

The Otherverse Armory

An Otherverse America Sourcebook

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OGL

3.5 SYSTEM COMPATIBLE



THE OTHERVERSE ARMORY

AN OTHERVERSE AMERICA TECH-BOOK

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"I DO NOT KNOW WITH WHAT
WEAPONS WORLD WAR III WILL
BE FOUGHT, BUT WORLD WAR IV
WILL BE FOUGHT WITH STICKS
AND STONES."

-ALBERT EINSTEIN

"I WISH MANY GUNS. FLOATING
AROUND ME. CONTROLLED BY
MURDER THOUGHTS."

-WARREN ELLIS

The near future of Othervers America is a strange beast, technologically speaking. Compared to other sci-fi settings, the native technology has developed along unpredictable lines. The neat delineations of D20 Future's Progress Levels don't apply to America, circa 2107 CE. Humanity is a new galactic power, and shelters under the protective arm of our Stonecutter allies. Humanity has faster than light travel, and intra-system travel is an unremarkable part of 22nd Century life, but the expected side technology of mechanical teleportation has never materialized.

The battlefield is dominated by agile and man-sized suits of powered armor, full conversion cyborgs are a distinct minority, and Othervers America's soldiers wield a devastating array of energy weapons and rail guns. Older weapons aren't forgotten; insurgents and impoverished militaries across the world still carry the dependable and all but idiot proof AK-47, and the Colt 1911 will soon reach its second century of military service. Lifer pilots in heavily modified Gulfstreams slip past the Choicer radar net, while forest-living Lifer zealots called "Untainted" hunt and kill with bow and arrow, and switch to carbon fiber knives for close in work. Choicer combat volunteers carry a laser pistol in one hand and an obsidian athame in the other.

Civilian technology is similarly schizophrenic. Dreamscape gives users access to the worldwide Mesh while they sleep and dream, while commercial genetic engineering gives ordinary men and women abilities that would be considered superhuman in earlier eras. Hovercraft propelled by machine-telekinesis share the roadways with sixty year old ground cars and bicycles. Privacy is a long forgotten myth, with only the comparatively low tech Lifer Enclaves offering any relief from the omnipresent security culture.

Computer technology is more advanced than in many sci-fi settings, and while AI is common, fully sentient androids are virtually non existent. Robotics remains limited to industrial fabrication and semi-autonomous military drones. "Dumb AI" designed for expertise in a single field are omnipres-

ent, and are included as a standard feature in most commercial electronics. Your entertainment console or palmtop computer can quickly learn your preferences, your clothes can adjust color and style to suit your mood, and your vehicle can easily drive itself while you nap. More advanced AI have become humanity's advisors: the Covenant has created an entire pantheon of altruistic AI gods and goddesses, while the mysterious Nuremberg Consciousness manipulates the Lifer nation from the shadows.

The Othervers Armory is a compilation of the military and civilian technology that has appeared in several Othervers America sourcebooks. Cybernetics are covered extensively in *The Dept 7 Tech Update: Cybernetics* (Skortched Urf Studios) and *State of the Othervers: Cybernetics Armory*. Genetic engineering is covered extensively in *Sexually Transmitted Future* while Smartlight tech is detailed in *State of the Othervers: Smartlights*.

Due to their complexity, aircraft and powered armor will be covered in a future release.

GENERAL NOTES ON 22ND CENTURY TECHNOLOGY

As a whole Othervers America is a society at mid-Progress Level Seven. Despite this, some otherwise standard PL 7 technology doesn't exist in Othervers America, and several pieces of PL 8 gear are especially common. Military tech tends to be more advanced than in other PL 7 settings, because the three decades of the Abortion War forced both sides into an escalating arms race that pushed the tech curve upward. Space travel is more advanced than the PL 7 default, both because Earth imports trillions of dollars worth of alien technology annually, and because the study of the setting's unique superhuman biology has spurred technological revolution in every industry, including space travel.

Most of the gadgets and weapons found in the *D20 Future core rulebook* are available in Othervers America. Pricing and availability are unchanged, unless specifically noted otherwise.

FUTURE FABRIC: NEW CLOTHING GADGETS

The advent of ‘converged computing’ means that virtually everything a 22nd Century character wears, uses or interacts with will probably have an onboard computer giving it useful new capabilities. Advances in materials fabrication have spurred the creation of shapechanging super-plastics, molecular computers and other wonders that give even ordinary materials extraordinary new properties.

The following gadgets are built into most clothing and armor available for purchase in the Otherverso America campaign setting. The following gadgets can be added to any form of clothing, and most forms of armor, including powered armor.

Gadget: Autostabilizing (PL 7)

Common to police and military uniforms, autostabilizing clothing acts to save its wearer’s life automatically. If the wearer’s vital signs drop beneath a preset limit, the clothing constricts as necessary to stop blood flow. Pre-programmed polymer fibers in the torso and abdomen will rhythmically constrict and relax to approximate CPR if necessary.

Anyone wearing clothing or armor equipped with this gadget automatically stabilizes if reduced to 0 HP or fewer.

Purchase DC Modifier: +2.

Gadget: Body Intelligence Armor (PL 7)

This armor forms an electrochemical link with the wearer’s spinal cord and peripheral nervous system, using the body’s own neurology as an information transfer medium. Doing so allows the wearer to move more efficiently, as the suits’ artificial muscle fibers can contract vital pico-seconds quicker.

The wearer may add some or all of her INT bonus, (up to the twice attribute enhancement bonus provided by the base armor) as an un-typed bonus to her Defense score while wearing the armor. Any

condition that would deny the wearer her DEX bonus to Defense also nullifies this bonus.

Restriction: Champion PES or Speed Suit only

Purchase DC Modifier: +4

Restriction Rating: Restricted (+2)

Gadget: Blessweave (PL 7)

Blessweave technology is a relatively new innovation. The core technology behind Blessweave designed by Choicer clothing manufacturers on the outcolony Delight about ten years ago, and is only recently finding its way onto Earth’s fashion scene. Blessweave fabric is woven from the flax of a cotton-like plant native to the world on nano-looms. Every strand of Blessweave is a wearable micro-computer, designed to form a mechanical symbiosis with the wearer. Blessweave microcomputers can discriminate between the slight differences in neural activity of a Christian versus a pagan wearer as they concentrate on religious matters.

When worn by any character with a primary allegiance to the Covenant, the pro-choice cause or any allied pagan sect, Blessweave cloth generates light equal to a flashlight. The wearer may choose to suppress or activate this ambient light as a free action. The wearer may also change the Blessweave clothing’s color and pattern at will, also as a free action.

When worn by a character able to manifest any Choicer object philosophy, Blessweave’s true potential is unlocked. The Blessweave clothing generates a very weak photon-based force field around the wearer which provides the wearer with a +1 deflection bonus to Defense.

Blessweave garments are considered ultra-hip among wealthy Choicers. They are growing in popularity among some priestesses- especially younger, style conscious priestesses from sects which only rarely practice sky-clad. Many Woven Council legislators have replaced their wardrobes with Blessweave.

Restriction: Any form of clothing or light body armor

Purchase DC Modifier: +2

Blessweave clothes and body armor are only the first applications of what will probably become the next-generation of weapons. The Choicer armorer, Valiente Arms, is exploring the neurological pattern differences between North America's faiths, and the neurological basis for belief as a security measure. They hope to create weapons that can only be fired, door that will only open for, and vehicles that will only drive for those with the right preprogrammed set of beliefs. From there, it's only a short jump to creating precision, self-guided munitions that can read a target's thoughts and emotions to steer around 'friendlies' in range.

These next-gen applications for Blessweave technology are at least a decade away, but Lifer strategists are already devising countermeasures.

Gadget: Charmweave (PL 6)

Charmweave patterns are machined by high-end fashion/psychology AIs. Charmweave fabric uses subliminal patterns, invisible to the naked eye, and emits equally undetectable light pulses, which stimulate the portions of the human brain responsible for trust and recognition. Charmweave cloth stimulates feelings of trust and comfort in viewers.

Charmweave fabric is omnipresent in the business and political realm, and though wearing a suit of Charmweave fabric is seen as a cynical political ploy, the technology provides a minor, but tangible benefit during negotiations.

A creature wearing a suit of Charmweave clothing receives a +1 enhancement bonus to all CHA-based skill checks. This bonus does not apply when interacting with mindless creatures, non-sentient robots and constructs, nor when interacting with creatures immune to mind influencing effects.

Purchase DC Modifier: +3

Gadget: Charmweave Type II (PL 7)

In addition to the effects of first generation Charmweave, this more advanced form of *armor wear* generates a short-lived thought-virus



(an artificially generated telepathic projection designed to manipulate victims).

Any sentient creature interacting with the wearer of a Charmweave II article must succeed at a DC 14 WILL Save or become a carrier of a minor

thought virus. This virus is spread through direct eye-to-eye contact, and those infected remain carriers for 12-18 hours. Anyone the carrier is exposed to must succeed at a DC 14 WILL save themselves, or find their starting attitude to the Charmweave II's wearer improved by one step. This attitude improvement remains in effect for an hour once contracted.

This attitude improvement occurs on a completely subconscious level, and those infected typically have no knowledge they have contracted a thought virus. If not contacted the Charmweave II wearer before the virus' lifespan runs out, the thought virus runs its course without effect.

Ownership of Charmweave II is highly regulated; officially only the President, high ranking members of the American, Choicer and Lifer governments are allowed to use the technology, and only when the proper paperwork is filed. Unauthorized use of this technology is punished by heavy fines.

Purchase DC Modifier: +5

Restriction Rating: +2 (Restricted).

Gadget: Demographic Cloth (PL 6)

Demographic cloth is tailored specifically to the genetic profile of its wearer or to a specific, genetically similar target market. Demographic cloth takes advances in 'smart fabrics', which respond to the needs of their wearers to an entirely new level. The demographic cloth is an artificial symbiote that feeds on the fatigue toxins produced by the wearer's body and returns nutrients lost in the sweat to the wearer.

Each demographic cloth piece of clothing is tailored towards the physiological needs of a specific race, gender and age category. Thus you might buy a nicely tailored demographic cloth business suit designed to be worn by a "venerable, black male" or a demographic cloth camisole intended to be worn by a "Hispanic female child" or virtually any other combination.

If the cloth is worn by someone who does not meet all three criteria, it is merely an ordinary article of clothing. If worn by someone who meets all three criteria, the demographic clothing provides minor physical enhancement. The wearer receives a +1 bonus on FORT saves made to perform feats of endurance, as well as all FORT saves made to resist drugs or toxins.

Any article of clothing or armor can be enhanced by the addition of Demographic Cloth. A person can only benefit from wearing one piece of demographic clothing at a time, regardless of how much of his wardrobe is enhanced.

Purchase DC Modifier: +2

Gadget: Environmental Life Support (PL 6)

The modified armor is either permanently sealed or can be sealed as a full round action. While sealed, the armor has a 24 hour independent oxygen supply, or can purify and filter the outside air supply indefinitely. While wearing environmentally sealed armor, the wearer is immune to suffocation, hard vacuum, disease, poison and radiation.

Restriction: Any body armor

Purchase DC Modifier: +3

Restriction Rating: Licensed (+1)

Gadget: Ferro-responsive Cloth (PL 6)

Ferro-responsive cloth is a corporate response to government demands for security. Most 22nd Century clothing is impregnated with ferro-responsive nanotech, as are most purses, handbags, backpacks and other luggage. Ferro-responsive technology was invented during the mid 2040s, but set on the shelf until after the Treaty of Boston was signed in 2091. Today, it's harder to find non ferro-responsive clothing than it is to buy F-R cloth, and almost all American school districts require their students carry F-R purses and bags.

F-R cloth is impregnated with microscopic iron fibers. When a mild electrical current is passed through the cloth, these micro fibers resonate. If any mass of metal larger than a few coins is concealed within the cloth, it emits a low and continual chime, and any F-R cloth directly touching the metal

phosphoresces for as long as the current is maintained.

In addition to conventional weapons detectors, most 22nd Century public buildings have emitters which generate a continual 1-2 micro-watt electrical field. This field is undetectable by ordinary human senses, but any F-R cloth entering the field begins to resonate. If anyone wearing or carrying an F-R item is concealing a weapon, the cloth will glow, revealing the concealed item.

Restriction: Any cloth, leather or similar item

Purchase DC Modifier: -2. Government subsidies and price controls means it's cheaper to buy F-R laced clothing than to purchase non-FR clothing. The only place to reliably find non F-R items are in Lifer neighborhoods, where the citizens have no great love for the Fed-Gov or its cloying 'public security' measures.

Gadget: Fortification (PL 6)

Fortified armor instantly hardens at the moment of impact and distributes force evenly to protect the wearer from physical injury.

Armor with the Fortification gadget gives the wearer a chance to ignore the effects of a critical hit. Light Fortification provides a 25% chance to ignore a critical hit, Medium Fortification provides a 50% chance to ignore a critical hit, and Heavy Fortification provides a 75% chance to ignore a critical hit.

