

EQUIPMENT DATABASE



**STARS WITHOUT NUMBER
COMPATIBLE**

Angry Golem Games

INDEX

| | |
|------------------------------------|----|
| FOREWORDS | 4 |
| ARMORS | 5 |
| Combat Armors | 5 |
| Powered Armors | 6 |
| WEAPONS | 7 |
| Ranged Weapons | 8 |
| Melee Weapons | 17 |
| Heavy Weapons | 19 |
| GENERAL EQUIPMENT | |
| Ammunition | 24 |
| Communication | 28 |
| Computing & Accessories | 30 |
| Field Equipment | 32 |
| Pharmaceuticals | 39 |
| Tools & Medicals | 41 |
| Batteries & Generators | 44 |
| VEHICLES | 48 |
| DRONES | 51 |
| DROIDS | 54 |
| CYBERWARE | 56 |
| MISC. EQUIPMENT | 60 |



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FOREWORDS

This paragraph explains some of the small changes made to the equipment section. The changes are not radical, and are of course optional.

Encumbrance (optional rule). The encumbrance follows the rules listed in the Stars Without Number core rulebook. Those equipment marked with an **(m)** can be disassembled into smaller components and assembled again. How many components compose a piece of equipment, and how long it takes to disassemble and reassemble, is at Game Master's discretion.

Power Required (optional rule). Some equipment require power in order to work. The amount of power required is expressed in *Power Units* in the equipment description, and by default the amount expressed is the power required during 24 hours.

Suggested Skill (optional rule). Some equipment may require a minimum level of skill to be properly employed. Which skill and the minimum skill level required is specified in the equipment entry. In addition, the suggested skill may include one or more special actions that the equipment can accomplish. The Game Master is encouraged to create its own custom effects.

TL (Technology Level). The TL, or Technology Level, follows the same principles listed in the Stars Without Number core rulebook. However, the Game Master may find that the technology level for a specific piece of equipment is not appropriate technology level and can decide at any moment to change it in order to fit its campaign setting peculiarities.

ARMORS

| Armor Type | Armor Class | Cost | Enc. | TL |
|------------------------|-------------|--------|-------|----|
| Combat Armor | | | | |
| Iridium Plate Armor | 18 (3) | 15,000 | 2 | 4 |
| Graphene Layered Armor | 14 | 3,000 | 1 (0) | 4 |
| Polymer Field Armor | 13 | 1,500 | 1 | 3 |
| Titanium Plate Armor | 15 (2) | 2,000 | 3 | 4 |
| Powered Armor | | | | |
| Environmental Suit | 11 | 300 | 1 (0) | 4 |
| Exoskeleton | 13 | 20,000 | 2 (0) | 4 |
| Mimetic Armor | 13 | 5,000 | 1 | 4 |

ARMORS

Armor Class. The Armor Class follows the rules listed in the Stars Without Number core rulebook. When a number in parenthesis appears, it represents the Armor value the armor.

Encumbrance. The encumbrance follows the rules listed in the Stars Without Number core rulebook. When a number in parenthesis appears, it represents the encumbrance of the armor when worn.

COMBAT ARMORS

Iridium Plate Armor. The iridium plate armor is composed by plates made of platinum-iridium special alloys, which confer the armor high protection against most kind of attacks, especially against kinetic ammunition and explosions.

However, against weapons that fire charges and laser that protection ceases to work properly. Iridium plater amors make the wearer clumsy due to their weight, thus imposing a -1 penalty on all dexterity based skill checks and saving throws.

Armor Class 18 (3). *Armor* 3 against ammo ranged weapons, melee weapons and explosion damage.

Cost 15,000 – **Enc.** 2 – **TL** 5

Graphene Layered Armor. Graphene layered armors grant good protection and, due to their composition, are very light. The armor protects vital points and articulations without penalizing mobility. The plates that compose the armor are made of overposed microlayers of graphene which are subsequently welded with a high-pressure mechanical process. Graphene layered armors grants immunity to piercing and slashing melee weapons of TL 3 or less.

Armor Class 14

Cost 3,000 – **Enc.** 1 (0) – **TL** 4

Polymer Field Armor. Polymer field armors are employed by security personnel and police forces. Despite their technology level may appear obsolete, they are a good alternative to achieve a good level of protection and still preserve mobility.

Armor Class 13

Cost 1,500 – **Enc.** 1 – **TL** 3

Titanium Plate Armor. Titanium plate armors were the best choice before the coming of the more sophisticated iridium plate armors. They represent a good trade-off of price, encumbrance and protection. They are still employed by heavy infantry of factions who cannot afford the more expensive iridium armors. Titanium plate armors make the wearer clumsy due to their weight, thus imposing a -2 penalty on all dexterity based skill checks and saving throws.

Armor Class 15 (2). *Armor* 2 against ammo ranged weapons, melee weapons and explosion damage.

Cost 2,000 – **Enc.** 3 – **TL** 4

POWERED ARMORS

Powered armors require energy to work properly. Each armor entry specifies the Power Required by each powered armor and the standard device that can power the armor. Stars Without Number core rulebook states that powered armors require a *Power Cell type B* to work. The *Power Cell Trilithium* can substitute the power cell type B, and grants double autonomy.

Environmental Suit. The environmental suit allows the wearer to survive in alien and hostile environment. The suit recycles bodily fluids and administers nutrients by intravenous. The suit protects the wearer from extreme temperatures ranges (-260° / + 1,000°) and extreme atmospheric pressures, including the vacuum. Each standard 24 hours spent wearing the environmental suit adds 1d2 system strain.

Power Required. *Power Cell type B* / 168 hours (336 hours with a *Power Cell Trilithium*).

Armor Class 11

Cost 300 – **Enc.** 1 (0) – **TL** 4

Exoskeleton. The exoskeleton provides partial protection and enhances the physical abilities of the wearer thanks to an hydraulic system that leverages physical tasks. Movement of the wearer increases by 1d4. The exoskeleton increases both strength and dexterity by 2 points and provides a +2 bonus on Str/Exert skill checks.

Power Required. *Power Cell type B* / 48 hours (96 hours with a *Power Cell Trilithium*).

Armor Class 13

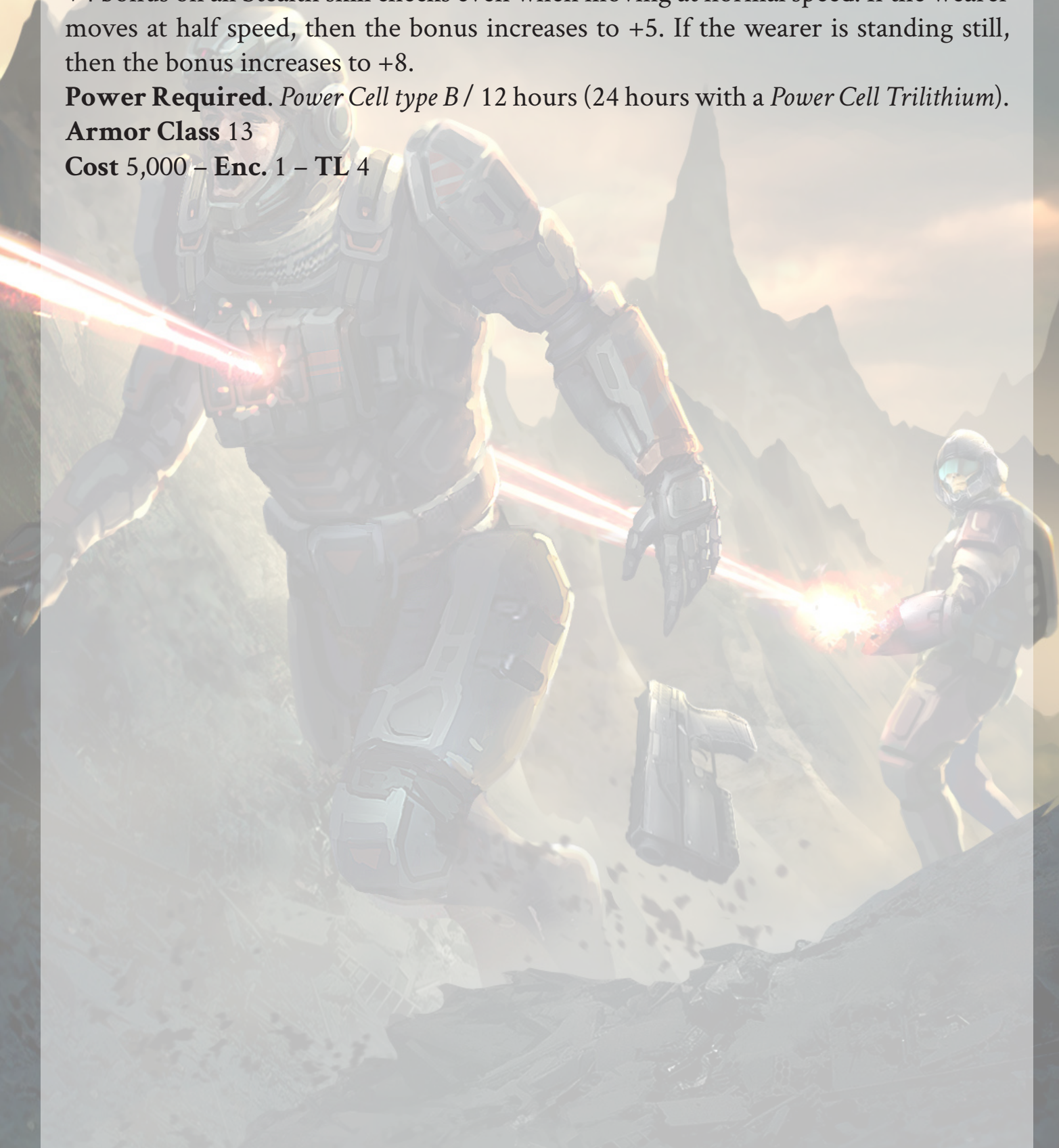
Cost 20,000 – **Enc.** 2 (0) – **TL** 4

Mimetic Armor. The mimetic armor grants the wearer superior camouflage thanks to micro-transmitter made of thousands of optical fibers. The optical fibers can reproduce the surroundings with a high level of accuracy, thus granting the wearer a +4 bonus on all Stealth skill checks even when moving at normal speed. If the wearer moves at half speed, then the bonus increases to +5. If the wearer is standing still, then the bonus increases to +8.

Power Required. *Power Cell type B* / 12 hours (24 hours with a *Power Cell Trilithium*).

Armor Class 13

Cost 5,000 – **Enc.** 1 – **TL** 4



WEAPONS

Weapons, ammo (optional rule). If a natural is rolled, then roll an additional d20 and if the result is again a natural 1, then the weapon jams. A jammed weapon cannot fire in the turn and a Main Action must be spent to fix it. The next round, the weapon may jam with a natural roll of 1 or 2. In order to avoid the cumulative chance of jamming the weapon, the character must spend a full round fixing the weapon.

Weapons, charge. Damage dealt by charge weapon depends by the type of charge used. Charge weapons multiply the base damage of the charge used depending on the type of weapon. See the weapon description for more details.

Weapons, laser. Laser weapons mounts laser crystals that produces additional effects to the base damage. A laser weapon must mount a laser crystal or it will not fire. Laser weapons multiply by ten the range and deal double damage in environment without any significant atmosphere. Laser weapons mounts an integrated antimatter micro-generator that recharge the weapon with one round of fire, but the recharge process can occur only when the laser weapon has not fired in the round.

Burst mode (*). Ranged Weapons that can fire in burst mode gain a bonus on hit and damage rolls, but consume more rounds of ammunition as detailed below:
3 rounds. +1 to hit, +1 damage.
6 rounds. +2 to hit, +2 damage.
12 rounds. +3 to hit, +3 damage.

Focus Fire (f). All Laser Weapons can concentrate its firepower in single point, causing serious damage to the target. If the wielder maintain a continuous fire on a single point for the whole round of combat, the focus fire deals additional damage and produce additional effects. Each laser weapon describes what kind of effects the focus fire produces.

Suppressive fire (#). Heavy weapons that can employ suppressive fire consumes a higher amount of ammunition to automatically hit all targets in the kill zone by reducing the damage inflicted to a single specific target. The damage dealt depends on the ammunition consumed, as described below:

Double rounds. Half damage, evasion saving throw reduces damage to zero.

Triple rounds. Half damage +1, evasion saving throw with -1 penalty reduces damage to zero.

Quadruple rounds. Half damage +2, evasion saving throw with -2 penalty reduces damage to zero.

RANGED WEAPONS

| Ranged Weapon | Dmg. | Range | Cost | Magazine | Attr. | Enc. | TL |
|------------------------------|-----------|-------------|-------|----------|-------|------|----|
| Auto-rifle, ammo * | 1d8+2 | 150/300 | 600 | 40 | Dex | 1 | 3 |
| Auto-rifle, charge * | by charge | 100/200 | 1,500 | 40 | Dex | 2 | 4 |
| Auto-rifle, laser * (f) | 1d10 | 250/400 | 3,000 | 10 | Dex | 1 | 4 |
| Flamethrower | 3d4 | 20/40 | 200 | 30 | Dex | 3 | 3 |
| Grenade, chemical | 1d3 | 10/30 | 60 | 1 | Dex | 1/20 | 3 |
| Grenade, cryo | 1d3 | 10/30 | 250 | 1 | Dex | 1/20 | 4 |
| Grenade, EMP | 1d3 | 10/30 | 200 | 1 | Dex | 1/20 | 4 |
| Grenade, frag | 3d4 | 10/30 | 40 | 1 | Dex | 1/20 | 3 |
| Grenade, incendiary | 1d6 | 10/30 | 35 | 1 | Dex | 1/20 | 3 |
| Grenade, shock | 1d2 | 10/30 | 50 | 1 | Dex | 1/20 | 3 |
| Grenade, smoke | 1 | 10/30 | 15 | 1 | Dex | 1/20 | 3 |
| Pistol, ammo | 1d6 | 30/100 | 150 | 10 | Dex | 1 | 3 |
| Pistol, charge | by charge | 40/80 | 300 | 10 | Dex | 1 | 4 |
| Pistol, laser (f) | 1d6 | 100/300 | 600 | 10 | Dex | 1 | 4 |
| Plasmathrower | 3d6 | 20/40 | 1,600 | 30 | Dex | 3 | 4 |
| Rifle, ammo | 2d6 | 500/1,000 | 1,800 | 5 | Dex | 2 | 3 |
| Rifle, charge | by charge | 150/300 | 2,100 | 5 | Dex | 2 | 4 |
| Rifle, gauss | 3d6 | 1,500/3,000 | 3,000 | 5 | Dex | 2 | 4 |
| Rifle, laser (f) | 1d10 | 600/1,000 | 2,400 | 10 | Dex | 2 | 4 |
| Rifle, sonic | 1d4 | 50 | 4,000 | 5 | Dex | 2 | 4 |
| Sub-Machine Gun, ammo * | 1d8 | 150/500 | 3,000 | 20 | Dex | 1 | 3 |
| Sub-Machine Gun, charge | by charge | 150/400 | 8,000 | 20 | Dex | 1 | 4 |
| Sub-Machine Gun, gauss * | 2d8 | 500/1,500 | 6,000 | 20 | Dex | 1 | 4 |
| Sub-Machine Gun, laser * (f) | 1d12 | 700/1,000 | 9,000 | 20 | Dex | 1 | 4 |
| Tactical Bow | 1d6+1 | 100/150 | 180 | 5 | Dex | 1 | 3 |

RANGED WEAPONS

Auto-rifle, ammo *. The ammo auto-rifle can fire a rapid sequence of ammo against the same target in a single round. The auto-rifle inflicts 1 additional point of damage for each point above the minimum required to hit the target's Armor Class. This option does not apply when employing the ammo auto-rifle in burst mode.

Dmg. 1d8+2 – **Range** 150/300 – **Magazine** 40

Cost 600 – **Enc.** 1 – **TL** 3

Auto-rifle, charge *. The charge auto-rifle deals maximum damage if the hit roll is 5 points higher than the minimum required to hit the target's Armor Class.

Dmg. by charge – **Range** 100/200 – **Magazine** 40

Cost 1,500 – **Enc.** 2 – **TL** 4

Auto-rifle, laser * (f). Laser auto-rifles deal standard damage plus the damage of the specific laser crystal the weapon is mounting. When purchased, laser auto-rifles do not mount any laser crystal, which must be purchased separately. The laser auto-rifle can focus fire, and deals damage as follows:

Round 1. The laser deals maximum damage.

