

## Other High-Tech Equipment

Item	Cost	Note
Allweather Blanket	20	Plastic, protects to -20C
Anti Shock Implant	2000	Confers immunity to stun and delay
Breathing Apparatus	200	
Bugbot	100	
Chronocom	100	Watch and communication device
Compass	10	
Envirosuit	100	
Everflame	100	
Exoskeleton	3000	Extra strength and carrying capacity
Flashlight	5	200 hours, 300' range
Freezefield	1200	Emergency stasis field
Gasmask	30	
Gravboots	500	Points feet down
Holoflare	50	Goes up 600', illuminates 1 mile radius
Instaraft	500	Emergency escape boat
IR Goggles	200	24 hours on full charge
IR Jammer	600	Confers invisibility to infravision
Jetpack	1500	Flight enabler

Life Jacket	10	
Magnigoggles	200	Binoculars and magnifiers
Medkit	500	Doctors kit
Padcomp	400	Small computer
Parawing	250	Jet parachute
Pocket Tool	20	Multitool
Poly-vox	1500	Translator machine
Radiophone	600	Communicator
Robcomkit	500	For robotics and computers
Scancorder	3000	Universal sensor
Solvaway	10	Spray escape
Suction Gun	100	Rope gun
Sungoggles	2	Thick sunglasses
Survival rations	1	Water purifier pill and 1 days food
Techkit	500	Standard technicians toolkit
Tornadium D-19	1/g	Explosive. Also called 'kaboomite'
Toxyrad Gauge	100	Detects dangers
Tracker	400	Locator device
Utility Drone	1500	Handy surveillance drone.
Variable	5	
Timer/Detonator		
Vitasalt Pills	10	For salt replacement
Water Pack	5	8 resealable bags

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As for other high-tech materials, costs are given in GP equivalents, because gold may not be accepted as currency in all locations. Where energy costs are listed, devices used the same standard energy packs as energy based weapons.

### Descriptions

**Allweather blanket:** Foil and plastic laminate material, will keep a single creature warm while sleeping in conditions as cold as -20°C.

**Anti-Shock Implant:** Must be implanted by a surgeon. Confers immunity to stun and delay effects, and gives a +4 bonus to saves vs. knockout and paralysis. Battery life is 2 years.

**Breathing Apparatus:** Fits over the head, with goggles, for environments without breathable air and where a simple gasmask is insufficient. Comes with scrubbers and oxygen concentrator gills. One charge lasts 20 hours.

**Bugbot:** A slow moving (30') but tiny and inconspicuous (half an inch across) semi-autonomous (RC2) robot that can be synced with a chronocom or any other personal computer device to allow tracking and sound and visual recording, with a transmission range of 12 miles (or up to 100 miles from an orbital position). Can easily be destroyed if discovered.

**Envirosuit:** A tight fitting, environmentally controlled suit that incorporates breathing apparatus or a gasmask, for survival in hostile environments. It uses 1 energy charge per day

to heat or cool, or 1 charge per hour if it must also protect its wearer from vacuum or high/low pressure environments. It has standard energy and data fittings.

**Everflame:** A small lighter, containing a tiny radioisotope source turning the air ¼" above it to burning plasma, igniting any combustible material it is brought into contact with. Each device has an anticipated lifespan of 5 years, and cannot be recharged.

**Exoskeleton:** A frame constructed to be worn outside any clothing, joining to arm and leg joints, and bracing the neck and back of the wearer. Donning or removing an exoskeleton takes two full turns. It allows the wearer to run at up to double their normal movement rate, with twice their normal carrying capacity. They may jump straight up into the air 20', or forward by 30'. The wearer gains a +3 bonus to their strength. Exoskeletons containing slots for weaponry, welding tools *etc.* are known from certain military and other specialised providers, but are not easily available. An exoskeleton uses 1 standard charge per minute of operation.

**Flashlight:** A small torch with a power cell lasting 200 hours, illuminating an area up to 30' across up to 300' away.

**Freezefield:** A personal (5" by 5") stasis field that can be activated for a single individual to which it is (potentially very rapidly) attached. When used with a dead or dying victim within 2 minutes of any form of death not too extreme (less than -50hp) this places the patient into stasis, no longer degrading any further, for up to 200hours (at which point its

internal battery runs out and the patient dies). During this time a medic, cleric or medbot may try to revive the character (who is treated as if alive, but with -10hp).

**Gasmask:** Where toxins or dangerous gases are present in an otherwise breathable environment, a gasmask confers immunity thereto.

