

EQUIPMENT (Technical)

Humans are, almost by definition, tool-using creatures. In order to accomplish the tasks they encounter, characters will need certain equipment. A wide variety of equipment is available to characters in the 27th century. Of course, availability depends upon locale.

Equipment Ratings

Each item in this section is rated in two ways. First, it is assigned a Tech Level of 1 through 4 to indicate its technical complexity. Each item is also classified according to its availability.

The Tech levels are:

- 1 = Low Tech. Requires normal industry; pre-20th century technology
- 2 = Medium Tech. Requires normal industry; 20th-century or later technology.
- 3 = High Tech. Requires heavy industry of the 26th century.
- 4 = Advanced High Tech. Experimental technology.

More advanced versions of items with a Tech level of 1 or 2 are usually available.

The availability ratings are:

- A = Commonly available.
- B = Uncommon. Available to government departments, heavily licensed individuals and businesses or on the black market. The price listed is for those with one or more points in the "Well Equipped" advantage and should be multiplied by a factor of between two and ten (or greater at the GMs discretion) for other purchasers.
- C = Rare. Restricted military issue, large private corporations, occasionally available on the black market. The price listed is for those with two or more points in the "Well Equipped" advantage and should be multiplied by a factor of at least ten for other purchasers.
- D = Experimental high tech – Military/Government or Private. This equipment is not generally available for purchase, but may be issued to trusted agents of some organisations.

Communicators

Communicators vary from traditional types using the radio spectrum to more esoteric (and larger) models that combine lasers for line-of-sight transmissions with low-frequency channels for over-the-horizon transmissions. Most military communicators have a secure voice channel, direct line-of-sight (via lasers or microwaves), and over-the-horizon capabilities. Most also have the ability to send and receive visual and high-speed data transmissions. The listed communicators are for use where a planetary network is unavailable.

Basic Field Communications Kit [2/A]

Though the basic field communications kit has all the capabilities of an LR communicator, it is not so much for communicating as it is for coordinating. It has 40 different channels and can operate 15 channels at once. Standard accessories include a light video camera for visual transmissions, small dish antennae for receiving and sending laser or microwave communications, and re-transmission equipment that allows the unit to serve as a relay station for transmissions from other sets. Two long-range personal communicators can be linked to the basic kit, which gives it an extra six channels per communicator.

The basic field communications kit is worn on the user's back.

Weight: 5 kilograms Cost: 400 C-Bills Range: 500 kilometres

Long-Range Personal Communicator [3/A]

Long-range personal communicators are the most advanced hand-held communications devices available. The LR communicator can operate over 30 channels, and may use up to six channels at one time. In addition, the unit can send and receive high-speed compressed transmissions. A small recorder tapes the message be sent and then transmits it at a speed from 100 to 1000 time normal; incoming compressed transmissions reverse this process. These compression techniques reduce the amount of actual broadcast time, making it difficult for an enemy to triangulate on the set. Finally, a small video camera or range-finding binoculars can be plugged into the unit to send (but not receive) video pictures.

Weight: 1 kilogram Cost: 200C-Bills Range: 250 kilometers

Microcommunicator [3/B]

Small enough to fit into a ring or similar piece of jewellery, microcommunicators are used mainly by undercover police, spies, and anyone else who needs covert contact with another person or persons. Although their range is limited and they broadcast only on the radio spectrum, these devices are extremely useful for covert operations.

Weight: 1 gram Cost: 200 C-Bills Range: 2 kilometres

Personal Communicator [2/A]

Personal communicators are the standard field communications set issued to individuals. Each communicator can operate over ten different channels. Commonly mounted in a soldier's helmet, personal communicators come equipped with small earphones, and are either voice-activated or have throat mikes
Weight: 100 grams. Cost: 50 C-Bills. Range: 10 kilometers

Com Scrambler [3/B]

A Com Scrambler is a unit of about 10 gm mass designed to fit all communicators. Each unit has a code setting. Depending upon the model, the code setting may be 1-6, 1-10, or 1-20, representing general scramble code patterns. Only communicators with scramblers set in the same code patterns will translate back into understandable speech. Others receive a signal which mimics natural static. Cost: 100 C-Bills.

Communications Decoder [3/B]

A character with Tech/Electronics can use a Decoder to unscramble coded communicator signals. Basic decoding requires 1d10 minutes (1 listening watch), after which a decoding roll is made. Message decoding requires a further 1d10 minutes once the basic signal code has been determined. The message can be learned sooner or later. Thus, PCs and NPCs alike probably use code words and phrases to protect their communications from prying eavesdroppers.

