Highly articulated actuators offer increased appendage mobility and applications of strength for their operator. They are infused with a highly intricate aether network connecting to the cuirass central core with subsequent micro cores located in each joint. This is in the event the central core is offline, removed, or nonfunctional. Unit is to provide a means of physical enhancement via the application of aether.

Lifting Capacity: 2000 ponze (One fully matured Goobbue)

Durability: It has the Equivalent armor protection to Durium Plate armor.

Mobility: Increased motor functions offer an enhancement to reaction speed. (This increases the character's base reaction speed by a minimum of two seconds and a maximum of seven

seconds when aether is applied.)

Strength: Base Strength is equal to 1200 psi. Enhanced strength when aether is applied is 2400 psi.

Ability: This unit has an additional attribute. As a covert unit, it is designed for highly mobile combat. When aether is applied, a charge meter appears on both wrists. When the gauge is full, it can emit a static discharge of lightning-aspected aether within six fulms of its operator. This acts like a taser with an output of sixty thousand volts of electrical current. If aether is applied, it is doubled. (This can be done once every other hour. It is meant as an emergency function to escape/flee.)

Chest Unit:

This unit provides core protection and protection to the operator. Its standard design is comprised of durium and gigantoad leather. While it is highly durable it is lightweight and trimmed for more mobile combat. Its sleek design is more aerodynamic.

Durability: The armor plating can withstand up to seventy thousand psi (that is just above the output of a Nato 7.62 round) but it does not mitigate the impact or wear on the armor. (Meaning it does dent and it can be damaged despite the protection it offers. This applies lore relevance to the medieval era and how armor was damaged.)

Primary Core: It is broken up into several micro cores that are located in the shoulders, each side of the chest, and in the back near the shoulder blades. These cores provide the necessary energy needed to mobilize the unit and apply power to the extremities. The overall core capacity is roughly four hundred gallons. (Give or take but that's 1 hundred gallons per core.)

Spinal Column:

As an added feature this mechanical spine provides stability and support to its operator. It also connects each unit through a series of aether conduits so that power is applied with an even distribution. Modifications can be made to increase or decrease overall flow in the event any core is damaged.

Durability: It is comprised of High Durium with a gigantoad lining. It is also lightweight but highly durable.

Lift support: Up to ten thousand ponze. (The combined weight lifting capacity of the arm and leg units.)

Leg Unit:

This particular design provides stability, mobility, and shock resistance. Each Leg unit contains four small motors and multiple actuators that are

located in the hips, knees, and ankle joints of its design. Connecting them is a series of articulated rods and cogs that shift and acclimate to movement. They are somewhat lightweight but their primary function is to withstand landing from greater drop heights than a single-story home.

Lifting Capacity: Much like the arm units these can offer lift assistance to their operator. Though it is a slightly less sleek design they can lift up to four thousand ponze.

Mobility: Increased motor functions can increase the operator's base movement speed by fifteen seconds. (Basically, it helps the individual run faster.)

Strength: An enhanced output provides a kick force of up to four thousand psi. Its strength can be regulated as needed and assist its operator with leaping, running, and falling.

Impact Resistance: The overall design can withstand a maximum of twenty thousand yalms. Anything greater and its subsystems will incur damage and fail. Modifications can be made to increase this set of systems, however, as a prototype, its base limitations have been thoroughly tested and adapted to a worst-case scenario.

Hidden within the overall design is a maker's mark. The symbol is very simple, but it is elegant. The letter N overlaps the letter G while its background mimics a heater shield.

[Resource Link]

Unit	Approximation
1 onze	An adult Hyuran thumb, a 100-gil coin
1 ponze	16 onzes, a merchant's scale stone, a block of kukuru butter
1 tonze	2000 ponzes, a fully matured goobbue, 600 bottles of Wineport red (1 standard overseas shipment)

Unit	Approximation
1 ilm	An adult Hyuran thumb, a ripe rolanberry
1 fulm	12 ilms, an adult Hyuran foot, a grown chocobo tailfeather
1 yalm	3 fulms, a bastard sword blade, an adult Lalafellin male
1 malm	1760 yalms, the distance an adult Elezen can run in a tenth bell, the approximate height of O'Ghomoro