

Trinity Technology Index

This is an index of almost all the technological gadgets there have been presented in the various Trinity books. The only gadgets that aren't in this index are the alien and the Huang-Marr devices.

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Book Codes

AiL	Ascent into Light	Inv	Invasion
AmO	America Offline	LuR	Luna Rising
AuAu	Aurora Australis	PtS	Passage through Shadow
Core	The core book.	ShE	Shattered Europe
Dec	Deception	StF	Stellar Frontier
DiD	Descend into Darkness	Tech	Technology Manual
HiA	Hidden Agendas	TPG	Trinity Players Guide

Melee Weapons

Weapon Type	Tech	Dmg	Mvn	Conc	Mass	FT	Cost	Page
Axe	Ω	Str + 4d10L	D P T W	O	3	-	●	Core 260
Barb Sheath	Ψ	Bash -> Lethal	W	-	-	●●	●●●	Tech 100
Chain	Ω	Str + 5d10B	D P S W	J	2.5	-	●	Core 260
Claws	Ψ	Str + 2d10L	D W Tw	P	Negl.	●●●	●●●	Core 261
Club	Ω	Str + 4d10B	D P W Tw	J	1	-	●	Core 261
Fighting Gloves	Ω	Str + 3d10B	D P W Tw	P	0.5	-	●●	Core 261
Hammer	Ω	Str + 3d10B	D P W Tw	J	0.5	-	●	Core 261
Katana	Ω	Str + 4d10L	D P W Tw	O	2	-	●●	TPG 117
Knife, Emanel	Ψ	Str + 2d10L	D P T W Tw	J	0.5	-	●	Core 261
Knife, Fighting	Ω	Str + 2d10L	D P T W Tw	J	0.5	-	●	Core 261
Knife, Hunting	Ω	Str + 1d10L	D P T W Tw	J	0.5	-	●	Core 261
No-Dashi	Ω	Str + 6d10L	D P W	N	3	-	●●●	TPG 117
Nunchaku	Ω	Str + 4d10B	D P S W	J	1.5	-	●	Core 261
Poison glove	Ψ	Special	D W Tw	P	neg.	●	●●	Tech 44
Shock ring	Ω	6d10B	W	P	neg.	-	●●	Tech 89
Sonic Knife	Ω	1-6d10 B/L	D T W Tw	P	0.5	-	●●●●	Tech 44
Spider Harness	Ψ	5d10L	W	O	5	●●	●●●●	Core 261
Staff	Ω	Str + 6d10B	D P S W	N	3	-	●	Core 262
Sword, Foil	Ω	Str + 3d10L	D P W Tw	O	2	-	●●	Core 262
Sword, Saber	Ω	Str + 5d10L	D P W Tw	O	3	-	●●	Core 262
Two-handet sword	Ω	Str + 7d10L	D P W	N	3	-	●●●	TPG 117
Vibroblade	Ω	Str + 3d10L	D P T Tw	J	0.5	-	●●●	Tech 45
Vibrosword	Ω	Str + 5d10L	D P T W Tw	O	2	-	●●●●	AuAu 114
Wakizashi	Ω	Str + 3d10L	D P W Tw	O	1.5	-	●●	TPG 117

Ranged Weapons

Model	Tech	Acc	Dmg	Range	Mvn	RoF	Clip	Conc	Mass	FT	Cost	Page
Autopistol												
Banji Bolt	Ω	+1	4d10L	40	ms sa tw	2	12	P	0.3	-	●●	LuR 120
Banji Cyclone	Ω	0	4d10L	50	ms sa tw	2	16	P	0.5	-	●●	Core 262
L-K Defender 9mm	Ω	0	4d10L	50	ms sa tw	2	18	J	0.5	-	●●	Core 262
Stavros 9mm Snub	Ω	0	4d10L	45	ms sa tw	2	15	P	0.5	-	●	LuR 120
Heavy autopistol												
L-K Avenger 11mm	Ω	0	5d10L	50	ms sa tw	2	20	J	1	-	●●	Core 262
Stavros 11mm Auto	Ω	0	5d10L	50	ms sa tw	2	16	J	1	-	●●	Core 262
Automatic Carbine												
Banji 7.62 Tornado	Ω	0	7d10L	300	af ms sa st tw	40	40	O	3	-	●●●	Core 262
L-K MAC-803	Ω	0	7d10L	300	af ms sa st tw	45	50	O	4	-	●●●	Core 262
Coil Carbine												
Banji 02 Hornet	Ω	0	8d10L	400	af ms sa st tw	60	60	O	3.5	-	●●●●	Tech 45
L-K MGC-1000	Ω	0	8d10L	350	af ms sa st tw	60	80	O	4	-	●●●●	Tech 45
Voss 93T HTCR	Ω	+4	10d10L	600	af ms sa st tw	60	100	"	"	"		
- Screamer	Ω	+4	8d10L/B	70	n/a	1	40	N	4.5	-	●●●●●	StF 114
- Plasma	Ω	+4	10d10L	35	ms tw	1	8	"	"	"		
Shotgun												
Banji Thunder	Ω	+5	6d10L	30	ms tw	2	15	O	2.5	-	●●	Core 266
L-K Protector Auto	Ω	+5	5d10L	30	ms sa tw	10	20	O	3	-	●●●	Core 266
Stavros .00 Shotgun	Ω	+5	5d10L	30	ms tw	2	12	O	3	-	●●	Core 266
Laser Gauntlet												
Orgotech MiniPulse-L	Ψ	0	3d10L	80	ms sp tw	2	12	P	0.5	●	●	Core 263
Orgotech Pulse-L Gauntlet	Ψ	+1	5d10L	270	ms sp tw	2	35	O	1.5	●●	●●●	Core 263
Laser Pistol												
Alchemy 2117-A Biopistol	Ψ	0	4d10L	230	ms sp tw	2	25	J	1	●	●●	Core 263
Banji Spark	Ω	0	3d10L	100	ms tw	2	10	P	0.5	-	●	Core 263
L-K Personal Protector	Ω	0	4d10L	250	ms sp tw	2	25	J	1	-	●●	Core 263
Orgotech Wasp II pulse l.	Ψ	+1	4d10L	250	ms sp tw	2	30	J	1	●	●●	Core 263
Voss 33K	Ω	+1	4d10L	300	ms sp tw	2	30	J	1	-	●●	Core 263
Laser Carbine												
Alchemy 2118-D Biocarbine	Ψ	0	8d10L	510	ms sp tw	15	40	O	3.5	●●	●●●	Core 263
L-K Vindicator II	Ω	0	8d10L	550	ms sp tw	20	40	O	3.5	-	●●●	Core 263
Orgotech Hornet II pulse l.	Ψ	+1	8d10L	570	ms sp tw	20	45	O	3.5	●●	●●●	Core 263
Voss 63K	Ω	+1	7d10L	600	ms sp tw	25	50	O	3	-	●●●	Core 263
Flechette weapon												
Alchemy Bulldog F-40 Biof.	Ψ	+1	3/5/7d10L	35	ms* tw	5/10/15	40	J	1	●	●●	Core 262
Aris Suresting Flechette p.	Ω	+1	3/5/7d10L	30	ms* tw	5/10/15	40	J	1	-	●●●	Core 262
Orgotech Stinger Autopistol	Ψ	+1	2/4/6d10L	30	ms* tw	3/8/12	20	P	0.5	●	●●	Core 262
Orgotech Scorpion Autoc.	Ψ	+1	5/7/9d10L	75	ms* tw	5/7/9	90	O	3	●●	●●●	Core 262
Stavros 15nps	Ω	0	2/4/6d10L	24	ms* tw	5/10/15	50	P	0.5	-	●	LuR 120
Stavros 25nps	Ω	0	4/6/8d10L	32	ms* tw	10/15/25	85	J	1	-	●●	LuR 120
Sonic weapon												
Aris Whistler Sonic Pistol	Ω	0	6d10B	50	ms tw	1	20	J	1	-	●●●	Core 266
Aris Supersonic Carbine	Ω	0	8d10B	75	ms tw	5	30	O	3	-	●●●●	Core 266
Orgotech Shrike	Ψ	0	5d10B	50	ms tw	1	25	J	1.5	●	●●●	PtS 114
Taser weapon												
Banji Lightning taser baton	Ω	0	6d10B	20	tw	1	20	J	1.5	-	●●	Core 266
Orgotech electric eel taser p.	Ψ	0	6d10B	25	tw	1	30	J	2	●	●●	Core 266

