GEAR

2

Encumbrance

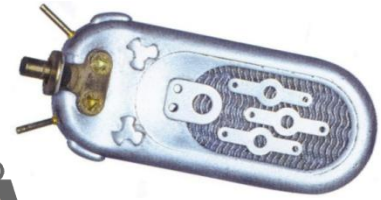**Use check boxes**

COMLINK
Hand-held

0

Ubiquitous communication device with a range capable of achieving orbit from a world's surface.

Cost: 25 Credits.   Rarity: 0.

COMLINK
Hand-held Whisperer

0

The common hand-held communicator, capable of reaching orbit, but with an internal scrambler to encode transmissions.

Cost: 1,100 Credits   Rarity: 5.

Add ■■ to any checks to attempt to decode and understand the transmission.

COMLINK
Long Range

2

A backpack-sized comlink capable of communicating across a planet and past orbit into a system.

Cost: 200 Credits.   Rarity: 1.
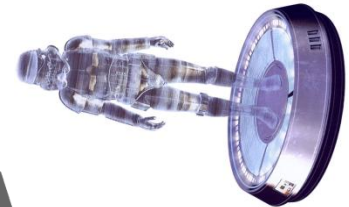
COMLINK
Long Range Whisperer

2

A backpack-sized comlink capable of communicating across a planet and past orbit into a system. This was has an internal scrambler to encode transmissions.

Cost: 1,200 Credits.   Rarity: 5.

Add ■■ to any checks to attempt to decode and understand the transmission.

HOLO-MESSENGER

0

A small disc held in one hand that can record and playback holographic transmissions.

Cost: 250 Credits.   Rarity: 4.

ELECTROBINOCULARS

1

Electrobinoculars allow a user to see normally in low light, extreme light, and up to 10 kilometers away. They also may record images.

Cost: 250 Credits.   Rarity: 1.

Remove up to ■ imposed by long range or extreme light. User sees in the dark normally.

Fragile: GM can spend user's ⬡ to break binoculars when used under harsh conditions.

MACROBINOCULARS

1

Macrobinoculars have zoom-capability, but lack low-light or recording capabilities.

Cost: 75 Credits.   Rarity: 2.

Remove up to ■ imposed by long range only.

SCANNER GOGGLES

0

Scanner goggles do not require a hand to operate. They provide thermal and light amplification.

Cost: 150 Credits.   Rarity: 3.

User sees in the dark normally.

CRYONCOROP ENHANCESCAN

General Purpose Scanner

2

The EnhanceScan is the size of a small backpack and provides life-form tracking, motion sensing, metal detection, and comlink interception.

<u>Cost</u>: 500 Credits.   <u>Rarity</u>: 3.

<u>Ranges</u>:
Motion Sensing: 0.5 Kilometer.
Life-Form, Metal Detection: 1.5 Kilometers.
Comlink Interception: If within range of comlink.

MEDICAL SCANNER

Hand Scanner

0

A medical hand scanner which detects various bio-signs in patients.

<u>Cost</u>: 100 Credits.   <u>Rarity</u>: 2.

Provides medical status (number of wounds and type) using a single Maneuver.

SURVEILLANCE TAG

0

A small (less then 3 cm across) beacon able to adhere to nearly any surface. The tag can then be tracked using a datapad.

<u>Cost</u>: 175 Credits (restricted).   <u>Rarity</u>: 4.

If the tag and a Datapad can somehow communicate (any network will do), the Datapad will provide location, speed, and direction of travel for the tag.

EMERGENCY MEDPAC

1

Small medical kit for emergency purposes only.

<u>Cost</u>: 100 Credits. <u>Rarity</u>: 1.

Allows once per Encounter Medicine check:

Wounds half or less	◆
Wounds equal or less	◆◆
Wounds over	◆◆◆
🜨 *heals Stress*	☆ *heals Wounds*

Does not allow check to heal Critical wounds.
Add ◆◆ if used on self.

MEDPAC

2

<u>Cost</u>: 400 Credits.   <u>Rarity</u>: 2.
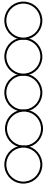
Allows once per Encounter Medicine check:

Wounds half or less	◆	▪
Wounds equal or less	◆◆	▪
Wounds over	◆◆◆	▪
🜨 *heals Stress*	☆ *heals Wounds*	

Allows once per Week Medicine check:

Critical Severity ◆	plus ▪
Success heals one Critical injury	

Add ◆◆ if used on self.