Restriction: Any body armor or powered armor

Purchase DC Modifier: Light +3, Medium +5, Heavy +6

Restriction Rating: Military (+3)

Gadget: Hand Assembled (PL 5)

Unlike most combat gear, you assembled your unique body armor from off the shelf components, some stolen or surplus military components and whatever else you can scavenge. Your body armor is custom fitted to your specifications and needs, and no real record of its creation or purchase exists. For Lifers, a suit of Hand Assembled body armor is a way to stay off the Fed-Gov's radar, and to witness through artwork and propaganda etched

into the armor plating or stickers glued to the hardpoints. For Choicers, Hand Assembled suits often incorporate ritual elements, such as salt and sage, or iron from a storied witch's cauldron, sometimes encoded on a molecular level within the armor itself.

Hand Assembled body armor provides its designated wearer or creator with a +1 morale bonus to Defense when wearing the armor.

Restriction: any light body armor or archaic armor

Purchase DC Modifier: +1

Gadget: Lime (PL 7)

The 'Lime' codeword refers to a secret Lifer project to use shapememory polymers and meta-materials to conceal hand weapons within otherwise innocuous objects, allowing Lifer infiltrators to bring weapons into secure areas without detection.

Clothing or armor impregnated with Lime-tech can be activated as full round action. Doing so transforms an otherwise innocuous piece of the clothing into a specific Medium or smaller melee weapon, chosen when the item is first constructed. The cloth or plastic hardens into something like steel, transforming a jacket sleeve into a combat knife, a belt buckle into a collapsible baton, or the removable lining of a modest dress into a shapememory katana.

While stored the Lime weapon is indistinguishable from a normal piece of gear, a DC 25 Knowledge (technology) or DC 28 Spot/Search check will reveal the weapon for what it really is. The Lime technology can be transformed into its melee weapon form as a full round action, and may be returned to its 'concealed' state as another full round action.

Purchase DC Modifier: +3

Restriction Modifier: Military (+3)

Gadget: Processor-Linked (PL 7)

Processor-linked clothing incorporates nano-scale computers and ultra-low range wireless receivers woven throughout the fabric. Processor-linked clothing enables a wearer to squeeze more performance out of nearby computers and computer-guided vehicles by providing the devices with more free memory and processing capacity.

Processor-linked clothing wirelessly links with all nearby computer systems, and assumes some of their processing duties. The wearer must be within 5-10 ft of the computer system, and must have already accessed the device, either legitimately or via hacking. Anyone wearing a suit of Processor-Linked clothing receives a +1 un-typed bonus on all Computer Use checks and on Drive and Pilot checks made concerning computer controlled vehicles.

Purchase DC Modifier: +3

Gadget: Regenerator (PL 7)

Armor and clothing with the regenerator gadget releases a swarm of medical nanites when its onboard sensors detect its wearer has been injured. Guided by an expert medical AI built into the cloth itself, this specialty uniform allows the wearer to heal at a near superhuman rate.

While wearing clothing or armor enhanced by the Regenerator gadget, the wearer receives Fast Healing 1.

Restriction: clothing and armor with the Techno-Organic Composition, Autostabilizing and Medi-Comp gadgets only

Purchase DC Modifier: +2

Restriction Rating: Restricted (+2)

Gadget: Spidersilk (PL 6)

Genetically engineered orb weaver spiders have become a staple of the clothing industry, and spider farms across the world can quickly produce huge amounts of eco-friendly and extremely durable cloth. Specially treated spidersilk is used to create nearly impenetrable Kevlar II armor, and even 'ordinary' spidersilk can be used to create durable clothing.

Civilian clothing made from Spidersilk provides a +1 equipment bonus to Defense and requires no armor proficiency to use effectively. Spidersilk cloth is more durable than ordinary cotton or synthetic fabric, and has Hardness 1.

Restriction: Any civilian clothing

Purchase DC Modifier: +1



Gadget: Subsidized (PL 6)

Clothing and light armor with this gadget is impregnated with high resolution nano-screens that run advertisements for the sponsoring corporation. In addition, tracking software built into the clothing follows the wearer to help the corp better target its ad campaigns. On a lower tech level, most mega-corps provide promotional shirts and stickers to the public free of charge as part of pervasive viral advertising campaigns.

Restriction: Any civilian clothing or light body armor

Purchase DC Modifier: -2.

Gadget: Thief Tailored (PL 5)

Clothing and armor with this gadget is specially modified to make it easier to conceal small objects in it, and to aid shoplifters. Clothing with this gadget has a variety of hidden pockets and panels, many of which are shielded against radio frequency ID tag and x-ray detection.

While wearing an article of clothing with this gadget, you receive a +3 equipment bonus on Sleight of Hand checks made to conceal Small or smaller objects.

Purchase DC Modifier: +1

Gadget: Threat Responsive (PL 7)

Your armor is equipped with bio-sensors that monitor your emotional state and adrenaline levels. When you push your body to its peak to confront a truly dangerous threat, your armor's onboard AI recognizes the extra effort, and briefly shifts shapememory polymer shields into position to better protect your vital organs.

When wearing a suit of Threat Responsive armor, anytime you spend an action point to increase the result of an attack roll, you receive an equal deflection bonus to Defense. This bonus remains in place until your next turn.

Restriction: any body armor or powered armor

Purchase DC Modifier: +3

Restriction Rating: Military (+3)

Gadget: Warlight (PL 6)

Warlight clothing functions on the same principle as Charmweave clothing, but applies the technology to an opposite end. Using light frequencies which induce paranoia and irritability, Warlight clothing sparks aggression and violence.

Warlight fabric is illegal in many jurisdictions, though it is often worn by rioters and instigators, as well as Special Forces operatives attempting to sow discord during an undercover mission. Razors often wear Warlight gear when shoplifting or running a robbery, to make it more difficult for security staff to coordinate efforts against them.

Warlight enhanced t-shirts, bearing images intentionally offensive to both Lifer and Choicers are sold in the US through the subcultural 'gray-market' retailer Blastocyst. They are popular among American teens, especially those who've rejected both groups.

All Diplomacy checks made within 30 ft of a character wearing a suit of Warlight enhanced clothing suffer a -2 penalty. If a character cannot clearly see the Warlight enhanced suit does not suffer this penalty.

Purchase DC Modifier: +2

Restriction Rating: +3 (Illegal)

SPIDER SILK

Natural fibers are rare, mostly as a consequence of the failure of large-scale agribusiness. Most 22nd Century clothing is produced artificially; limited matter replication technology has allowed weavers to produce artificial cotton and hemp analogues almost indistinguishable from the real substance. These synthetics have all the traits of natural fibers, but have never actually touched the soil. Actual natural fiber clothing is prohibitively expensive- only celebrities, world leaders and millionaires boast natural fiber wardrobes.

Spidersilk garments are cheap and widely available; the durable fabric is seen as superior to synthe-cotton, and high dollar business suits and elegant ladies gowns are made from the fabric. Brides wear exquisitely cut spider-silk gowns to their weddings, but the fabric has another application. When properly layered, spidersilk is stronger than steel at a fraction of the weight, making the fabric attractive as body armor. Most forms of light body armor incorporate a spidersilk/ballistic fiber weave, under the trade name Kevlar II. This type of armor is common as a protective underlayer in most suits of Power Armor, and forms the core of many suits of ultra-light combat “skin suits”.

Massive swarms of genetically modified orb weaver spiders and silkworms are used as living looms to produce hundreds of miles of durable fabric per day. Spider farms can produce more fabric than an entire pre-millennium cotton plantation from a working floor only the size of a small office building. Human involvement is minimal; industrial robots can be programmed to care for the spiders and harvest the silk quickly and cheaply. Towering spider farm towers, home to literally billions of genetically altered arachnids, are a common sight in most 22nd Century American cities.

Schoolchildren are allowed to tour spider farms on group trips, and as an un-intended consequence of the spidersilk industry, arachnophobia is relatively rare. Spiders are seen as helpful, industrious beasts, working in symbiosis with humanity, not

as predators. Many Mesh ‘toons feature heroic spider protagonists, while tarantulas and wolf spiders are growing in popularity as pets. Many homes include small spiderfarms of their own and produce spidersilk garments and cloth as a hobby. A spiderfarm the size of a refrigerator may host thousands of spiders, and these items are common sights on apartment balconies and on city rooftops

STARTING OCCUPATION: SPIDERFARM HOBBYIST

You have a personal spiderfarm, which is home to several thousand genetically engineered orb weaver spiders. As a profitable and soothing hobby, you care for your spidery micro-farm, spending hours adjusting feed and light mixtures, hoping to produce the absolute best spidersilk harvest. Sometimes you can sell the spidersilk at a nice profit to local boutiques, or you can use the superior fabric for your own ends.

Prerequisites: Age 14+

Skills: Choose two of the following skills as permanent class skills. If the skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Computer Use, Craft (visual arts), Handle Animal, Knowledge (art, business, earth & life sciences, streetwise, technology), Perform (stringed instruments), Profession, Search, Survival

Wealth Bonus Increase: +2

Reputation Bonus Increase: +0

NON-POWERED ARMOR

Though not full powered armor, these suits are common to all three American militaries. Many of the suits provide environmental life support, and most are equipped with a built in Palmtop computer or integrated comms systems.

To reflect how common personal body armor is in the Otherverse, reduce the base purchase DC of all Progress Level 5 body armor, described in the *D20 Modern Core Rules* by

-3. The armor's restriction rating (if any) is unchanged. These older, but still reliable, forms of armor are available at most military surplus stores and pawn shops, and many 22nd Century teens own a suit of body armor stolen or inherited from a soldier parent.

Most modern street clothes are the statistical equivalent of Leather Armor, and are durable enough to stand up to a bit of street fighting. More fashionable clothes are less durable unless specifically modified, but the working class and combat volunteers are fairly well armored by default. They have to be.

“Champion” Physical Enhancement Suit

The Champion is a Kevlar II and polymer body stocking, which can easily be worn under uniform or civilian clothes. In addition to its role in military service, Champion enhancement suits are common in heavy industry, search and rescue and other commercial applications. The non-environmental bodystocking covers the entirety of the wearer's body, with the exception of the face.

The Champion is impregnated with shapememory pseudo-muscle fibers, which flex and release in coordination with the wearer's movements, applying necessary tension to increase the wearer's strength and endurance. The Champion is a completely non-electrical suit, with the suit's



chemically stimulated pseudo-muscle layer providing strength enhancement. Undetectable compared to powered armor, the Champion is ideal for stealth service.

The Champion body stocking has a slick, plasticine sheen, and is, and is equipped with color shifting polymers which allow it to change its deco and patterning according to the wearer's whim. Hard plastic ballistic plates attached to the armor's spine, thighs, knees, groin and upper chest provide additional protection.

The degree of strength enhancement a Champion suit determines its cost.

Strength Bonus:

- +1 enhancement bonus DC 23
- +2 enhancement bonus DC 25
- +3 enhancement bonus DC 27

If the suit is designed to provide an untyped bonus to the wearer's strength score, increase the base Purchase DC by +2. This increases the item's restriction rating by +1, to Restricted (+2).

“Defender of Life” Heavy Suit

The DoL armor is a unique Lifer knockoff of 21st Century SWAT tactical body armor. This bulky Kevlar II and plastic armor is reinforced with ultra-dense *buckminsterfullerine* slip-in plates protecting the torso and chest. The armor provides comprehensive, full body protection, but at the cost of speed and mobility. Like most Lifer equipment, the DoL heavy suit includes high rez display screens that display a continual loop of gory Lifer propaganda.

The DoL is equipped with a Medi-Comp and the system is slaved to the display screens as well as transmitted to unit medics. The more severely injured the wearer, the more extreme and horrifying the fetal gore on screen. The DoL provides its wearer with Fire Resistance 10.

Escort's Vest

The heavy, bullet proof vests worn by volunteer clinic defenders and patient escorts have been an icon of the pro-choice movement since the early 1980s. Most defenders are forced to make do with improvised, homemade or self-purchased armor, but some well equipped clinics offer their staff and patients more durable body armor. Many Lifer veterans own an Escort's Vest or two, taken as trophies during the War, and re-decoed Escort Vests are fairly common in the Enclaves.

A typical Escort's Vest is a bulky Kevlar II armored vest, with integrated groin protector and gorget, reinforced with drop-in poly-steel or ceramic plates. Most of these vests are painted a eye-

popping yellow or orange, and are designed with nearly a dozen large equipment pockets spread across the breast plate and hips. Choicer slogans and designs are sewn into the armor, often with illuminated fiber optic threads. High visibility, not stealth, is the name of the game.

Some Escort Vests are fitted with a Medi-Comp sensor system, allowing a clinic director to know instantly if one of her volunteer defenders or patients is wounded during a protest. Choicer infantry and tank crews are equipped with an undecorated, matte grey or urban camo pattern Escort Vest equipped with the Medi-Comp system.