Model	Tech	Acc	Dmg	Range	Mvn	RoF	Clip	Conc	Mass	FT	Cost	Page	
Web emitter													
Alchemy webgun	Ψ	+3	3d10†	10	tw	1	7	O	4	● ●●		Core 266	
L-K netgun s5-ST	Ω	+3	3d10†	15	tw	1	5	O	3	- ●●		Core 266	
L-K netlauncher s9-MT	Ω	+5	5d10†	30	n/a	1	9	N	5	- ●●●		Core 266	
Orgotech spinneret	Ψ	+3	4d10†	15	tw	1	10	O	4	● ●●		Core 266	
V-Weapon "Flash gun"													
Orgotech VP-2	Ω	0	4d10*	20	tw	1	10	J	1.5	- ●●●		AmO 116	
Orgotech VG-3	Ω	0	5d10*	Spec.	n/a	1	1	P	0.5	- ●●		AmO 116	
Special													
L-K Sprayer	Ω	0	7d10*	10	n/a	1	25	O	1.5	- ●●●●		AmO 117	
- Histamine trigger	Ω	-1 dexterity & perception and +1 difficulty on app. per damage success,										●	AmO 117
- Neurotransmitter blocker	Ω	+1 difficulty on all mental rolls per damage success										●	AmO 117
- Neurotransmitter trigger	Ω	+1 diff per dam succ. on dexterity, perception and manipulation rolls										●	AmO 117
- Porphyrin blocker	Ω	+1 difficulty per damage success on strength and stamina rolls										●	AmO 117
Shutdown	Ψ	0	3/6d10B	3/6	sp	1	6	J	1	●● -		HiA 39	
Psi Gauntlets													
Orgotech 212-force gauntlet	Ψ	0	Str + 3d10B	30	d p w tw	1	spec.	J	1	●● ●●●		Tech 47	
Orgotech electrolaser-12	Ψ	+1	5d10L+4d10E	230	ms sp tw	2	spec.	O	1.5	●●● ●●●●		Tech 46	
Orgotech Iris-L II Enhancer	Ψ	+1	7d10L	450	ms sp tw	2	Spec.	O	1.5	●●● ●●●●		Core 262	
Orgotech SL-3	Ψ	+3	5d10L	200	ms sp tw	2	30	O	1.5	●● ●●●●		Tech 47	
Heavy weapon													
L-K Killjoy missile launcher	Ω	0	12d10L	5 km	n/a	1	4	N	12	- ●●●●●		Core 265	
- Antivehicle missile	Ω	+2	15d10[6]L									Tech 49	
- Incendiary missile	Ω	0	5d10Lx5									Tech 49	
L-K junior r3 light coilgun	Ω	0	9d10L	600	af ms sa st	50	60	N	12	- ●●●●		Core 262	
L-K big boy r5 hvy coilgun	Ω	0	12d10L	800	af ms sa st	60	80	N	16	- ●●●●●		Core 262	
Orgotech SAWS	Ψ	+4	5d10L	900	n/a	1	50	N	5	● ●●●●●		Tech 45	
- Biotech shells		+4	(tech 50)	500	n/a	1	4						
Voss 22P Plasma Pistol	Ω	+1	10d10L	20	sp tw	1	6	J	1.5	- ●●●●●		Tech 46	
Voss 88T Plasma Gun	Ω	+2	9d10L	30	ms sp	15	20	N	20	- ●●●●●		Core 266	
Support weapon													
Clintech m-90 Pulse Cannon	Ω	+2	5d10[10]L	5000	n/a	1/2	n/a	N	94	- ●●●●●●		Tech 47	
Tecnodyne "Jupiter"	Ψ	+1	5d10E	2900	n/a	1	n/a	N	54	●●● Not for sale		Tech 47	
Lightning gun			8d10L										
Mortars													
50mm mortar	Ω	0	(tech 50)	2000	n/a	2	n/a	N	14	- ●●●●		Tech 50	
90mm mortar	Ω	0	(tech 50)	5000	n/a	2	n/a	N	25	- ●●●●●		Tech 50	
Grenades													
- Flash	Ω		5d10†	1							●	Core 265	
- Flash Ball	Ω		Spec.	10							●●	ShE 117	
- Fragmentation	Ω		9d10L	9							●	Core 265	
- Incendiary	Ω		5d10L	2							●	Core 265	
- Plasma	Ω		7d10L	3							●	Core 265	
- Poison Gas	Ω		6d10L	3							●	Core 265	
- Sleep Gas	Ω		6d10†	3							●	Core 265	
- Smoke	Ω		-	3							●	Core 265	
Grenade Launcher	Ω	0	v.	250	n/a	1	1	v.	1	- ●●		Core 265	
L-K Minilauncher	Ω	0	v.	175	n/a	1	1	J	2	- ●●		DiD 108	
Mines													
- Antipersonnel	Ω		9d10L	10							●	Tech 48	
- Antivehicle	Ω		7d10[10]L	3							●●●●	Tech 48	
Remote bomb antipersonel	Ω		8d10L	10							●●●●●	AuAu 114	
- Antivehicle	Ω		7d10[10]L	3							●●●●●	AuAu 114	