Stimpack uses ○○○
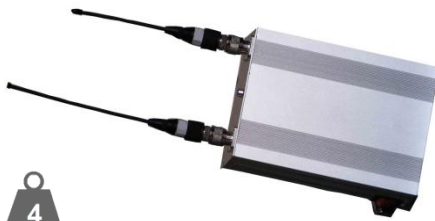
MULTI-STIMPACK

1

A 5-use field-ready auto-injector filled with medicine, bacta, and painkillers.

<u>Cost</u>: 150 Credits. <u>Rarity</u>: 1.

1 Maneuver to inject in self or another heals 5 wounds. Each subsequent use heals one point less. 6th injection heals none. 24 hours to reset.

○○○○○

COM JAMMER

4

A large device which transmits electronic "noise" making it difficult for a comlink or other similar electronic device to transmit or receive.

<u>Cost</u>: 400 Credits.   <u>Rarity</u>: 3.

Computer check to cut through noise, difficulty depending on distance from the jammer:

Medium or closer: ◆◆◆◆
Long: ◆◆◆
Extreme or further: ◆◆

DISGUISE KIT

Yes I know… find me something better.

2

A collection of supplies of varying complexity used to change a person's physical and latent appearance.

<u>Cost</u>: 100 Credits.   <u>Rarity</u>: 4.

ELECTRONIC LOCK BREAKER

1

A standard automatic lock breaker requiring no skill to operate. However, it can only open standard locks.

<u>Cost</u>: 1,000 Credits (restricted).   <u>Rarity</u>: 5.

Automatically defeats any locks of Average or Easy complexity.

BINDERS

Metallic cuffs, silver bracelets, darbies.

Cost: 25 Credits.   Rarity: 0.

◆◆◆◆ Athletics or Coordination check to get free.

RESTRAINING BOLT

Binders for droids. A restraining bolt may shut down or even control a droid, depending on the setting used.

Cost: 35 Credits.   Rarity: 0.

◆◆◆◆ Discipline check overcome the restraining bolt's effects.

SLICER GEAR

A customized set of gadgets used by a slicer to ply his trade.

Cost: 500 Credits.   Rarity: 4.

Required for many slicer related checks.

RATION PACKS

A 5-pack of bland field rations.

Cost: 20 Credits.   Rarity: 0.

Each use provides enough nourishment for a single person for a day.

RESPIRATOR
Breath Mask

A mask with its own supply of oxygen.

Cost: 50 Credits.   Rarity: 1.

20 minutes of oxygen.

FILTRATION MASK
Breath Mask

A simple mask that filters out any poisonous substances. This mask does not provide oxygen.

Cost: 25 Credits.   Rarity: 1.

A GM may require filters to be exchanged for prolonged use.

PILOT'S SPACE SUIT
Space Suit

0 ▪   **0**

A very basic space suit worn by pilots. It is not intended for long forays out of a ship.

Cost: 600 Credits.   Rarity: 1.
Hard Points: 2 remaining.

Basic Life Support: 20 minutes only.

CRASH SURVIVAL KIT

A package of emergency survival gear commonly kept aboard smaller ships.

Cost: 500 Credits.   Rarity: 2.

Contents: Thermal Cloak, Knife, Distress Beacon, 2 Emergency Comlinks, 2 Respirators, Emergency Medpac, Glow Rod, Jug w/Water Filter, 50m of Microfiber, 10 Ration Packs, and a Flare Gun w/10 flares.

TENT

A durasilk tent with internal memory supports for self-assembly.

Cost: 100 Credits.   Rarity: 1.

2-Person capacity. 4 if very cramped.

THERMAL CLOAK

2

A cloak made of thermal material that is capable of both warmth and cooling. The cloak doubles as garb or a sleeping blanket.

Cost: 200 Credits.   Rarity: 1.

Remove up to ■ ■ from checks to handle effects of extreme heat or cold.

BACKPACK

Threshold
+3
0

A standard backpack for carrying personal gear.

Cost: 50 Credits.   Rarity: 0.

Increases wearer's Encumbrance Threshold by 3.

CLIMBING GEAR

1

A grabbling hook and spooled syntherope.

Cost: 50 Credits.   Rarity: 2.

50 meters of rope.

BASIC DATAPAD

Datapad

1

A basic, common datapad computer.

Cost: 75 Credits.   Rarity: 1.

Abilities: Databases, 2D video recording & playback, audio recording & playback, text recording & playback, comlink, and encryption.

FUSION LANTERN

2

Not just a light source, but a source of heat and power for electronic devices.