Hastati Overarmor

Exactly as the name implies, Hastati Overarmor is designed to be worn over conventional body armor, providing additional tactical protection (and limited life support) with only minimal additional weight.

The Hastati system can be worn with any other suit of tactical or concealable body armor, and is usually worn in conjunction with the Champion PES, or the Covenant's iconic Sanguine III suit.

The Hastati provides additional torso and spinal protection. The armor features a retractable helmet, which collapses into the armor's bulky collar when not needed. When worn with compatible armor, the Hastati provides full environmental protection. It is sealed against chemical and biological weapons, poisons, radiation and hard vacuum, and has a 4 hour independent oxygen supply, as well as atmospheric filters.

The Hastati's equipment bonus to Defense and armor check penalty stack with those of the worn beneath it, and the Overarmor applies the listed penalty to the wearer's maximum DEX bonus to Defense.

Polychain

Polychain is a polymer chainmail hauberk, a 22nd century spin on an ancient type of armor. Fairly light and comfortable, polychain is easy to wear and

surprisingly concealable. Polychain can easily be worn under street clothes. In some neighborhoods, especially those near the border zone between the two Americas, civilians wear colorful polychain openly, in as much a display of fashion as out of fear for their safety.

Riot-Strike Armor

This black and grey suit of body armor is designed for intimidation as much as it is for survivability. The wearer is made faceless by a fully enclosed helmet. Images of police in Riot Strikes wading into a Lifer protest dominate the evening news, and the sheer brutality associated with the armor has given it a sinister cast.

Riot-Strike Armor provides full environmental protection and includes an 8 hour independent oxygen supply, in addition to atmospheric filters. The wearer is protected from chemical and biological weapons, poisons, radiation and hard vacuum.

While wearing a suit of Riot-Strike armor, the wearer becomes immune to subdual damage, thanks to the armor's insulation layers and multiple redundant safety systems. The wearer receives a +2 circumstance bonus on Intimidate checks made while armored.

Sanguine 3

Sanguine 3 is comfortable, easy to wear suit of full body armor designed by Metamorphosis North and sold almost exclusively to the Choicer military. The body hugging suits are composed primarily of woven Kevlar II and genetically engineered spider silk, giving the suit great durability without the need for additional 'slip-in' armor plates.

Sanguine 3 is heat and cold resistant, designed to act as hostile environment protection, at least in the short term. The wearer receives Fire and Cold Resistance 5. Suits of Sanguine 3 armor are custom-woven for their wearers, and are impregnated with Demographic Cloth comfort layering, specifically tailored to the designated wearer. This provides the wearer with a +1 equipment bonus on certain FORT Saves.

Sanguine 3 is commonly issued to young Neo-Witch Midwives, who wear are allowed to wear the distinctly painted armor as a badge of office. A Midwife's armor is a slick, cherry red, similar to the color of her nanonics, with auburn, gold or violet trim.

Choicer Special Forces units are equipped with a set of dark brown or matte black Sanguine 3 armor as their standard field uniform. Choicer soldiers often accessorize the armor with a detachable gas mask and bio-filter, to protect themselves against tear gas and other bio-war agents.

Space Sheath

Some version of this 21st century space suit is in common use by most of the world's militaries and corporations. The only hardpoints on a space sheath are the helmet and backpack, which contain the suit's oxygen supply, operating system and power source.

The pilot can don the helmet and backpack as a full round action; the suit's computer extrudes a shape memory polymer sheath which completely encloses the wearer's body in an armored bodyglove within seconds of activation. This suit offers superior functionality and protection to a 20th century spacesuit while not being much more restrictive than ordinary clothes.

The space sheath includes a long range distress beacon, which has a range of 5,000 miles and can transmit for up to 96 hours (note that the rest of the suit has a 48 hour max runtime). While wearing the suit, the pilot is immune to poison, suffocation, hard vacuum and environmental heat, cold and pressure. The suit incorporates a standard palmtop computer, Mesh link and cell phone.

Speed Suit

Speed Suits are a variation on the time-tested Champion PES. These formfitting armored body stockings use lean artificial muscle fibers to increase the wearer's speed and agility. Speed suits are favored by Choicer infantry, and also have a surprising following among Lifer Termites and

Vindicators, who tend to be lighter and more nimble fighters than the rest of their force.

While wearing a Speed suit, the wearer's base land speed is increased by 10 ft. In addition, the non-environmental bodystocking provides an equipment bonus to the wearer's DEX score, the amount of which determines the item's Base Purchase DC.

Strength Bonus:

+1 enhancement bonus DC 25

+2 enhancement bonus DC 28

+3 enhancement bonus DC 30

'Urb-Def' Personal Body Armor

Urb-Def armor is used by most well equipped police forces for routine patrols in dangerous areas, for clinic defense assignments and check-point duty. The armor is bulky and fairly uncomfortable, but can be a lifesaver for an officer hit by an energy weapon.

Urb-Def armor is composed of a thick, bulbous plastic chest piece, helmet and groin protector and includes equally bulky protection for the extremities. The armor's hard points feel soft and spongy to the touch, but their unique molecular structure provides comprehensive protection from energy weapons. The wearer gains Energy Resistance 5 against all forms of energy.

Utility Bodystocking

This suit of light armor is worn by most combat volunteers and metahumans, though the exact styling varies wildly. Most Utility Bodystockings are sleek spidersilk and latex sheathes with slightly denser armor protecting the chest, spine and genitals. The armor is designed as performance wear and keeps a soldier clean and fairly comfortable even in extreme conditions. The utility bodystocking can be easily concealed under clothing or armor.

Vestal Shawl

Important lawmakers and celebrities of all nations protect themselves beneath concealed and concealable armor, and the Choicers are no excep-

tion. Hand-sewn armored robes, vestments and kimonos protect the High Priestess, the Woven Circle and important figures in the Covenant's business community.

"Vestal Shawl" is a generic term for any of several brands of soft armor, designed to give comprehensive protection without being obvious. The price given is for an off the rack set of robes; designer armor-wear can have a purchase DC in the mid 30s!

All Vestal Shawls are designed to protect against light energy weapons, and grant the wearer Fire and Electricity Resistance 5. The Robes are chemically hardened against Force effects, providing the wearer with Force Resistance 5, which provides decent protection against some types of laser weapon and many Powers.



CIVILIAN TECHNOLOGY

Auto Tailor

This advanced AI-guided loom is equipped with a dedicated fashionista dumb-AI. Using replaceable cartridges containing several miles of cotton, rayon, polyester and spider silk thread (among others) and multiple dye packs, the Auto Tailor virtually any form of civilian clothes the user desires in just a few minutes.

Clothing produced by the auto tailor is designed to be single use, and typically wears out in a few days of hard wear. Old outfits and other unwanted cloth and paper can be tossed into the top of the device and used to supplement its onboard fabric packs.

The Auto Tailor about the size of a small, slender bookshelf, roughly 4 ft tall and about a foot deep. It can easily be stored in a closet. The Auto Tailor's onboard AI has a +10 modifier on Craft (sew) and Craft (visual arts) checks.

Individual fabric packs each last about 3-4 months, are roughly the size of a paperback novel, and have an individual purchase DC of 5-7. Characters with the Spider Farm Hobbyist Starting

Occupation (Othervse America campaign setting) automatically produce enough spider silk to fill one fabric pack per month, at no real cost.

Awakener Nano-Gel

Not yet widely available, Awakener Nio-Gel is still considered experimental. Awakener technology may be the next wave of personal computing, or it may fizzle. Awakener Nano-Gel is a lipstick-sized tube of self replicating nanotech in a glucose matrix. Spread evenly over any Small or smaller mechanical or electronic device, the nanties go to work.

Over the next 72 hours, Awakener Nano-Gel changes the fundamental structure of the device, building in the Techno-Organic Makeup gadget. The device is offline and inert during the conversion process but functions normally once the conversion process is complete. Awakener Nano-Gel will not function on existing techno-organic or biotech devices, nor will they convert any device attached to living tissue, such as implanted cybersystems. The safety systems in the nanites are notorious finicky, and might consider a device 'attached to living tissue' if not properly cleaned. Even a few drops of blood or saliva or a few strands of hair stuck to the device may shut down the conversion process.

Non Powered Body Armor	Type	Equipment Bonus	Nonproficient Bonus	Max DEX Bonus	Armor Penalty	Speed (30 ft)	Weight	Purchase DC	Restriction Rating
Champion P.E.S.	Medium-Concealable	+4	+2	+4	-0	30 ft	3 lbs	23-27	Licensed (+1) or Restricted (+2)
Defender of Life Heavy Suit	Heavy-Tactical	+10	+3	+0	-9	20 ft	25 lbs	20	Licensed (+1)
Escort's Vest	Medium – Tactical	+5	+2	+1	-4	25 ft	8 lbs	12 (DC 16 Medicomp)	None
Hastati Overarmor	Tactical	+2 *	+0 *	-2 *	-2 *	30 ft	4 lbs	23	Licensed (+1)
Polychain	Light – Concealable	+4	+2	+2	-4	25 ft	3 lbs	18	None
Riot-Strike Armor	Heavy-Tactical	+8	+3	+0	-6	20 ft	22 lbs	25	Military (+3)
Sanquine 3	Medium – Tactical	+6	+2	+3	-2	30 ft	4 lbs	24	Licensed (+1)
Space Sheath	Light – Concealable	+3	+3	+5	-0	30 ft	3 lbs	20	Licensed (+1)
Speed Suit	Light – Concealable	+1	+1	+7	-0	Special	2 lbs	25-30	Licensed (+1) or Restricted (+2)
Urb-Def Personal Body Armor	Heavy – Tactical	+7	+2	+0	-6	25 ft	15 lbs	21	Restricted (+2)
Utility Bodystocking	Light – Concealable	+2	+2	+8	-0	30 ft	1 lb	20	None
Vestal Shawl	Light – Concealable	+2	+2	+6	-0	30 ft	2 lbs	19	None

Bio-Cauldron

A Bio-Cauldron digests human waste and garbage, breaking down any thing virtually organic to produce useful substances. Bio-Cauldrons are a common sight in the home, replacing trash cans and garbage disposals, and large scale Bio-Cauldrons remove food waste from restaurants and potentially hazardous medical waste from hospitals and cyber clinics.

When purchased, a Bio-Cauldron is 'programmed' genetically to produce any of several useful liquids. Put in trash matter, and in a few hours, out comes useful substances like gasoline or synthetic gasohol, milk, water, fruit juice, or several licensed brands of soda.

Specialty Bio-Cauldrons can produce anything from fine liquor to prescription drugs and semi-legal narcotics. Overriding the biological locks preventing the Bio-Cauldron from producing booze or drugs requires a DC 22 Treat Injury check, and at least 6 hours of work. Bars and restaurants with a current liquor license, as well as medical clinics can legally purchase the genetic license necessary to produce controlled substances.

A commercial Bio-Cauldron keeps a genetic record of all organic matter it is tasked to digest on file, to aid the police if the Bio-Cauldron is ever used to dispose of a body. Overriding the 'gene-list' protocol is a common modification among future criminals. Doing so requires a DC 25 Treat Injury check and at least 8 hours of work.

Closed: The Manual of Pro-Life Tactical Doctrine

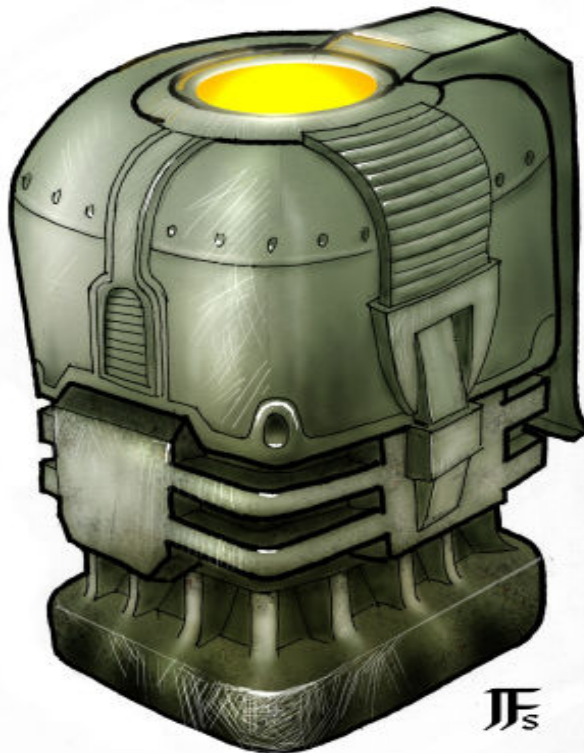
Various editions of Closed have been circulating among the most violent arm of the anti-abortion movement since the 1980s. The most current edition is available as a Smartlight datafile as well as a cheap print-on-demand hard copy. This terror guide provides tactical advice and basic military training for new Lifer recruits.

