# Serrice Council: Phantom Armor (Levels I–III)

Manufacturer: Serrice Council  
Armor Type: Light  
Allowed Users: Human, Turian, Asari  
  
Description: Phantom Armor, crafted by the Serrice Council, specializes in providing strong resistance against tech and biotic attacks. Designed specifically for operatives facing high-tech and biotic threats, this armor provides reliable kinetic protection and enhanced tech/biotic defenses. The Level III armor introduces the 'Biotic Attunement' trait, significantly reducing biotic damage received.

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| Armor Level | Damage Reduction | Kinetic Barriers (KB) | Tech/Biotic Protection | Special Traits | Allowed Users | Manufacturer | Cost (Credits) |
| I | 2 | 6 | +2 | None | Human, Turian, Asari | Serrice Council | 1,500 |
| II | 4 | 8 | +3 | None | Human, Turian, Asari | Serrice Council | 3,500 |
| III | 6 | 10 | +4 | Biotic Attunement: Once per mission, reduce incoming biotic damage by 50% for one turn. | Human, Turian, Asari | Serrice Council | 8,000 |