Weapon Accessories

Item	Tech	Notes	Mass	Ft	Cost	Page
Aberscope	Ω	Range 100 meters	?	-	●●●●●	Tech 52
Barrel Coolers	Ψ	Gloves that keep weapon cool. Only jam on double botch.	0.5	●	●●	AuAu 118
Electronic combat sight	Ω	Light amplification, IR, UV, +4 acc	?	-	●●●●●	Tech 52
- With aberscope					●●●●●●	Tech 52
Laser Sight	Ω	+1 accuracy	neg.	-	●	AuAu 114
MSG (stabilizer)	Ω	-1 difficulty with autofire attacks, immune to EMP	?	-	+●●	AuAu 115

Armors

Armor Type	Tech	Bash	Lethal	Bulk	Note	Mass	Ft	Cost	Page
Armor Carapace	Ψ	3	3	1	Bug suit	10	-	●●●●●	Core 267
Armor Vest	Ω	1	3	0	Covers torso only	2	-	●●	Core 267
BioVARG	Ψ	4	4	1	+3 strength	30	●●●	●●●●●●●●	Core 267
Bioweave Armor	Ψ	2	3	0	Merges with skin	3	●●●	●●●●●●●	Core 268
Chameleon Bioveawe	Ψ	2	3	0	+3d10 stealth (still), +1d10 (moving)	3	●●●	Not for sale	AuAu 114
Combat Armor	Ω	3	4	2		12	-	●●●●●	Core 268
Combat helmet	Ω	2	2	0	Can be mounted with electronics	1.5	-	●●	AuAu 116
Fiberweave	Ω	0	1	0	Can be installed in clothes	0.5	-	●	Core 268
Field Suit	Ω	1	3	0		6	-	●●●	Core 268
Helmet	Ω	2	2	0	Head only	1.5	-	●	Core 268
Inside-Out	Ψ	2	3	0	Shifter augmentation biosuit	5	●●●	Not for sale	HiA 40
Military vacc suit	Ω	2	4	1	Vacc suit with ceramic plates	(9)	-	(●●●●●)	AiL 27
Reinforced Clothing	Ω	0	2	0	Only in heavy clothes	2	-	●●	Core 268
Standard Battle Dress	Ω	2	3	0	[0/2] on limbs	6	-	●●●	AuAu 116

Clothes

Item	Tech	Notes	Mass	Ft	Cost	Page
Bio Environment suit	Ψ	Qin/human biotech vacc suit. Ait for 30 hour or 1 week	2	●	●●●●●	StF 115
Boots, expensive	Ω		0.5	-	●●●	Core 268
Boots, work	Ω	[0/1, 0] foots only	1.5	-	●●	Core 268
Camouflage suit	Ψ	+3d10 stealth when still, +2d10 when moving	0.5	●	●●●	Tech 90
CBG Gear	Ω	Protects against chemical-biological-genetic.	2	-	●●●	Core 268
Chameleon mesh	Ψ	+2 difficulty to spot user when still	0.25	0	●●●●●	Dec 122
Coveralls	Ω		1	-	●	Core 268
Evening wear	Ω		1	-	●●●●●	Core 268
Dress uniform	Ω	[0/2, 0] Legion practical and stylish uniform	2.5	-	●●●	AuAu 115
Gloves	Ω	[0/1, 0] on hands.	neg.	-	●	Core 268
Jacket	Ω		1	-	●●	Core 268
Jumpsuit	Ω	[0/2, 0] Bodysuit that used to be popular in the legions	2	-	●●	AuAu 116
Organic Clothing	Ψ	Clothes made from bioware excretion.	1	-	● Cheap ●●● Exp.	Core 268
Second skin	Ψ	Back up protection suit. Max 10 min in vacuum	5	●	●●●	Tech 104
Smart clothes	Ω	Holographic surfaces. Popular in Nihon	1	-	●●● Cheap ●●●● Exp.	Core 269
Suits	Ω		1	-	●●● Cheap ●●●● Exp.	Core 269
Vacuum suit	Ω	[1/2, 1] Air for 14 hours	3	-	●●●●●	Core 269

Computers

Computer	Tech	Notes	Failsafe	Mass	Ft	Cost	Page
Alchemy BiC-18	Ψ	Early biotech minicomp	3	1	●	●●●	AmO 118
Alchemy BiC-20	Ψ	Second generation biotech minicomp	5	1	●	●●●●	AmO 118
Iris Aquamarine	Ω	Popular among the young	3	1	-	●●	Tech 84
Iris Iridium	Ω	Very small, cell link	4	3	-	●●●●	Tech 84
Iris Obsidian	Ω	System with superior visual systems	5	5	-	●●●●	Tech 84
Iris Quicksilver	Ω	Can survive in vacuum, max performance 2	3	2	-	●●●●	Tech 84
Orgotech Tortiose	Ψ	[2/1,0], Commercial biotech minicomp	5	1.5	●	●●●●	AmO 118
Wazukana 300E	Ω		3	1	-	●●	Core 270
Wazukana DX70	Ω	[2/2,0]	5	1.5	-	●●●	Core 270
Wazukana DX70-L	Ω	[2/2,0], emergency transponder, bushido ag.	5	1.5	-	●●●●	Core 270
Steinhardt VirtuX	Ω		2	1	-	●●	Core 270
Steinhardt M1-AC II	Ω	[3/3,0], Cell link, locator beacon.	7	1.5	-	●●●●	Core 270
Steinhardt M1-CC	Ω	[3/3,0], Cell link, locator beacon, Patton ag.	5	1.5	-	●●●●	Core 270
Steinhardt M1-P-CC	Ω	[3/3,0], Locator beacon.	5	1.5	-	●●●●	Core 270
Micromechanical C.	Ω	Immune to EMP. -1 performance.	+2 dif.	X1.25	-	+●●	AuAu 115