Inside recruits learn standard military protocol, as they could from any military field-manual, but also learn terrorist tactics, how to disappear into an Enclave without leaving a trace, and learn the rescue-tricks that sidewalk counselors and Termites have been using for decades.

Owning and referring to a copy of Closed provides the reader with a +3 bonus on Knowledge (tactics) and (theology & philosophy) checks, as well as Disable Device checks. If the reader is able to manifest damage dealing Lifer Object Philosophies, after reading the manual, all Philosophies inflict and additional Hit Point worth of damage per damage dice.

Diana Cybernetica "Working Wand"

The Eleusinian Covenant has a biotechnology industry more advanced than almost any other faction on planet. The ceremonial pomegranate wine they drink contains data and self-assembling cybernetics suspended in a fluid matrix- a drinkable computer.



Several Eleusinian computer firms are racing to design a next generation bio-tech computer system able to compete with the established 'hard-tech' and increasingly popular smartlight computing industries.

Designed by Diana Cybernetica: Home, the cutting edge Working Wand is typical of the devices the industry is testing. The Working Wand hit during the Christmas/Yule rush of 2106, and as of early January 2107, is still one of the hottest new devices on the market.

The Working Wand is grown, not assembled, and in its 'adult' state, the Working Wand is a simple wooden shaft a little less than a foot long. The Working Wand is inscribed with abstract designs inspired by common neo-pagan symbols and runes, carved into low relief on the device's surface.

When gripped firmly, the Working Wand uses its wielder's sweat to establish a neurological link with the user. This allows the Working Wand to be used as a standard palmtop computer, complete with full Mesh access. The Working Wand can either display data directly into the user's visual cortex, or project high quality smartlight windows in the air around the user. Users with the Eleusinian Initiate feat connect more deeply to the Working Wand, and may wirelessly access the device from upto 100 ft away.

The Working Wand has the techno-organic makeup gadget and heals one HP per hour if damaged. Its advertising campaign plays up the fact that the device will never need routine maintenance. The device is designed to regularly 'grow' new system upgrades when it receives software patches from its manufacturers.

Encryptor

Encryptors are tiny devices that can easily be worn on a key chain. When near a communications device or computer, the expert onboard AI secures files and communications. The device provides comprehensive security to any device within 5 ft via wireless interface, or can be plugged directly into a computer or communication system.

Communication and documents created within range of an Encryptor are more difficult to find and decipher. The Encryptor adds to the Computer Use check DC to find, copy or decrypt files. The greater the DC increase, the more expensive the Encryptor. Type III Encryptors are legal only for government use.

E-Stickers

"Emotional" stickers are over the counter drug patches that release short acting hormones and neurotransmitters to stimulate emotional extremes- fleeting infatuation, exhilaration, rage, sadness, terror, among others. E-stickers are sold in neatly labeled sheets containing multiple copies of each emotion.

Each sticker provides between 30 seconds and three minutes of intense emotion; while using any sticker, a person is considered *shaken*. Removing a e-sticker (a standard action) ends its effects abruptly, as does dousing the sticker in water. Applying an E-Sticker to an unwilling target requires a melee touch attack against bare skin. Creatures with a natural armor bonus of +2 or greater are not affected by E-Stickers.

Washing off the gel with alcohol or other mild solvents destroys it, ending the effect. Otherwise, the gel's cellular power supplies last for roughly an hour.

Facial Recognition Security System

This security system is in place in most government and military facilities. This system includes several dozen fist-sized cameras placed in obvious locations and 10-20 less obvious micro-cameras placed as backup. Taken together, the linked camera systems provide a complete view of the facility.

The facial recognition technology and criminal database built into this system is virtually identical to the systems built into facial recognition optics (discussed above). The security system is monitored by an expert AI watch-program. The program's complexity and relative intelligence

determines the system's price. The watch-program is designed to alert human security staff when an unauthorized entry occurs or a known threat enters the facility. All versions of the Facial Recognition Security System are Restricted (+2) items.

Gardnerian Heritage Book of Shadows

A handwritten Book of Shadows (holy text and ritual guide) from a first generation Gardnerian Wiccan coven is a major heirloom for any Covenant neo-witch. A properly authenticated text from the 1950s or 1960s can sell at auction for upwards of \$100,000.

These heirloom texts are important Covenant historical documents, revealing how the modern Covenant evolved out of a handful of scattered covens, and many texts contain crude and fragmentary Object Philosophy target states: the magik of 1950s ritual becoming the thought-based weapons of the 22nd Century.

Owning and referring to a heirloom Book of Shadows provides the reader with a +2d6 bonus on Knowledge (history) and (theology & philosophy) checks. Once a book has been completely studied, if the user can manifest Choicer Object Philosophies, the associated Save DCs are increased by +1.

HD Batteries

Gasoline is a thing of the past in America, but the prosperous Arab countries and many 3rd

world nations still use fossil fuels. Most American vehicles are powered by high density storage batteries the size and shape of a soda can. Shell suits use higher capacity versions of these same energy cells, usually drawing on a half-dozen at once. These batteries are usually recharged every few months from micro-fusion reactors. Fusion reactors are common- a fusion 'boiler room' in the basement of a megacorp sky-scraper provides enough power for several city blocks.



Thanks to micro-reactors the size of a water heater, providing electricity has become a profitable sideline for most companies.

High Density storage batteries power most devices in

Otherverse America, from palmtop computers to energy weapons. These devices are a little bigger than a modern watch battery and have a universal design allowing them to be plugged into most electronics. HD Batteries are designed to be charged from commercial fusion reactors; charging takes just a few minutes and provides enough power to sustain most devices for 9-12 months of hard service. Higher drain devices, especially energy weapons provide the listed amount of shots before the battery needs to be replaced. HD Batteries can be recharged hundreds of times before needing to be discarded.

HD Batteries (vehicle)

These larger HD batteries are roughly the size and shape of a soda can and are used to power civilian and military vehicles. Most military vehicles use 6-10 batteries at any given time, though one is often sufficient for most

Facial Recognition System	INT Score	WIS Score	Ranks in Spot	Purchase DC
Type I	10 (+0)	14 (+2)	1 rank	DC 20
Type II	12 (+1)	16 (+3)	3 ranks	DC 23
Type III	14 (+2)	18 (+4)	5 ranks	DC 25

power needs, to ensure system survivability.

Hugmeme Blanket

High-tech security blankets like this have been sold since the mid 2020s. Hugmeme blankets are multiple layers of cloth wrapped around a shapememory core, slaved to an ultra-dumb animal-grade AI powered by the electromagnetic field of a sleeping body. The blanket contracts and relaxes in a psychologist-designed pattern intended to give comfort both physically and spiritually, while customizable displays on the blanket's soft LCD surface continually scroll love notes, affirmations and comforting phrases.

Info-Ad Projector

These small pylons are found in most stores and businesses, and use extremely low-level, minimally invasive transmitters to project data directly into the frontal and prefrontal lobes of those within the establishment. Most of the data is designed for rapid transfer to the short term memory, bypassing the conscious mind and encouraging the customer to buy through conditioning.

Most stores encode useful information that degrades quickly after leaving the store, usually related to the products they sale. An auto parts store might include technical info dumps, while a Lifer baby shop might include useful parenting advice. In any case, for 1d4 hours after leaving the store, the potential customer receives a +1 insight bonus on a particular skill, chosen by the store's management and programmed into the emitter pylon.

K-Rescue Lockchain

The Lifer movement began pulling "kryptonite rescues" during the late 1990s, using durable Kryptonite brand bike chains to lock abortion clinic doors shut. Today, chains worn as belts, chokers, necklaces or wrapped around the forearm like a gauntlet have become fashionable among young Lifers as a symbol of resolve and defiance. Of course, the chains can easily be unwrapped for their intended purpose.

K-Rescue brand lockchains have an integrated combination lock, Hardness 10 and 20 HP. The lock has a Disable Device DC 20 to defeat.

Mac-Lift

This wrist-watch like device uses the same Mac-Tik forcefield technology that powers most American hovercars and defends Choicer clinics. When activated as a move equivalent action, the Mac-Lift generates a 5 ft square 'bowl' of force directly behind the wearer and roughly at knee level. This forcebowl has slightly raised sides to carry cargo safely. It trails 5-10 ft behind the user at a maximum speed of 30 ft, and can carry up to 150 lbs.

Mac-Lifts are used in most industries, by movers and even by ordinary 22nd century citizens who use the devices to carry their packages when out shopping. Mac-Lifer power cells are recharged from ordinary house currents and have a roughly 2 hour run-time. If the power cell is depleted, or more than 150 lbs is placed in the force-bowl, the field fails, gently lowering its cargo to the ground before winking out.

Micro Printer

This miniaturized printer can produce high quality pamphlets, stickers or flyers of roughly bumper sticker size. The Micro Printer itself is only a little bit bulkier than a man's full wallet, and can easily be stuffed into a purse or jacket pocket. This device is usually used to create literature or stickers for clinic rescues or defenses, and are common among Termite vandals. Micro-Printers can produce either non-adhesive backed or sticker-format items just by toggling a few options.

Mod Pods

Modular housing and construction units are in use all across human controlled space and beyond. Nicknamed "mod pods" these self assembling, pre-fab structures are constructed from a light but extremely durable aluminum alloy. Each mod pod provides roughly 500 square feet of interior space (roughly equal to a tiny apartment), and can be configured for different functions via its program-

ming interface. When activated, the mod pod's single use computer system governs the assembly process, which requires one or two hours.

The structure takes the pre-programmed layout, which depending on the values entered can be an efficiency apartment, a storefront, a barracks style structure or a part of a larger building made from multiple mod pods. The configuration of internal walls is programmable, and the mod pod includes basic built in appliances. Multiple pods can be stacked or placed adjacent one another to build larger structures, sharing internal walls and support as necessary.

Each mod pod includes any three of the following devices: desktop computer, bunk beds, large footlocker, refrigerator, electric range, microwave oven, chemical toilet (which can be plugged into a city sewer line), shower stall. These devices are built into the mod pod itself and cannot be removed.

Hundreds of mod pods are shipped to each human outcolony to help the settlers build a city. They are also forward-deployed with military units in the field as well as being used to provide temporary housing after a disaster. The pods are also popular as cheap housing, and 'mansions' built from 3-4 linked mod pods are omnipresent in the most impoverished Lifer ghettos. Most Lifer mod pods have their outer surfaces coated with spray-on LCD paint, displaying a constant loop of advertisements from the companies that donated the shelter as a tax write off. The rooftop surface is covered in high-efficiency matte black solar cells; the mod pod can also easily be hooked into a local power grid or to a generator.

Palmtop Computer

These small computers are roughly the size of a slim wallet but have all the functionality of a standard laptop and more. Palmtop computers project data as a high resolution hologram: maximum 'screen size' varies a bit, but the highest grade palmtops can project high resolution video images up to 32 inches square. The computers can be

controlled either via an integrated smartlight keyboard, fold out cloth keypad, via motion commands tracked by its onboard camera, or by purely spoken commands. All Palmtops have full Mesh access, can run applications and can be directly interfaced by most cyborgs.

A palmtop computer can be upgraded to provide a +1 equipment bonus on Computer Use checks by increasing the Purchase DC by +1.

Reactor (Pocket Fusion)

Miniature cold fusion reactors roughly the size of a large water heater provide more than enough power to run entire city blocks. Commercial electricity providers are an anachronism: corporations sell surplus energy from the fusion reactors in their basements to neighboring homes and businesses.

Pocket fusion reactors are designed to be virtually idiot proof. In the event of a catastrophic system failure, the pocket reactor shuts down. Even if hit by military grade artillery, the devices cannot explode. Fusion reactors were not legal for commercial use until their manufacturers could solve the problem of radioactive waste products. A pocket fusion reactor produces a slab of waste metal every few months of service: the fusion process is designed to only create waste with a short half life. Radioactivity is reduced to trace levels within a few minutes, and the minimal waste products of a fusion reactor can be disposed in a city trashcan.

Shapememory Multi-tool

A device about the size of a large screw driver, this handheld tool uses shape memory plastics and extremely flexible meta-materials to assume the form of a wide variety of useful devices. Modular tool heads carried on a tool belt or a pocket increase the item's already impressive versatility. With a few adjustments, this tool can become anything from a hammer to a bone saw to a soldering iron or electric welding torch.

When used as an improvised tool kit, the Shapememory Multi-tool only imposes a -2 penalty on the check due to its versatility.

Universal Data Reader

This shape-changing device is designed to allow a modern computer to read information from every data storage medium in human history, plus a few of the more popular alien storage methods. This device reshapes itself as needed and runs high quality emulator programs to allow it to read data off everything tape reels to 5.5 inch floppy disks and old NES cartridges to the marble-sized data spheres that were so popular in the 2040s.

This device can also allow Earth computers to interface with alien hardware, and most space

travelers carry a UDR.

Witch's Rings

Worn by members of the Covenant as a symbol of non-violence and a promise of their culture's proud intellectual tradition, these intricately carved wooden rings come in pairs. One is worn on each hand. The rings are a prototype form of organic micro-computer designed to fuse with the wearer's nervous system and reward the wearer for upholding the Covenant's sacred values by increasing her innate skills.

