

Newtech Goodies

TOOLS

Atmo'lyzer (advanced): [Cost: 48cr; Weight: 3; Availability: C]

Handheld sensor detects atmo composition, breathability, toxins, pollutants, chem agents and biologicals. A reliable analysis typically requires at least a fifteen minute sweep.

Atmo'lyzer (simple): [Cost: 20cr; Weight: 2; Availability: E]

Lower tech version detects atmo composition and breathability, but doesn't check for toxins, pollutants, chem agents or biologicals.

Grapple gun: [Cost: 2cr; Weight: 12.5; Availability: E]

This pistol sized device fires a thin but durable "dart" with sufficient power to penetrate stone, cement or similar material. Once the dart has penetrated it projects several firm filaments to secure itself in place. A thin, flexible cable connects the dart to the grapple gun which can then be mounted on a separate harness (included). Once connected, and the dart/cable element secured, the operator can activate a built in powered winch to reel in the cable. The grapple gun is technically reusable, but wears quickly. A typical grapple gun has a range (cable length) of 50 feet.

Micro Fusion power plant: [Cost: 100cr; Weight: 1,000; Availability: E]

A small fusion power plant. Generates enough power to operate a homestead, with plenty of juice to spare.

Mule attachments: [Cost: 25cr; Weight: 500; Availability: E]

This could be a backhoe, drilling rig, dozer, whatever, each purchased separately, and fit on Large Mule (not included).

Weldstrip: [Cost: 1cr; Weight: 0; Availability: E]

A simple, thin strip of material used to fuse two weldable surfaces together. It is of limited use in mechanical repairs but found in most well-stocked mechanics shops regardless. It is ideally suited for fusing shut metal doors, airlocks and other portals.

PROTECTIVE / EMERGENCY GEAR

Advanced infantry helmet: [Cost: 32cr; No Alertness penalty; Armor: -4W; Availability: I]

Similar to the stand infantry helmet, this helmet sport features designed to minimize the impediment to hearing and peripheral vision.

Advanced hazmat full-body suit: [Cost: 350cr; No attribute penalties; Armor: -3W; Availability: I]

Likewise, a more flexible version of the full-body NBC suit that minimizes impediment to movement, manipulating small objects and complex actions.

Advanced flexiplate vest: [Cost: 70cr; No Agility penalty; Armor: -4W; Availability: I]

The newtech answer to the plate vest, this vest features much more flexible material and more ergonomic design in both in the basic fabric and in the plate armor elements.

Advanced riot gear: [Cost: 380cr; No penalties; Armor: -3W; Availability: I]

Following the philosophy of the flexiplate vest to it's logical conclusion, we have the advanced riot gear suit. Unfortunately the high cost limits it's usefulness and it is rarely seen, even in high security areas where simply assigning more units with standard riot gear is usually more cost effective. Expect to see this armor only in the most delicate Alliance operations and strike teams.

Armored Vac Suit: [Armored Vac Suit: Armor: 1W; Penalty: -1Agi/-2 Ale; Cost: 226cr; Availability I]

A sleek pressurized body suit made out of self-sealing weave and ballistic mesh produced for the Alliance (or bounty hunters who work for them). When it suffers a tear, the fabric automatically

pulls together to seal the hole before internal atmosphere is lost. There is a small atmo-tank (holding a few hours of air) built into the back. It also comes with a vacuum helmet (2W armor rating). Without the helmet, the suit's weight drops by 5 pounds and the wearer no longer suffers the -2 step Alertness penalty. The suit absorbs 1 point of Wound damage and converts all Wound damage from normal bullets into Stun damage, just like ballistic mesh.

WEAPON GEAR

Laser sight [Cost: 20cr; Availability: E]

A standard laser sight, typically mounted above or below the weapon barrel. Provides a +1 step skill bonus to weapon use, but only within close range.

Digital sights [Cost: 50cr; Availability: E]

An weapon-integral high resolution video camera sighted to a matching forearm-mounted or eyewear view screen, allowing firing from full cover or around corners with a -1 skill step penalty.

Silencer [Cost: 40cr; Availability: I]

Just like it sounds, for folk who don't want their guns bein' heard out side the bank while their inside robbing it! Unfortunately a silencer reduces the effective range of the firearm by ½. Silencers are only available on the black market.

Customized holster [Cost: 5cr; Weight: 1; Availability: E]

A custom built handgun holster that allows a +2 step to Initiative, but only for one specific handgun type and only for the individual it was crafted for.

Neural interface sighting modification (with low-light/infrared targeting) [Cost: 550cr; Weight: 1; Availability: I]

Identical to the digital sight but feeding the output from the high-res video camera directly into the wielder's optic nerve via a neural "plug" surgically implanted in the palm. Low-light or infrared sighting is standard, provides the ability to fire around corners and from cover (at no penalty) as well as granting a +1 skill step for normal combat use.