Computer Gear	Tech	Notes	Mass	Ft	Cost	Page
Accelerator	Ω	Adds +2 to agents performance, max 6 + hyperactivity	neg.	-	●●	Tech 82
Basic tap	Ω	Communication network monitor	neg.	-	●●●	Tech 82
Cell uplink	Ω	Installation and equipment	neg.	-	●●●	Core 270
Cell uplink license	-	Monthly cost to have an open cell link	-	-	●●●●	Core 270
Datapad	Ω		0.5	-	●	Core 270
Doppelganger	Ω	+2 difficulty to use a tap against the computer	neg.	-	●●●●	Tech 82
Disk	Ω	Cost is for box of 10.	neg.	-	●	Core 271
Frequency tap	Ω	Very advanced tap	neg.	-	●●●●●●●	Tech 82
Holovision	Ω	Home entertainment system	15	-	●●●●	Core 271
HUDset	Ω	Useful for privacy	0.5	-	●●	Core 271
Keyboard	Ω	Can be rolled up	neg.	-	●●	Core 271
Membrane	Ψ	Almost undetectable biotech splitter	neg.	-	●●●●●	Tech 83
Printer	Ω		1	-	●●	Core 271
Server	Ω		3	-	●●●●●	Core 271
Shroud	Ψ	Adds +3 to avoid detection when hacking	neg.	-	●●●●●	Tech 83
Sound pack	Ω	Improved sound system	0.5	-	●●	Core 271
Splicer kit	Ω	Toolkit for computer intrusion	1	-	●●●●	Tech 83
Splitter	Ω	Enables you to attach more things to the computer	neg.	-	●	Core 271
Variable Camera	Ω	Improved camera	0.5	-	●●●	Core 271
Voice tap	Ω	Tap that can also recognize voices and follow communication	neg.	-	●●●●	Tech 82

Avatar	Perform.	Notes	Cost	Page
Alchemy Familiar	3	Default agent in Alchemy's computers	●	AmO 119
Alchemy Genie	5	Advanced agent used in alchemy's biocomps	●●●●	AmO 119
Alpha software Chris	4	One of the most popular agents on the market.	●●●	Core 272
Apoderado Estelle	3	Female only agent.	●●	Core 272
Archimedes	4	Science and research agent	●●●●	Tech 85
DataWarp advanced agent	4	Good agent that comes cheap if bought with a steinhardt computer	●●●	AmO 119
DataWarp basic agent	2	The agent recommended to its citizens by the FSA.	●	AmO 119
DataWarp Friday	5	Agent geared towards political functions	●●●●	Core 273
DataWarp Patton	4	Primary agent for the FSM	●●●●	Core 273
Hippocrates	3	Medical agent	●●●●	Tech 85
Orchidware Bill v5.0	3	An businessperson agent	●●●	Core 273
Orgotech Hare	5	Advanced orgotech agent. Very creative	●●●●	AmO 119
Orgotech universal agent	5	Most common Orgotech agent.	●●●●	PtS 114
Plato	3	Academic and research agent	●●●	Tech 85
Wazukana Ltd. Bushido	4	Reliable law-enforcement agent	●●●●	Core 273
Wazukana personal ass.	2	Basic wazukana agent delivered for free with their computers	●	Core 273
Wazukana C-tech	3	Special agent for computer users	●●●●	Core 273
Wazukana E-tech	3	Special agent for mechanics	●●●●	Core 273
Watson	3	Business and financial agent	●●●	Tech 85