A pair of Witch's Rings must be worn for 72 hours before they come on line. If removed, the user must re-acclimate to the rings. When worn by any

Item	Size	Weight	Purchase DC	Restriction Rating
Auto Tailor	Medium	20-30 lbs	DC 18	None
Awakener Nano-Gel	Fine	Negligible	DC 25	Licensed (+1)
Closed: Manual of Pro-Life Tactical Doctrine	Tiny	Negligible	DC 7-8	Illegal (+4)
Diana Cybernetica Working Wand	Tiny	1 lb	DC 29	None
Encryptor	Fine	Negligible	Add +5 to DC, Purchase DC 14 Add +10 to DC, Purchase DC 18 Add +20 to DC, Purchase DC 25	Licensed (+1) or Military (+3) for most complex type
E-Stickers	Fine	Negligible	DC 3-4	None
Facial Recognition System	Medium	20-30 lbs total	DC 20-25	None
Gardnerian Heritage Book of Shadows	Tiny	1-2 lbs	DC 34-40	None
HD Batteries	Tiny	Negligible	DC 7	None
HD Vehicle Batteries	Small	2 lbs	DC 7	None
Hugmeme Blanket	Small	3-4 lbs	DC 8	None
Info-Ad Projector	Tiny	2 lbs	DC 19	Licensed (+1)
K-Rescue Lockchain	Small	2 lbs	DC 7	None
Mac-Lift	Tiny	Negligible	DC 9	None
Mod-Pod Housing Unit	Colossal	Approx. 2 tons	DC 18	None
Micro Printer	Tiny	1 lb	DC 8-10	None
Palm top Computer	Fine	½ lb	DC 14	None
Reactor (Pocket Fusion)	Huge	750 lbs	DC 41	Restricted (+2)
Shapememory Multi-tool	Small	1 ½ lbs	DC 15	None
Universal Data Reader	Tiny	1 lb	DC 12	None
Witch's Ring	Fine	Negligible	DC 29	Licensed (+1)

character with a Covenant or any neo-pagan allegiance, the Witch's Rings reinforce her natural skills. Anytime the character spends an action point to improve the results of any unopposed skill check, the size of the action dice increases by one step (usually d6 to d8).

GENERAL RULES FOR SOFTWARE APPLICATIONS

By the dawn of the new millennium, high-end personal electronics gained the ability to run applications, software programs that allowed their existing devices to duplicate the functions of other gadgets. Applications, unlike conventional gadgets do not increase the devices' size, weight or bulk, nor do they increase the base device's cost. Instead, each application is a low cost program that is purchased individually and uploaded to a chosen device. Cellphones, laptops and more advanced systems, such as implanted cybernetic versions of the same, palmtop computers and Otherverse America's *Smartlights* can all run applications.

This function isn't standard for PL 5 devices. Purchasing a version of a PL 5 communication device capable of running applications increases the device's Base Purchase DC by +1. In Otherverse America, application functionality is standard on all devices.

Any device from PL 6 or higher can store an effectively unlimited number of applications, and run several at any given time. Devices from PL 5 can only install 10 or fewer applications and must store additional apps on external memory (such as an SD card) or computer. Changing out applications just requires a few minutes of work, and no Computer Use check is necessary.

Unless otherwise noted, all applications have a Base Purchase DC of 2 and no restriction rating. In most cases, once an application is loaded to a device, using it is either a standard or full round action.

The various modems found in D20 Modern are so omnipresent, they aren't even considered a separate piece of equipment circa 2010 and beyond; assume any computer or phone you purchase has high speed Internet or Mesh access.

The following tools from the D20 Modern and D20 Future core rulebooks can be purchased as an application.

Consumer Electronics and Computers

Card Computer (PL 6)

Camera (digital)

Digital Audio Recorder

Hologram Player (PL 6)

Purchase DC: 7

Hologram Recorder (PL 6)

Purchase DC: 10

PDA

Scanner

Walkie-Talkie

Surveillance Gear

Caller ID defeater

Metal detector

Soothe Pulse (PL 6)

Purchase DC: 7

Sensors (ChemiComp, GeoComp, Motion) (PL6)

Purchase DC: 8

Sensors (ArmaComp, DemoComp, ElectriComp, MechaniComp, MediComp) (PL 7)

Purchase DC: 10

Sensor (RoboComp) PL 8

Purchase DC: 10

Tap Detector

Survival Gear

Compass

Flashlight (Penlight or standard)

Flashlight (Battery Flood) (PL 6)

GalPos Device (PL 7)

Purchase DC: 8

GPS Receiver

Map (road atlas or tactical map)

Nanobeacon (PL 6)

Portable Glow Lamp (PL 6)

Thermometer

Camera Quality

Cellphone cameras take lower resolution images than a dedicated digital camera, a trade off for size and ease of use. There are four grades of image quality, which determine if a detective receives a bonus or penalty on Spot checks made to find hidden clues in an image. Upgrading a device's image quality increases the devices' Purchase DC by +1 per step.

Smartphones from PL 5 are Ultracompressed.

Smartphones from PL 6 are Compressed by default.

At PL 7 and beyond smartphones produce High Resolution images by default.

- **High Resolution:** Absolute top quality images. Memory intensive and produced by top of the line digital cameras. +2 circumstance bonus on Spot checks.
- **Average Resolution:** Mid sized files produced by a low end digital camera. No bonus or penalty on Spot checks.
- **Compressed:** Extremely low resolution images produced by high end camera phones or good security camera systems. -1 penalty on Spot checks.
- **Ultracompressed:** The lowest quality of images, produced by the cheapest camera phones and low grade security systems. -2 penalty on Spot checks.

OTHER APPLICATIONS

Art Programs

Various image manipulation programs allow the user to create digital art. Most programs use touch screen control, but many use a special stylus or even the blunt end of a pen or pencil as controllers. Users can create artwork from scratch or edit photos stored on the device. A smartphone art program can be used as an improvised (-2 penalty) tool kit for Forgery attempts.

Barcode Reader

An extremely common application, barcode readers allow users to check pricing data on scanned items and go on-Mesh to find reviews or comparison shop for similar products.

Clock and Calendar

The most common application in the world, these simple programs come pre-loaded on most devices, and includes an alarm clock and scheduler. Other extremely common functions include a scientific calculator, pedometer and other useful minor gadgets.

Dream Pets

Most of 2107's children play with and care for a limited AI virtual pet. In the Enclaves, boys and girls raise a virtual newborn and send him or her onto the Mesh to play with other virtual babies, while fanciful parrots, baboons and falcon holograms amuse Choicer children. The highest grade Dream Pets can migrate into and out of Dreamscape, to accompany children and adult hobbyists as they sleep.

Gifting Web

In Othervers America, most Lifers have "Gifting Web" applications built into their phones and palmtops and use them constantly. The Gifting Web is a service of the omnipresent Lifer mega-corp "Baby, Belly, Blankets" and is intended as a tangible enticement for pregnant American women to choose life.

By making a tapping gesture and pointing to an obviously pregnant woman, a Lifer can send a gift certificate to the woman for purchases at BBB, with nothing more than a gesture or a sub-vocal command. Some applications send a glistening streamer of holographic birds, butterflies, cherubs or stars zipping from the gifter's fingers toward the recipient's swollen belly.

The gifter doesn't need to know anything about the recipient, and even Choicer mothers to be receive gifts from Lifer passers-by, often without realizing it until the next time they check their Mesh

accounts. Making small donations to mothers-to-be using the Gifting Web is expected of all Lifers: those who don't usually find themselves the butt of their neighbors' jokes.

When using the Gifting Web, the donor makes a single purchase of any amount at BBB, using his or her own Wealth Bonus. The result of the Wealth check is saved and may be used by the recipient at any BBB location.

Hot Zone

This application includes a dedicated media monitor and can uplink to real time commercial satellite footage of major cities. Its purpose: warn users of outbreaks of metahuman violence, abortion clinic protests turned into riots, and other dangerous urban disruptions. The Hot Zone application provides the user with a +5 equipment bonus on Knowledge (streetwise) checks concerning the location of current hot spots.

Media Djinn

This intelligent news-monitoring program alerts you to world and local events based on preset parameters and your browsing history. The program delves fairly deeply into your onMesh activities, even scouring unpublished documents and journals created by you to find out about your interests, making Media Djinn and similar program a major security risk. However, nothing is better for staying on top of current events.

Once per day, if you have activated Media Djinn, you may simply declare you automatically succeed at any Knowledge or Gather Information check with a check DC of 21 or less. Doing so takes no time, as Media Djinn has the info handy for you.

Drawback: For 24 hours after activating Media Djinn, the DC of any Gather Information,



Research or Computer Use checks made to find information about you or your activities is reduced by -3.

Media Player

These apps are similar to today's MP3 players, but• allow higher resolution sound and images and greater storage capacity, but function pretty much identically. Most commercial devices can store several days of music, virtually unlimited amount of text, and several hours worth of video.

Monthly Note

Using pheromone scans and exacting body temperature measurements, this application can tell if a woman within 30 ft is pregnant or menstruating. Mostly a curiosity, like NanoPing, this application has found its way into the Lifer toolbox. Since many of the Covenant's female soldiers menstruate only as a way of activating post-human talents, Lifers know to kill women soldiers 'tagged red' by this application first.

NanoPing

Originally a cyber-culture social app, NanoPing has been co-opted into a Lifer weapon, leading for calls that the application be banned. When activated, NanoPing sends out a wifi signal that causes nano-tech based cyber systems to fluoresce, becoming visible under the skin, and emit a distinct chirp. This signal has an effective radius of about 60 ft.

Anyone trying to conceal their nanoics may attempt a DC 14 FORT Save to prevent their systems from responding to the ping. They may not attempt this check if flatfooted.

Restriction Rating: Licensed (+1) or Restricted (+2) in most Chocier jurisdictions. Illegal (+4) in California.

Panic Button

This application uses the device's onboard scanners to monitor its user's health. If a character wearing or carrying the device is reduced to 0 HP or less, the device automatically contacts police and emergency services, giving the user's current location.

Psi Alert

When this application is active and running, it produces an audible alarm when any creature with the Psionic subtype comes within 10 ft of the device.

Purchase DC: 7

Reactor Map

This application finds all Pocket Fusion reactors within a preset geographic radius and lists their rates for recharging HD batteries. Similar applications exist in the Lifer community to find all ceremonial Graves of the Unborn in a city.

Recon App

Businesses that lack the clearances or funds for a full facial recognition security system use Recon App to spot shoplifters or trouble makers. A Recon APP application is probably running at every food kiosk, grocery store, big box retailer and bar in 2107 America. The program is also a popular social and dating aid. See an attractive stranger on the street? Run her image through your cell phone's Recon APP and find her phone-tag and Mesh ID if they're listed.

Recon APP is a simple face recognition program. It has an effective WIS score of 10 and 1 rank in Spot. Recon APP is linked to local white-page databases, registered sex offender files, public DMV files and other open-to-the-public sources. If it finds an image match, the program will pop up the subject's name, publically available biographical data and any publicly known warnings (such as their Treaty of Boston status, or the presence of any police watch/warnings).

Purchase DC: 11 Restriction Rating: Licensed (+1)

R&R Refresher

This program uses subliminal, minor mind-hacking software similar to Command Line paint techniques and psychologist-designed sound and visual cues that energize the user and cause the body to rapidly and safely purge accumulated fatigue toxins.

Once per day, the user can stare into the device for 1-2 rounds. Doing so eliminates the *fatigued* condition but has no effect on more serious conditions, and has no effect if used more than once per day.

Many shopping centers, airports, public buildings and parks have similar devices, in the form of small LCD screens near restrooms and water fountains, for the convenience of their guests.

Skill App

Various how-to-manuals and comprehensive reference guides can be found on line for virtually any task, from PDF versions of Chilton's automotive manuals to downloadable physics textbooks. Most include interactive holographic and voice-only tutorials and comprehensive walkthroughs. Each Skill App provides a +1 insight bonus to one chosen INT or WIS based skill check.

Purchase DC: 4-6

Symbol Scan

This application incorporates an image recognition system loaded a constantly updating database of several million symbols. Symbol Scan can identify corporate logos, religious and mystical symbols, flags, military unit patches, gang signs, modern and archaic coats of arms and other forms of heraldry. Common alien symbols (including Stonecutter and Half-Grey symbols, as well as universally recognized Lifechain warning icons) are included. The program is considered to have a +15 modifier on relevant Knowledge checks made to identify symbols.

Translators

Various programs can translate text between languages. Text can either be entered manually, or scanned into the program with the smartphones' camera. Most translator programs include English, Spanish, French, Farsi, Chinese (Mandarin and Cantonese), Japanese, Russian and a few other languages. Xeno language options include the most common alien dialects, with an emphasis on Stonecutter and Half Grey languages. The translations provided by the program are fairly accurate, though grammar can occasionally be a bit iffy.

