Powered Armor Helmet

Image

A helmet used with yinrih powered armor. A few things to note:

There are ear guards. While this sacrifices some of the ears' motility it keeps them from getting damaged. Note the colored chevrons on the back of the ear guards. These aren't present when concealment is necessary. They're reflective and fluorescent, and they help identify individuals when working in law enforcement or peacekeeping.

Speaking of identification, the helmet looks gray, but it's actually brightly colored in a hue below the human visible range. Again, it's there to increase visibility, like a safety vest.

There are air filter inlets along the muzzle. Air is actively filtered from the environment normally, but they can be closed and air can be supplied by reserve tanks. However, this robs the wearer of vital olfactory information.

On the inside of the mouthpiece there are tongue-actuated switches and a hydration line that uses a sipper valve. The hydration line can be fed by taking in ambient water vapor. Some of the water goes to the hydration line, some is used as coolant, and some is electrolytically separated, with the hydrogen used for fusion reactor fuel and the oxygen either exhausted into the air or used to fill the emergency tanks mentioned above.

At the nape of the neck there is an umbilical port that attaches the spine of the torso jacket, possibly via magnets. One of the criteria for the design of the armor is that it has to be able to be donned without assistance. The umbilical is attached by tossing the head back so the port makes contact with the terminating end of the cable bundle running along the spine. The bundle carries power, water, data, and emergency air.

The HUD visor displays relevant data in an unobtrusive manner. In particular, it can show a video feed from the two drone capsules stored on either side of the spine. When deployed, the drones hover near the operator. They can be used as gun turrets, allowing the wearer to run 'n gun despite the yinrih's lack of dedicated grasping appendages.

There are also sensors in the helmet that use patterns of eye blinks, complimenting the tongue actuated switches and allowing even more paws-free input.

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