The mass of a Decoder is 4 kg, the unit being about the size of a attaché case. It has 3 SEC power cells for an operating duration of 600 minutes. Cost: 5000 C-bills

Radio Direction Finder [2/A]

The RDF is a device designed to obtain a 'fix' or bearing on a radio transmission. Usually, two or three bearings will be required. Each additional minute that a radio is operated within 1000m of the original position increase the chance of successful ranging and direction. Experienced Com Techs avoid continuous transmission, modify signal strength, and switch frequencies to throw off RDF. Regular users of Com sets are rarely so proficient, and cannot reduce detection odds unless they have Tech/Electronics. The RDF is the size of a large suitcase, with an extending antenna, the whole massing about 7.5 kg. Power is from vehicle systems or else from power cells with 100 hours duration. Cost: 3500 C-Bills.

Radio Jammer [2/A]

The RJ unit jams radio transmissions. It is the size of a large suitcase and weighs 7.5 kg. It has a chance of jamming any given radio frequency. It has a power-cell good for 6 hours transmission or can be used on vehicle power. The unit has a range of about 25 km in all directions, and 10 radio channels can be jammed. Cost: 1500 C-bills.

Computers

As computers have grown the complexity of the programs has followed suit. The human brain hasn't and computers are mostly used as they were in the 20th and 21st centuries except on a larger scale - to store, retrieve and run mathematical analyses on data, conduct simulations, play games and calculate the numbers required in navigation terrestrial or otherwise.

QUINE [2/A]

The QUINE is a ubiquitous item of personal hardware akin to the wireless PDA of the 21st century. It is particularly essential to travelers, carrying essential details (like finances and other personal records) for access by local networks, and also serves as a personal communications device. Because of security issues, only one company has rights to manufacture the QUINE core and unauthorized access of or tampering with the information in another individual's QUINE carries heavy criminal penalties. Cost: 100 C-Bills.

Espionage/Surveillance Gear

Security is a major priority at all levels of society. Computers and data storage facilities require informational security. Commercial facilities need security against theft of goods or services (or secrets). Finally, nations and solar systems must have internal security to protect against intruders. Both private citizens and military units need security, too, as they are threatened by a wide range of predators, from occasional thieves to pirates.

Security systems can be divided according to the object(s) or area(s) they are designed to protect (or breach). Although it is impossible to a complete list of all the myriad locks, intrusion/alert devices, and policing systems used in the 27th century, a small sampling follows.

Disguise Kit [2/B]

Disguise kits include cheek pads, coloured contacts, hair dyes and pieces, stomach padding, shoe lifts, fake moustaches, rubber noses, glasses, mouldable latex and other similar items needed to change an individual's basic appearance. Use of this kit gives a -2 modifier to the *Disguise* Skill Roll Target. Weight: 3 kilograms. Cost: 1,000 C-Bills

Electronic Surveillance Devices ('Bugs') [2/B]

Com/Bug 'spy' devices are as small and undetectable as advanced technology can make them. Most are voice-triggered. They transmit and/or record when voices are heard within range of the pick-ups. Transmissions may be received by communicators set to the Bug's frequency. The Bug is negligible in size and mass, often no more than a grams and button size or smaller. All Bugs have 24 hours of transmission power. Cost: 100 C-Bills.

'Bug' Detector [2/A]

A character with Tech/Electronics can use a bug detector to find hidden spy devices. Each check will cover an area 5m x 5m, whether floors, ceilings, walls, etc. It must be held within 2m of the bug to register its presence. A check takes 1 minute. Success percentages assume that an 'active' bugging device is present: if the bug is not operating, detection chances are reduced. The bug detector is about the size of a package of cigarettes. Weight: 125 gm. Cost: 450 C-Bills.

'Bug' Jammer [2/B]

A Bug Jammer is designed to defeat eavesdropping activities. It can transmit 'white noise' into an electronic 'bug' so that it re-transmits silence. Alternatively, it sends a pre-recorded signal (usually a bogus conversation, sleeping noises, etc.), The Jammer must be placed within 25 cm of the bug to be effective. The Jammer is the size of a small box of matches. It includes a wire recorder and has a mini-cell which powers the unit for 1d6 hours. Weight: 25g, Cost: 375 C-Bills.