Purchase DC: 5 (DC 6 or 7 for more exotic language options)

TruSniffer

In the segregated future, TruSniffer and copy-cat applications are running on most phones and computers. TruSniffer is a 'dumb AI' with a dedicated media search and data retrieval application built in, and can expertly analyze word choices and syntax to reveal a speaker or author's beliefs and bias. TruSniffer can analyze a Mesh site, scanned text, or a real time conversation and determine the political and religious bias of the speaker or author. The TruSniffer effectively has a +10 modifier on Sense Motive checks.

COMMAND LINE PAINT PATTERNS

*"A **security culture** is a set of customs shared by a community whose members may engage in illegal or sensitive activities, the practice of which minimizes the risks of such activities being subverted, or targeted for sabotage. The main focus of a security culture is keeping infiltrators and other potentially damaging parties out."*

-Wikipedia.org, Security Culture

Criminals and dedicated rescuers working the streets of 22nd Century America know that their every action is recorded, analyzed and ready for use as evidence against them. As facial recognition tech became omnipresent, countermeasures became both more comprehensive and more subtle. While advanced facial recognition AI can guestimate a target's bone density through a ski mask, penetrate beards to discover identifiable scars beneath and other amazing video-forensic feats, they are still machines. Like all machines, security AI can be dazzled, fooled and hacked.

War paint, make-up and nano-active facial tattooing are the most common weapons used against 2107's omnipresent watch-AI. Random computer designed camo patterns break up the needed areas of shadow and light that face recognition programs use to identify facial details. Other paint schemes use intricate machine applied patterns like bar-code command prompts to hack optical

systems. These camo patterns are easily spotted by human guards, but just as easily bypass electronic security. The colorful warpaint of 22nd Century cyber-criminals has also found its way into street-level fashion: many of the abstract facial decorations found among the young and hip of the Lifer Enclaves are bastardized versions of security countermeasures.

Stealth Pattern Camo

This simple camo pattern can be applied by hand and incorporates square and rectangular pixel-like areas around the eyes and corner of the mouth. This basic pattern simply nullifies the bonus to Spot checks provided by facial recognition systems, and the techniques necessary to create stealth patterns are usually the first tricks rookie warpainters learn.

Though illegal in most jurisdictions, Stealth patterning is omnipresent, by those who want a bit of privacy back. Except in the highest security installations, police tend to ignore civilians wearing stealth patterning, though someone acting suspiciously while wearing the design is almost certain to be stopped and questioned.

Craft (visual arts)
Check DC: 10

These next paint patterns are more elaborate, and are designed by computer to override facial recognition systems. In addition to a Craft check to actually apply the pattern, a Research check must be made to find a current pattern. Security experts patch system holes regularly, and 'warpainters' constantly refine their designs to keep one step ahead of ever evolving

security. Once a successful Research check is made, the design will remain current for 1d4-1 days, before a variant pattern must be found. Outdated patterns are useless and have no effect.

To the unaided human eye, these commands are meaningless bar-code like patterns, areas of color and random fractal designs. Determining exactly what a particular Command Line Pattern just by visual inspection requires a DC 38 Spot check. Characters with any cybernetic implants or implanted smartlights suffer a -2 penalty on the check.

Debug / System Invisibility Patterning

This pattern is a hacked version of a common debug command commonly used by repair personnel. The wearer's image will not appear on camera, and his or her voice cannot be recorded by a linked audio system which recognizes this pattern.



In addition to use by criminals, this Command Line Pattern is often used by celebrities to evade paparazzi, and especially by famous Choicers attending a Beltane orgy to ensure their privacy.

Craft (visual arts) Check DC: 26
Research Check DC: 21

Financial Glitch Patterning

This pattern quickly inserts and rapidly deletes garbage data into security systems linked to common financial terminals, such as those found in ATMs, purchasing kiosks and most stores. When this pattern is recognized, the wearer's current Wealth Bonus is treated as being one higher when making automated purchases or using computer terminals. This bonus doesn't apply to making purely cash transactions (like at a Lifer run grocery chain) or when directly interacting with a human cashier.

Craft (visual arts) Check DC: 23

Research Check DC: 22

Guilt / Hesitance Patterning

Unlike other Command Line Patterns, this design is designed to provoke a distracting emotional response in human viewers. Designed by psychologist AI after study of the pattern recognition portion of the human brain, this pattern makes even well trained, disciplined soldiers hesitate before pulling the trigger.

Any sentient humanoid or monstrous humanoid within 30 ft who can clearly see this pattern loses the benefit of the Quick Draw and Quick Reload feat for as long as the character with this pattern displayed remains visible and for 1d4 rounds afterward.

Unlike other Command Line Patterns, this design cannot be made less visible by a character with the Pattern Expert feat.

Craft (visual arts) Check DC: 22

Research Check DC: 18

Intimidation Patterning

Unlike other Command Line Patterns, this design is intended to 'hack' a humanoid consciousness. This pattern attacks the pattern recognition portion of the brain with symbolism that induces stress and fear. This pattern is often used by prison guards, SWAT and special forces team members and riot police, and is often applied to riot shields and body armor as well as to the faces of soldiers.

A character wearing this pattern receives a +4 bonus on Intimidate checks made against sentient humanoids and monstrous humanoids.

Unlike other Command Line Patterns, this design cannot be made less visible by a character with the Pattern Expert feat.

Craft (visual arts) Check DC: 22

Research Check DC: 16

Psi Enabler Patterning

Using complex fractal patterns around the eyes and temples, this patterning makes humanoid viewers more receptive to invasive Psi-abilities. For 1d6 rounds after viewing the pattern all humanoids and monstrous humanoids within a 30 ft radius suffer a -2 morale penalty on mind-influencing Psionic effects.

Unlike other Command Line Patterns, this design cannot be made less visible by a character with the Pattern Expert feat.

Craft (visual arts) Check DC: 26

Research Check DC: 14

Image Override Patterning

This pattern accesses the security camera's onboard memory, and overlays an innocuous image over the wearer's real face. To the watch-AI and anyone seeing the characters image on video, the wearer's real facial features are obscured behind an illusion of another person of similar race, gender and size. The wearer's clothing and equipment are not disguised, just his physical appearance.

The Research check given is for an image of an average, non-threatening random person. If the wearer wants to find a stored image of a specific person (such as a person cleared to be in the area) increase the Research check DC by +10.

Craft (visual arts) Check DC: 28

Research Check DC: 24

Reboot Patterning

This pattern forces all security cameras recognizing it within a 60 ft radius to reboot for one round. If the wearer remains in the area for long periods to time, the security cameras in shutdown and reboot endlessly.

Craft (visual arts) Check DC: 18

Research Check DC: 16

Pattern Expert (General)

You've mastered the art and science of Command Line Pattern Hacking.

Prerequisites: Computer Use 2 ranks, Craft (visual arts) 1 rank, Research 2 ranks

Benefit: You receive a +3 bonus on Craft (visual arts) and Research checks made to craft Command Line and Stealth patterns. In addition, when creating any Pattern camouflage, you may increase the craft check DC by +5 to create a subtle paint scheme that is less obvious to human observers without sacrificing its effectiveness against machines. If the check is successful, human observers succeed at a DC 12 Spot check to even realize you are wearing optical camouflage makeup.

MEDICAL TECHNOLOGY

Sexually Transmitted Future (Otherverse Games, 2010), a sourcebook focusing on the 22nd Century's meta-porn industry and on the history of several of Otherverse America's genetically engineered species, includes complete rules for genetic engineering. Temp-mods are often used as short-term combat drugs.

The following drugs and medical devices are in common use both by supersoldiers and the civilian population

Auto-Doc, Single Use

One or more single use auto-docs are included as standard gear on most fire trucks, ambulance and police vehicles, and are carried by most military squad medics. The device is an robotic surgical unit that in its inert state resembles a slightly bulky lap top. Placed atop a wounded person and

activated, the device folds open into a sleek robot that resembles a flattened crab more than anything else. When performing surgery, the little robot flattens itself out over the wound site, using its own flexible body to create a sterile operating field.

The auto-doc is disposable, and is designed to only treat a single patient before becoming useless. It has enough onboard supplies to treat a single patient of Size Large or smaller, and once the device is expended, the robot frame can easily be sterilized and recycled. The auto-doc is a medical expert AI and is considered to have a total +15 modifier on Treat Injury checks and the Surgery feat. Placing and activating the auto-doc requires no skill check and is a standard action that provokes attacks of opportunity.

Bodysim

Bodysim is a mild hallucinogen and anti-depressant designed specifically to affect the artificial metabolism of full and partial reconstruction cyborgs. Bodysim artificially simulates the mostly unnoticed noises and sensations of an organic human body: most humans never consciously notice the sound of their own heart beating or the subtle pop of their joints until these sounds vanish after cyber conversion. Bodysim helps ease the transition into reconstruction.

If more than two doses of Bodysim are taken within a 24 hour period, the user must succeed at a DC 14 FORT save or suffer 1 point of WIS damage.

Centering Drugs

Centering Drugs use specially tailored chemicals to induce a bio-feedback loop in humanoid muscle tissue. Any humanoid, monstrous humanoid or giant who ingests a dose of the drug may meditate or pray for one minute. The character gains a cumulative +1 enhancement bonus to their STR score for every 4 ranks they possess in Knowledge (theology & philosophy). This bonus remains in effect for 1d4 hours after the creature meditates, and remains inert in the bloodstream for up to 6 hours after ingestion.

This drug was originally designed by Choicer pharmacologists, but Lifers soon realized that they could use it just as effectively. The neural states accompanying Christian prayer trigger the bio-feedback loop as effectively as pagan meditations. Centering Drugs are available in pill and patch form, and are also available as a specially brewed tea.

Cure Gel

Cure Gel is a part of every modern EMT kit, and has become a virtually omnipresent piece of biotechnology. Cure Gel uses bio-engineered bacteria in a glucose paste to almost instantly clot wounds and kickstart cellular regeneration. Wounds that would take days to heal naturally are restored within minutes of application.

Cure Gel will restore up to 10 Hit Points worth of damage incurred within the last three minutes. It has no effect on older wounds, though an application will stop continuing damage, such as from a bleeding wound or automatically stabilize a patient.

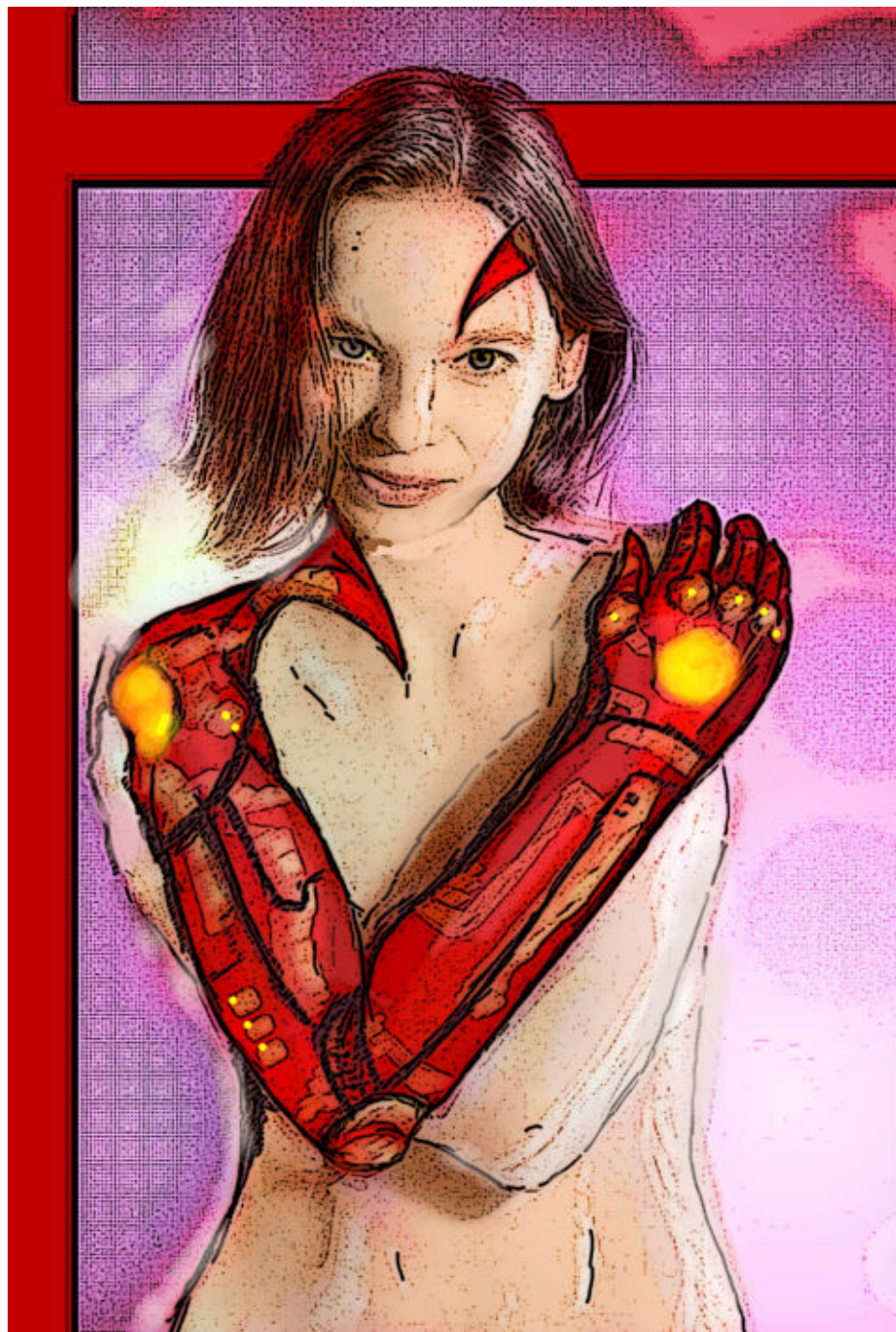
Applying Cure Gel to a wound is a move equivalent action. Cure Gel is sold in individual squeeze tubes the size of an AA battery. A single tube holds enough gel for one treatment.