**Gravboots:** Boots with small gravity generators, allowing the wearer to walk and run normally in low gravity environments. Can be toggled to a padcom or chronocom for wireless control (allowing, for example, a character to take a run up and then turn the gravboots off to cross a chasm with a single jump in low gravity environments). They contain their own power supply, which needs recharging after 24 hours of use.

**Holoflare:** A small, dense, single use power source with a rocket attachment, that when triggered flies straight up 600' (or until it hits a hard ceiling) before discharging its power over 1 hour, illuminating an area 1 mile across.

**Instaraft:** Around the size of a suitcase, the removal of a pin and pulling of a skin causes an immediate inflation of a life raft therefrom. The vessel is 12' long, 6' wide, covered, and made of a very robust rubbery plastic. With a single entry point that can be zipped up, it can fit 6 people with limited comfort. It contains sufficient survival rations for 6 people for 2 weeks, and 2 dozen emergency water bottles with reusable filters (allowing them to be used to desalinate sea water and remove any toxins from water). A small beacon light is found at

the point of the roof cover, and an emergency radio transmitter can be activated by passengers.

**IR Goggles:** These can operate in two modes. In *passive* mode they provide infravision to a range of 90', but only in darkness. In *active* mode they give infravision to a range of 60', in any lighting conditions, but the wearer is very visible due to the emission of bright IR light that is needed for this function. In passive mode they use 1 standard charge per day, while in active mode they use one charge per hour.

**IR Jammer:** A small box worn on a belt. This confers invisibility to IR goggles or infravision, using 1 standard charge per hour.

**Jetpack:** A small, portable rucksack (weighing around 100cn) that attaches the wearer to fly. Any standard power pack can be used, including a power backpack (to which it can be attached). Jetpacks confer the ability to fly at up to 360' per turn, at the cost of 1 charge per turn, or at emergency speed up to 360' per round, also at the cost of a single charge. Usually they are steered by the wearer holding a portable joystick in one hand, but some may be configured to read the direction of the wearers head is facing.

**Life Jacket:** A tough, self inflating floatation device that can either be worn under or over clothing, or packed into a ball around the size of a fist. Pulling a string causes it to inflate instantly. It also contains a small light source that will remain visible for up to 2 days, and a whistle.

**Magnigoggles:** Can focus on items from 6'' distance to anything within sight, providing up to 10x magnification. They take a standard energy supply, and use 1 charge per turn of use.

**Medkit:** A standard medkit contains the following:

*Acid neutralizer.* 1 bottle of liquid to neutralize acids (restores half of all acid damage if applied within 2 rounds).

*Antiseptic.* 5 cans of spray to clean and disinfect a skin area.

*Autosurgeon.* A special device that allows medic to operate on himself.

*Electrosurgeon.* A small machine that keeps wounds open and controls bleeding during surgery.

*Laser scalpel.* Used to make deep incisions.

*Meds scanner.* An electrical instrument used to diagnose ailments (treat as the *diagnose* spell).

*Microforceps.* Adjustable, used to remove shrapnel and bullet fragments from wounds.

*Plastiflesh.* 5 cans of spray that closes wounds and heals burns (treat as *cure light wounds*).

*Sonic scalpel.* Tool for cutting plastic, metal or flesh; makes a smooth, bloodless incision up to 5 mm deep.

*Spray Hypo.* Syringe used to give shots without a needle. Contains:

*Antibody Plus.* 10 hypo doses that increase the body's ability to recover from diseases (treat

as *cure disease*).

*Antitox.* 10 hypo doses to neutralize poisons (treat as *neutralise poison*).

*Biocort.* 20 hypo doses to stimulate very fast healing (treat as *cure serious wounds*).

*Telol.* 10 hypo doses of truth serum (victim must save vs. poison or be forced to tell the truth for 1 turn).

*Stimdose.* 10 hypo doses to revive unconscious individuals.

*Staydose.* 10 hypo doses to sustain a dying person for 20 hours.

*Local Anesthetic.* 10 hypo doses to relieve pain.

*Omnimycin* — 10 hypo doses to control infections.

Charges of hypo-spray treatments and other consumables from the kit can be replaced at a cost of 30gp equivalent each.

**Padcomp:** A small (5'' by 4'') hand held, touch screen computer and communications device, made wirelessly link to any standard computer terminal or communicable robot. Can be used to control and to program such devices, as well as to interface and communicate *via.* ships or land based networks. Uses 2 standard charges per day, can hold up to 10 charges.

**Parawing:** Essentially a parachute with small rocket motors, facilitating escape from high altitude, and conferring the same effects as a *fly* spell for up to 3 turns. It requires 30' of space to open.