Tools

Tool	Tech	Notes	Mass	Ft	Cost	Page
ADP-11	Ω	Intelligence gathering surveillance tool	4	-	Not for sale	Dec 121
Airplant	Ψ	Qin biotech life support system	50+	0	●●●●●●●●	StF 114
Alve-air rebreather	Ψ	Enables you to breathe I any gas if there's oxygen present	1	●●	●●●●	Tech 100
Aqualung	Ψ	Gives air for 4-6 hours.	2	-	●●	Core 274
A/V Recording device	Ω	'Bug', can either broadcast or use a line.	neg.	-	●●	Core 274
Banji Smart Grapnel	Ω	Voice controlled space walk tool	4	-	●●●	LuR 120
Beacon	Ω	Can send tracking or emergency signals	neg.	-	●	Core 274
Biocam	Ψ	Biotech camera with editing facilities	1.5	●	●●●	Inv 116
Bioshelter	Ψ	Ultimate camping gear	2	●	●●●	ShE 117
Binoculars	Ω	x150 magnification	1	-	●	Core 274
Binoculars, enhanced	Ω	x150 magnification, IR and low light	1	-	●●●	Core 274
Biocable	Ψ	Enables bioware and hardtech to connect. (5 meters)	1	●	●	Tech 101
Biowelder	Ψ	Can weld up to 5 meter cracks	0.5	-	●	Core 274
Bodynet adaptor	Ω	Connects devices using the users skin	neg.	-	●●●●	Tech 87
Charger, single battery	Ψ	Can recharge a single biotech battery	0.5	-	●	Core 274
Charger, generator	Ψ	Can power/charge 30 devices or 10 vehicle batteries	10	-	●●●	Core 274
Compass	Ω		neg.	-	●	Core 274
Compass, Intertial/gps	Ω		neg.	-	●●	Core 274
Computer detector	Ω	Range 30 meters	0.5	-	●●	Core 275
Cop Goggles	Ω	Vidspecs with anti-hologram facilities	0.5	-	●●●●	Tech 90
Directional microphone pen	Ω	Range 30 meters. 100 hours	neg.	-	●●	Tech 88
Ear radio	Ω	Can be a part of a vocoder for +1 dot. Max 10 km range	neg.	-	●●●	Tech 88
Emergency kit	Ω	+1d10 to repair rolls	2	-	●	Core 275
Enviro bubble	Ω	Quick-and-dirty space protection. Max 4 hours	20	-	●●	LuR 120
ESI	Ψ	'Essential Security Interface'	5	-	●●●●●●●●	Core 275
Fieldkit	Ω	Small camping kit	1	-	●●	Core 275
GNP 'glup pack'	Ψ	Creates nutritional 'glup' for 2 people for 3 weeks.	neg.	-	●	Core 275
- Ethanol module	Ψ	Can convert the 'glup' to ethanol	neg.	-	●	Core 275
Grippers	Ψ	Climbing gear that allows you to climb on any surface	0.5	-	●●	Tech 91
Health band	Ψ	Scanner that analyses how healthy your environment is	neg.	0	●●●	StF 115
Holefixer	Ψ	Can repair holes in armors and bulkheads permanently	0.5	-	●●	Core 275
Hologram belt	Ω	2 m ³ , must be linked to computer for moveable image	1	-	●●●	Tech 88
HUD contacts	Ψ	Discrete information device	neg.	●	●●●	Tech 87
Implant radio	Ω	Cell link, Advanced version +1 dot cost	neg.	-	●●●●●	Tech 89
LX-40 plastic explosive	Ω	5d10[10]L damage for 1kg.	1	-	●●●●	Tech 48
Mini-rebreather	Ω	Pocket size, max 30 min. air	neg.	-	●●	Tech 87
Minimum habitat unit	Ω	Smallest size space habitat	3 tons	-	●●●●●	LuR 120
Orbital comm. laser	Ω		5	-	●●●●●●●	AuAu 117
Patch kit	Ω	Can cover holes in armors and bulkheads	1	-	●	Core 275
Periscope	Ω	Fiber-optic probe	neg.	-	●●●	Tech 88
Personal Comm Laser	Ω	1 km max range.	0.5	-	●●	AuAu 117
Personal Issue Radio	Ω	50 km range, 4 vocoder slots. Multi frequency and burst	0.5	-	●●	AuAu 117
Pheromone filter	Ω	Can also analyze pheromones	1	-	●●●●	Inv 122
Qin Math polyp	Ψ	Gives amazing mathematical ability after being attached	neg.	0	●●●	StF 116
Rappel Kit	Ω	50m, 200 kg. Motor cost +1 dot	0.5/1	-	●●	Tech 89
Remove drone	Ω	A remote-control surveillance tool	1	-	●●●●	Tech 91
ROVots	Ω	Remote operated mini robot	20	-	●●●	LuR 121
Senstick	Ω	Electronic sentry.	1	-	●●●●	AuAu 117
Squad Comm Laser	Ω	20 km and HALO range	1.5	-	●●●●	AuAu 117
Static Generator	Ω	Anti-bug device, 5 meters radius	1	-	●●	Core 275
Survival Blanket	Ψ	Can move to owner if formatted	0.5	●	●●	Core 275
Thermal Cutter	Ω	Can be used as a melee weapon (8d10L)	0.2	-	●●●	Tech 91
Toolkit	Ω	+2d10 to repair rolls. New kit for each specialty	3	-	●●	Core 275
Tracer	Ω	Used to shadow people. Pen can shoot tracer (+1 dot)	neg.	-	●●●	Tech 89
Turtle	Ω	Patrol drone.	15	-	●●●●	AuAu 118
Vidspecs	Ω	Audio/video recording eyewear	0.2	-	●●●● + ●●●	Tech 87
Voice stress bracelet	Ω	Lie-detector. +2d10 to discover lies.	neg.	-	●●●	Tech 90
- GSR version	Ω	Galvanic skin response +4d10 (total)	neg.	-	●●●●	Tech 90
Vocoder	Ω	Can translate up to its dot cost language families	neg.	-	●●● to ●●●●●	Core 275
- Language family	-		-	-	●●●●	Core 275
Wingpack	Ψ	Can max fly for 1 hour	15	●●	●●●●●	Tech 92
Zip-strip	Ω	Reusable post-it note	neg.	-	● packet of 50	Inv 116

Medical Gear

Gear	Tech	Notes	Mass	Ft	Cost	Page
Anti-infection pad	Ω	Box of 20	neg.	-	●	Core 276
Banji Laser Scalpel	Ω	Can be used as a weapon (2d10L)	0.5	-	●●	Tech 93
Biogland	Ψ	Gland that can excrete drugs (black marked +1 dot cost)	neg.	-	●●●●	ShE 119
Cryogenic vial	Ω	Self refrigerating. Used for fluid samples, set of 3	neg.	-	●	Core 276
Emergency medical kit	Ω	+1d10 on first aid rolls	3	-	●●	Core 276
Genetic identification kit	Ψ	+3d10 VitaK rolls. +5 after 5 hours analysis.	2	●●	●●	Tech 93
HemoChemistat	Ψ	Blood chemistry analyzer. Simulates kirlian eye	neg.	-	●●	Core 276
LB/xie intensive care tank	Ω	High tech patient care system	85	-	●●●●●●●●	Tech 97
LB/xie liquidtrans	Ω	Medical transportation cocoon	120	-	●●●●●●●●	Tech 97
Limb regeneration cap	Ψ	Regenerates a limb. Minimum medicine 4 to use	2	●●●	●●●●●●	Tech 93
Medical station	Ω	+4d10 on first aid, pharmacy and surgery	90	-	●●●●●	Core 276
Neoplasma kit	Ψ	Produces blood plasma from samples. Max 10 liters	2	●	●●	Tech 94
- Refills		Restores the neoplasma kit to full capacity	?	-	●	Tech 94
Somatic imaging system	Ψ	Bio scanner	500	-	●●●●●●●●	Core 276
Trauma foam	Ψ	Stabilizes injuries	0.5	-	●	Core 276
Portable medical kit	Ω	+3d10 on first aid and pharmacy	12	-	●●●●	Core 276
Regen Pod	Ψ	+2 mode on Iatrosis, advanced patient treatment tool.	7	●	●●●●●	ShE 117
Remote monitor, basic	Ω	Health alarm	neg.	-	●●	ShE 118
Remove monitor, adv.	Ω	Extra features like (cell link +1 dot cost)	neg.	-	●●●	ShE 118
Sterile mist	Ω	Antiseptic	neg.	-	● 25 doses	ShE 118
The Womb	Ψ	Artificial womb	50	●●●	●●●●●	Tech 105
Tissue Generation kit	Ψ	Creates organs or skin from tissue samples	5	●●	●●●	Tech 94