Decision Red

Decision Red is tailored hormone load designed to quickly and relatively painlessly induce menstruation. The drug is available in pill form or as an adhesive drug patch worn on the abdomen or inner thigh. An adult, humanoid woman who uses the drug will begin her menstrual cycle within hours of ingestion. The chemical has no measurable effects on

males or non-humanoids who ingest the drug. If used during the first 3-4 weeks of pregnancy, the hormones within the drug will induce a miscarriage.

Decision Red can also be used to induce additional menstrual cycles in a woman. If used more than twice a month, the user must succeed at a DC 14 FORT Save or suffer 1d3 points of temporary CON damage as her body tries to adapt to the unnatural hormone surges and tissue irritation.



Decision Red is a popular 22nd century drug, allowing women to decide when and how often they will menstruate. It is also extremely common among the blood feminists of the Choicer black ops community. Moonwise-trained soldiers use the chemical to induce empowering menstrual flows before a mission.

Gait

Early image recognition systems relied on posture, body position and gait to help identify subjects, and even state of the art 22nd Century systems still use biometric benchmarks to identify targets.

Gait is the street name for a handful of similar prescription muscle relaxants. These drugs were originally designed to ease arthritis symptoms and increase mobility for the ill and elderly. However, it didn't take long for criminals and espionage experts to realize that the drugs had an unexpected side-effect useful in their line of work. Gait alters the user's posture and walk just enough to throw off identification software.

For 1d6 hours after taking a dose of Gait, the user receives a +2 bonus on Disguise checks made to fool image recognition software.

G-Drugs

Chemicals to help the body adapt to zero gravity conditions have been used since the dawn of space flight. The current generation of G-drugs are far more effective than the motion sickness patches of an earlier era. These drugs are effectively temp mods which change the way the inner ear functions, as well as preventing bone density loss and other ailments common to long term exposure to low grav conditions.

G Drugs are available in pill and patch form. A single dose provides the benefit of the Zero G Training feat for 18 hours.

Gene Cutter

This combat drug is used as a countermeasure against 'bio-hackers' who use their own genetic enhancements to prey upon fellow post-humans. For 2d4 hours after taking a dose, the user is no more vulnerable to predatory Gene Feats than a completely unmodified human being would be.

Gene Sensor

A gene sensor is a palm sized computer with an attached sensor wand. The device can read a target's genetic structure and display a comprehensive readout within seconds. The scanner requires physical contact with the subject, and can also be used to scan minute physical forensic traces (like flakes of skin, blood, semen, hair follicles, ect) left behind at a scene to build an image of missing person or suspect. Running a genetic scan is a full round action which provokes an attack of opportunity.

Beginning in PL 7, gene sensors no longer require physical contact, and can provide a genetic readout on any creature within a 10 ft radius of the scanner. The scanner's readout displays the subjects:

- Natural height and weight
- True race and species
- Gender
- Natural hair and eye color
- Age category
- The presence of any hereditary diseases or genetic anomalies
- The presence and kind of any genetic enhancements, mutations or soft tech bionics.

Gunner Drug

This wardrug is based on analysis of Lifechained biology. Applied by intramuscular injection, Gunner Drug allows the user to briefly manifest a dangerous bio-based energy weapon. Select any energy weapon you are proficient in the use of. Your dominant hand gruesquely transforms into a biological equivalent of that weapon. This bio-weapon is equipped with a number of clips or cells worth of energy/ammo equal to your CON modifier

(minimum one clip). When the ammunition is exhausted, or after 1d4 hours, whichever comes first, the transformation ends and your body returns to normal.

Special: Since the drug is based on Lifechained biology, the user is considered to be a Lifechained creature with a single feat for the purpose of predatory Lifechain abilities while the drug is active. At the gamemaster's discretion continued use might allow the user to select the Awakened Heritage (Genesis) feat after character creation.

Hardshell

This wardrug is based on the study of metahuman biology. Applied either by injection or via a slap patch, Hardshell causes a thick calcium and carbon exoskeleton to rip through the user's skin. This bulky exo-skeleton provides the user with a +8 natural armor bonus to Defense, but reduces his or her max DEX bonus to +0. The exoskeleton's sudden appearance shreds non-armored clothing and equipment.

The user is nearly blind while the drug is active, as the exoskeleton grows over the eyes and face. The user suffers a -8 penalty on Spot checks and checks involving vision while the drug is active. Hardshell remains active for 1d8 hours, and when the drug's effect ends, the user suffers 1d4 points of temporary CON damage.

Special: Since the drug is based on Lifechained biology, the user is considered to be a Lifechained creature with a single feat for the purpose of predatory Lifechain abilities while the drug is active. At the gamemaster's discretion continued use might allow the user to select the Awakened Heritage (Nemesis) feat after character creation.

Hyper Oxygen Inhaler

This drug hyperoxygenates the user's blood and sends a surge of painkilling and energizing chemicals directly into the bloodstream. As a result, the user is better able to survive serious injury. The

user gains 10 temporary Hit Points, which are lost first and vanish 3d6 minutes after the dose is taken. Temporary Hit Points can raise the user over his or her normal maximum HP total.

Lunar Supplements

Though artificial gravity extends to most places on the lunar colony, it still only produces only about 85% of Earth's gravity. Most of Diana Station's million-plus inhabitants take a daily multivitamin supplement heavy on calcium and iron to prevent loss of bone density. Thanks to these common supplements, a Lunar citizen can adjust to life on Earth in a few days rather than a few months.

Metabolic Scanner

This device is often included as a standard application for palmtop computers and communications devices, and is standard issue on Delight and other colony worlds. It consists of a chemical and anatomical database and a simple chemical analysis program: its purpose is to instantly determine if an alien foodstuff is safe for human consumption.

Most metabolic scanners sold in Earthspace include metabolic data on humans, Stonecutters, Half-Grey and 2-3 other galactic races (usually Jigsaw and Polyflor, though this varies). By choosing the icon corresponding to the desired species and scanning a foodstuff, the device quickly provides a readout determining if the item is safe to eat or not. A popular mod will even tell the user whether or not the scanned item would be considered kosher. The Metabolic Scanner can detect the presence of any poison or radioactivity in a foodstuff, liquid or animal (living or freshly killed) automatically as a full round action. Only one such item can be scanned per round.

Narcan III

This evolved form of a drug common to 21st century emergency rooms quickly neutralizes the effects of drugs. Unwilling creatures injected with Narcan III may attempt a DC 24 FORT save to resist its effects. If they fail the save, Narcan III neutralizes any drug active in their system within 2d4 rounds. Narcan III does not affect poisons.

Phys Booster

This drug is an ultrafast acting steroid and nutrient load designed to quickly and safely enhance the user's physical capabilities. Phys Booster provides the user with a+3 enhancement bonus to their STR and DEX scores for 1d4 hours. After the drug wears off, the user is *exhausted* for 1 hour and *fatigued* for 8 hours or until he or she next rests.

Taking more than one dose in a 24 hour period requires the user to make a DC 24 FORT save or suffer 2d4 points of temporary CON damage. Phys Booster is engineered to not be physically addictive, but the rush of power is dangerously psychologically addictive. Most sports leagues, with the exception of metahuman sports leagues such as the Orbital Sumo and Bio-Ride circuits ban this and similar drugs.

Psi-Blocker

This drug is only used when confronting the most dangerous psions because of its mind numbing and dangerous side effects. Users have difficulty concentrating on even simple tasks while a dose is

penalty to their INT score.

Smartdrugs

An outgrowth of Alzheimer's research, several different brands of smart drug were developed to slow or reverse the effects of dementia. The drugs' role was quickly expanded beyond just helping the age, and are commonly prescribed to business people and professionals of all ages and social standing.

A dose of commercial smartdrugs lasts for 2d6 hours. During this time, the recipient gains a bonus of 1d4 each to their INT and WIS scores. If more than one dose is taken within a 24 hour period, the user must succeed at a DC 18 FORT Save or suffer 1d4 points of temporary DEX damage.

Strongmind

A military-grade anti-depressant and stress inhibitor, Strongmind is often prescribed to frontline troops. Strongmind alters the way the brain processes stress memories and handles the flight or fight response.

Medical Item	Size	Weight	Purchase DC	Restriction Rating	dose of
Auto-Doc, One Use	Small	6 lbs	DC 24	Restricted (+2)	bonus on FORT
BodySim	Fine	Negligible	DC 4	None	not suffer
Centering Drugs	Fine	Negligible	DC 10	Licensed (+1)	the drug is active.
Cure Gel	Fine	Negligible	DC 7	None	
Decision Red	Fine	Negligible	DC 4	None	
Gait	Fine	Negligible	DC 4	Licensed (+1)	
G-Drugs	Fine	Negligible	DC 3	None	
Gene Cutter	Fine	Negligible	DC 10	None	
Gene Sensor	Tiny	1 lb	DC 22 (PL 6) DC 23 (PL 7)	PL 6: None PL 7: Licensed (+1)	
Gunner Drug	Fine	Negligible	DC 18	Military (+3)	
Hardshell	Fine	Negligible	DC 15	Licensed (+1)	
Hyper Oxygen Inhaler	Fine	Negligible	DC 17	Licensed (+1)	
Lunar Supplements	Fine	Negligible	DC 2	None	
Metabolic Scanner	Tiny	1 lb	DC 12	None	
Narcan III	Fine	Negligible	DC 10	Licensed (+1)	
Phys Booster	Fine	Negligible	DC 14	Licensed (+1)	
Psi-Blocker	Fine	Negligible	DC 16	Restricted (+2)	
Smart Drugs	Fine	Negligible	DC 6	None	
Strongmind	Fine	Negligible	DC 8	Restricted (+2)	

Services

"We are prey and culture is the predator."

-Bad Religion, The Defense



The new technologies used in 2107 CE have created entirely new industries, and new experts to aid the characters with now necessary tasks.

Chassis Deco

Most full and light reconstruction cyborgs take great pride in their hull, and an entire industry has sprung up around providing custom chassis and slick paintjobs for 'borgs. These specialized mechanics can completely change the cyborg's outer appearance with just a few hours of work. Chassis deco shops usually specialize in cosmetic procedures, but a few can perform simple repairs to internal components or swap out systems.

Fetal Cryostorage

RESCUE International and other Lifer charities offer free or low cost fetal cryostorage to expectant parents as an alternative to abortion. The fetus is removed from the uterus in an outpatient procedure and installed into a stasis sleeve. A fetus can remain in cryostasis indefinitely, until reclaimed by the parents or given up for adoption/implantation.

The cost given is for a month in an unsubsidized fetal storage berth. Most patients actually pay little or nothing, since public fetal cryostorage programs are supported by corporate charitable donations.

Older children and adults can be placed into cryostorage as well. Sometimes, as in the case with Covenant's *themesophoria* ritual, this is done for



religious reasons, but more commonly an adult or older child is placed in a slightly modified version of cryostasis for medical reasons. Therapeutic cryostasis does not leave the body completely inert, and allows a character reduced to less than -10 HP and effectively killed a chance to slowly recover from what should have been a fatal injury. Recovering from such a devastating injury requires several years, and patients are usually cyber-converted if so severely injured.

Increase the unsubsidized Purchase DC of cryostasis by +1 for every size category the patient is beyond size Small.

Fetal Imaging

Providing expectant mothers with a 3D model of their gestating fetus has been a profitable sideline for Lifer aligned doctors since the service first became available during the early 21st century. Modern fetal imaging boutiques are purely outpatient, and high resolution sonogram images can be taken through clothes at a mall kiosk. The Lifer mega-retailer, *Baby, Belly, Blankets* offers fetal imaging at every retailer in North America.