Parabolic Mike [2/B]

The parabolic mike is a sophisticated listening device capable of picking up voices at ranges of 200m + 100m per Tech level. The unit consists of a parabolic 'dish' receiver which concentrates soundwaves that are amplified by the circuitry of the attaché case sized control box. The system has a duration of 6 hours on powercells. It can also use plug-in power. Weight: 4.5kg, Cost: 1200 C-Bills

Shotgun Mike [2/A]

The SGM is a long-range listening device capable of picking up voices at ranges of 100+m. The unit is about 600mm long. It has a listening duration of 6 hours on powercells, but can use plug-in power. Weight: 2 kg, Cost: 450 C-Bills.

Sound Suppression System [3/B]

The Sound Suppression system is a 'white noise' generator which produces a field around the unit which blanks out the voices and other sounds produced within the 3m 'bubble' of silence that extends outward in all directions. The unit renders most listening devices ineffective if they are outside the suppression field. It also has a 90% chance of stopping the effects of any sonic disruptor fired at a range greater than 25m. Weight: 1.5kg, Cost: 3500 C-bills.

Forgery Kit [3/C]

Forgery kits contain small photo-reproduction devices, inks, papers, magnetic-strip generators, retinal-pattern producers, and other equipment necessary to forge passes and identification papers well enough to pass both human and computer scrutiny. Use of this kit gives a -2 modifier to the *Forgery* skill roll Target. Use or possession of this kit is illegal in most areas. Weight: 3 kilograms. Cost: 1,000 C-Bills.

I-R Projector [3/A]

The IRP is an infra-red projector similar to a spotlight. It can be used with an IRV or IRS to 'illuminate' objects under poor viewing conditions and to greatly extend the range of the IRV. However, smoke, dust, and blowing snow can significantly reduce the range, as described for the IRV. The IRP can also be readily detected by anyone using an IR Scanner or wearing an I-R Visor. Cost: 750 C-Bills

I/R Scanner [3/A]

This device measures the intensity of infrared (heat) radiation at a range of up to 5 kilometres. The scanner can be adjusted, giving finer discernment in inverse proportion to the maximum range-setting. For instance, at a range of 10 to 20 meters, the scanner can recognize "heat shadows" as small as a rodent's. At a range of several hundred meters, the IRS would detect a man-sized target (or larger), while at 2 to 3 kilometres, it detects only targets of vehicle size or larger. The scanner cannot identify the characteristics of the target, merely its approximate heat output. If the scanner is built into binoculars (see Rangefinder Binoculars), it may be possible to discern an "outline" of the target, but this would probably be of use only to the expertly trained eye. Cost: 100 C-Bills.

I-R Visor [3/B]

The IRV is a visor or a set of goggles of heavy tinted plastic material that can be attached to a military helmet or simply worn like eyeglasses. The IRV has a passive infra-red receiving system which operates on locally available heat sources and converts infra-red radiation into visible wave-lengths. The IRV cannot distinguish between two objects if they are of about the same ambient temperature. Nor can a low temperature object be clearly seen against a high-temperature background unless it is also radiated some heat. Vision tends to be at 250m or less, but very hot objects can often be detected at greater distances. The same is true of warm objects in fairly cold environ-

ments. Smoke, dust, and blowing snow will greatly reduce the range, as such conditions result in the reflection of heat and can distort the visor picture with echoes and blurred images. Weight: 200gm, Cost: 200 C-Bills

Night Visor [3/B]

The Night Visor is similar in configuration to the IRV and can be attached to a helmet or worn as goggles. The Night Visor is a refined version of the 'starlight scope' and electronically amplifies what light is available in order to render normally darkened objects visible. On the equivalent of a full Terran moonlit night, the viewer can see up to about 1000m. On a starlit night, vision is about 250m. On a very dark night (cloudy, etc.), vision is about 100m. The system is very useful on worlds far removed from their primary as well as in night-time conditions. It may also be worn by races originating on planets with very high illumination levels, as conditions which a Terran might regard as adequate would be quite dim to such an individual. Weight: 200gm, Cost: 200 C-Bills

Polarized Visor [2/A]

The polarized visor is fashioned of plastic material which can be adjusted to filter the amount of visible and ultra-violet light passing through it. PVC combat visors can also be set to provide instantaneous reaction to sudden flares of intense light, such as that produced by nuclear detonations, and bursts of high-level radiation. Variants are available in goggle form. Weight: 200gm, Cost: 75 C-Bills.

Rangefinder Binoculars [3/A]

Microminiaturisation technology has permitted the development of this sophisticated combination of infrared sensor, binoculars and telescope in a small, hand-held box 40 centimetres by 60 centimetres in size. The rangefinder binoculars (referred to usually as binoculars) provide an LCD readout of the approximate range of objects under its crosshairs, as well as light-level indicators. In addition to normal-vision range, they operate in infrared or ultraviolet mode, which permits use of the binoculars in relative darkness.