Drugs

Drug	Tech	Notes	Mass	Ft	Cost	Page
Chupacabara	Ω	Creates blinding paralyzing fear. Telepathy get +3 diff.	neg.	-	●●● pack of 3	Tech 95
CureAlls	Ω	Cures most minor diseases	neg.	-	● bottle of 100	Core 276
Empathy "M"	Ω	Pheromone enhancer. +3d10 rapport.	neg.	-	● bottle of 100	ShE 119
Mood stabilizers	Ω	1 clear though, 2 drowsiness, 3 sleep, bottle of 100	neg.	-	● bottle of 100	Core 276
Neopsyche C. Extract	Ψ	Personality rewrite drug.	neg.	0	●●●	ShE 119
No-Pain	Ω	Removed wound penalties until wounded	neg.	-	● bottle of 50	ShE 119
RATRI	Ω	Chromatic sedative	neg.	-	Not for sale	Inv 116
Red	Ω	+1 dot strength, brawl, martial arts and endurance.	neg.	-	● bottle of 100	Tech 96
Stimulants	Ω	+1d10 awareness and resistance for 2 hours, -2d10 after	neg.	-	● bottle of 100	Core 276
Tranquilizers	Ω	Toxic if affected by more than stamina tranqs.	neg.	-	● bottle of 30	Core 276
Treshold	Ω	Reduce wound penalty by one	neg.	-	●●●● 10 doses	Tech 96

Psion Biotech

Device	Tech	Notes	Mass	Ft	Cost	Page
ARES	Ψ	+3 psi for psychonavigation and telesthesia effects	2,000	●●	Not for sale	Core 277
EK enhancement suit	Ψ	+4 psi for range and duration, -1 psi cost	6	●●●	●●●●●●	AmO 119
Exothermix	Ψ	Gel that can burn through almost anything.	1-100	-	●● - ●●●●	Tech 101
Focal Crystal	Ψ	Clairsentient information storage unit, ISRA id.	neg.	0	Not for sale	LuR 122
Lift Harness	Ψ	Gives a psychokinetic +3 might vs. encumbrance	1	●	●●●	AuAu 118
MARS	Ψ	+2 psi for psychonavigation and telesthesia effects	10	●●●	●●●●●	Core 277
MISI	Ψ	+2 psi for telepaths and +2 effective mindshare	0.5	●●●	●●●●●	Core 277
Orbital support harness	Ψ	+2 init and athletics in microgravity	1.5	●	●●●	AuAu 118
Psi coordinate receptacle	Ψ	Enables a clair to transfer psi coordinates to a teleporter	0.5	0	●●●●	StF 116
Psi print enhancer	Ψ	Makes it easier to analyze and preserve psi prints	5	●	●●	LuR 122
Psicomm	Ψ	Psionic communication system	10	●●	Not for sale	Tech 101
Reforestation prowlers	Ψ	Gene material gathering biotech creature	5,000	●●●	●●●●●●●●	Tech 103
Scrying	Ψ	Displays for others what a clair 'sees'	2-100	●	●●● - ●●●●●	LuR 122
Space maneuver pack	Ψ	Give space mobility using TK flight. Cost psi to use	2	●	●●●●	StF 116
T-blocker	Ψ	+3 difficulty to use mindshare against user	neg.	?	Not for sale	DiD 108
TEAR	Ψ	Increases the mass a teleporter can move	60	●●	Not for sale	StF 117
Telepathic transmitter	Ψ	Allows other to observe telepathic scans, also a recorder	2	●●	Not for sale	AiL 111
Third Eye	Ψ	Gives a psych TK 'sight' +2d10 perception	1	●●●	●●●●●	AuAu 119
Thorn	Ψ	Security plant	15	●	●●	Tech 104
Transportal rings	Ψ	Any psion can teleport between 2 rings. Max 5 million km	75	0	Not for sale	StF 117
TymPan	Ψ	Ultimate biotech bug	1	●●	●●●●●	Tech 108
Vision Recorder	Ψ	Zip drive for the brain	neg.	●	●●	LuR 122
WEAR	Ψ	Increases the effect of the teleporter warp mode	500	●●	Not for sale	StF 118

Code indigo Biotech

Device	Tech	Notes	Mass	Ft	Cost	Page
Anti teleport generator	Ψ	+3 difficulty on teleportation attempts within area	12	0	●●●●●●●	StF 118
BAN	Ψ	Brain biochemical alteration device	neg.	-	Not for sale	HiA 39
BEngiBeast	Ψ	Artificial animals	v.	-	●●●●●●●●	Tech 106
Chromatic restraint harness	Ψ	Keeps a chromie from using its powers	3	0	Not for sale	AiL 110
Chrom. restraint harness II	Ψ	Simpler version.	3	0	Not for sale	Inv 116
Gangrenix	Ψ	Small knife that injects bacteria that eats the victim	1	●	●●●●	Tech 106
The masque	Ψ	Enables a shifter to copy a face. (Destroys the face)	1	●●●	●●●●●	Tech 106
Mortis enhancer	Ψ	+4d10 on vitakinesis rolls, -2d10 resistance vs. algesis	neg.	●●●●●	●●●●●●●●	Tech 107
Noetic dampener	Ψ	Scrambles any psi use within 10 meters	2	-	Not for sale	Inv 123
Psionic restraint collar	Ψ	Drains a psion of all his psi points	0.5	0	Not for sale	StF 119
Teratogone	Ψ	Microbe that removes all pollutants from a body	neg.	-	●●●●●	Tech 108