Round 2. The laser deals maximum damage and can bypass Armor 1.

Round 3. The laser deals maximum damage +1d10 additional damage. It can bypass Armor 2 or lower.

Round 4. The laser deals maximum damage +2d10 additional damage. It can bypass Armor 3 or lower. Flammable materials catch fire. Metals start to melt in a radius of 1 meter. Materials like silicate rocks, concrete and similar detonate in a radius of 10 meters.

Round 5. At Game Master's discretion.

Power Required. *Antimatter Microgenerator* / 1 year

Dmg. 1d10 + *laser crystal* – **Range** 250/400 – **Magazine** 10

Cost 3,000 – **Enc.** 1 – **TL** 4

Flamethrower. The flamethrower causes 1d6 fire damage in normal range (20 meters) and gains a bonus of +2 to hit rolls, and 3d4 fire damage beyond the normal range (21-50 meters) without suffering penalties on hit rolls. TL 4 or higher armors reduce fire damage to minimum and with a successful Dex/Evasion saving throw the wearer suffers no damage at all. TL 3 armors reduce damage to half, but if they are composed by flammable compounds like carbon or grapheme fibers they may be damaged. The flamethrower consumes hydrocarbons that, depending on the specific model of flamethrower, can come in the form of liquid or gel hydrocarbons.

Dmg. 3d4 – **Range** 20/50 – **Magazine** 30

Cost 200 – **Enc.** 3 – **TL** 3

Grenade, chemical. Chemical grenades release a toxic gas that, when inhaled, affect the central nervous system and prevent bioelectric impulses from working properly. The target must make a Con/Physical saving throw or die within 30 minutes. If the saving throw fails, the target dies in 5 minutes or less. A target treated with Antitoxin, Medkit or Field Emergency Kit can make a new saving throw every minute to resist the effects.

Dmg. 1d3 – **Range** 10/30 – **Magazine** 1

Cost 60 – **Enc.** 1/20 – **TL** 3

Grenade, cryo. Cryo grenades release a low temperature gas in a radius of 10 meters. The gas low temperature lasts for 1d4 rounds before warming up and turn harmless. All weapons that rely on gears and moving parts made of metal suffer from

the freezing temperature. For the next 10 rounds of combat, anytime an attack roll scores 7 or less, the weapon will jam and will not be able to fire properly.

Dmg. 1d3 – **Range** 10/30 – **Magazine** 1

Cost 250 – **Enc.** 1/20 – **TL** 4

Grenade, EMP. EMP grenades release an electromagnetic impulse in a radius of 10 meters. For the next 2d6 rounds of combat all electronic equipment are jammed and will not work properly. Every round the target can attempt a Dex/Fix skill check with DC 9 to reduce the jam duration by 1 round.

Dmg. 1d3 – **Range** 10/30 – **Magazine** 1

Cost 200 – **Enc.** 1/20 – **TL** 4

Grenade, frag. Frag grenades detonates and throw shrapnel and fragments in a radius of 10 meters. Targets are entitled a Dex/Evasion saving throw to reduce damage to 2d4 instead of 3d4. Targets take 1 less point of damage for each point of AC above 13.

Dmg. 3d4 – **Range** 10/30 – **Magazine** 1

Cost 40 – **Enc.** 1/20 – **TL** 3

Grenade, incendiary. Incendiary grenades contain flammable chemical compounds. All targets within 3 meters of the explosion automatically suffer 1d6 points of fire damage. The subsequent round, each target affected by the explosion can make an Evasion saving throw to quench the fire or suffer an additional 1d6 fire damage. If the first saving throw fails, the targets are entitled a new saving throw with a -1 penalty, failing again means taking additional 1d6+1 fire damage. This process continues every round, for each round damage increases by +1 and the penalty on the saving throw adds a -1 until a successful saving throw quenches the fire or the target chars to the bone.

Dmg. 1d6 – **Range** 10/30 – **Magazine** 1

Cost 35 – **Enc.** 1/20 – **TL** 3

Grenade, shock. Shock grenades causes a sonic and blinding burst capable of neutralizing sight and hearing of all targets within 5 meters of the detonation. All targets affected suffer the following effects:

1 round. All targets are deafened and blinded.

2 round. All targets automatically fail Dexterity based skill checks and saving throws.

3 round. All targets suffer a -2 penalty on Dexterity skill checks and saving throws.

4 round. Any harmful effect end.

Dmg. 1d2 – **Range** 10/30 – **Magazine** 1

Cost 50 – **Enc.** 1/20 – **TL** 3

Grenade, smoke. Smoke grenades release a colored gas that blocks sight and thus offers some protection against ranged attacks. The gas disperse in 1 minute under standard circumstances and occupies a total area of 15 x 15 meter (the shape of the cloud can be adjusted accordingly to the terrain). In total absence of atmosphere, the gas lasts for 1d4 rounds.

Dmg. 1 – **Range** 10/30 – **Magazine** 1

Cost 15 – **Enc.** 1/20 – **TL** 3

Pistol, ammo. Pistol is a light ranged weapon useful for close combat. The model presented here is the standard one. Other models may have slightly different range, magazine and cost. The damage listed below is the damage caused by standard ammo. The ammo pistol can also fire depleted uranium, iridium, titanium and tungsten ammo.

Suggested Skill. Shoot-1. You can fire 2 rounds of fire in a single shot if the target is within 3 meters. In addition, for each skill point you deal 1 additional point of precision damage.

Dmg. 1d6 – **Range** 30/100 – **Magazine** 10

Cost 150 – **Enc.** 1 – **TL** 3

Pistol, charge. Charge pistols can fire any type of ammunition of the charge type, which includes antimatter, EMP, plasma and proton charges. Damage also depends on the charge type.

Suggested Skill. Shoot-2. You can fire 2 rounds of fire in a single shot if the target is within 3 meters. In addition, for each skill point you deal 1 additional point of precision damage.

Dmg. by charge – **Range** 40/80 – **Magazine** 10

Cost 300 – **Enc.** 1 – **TL** 4

Pistol, laser (f). Laser pistols deal standard damage plus the damage of the specific laser crystal the weapon is mounting. When purchased, laser pistols do not mount any laser crystal, which must be purchased separately. The laser pistol can focus fire, and deals damage as follows:

Round 1. The laser deals maximum damage.

Round 2. The laser deals maximum damage and can bypass Armor 1.

Round 3. The laser deals maximum damage +1d6 additional damage. It can bypass Armor 2 or lower.

Round 4. The laser deals maximum damage +2d6 additional damage. It can bypass Armor 3 or lower. Flammable materials catch fire. Metals start to melt in a radius of 1 meter. Materials like silicate rocks, concrete and similar detonate in a radius of 10 meters.

Round 5. At Game Master's discretion.

Suggested Skill. Shoot-3. You can fire 3 rounds of fire in a single shot if the target is within 6 meters. In addition, for each skill point you deal 1 additional point of precision damage.

Power Required. *Antimatter Microgenerator* / 1 year

Dmg. 1d6 + *laser crystal* – **Range** 100/300 – **Magazine** 10

Cost 600 – **Enc.** 1 – **TL** 4

Plasmathrower. The plasmathrower causes 3d6 heat damage by heating up noble gases like xenon, helium and argon. The gases are compressed and preserved as semisolid gel inside the tank that fuel the weapon. The plasmathrower gains a bonus of +2 to hit rolls in normal range (20 meters), and suffers no penalties on hit rolls in on ranges beyond normal (21-40 meters). TL 3 armors offer no protection against the plasmathrower, and if they are composed by flammable compounds like carbon or grapheme fibers they are destroyed. TL 4 armors reduce damage to half. The plasmathrower heat the gases and turns them into plasma by means of an *Antimatter Microgenerator* integrated with the weapon.

Dmg. 3d6 – **Range** 20/40 – **Magazine** 30

Cost 1,600 – **Enc.** 3 – **TL** 4

Rifle, ammo. The rifle is a long-range weapon with high precision. When firing beyond the standard range it suffers only a -1 penalty on hit rolls. If the attack roll scores a natural 20, the weapon deals maximum damage. The model presented here is the standard one. Other models may have slightly different range, magazine and cost. The damage listed below is the damage caused by standard ammo. The ammo rifle can also fire depleted uranium, iridium, titanium and tungsten ammo.

Dmg. 2d6 – **Range** 500/1,000 – **Magazine** 5

Cost 1,800 – **Enc.** 2 – **TL** 3

Rifle, charge. Charge rifles can fire any type of ammunition of the charge type, which includes antimatter, EMP, plasma and proton charges. Damage also depends on the charge type. When firing beyond the standard range it suffers only a -1 penalty on hit rolls. If the attack roll scores a natural 20, the weapon deals maximum damage.

Dmg. *by charge* – **Range** 150/300 – **Magazine** 5

Cost 2,100 – **Enc.** 2 – **TL** 4

Rifle, gauss. Gauss rifles can fire ammunition of the type Ammo and Charge, but each magazine can contain one type of ammunition only. When firing beyond the standard range it suffers only a -1 penalty on hit rolls. If the attack roll scores a natural 20, the weapon deals maximum damage. The Gauss rifle can overcharge the

electro magnetic rail that fire the ammunition to deal more damage and increase the range. Overcharging the gauss rifle requires one full round and there is a 10% chance that the procedure fails. If the overcharge is successful, then the weapon deals 1d6 additional damage and increase the range by 50%. If the overcharge fails, then the weapon discharge the electromagnetic energy and will not able to fire for that round. The electromagnetic discharge due to the failed overcharge procedure produces the same effect of a *Grenade, EMP* but without dealing any physical damage.

Dmg. 3d6 or *by charge* – **Range** 1,500/3,000 – **Magazine** 5

Cost 3,000 – **Enc.** 2 – **TL** 4

Rifle, laser (f). Laser rifles deal standard damage plus the damage of the specific laser crystal the weapon is mounting. When purchased, laser rifles do not mount any laser crystal, which must be purchased separately. When firing beyond the standard range it suffers only a -1 penalty on hit rolls. If the attack roll scores a natural 20, the weapon deals maximum damage. The laser rifle can focus fire, and deals damage as follows:

Round 1. The laser deals maximum damage.

Round 2. The laser deals maximum damage and can bypass *Armor* 1.

Round 3. The laser deals maximum damage +1d10 additional damage. It can bypass *Armor* 2 or lower.

Round 4. The laser deals maximum damage +2d10 additional damage. It can bypass *Armor* 3 or lower. Flammable materials catch fire. Metals start to melt in a radius of 1 meter. Materials like silicate rocks, concrete and similar detonate in a radius of 10 meters.

Round 5. At Game Master's discretion.

Power Required. *Antimatter Microgenerator* / 1 year

Dmg. 1d10 – **Range** 600/1,000 – **Magazine** 10

Cost 2,400 – **Enc.** 2 – **TL** 4

Rifle, sonic. The sonic rifle produces a sonic wave that can deafen and stun the targets, in addition it creates a kinetic wave that can displace the targets by 1d4 meters. In absence of atmosphere, the sonic rifle is useless. The sonic rifle produces a wave that extends from the weapon with a width of 45°. Targets under total cover suffer the deafening condition only, but are not displaced by the sonic wave.

Power required. *Power Cell type A* / 5 rounds (10 rounds with a *Power Cell Dilithium*).

Dmg. 1d4 – **Range** 50 – **Magazine** 5

Cost 4,000 – **Enc.** 2 – **TL** 4

Sub-machine gun, ammo *. The sub-machine gun sacrifice precision for more firepower. If the attack roll scores 17 or more, you can add 1 point of damage for each point above 16. The model presented here is the standard one. Other models may have slightly different range, magazine and cost. The damage listed below is the damage caused by standard ammo. The ammo sub-machine gun can also fire depleted uranium, iridium, titanium and tungsten ammo.

Dmg. 1d8 – **Range** 150/500 – **Magazine** 20

Cost 3,000 – **Enc.** 1 – **TL** 3

Sub-machine gun, charge *. Charge sub-machine guns can fire any type of ammunition of the charge type, which includes antimatter, EMP, plasma and proton charges. If the attack roll scores 17 or more, you can add 1 point of damage for each point above 16.

Dmg. by charge – **Range** 150/400 – **Magazine** 20

Cost 8,000 – **Enc.** 1 – **TL** 4

Sub-machine gun, gauss *. Gauss sub-machine guns can fire ammunition of the type Ammo and Charge, but each magazine can contain one type of ammunition only. The Gauss sub-machine gun can overcharge the electro magnetic rail that fire the ammunition to deal more damage and increase the range. Overcharging the gauss sub-machine gun can requires one full round and there is a 10% chance that the procedure fails. If the overcharge is successful, then the weapon deals 1d6 additional damage and increase the range by 50%. If the overcharge fails, then the weapon discharge the electromagnetic energy and will not able to fire for that round. The electromagnetic discharge due to the failed overcharge procedure produces the same effect of a Grenade, EMP but without dealing any physical damage.

Dmg. 2d8 – **Range** 500/1,500 – **Magazine** 20

Cost 6,000 – **Enc.** 1 – **TL** 4

Sub-machine gun, laser * (f). Laser sub-machine guns deal standard damage plus the damage of the specific laser crystal the weapon is mounting. When purchased, laser sub-machine guns do not mount any laser crystal, which must be purchased separately. If the attack roll scores 17 or more, you can add 1 point of damage for each point above 16. The model presented here is the standard one. The laser sub-machine gun can focus fire, and deals damage as follows:

Round 1. The laser deals maximum damage.

Round 2. The laser deals maximum damage and can bypass *Armor* 1.

Round 3. The laser deals maximum damage +1d12 additional damage. It can bypass *Armor* 2 or lower.

Round 4. The laser deals maximum damage +2d12 additional damage. It can bypass

Armor 3 or lower. Flammable materials catch fire. Metals start to melt in a radius of 1 meter. Materials like silicate rocks, concrete and similar detonate in a radius of 10 meters.

Round 5. At Game Master's discretion.

Power Required. *Antimatter Microgenerator / 1 year*

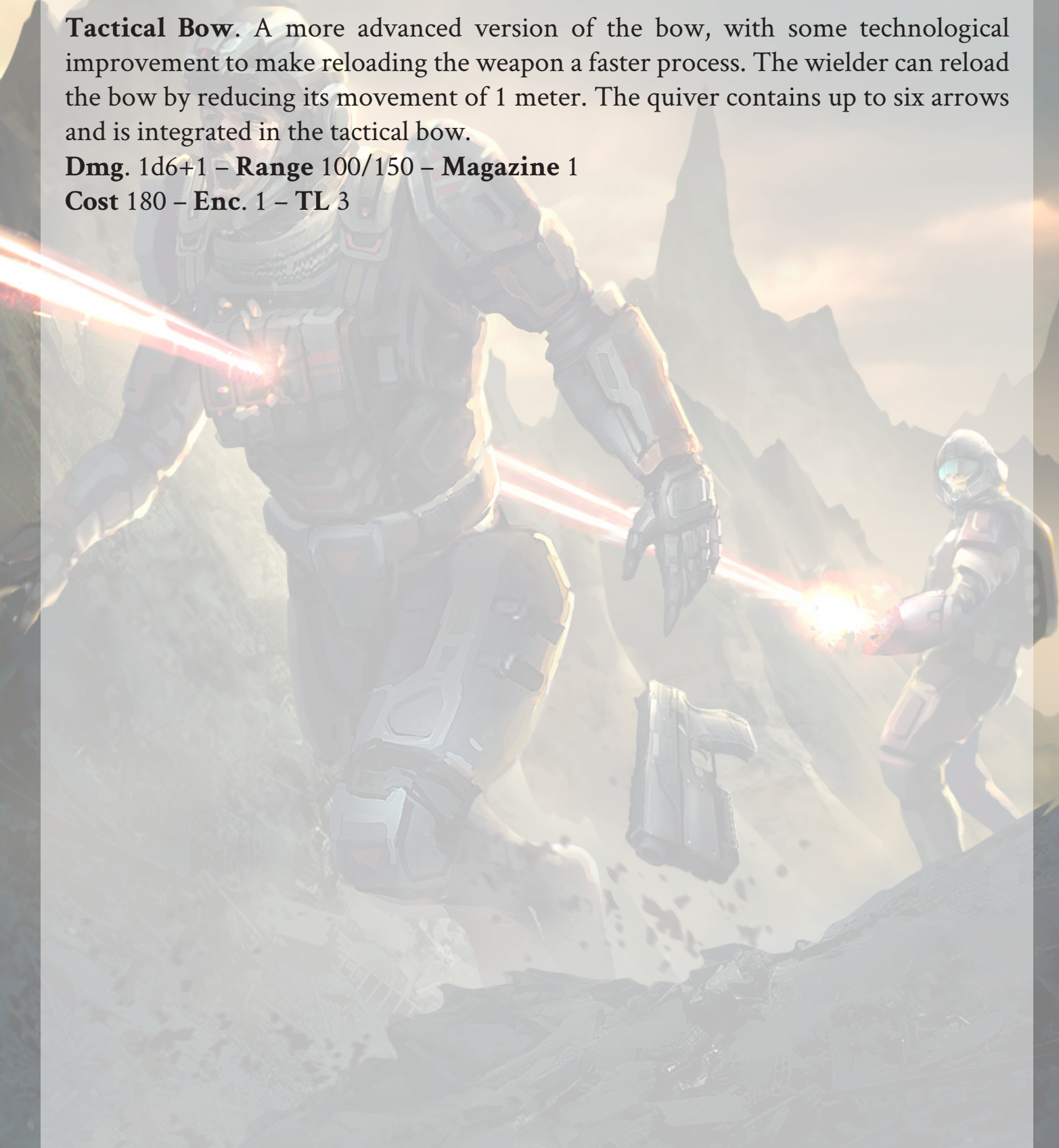
Dmg. 1d12 – **Range** 500/1,000 – **Magazine** 20

Cost 9,000 – **Enc.** 1 – **TL** 4

Tactical Bow. A more advanced version of the bow, with some technological improvement to make reloading the weapon a faster process. The wielder can reload the bow by reducing its movement of 1 meter. The quiver contains up to six arrows and is integrated in the tactical bow.