COMPUTERS, HARDWARE AND PROGS

Lexicon (translators) [Cost: 40cr; Weight: 2; Availability: C]

A standard data pad-sized device which automatically translates one spoken language into either a readable format or a vocalized translation. Each lexicon is typically programmed with one particular translation as a standard package (English/German, for example) but can be easily upgraded with further language sets over the cortex for a flat 5-10cr fee. Any language spoken in the verse is available for download, including version covering those on the rim worlds who've become so corrupted as to be otherwise incomprehensible.

Portable Cortex Terminal [Cost: 400cr; Weight: 1; Availability: C]

Identical to the standard Personal Access Cortex Terminal but roughly the size and shape of an Encyclopedia (p. 83).

COMMUNICATIONS AND SECURITY EQUIPMENT

Video comm gear [Cost: 60cr; Availability: C]

A standard handheld transmitter with 70 mile range, unencrypted, but providing two-way video communication. Also takes photographs and video (up to 30 minutes worth of memory) and limited cortex access in order to facilitate transfer of photo/video memory.

Holo comm gear [Cost: 90cr; Availability: C]

Identical to a hand held video transmitter and typically used for direct holographic communications and conferencing. Has a 70 mile range and is unencrypted. It also provides

holographic recordings/projections as well as standard photograph and two-dimensional video. Due to its compact nature, however, it can only store 15 minutes of holographic video at one time and its recording range is limited to the 10'x10' area directly before the device. It likewise has limited cortex access for transfer and storage of the holographic, photographic and standard video data.

Holorecorders/players [Cost: 225cr; Weight: 10; Availability: C]

Designed specifically for holorecording and projection. Can store up to five hours of holographic data, capable of live-streaming via cortex (assuming a cortex terminal or connection is readily available) and has a recording range of up to 100'x100'. Very expensive and normally considered a professional item.

Parrot (Shoulder-mounted Professional Video Capture) [Cost: 54cr; Weight: 1; Availability: C]

A video capture mounted on the shoulder wired to a stylish neckband that monitors the wearer's head movements and rotates the capture to follow their gaze. The Parrot requires a small measure of training to operate effectively, however, as more subtle manipulations (focus, zoom, etc) are also controlled by subtle head and neck movements. The Parrot isn't very concealable and is normally used by journalists, court reporters, interviewers and any other professional who regularly requires free hand movement while documenting their surroundings.

Video Capture [Cost: 2cr; Weight: -; Availability: E]

A postcard sized audio/video recorder with high-resolution display. Typically has an internal memory storage of four hours.

MEDICAL EQUIPMENT

Cryo-bag [Cost: 3500cr; Weight: 3; Availability: C]

A standard air-tight body-bag with an emergency cryo-stasis unit built in. Typically issued to paramedics and other emergency responders in high-profile areas such as the Bellerophon estates or those emergency medical units attached to Parliament officials or government buildings. Designed for the transport of gravely wounded patients directly to emergency treatment. Battery operated and good for up to twelve hours of sustained cryo. Requires an Average Resistance roll to avoid 1d6 stun damage both during initial flash-freezing and resuscitation.

Personal automed [Cost: 1000cr; Availability: C]

A newtech operating theater/medcomp combination in the form of a standard patient's recovery bed. Usually non-portable but at least able to be wheeled about as need, though it does require a power source. Provides a +1 step bonus to the patient's Endurance checks while attached to the device and provides a +1 step to the treating physician's monitoring, diagnosis and resuscitation attempts.

Portable automed [Cost: 1600cr; Weight: 20; Availability: C]

A briefcase-sized version of the personal automed. Basically a portable version of the operating theater/medcomp combination. Also provides a +1 step bonus to a patient's Endurance checks while attached to the device and a +1 step bonus to attempts to resuscitate that patient.

Frontier horse doctor's bag [Cost: 30cr; Availability: E]

Operates identically to the standard doctor's bag but designed and supplied for use in treating common animals (dogs, horses, etc.)

VetAcad veterinarian's bag [Cost: 200cr; Availability: C]

Like the MedAcad bag, this is the standard issue emergency treatment gear issued to Core-educated veterinarians. It operates identically to the MedAcad bag in the treatment of common animals.

SECURITY EQUIPMENT

Foam Barricade Canister [Cost: 3.2cr; Weight: 1; Availability: E]

A 1' long, 4" diameter canister containing a rapidly expanding foam that hardens near-instantly on contact with air. The canister contains enough foam to build one 5' x 5' x 20' wall. A hardened foam barricade can provide adequate protection in most small arms fire and is designed expressly for that purpose. The foam itself is typically dark, matte grey or olive green in color. The barricade foam can be deployed in 5' x 5' x 5' sections, if desired. If used during combat then one 5' x 5' x 5' section can be deployed as a single action and a particular section will harden enough to provide cover on the following turn.