Hover Vehicles

Vehicle	Tech	Notes	Ft	Cost	Page
Banji Zephyr	Ω	2 seat sports skimmer	-	●●●●●●●	Core 280
Bisai Assault skimmer	Ω	Fast ground assault hovercraft	-	Not for sale	Core 280
Clin tech warden LAV	Ω	Armored skimmer, very common police patrol vehicle	-	Not for sale	Core 280
Furatti Aquila	Ω	Extremely fast and expensive hoverbike	-	●●●●●●●●●	Tech 111
Furatti Corona	Ω	Customizable hoverbike	-	●●●●●●●+	Tech 111
Lu-chi Yaosai	Ψ	Ultimate executive transport	●	●●●●●●●●●	
Oliver Class AFV N-29	Ω	Hovertank with the firepower of a supertank	-	Not for sale	AuAu 119
Orgotech hummingbird	Ψ	Sleek biotech hovercycle, +3 handling if formatted	●●	●●●●●●	Core 280
Reed Rosen brougham - Armored	Ω	Luxury skimmer	-	●●●●●●● ●●●●●●●	Core 280
Reed Rosen Tsunami	Ω	Tiny hovercycle	-	●●●●●●	Core 280
Shendai Airfoil	Ω	Ubiquitous 4-seat skimmer	-	●●●●●●	Core 280
Shendai Lightrider	Ω	Typical hovercycle	-	●●●●●	Core 281

Wheeled Vehicles

Vehicle	Tech	Notes	Ft	Cost	Page
Charminar Howdah	Ω	Very common 4-door sedan	-	●●●●●	Tech 110
Clin tech Morris APC	Ω	Armored troop carrier	-	Not for sale	Core 281
Concurso MH-1 Hauler	Ω	General-purpose cargo vehicle	-	●●●●●●●	Core 281
Concurso MH3 trihauler	Ω	World largest land-based transport. Fusion powered	-	●●●●●●●●●	Tech 112
Concurso t10 minihauler	Ω	Light truck	-	●●●●●●	Core 281
Davidson-Wheeler American motorcycle	Ω	The Trinity eras Harley	-	●●●●●●	Core 281
Detroit EVI duster	Ω	Antiquated sport roaster	-	Not for sale	Tech 110
Mashindano sentry	Ω	Small reliable 4-seat sedan	-	●●●●●●	Core 281
Mash. Kuchuka bronto - Armored	Ω	Heavy transcontinental cargo vehicle	-	●●●●●●● ●●●●●●●	Core 281
Porter Andersen Apex	Ω	Large car often used by FSA officials	-	●●●●●	AmO 120
Porter Andersen Horizon - Armored	Ω	Top-of-the-line 6-seat hovercraft/maglev car. Much used by top FSA officials	-	●●●●●●● ●●●●●●●	AmO 120 AmO 120
Porter Andersen zenith	Ω	Top selling 4-seat sedan	-	●●●●●●	Core 281
Porter Andersen Wendigo	Ω	FSM armored utility vehicle	-	●●●●●●	Tech 111

Other ground vehicles

Vehicle	Tech	Notes	Ft	Cost	Page
Checker maglev cap	Ω	Common 4-seat car for use in areas using magrails	-	●●●●●●	Core 281
Clintech HEV	Ω	Hostile enviroment tracked craft	-	●●●●●●●●●	HiA 37
Clintech HEVI-D	Ω	Combat version of the HEV	-	Not for sale	HiA 37
Clintech osner ATV	Ω	Common tank	-	Not for sale	Core 282
Drake MN-114	Ω	FSA supertank. Fusion powered	-	Not for sale	Tech 113
Mashindano Explorer	Ω	Tracked competitor to the Orgotech Cicada	-	●●●●●	DiD 110
Mashindano rover	Ω	Small tracked cargo vehicle	-	●●●●●	Core 282
Orgotech Beetle	Ψ	All-terrain 4-seat biotech vehicle	●	●●●●●	AmO 120
Orgotech Cicada	Ψ	Biotech hauler, common on Mars	●●	●●●●●●	Core 282
Rheinmentall lowe	Ω	Superheavy assault gun	-	Not for sale	HiA 38
Shendai Kuromo	Ω	Populart maglev family car	-	●●●●●	Tech 112
Ulanbator tao-chi qi Chui-zi	Ω	China's supertank. Fusion powered	-	Not for sale	Tech 114
W/V Hedgehog MLRS	Ω	Mobile missile launcher	-	Not for sale	HiA 38

Aircrafts

Vehicle	Tech	Notes	Ft	Cost	Page
Banji cirrus	Ω	A luxurious passenger liner, semibalistic	-	●●●●●●●●	Core 283
Banji Dragonfly	Ω	Light cargo or passenger HVTR aircraft	-	●●●●●●	HiA 37
Banji Hornet	Ω	Medium cargo HVTR-fusionjet aircraft	-	●●●●●●●●	HiA 37
Banji Musasabi	Ω	Light 2-seat plane. Often used in acrobatics or training	-	●●●●●●●●	Tech 123
Bioblumb	Ψ	Living Qin blimb	●●	●●●●●●	StF 120
Bisai Wasp	Ω	Comfortable inexpensive 4-seat HVTR plane	-	●●●●●●	Tech 123
- Military version	Ω	1-seat combat support of patrol plane	-	Not for sale	Tech 123
Clin tech "Black Cat"	Ω	Long range military transport	-	Not for sale	Core 283
L-B 878 Ionoliner	Ω	Rival of cirrus.	-	●●●●●●●●	Core 283
Microplane	Ω	Small 2-seat plane that can be folded into a backpack	-	●●●●	ShE 120
- Stealth version	Ω	+3 difficulty to detect it	-	●●●●●●	ShE 120
Orgotech Cruiser 17	Ψ	VTOL biotech passenger plane	●●●●	●●●●●●●●	PtS 115