Dmg. 1d6+1 – **Range** 100/150 – **Magazine** 1

Cost 180 – **Enc.** 1 – **TL** 3



MELEE WEAPONS

| Weapon | Dmg. | Shock | Attr. | Cost | Enc. | TL |
|-----------------|-------|-----------|---------|--------|-------|----|
| Baton, electric | 1d4+2 | 3 / AC 16 | Str/Dex | 360 | 1 | 4 |
| Chainsaw | 1d6+1 | 2 / AC 15 | Str | 300 | 2 | 3 |
| Combat glove | 1d4 | 1 / AC 13 | Str/Dex | 250 | 1 (0) | 4 |
| Electric glove | 1d4+1 | 2 / AC 17 | Str/Dex | 450 | 1 (0) | 4 |
| Molecular blade | 2d4+3 | 5 / AC 18 | Str/Dex | 30,000 | 1 | 5 |
| Thunder Hammer | 1d6+4 | 5 / AC 14 | Str | 1,000 | 1 | 4 |

MELEE WEAPONS

Baton, electric. The electric baton is a two-handed weapon with an electrode placed on each of its extremities. A standard hit causes 1d4 damage +2 electric damage. If the hit roll is 5 points or higher than the hit roll required to hit the target, then the electric baton deals 2d4 additional electric damage.

Power Required. *Power Cell type A* / 24 hours (48 hours with a *Power Cell Dilithium*).

Dmg. 1d4+2 – **Shock** 2 / AC 16

Cost 360 – **Enc.** 1 – **TL** 4

Chainsaw. The chainsaw is a crude but effective melee weapon. The chainsaw is sold with a standard saw, but other models mounts more effective saws. Standard saw in steel alloy. Standard damage.

Titanium alloy saw. +1 damage, bypass *Armor* 1, Cost +50%.

Artificial diamond saw. +2 damage, bypass *Armor* 2, Cost +100%.

Platinum-iridium alloy saw. +4 damage, bypass *Armor* 3, Cost +500%.

Dmg. 1d6+1 – **Shock** 2 / AC 15


Cost 300 – **Enc.** 2 – **TL** 3

Combat Glove. The combat glove can deliver powerful blows that deal 1d4 damage, all attacks with the combat glove receives a +1 bonus to hit roll. In addition, you can grab a target, hold the grab and inflicts automatic damage every round. In order to grab a target, you must score a successful attack roll. The target can resist the grab by rolling a successful *Exert* skill check with a DC equal to your attack roll. The target cannot get free of the grab unless the combat glove is neutralized. The wielder can also release the combat glove at any moment, and the combat glove will inflict damage in automatic.

Suggested Skill. *Punch*-1. You can attempt to grab a target and maintain the grab.

Dmg. 1d4 – **Shock** 1 / AC 13

Cost 250 – **Enc.** 1/(0) – **TL** 4

A futuristic battle scene. In the foreground, a large, grey, heavily armored robot with a glowing red eye and a red energy blade is shown. In the background, a smaller soldier in a red and black suit is firing a weapon, creating a bright orange and yellow energy burst. The background is a hazy, mountainous landscape.

Electric, glove. The electric glove releases an electric discharge when it hits the target. If the hit roll is 5 points or higher than than the hit roll required to hit the target, then the electric glove deals 2d4 additional electric damage.

Power Required. *Power Cell type A / 24 hours (48 hours with a Power Cell Dilithium).*

Dmg. 1d4+1 – **Shock** 2 / AC 17

Cost 30,000 – **Enc.** 1(0) – **TL** 4

Molecular Blade. The molecular blade is sharp enough to cut solid materials as if they were piece of papers. The blade is artificially sharpened with nanotechnology to molecular level, turning the weapon into the perfect blade. The molecular blade, when employed in melee combat, automatically severs a limb with a natural roll of 20. If used against vehicles, it can bypass Armor 1 and deals full damage. In addition, for every point of damage, it can cut through 1 inch of solid material. Materials or special alloys of TL 5 or more, may resist the sharpness of a molecular blade.

Dmg. 2d4+3 – **Shock** 5 / AC 18

Cost 30,000 – **Enc.** 1 – **TL** 5

Thunder Hammer. The thunder hammer is a two-handed weapon that deals 1d6 bludgeoning damage plus 4 electric damage. The target must make a Dex/Evasion saving throw or suffer 2d4 additional electric damage.

Power Required. *Power Cell type A / 12 hours (24 hours with a Power Cell Dilithium).*

Dmg. 1d6+4 – **Shock** 5 / AC 14

Cost 1,000 – **Enc.** 1 – **TL** 4

HEAVY WEAPONS

| Heavy Weapon | Dmg. | Range | Cost | Magazine | Attr. | Enc. | TL |
|--------------------------------|------------------|-------------|--------|----------|---------|------|----|
| Grenade launcher | by grenade | 300/500 | 1,500 | 6 | Dex | 2 | 3 |
| Heavy Machine Gun, ammo # | 3d6 | 500/2,000 | 5,000 | 10 | Dex | 4 | 3 |
| Heavy Machine Gun, charge # | by charge x3 | 500/1,500 | 12,000 | 10 | Dex | 4 | 4 |
| Heavy Machine Gun, gauss # | 4d6 | 1,500/4,500 | 11,000 | 10 | Dex | 4 | 4 |
| Heavy Machine Gun, laser # (f) | 3d10 | 1,000/4,000 | 20,000 | 10 | Dex | 4 | 3 |
| Machine Gun, ammo # | 2d6 | 250/1,000 | 40,000 | 15 | Dex | 2 | 3 |
| Machine Gun, charge # | by charge x2 | 250/750 | 10,000 | 15 | Dex | 2 | 4 |
| Machine Gun, gauss # | 3d6 | 750/3,000 | 7,500 | 15 | Dex | 2 | 4 |
| Machine Gun, laser # (f) | 3d8 | 500/2,000 | 12,000 | 15 | Dex | 2 | 4 |
| Missile launcher, micro | by micro-missile | 250/500 | 15,000 | 20 | Dex/Int | 2 | 4 |
| Missile launcher | by missile | 3,000/6,000 | 25,000 | 1 | Dex/Int | 3 | 4 |
| Plasma Gun | 4d10 | 50/100 | 50,000 | 5 | Dex | 3 | 5 |

HEAVY WEAPONS

Grenade Launcher. The grenade launcher can fire any type of Grenade as ammunition. Damage dealt depends on the type of grenade. The grenade launcher can host up to six different types of grenade. The grenade launcher suffers a -1 penalty on attack rolls at standard range (500 meters) and a -3 penalty on attack rolls at beyond standard range (301 to 500 meters). Reloading a grenade launcher takes one full round or more, at Game Master's discretion.

Dmg. *by grenade* – **Range** 300/500 – **Magazine** 6

Cost 1,500 – **Enc.** 2 – **TL** 3

Heavy Machine Gun, ammo #. Ammo heavy machine guns can fire at their full power only if properly anchored to the ground with the tripod. If employed as mobile weapon, then the weapon suffers a -4 penalty on all attack rolls and cannot employ the suppressive fire option. If the attack roll scores 15 or more, you can add 1 point of damage for each point above 14. The model presented here is the standard one. Other models may have slightly different range, magazine and cost. The damage listed below is the damage caused by standard ammo. The ammo heavy machine gun can also fire depleted uranium, iridium, titanium and tungsten ammo.

Dmg. 3d6 – **Range** 500/2000 – **Magazine** 10

Cost 5,000 – **Enc.** 4 – **TL** 3

Heavy Machine Gun, charge #. Charge heavy machine guns can fire at their full power only if properly anchored to the ground with the tripod. If employed as mobile weapon, then the weapon suffers a -4 penalty on all attack rolls and cannot

employ the suppressive fire option. Charge heavy-machine guns can fire any type of ammunition of the charge type, which includes antimatter, EMP, plasma and proton charges. If the attack roll scores 15 or more, you can add 1 point of damage for each point above 14.

Dmg. by charge x3 – **Range** 500/1,500 – **Magazine** 10

Cost 12,000 – **Enc.** 4 – **TL** 4

Heavy Machine Gun, gauss #. Gauss heavy machine guns can fire at their full power only if properly anchored to the ground with the tripod. If employed as mobile weapon, then the weapon suffers a -4 penalty on all attack rolls and cannot employ the suppressive fire option. Gauss heavy machine guns can fire ammunition of the type Ammo and Charge, but each magazine can contain one type of ammunition only. The Gauss heavy machine gun can overcharge the electro-magnetic rail that fire the ammunition to deal more damage and increase the range. Overcharging the gauss heavy machine gun can requires one full round and there is a 20% chance that the procedure fails. If the overcharge is successful, then the weapon deals 2d6 additional damage and increase the range by 50%. If the overcharge fails, then the weapon discharge the electromagnetic energy and will not able to fire for that round. The electromagnetic discharge due to the failed overcharge procedure produces the same effect of a Grenade, EMP but without dealing any physical damage.

Dmg. 4d6 – **Range** 1,500/4,500 – **Magazine** 10

Cost 11,000 – **Enc.** 4 – **TL** 4

Heavy Machine Gun, laser # (f). Laser heavy machine guns can fire at their full power only if properly anchored to the ground with the tripod. If employed as mobile weapon, then the weapon suffers a -4 penalty on all attack rolls and cannot employ the suppressive fire option. Laser heavy machine guns deal standard damage plus the damage of the specific laser crystal the weapon is mounting. When purchased, laser sub-machine guns do not mount any laser crystal, which must be purchased separately. If the attack roll scores 15 or more, you can add 1 point of damage for each point above 14. The model presented here is the standard one. The laser sub-machine gun can focus fire, and deals damage as follows:

Round 1. The laser deals maximum damage.

Round 2. The laser deals maximum damage and can bypass *Armor* 1.

Round 3. The laser deals maximum damage +2d10 additional damage. It can bypass *Armor* 2 or lower.

Round 4. The laser deals maximum damage +3d10 additional damage. It can bypass *Armor* 3 or lower. Flammable materials catch fire. Metals start to melt in a radius of 3 meters. Materials like silicate rocks, concrete and similar detonate in a radius of 20 meters.

Round 5. At Game Master's discretion.

Power Required. *Antimatter Micro-generator* / 1 year.

Dmg. 3d10 – **Range** 1,000/4,000 – **Magazine** 10

Cost 20,000 – **Enc.** 4 – **TL** 4

Machine Gun, ammo #. Ammo machine guns can fire at their full power only if properly anchored to the ground with the tripod. If employed as mobile weapon, then the weapon suffers a -3 penalty on all attack rolls and cannot employ the suppressive fire option. If the attack roll scores 16 or more, you can add 1 point of damage for each point above 15. The model presented here is the standard one. Other models may have slightly different range, magazine and cost. The damage listed below is the damage caused by standard ammo. The ammo machine gun can also fire depleted uranium, iridium, titanium and tungsten ammo.

Dmg. 2d6 – **Range** 250/1,000 – **Magazine** 15

Cost 4,000 – **Enc.** 2 – **TL** 3

Machine Gun, charge #. Charge machine guns can fire at their full power only if properly anchored to the ground with the tripod. If employed as mobile weapon, then the weapon suffers a -3 penalty on all attack rolls and cannot employ the suppressive fire option. Charge machine guns can fire any type of ammunition of the charge type, which includes antimatter, EMP, plasma and proton charges. If the attack roll scores 16 or more, you can add 1 point of damage for each point above 15.

Dmg. *by charge* x2 – **Range** 250/750 – **Magazine** 15

Cost 10,000 – **Enc.** 2 – **TL** 4

Machine Gun, gauss#. Gauss machine guns can fire at their full power only if properly anchored to the ground with the tripod. If employed as mobile weapon, then the weapon suffers a -3 penalty on all attack rolls and cannot employ the suppressive fire option. Gauss machine guns can fire ammunition of the type Ammo and Charge, but each magazine can contain one type of ammunition only. The Gauss machine gun can overcharge the electro-magnetic rail that fire the ammunition to deal more damage and increase the range. Overcharging the gauss-heavy machine gun can requires one full round and there is a 15% chance that the procedure fails. If the overcharge is successful, then the weapon deals 2d6 additional damage and increase the range by 50%. If the overcharge fails, then the weapon discharge the electromagnetic energy and will not able to fire for that round. The electromagnetic discharge due to the failed overcharge procedure produces the same effect of a Grenade, EMP but without dealing any physical damage.

Dmg. 3d6 – **Range** 750/3,000 – **Magazine** 15

Cost 7,500 – **Enc.** 2 – **TL** 4

Machine Gun, laser # (f). Laser machine guns can fire at their full power only if properly anchored to the ground with the tripod. If employed as mobile weapon, then the weapon suffers a -3 penalty on all attack rolls and cannot employ the suppressive fire option. Laser machine guns deal standard damage plus the damage of the specific laser crystal the weapon is mounting. When purchased, laser sub-machine guns do not mount any laser crystal, which must be purchased separately. If the attack roll scores 16 or more, you can add 1 point of damage for each point above 15. The model presented here is the standard one. The laser sub-machine gun can focus fire, and deals damage as follows:

Round 1. The laser deals maximum damage.

Round 2. The laser deals maximum damage and can bypass *Armor* 1.

Round 3. The laser deals maximum damage +2d8 additional damage. It can bypass *Armor* 2 or lower.

Round 4. The laser deals maximum damage +3d8 additional damage. It can bypass *Armor* 3 or lower. Flammable materials catch fire. Metals start to melt in a radius of 2 meters. Materials like silicate rocks, concrete and similar detonate in a radius of 15 meters.

Round 5. At Game Master's discretion.

Power Required. *Antimatter Micro-generator* / 1 year.

Dmg. 3d8 – **Range** 500/2,000 – **Magazine** 15

Cost 12,000 – **Enc.** 2 – **TL** 4

Missile Launcher, micro. The micro-missile launcher is a heavy weapon that can host up to 20 micro-missiles of any type. It can mount a Neural Interface to employ intelligence as attribute instead of dexterity. Damage depends on the micro-missiles mounted. The micro-missiles need not to be all of the same type. The micro missile launcher can fire up to 3 micro-missiles in a single round.

Dmg. *by micro-missile* – **Range** 250/500 – **Magazine** 20

Cost 15,000 – **Enc.** 2 – **TL** 4

Missile Launcher. The missile launcher is a heavy weapon that can host 1 single missile of any type. It can mount a Neural Interface to employ intelligence as attribute instead of dexterity. Damage depends on the missile loaded. The missile launcher can fire 1 missile at a time, and it takes 1 minute to reload and recalibrate the weapon.

