Battle Armor

As the Jotnar became more and more of a threat, Asgardr technology strove to keep up. Years ago, a balance was struck with the introduction of Battle Armor by the Ivaldi Corporation. Overlapping plates of advanced materials, combined with strength-enhancing muscle-like fibers (Malmhrid) gave the Asgardr the edge in the fight for control of the Nine Worlds.

They come in several varieties, nominally referred to as Light, Medium and Heavy. This is normally balanced against the average Jotun, with a medium suit being roughly equivalent to an unarmored Jotun warrior. Heavy suits are much more powerful, often the equivalent of a Jotun in a similar powered-armor suit.

Below are some standard suits, followed by some customized suits, such as Fenris' Wulfen Armor, and Heimdall's Gaurdian Suit.

Light Battle Suit

Cost	Name	END
	Light Battle Suit, all slots OIF (-1/2)	
17	1) **HyperCarbon Carapace:** Armor (10 PD/10 ED) (30 Active Points); OIF (-1/2), Real Armor (-1/4)	0
4	2) **Wired Response:** +3 DEX (9 Active Points); Costs Endurance (-1/2), OIF (-1/2)	1
10	3) **High-yield Radiothermal Generator:** Endurance Reserve (50 END, 10 REC) (15 Active Points); OIF (-1/2)	0
4	4) **Sensor Array:** +2 PER with Sight Group and Hearing Group (8 Active Points); Costs Endurance (-1/2), OIF (-1/2)	1
2	5) **IR Sensors:** Infrared Perception (Sight Group) (5 Active Points); Costs Endurance (-1/2), OIF (-1/2)	1
5	6) **Jump Jets:** Leaping 3" (Accurate) (8 Active Points); OIF (-1/2)	1
13	7) **Sealed Environment:** Life Support (Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing) (19 Active Points); OIF (-1/2)	0
7	8) **Radar Array:** Radar (Radio Group) (15 Active Points); Costs Endurance (-1/2), OIF (-1/2)	1
5	9) **Transmitter:** Radio Perception/Transmission (Radio Group) (10 Active Points); Costs Endurance (-1/2), OIF (-1/2)	1
4	10) **Leg Motors:** Running 3" (6 Active Points); OIF (-1/2)	1
3	11) **Malmhrid Network:** +5 STR (5 Active Points); OIF (-1/2)	1

Medium Battle Suit

Cost	Name	END
	Medium Battle Suit, all slots OIF (-1/2)	
26	1) **Reinforced HyperCarbon Carapace:** Armor (15 PD/15 ED) (45 Active Points); OIF (-1/2), Real Armor (-1/4)	0
7	2) **Wired Response:** +5 DEX (15 Active Points); Costs Endurance (-1/2), OIF (-1/2)	1

Cost	Name	END
10	3) **High-yield Radiothermal Generator:** Endurance Reserve (50 END, 10 REC) (15 Active Points); OIF (-1/2)	0
2	4) **Sensor Array:** +2 PER with Sight Group (4 Active Points); Costs Endurance (-1/2), OIF (-1/2)	1
2	5) **IR Sensors:** Infrared Perception (Sight Group) (5 Active Points); Costs Endurance (-1/2), OIF (-1/2)	1
6	6) **Jump Jets:** Leaping 4" (Accurate) (9 Active Points); OIF (-1/2)	1
13	7) **Sealed Environment:** Life Support (Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing) (19 Active Points); OIF (-1/2)	0
7	8) **Radar Array:** Radar (Radio Group) (15 Active Points); Costs Endurance (-1/2), OIF (-1/2)	1
5	9) **Transmitter:** Radio Perception/Transmission (Radio Group) (10 Active Points); Costs Endurance (-1/2), OIF (-1/2)	1
7	10) **Leg Motors:** Running 5" (10 Active Points); OIF (-1/2)	1
5	11) **Malmhrid Network:** +8 STR (8 Active Points); OIF (-1/2)	1

Heavy Battle Suit

Cost	Name	END
	Heavy Battle Suit, all slots OIF (-1/2)	
34	1) **Foamed HyperCarbon Carapace:** Armor (20 PD/20 ED) (60 Active Points); OIF (-1/2), Real Armor (-1/4)	0
12	2) **Wired Response:** +8 DEX (24 Active Points); Costs Endurance (-1/2), OIF (-1/2)	2
10	3) **High-yield Radiothermal Generator:** Endurance Reserve (50 END, 10 REC) (15 Active Points); OIF (-1/2)	0
2	4) **Sensor Array:** +2 PER with Sight Group (4 Active Points); Costs Endurance (-1/2), OIF (-1/2)	1
2	5) **IR Sensors:** Infrared Perception (Sight Group) (5 Active Points); Costs Endurance (-1/2), OIF (-1/2)	1
7	6) **Jump Jets:** Leaping 6" (Accurate) (11 Active Points); OIF (-1/2)	1
13	7) **Sealed Environment:** Life Support (Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing) (19 Active Points); OIF (-1/2)	0
7	8) **Radar Array:** Radar (Radio Group) (15 Active Points); Costs Endurance (-1/2), OIF (-1/2)	1
5	9) **Transmitter:** Radio Perception/Transmission (Radio Group) (10 Active Points); Costs Endurance (-1/2), OIF (-1/2)	1
11	10) **Leg Motors:** Running 8" (16 Active Points); OIF (-1/2)	2
9	11) **Malmhrid Network:** +13 STR (13 Active Points); OIF (-1/2)	1