In clear weather, the binoculars' range is approximately 100 kilometres, and their magnification can be adjusted to 400 times in increments of 0.5-1 times. They are sturdily built and will sustain impact, but are difficult to adjust and repair. Cost: 250 C-Bills.

Multi-Vision Visor [4/D]

The MVV is a high-technology visor of plastic material which combines the functions of an Infra-red Visor, a Night Visor, Electro-Binoculars, and a Polarized Visor (Combat). Weight: 500 gm. Cost: 8000 C-bills.

Seismic Vehicle Detector [3/A]

A sensing unit which detects wheeled and tracked vehicles and infantry by ground vibrations. It cannot detect stationary targets. However, it can 'see' through some kinds of obstacles in that it registers vibrations travelling through the ground. Tracked vehicles can be detected up to 10 000 meters, wheeled vehicles can be detected at 5000-6000 meters, and infantry and hovercraft can be detected at 1000 meters, provided the ground is firm. Ranges are reduced on sand. Movement across swampy or soft ground significantly reduces SVD ranges. Precision pinpointing is not possible, but a general bearing can be obtained, with a range +10% or -10%. The SVD also detects movements up to 200 meters underground if the probe is made through solid rock. The SVD is used by driving a 2000 mm metal probe into the ground to take readings. Weight: 10 kg, Cost: 5500 C-Bills.

Lockpicks

The key advance in facility security has been the conversion from mechanical to electronic locking. Instead of a low-tech key-and-tumbler or combination mechanism, the most common locking devices are now based on generating a series of frequencies for specific increments of time. The "key" to this "lock" is usually a disk that is applied to the lock and operated much as the dial on a combination lock.

Facilities may also have equipment to perform fingerprint and retinal scans. To supplement the actual locks, facilities are sometimes protected by alarm systems with sonic stunners to immobilize or render intruders unconscious. These devices are increasingly more complex at Tech Levels 3 and 4. A Tech Level 2 lock can usually be defeated by higher-level lockbreaking devices. Of course, the most effective countermeasure is generally an armed tank or a loaded SMG.

To open a lock, a player character must make a successful Skill Roll against *Security Systems*. The Base Target Number for this roll is modified by the lock's Tech Level and by any special equipment used. If the die roll fails, the lock remains closed and the character may try again. At the gamemaster's discretion, an unsuccessful attempt to open some locks will automatically trigger an alarm.

The gamemaster will decide what lockpick sets are available to player characters. These are rated according to the Tech level of the tools they contain. Use of a lockpick set gives a negative modifier to the Security Systems Skill Roll Target, based on the difference between the Tech Levels of the lockpick equipment and the lock + 1.

A character will spot an alarm if the gamemaster makes a successful Skill Roll against that character's *Security Systems* skill. This roll is modified by the alarm system's Tech Level and a search modifier. The search modifier begins at -3 and decreases -1 for each ten-minute period spent searching for the alarm system

Having discovered an alarm system, the character may attempt to disarm it. Use the same formula as for lockpicking to determine whether a negative modifier applies to the skill roll. Failure to disarm the alarm system usually means that it has been set off. If the system consists of weapons, all fire with a +3 to-hit modifier.

Vibro Lockpick Kit [3/C]

A small vibroblade with a limited power supply, the vibro lockpick kit is used for operations that require cutting locks. Small slender, and easily concealed, the kit is standard-issue for intelligence agents on clandestine operations. Vibroblade technology is not new, but the compact design and power of this system are rare.

Powered by a small photoelectric cell and battery, the blade can operate for less than a minute, and it can take up to two hours of direct light to recharge. The blade extends only 7.5 cm, making it of little use in combat, but it is the bane of every locksmith.

Using the vibro lockpick gives a -5 modifier lockpicking attempt. The lock is damaged beyond repair. The device cannot be used as a weapon. Cost: 2,000 C-Bills.

Watchdog [3/A]

A specialized local security unit which can be programmed to detect any approaching mechanical or biological presences up to 100 meters distant. The Watchdog will set off a loud, audible alarm or a silent visual alarm the moment that the intruder breaks the pre-set barrier field. Weight: 1 kg. Range = 10-100m. Cost: 750 C-Bills.

Sneak Suits

Fighting forces have used camouflage as a tactic for thousands of years. With the development of such practical (and cheap) electronic sensors as infrared detectors or portable radar units, however, conventional camouflage became almost useless. No matter how well or how much the human eye could see, the electronic eye could see it better.