Spacecrafts

Vehicle	Tech	Notes	Ft	Cost	Page
Bakuhatsu E-15	Ω	Hybrid fighter, common	-	Not for sale	Core 284
Bakuhatsu E-19	Ω	Hybrid stealth drop ship	-	Not for sale	Inv 117
Bakuhatsu GPT-03	Ω	Hybrid transport	-	●●●●●●●●	Core 284
Bakuhatsu Lunar hopper	Ω	Common transport (there's also a military version)	-	●●●●●●	DiD 108
Bakuhatsu MUT-01	Ω	Hybrid military transport	-	Not for sale	AiL 111
Bakuhatsu sparrow	Ω	Very common space 'taxi', Hybrid	-	●●●●●●	LuR 121
Banji Falcon	Ω	Hybrid cargo craft	-	●●●●●●●●	Core 284
Banji Hyo	Ω	Heavy hybrid fighter	-	Not for sale	Tech 126
Banji Owl	Ω	Small Hybrid scout ship developed for Æon	-	●●●●●●●●	Tech 124
Banji Peregrine	Ω	Military version of the Banji Owl	-	Not for sale	Tech 126
Banji PVU	Ω	Personal vacuum unit. Small maintenance spacecraft	-	●●●●●●	LuR 121
Banji Raven II	Ω	Hybrid cargo or passenger craft	-	●●●●●●●●	Core 284
Exhaust cannon	Ω	Improvised space combat vehicle	-	Not for sale	AiL 112
Five-person mining ship	Ω	Large private mining ship	-	●●●●●●●●	AiL 111
L-B Comet OPS	Ω	Delta wing orbital/Luna shuttle	-	●●● (Ticket)	Core 284
L-B MEL	Ω	Hybrid military workhorse and drop ship	-	Not for sale	Core 284
L-B MEL-S	Ω	Stealth version of the MEL	-	Not for sale	Inv 123
L-B NEL	Ω	Civilian version of the MEL	-	●●●●●●●●	Core 284
Nova starcraft A-4L	Ω	"Guardian" Export version of the Phoenix, Hybrid	-	Not for sale	Tech 128
Nova starcraft A-5L	Ω	"Phoenix" Heavy attack spacecraft, Hybrid	-	Not for sale	Tech 128
One-person mining ship	Ω	Used in belt and Karroo	-	●●●●●●	AiL 111
Orgotech Locust	Ψ	Hybrid biotech fighter/scout	●●●●	Not for sale	Core 284
Orgotech Yellowjacket	Ψ	mid-size hybrid transport and interceptor	●●●●	●●●●●●●●	PtS 115

Large Spacecrafts

Military	Tech	Notes	Ft	Cost	Page
Banji Kestrel IV	Ω	280-meter frigate	-	Not for sale	Core 286
L-B Aerie IFC	Ω	Space carrier. Can contain 24 hybrid fighters	-	Not for sale	Tech 127
L-B Novastorm	Ω	Super heavy armored cruiser	-	Not for sale	Tech 127
L-B Supernova	Ω	180-meter modern frigate	-	Not for sale	Core 286
Orgotech Scarab	Ψ	Biotech frigate, atmosphere capable	●●●●	Not for sale	Core 287
Civilian	Tech	Notes	Ft	Cost	Page
ICE freighter Naiad	Ω	Largest superfreighter. Designed for ice transport	-	Not for sale	Tech 124
ICEShip	Ω	Common ice freighter	-	●●●●●●●●	LuR 121
L-B Venture B-9 IFT	Ω	Huge intrasystem freighter	-	●●●●●●●●	Core 288
L-B Vulcan	Ω	'Small' freighter only 350 meters long. Outdated	-	●●●●●●●●	Tech 124
Nkumbe ind. Windjammer	Ω	Cruise ship equipped with solar sails	-	●●●●●●●●	Tech 125
Offworld ent. Pathfinder	Ω	State of the art 'small' freighter	-	●●●●●●●●	Tech 126
Orgotech Leviathan	Ψ	Jump ship	-	Not for sale	Core 288

Drones

Vehicle	Tech	Notes	Ft	Cost	Page
Fang tech Kuang-ye	Ω	Works both in air, water and on land	-	●●●●●	Tech 129
L-B Kamikaze	Ω	Flying decoy	-	Not for sale	Tech 130

Sea Crafts

Vehicle	Tech	Notes	Ft	Cost	Page
Bakuhatsu SC-16	Ω	Troop and cargo carrier aerosub	-	Not for sale	Tech 115
Biosystem Belem - Armored	Ψ	Biotech submersible	-	●●●●●●●●	HiA 36
Biosystems Lamprey	Ψ	Simple person special force submersible	●●●	Not for sale	Tech 116
Bisai Harpoon	Ω	Multi-mission aerosub used by FSA	-	Not for sale	Tech 117
Bisai SSCVN-100	Ω	“Poseidon” Massive FSM subcarrier	-	Not for sale	Tech 118
Fang Tech Baracuda - Armored	Ω	Small 4-seat hydrofoil	-	●●●●●●●●	HiA 36
Fang Tech Magellan - Armored	Ω	Small exploration submersible	-	●●●●●●●●	HiA 36
Fang Tech Tiger Shark	Ω	Light attack sub	-	●●●●●●●●	Tech 118
Oman Jogos resort carrier	Ω	Floating grand gambling resort. Ex. carrier	-	●●●●●●●●●●	Tech 120
Orgotech Nabta	Ψ	Biotech cargo sub	●	●●●●●●●●	Tech 119
Shiiyusou Kyokan	Ω	Submersible supertanker	-	●●●●●●●●●●	Tech 118

VARGs

Military VARG	Tech	Notes	Ft	Cost	Page
Hassha-Seiun	Ω	Nipponese general purpose combat VARG	-	Not for sale	Tech 56
Hellfire	Ω	Large Nipponese assault VARG	-	Not for sale	Tech 57
Kami-Hei-Bushi	Ω	Nipponese recon VARG	-	Not for sale	Tech 58
Kraken	Ψ	Heavy support combat VARG	●●●	Not for sale	Tech 64
Pulsar	Ω	FSA assault VARG	-	Not for sale	Tech 59
Rheinmetall Fueradler	Ω	European general purpose combat VARG	-	Not for sale	Tech 60
Ryu	Ω	Nipponese fire-support VARG	-	Not for sale	Tech 61
Silverfish	Ψ	General purpose combat bioVARG	●●●	Not for sale	Tech 63
Weasel	Ψ	Scout bioVARG	●●●●	Not for sale	Tech 62

Civilian VARG

Biosystem Hive - Single lifter	Ψ	Advanced multi-vehicle lifter system. This is one of many pod controlled by the hive	●●●	●●●●●●●●	Tech 65
Chameleon	Ψ	Infiltration human sized bioVARG	●●●●	●●●●●●●●	Tech 65
Cockroach	Ψ	Spacecraft maintenance bioVARG	●●●	●●●●●●	Tech 65
Orgotech Mantis	Ψ	Small durable biotech cargo lifter	●●	●●●●	Core 283

Flight system

L-B flame wing alpha	Ω	Jump boosters	-	●●●	Tech 67
L-B flame wing omega	Ω	Full hardtech VARG flightssystem	-	●●●●●●	Tech 67
Orgotech Gyrfalcon	Ψ	Biotech VARG flightssystem	-	●●●	Tech 67