Dmg. *by missile* – **Range** 3,000/6,000 – **Magazine** 1

Cost 25,000 – **Enc.** 3 – **TL** 4

Plasma Gun. Plasma guns recharge the magazine quite in the same way laser weapons do, but it takes one hour to recharge the magazine. The plasma released is composed of a concentrated beam of neutrons that can destroy living tissues and

armors at atomic level. The fire of a plasma gun hit all targets in a straight line until it reaches its maximum range. The plasma gun cannot bypass obstacles thicker than 5 centimeters, but that depends mainly on the type of material. The Game Master has the last word about the matter. When firing with the plasma gun just consider a flat AC 10 for hitting the target.

Power Required. *Antimatter Micro-generator* / 1 year.

Dmg. 4d10 – **Range** 50/100 – **Magazine** 5

Cost 50,000 – **Enc.** 3 – **TL** 5



GENERAL EQUIPMENT - Ammunition

| Ammunition | Cost | Enc. | TL |
|------------------------------------|--------|------|----|
| Ammo, depleted uranium (20 rounds) | 500 | 1/5 | 3 |
| Ammo, iridium (20 rounds) | 3,000 | 1/5 | 4 |
| Ammo, standard (20 rounds) | 50 | 1/5 | 3 |
| Ammo, titanium (20 rounds) | 1,000 | 1/5 | 3 |
| Ammo, tungsten (20 rounds) | 1,500 | 1/5 | 3 |
| Antimatter Microgenerator | 5,000 | 1/10 | 4 |
| Charge, antimatter (10 rounds) | 2,000 | 1/10 | 4 |
| Charge, EMP (10 rounds) | 500 | 1/10 | 4 |
| Charge, plasma (10 rounds) | 400 | 1/10 | 4 |
| Charge, proton (10 rounds) | 300 | 1/10 | 4 |
| Laser crystal, gamma ray | 1,000 | 1/20 | 4 |
| Laser crystal, infrared ray | 500 | 1/20 | 4 |
| Laser crystal, microwave ray | 800 | 1/20 | 4 |
| Laser crystal, ultraviolet ray | 750 | 1/20 | 4 |
| Laser crystal, x-ray | 1,500 | 1/20 | 4 |
| Micro-missile, chemical | 75 | 1 | 4 |
| Micro-missile, explosive | 50 | 1 | 4 |
| Missile, EMP | 4,500 | 2 | 3 |
| Missile, nuclear | 10,000 | 2 | 4 |

GENERAL EQUIPMENT - AMMUNITION

The list of ammunition described in this section belong to the following types:

Ammo. Bullet ammo are made of the following metals or metal alloys: depleted uranium, iridium, standard, titanium, tungsten. Each ammo deals specific damage. All ammo, for the sake of simplicity, are considered of the same caliber.

Charge. Charge ammunition deliver a specific damage depending on the type of energy locked in the magazine: antimatter, EMP, plasma and proton. Each charge produces specific effects as described in the charge entry.

Laser Crystals. When purchased, laser crystals have a level of purity equal to 95% +1d4%. Anytime a laser weapon fire, roll a d100. If the attack roll is higher than the level of purity, then reduce the level of purity by 1%. If the attack roll is higher than 20% of the level of purity, then the laser crystal is burned and becomes useless. The most common laser crystals are the following: gamma ray, infrared ray, microwave ray, ultraviolet ray, x-ray.

Ammo, Depleted Uranium (20 rounds). Depleted uranium ammo can bypass *Armor* 1. Each ammo deals 1 additional point of damage for each point above the minimum required to hit the target. In addition, it also causes 2 point of damage to all square around the point of impact. Depleted uranium may causes radiation poisoning.

Cost 500 – **Enc.** 1/5 – **TL** 3

Ammo, Iridium (20 rounds). Iridium ammo can bypass *Armor* 3 adds 2 points of damage to the standard damage of the ammo weapon.

Cost 3,000 – **Enc.** 1/5 – **TL** 4

Ammo, Standard (20 rounds). Standard ammo deals damage as described in the ammo weapon and do not provide any sort of bonus. They are usually made of lead or basic alloys.

Cost 50 – **Enc.** 1/5 – **TL** 3

Ammo, Titanium (20 rounds). Titanium ammo can bypass *Armor* 2 adds 2 points of damage to the standard damage of the ammo weapon.

Cost 1,000 – **Enc.** 1/5 – **TL** 3

Ammo, Tungsten (20 rounds). Tungsten ammo can bypass *Armor* 2 adds 1 point of damage to the standard damage of the ammo weapon. In addition, it also causes 1 point of damage to all square around the point of impact.

Cost 1,500 – **Enc.** 1/5 – **TL** 3

Antimatter Microgenerator. The antimatter microgenerator is mounted on all laser weapons and provide the weapon with the energy to produce the laser beam. The antimatter remain confined inside a stasis field.

Cost 5,000 – **Enc.** 1/10 – **TL** 4

Charge, Antimatter (10 rounds). The antimatter charge deals 1d4+1 damage. If the shot inflicts 4 damage or more, you can roll again 1d4+1 and increase the whole damage. The procedure repeats every time a roll for damage scores 4 or more. However, if the total damage score 15 or more, a detonation occurs. The detonation affects all targets within 15 meters of the point of impact.

Cost 2,000 – **Enc.** 1/10 – **TL** 4

Charge, EMP (10 rounds). The EMP charge inflicts 1 point of damage and releases an electro-magnetic pulse that neutralize electronic devices in the point of impact. The effects last for 1d4+1 minutes.

Cost 500 – **Enc.** 1/10 – **TL** 4

Charge, Plasma (10 rounds). Plasma charge inflicts 1d10 thermal damage. The shot produces additional effects according to how much damage the shot deals.

8 damage. One random equipment the target is wearing is destroyed. Equipment with Armor are immune to this effect.

9 danni. The target catches fire and suffers 1d4 fire damage every round, until the fire is extinguished.

10 damage. The shot causes an explosion that affects all squares adjacent to the point of impact, and inflict additional 1d10 thermal damage.

Cost 400 – **Enc.** 1/10 – **TL** 4

Charge, Proton (10 rounds). Proton charge deals 1d6 kinetic damage. If the shot inflicts more than 4 point of damage to a target, then it continues on a straight line to the next target. The proton charge can go through inorganic matter like metals and polymers, depending on the amount of damage dealt.

5 damage. Polymers.

6 damage. Metal alloys.

Cost 450 – **Enc.** 1/10 – **TL** 4

Laser Crystal, gamma ray. Gamma ray laser crystals double the range of the laser and add 2 point of to each damage die of the laser weapon.

Cost 1,000 – **Enc.** 1/20 – **TL** 4

Laser Crystal, infrared ray. Infrared ray laser crystals add 1 point of to each damage die of the laser weapon. When using the focus fire, the infrared ray laser crystal adds 1 thermal damage for each round of consecutive fire.


Cost 500 – **Enc.** 1/20 – **TL** 4

Laser Crystal, microwave ray. Microwave ray laser crystals halve the range of the laser weapon. When firing within the standard range, the microwave ray laser crystal adds 2d6 to the base damage of the weapon. When firing beyond the standard range, it halves the base damage of the laser weapon.

Cost 800 – **Enc.** 1/20 – **TL** 4

Laser Crystal, ultraviolet ray. Ultraviolet ray laser crystals add 1 point of to each damage die of the laser weapon. When using the focus fire, the infrared ray laser crystal adds 2 thermal damage for each round of consecutive fire. A target hit by the laser must make a successful Dex/Evasion saving throw or catch fire. If a target catches fire, then it takes 1 point of fire damage every round for the next 3 rounds.

Cost 750 – **Enc.** 1/20 – **TL** 4



Laser Crystal, x-ray. Ultraviolet ray laser crystals add 3 point of to each damage die of the laser weapon. The laser can bypass solid materials 10 centimeters thick and deal half damage to any target it hits.

Cost 1,500 – **Enc.** 1/20 – **TL** 4

Micro-Missile, chemical. Chemical micro-missiles require a Missile Launcher, micro. Upon impact, the micro-missile deals 1 point of damage to the target and 1 point of damage to the adjacent squares. Each micro-missile contains poisonous chemical substances that spread in an area of 5 x 5 meters, and the gas affects all the target that inhale the substance. The most common poisonous gases are *Blister Gas*, *Nerve Gas* and *Choke Gas*.

Cost 75 – **Enc.** 1 – **TL** 4

Micro-Missile, explosive. Explosive micro-missiles require a Missile Launcher, micro. Each explosive micro-missile causes 3d4 damage on the point of impact, then half damage within 1 square and a quarter damage within two squares.

Cost 50 – **Enc.** 1 – **TL** 4

Missile, EMP. EMP missiles require a Missile Launcher. The EMP missile produces an electromagnetic pulse in a radius of 500 meters. Electronic devices cease to function for 1d10 minutes and there is 20% that they become useless.

Cost 4,500 – **Enc.** 3 – **TL** 3

Missile, Nuclear. Nuclear missiles require a Missile Launcher. These kind of tactical missiles are the most dangerous and their commercialization is illegal in many systems. The nuclear detonation affects a radius of 500 meters in standard atmosphere density. Higher than standard atmosphere densities increase the affected area and the devastation caused by the detonation.

Cost 10,000 – **Enc.** 3 – **TL** 4

GENERAL EQUIPMENT - Communications

| Equipment | Cost | Enc. | TL |
|--------------------------------|--------|------|----|
| Comm unit, laser | 600 | 5 | 4 |
| Comm unit, radio | 200 | 1 | 3 |
| Frequency emitter | 2,500 | 5 | 4 |
| Microsat, observer (m) | 5,000 | 15 | 3 |
| Microsat, transmitter (m) | 4,000 | 15 | 3 |
| Microsat, warp transmitter (m) | 25,000 | 15 | 4 |

GENERAL EQUIPMENT - COMMUNICATIONS

Comm Unit, laser. The laser communication unit transmits information by mean of a laser ray. The receiver must be employing a similar device in order to receive and decode the information. This communication system is almost immune to jamming and blocks, but the laser ray cannot cross strong electromagnetic fields or electromagnetic pulse. Range is practically unlimited, but the transmission requires a straight and clear line or reflecting surfaces in order to send the information.

Power Required. 5 power units.

Cost 600 – **Enc.** 5 – **TL** 4

Comm Unit, radio. The radio communication unit is the most common device to communicate at large distances. The radio pulse has unlimited range, but on planets without atmosphere or with an atmosphere too thin it may have limitations on range.

Power Required. *Power Cell type A* / 168 hours (336 hours with *Power Cell Dilithium*)

Cost 200 – **Enc.** 1 – **TL** 3

Frequency Emitter. The frequency emitter is employed to neutralize or jam any kind of frequencies. If properly tuned it can neutralize radio communications, but it has other uses also. The device can mitigate the harmful effects of radiation by granting a +1 bonus on saving throws. In addition, the frequency emitter can generate a field that partially interfere with laser weapons, thus reducing damage from this kind of weapons by 1 point. The frequency emitter may have more applications than those described, always at Game Master discretion. The frequency emitter is the precursor technology to shield with variable frequency.

Power Required. 5 power units.

Cost 2,500 – **Enc.** 5 – **TL** 4

Microsat, Observer (m). The observer micro-satellite is allows to observe planet surfaces with high detail. The observer is equipped with a wide range of sensors. Spectroscopy, thermal imaging, topography and survey in general. The standard

observer can analyze and map an area of 1 x 1 kilometers in 1 hour.

Cost 5,000 – Enc. 15 – TL 3

Microsat, Transmitter (m). The transmitter micro-satellite sends standard radio communication within the same solar system. However, the signal is not capable of shipping comprehensible information beyond the heliosphere. Radio signals travel at the standard speed of light, so the time required to deliver the message depends on the distance and the size of the specific solar system.

Cost 4,000 – Enc. 15 – TL 3

Microsat, Warp Transmitter (m). The warp transmitter micro-satellite can send information at interstellar distances. Messages travel at a faster than light speed, directly in the warp. The signal can travel the equivalent of 1 light year in 1 hour. Space phenomenon like black holes, gravimetric waves, magnetic fields from magnetar or similar, can partially or totally block the warp signal.

Cost 25,000 – Enc. 15 – TL 4

GENERAL EQUIPMENT - Computing & Accessories

| Equipment | Cost | Enc. | TL |
|-----------------------------|--------|------|----|
| Antimatter stasis box | 10,000 | 1/10 | 5 |
| Computer, binary | 500 | 3 | 3 |
| Computer, neural | 25,000 | 1 | 5 |
| Computer, quantum | 5,000 | 2 | 4 |
| Dark Matter Stasis Box | 75,000 | 1/2 | 5 |
| Electronic, binary circuit | 120 | 1/10 | 3 |
| Electronic, quantum circuit | 4,800 | 1/10 | 4 |
| Neural Cable | 75 | 1/10 | 4 |
| Neural Interface | 7,500 | 1/10 | 4 |
| Rope (carbon fiber) | 35 | 1/2 | 3 |

GENERAL EQUIPMENT - COMPUTING & ACCESSORIES

Antimatter Stasis Box. The stasis box can contain up to 1 kilogram of antimatter. The antimatter remain confined inside the stasis field until it receives enough energy.

Power Required. *Power Cell type A* / 168 ore (336 hour with *Power Cell Dilithium*).

Cost 10,000 – **Enc.** 1/10 – **TL** 5

Computer, Binary. A binary computer can control up to 5 electronic devices that require computing power. Control can occur by cable or by remote.

Power Required. 1 power unit.

Cost 500 – **Enc.** 2 – **TL** 3

Computer, Neural. The neural computer is the last frontier of computing power. It is able to complete even the most complex quantum calculus. The neural computer can handle complex calculus based on logic to the point it can imitate, and sometimes outperform, biological intelligence. The neural computer can control up to 30 electronic devices that require computing power. Control can occur by cable or by remote. A living being can interact with the neural computer by means of a *Neural Interface*.

Power Required. 5 power units.

Cost 50,000– **Enc.** 1 – **TL** 5

Computer, Quantum. The quantum computer can control up to 15 electronic devices that require computing power. Control can occur by cable or by remote.

Power Required. 10 power units.

Cost 5,000 – **Enc.** 2 – **TL** 4

Dark Matter Stasis Box. The stasis box can contain up to 1 kilogram of dark matter. The dark matter remain confined inside the stasis field until it receives enough energy.
Power Required. *Power Cell type A / 168 ore (336 hour with Power Cell Dilithium).*
Cost 75,000 – Enc. 1/2 – TL 5

Electronic, Binary Circuit. The binary circuit represents the basic spare parts for binary computing systems. It can also be employed to interface a Binary Computer with any electronic device that requires computing power.
Cost 120 – Enc. 1/10 – TL 3

Electornic, Quantum Circuit. The quantum circuit represents the basic spare parts for quantum computing systems. It can also be employed to interface a Quantum Computer with any electronic device that requires computing power.
Cost 4,800 – Enc. 1/10 – TL 4

Neural Cable. The neural cable is required to connect an electronic device with a Neural Interface. The electronic device must be compatible with neural control. TL 4 or higher devices are usually compatibles with neural control.
Cost 75 – Enc. 1/10 – TL 4

Neural Interface. The neural interface is employed to establish a connection between the brain of the subject and a compatible electronic device. Connection can occur by cable or by remote. TL 4 or higher devices are usually compatibles with neural control. In addition, the neural interface can work with some weapons so that the user can employ intelligence instead of dexterity to fire the weapon. The description of the weapon states if the weapon can be connected with a neural interface.
Cost 4,800 – Enc. 1/10 – TL 4

Rope, Carbon Fiber. The carbon fiber rope is light and extremely resistant. It can handle up to 5 tons of weight. The standard roll contains 100 meters of rope.
Cost 35 – Enc. 1/2 – TL 3

GENERAL EQUIPMENT - Field Equipment

| Equipment | Cost | Enc. | TL |
|-----------------------------------|---------|------|----|
| Air Converter I | 2,500 | 1 | 4 |
| Air Converter II | 12,000 | 1 | 5 |
| Air Purifier | 700 | 1/2 | 4 |
| Anti-gravity Device | 40,000 | 1 | 5 |
| Atmosphere Synthesizer I (m) | 50,000 | 20 | 4 |
| Atmosphere Synthesizer II (m) | 75,000 | 10 | 4 |
| Atom Assembler, "Duo" (m) | 100,000 | 15 | 5 |
| Atomic Assembler, "Trio" (m) | 120,000 | 15 | 5 |
| Backpack, reinforced | 100 | 1(0) | 4 |
| Binoculars, mono-frequency | 20 | 1 | 3 |
| Binoculars, multi-frequency | 500 | 1 | 4 |
| Explosive, chemical | 50 | 1 | 4 |
| Field Emergency Kit (m) | 800 | 10 | 4 |
| Field fence, standard (m) | 2,000 | 80 | 3 |
| Field fence, electric (m) | 5,000 | 80 | 3 |
| Field radar | 7,500 | 5 | 3 |
| Force Field Generator, Huge (m) | 400,000 | 500 | 5 |
| Force Field Generator, Large (m) | 250,000 | 250 | 5 |
| Force Field Generator, Medium (m) | 150,000 | 150 | 5 |
| Force Field Generator, Small (m) | 100,000 | 100 | 5 |
| Gas compressor | 200 | 3 | 3 |
| Holographic Projector | 1,000 | 2 | 4 |
| Molecular Assembler, "Duo" (m) | 10,400 | 25 | 4 |
| Molecular Assembler, "Trio" (m) | 12,000 | 25 | 4 |
| Radiation suppressor | 5,500 | 5 | 4 |
| Rations, compact | 75 | 1/5 | 3 |
| Rations, dried | 15 | 1/5 | 3 |
| Recycler, organic-fuel (m) | 800 | 20 | 3 |
| Recycler, polymers-fuel (m) | 1,200 | 20 | 3 |
| Shield Generator | 25,000 | 5 | 5 |
| Tactical Scanner | 1,000 | 1 | 4 |
| Water Purifier | 150 | 3 | 3 |

GENERAL EQUIPMENT – FIELD EQUIPMENT

Air Converter I. The air converter I breaks down a gas composed of a maximum of three atoms and recompose the atoms into a new gas composed of a maximum of three atoms. The air converter can produce 1 liter of gas per hour.