Sneak suits, as their users refer to them, brought back the idea of camouflage. While wearing such a suit, a person could walk by detectors virtually unnoticed, permitting scouts and spies to sneak unseen into an enemy encampment. Unfortunately (or maybe fortunately), the cost and availability of the suits are prohibitive enough to limit sales.

Game Notes

An electronic suit totally covers the weaver's body, including the face and head. A person wearing one can operate under the same conditions as someone wearing a light environmental suit.

Because the suit is a full-body covering and disguise, the user may wear only a limited amount of additional equipment. He may carry up to 3 additional kilograms, but no item may be larger than a rifle. The suit will not function if the user carries any other weight or bulk.

An electronic suit reduces by one-quarter all damage taken from slug-throwing weapons and bows. All electronic suits have a total damage-absorbing capacity of 15 points over the wearer's entire body. They cannot be worn with other protective garments such as flak vests.

When a suit becomes damaged, it may no longer function. For the first 5 points of damage, the player must make a Saving Roll of 10 or higher to see if the suit has shut down. For every additional 5 points of damage thereafter, he subtracts 1 from the Saving Roll Target. The suit automatically stops functioning when the total damage equals 25 points.

The cost to repair a damaged suit is 15 C-Bills per damage point sustained, plus a surcharge of 250 C-Bills for every 5 points of damage sustained. For example, 4 points of damage would cost 60 C-Bills to repair. However, 5 points of damage would cost 75 C-Bills plus a surcharge of 250 C-Bills, for a total of 325 C-Bills. Once a suit loses all its damage points, it may not be repaired.

Electronic suits may not be worn in combination with any other sneak suit. Suits may be turned off at any time.

Camouflage and IR suppression suits are used to counteract some form of direct observation and to modify the observer's LRN Saving Roll. The observer has additional modifiers for the range and type of equipment that he is using. These modifiers are given in the table below.

Type	Range And Equipment Modifiers		
	Close	Range (In Metres) Medium	Long
LRN Saving Roll Modifier	0	+2	+4
Naked eye	0-25	26-40	41 +
Binoculars	0-40	41-75	76+
Range-finding Binoculars	0-90	91-225	226+
I/R Scanner	0-30	31-75	76+

Electronic Camouflage [3/B]

The electronic camouflage suit (also called a *camo sneak*) is I primarily by scouts wishing to avoid visual detection by people or electronic devices such as TV cameras or rangefinder binoculars. Sensors mounted in the suit detect the colour and amount of light in the immediate area. A built-in computer analyses the sensor's data and changes the suit's colour to mimic the surrounding environment.

The electronic camouflage suit reduces the wearer's vulnerability to visual detection. The suit will not work unless the wearer is in or in front of some type of covering terrain. For example, the wearer would be camouflaged if he were in a forest or standing in front of a wall, but would not be hidden if standing in an open field (the horizon is beyond the range of the suit's sensors). Of course the wearer would be hidden in an open field if he were lying down. To detect someone in an electronic camouflage suit at long range the scanner must make a roll against his *Perception* Skill, with a modifier of +4. At medium range, the modifier is +3, and at close range, the modifier is +2. Failure indicates that the scanner has not detected the wearer of the electronic camouflage suit. If a character is using *Stealth* Skill while wearing an electronic camouflage suit, he subtracts 3 from his skill roll target.

Cost: 7,000 C-Bills

Recharge Time: After 5 hours of use

Electronic Countermeasure Suit [3/B]

The electronic countermeasure suit (also called an *ECM sneak*) is used primarily by scouts wishing to avoid electronic detectors such as radar sensors. The suit is made of a lightweight ceramic mesh. It contains thousands of electronic detection/suppression devices that can detect incoming electronic-detection signals. A computer built into the suit then decides what type of outgoing signal will fool the detecting sensor. It then transmits this signal, suppressing the sensor. The left hand of the ECM sneak vibrates slightly when the suit is jamming.

The ECM suit helps hide the wearer from all types of electronic sensors that emit and detect signals. The ECM suit will not stop electronic eyes, pressure plates, or other types of physical sensors. A character wearing an ECM suit will show up on TV cameras or rangefinder binoculars. To detect someone in an ECM suit, the radar operator adds 8 to his LRN Saving Roll. If the roll fails, the sensor will not detect the suit's wearer.