Blackvine gun [Cost: 37cr; Availability: I; Ammo cost: 5cr each]

An off-shoot of the foam barricade canister, taking advantage of the foam's usefulness in subduing potentially dangerous individuals. An advanced version of the foam ("blackvine" foam) is launched from this hand-held pistol-styled projector at the target's feet or lower body. In a successful hit the target must make a Hard Get Out Of Harm's Way roll on both that turn and the next (each counting as an action) in order to avoid being rooted in place.

Attacks aimed at the upper torso are handled in the same manner but, if not successfully avoided by the target, give a -2 step penalty to actions requiring arm or upper torso movement. The effects of aimed shots to the head, hands, etc should be fairly obvious.

Blackvine doesn't work very well in loose soil, for obvious reasons. Checks made in such environments are Average or better, depending on what substance or material the foam is expected to root its target to. Blackvine foam will degrade and disintegrate within one hour, under normal conditions, but can be dissolved with standard chemical solvents almost immediately.

Blackvine Sticky Bomb (Riot Control Grenade) [Cost: 1cr; Range increment: 5; Availability: I]

Like the Blackvine gun above but in grenade form. Capable of subduing multiple targets within range of its initial burst. On a successful hit the target must make the standard Hard Get Out Of Harm's Way check on both that turn and the next (each counting as an action) in order to avoid being rooted in place.

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Handcuffs, Zip-tie [Cost: .4cr; Availability: E; 2 Life points: 4 Burst of Strength Difficulty: Heroic]

Standard plastic wrist restraints. Easy to apply and disposable.

Handcuffs [Cost: 1cr; Availability: E; 8 Life points: 6 Burst of Strength Difficulty: Incredible]

Standard steel cuffs, locked by either mechanical key or electronic key-pin.

Manacles [Cost: 3cr; Availability: E]

A thicker, hardened version of standard handcuffs and typically connected by a much thicker chain or cable. Designed to fit either wrists or ankles. Like handcuffs, they can be locked with either mechanical key or electronic key-pin.

Neural restraints ("nerve locks") [Cost: 60cr; Availability: I]

A newtech electronic version of manacles which apply a steady neural pulse to the wearer's wrists, "dazing" the wearer and rendering them much more pliable and easy to direct. PC/NPC's under this effect suffer a -2 step skill penalty to actions requiring any amount of concentration and a -1 step penalty to all other actions.

Vyper security system [Cost: 120cr; Availability:]

A newtech version of the standard vehicle alarm. Issues electric shocks to anyone attempting to operate or manipulate the device it protects without first bypassing the system. Easily adaptable to voice recognition, electronic key or any other standard locking mechanism that may already be present. Though the Vyper system is very adaptable and can be slaved to individual weapons, vehicle controls, ship bridge stations or even a standard door lock, actually installing the system can be tricky and is usually handled by trained Vyper System personnel. If a PC/NPC with Technical Engineering skill get hold of a Vyper system and wants to take a crack at it, it's a Formidable task (without specialized training) and takes at least several hours. Bypassing the system, on the other hand, is also Formidable task, not to mention a little dangerous. The Vyper system delivers a verbal warning to anyone attempting to operate, disassemble, bypass or otherwise manipulate the object or device it is attached to, delivering 1d6S shocks each turn thereafter until reset by it's owner. In most cases one shock is enough to convince a body to desist.

Acid pen [Cost 100cr; Availability I]

Designed and used specifically for acts of sabotage, shaped like a standard black marker. Specifically, the acid pen was first designed in order to apply powerful acids to metal engine parts and vulnerable sections of aircraft/spacecraft fuselage. In time the acid would damage the metal and render the vehicles useless until repaired or even cause deadly failure midair or in the black. The acid pen was very popular with Independent forces saboteurs during the Unification War and they are still relatively easy to get on the blackmarket even today. Being caught in possession of an acid pen, however, will all but guarantee a stiff prison sentence for conspiracy to commit acts of terrorism. Generally the acid pen gives a +2 step skill bonus to any use of the Sabotage skill.

COVERT OPS GEAR

Sub-vocal communicator [Cost: 160cr; Availability: I]

A standard communicator with a 4 mile range with built-in encryption. Analyzes and transmits the wearer's sub-vocalizations for discreet communication. Normally shaped into a small flesh-tone dermal patch applied at the throat with a matching earbud communicator for receiving transmissions.

Spider gear [Cost: 1cr; Availability: C]

Think Spiderman. Palm, knee and foot pads that project flexible monofilaments into nearly any solid material (including stone, but not most solid metals) that become rigid when flexed. Takes a bit of getting used to but a skilled user can scale nearly any surface at any angle with little difficulty.