Power Required. 1 power unit.

Cost 2,500 – **Enc.** 1 – **TL** 4

Air Converter II. The air converter II breaks down a gas composed of a maximum of four atoms and recompose the atoms into a new gas composed of a maximum of four atoms. The air converter can produce 5 liter of gas per hour.

Power Required. 1 power unit.

Cost 12,000 – **Enc.** 1 – **TL** 5

Air Purifier. The air purifier clean an already breathable atmosphere from toxic chemical compounds. The air purifier is not able to filter radiations. The device can purify 1 liter of atmosphere per minute.

Power Required. 1 power unit.

Cost 700– **Enc.** 1/2 – **TL** 4

Antigravity Device. The antigravity device produces a field in a radius of 5 meters. Every object inside the perimeter reduces its weight by 99%.

Power Required. 10 power units.

Cost 40,000 – **Enc.** 1 – **TL** 5

Atmosphere Synthesizer I (m). The atmosphere synthesizer I can assemble atmosphere artificially by assembling single atoms of gaseous fluids. Raw molecular gases must be provided and are not included in the device. The device produces 1,000 liters of gas per minute.

Power Required. 20 power units.

Cost 50,000 – **Enc.** 20 – **TL** 4

Atmosphere Synthesizer II (m). The atmosphere synthesizer II can assemble atmosphere artificially by assembling single atoms of gaseous fluids. The device output is 5,000 liters per minute.

Power Required. 10 power units.

Cost 75,000 – **Enc.** 10 – **TL** 4

Atom Assembler “DUO” (m). The atom assembler can produce a heavier element by fusing two atoms. The element produced must be present in the table of elements. The device can produce 1 gram of element in one hour.

Suggested Skill. Know-3 or Program-3 required to operate the device.

Power Required. 50 power units.

Cost 100,000 – **Enc.** 15 – **TL** 5

Atom Assembler “TRIO” (m). The atom assembler can produce a heavier element by fusing three atoms. The element produced must be present in the table of elements. The device can produce 1 gram of element in one hour.

Suggested Skill. Know-3 or Program-3 required to operate the device.

Power Required. 75 power units.

Cost 120,000 – **Enc.** 15 – **TL** 5

Backpack, Reinforced. The reinforced backpack increase the strength by 4 points for the purpose of carrying capacity. In addition, the backpack can be disassembled to become an emergency tent.

Cost 100 – **Enc.** 1/(0) – **TL** 4

Binoculars, Monofrequency. Mono-frequency binoculars allows the wearer to see in the infrared spectrum of light. The range of the binoculars is 200 meters.

Power Required. *Power Cell type A* / 24 hours (48 hours with a *Power Cell Dilithium*).

Cost 20 – **Enc.** 1 – **TL** 3

Binoculars, Multifrequency. Multifrequency binoculars allows the wearer to see in the following spectrum of light: Radio waves, Micro waves, Ultraviolet radiation, X-rays. The range of the binoculars is 300 meters.

Power Required. *Power Cell type A* / 24 hours (48 hours with a *Power Cell Dilithium*).

Cost 500 – **Enc.** 1 – **TL** 4

Explosive, Chemical. This is standard chemical explosive. Each box contains ten sticks of explosive. Explosive has many applications, from mining to warfare.

Suggested Skill. Know-0, a character with basic knowledge on chemistry can produce explosive even with rudimentary tools, provided he has access to the required chemical compounds.

Cost 50 – **Enc.** 1 – **TL** 3

Field Emergency Kit (m). The field emergency kit includes tools to operate surgery and other emergency procedures. The kit contains various medical devices that require power to function. A field emergency kit can brew vaccines against viruses

and bacteria, toxins and antitoxins, as well as process chemical compounds and all equipment that belong to the Pharmaceuticals category. The field emergency kit grants the user a +1 bonus to all heal skill checks, and if the character's background is Physician, then the bonus is +2.

Suggested Skill. Heal-1, a character with heal skill is able to employ the emergency kit at its full potential.

Power Required. 3 power units.

Cost 1,500 – **Enc.** 10 – **TL** 4

Field Fence, standard (m). The field fence covers a 20 x 20 meters perimeter and is composed of 80 sections. Each section is 2 meters high and 1 meter wide. Many variations exist, depending on the manufacturer, so the size provided in this description is just a rough indicator. Almost all field fences provide immunity against TL 3 ranged weapons, but not always against all TL 3 heavy weapons. TL 4 weapons can destroy the field fence by inflicting 10 or more damage.

Cost 2,000 – **Enc.** 80 – **TL** 3

Field Fence, electric (m). The electric field fence works exactly as the standard field fence does. In addition, any living being approaching the fence within 1 meter of the perimeter is struck by electricity and suffers 1d8 electric damage.

Power Required. 30 power units.

Cost 5,000 – **Enc.** 80 – **TL** 3

Field Radar. The field radar can detect moving targets the size of half meter or more in a radius of 5 kilometers. Included in the device comes a small reconnaissance drone that can make topographic survey of the environment, always within the operational range of the field radar. The drone can map an area of 100 x 100 meters in 1 minute, flies to a maximum altitude of 5 kilometers and possesses an autonomy of 4 hours.

Power Required. 5 power units.

Cost 7,500 – **Enc.** 5 – **TL** 3

Force Field Generator, huge (m). The force field generator generates a protective field in a radius of 100 meters. The force field can retain atmosphere, preserves atmospheric pressure and protects the occupants from cosmic radiation. Laser weapons suffer a -1 penalty to attack rolls due to the refraction caused by the field.

Power Required. 1,000 power units.

Cost 40,000 – **Enc.** 500 – **TL** 5

Force Field Generator, large (m). The force field generator generates a protective field in a radius of 100 meters. The force field can retain atmosphere, preserves atmospheric pressure and protects the occupants from cosmic radiation. Laser weapons suffer a -1 penalty to attack rolls.

Power Required. 750 power units.

Cost 250,000 – **Enc.** 250 – **TL** 5

Force Field Generator, medium (m). The force field generator generate a protective field in a radius of 25 meters. The force field can retain atmosphere, preserves atmospheric pressure and protects the occupants from cosmic radiation. Laser weapons suffer a -1 penalty to attack rolls.

Power Required. 650 power units.

Cost 150,000 – **Enc.** 150 – **TL** 5

Force Field Generator, small (m). The force field generator generate a protective field in a radius of 10 meters. The force field can retain atmosphere, preserves atmospheric pressure and protects the occupants from cosmic radiation. Laser weapons suffer a -1 penalty to attack rolls.

Power Required. 500 power units.

Cost 100,000 – **Enc.** 100 – **TL** 5

Gas Compressor. The gas compressor transforms gaseous fluids into liquid fluids or into a gel-like compound. The conversion rate from gaseous into liquid is 1 liter / minute. The conversion rate from gaseous to gel is 1 liter / 10 minutes. Liquid fluids must be preserved inside a high pressure tank or they will return to their gaseous state in a matter of minutes. The gel fluid can be preserved inside any kind of sealed container and remains stable at a temperature of 45 C° or lower.

Power Required. 10 power units.

Cost 200 – **Enc.** 3 – **TL** 3

Holographic Projector. The projector replicates an holographic image with a high level of detail and accuracy up to a distance of 25 meters. The image cannot be greater than a cube measuring 3 meters on each side.

Power Required. 2 power units.

Cost 1,000 – **Enc.** 2 – **TL** 4

Molecular Assembler “DUO” (m). The molecular assembler “duo” combine two molecules to produce a third chemical compound without any sort of catalyst. The molecular assembler do not ensure the molecular stability of the new chemical compound and cannot process any kind of heavy metals. The device requires the raw

materials to produce a chemical compound, which must be purchased separately. The molecular assembler produces 1d10 kilograms/liters of chemical compound per hour.

Suggested Skill. Know-1, this is the minimum skill requirement in order to use the device properly.

Power Required. 50 power units.

Cost 10,400 – **Enc.** 25 – **TL** 4

Molecular Assembler “TRIO” (m). The molecular assembler “duo” combine three molecules to produce a third chemical compound without any sort of catalyst. The molecular assembler do not ensure the molecular stability of the new chemical compound and cannot process any kind of heavy metals. The device requires the raw materials to produce a chemical compound, which must be purchased separately. The molecular assembler produces 2d20 kilograms/liters of chemical compound per hour.

Suggested Skill. Know-2, this is the minimum skill requirement in order to use the device properly.

Power Required. 75 power units.

Cost 12,000 – **Enc.** 25 – **TL** 4

Radiation Suppressor. The radiation suppressor generates a frequency field in a radius of 25 meters that reduces the harmful effects of radiations and luminous frequencies like lasers. The radiation suppressor grants a +4 bonus on saving throw to resist harmful radiations. In addition, the radiation suppressor grants a +2 bonus to Armor Class against laser weapons, which also deal half damage, but the device must be tuned against a specific laser crystal chosen among gamma ray, infrared ray, microwave ray, ultraviolet ray, x-ray.

Suggested Skill. Know-1, this is the minimum skill requirement in order to use the device properly.

Power Required. 15 power units.

Cost 5,500 – **Enc.** 5 – **TL** 4

Rations, compact. Compact rations provide nourishment for 30 days. However, after 15 days of eating rations, the metabolism may suffer consequences. Add 1 point of system strain for every day spent eating compact rations.

Cost 75 – **Enc.** 1/5 – **TL** 3

Rations, dried. Dried rations provides nourishment for 7 days. However, they are not fresh and cannot provide a complete and healthy nourishment. Add 1 point of system strain for every day spent eating dried rations.

Cost 15 – **Enc.** 1/5 – **TL** 3

Recycler, Organic-Fuel (m). The organic-fuel recycler transforms organic materials into hydrocarbons that can be used as fuel. The device produce 1 liter of fuel in 1 hour for every 100 kilograms of organic material.

Power Required. 20 power units.

Cost 800 – **Enc.** 20 – **TL** 3

Recycler, Polymers-Fuel (m). The polymers-fuel recycler transforms polymers into hydrocarbons that can be used as fuel. The device produce 1 liter of fuel in 1 hour for every 100 kilograms of polymers.

Power Required. 20 power units.

Cost 1,200 – **Enc.** 20 – **TL** 3

Shield Generator. The shield generator produces a stable force field in a radius of 20 meters. The occupants inside the area of effect have Armor 10. Anytime the shield receives more than 10 points of damage, the field fluctuates and the area of effect shrinks by 1d4 meters, then recovering 1 meter every round.

Suggested Skill. Know-2. This is the minimum skill requirement in order to use the device properly.

Power Required. 500 power units.

Cost 25,000 – **Enc.** 5 – **TL** 5

Tactical Scanner. The tactical scanner is a portable device that detects moving objects in a radius of 50 meters. The object detected can be as small as an ordinary rat.

Power Required. *Power Cell type A* / 72 hours (144 hours with *Power Cell Dilithium*).

Cost 1,000 – **Enc.** 1 – **TL** 4

Water Purifier. The water purifier clean water from toxic chemical compounds. The device can purify 1 liter of water per minute.

Power Required. 1 power unit.

Cost 150 – **Enc.** 3 – **TL** 3

GENERAL EQUIPMENT - Pharmaceuticals

| Equipment | Cost | Enc. | TL |
|--------------------|------|------|----|
| Advanced Analgesic | 100 | * | 4 |
| Xenoantibiotic | 200 | * | 4 |
| Antitoxin | 150 | * | 4 |
| Antiviral | 500 | * | 4 |
| Pervitin | 50 | * | 3 |
| Stimpack | 750 | * | 4 |

GENERAL EQUIPMENT - PHARMACEUTICALS

Advanced Analgesic. The subject recover 1 additional hit point after a complete rest of 24 hours. The use of an additional analgesic heal one further hit point, but add 1 point of system strain. The advanced analgesic can be produced by means of the *Field Emergency Kit*.

System Strain. 0 with 1 dose, 1 with 2 doses.

Cost 100 – **Enc.** * – **TL** 4

Xenoantibiotic. The xenoantibiotic grants a +2 bonus to Con/Physical saving throws to resist the harmful symptoms of alien pathogens of the bacteria type. The treatment lasts 7 standard days and, if interrupted, imposes a -4 penalty to Con/Physical saving throws for the following 7 days. The xenoantibiotic can be produced by means of the *Field Emergency Kit*.

System Strain. 1

Cost 200 – **Enc.** * – **TL** 4

Antitoxin. The antitoxin can neutralize harmful chemical substances present in the organism. The antitoxin starts working in 1d4 hours. The antitoxin can be produced with the *Field Emergency Kit*.

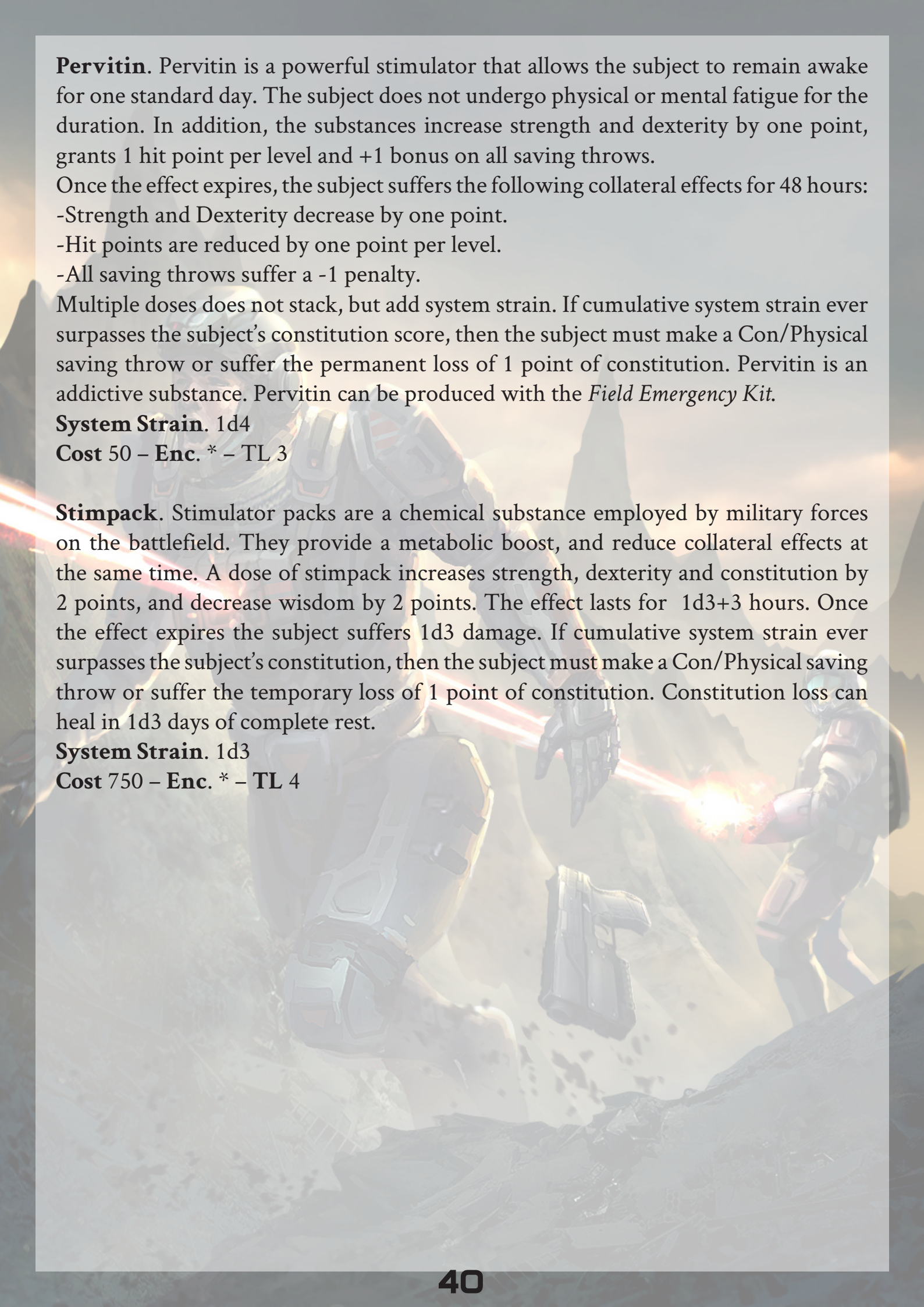
System Strain. 1d4

Cost 150 – **Enc.** * – **TL** 4

Antiviral. The antiviral neutralize a specific type of virus and requires 1d4 applications before the subject get immune to the pathogen. After each application the subject make a Con/Physical saving throw with a +4 bonus. If the saving throw fails, the application must be repeated within 24 hours. If the subject rolls a natural 1, the antiviral is ineffective and will cause severe collateral effects. The antiviral can be produced with the *Field Emergency Kit*.