Cost: 7,000 C-Bills

Recharge Time: After 5 hours of use

Infrared Suppression Suit [3/B]

The infrared suppression suit (also called an *IR sneak*) is used primarily by scouts wishing to avoid infrared scanners and detectors. The suit is made of heat-absorbing materials, with environmental sensors (mostly heat detectors) inserted at strategic locations throughout. The suit's detectors register temperature in the area around the wearer. In a relatively cold zone, the suit matches the ambient temperature, releasing the wearer's body heat slowly to maintain invisibility. In a relatively warm zone, the suit absorbs the environmental heat and the wearer's own body heat to match the ambient temperature.

The IR suppression suit reduces the chance of detection by I/R scanners or rangefinder binoculars. To detect someone in an IR suppression suit at long range, the scanner must make a roll against his *Perception* Skill, with a modifier of +4. At medium range, the target modifier is +3, while at close range, the modifier is a +2. Against a heat sensor, the modifier is +4. If the roll fails, the scanner has not detected the IR suppression suit-wearer. A character may not use *Stealth* Skill against an IR scanner or heat sensor.

Cost: 7,000 C-Bills

Recharge Time: After 5 hours of use

Combination Sneak Suits

Though none of the sneak suits may be worn together, it is possible to purchase combination suits. Combination suits are even more expensive and difficult to find than regular sneak suits. Availability and nominal costs are given below for each suit combination.

IR Sneak and Camo Sneak [3/C] Cost: 21,000 C-Bills Recharge Time: After 5 hours of use

IR Sneak and ECM Sneak [3/C] Cost: 21,000 C-Bills Recharge Time: After 5 hours of use

Camo Sneak and ECM Sneak [3/C] Cost: 21,000 C-Bills Recharge Time: After 5 hours of use

IR Sneak, Camo Sneak, and ECM Sneak [3/D] Cost: 28,000 C-Bills Recharge Time: After 5 hours of use

Medical Equipment

Medical technology has increased the average life span of individuals to nearly 115 years through advanced diagnostic, preventive, and surgical techniques – in quieter areas of the Confederation. In addition, prosthetic techniques have progressed to true cyber-technology further extending the rehabilitative options for those who suffer critical injury. Most people do prefer to keep their original parts if possible although there is a good market for add-ons such as Neural Recognition Interfaces – especially among pilots and others in similar lines of work.

Cell replicant technology and growth stimulants make recovery from “flesh wounds” reasonably rapid under proper hospital conditions – as long as you make it in with all your limbs and major organs intact.

Some commonly available medical supplies are listed here.

Burn salves & ointments [2/A]

All BSO preparations act to prevent loss of body fluids and development of infections when burned. It also deadens pain on affected nerve endings. If the victim has suffered less than 50% damage from burns, BSO enables the character to function normally in non-strenuous activities for 24 hours. Weight: 100 gm per tube. Cost = 10 C-Bills per tube or 80 C-Bills for 10.

Diagnostic Medi-sensor [3/B]

A mini-computer/sensor system capable of monitoring body functions and rendering a diagnosis of standard conditions. It can be patched into a ship's Medi-Computer if plugged into any communication device. Mass = 1.25 kg Cost = C-Bills 10 000.

Medkit [2/A]

It is not always possible to get prompt medical attention for the many types of possible injuries. The medkit contains bandages, splints, gauze, antiseptic, and other first aid supplies. In competent hands, use of this kit ensures Level 2 medical care (see Damage and Healing in the Personal Combat document). Using a personal medkit, one character can perform minor first aid such as bandaging a wound or applying a splint to an injured comrade. A personal medkit gives the user a -2 modifier to his target number for performing Medtech only. The kit may be used only once, after which it must be replaced. Weight: 250 grams, Cost: 10 C-Bills.

Field Medikit [3/C]

The Field MediKit contains field dressings, bandages, a MediJector, a full range of medical drugs (Including Quicktime and Tempo), burn ointment, and a Diagnostic Medi-Sensor. A set of laser scalpels, standard scalpels, surgical gut, needles, and laser wound stitcher complete the kit, along with 5 preserving sleeves. Weight: 5 kg, Cost: 6000 C-Bills.

Medipack [3/C]

The Medipack is a thin box, contoured to attach to a character's thigh, either strapped to the leg or hooked to a suit. Medipacks have become common among many military units.

The device monitors the wearer's vital statistics via several sensors attached to the wearer's skin. The unit determines if the wearer needs pain-killers or stimulants, and administers them as necessary.

The medipack weighs only 400 grams and has a built-in power supply that keeps it operating for up to 48 hours without need for recharging. The unit recharges by plugging into a standard power source, but medications must be replaced at least once a month even if none of the twelve doses were used.