Cost: 150 Credits.   Rarity: 2.

Heat: Remove up to ■ ■ from checks to handle effects of extreme cold.
Light: 10 meter radius in all directions.
Power: Recharge Power Packs or any electrical device. Can't recharge weapon reloads.
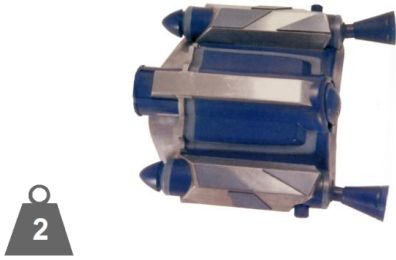
GLOW ROD
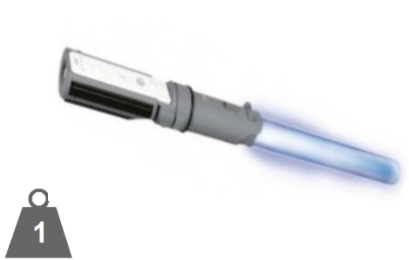
1

A small hand-held light source.

Cost: 10 Credits.   Rarity: 0.

10 meter directional beam.

JET PACK

2

A standard air-breathing jet pack.

Cost: 4,500 Credits.   Rarity: 7.

Requires air to operate. Requires Pilot (planet) to operate.

Wearer operates as a Size 1, Speed 2, Handling 0, flying vehicle.

EXTRA RELOADS

1

A handful of extra reloads for whatever weapons the character owns.

Cost: 25 Credits.   Rarity: 0.

BANDOLIER

Utility Belt

Threshold
+1
0

A utility belt capable of only holding weapon reloads.

Cost: 25 Credits.   Rarity: 1.

As a Utility Belt, but may only hold Extra Reloads.

May be worn with a standard Utility Belt.

Increases wearer's Encumbrance Threshold by 1.

EXTRA POWER PACKS

1

A handful of extra power packs for whatever electronic devices the character owns.

Cost: 25 Credits.   Rarity: 0.

TOOL KIT

Repair kit uses

4

A variety of mechanical tools allowing the user to repair mechanical devices, vehicles, and droids.

Cost: 350 Credits.   Rarity: 2.

Allows Mechanics checks for repairs and "healing" of droids.

Includes 3 Emergency Repair Kits.

EMERGENCY REPAIR KIT

1

Packages of weld bonding liquid, wiring bundles, flexiplast, lubricants, etc, and disposable tools. Kit provides enough materials for three repairs.

Cost: 75.   Rarity: 1.

Expend1 use to use as tools for Mechanics check.

1 Action to use on self or another heals 5 wounds. Each subsequent use heals one point less. 6th injection heals none. 24 hours or ◆ ◆ ◆ Mechanics check to reset.

UTILITY BELT

0

A belt with pouches for carrying a variety of small items.

Cost: 25 Credits.   Rarity: 0.

Increases wearer's Encumbrance Threshold by 1.

CHEMICAL SCANNER
Hand Scanner

0

A hand scanner which detects atmospheric contaminants, poisons, or other chemicals.

Cost: 100 Credits.   Rarity: 2.

With a Maneuver, provides automatic detection of known poisons or breathability of atmosphere.

Allows Education check to determine chemical properties of a substance.

MATERIAL SCANNER
Hand Scanner

0

A hand scanner which analyzes hardened materials.

Cost: 100 Credits.   Rarity: 2.

With a Maneuver, detects micro-fractures or stress points in hardened materials or mechanical devices.

Allows Education check to determine chemical properties of a material.

AQUA REBREATHER
Breath Mask

1

A mask able to draw oxygen from a water source in order to supplement a small oxygen supply.

Cost: 25 Credits.   Rarity: 1.

2 hours duration.

ENGINEER'S SPACE SUIT
Space Suit

0 ■

4

0

A space suit with extra gadgets used by a 0G repairman.

Cost: 1,350 Credits.   Rarity: 2.
Hard Points: None remaining.

Basic Life Support(M): 60 minutes.
Vac Thrusters: Small vac-only thrusters. Size 1, Speed 1, Handling -1, 10 course corrections.
Magboots: Magnetic adhesion for 0G.

ADVANCED DATAPAD
Datapad

1

An expensive datapad with holographic capabilities.

Cost: 350 Credits.   Rarity: 4.

Abilities: Databases, 2D video recording & playback, audio recording & playback, text recording & playback, holographic recording & playback, comlink, and encryption.