System Strain. 2

Cost 500 – **Enc.** * – **TL** 4



Pervitin. Pervitin is a powerful stimulator that allows the subject to remain awake for one standard day. The subject does not undergo physical or mental fatigue for the duration. In addition, the substances increase strength and dexterity by one point, grants 1 hit point per level and +1 bonus on all saving throws.

Once the effect expires, the subject suffers the following collateral effects for 48 hours:

- Strength and Dexterity decrease by one point.
- Hit points are reduced by one point per level.
- All saving throws suffer a -1 penalty.

Multiple doses does not stack, but add system strain. If cumulative system strain ever surpasses the subject's constitution score, then the subject must make a Con/Physical saving throw or suffer the permanent loss of 1 point of constitution. Pervitin is an addictive substance. Pervitin can be produced with the *Field Emergency Kit*.

System Strain. 1d4

Cost 50 – **Enc.** * – **TL** 3

Stimpack. Stimulator packs are a chemical substance employed by military forces on the battlefield. They provide a metabolic boost, and reduce collateral effects at the same time. A dose of stimpack increases strength, dexterity and constitution by 2 points, and decrease wisdom by 2 points. The effect lasts for 1d3+3 hours. Once the effect expires the subject suffers 1d3 damage. If cumulative system strain ever surpasses the subject's constitution, then the subject must make a Con/Physical saving throw or suffer the temporary loss of 1 point of constitution. Constitution loss can heal in 1d3 days of complete rest.

System Strain. 1d3

Cost 750 – **Enc.** * – **TL** 4

GENERAL EQUIPMENT - Tools & Medicals

| Equipment | Cost | Enc. | TL |
|---------------------|-------|------|----|
| Bioscanner | 300 | 1/10 | 4 |
| DNA Replicator | 3,500 | 1/2 | 4 |
| DNA Sequencer | 750 | 1/2 | 4 |
| Electrolysis Device | 250 | 1 | 3 |
| Mining Drill | 500 | 3 | 3 |
| Mining Drill, laser | 2,500 | 2 | 4 |
| Neural Suppressor | 1,000 | 1/10 | 4 |
| Nanobots, dough | 8,000 | 20 | 4 |
| Sprayflesh | 150 | 1 | 4 |
| Tools, construction | 100 | 2 | 3 |
| Tools, medical | 100 | 1 | 4 |

GENERAL EQUIPMENT - TOOLS & MEDICALS

Bioscanner. The bioscanner analyze biological traits of living creature and the atomic structure of non-organic matter. In addition, it can make medical analysis and diagnosis, but diagnosis have to be verified by an expert doctor. The bioscanner can provide detailed information about the general structure of DNA, but cannot sequence it.

Among other things, the bioscanner can accomplish the following tasks:

- 1) Analysis of atomic and molecular composition of non-organic chemical compound.
- 2) Analysis of pathogens.
- 3) Analysis and medical diagnostic.
- 4) Other analysis. A character skilled in Program can calibrate the bioscanner to perform specific analysis not included in the basic functions of the device. The time required to process an analysis may vary from minutes to few hours, at Game Master discretion.

Suggested Skill. Heal-1 or Know-1 required to operate the device.

Power Required. *Power Cell type A* / 72 hours (144 hours with a *Power Cell Dilithium*).

Cost 300 – **Enc.** 1/10 – **TL** 4

DNA Replicator. The DNA replicator can replicate DNA sequences, both human or alien, provided the alien creature works on principles that match those of a generic DNA. The device reconstruct the chains by assembling the specific molecules required to replicate the sequence. Replicating the DNA takes from few minute for human DNA, to 1d6 hours for alien DNA. The DNA replicator cannot sequence the DNA, for which is required the *DNA sequencer*.

Suggested Skill. Heal-1 or Know-1 required to operate the device.

Power Required. *Power Cell type A / 72 hours (144 hours with a Power Cell Dilithium).*
Cost 3,500 – **Enc.** 1/2 – **TL** 4

DNA Sequencer. The DNA sequencer can read and sequence DNA of human and alien nature. The data are stored inside the memory of the device. The time required to sequence the DNA takes from minutes for human DNA, to 1d6 hours for alien DNA.

Suggested Skill. Heal-1 or Know-1 required to operate the device.
Power Required. *Power Cell type A / 72 hours (144 hours with a Power Cell Dilithium).*
Cost 750 – **Enc.** 1/2 – **TL** 4

Electrolysis Device. The electrolysis device splits non-organic materials into the main atoms. Complex compounds and alloys cannot be split.

Suggested Skill. Know-0 required to operate the device.

Power Required. *Power Cell type A / 24 hours (48 hours with a Power Cell Dilithium).*
Cost 250 – **Enc.** 1 – **TL** 3

Mining Drill. The mining drill can excavate 30 cubic meters of rock in 8 hour. The excavation rate may vary with the type of rock.

Power Required. *Power Cell type B / 48 hours (96 hours with a Power Cell Trilithium).*
Cost 300 – **Enc.** 3 – **TL** 3

Mining Drill, laser. The laser mining drill is the advanced version of the more common mining drill. The device can ignore rock hardness and can excavate up to 60 cubic meters in 8 hours.

Power Required. *Power Cell type B / 24 hours (48 hours with a Power Cell Trilithium).*
Cost 2,500 – **Enc.** 2 – **TL** 4

Neural Suppressor. The neural suppressor neutralize the psionic abilities of a human being for 8 hours. The device requires 1 hour to attune with a specific individual. After 8 hours have passed, the subject may adapt to the frequencies emitted by the neural suppressor, thus making the device ineffective. The subject, in order to adapt to the frequencies, must make a successful Int/Mental saving throw. If the saving throw fails, then the neural suppression will last for 8 more hours. If the saving throw is successful, then the subject recover all his psionic abilities.

Cost 1,000 – **Enc.** 1/10 – **TL** 4

Nanobots Dough. The nanobots dough can repair damaged vehicles, drones, droids and other artificial equipment. Each use can restore 1 hit point to vehicles, drones, droids or repair a technological equipment with a maximum encumbrance of 10.

Each use of the nanobots dough consumes 1 point of encumbrance. If used with Spare Parts and Tools, the nanobots dough double the hit points restored.

Suggested Skill. Fix-1. The character can repair 1 more hit point for each skill rank.

Cost 8,000 – **Enc.** 20 – **TL** 4

Spray Flesh. The spray flesh is employed on fresh wounds to accelerate the regeneration process. It must be applied on the wound within 1 minute to restore 1 hit point and 1d4 hit points during the next 8 hours.

Suggested Skill. Heal-1, double the amount of hit points restored within the first minute and maximize the amount of hit points restored during the next 8 hours.

Cost 150 – **Enc.** 1 – **TL** 4

Tools, construction. High quality tools to assemble equipment and build small structures. Construction tools halves the time required to assemble or disassemble pieces of equipment.

Cost 100 – **Enc.** 2 – **TL** 3

Tools, medical. High quality tools to operate surgical procedures. The medical tools provides a +1 on Con/Physical saving throws to recover from traumas. In addition, treating the wounds with the medical tools accelerate the recovery of the patient by 1 hit point per week.

Suggested Skill. Heal-1 required to use the equipment.

Cost 100 – **Enc.** 2 – **TL** 3

GENERAL EQUIPMENT - Batteries & Generators

| Equipment | Cost | Enc. | TL |
|---|---------|------|----|
| Battery, antimatter | 3,000 | 15 | 5 |
| Battery, chemical | 750 | 20 | 3 |
| Battery, nuclear | 3,000 | 25 | 4 |
| Energy Converter, chemical-electrical (m) | 500 | 25 | 4 |
| Energy Converter, plasma-electrical (m) | 5,000 | 15 | 4 |
| Generator, antimatter (m) | 25,000 | 20 | 5 |
| Generator, chemical (m) | 100 | 15 | 3 |
| Generator, graviton | 300,000 | 10 | 6 |
| Generator, negative energy | 150,000 | 10 | 6 |
| Generator, nuclear (m) | 3,000 | 100 | 3 |
| Generator, solar (m) | 1,000 | 10 | 3 |
| Generator, wind (m) | 500 | 15 | 3 |
| Power cell, dilithium | 2,000 | 10 | 4 |
| Power cell, trilithium | 750 | 10 | 4 |
| Supercapacitor | 6,000 | 20 | 4 |

GENERAL EQUIPMENT - BATTERIES & GENERATORS

Power Output (optional rule). Power output refers to generators. Generators provide power units to equipment that, in order to work, must be connected to a source of power. Power Output and Power Required is expressed in terms of 24 hours.

Power Capacity (optional rule). Power capacity refers to batteries. Batteries stock a specific amount of energy and can provide power as much as a generator does. In order to recharge a battery a generator is required. The time required to recharge a battery, expressed in hours, is Power Capacity / Power Output.

Battery, antimatter. The antimatter battery is a complex and powerful device. If the power units stocked inside the battery ever drop to 25 or less, there is a 10% chance that the battery detonates and destroy any kind of matter in a 100 meters radius.

Suggested Skill. Know-1 required to operate the battery.

Power Capacity. 2,500 power units.

Cost 3,000 – **Enc.** 15 – **TL** 5

Battery, chemical. Chemical batteries works thanks to basic chemistry and some wiring. They can stock a decent amount of energy and they can be homemade with common materials. Once exhausted, they have to be regenerated before being recharged again. Regenerating the chemical battery takes 24 hours.

Suggested Skill. Fix-0 or Know-0 required to regenerate the battery.

Power Capacity. 50 power units.

Cost 750 – **Enc.** 20 – **TL** 3

Battery, nuclear. The nuclear battery is a common source of energy and can be easily found on the market. It becomes dangerous only if damaged, due to radiation leaks. The nuclear battery employs fissile material and its technology is based on nuclear fission.

Suggested Skill. Know-0 required to operate the battery.

Power Capacity. 500 power units.

Cost 3,000 – **Enc.** 25 – **TL** 4

Energy Converter, Chemical-Electrical (m). The chemical-electrical energy converter transforms chemical compounds in electricity. The chemical compounds that can be transformed are acid compounds, alkaline compounds and hydrocarbons. The conversion rate is 10 liter for 1 power units. The device does not require energy because it can auto-supply during the conversion process.

Suggested Skill. Know-0 required to operate the device.

Power Output. 1 power unit.

Cost 500 – **Enc.** 25 – **TL** 4

Energy Converter, Plasma-Electrical (m). The plasma-electrical converter employs a series of quantum thermocouples to convert matter that exist in the form of plasma into usable energy. The conversion produces 1d4 units of power. In addition, the converter mounts a small capacitor capable of stocking up to 10 units of power.

Suggested Skill. Know-1 required to operate the device.

Power Output. 1d4 power units.

Cost 5,000 – **Enc.** 15 – **TL** 4

Generator, antimatter (m). The antimatter generator employs antimatter to generate a good amount of power. The antimatter remains confined inside an integrated stasis box. The device is not able to work properly in vacuum, where its power generation drops to 50 power units.

Suggested Skill. Know-2 required to operate the device.

Power Output. 500 power units.

Cost 25,000 – **Enc.** 20 – **TL** 5

Generator, chemical (m). The chemical generator generates power by consuming hydrocarbons. The consumption rate is one barrel every standard 24 hours. The generator requires oxygen taken from the atmosphere to work.

Power Output. 20 power units.

Cost 100 – **Enc.** 15 – **TL** 3

Generator, Graviton. The graviton generator generates power by using gravitational fields produced by celestial bodies. The device generates 10,000 power units with standard gravity. On environment with higher or lower gravity, the output changes linearly. For example, on planets with 50% gravity than the standard, the device generates 50% of power.

Suggested Skill. Fix-3 or Know-2 required to operate the device.

Power Output. 10,000 power units.

Cost 300,000 – **Enc.** 10 – **TL** 6

Generator, negative energy. The negative energy generator uses ultra-heavy metal isotopes to trigger the negative energy reaction. The device consumes one unit of Dilithium Crystal in one month and cannot be deactivated.

Suggested Skill. Fix-3 or Know-2 required to operate the device.

Power Output. 4,000 power units.

Cost 150,000 – **Enc.** 10 – **TL** 6

Generator, nuclear (m). The nuclear generator is one of the most common type of energy source. It is commonly employed as a cheap source on planets in their early phase of colonization or occupation. The generator consumes 1kg of radioactive material per year.

Suggested Skill. Fix-1 or Know-0 required to operate the device.

Power Output. 100 power units.

Cost 3,000 – **Enc.** 100 – **TL** 3

Generator, solar (m). The solar generator generates 5 power units under standard conditions. Factors like the class of star, the density and composition of the atmosphere, how close the planet is to its star, as well as other secondary factors, may increase or decrease the power output. At Game Master's discretion, every instance that result to be true, can increase or decrease the power output by 1d4.

Power Output. 5 power units.

Cost 1,000 – **Enc.** 10 – **TL** 3

Generator, wind (m). The wind generator generate 10 power units under standard conditions. The generator can produce power only in presence of an atmosphere, and its output depends on atmosphere density. Factors like atmosphere composition, atmosphere density and seasonal cycles may increase or decrease the power output. At Game Master's discretion, every instance that result to be true, can increase or

decrease the power output by 1d4.

Power Output. 10 power units.

Cost 500 – **Enc.** 15 – **TL** 3

Power Cell, dilithium. The dilithium power cell is employed to power equipment that usually require a *Power Cell type A*, but providing double duration.

Cost 2,000 – **Enc.** 10 – **TL** 4

Power Cell, trilithium. The trilithium power cell is employed to power equipment that usually require a *Power Cell type B*, but providing double duration.

Cost 750 – **Enc.** 10 – **TL** 4

Supercapacitor. The supercapacitor can store up to 1,000 power units and it requires half the normal time to recharge. In addition, if properly calibrated, can stock the energy generated by natural phenomenon. The natural source of energy that can be stored are electrostatic charges, extreme sources of heat, plasma burst and many others. The amount of energy stored is 1d10 power units for every round of exposure to the natural phenomenon.

Suggested Skill. Fix-1 required to calibrate the supercapacitor.

Power Capacity. 1,000 power units.