When the medipack is set to keep the wearer conscious, it uses one dose of stimulant each time the wearer fails any Consciousness Saving Roll. Each time this occurs, the player takes 1D6 additional damage, which will affect any future Consciousness Rolls. The unit will not inject a dose if the character has 6 or fewer boxes on his Condition Monitor. However, the player may use a Simple Action to override it and force the injection if he so desires. Cost: 400 C-Bills.

Medijector [3/B]

A contact injection unit capable of containing 100 doses of any drug, antidote, etc. Weight: 250gm. Cost: 250 C-Bills + drugs.

Medical Drugs

Anti-drug drugs (antidotes) [3/A]

Drugs capable of countering the worst effects of soporifics and other incapacitating drugs. Weight: 5 gm or 1 kg per 200 styrettes. Cost: from 2 C-bills per styrette.

Anti-poison drugs (antidotes) [2/A]

Drugs capable of countering the worst effects of poison. Weight: 5 gm or 1 kg per 200 styrettes. Cost: from 2 C-bills per styrette.

Anti-radiation drugs [3/B]

A drug which increases the capacity of the body to withstand the effects of exposure to high radiation levels without suffering radiation sickness. Weight 5 gm per styrette or 1 kg per 200. Cost: from 5 C-Bills per styrette or 725 C-Bills 200.

Xeno-antibiotics [3/A]

Drugs capable of combating infection by alien organisms. XAB Drugs have 60%-100% chance of protecting against alien micro-organisms unless the wound is continually exposed to filth, etc. Weight: 5 gm or 1 kg per 200 styrettes. Cost: 3 C-Bills per styrette or 550 C-Bills per 200.

Painkillers [2/A]

A series of drugs which prevent shock and permit a character who has suffered damage from wounds to function as normal in non-strenuous activities for 6 hours. Weight: 5gm or 1 kg per 200. Cost = 1 C-Bill per styrette or 80 C-Bills for 200.

Stimulants [2/A]

Drugs which can revive unconscious patients (caused by shock, stun beams, etc.) in 1d6 minutes after application. Stimulants are effective upon the victim's passing a BLD saving roll. Each additional dose administered within an hourly period carries a 10% chance (cumulative) of producing a coronary arrest (25% fatality rate if not attended by a Physician). Weight: 5gm per styrette or 1 kg per 200. Cost: 2 C-Bills per styrette or 350 C-Bills per 200.

Tempo [3/B]

A high-energy stimulant which artificially restores all stamina levels for a period of 8 hours. Tempo is a powerful but potentially dangerous chemical. At the end of the 8-hour period, the user must make a Consciousness Roll at a penalty of one greater than their Wound Level every hour for the next four hours. Failure of the roll means that they will be knocked unconscious for twice the usual sleeping time. If awakened from his exhausted sleep by a stimulant, a BLD saving roll is required or the character will suffer a heart attack. Cost: 15 C-Bills per pill.

Quicktime regenerative drugs [3/B]

Quicktime regenerative drugs greatly speed healing. The drug affects the DNA complex of the patient's cells and speeds up natural healing rates and body defenses against infection. Only one dose is required per 3 recovery days or part thereof, but these are best applied in conjunction with medical supervision. Weight: 5gm per styrette or 1 kg per 200. Cost: 35 C-Bills per styrette or 5750 C-Bills for 200.

Preserving Sleeve [3/A]

The preserving sleeve is secured around a damaged limb, then adjusted to apply pressure and thus to control bleeding. The sleeve can also be adjusted to apply heat or cold, and will keep a wound clean and free from infection for up to 36 hours. While encased in a preserving sleeve, the injured limb is effectively immobilized. Weight: 500 grams. Cost: 25 C-Bills.

Tools and other equipment

Basic Tool Kit [1/A]

This package contains a variety of essential hand tools such as hammers, wrenches, screwdrivers, and saws. A tool belt with enough hooks, fittings, and compartments for most of the tools in the kit is included. Weight: 15 kilograms. Cost: 250 C-Bills.

Deluxe Tool Kit [3/A]

This package contains more compact, durable, and versatile versions of everything in the Basic Tool Kit, as well as more advanced tools such as vibro-cutters. Weight: 10 kilograms. Cost: 500 C-Bills.