Frictionless mini-pellets [Cost: 25cr; Availability: I]

A packet containing enough pellets to effectively coat a 10'x10' area of ground surface simply by emptying it out. Movement across any semi-level surface covered with frictionless pellets (without falling flat) requires a Hard Agility check. Even successful movement makes any other action during the same turn much more difficulty while attempting to maintain balance. Getting up once you've fallen is itself requires a Hard Agility check. Prone characters can, of course, act normally otherwise.

Spotter contacts [Cost: 60cr(150cr for advanced); Availability: C]

Spotter contacts are newtech electronic contact lenses designed to enhance standard visual range in some way. Individual models allow binocular vision (up to x100), thermal imaging and low-light (with built in protections). Standard versions only allow the effect thermal and low-light effects up to 40 feet and limit peripheral vision (-1 skill step penalty to Alertness/Perception checks in some cases). Advanced versions extend the effect to the wearer's full visual range. Special vision effects and enhancements are triggered and controlled with specific blinking routines.

Concealable Capture [Cost: 15cr; Availability: I]

Identical to the Video Capture above but reduced to roughly the size of a fingernail and approximately as thick.

Explosives Detector [Cost: 12cr; Weight: 1; Availability: I]

This handheld device sniffs out nitrogen compounds—the basis for all common explosives.

Laser Tapper [Cost: 12.5cr; Weight: .5; Availability: I]

This device bounces an invisible laser beam off a window, using the return signal to convert the window's vibrations into a high definition replications of the sounds occurring in any enclosed room (or the immediate area otherwise) beyond. Vacuum-sealed double-paned glass (standard in most core world architecture) blocks eavesdropping by this device. (Newtech: x4. Allows a poor quality, low resolution video representation of the room's interior. The resolution is too poor to allow any distinguishing features to be discerned but allows accurate tracking of movement and location of specific targets within the room.)

Ranged Microphone [Cost: 20cr; Weight: .2; Availability: I]

A hand-held device (approximately 4" long by 1" in diameter). The ranged microphone has a simple thumb-controlled dial that allows the operator to "tune in" any particular 10' x 10' area to a range of 100' in the direction it's pointed. Comes with it's own dedicated receiver, independent of the microphone itself. The device, once set to a desired ranged, does not need to be held to continue operating.

Snake-Eye Lens [Cost: 16cr; Weight: -; Availability: I]

A microscopic lens mounted on a thin fiber optic cable (available in nearly any length). The cable includes it's own adaptor to mount on most standard captures and video monitors. The snake-eye lens can be used to extend the capture or monitors detection range around corners, through keyholes, air vents and similar obstructions.

GENERAL EQUIPMENT

Aqua breather [Cost: 32cr; Weight: 3; Availability: E]

A mask and filter system that allows the wearer to breath underwater by extracting oxygen directly from the surrounding water. The aqua breather itself is normally mounted on a belt or small backpack and connected to the mask by a flexible tube.

Mag-glider [Cost: 50cr; Weight:10 ; Availability: E]

Serves the same purpose as a parachute but much more reliable, reusable and compact. Four flexible "hoops" of material are projected from the backpack container and utilize electromagnetics to slow and, to some extent, direct the wearer's descent. Skilled users can maneuver a mag-glider far more easily and precisely than a standard parachute and can slow their descent to as much as one meter per second.

Long-leash [Cost: 80cr; Availability: C]

Requires training for the animal it is designated to but, granting that, enables the operator to issue sub-vocal commands and prompts to a pet or other trained animal. Very popular with Core worlders who want to avoid the embarrassment of scolding their lovable "Whoopsy" for behaving inappropriately with guests. Law enforcement officers use the system to direct trained attack dogs remotely or discreetly.

Binoculars [Cost: 4cr; Weight: 3; Availability: E]

Your basic range findin' type lookers. All different shapes, sizes, and styles are available. The lookers have a night vision function to them and can determine distances as well.

Bio-canteen [Cost: 3cr; Weight: 2; Availability: E]

A self-contained container that holds and purifies 1 liter of water. The filters contain good bacteria that help remove harmful bacteria from the water. 1 filter is good for about 3 refills. (1

credit for a 2 pack of filters.)

Survival Kit [Cost: 8cr; Weight: 9; Availability: E]

Somethin' no one should travel the black with out. A survival kit is a container about the size of a backpack that has assorted items needed for emergency situations. The following are included in the pack; 1 person shelter, basically a small pop tent; Bio-canteen; 2 Bio-canteen filters (1 filter is good for 3 refills); 1 protein bar (If sliced thin bar will easily last a week); 1 space blanket; 1 basic first aid kit; Flash light (manual powered, lasts 4 hours, 5min to recharge); Survival Knife (treat as combat knife); Knife contains: Small compass, 2 needles, Spool of nylon thread, 12 matches, Piece of flint