Cost 6,000 – **Enc.** 20 – **TL** 4

VEHICLES

| Vehicle | Cost | Speed | Armor | HP | Crew | Ton. | TL | Size |
|--------------------------------------|---------|-------|-------|-----|------|------|----|------|
| Behemoth Tank (m) | 500,000 | -2 | 12 | 300 | 12 | 5 | 4 | 6x28 |
| Combat Motorcycle (m) | 4,000 | 2 | 5 | 12 | 1 | 3 | 3 | 1x3 |
| Combat Quad (m) | 5,500 | 2 | 6 | 20 | 2 | 4 | 3 | 3x4 |
| Combat Trike (m) | 5,000 | 2 | 5 | 16 | 1 | 4 | 3 | 2x3 |
| Self-propelled Heavy Machine-gun (m) | 10,000 | 0 | 7 | 15 | 1 | 4 | 3 | 2x3 |
| Spider Tank (m) | 75,000 | 0 | 10 | 30 | 1 | 5 | 4 | 5x5 |

| Accessories | Cost | Enc. | TL |
|--------------------------|-------|------|----|
| Spare Parts, vehicle | 3,000 | 30 | 4 |
| Tools, vehicle repairing | 100 | 1 | 4 |

VEHICLES

Behemot Tank (m). The Behemoth tank, also called “land ship”, is a huge war-machine deployed on low gravity planets, factor that favors mobility and effectiveness. It mounts anti-gravitational plates that further reduce the tonnage of the tank.

The main turret mounts naval cannons employed for heavy bombardment, but it is almost ineffective against moving targets; the remaining secondary turrets mounts anti-infantry heavy weapons. The four missile launchers can mount and fire any kind of missile, and each launch tube can host up to three missiles to ensure a quick sequence firing sequence.

The Behemoth has a speed of 20 km/h with 50% of standard gravity and it is fueled with an nuclear fission electric engine.

Crew. 12 (1 captain, 1 system operator, 1 naval cannon operator, 1 missile launcher operator/radar operator, 8 heavy weapon operators/sub-system operators).

HP. 300.

Weapon slots. 1 naval cannon (In/Shoot), 8 heavy weapons (Dex/Shoot), 4 missile launchers (Int/Program).

Cost 500,000 – **Speed** -2 – **Armor** 12– **Tonnage** 800 – **TL** 4

Combat Motorcycle (m). The combat motorcycle is employed as fast incursion vehicle and rapid response counterattack weapon. It mounts a machine gun that can fire in a straight line, so that its precision depends on the pilot skill. The combat motorcycle can reach a speed of 200 km/h.

Crew. 1 (1 pilot).

HP. 12

Weapon slots. 1 machine-gun (Dex/Pilot).

Cost 4,000 – **Speed** 2– **Armor** 5 – **Tonnage** 2 - **TL** 3

Combat Quad (m). The combat quad is a four wheeled vehicle that provides good mobility, fire power and armor. The vehicle mounts a double machine-gun with a fire arc of 180°. The quad can reach a speed of 100 km/h.

Crew. 2 (1 pilot, 1 gunner).

HP. 20

Weapon slots. 2 machine-guns (Dex/Shoot).

Cost 5,500 – **Speed** 2 – **Armor** 6– **Tonnage** 8 – **TL** 3

Combat Trike (m). The combat trike is a more robust version of the combat motorcycle. The vehicle mounts two machine guns at its sides, and both can only fire in a straight line. The quad can reach a speed of 150 km/h.

Crew. 1 (1 pilot)

HP. 16

Weapon slots. 2 machine-guns (Dex/Pilot).

Cost 5,000 – **Speed** 2 – **Armor** 5 – **Tonnage** 4 – **TL** 3

Self-Propelled Heavy Machine-gun (m). The self-propelled heavy machine-gun is mobile vehicle equipped with crawlers and a couple of heavy machine-guns that can fire in a straight line only. A frontal metal plate provides protection and armor against frontal attacks. The vehicle can move or attack, but cannot do both things at the same time.

Crew. 1 (1 pilot/gunner)

HP. 15

Weapon slots. 2 heavy machine-guns (Dex/Shoot).

Cost 10,000 – **Speed** 0 – **Armor** 7 – **Tonnage** 5 – **TL** 3

Spider Tank (m). The spider tank with eight mechanic limbs that allows the vehicle to climb walls with steepness no higher that 80°. It is designed to cross specific environment like mountains, canyons, crevasses and other hard terrains where ordinary vehicles can't. On hard terrain the spider tank can move to an average speed of 10 km/h, at Game Master discretion the speed may varies. On flat terrain, the vehicle can reach the maximum speed of 15 km/h. The pilot can drive the vehicle and fire the weapons in the same round by means of an integrated Neural Interface. The micro-missile launcher and the grenade launcher are managed by an AI that handle with threats according to programmed defensive procedures, however the pilot can control both weapons at any moment. The spider tank employs an antimatter generator as source of energy.

Crew. 1 (1 pilot/gunner).

HP. 30

Weapon slots. 2 heavy weapons (Int/Shoot), 1 grenade launcher (Int/Program), 1

micro-missile launcher (Int/Program).

Cost 75,000 – **Speed** 0 – **Armor** 10 – **Tonnage** 40 – **TL** 4

Spare Parts, vehicle. Spare parts can repair damages to any vehicle. Each time spare parts are used to repair a vehicle reduce the encumbrance by 1d4, once the encumbrance drops to zero, the spare parts become useless. Each use of spare parts repairs 1d4 HP to a vehicle, takes 1d6 hours for each hit point repaired and requires vehicle repairing tools. Repairing a vehicle without proper tools is almost impossible, unless the Game Master states otherwise. Repairing a vehicle with improvised tools reduces to one the amount of hit points repaired, and increase to six the hours required to repair one hit point.

Suggested Skill. Fix-0 or Know-1.

Cost 3,000 – **Enc.** 30 – **TL** 4

Tools, Vehicle Repairing. Tools grants a +1 bonus to Fix skill check made to repair vehicles. Tools are required to use the vehicle spare parts.

Suggested Skill. Fix-0, Know-1.

Cost 100 – **Enc.** 1 – **TL** 4

DRONES

| Drone | Cost | Fittings | AC | Enc. | HP | Range | TL |
|----------------------|-------|----------|----|------|----|-------|----|
| Agro Drone | 800 | 0 | 10 | 3 | 1 | 1 km | 4 |
| Medic Drone | 1,100 | 0 | 11 | 2 | 2 | 1 km | 4 |
| Mining Drone | 800 | 0 | 12 | 3 | 3 | 1 km | 4 |
| Reconnaissance Drone | 7,000 | 1 | 12 | 2 | 4 | 2 km | 4 |
| Repair Drone | 1,200 | 1 | 11 | 2 | 3 | 500 m | 4 |
| Tactical Drone | 9,000 | 2 | 13 | 3 | 5 | 1 km | 4 |

| Accessories | Cost | Enc. | TL |
|------------------------|------|------|----|
| Spare Parts, drone | 250 | 5 | 4 |
| Tools, droid repairing | 100 | 1 | 4 |

DRONES

Agro Drone. The agro-drone perform plant and terrain analysis. It mounts sensors that can analyze the chemical composition of soils and can reach a depth of 5 meters. Its database can recognize parasites and toxic compounds that may affect the harvest. The agro-drone can survey 1 square kilometer in one hour.

AC. 10, **HP.** 1, **Fittings.** 0

Power Required. *Power Cell type A* / 4 hours (8 hours with a *Power Cell Dilithium*).

Cost 800 – **Enc.** 3 – **Range** 1 km – **TL** 4

Medic Drone. The medic drone can perform emergency surgeries and stabilize most of deadly wounds. It has the equivalent of Heal-1 skill and the basic model can also act as a Medkit. It can mounts other equipment like *Sprayflesh* and *Bioscanner*.

AC. 11, **HP.** 2, **Fittings.** 0

Power Required. *Power Cell type A* / 4 hours (8 hours with a *Power Cell Dilithium*).

Cost 1,100 – **Enc.** 2 – **Range** 1 km – **TL** 4

Mining Drone. The mining drone is employed in space, surface and subsurface mining operations. Many models exist in commerce, but most drones shares the same basic engineering. Space drone mounts drill and hook to cling on an asteroid surface and drills (mechanical or laser depending on the type of mining) to extract the ore. Surface and sub-surface drones may mount wheel, tracks or limbs. In general, an average drone can mine 1 cubic meter of ore in one hour.

AC. 12, **HP.** 3, **Fittings.** 0

Power Required. *Power Cell type A* / 4 hours (8 hours with a *Power Cell Dilithium*).

Cost 800 – **Enc.** 3 – **Range** 1 km – **TL** 4

Reconnaissance Drone. The reconnaissance drone mounts advanced long-range sensors (infrared and ultraviolet are the most common) that can detect and analyze targets to a maximum distance of 1 kilometer. The drone also mount an integrated Bioscanner with a reach of 250 meters. It communicates with a Radio Comm Unit or a Laser Comm Unit, depending on the specific model and manufacturer. The reconnaissance drone can reach the maximum speed of 200 km/h.

AC. 12, HP. 4, Fittings. 1

Power Required. *Power Cell type A / 8 hours (16 hours with a Power Cell Dilithium).*

Cost 7,000 – Enc. 2 – Range 2 km – TL 4

Repair Drone. The repair can perform complex repairing on drones, droids, vehicles, general equipment and space ships. The drone consumes Spare Parts accordingly to the specific piece of equipment it has to repair. A repair drone can repair 1 hit point in 24 hours, whilst ten repair drones can repair 1 hit point of space ship in 24 hours. If a character employs a repair drone as a support in repairing an equipment, then add 1 hit point to the total amount of hit points repaired and halve the required time to complete the task.

AC. 11, HP. 3, Fittings. 1

Power Required. *Power Cell type A / 8 hours (16 hours with a Power Cell Dilithium).*

Cost 1,200 – Enc. 2 – Range 500 m – TL 4

Tactical Drone. The tactical drone provides support in combat situations. The AI can also formulate basic support tactics depending on the number of tactical drones involved in the combat. Five tactical drones fighting a single target get a +1 bonus on attack rolls. Ten tactical drones fighting a single target get a +2 bonus on attack rolls and a +1 bonus on damage. A character with skill in Program-0 or more can project custom tactics with different effects, at Game Master discretion.

AC. 13, HP. 5, Fittings. 2

Power Required. *Power Cell type A / 4 hours (8 hours with a Power Cell Dilithium).*

Cost 9,000 – Enc. 3 – Range 1 km – TL 4

Spare Parts, drone. Spare parts can repair damages to any drone. Each time spare parts are used to repair a drone reduce the encumbrance by 1, once the encumbrance drops to zero, the spare parts become useless. Each use of spare parts repairs 1d4 HP to a drone, takes 1d6 hours for each hit point repaired and requires drone repairing tools. Repairing a drone without proper tools is almost impossible, unless the Game Master states otherwise. Repairing a drone with improvised tools reduces to one the amount of hit points repaired, and increases to four the hours required to repair one hit point.

Suggested Skill. Fix-0 or Know-1.

Cost 250 – Enc. 5 – TL 4

Tools, Drone Repairing. Tools grants a +1 bonus to Fix skill check made to repair drones. Tools are required to use the drone spare parts.

Suggested Skill. Fix-0 or Know-1.

Cost 100 – Enc. 1 – TL 4



DROIDS

| Droid | Cost | Fittings | AC | Enc. | HP | Range | TL |
|------------------------|--------|-------------|----|-------------|----|-----------|----|
| Combat Droid (m) | 25,000 | 2 | 16 | 50 | 20 | special | 4 |
| Cook Droid (m) | 3,000 | 0 | 12 | 20 | 5 | * | 4 |
| Heavy Duty droid (m) | 5,000 | 1 | 14 | 100 | 15 | * | 4 |
| Accessories | | | | | | | |
| | | Cost | | Enc. | | TL | |
| Spare Parts, droid | | 50 | | 5 | | 4 | |
| Tools, droid repairing | | 100 | | 1 | | 4 | |

DROIDS

Combat Droid (m). Combat droids are employed as heavy infantry and can operate on space ships, planets and vacuum. The standard models usually have humanoid shape. A combat droid can wield up to two heavy weapons or lighter weapons, but can attack with only one weapon per round. The combat droid has a standard movement of 12 meters per round and can run to a maximum speed of 50 km/h. It mounts an integrated nuclear battery that provides autonomy for 1 year. A normal brain can control in remote the combat drone, or the drone can activate its own AI. When employing combat drone in high numbers, a central processing unit is required to remote control a platoon, a brigade or entire regiments.

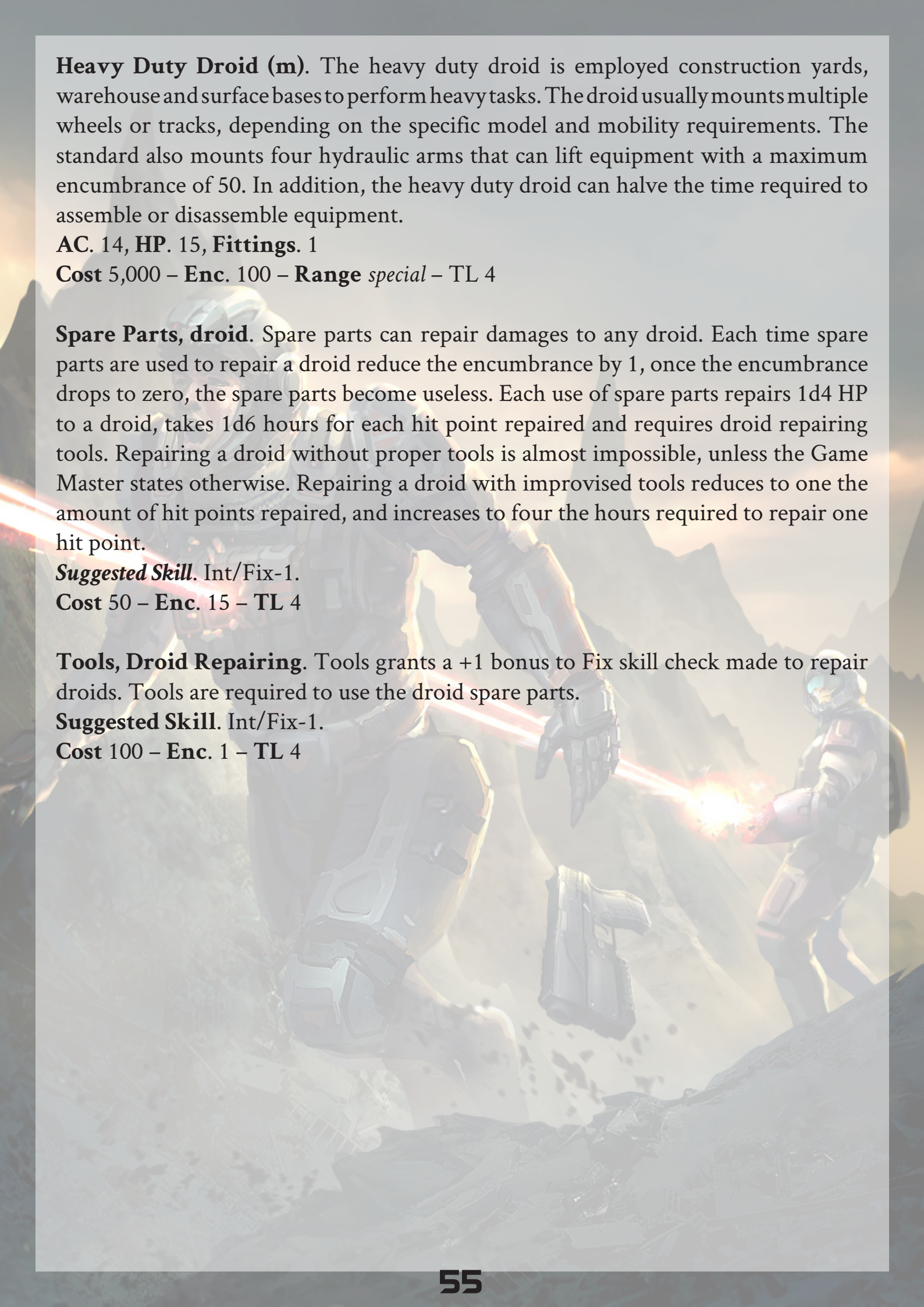
AC. 16, HP. 20, Fittings. 2

Cost 25,000 – Enc. 50 – Range special – TL 4

Cook Droid (m). The standard cook droid has humanoid shapes, but with multiple arms (four to six) to perform complex kitchen tasks. A single cook droid can prepare food for 10 people in one hour. The droid AI contains hundreds, if not thousands, of recipes that can be prepared with even more exotic ingredients. The cook droid mounts an integrated Bioscanner that can analyze new ingredients and determines their potential toxicity for the organism, in addition it can attempt to neutralize toxins to make an ingredient edible. The droid also includes specific diets and alimentary regimens that can be employed in synergy with medical prescription to speed the recovery of a wounded subject, thus increasing the amount of hit points recovered by 1 per week. The cook droid mounts an integrated nuclear mini-battery that provides an autonomy of 1 month.