Repair Kits

Each of these kits contain all of the basic tools and most of the parts needed to perform basic repair tasks relevant to each of the *Technician* skills. Extensive repairs usually require additional parts not found in the repair kit. These kits require restocking every few months at a cost of roughly one-tenth the cost of the whole kit. These kits are too large to be worn on a tool belt, but are portable enough to be carried in a tool box.

Aerospace Repair Kit [2/A] Cost: 2,500 C-Bills

Spaceship Repair Kit [3/A] Cost: 3,000 C-Bills

Electronics Repair Kit [2/A] Cost: 2,000 C-Bills

Mechanical Repair Kit [2/A] Cost: 1,000 C-Bills

Weapon Repair Kit [2/A] Cost: 1,500 C-Bills

Chain Saw [2/A]

A motorized mechanical device for felling, cutting, and shaping trees but often used on other materials. Weight: 8 kg. Cost = CR 80.

Vibro Saw [3/A]

A vibratory saw with same functions as a chain saw, only far more efficient. Weight: 5 kg. Cost: 750 C-Bills.

Geiger Counter [2/A]

A device which indicates the presence and intensity of radioactivity. Weight: 250g. Cost: 50 C-Bills

Grapple Rod [3/C]

The grapple rod is a disposable tool for climbing a surface quickly. It consists of a one-meter-long shaft with a ball at one end and a small strap at the other. Controls are at the middle of the shaft. The ball is made of adhesive material, attached to 10 meters of lightweight cable.

A user places their foot in the strap and depresses the lift button. A charge within the shaft fires the adhesive ball at the target. Once the ball is attached, the user activates another button, which causes a motor in the device to activate, pulling the shaft and the rider up the cable to the location of the adhesive. The rider can perform a task at that location and ride the cable back to the ground.

Cost: 500 C-Bills.

Gripper Gloves [4/D]

Gripper gloves came from the laboratories of BabTech on the planet Clinton. These gloves are uncommonly thick, nearly 1 centimetre overall. They have large gauntlets that reach halfway up the wearer's forearms. Each glove has its own power supply providing several hours of continuous use.

Each glove can generate a hypersonic field in the fingertips. This field has a very low frequency and gauges itself automatically to surface against which it is applied. When pressed against virtually any surface, the gloves adhere to the surface, supporting 150 kilograms each. A control built into the thumb of the glove deactivates the field.

Gripper gloves are manufactured with myomer bundling and give the user incredible strength in the fingers and hands. The wearer can crush small rocks, force doors open, and so on. The gloves weigh almost 1 kilogram and are somewhat bulky, but many consider this a small price to pay for their capabilities. Though expensive and rare, the gloves are valued by thieves, who can use them to scale sheer surfaces.

Used in assaults and especially in city warfare, the gloves have proven invaluable, when available. Their only weakness is the amount of training required to use weapons or tools without crushing them. True experts can catch a bottle tossed to them without cracking or breaking it.

Characters wearing the gripper gloves have their REF Score reduced by 1. However, the amount of Unarmed Combat damage that a character does increases by 2. Characters may also use the gloves to scale a vertical surface. Cost: 10,000 C-Bills.

Rechargers

Rechargers are used to charge up expended power cells such as the batteries for emplaced lasers or communicators. The three types of rechargers are kinetic, fossil fuel, and solar.

Kinetic rechargers are the most primitive and most common. They use some kind of physical movement (a waterfall, for example) to create energy. Another common version is attached to a bicycle.

Fossil-fuel rechargers are also common. Fossil-fuel rechargers use a generator to convert energy released from fuel (usually gasoline or another hydrocarbon fuel) into electricity. These types of rechargers are most commonly found on worlds possessing fossil fuels.

Solar rechargers are an effective way to repower a battery as they require only ultraviolet radiation to operate.

Rechargers generate power at a rate equal to their re rating once every hour. For example, a solar recharger gen 45 points of power every hour, with an equivalent amo fractional power for each fraction of an hour. Rechargers may be used as batteries.

Kinetic Recharger [2/A]

Cost: 10 C-Bills

Fossil Fuel Recharger [2/A]

Cost: 50 C-Bills

Solar Recharger [2/A]

Cost: 200 C-Bills

Scanalyzer [3/B]

The scanalyzer accepts a sample of any organic or inorganic substance fed into it, then produces a list of the substance's elemental or molecular components, as well as a precise indication of the substance's flash and melting points, conductivity, and radioactivity.

The scanalyzer is a powerful analytical tool, but it is useful only to those who have the Technician, Medical, or Computer Skill to interpret its output. The device is approximately 80 centimetres by 50 centimetres, and weighs 3 kilograms. Cost: 5,000 C-Bills.