**Pocket Tool:** A small pocket multitool, reminiscent of a Swiss Army Knife, with the following functions:

*A penknife blade.*

*A universal screwdriver.*

*A small, adjustable wrench.*

*Vice pliers.*

*A hole puncher.*

*An electromagnet (up to 4oz capacity).*

*A small flashlight (25m range).*

**Polyvox:** Worn like a band around the neck, with a wire connecting to an earpiece (or to two), this device detects incoming languages and translates any known language into whichever language it is programmed to output for the user, and likewise translates the users words into the language it determines it can hear. They can learn a new language in d% hours of exposure, and they are pre-programmed with all known Frontier languages and Interlac. It uses 1 charge per day of use, and can hold up to 6 charges.

**Radiophone:** A long range communication device, around 8'' by 8'' by 4'', able to connect with stations and ships in orbit and other radiophones within 1000miles, regardless of connection to computer networks. 10 minutes of use drains one standard charge from any power pack. Can be used to connect padcomps or chronocoms.

**Robocom Kit:** Standard toolkit for robotics and computer specialists. Contains:

*Breadboard circuits.* Standard boards for mounting robot circuitry.

*Calipers.* Capable of taking measurements as small as 0.001 mm.

*Components.* Box of transistors, diodes and computer chips for robot circuits.

*Demagnetizer.* Electrical tool to demagnetize fouled circuits.

*Electrodriver.* Rotates all shapes and size of screws and bolts.

*Electrosnips.* Powered metal-cutting shears (sheet metal only).

*Insulated wire.* 10 meters

*Ion Bonding Tape.* 10 cm wide x 5 m long, bonds directly to any metal.

*Lasoldering iron.* Men-sized laser soldering iron.

*Magnetic by-pass clips.* 10 small connectors used to short-circuit wiring.

*Miniature flashlight.* 20 hours of light; magnetized handle.

*Needlenose pliers.* Similar to 20th century tool.

*Oscilloscope.* Miniaturized viewer which displays information on electrical flow and other aspects of circuitry.

*Spray cleaner.* Spray solvent to remove dirt from the robot's works; 10 applications.

*Spray lubricant.* 10 applications of pressurized synthoil.

*Spray waterproofing.* Will insulate circuits, cloth, etc., from moisture; five applications.

*Sonic Scalpel.* Tool for cutting plastic, metal or flesh; makes a smooth, bloodless incision up to 5 mm deep.

*Solder.* 1-meter roll of conductive soft metal.

**Scancorder:** A powerful sensor device, a rugged hand-held computer and scanner that can log information about its surroundings. They can be used to analyse and record sound, electromagnetic and ionising radiation, motion, the chemical and physical makeup of materials, power sources, and the type and number of living organisms, all within a range of 100'. The closer the subject interrogated, the better the information gained. They can be used to detect and identify diseases and injuries, or for diagnosing mechanical defects and damage to machinery. They can be calibrated to detect both invisible and magical effects, if used by skilled operatives. They use 1 energy charge per hour of use, and can hold up to 20 charges. They can be wirelessly linked to padcoms, robots of RC4 or higher, and other communications and computer devices both to reprogram for unusual sensing applications and to upload data.

**Solvaway:** A small, single use aerosol of a solvent that can be used to dissolve *web*, tangle grenade strands, polymer rope bonds, glue, and similar materials.

**Suction Gun:** A pistol containing a single charge that fires a piton on the end of a long (300') rope. It has a laser pointer projecting a point at a target, giving a +4 to hit, and with

a hit roll modified thus the gun propels the piton to a target where it embeds. A button can then be pressed, causing the rope to coil back in to the gun, with straps from the handle of the gun wrapping round the users wrists either taking the user towards the target or the target towards the user (if it is not held and it is lighter than the user). This can be used to climb sheer surfaces, get up to a bridge from below, grab an item from a distance, *etc.* Being hit with it as a weapon causes 2d6 damage, and a save vs. paralysis is allowable to avoid being skewered by it and (should the wielder wish) pulled back towards them (or have the wielder pulled to them, if heavier). The cord recoils at a rate of 60' per round.

A suction gun is a single use item.

**Sungoggles:** Thick sunglasses, for use in bright environments.

**Survival Rations:** Foil wrapped survival rations, usually in biscuit or slab form, with dissolvable tablets to purify up to 2 gallons of water. Costs 1gp equivalent per person per day.

**Techkit:** The standard tools of a technician. Contains:

*Electrodriver.* Rotates all shapes and size of screws and bolts.