AC. 12, HP. 5, Fittings. 0

Cost 3,000 – Enc. 20 – Range special – TL 4



Heavy Duty Droid (m). The heavy duty droid is employed construction yards, warehouse and surface bases to perform heavy tasks. The droid usually mounts multiple wheels or tracks, depending on the specific model and mobility requirements. The standard also mounts four hydraulic arms that can lift equipment with a maximum encumbrance of 50. In addition, the heavy duty droid can halve the time required to assemble or disassemble equipment.

AC. 14, **HP.** 15, **Fittings.** 1

Cost 5,000 – **Enc.** 100 – **Range** *special* – TL 4

Spare Parts, droid. Spare parts can repair damages to any droid. Each time spare parts are used to repair a droid reduce the encumbrance by 1, once the encumbrance drops to zero, the spare parts become useless. Each use of spare parts repairs 1d4 HP to a droid, takes 1d6 hours for each hit point repaired and requires droid repairing tools. Repairing a droid without proper tools is almost impossible, unless the Game Master states otherwise. Repairing a droid with improvised tools reduces to one the amount of hit points repaired, and increases to four the hours required to repair one hit point.

Suggested Skill. Int/Fix-1.

Cost 50 – **Enc.** 15 – TL 4

Tools, Droid Repairing. Tools grants a +1 bonus to Fix skill check made to repair droids. Tools are required to use the droid spare parts.

Suggested Skill. Int/Fix-1.

Cost 100 – **Enc.** 1 – TL 4

CYBERWARE

| Implant | Cost | System Strain | TL |
|----------------------|---------|---------------|----|
| Equipment slot | 3,000 | 1 | 4 |
| Memory Enhancer | 750 | 1 | 4 |
| Prosthetic, arm | 3,000 | 1 | 4 |
| Prosthetic, eye | 500 | 1 | 4 |
| Prosthetic, leg | 5,000 | 1 | 4 |
| Prosthetic, heart | 25,000 | 1 | 4 |
| Prosthetic, lung | 100 | 2 | 4 |
| Prosthetic, liver | 300,000 | 1 | 4 |
| Prosthetic, skeleton | 150,000 | 3 | 4 |

CYBERWARE

Equipment Slot. Adds a free equipment slot in one of the four limbs. The equipment contained in the equipment slot does not count for the purpose of encumbrance, but the size is limited to 1/10 encumbrance. The character can access the equipment as an instant action.

System Strain. 1

Cost 2,000 – **TL** 4

Memory Enhancer. The memory enhancer increases efficiency of cognitive processes and enhance the ability to memorize and recover memories. Anytime the subject employs skills like Fix, Know, Program or work, and he has at least one rank in it, he can perform on of the following actions:

- 1) Add +1 to the skill check. This action adds 1 point of system strain.
- 2) Roll two separate skill checks and pick the best result. This action adds 1d4+1 points of system strain.

If the system strain reach a critical point (equaling the constitution score), then the subject must make an Int/Physical saving throw. If the saving throw fails, the implant ceases to work and will have to be substituted, and one rank of the specific skill used is lost permanently. The memory enhancer can also store 4 hours of visual data the same way a cam does.

System Strain. 1

Cost 3,500 – **TL** 4

Prosthetic Arm. The prosthetic arm adds +1 bonus to all Str/Exert skill checks on those actions that require the use of the arm, however this action adds 1 point of system strain.

The prosthetic arm can also work as melee weapon with the following characteristics:

Dmg. 1d4, Shock: 1/ AC 10, Attr. Str/Dex. The prosthetic arm uses the Punch skill to deliver the attack with a +1 bonus on the attack roll. It is also possible to mount a tool or a weapon of small size to replace the hand.

Some advanced models can also include the *Equipment Slot* that can be installed by paying an extra cost of 1,000 credits without increasing the system strain. Mounting two prosthetic arms grants a +1 bonus on all attempts to disarm an opponent and +1 damage in two-weapons fighting.

System Strain. 1

Cost 5,000 – TL 4

Prosthetic Eye. The prosthetic eye exists in different models that provide different bonuses and advantages. What specific traits the prosthetic eye has, must be determined when the prosthetic eye is implanted.

1) Frequency Waves. The prosthetic eye allows to elaborate frequency waves that are invisible to the naked eye and transform them into visual information. Pick one of the following waves: gamma, infrared, microwave, radio waves, ultraviolet, x-ray.

2) Telescopic vision. The prosthetic eye multiplies by five the sight range of the subject. In addition, it reduces to -1 the attack roll penalty when firing ranged weapons beyond the standard range.

3) Laser Sight. The prosthetic eye mounts a long range laser sight. When the laser hits an object it can immediately calculate the exact distance. In addition, the laser can analyze the chemical composition of the object.

System Strain. 1

Cost 5,000 – TL 4

Prosthetic Leg. The prosthetic leg adds +1 bonus to all Str/Exert skill checks on those actions that require the use of the leg, however this action adds 1 point of system strain. The prosthetic leg can also work as a melee weapon with the following characteristics: Dmg. 2d4, Shock: 1/ AC 11, Attr. Str. The prosthetic leg uses the Punch skill to deliver the attack with a +1 bonus on the attack roll.

Mounting two prosthetic legs increases the base movement by 3 meters and it is possible to run at thrice the standard speed without tiring, however every hour spent running adds 1 point of system strain.

Some advanced models can also include the *Equipment Slot* that can be installed by paying an extra cost of 1,000 credits without increasing the system strain.

System Strain. 1

Cost 8,000 – TL 4

Prosthetic Heart. The prosthetic heart provides superior resistance when performing exhausting physical activities. The subject adds +1 to any Con/Exert skill check. The round after having received damage, the prosthetic heart can modulate the heart rhythm to reduce the bleeding, thus reducing the damage received by 1 point; this ability can be employed only once per scene.

System Strain. 1

Cost 10,000 – TL 4

Prosthetic Lungs. The prosthetic lungs grant the subject the ability to breathe an atmosphere with lower density (up to 25%) than the standard and filter atmospheres that contain toxic chemicals in gaseous state. Breathing in atmosphere with a density lower than 25% of the standard requires a Con/Physical skill check every hour. If the saving throw is successful, then the metabolism resist the physical stress. If the saving throw fails, then the subject adds 1 point of system strain. In addition, the prosthetic lungs can retain a small reserve of breathable air that lasts 1 minute per constitution score.

System Strain. 2

Cost 10,000 – TL 4

Prosthetic Liver. The prosthetic liver, beside the standard functions of a standard liver, grants the ability to produce special enzymes that can counter the harmful effects of toxins, poisons and other biological compounds. The subject gets a +2 bonus on Con/Physical saving throws against toxins, poisons, infections and bacterial pathogens. In addition, the subject gains 1d4 bonus hit points.

System Strain. 1

Cost 10,000 – TL 4

Prosthetic Skeleton. The prosthetic skeleton replace the biological skeleton with an inert titanium alloy. The surgery takes one week to complete, and at the end of the surgery the subject must make a successful Con/Physical saving throw or lose 1 point of constitution. Failing the saving throw does not imply the failure of the surgery. After the surgery, the subject must rest for 2 weeks and undergo a 2 weeks rehabilitation therapy.

The prosthetic skeleton produces the following effects:

- 1) The weight of the subject increase by 50%.
- 2) The muscular system adapts to the new skeleton thus allowing the subject to raise strength of three points. The subject can gain one point of strength every year, provided he undergoes intensive training. At Game Master discretion the intensive training can be considered as downtime activity.
- 3) The subject's armor class increases by one point.

4) The subject gains Armor 2 against bludgeoning melee weapons.

System Strain. 3

Cost 50,000 – TL 4



MISC. EQUIPMENT

| Equipment | Cost | Enc. | TL |
|------------------------------------|--------|---------|----|
| Artificial Diamond | 750 | 1/100 | 3 |
| Beryllium, ingot | 1,500 | 1/5 | 3 |
| Bomb, graviton | 4,000 | 15 | 6 |
| Bomb, EMP | 1,500 | 15 | 4 |
| Boots, magnetic | 25 | 1(0) | 3 |
| Dilithium Crystal | 8,500 | 1/10 | 5 |
| Escape Capsule, biostasis (m) | 5,600 | 100 | 4 |
| Escape Capsule, cryogenic (m) | 2,800 | 200 | 4 |
| Escape Capsule, quantum stasis (m) | 10,500 | 150 | 5 |
| Gas, blister | 500 | 25 | 3 |
| Gas, choke | 1,000 | 25 | 3 |
| Gas, nerve | 1,500 | 25 | 3 |
| Gravity Plate | 4,000 | 10 | 5 |
| Jetpack | 1,200 | 1(0) | 4 |
| Jump jets | 2,000 | 1(0) | 4 |
| Land mine | 700 | 3 | 3 |
| Magnetic Field Generator | 24,000 | special | 4 |
| Radiolocator | 850 | 1 | 4 |
| Ultradense Deuterium | 3,500 | 1/20 | 4 |

MISCELLANEOUS EQUIPMENT

Artificial Diamond. Artificial diamonds is employed in industries to cut hard materials. It is also employed in mine industry to equip mining drills.

Cost 750 – **Enc.** 1/100 – **TL** 3

Beryllium, ingots. Beryllium is employed in the production of special alloys in advanced fission and fusion nuclear technologies. In addition, it is employed electric and electronic conductors made of special alloys. Beryllium and its derived alloys are commonly used as trade coin, especially on those planets that are moving from TL 3 to TL 4.

Cost 1,500 – **Enc.** 1/5 – **TL** 3

Bomb, Graviton. Graviton bombs create a distortion in the gravitation field in a radius of 100 meters. Gravity in the area of effect increases and decreases randomly, with peak of up to 10 times more, as low as 1%. The gravity gap is strong enough to cripple solid matter and destroy living beings.

Cost 4,000 – **Enc.** 15 – **TL** 6

Bomb, EMP. EMP bombs generates a magnetic pulse that jam or destroy the electronic devices struck the the electromagnetic wave. The EMP bomb has a radius of 500 meters. Every device struck by the wave has a 50% of frying, and 50% of becoming inactive for 1d10 minutes.

Cost 1,500 – **Enc.** 15 – **TL** 4

Boots, magnetic. Magnetic boots allows to walk on metal surfaces, however movement is reduced by 50%.

Cost 25 – **Enc.** 1(0) – **TL** 3

Dilithium Crystal. The dilithium crystal is an artificial isotope of lithium and is produced in small quantities with TL 5 machinery. Dilithium crystal can produce energy thanks to a specific resonance that by vibrating to a specific frequency can open a breach in the WARP.

Cost 8,500 – **Enc.** 1/10 – **TL** 5

Escape Capsule, Biostasis (m). The biostasis escape capsule preserves biological functions indefinitely or until energy is provided. If left without power supply the capsule has an autonomy of 6 months. Upon awakening, the subject suffers vertigo for a week that impose a -2 penalty on Dex/Physical saving throws.

Power Required. 5 power units

Cost 5,600 – **Enc.** 100 – **TL** 4

Escape Capsule, Cryogenic (m). The cryogenic escape capsule is the most rudimentary technology of artificial sleep. This technology was made obsolete by the biostasis technology, however few are the TL 4 worlds who have access to this technology, or who have the whole set of technologies required to produce this equipment.

Cryogenic sleep causes many collateral effects. Upon awakening, the subject must make a Con/Physical saving throw or suffer the permanent loss of 1 point of constitution. In addition, for 3 months the subject suffers a -4 penalty on Con/Physical saving throw against viral and bacterial pathogens. If left without power supply the capsule has an autonomy of 12 months.

Power Required. 5 power units

Cost 2,800 – **Enc.** 200 – **TL** 4

Escape Capsule, Quantum Stasis (m). The quantum stasis escape capsule is the most advanced technology of artificial sleep. The capsule does not provoke any collateral effect. If left without power supply the capsule has an autonomy of 100 years.

Power Required. 5 power units

Cost 10,500 – **Enc.** 150 – **TL** 5

Gas, blister. The blister gas causes damage by corroding organic tissues like skin, eyes and flesh. Each round of exposure causes 1 point of corrosive damage. The remains effective for 1d4 minutes, but this duration may vary depending on circumstances like atmosphere density and temperature. In addition, the blister gas corrodes carbon-based compounds like carbon fibers and graphene. A grapheme armor loses 1 point of armor class for every minute of exposure to the gas. The gas is stocked in pressurized barrels.

Cost 500 – **Enc.** 25 – **TL** 3

Gas, choke. The choke gas is considered the most lethal of all. When inhaled, the subject must make a Con/Physical saving throw. If the saving throw fails, the subject will have to roll and additional Con/Physical saving throw for the subsequent 10 rounds, and upon failure of at least 3 saving throws, the subject dies. The gas is stocked in pressurized barrels.

Cost 1,000 – **Enc.** 25 – **TL** 3

Gas, nerve. The nerve gas blocks the nervous system and jeopardize the functioning of vital organs. The subject suffers the temporary loss of 1 point of constitution for each round of exposure. If the subject exits the area of effect, then he must make a successful Con/Physical saving throw for the subsequent 10 rounds, or suffer the temporary loss of 1 point of constitution. If at any moment the constitution score drops to zero, the subject dies. Constitution loss is curable, and the subject heals 1 point of each day of total rest and proper medical cares. The gas is stocked in pressurized barrels.

Cost 1,500 – **Enc.** 25 – **TL** 3

Gravity Plate. Gravity plates manipulates gravity by generating an artificial graviton field that decrease or increase gravity by 10% and 200% respectively. A standard gravity plate measure 3 x 3 meters.

Cost 4,000 – **Enc.** 10 – **TL** 5

Jeptack. The jetpack allows the wearer to fly and perform maneuvers while flying. The jetpack is mounted almost like a backpack and is fueled by gel fuels. It reaches the maximum speed of 150 km/h and has an autonomy of 1 hour. The jetpack spends the autonomy in increment of 1 minute each time it activates. The engineering behind the propulsion system allows the jetpack to reach the troposphere at standard condition of gravity and atmosphere density.

Cost 1,200 – **Enc.** 1 (0) – **TL** 4

Jump Jets. Jump jets are worn like boots, provide the wearer flying movement and can reach a maximum speed of 50 km/h. They are fueled by gel fuel and have an autonomy of 10 minutes. The jump jets spend the autonomy in increment of 1 minute each time they activate. The engineering behind the propulsion system allows the jump jets to reach the troposphere at standard condition of gravity and atmosphere density.

Cost 2,000 – **Enc.** 1 (0) – **TL** 4

Land Mine. Land mine is a common tactical weapon employed to destroy or neutralize land vehicles. Different types of land mines exists in commerce, with the most common being activated by proximity or pressure. The detonation of a land mine causes 6d10 hp of explosive damage to vehicles. As a general rule, if the damage is less than double the vehicle armor, the vehicle takes no damage but its tracks or wheel may still be destroyed, thus neutralizing its mobility.

Cost 700 – **Enc.** 3 – **TL** 3

Magnetic Field Generator. The magnetic field generator generates an artificial magnetic field around celestial bodies like asteroids, moons, planetoids and planets. The generator must be placed at a specific orbit around the celestial body. The standard magnetic field generator mounts a 1-gigawatt nuclear fission reactor and a coil made of highly conductive metal alloy. A magnetic field generator produces a magnetic field strong enough to protect a planet the size of Mars.

Cost 500,000 – **Enc.** * – **TL** 4

Radiolocators. Radiolocators are devices that can detect the position of a radio signal by means of triangulation. Radiolocators are sold in set of three sticks, each with variable length of up to 10 meters. They have to be placed in the ground to a maximum distance of 50 kilometers from each other.

Power Required. *Power Cell type A* / 168 hours (336 hour with a **Power Cell Dilithium**).

Cost 2,500 – **Enc.** 3 – **TL** 3

Ultradense Deuterium. Ultradense deuterium is employed in technologies based on nuclear fusion and as fuel for space ships. It is mined by mining ships equipped with special technologies that can purify and compress the element at atomic level. One ingot of ultradense deuterium measures 1 cubic centimeter and weight over 100 kilogram. The by-product of ultradense deuterium is the most common deuterium.

Cost 3,500 – **Enc.** 1/20 – **TL** 4



