# Aldrin Labs: Hydra Armor (Levels I–III)

Manufacturer: Aldrin Labs  
Armor Type: Light  
Allowed Users: Human, Quarian  
  
Description: Hydra Armor by Aldrin Labs is a practical, mass-produced armor designed for operatives requiring balanced defense and mobility. The Level III variant features the 'Energy Efficiency' trait, which assists biotic users in managing their energy reserves, enhancing tactical flexibility in extended engagements.

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| Armor Level | Damage Reduction | Kinetic Barriers (KB) | Tech/Biotic Protection | Special Traits | Allowed Users | Manufacturer | Cost (Credits) |
| I | 2 | 6 | None | None | Human, Quarian | Aldrin Labs | 1,500 |
| II | 4 | 8 | None | None | Human, Quarian | Aldrin Labs | 3,500 |
| III | 6 | 10 | None | Energy Efficiency: Once per mission, reduce the Biotic Energy cost of your next biotic power by 5. | Human, Quarian | Aldrin Labs | 8,000 |