*Electrosnips.* Powered metal-cutting shears (sheet metal only).

*Insulated wire.* 10 meters.

*Ion Bonding Tape.* 10 cm wide x 5 m long, bonds directly to any metal.

*Hammer.* Large ball-peen high-impact head.

*Jack.* 5,000 kg capacity, 0.5 meter lift, collapses to a 20cm cube.

*Magnegrips,* Electromagnetic vice-grips.

*Open end wrench.* Adjustable as socket wrench.

*Plastibond.* Tube of plastic filler, bonds to any plastic surface in one minute; five applications.

*Prybar.* 1 meter plasteel rod, collapses to 10 cm.

*Spray lubricant.* 10 applications of pressurized synthoil.

*Spray waterproofing.* Will insulate circuits, cloth, etc., from moisture; five applications.

*Socket wrench.* Adjustable from 5 mm to 5 cm.

*Uninsulated wire.* 25 meters, can support 2,000 kg.

*10 hoses.* Of assorted sizes

*500 nuts, bolts, clamps, screws and nails.* Of assorted shapes and sizes

**Tornadium D-19:** This is the standard plastic explosive used across the federation. A licensed demolitions expert can purchase this legally. It is typically used with a variable timer/detonator, which can be set from 1-60 seconds, 1-60 minutes or 1-60 hours, but radio detonators are also known. A 50g charge inflicts 8d6 damage to any creature within 3' of the explosion, with each additional 50g increasing damage by 4d6, to a maximum damage of 20d6. For each 100g added, the area of effect of the explosion is increased by 3', to a maximum area of effect of 60'. For damage to buildings, a well placed charge (with a successful skill check) does half damage to any construction, with a failed skill check or inexpert use of the charge only damaging the building as per normal rules for fire damage. Note that with safe packaging, tornadium must contain at least 2lb of packing material, whether 1g or many hundreds are carried.

Tornadium is somewhat more stable in pentaspaces than traditional ammunition, but can still be unpredictable. It is only likely to explode unpredictably in large volumes, of more than 500g. Every 100g above this is treated as an extra round of ammunition for determination of instability.

**Toxyrad Gauge:** A device typically worn round the wrist which alerts its user to risks, lighting up blue if exposed to hazardous radioactivity, red in low oxygen conditions, and yellow if toxic substances are detected in the air. A user may also push a central button to get readouts of all three parameters on screen, which will appear green if no hazards are present.

**Tracker:** A small (around 2" square), self adhesive transmitter that is activated by tapping it to a com unit (compad, chronocom, *etc.*) which pairs it to the tracker. After which, the pad can give a direction and distance reading to the tracker, as long as it is still working, is not shielded in some way, and is within the same star system. The tracker gives no further information than location.

The backing of a tracker is engineered to stick to nearly any surface, but is typically attached to vehicles or robots. A tracker has sufficient power to transmit location information for up to 5 days.

**Utility Drone:** A small (18" by 18") circular quadcopter drone designed to attach to any standard power charger on common vehicle and generator types, and able to operate independently for up to 24 hours on a single charge. It's standard operation is simple, and it can be paired with any padcom or chronocom.

The utility drone serves many functions. It can be set to rise to a height of up to 800' and circle, mapping the area with weak microwave emissions that penetrate soft cover (tree canopies, crops, *etc.*) to create a map of an area 1 mile across. This process takes 15 minutes. It can be instructed to rise to a height of 1600' and act as a data hub, linking a group of up to 100 mobile computers of any type in to a single secure network, with a range of 10 miles. It can be set to 'guard mode' while so doing, and it will send alerts to all devices attached if a creature above 18" high approaches within quarter of a mile of a given point. While using guard mode it can be set to active IR, during which time it will appear as a bright heat source to anyone with infravision as long as it is in line of sight, the IR light it produces being sufficient to allow infravision or standard IR devices to work in daylight and to double their range at night. A user can also pilot the drone from their padcomp, with a range of up to 3 miles, viewing a real time camera feed on screen.

Utility drones have an AC of 4, and 20hp. They cannot attack.. They have a movement rate of up to 360' (120').

**Vitasalt Pills:** Sold in packs of 12. If two per day are taken, reduces the need for water by 25%, thus immensely valuable in hot environments.

**Water Pack:** 8 reuseable plastic water bags on a simple frame allowing them to be attached to or worn as a rucksack. Each also contains a reusable cleaning and desalinisation filter, turning potentially dirty water clean, allowing bags to be refilled almost anywhere.