Most kiosks also offer genetic portraits of the child, aged up to a photo-real CGI childhood, teenage years and adulthood. For extra authenticity, most genetic portrait booths have trend-predicting AI software, supposedly able to predict fashion five, ten and twenty years down the line. Even in the notoriously unhip Lifer Enclaves, the fashion choices

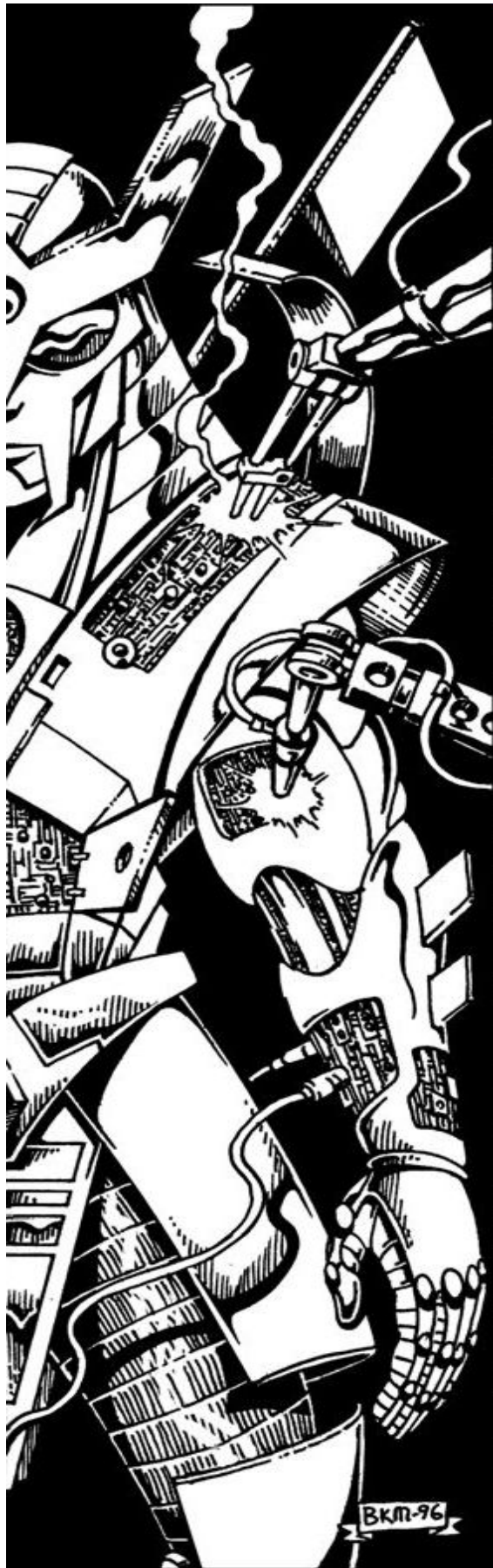
of these supposedly expert AI are worth a laugh.

The Lifer nation's omnipresent Nuremberg AI has access to this technology and can easily generate genetic portraits of aborted fetuses. The cruel AI often sends email 'birthday cards' to clinic patients on the anniversary of an abortion for several years, accompanied by appropriately aged gene portraits, and hotlinks to Lifer-run 'grief counseling' Meshsites.

Full Disassembly Full Conversion

Cyborgs extensive maintenance to keep functioning, and a variety of trusted cyber docs provide this service for clients. Full Disassembly salons offer comprehensive disassembly and diagnostic services and in their own strange way pamper their heavily armed cyborg clients. Full Disassembly requires stripping the cyborg down to basic components, then completely disassembling, cleaning and inspecting all components before reassembling them.

Usually, the offline FCB is lowered into a tank of nano-active smart oil, which maintains their life support function while the nanite stew does the real work. Since cyborgs are offline and completely



helpless for up to 24 hours during Full Disassembly, most cyber salons offer their clients excellent security. Trustworthy FCB mercenaries usually sign on for a career as a Full Disassembly salon guard; the pay is great, the risk is minimal, and they receive the best body maintenance money can buy. The best, and highest end Full Disassembly salons are located on the Lunar colony, and most have several month waiting lists for reservations.

Military cyborgs receive a slightly less luxurious version of this service free of charge as part of basic military medical care. Full Disassembly more than satisfies the cyborg's basic monthly maintenance requirements.

Hell House Admission

Travelling Lifer carnivals and activist-nomads put on elaborate Hell Houses- think a haunted house with a gory, Evangelical Christian and Lifer spin. The horrors inside represent sin and (always fully deserved) punishment, and revel in brutality and degradation. For young Lifers, a trip to a good Hell House is an interactive, real time version of a horror movie. Even some Choicers have

come to see Hell Houses as more performance art than activism.

“Hotel Rescue”

For civilian Lifers travelling to a designated city for a Summer of Rescue mega-protest, finding accommodations is almost impossible. Most Choicer hotels won't rent to Lifer activists, and the few neutral hotels in the city, not to mention the Lifer chains, are already booked to capacity.

Rescue Hotels are portable 'coffin hotel' berths carried on a specially converted Caterpillar cargo hauler. The holds are fitted with dozens of claustrophobic but passable sleeping pods, each offering about 3 ft x 3 ft x 6 ft accommodation- just enough space for a big man to sleep. Each cargo pod holds between 15-20 pods, and includes a small communal bathroom with shower. On the morning of a protest, the entire cargo hauler hotel moves to the 'frontlines' of a besieged clinic to disgorge its guests.

Despite the meager accommodations, a stay at Hotel Rescue always includes an amazing homecooked breakfast before the clinic siege, cooked by the women of the movement. Known Lifer activists, War vets and respected post-humans usually stay for free, but tipping is encouraged.

ITF Communications

ITF Communication systems allow real-time communication between Earth and its various outcolonies and exploratory vessels. The equipment required is cutting edge and expensive, and the physics behind the tech are brain-breaking, making a real-time call to Earth a rare event.

ITF Communication spikes each 22nd September, as outcolonies provide public messaging to families left behind on Earth. September 22nd is the Covenant holiday of the Ingathering, a date that even hard line Christian outcolonies have adopted for regular communication with Earth.

Lifechained Breastmilk

Several upscale boutiques in San Francisco, Atlanta and New York city are selling breastmilk collected from female Lifechains. Trade in Lifechained genetic material is closely regulated and over the counter sales like this are very illegal, but so far APEX has been unable to eradicate the trade. Drinking this ultra-rare and possibly dangerous substance is a sign of ostentatious wealth and conspicuous consumption- some of the hippest clubs in the world serve Lifechained milk and mixers.

The true risks and benefits of Lifechained milk are unknown. A few regular users have contracted Lifechain-specific illnesses or worse, attracted the attention of Lifespawn, but so far, no user has manifested Lifechain abilities of their own.

Meaningful Ink Tattooing

Tattoos and scarification are common ways for combat volunteers and ordinary men and women alike to show their allegiances. After three decades of house-to-house warfare and insurgency, very few Americans lack scars or brands. Intentional and ritual scarification is likewise common. Covenant fencing clubs and dueling circles ritually scar their members with their athames, earning a dueling *schliess* is an important part of a Covenant fencer's first battle. Believers on both sides scar and tattoo themselves in accordance with their traditions.

Choicer men and women endure elaborate scars on their faces and dominant hands, to remember the sacrifices their parents made during the war, and in memoriam for pagans murdered throughout history. On the other side of the country, Lifer believers scar themselves to symbolize the horror of abortion, or in memory of fallen rescuers. Being so common, among every strata of society, even facial scarification and tattooing no longer carries any social or economic stigma.

With at least 8 hours, and probably more, you can purchase a large, masterwork tattoo that declares your politics from an artist with the Tattooist feat. Doing so provides you with the Meaningful Ink feat.

Micro-Grav Ballet

The Choicer-controlled Lunar colonies have pioneered a haunting new form of low-g ballet. Roe Day performances, reflecting the history and struggles of the pro-choice movement have become a Covenant tradition. Tickets to a Roe's Day recital sell out months in advance, and admission to a celebrated performer's dance can run into the thousands of dollars. Real-time Mesh-links allow Choicers who cannot attend the dances in person to enjoy this strange, new form of post-human art.

Moonwise Training

Rituals involving menstruation are a potent social force within the matriarchal and feminist coven. Respected elder witches with the Moon's Teacher feat are in great demand for their ability to lead young women in celebratory coming of age rituals. After an intimate and mentally taxing day long ceremony, you gain the Moonwise feat.

Orbital Sumo Tickets

The Powered combat sport of Orbital Sumo may never get as big as football, but it's an increasingly popular sport for Powereds and baselines alike. Air yachts with suborbital capability offer great views of the action, as Powered gladiators are dropped from high Earth orbit and brawl all the way to splash down. Cheap seats on an orbital yacht are pricey, but not out of reach for the upper middle class. Most attendees come for the awesome buffet, gambling and general day of leisure on the air yacht as much as they do for the event.

Top end tickets buy a small private suite on the yacht and access to an amazing open bar and a few hours of utter luxury.

Personal Memetic Campaign

Advertising services and memetic warfare AI are extremely common, and will offer their services to the highest bidder. Crafting a memetic campaign provides the client with a +2 bonus on CHA-based skill checks among any single allegiance, chosen when the campaign is initiated. It takes 24 hours to begin a new memetic campaign; the client must have Mesh access, and this bonus

only applies when the client's identity is known. Most public figures have several memetic campaigns running simultaneously; important politicians such as High Priestess Emily Nicellos or Lifer activist Fairfax Dacoveney are at the center of hundreds of inter-locking ad offensives

Shamanic Readings

Fortunetelling is a popular hobby for Covenant neo-pagans, and the Covenant's military bases its strategic plans upon precognitive dreams foreseen by expert military psions. Celebrity oracle readings run on most gossip Mesh sites, and most neighborhoods boast a few local fortunetellers or Tarot readers with documented psionic gifts.

Purchasing a shamanic reading from a Covenant psychic provides the character with the benefit of the *augury* spell with a 75% chance of success. If the oracle possesses the Anointed Cleric or Moonwise feats, increase the Purchase DC of the fortunetelling session by +2.

Space Travel

Space travel is provided by any one of the million plus light shuttles, cargo haulers, suborbitals and massive ITF vessels orbiting Earth. Despite the relatively rarity of out-system travel, intra-solar space travel is an everyday fact of 22nd Century life.

Suborbital hops have become a mundane and necessary part of business travel. Near earth space is crowded with thousands of passenger jets and cargo haulers. Even middle-class travelers can afford to book a suborbital hop, and flit from North America to another continent—or up to the lunar cities- in a matter of hours.

Commercial faster than light liners can carry passengers from Earth to Jupiter's Solomon Station, the most distant in-system colony, in a little under two weeks. Smugger ships and cargo haulers can shave a few days off the crossing, by taking riskier routes through the asteroid belt. Most of these haulers use non-ITF propulsion methods, which are safer and more efficient for in-system use. Buying passage on an ITF capable ship in-system

adds +4 to the Purchase DC if a ship is available at all, but reduces the journey to just a few hours, and most of that is taken up with docking or landing clearance.

Out-system ITF journeys vary wildly in length. A journey of a few light years might take just a few hours, a voyage to the Stonecutter homeworld might take a few weeks. Journeying to the Galactic Core is always a harrowing journey, with a one way voyage into Phallus space taking upwards of two years.

The prices listed for Space Travel assume business class accommodations. Increase the Purchase DC by +3 for truly first class luxury. Passengers willing to travel steerage on a cargo hauler might be able to knock a few points off the Purchase DC, depending on how well they negotiate.

Sto necutter Mercantile Sphere Citizenship

Non-Stonecutters can purchase citizenship in the powerful galactic empire, or have citizenship bestowed upon them as a reward for a particularly heroic deed on behalf of the Mercantile Sphere. Characters are not required to relinquish their national or planetary citizenship, so long as their home worlds and nations are on good terms with the Stonecutter empire. Most human space travelers, especially those with *Nemesis Lifechain* abilities consider purchasing Stonecutter citizenship necessary insurance before leaving Earth space. On Earth, a few clever and well connected Lifer terrorists have bought Stonecutter citizenship to baffle Covenant and Fed-Gov law enforcement.

Stonecutter citizenship places the character under the protection of the Stonecutter empire, providing the character with free legal assistance on any world with a Stonecutter presence. The Stonecutter empire will use economic, diplomatic and even limited military force to protect its citizens. Characters with Stonecutter citizenship receive a +2 bonus on Knowledge (civics and business checks)

Service	Purchase DC	Restriction Rating
Chassis Deco	DC 15 -20	None
Fetal Cyrostasis	DC 11 per month	Licensed (+1)
Fetal Imaging	DC 6	None
Full Disassembly	DC 20 – 26	Licensed (+1)
Hell House Admission	DC 2-3	None
“Hotel Rescue”	DC 7-8	None
ITF Communications	DC 12 per minute	Licensed (+1)
Lifechained Breastmilk	DC 16	Illegal (+4)
Meaningful Ink Tattooing	DC 12 + the tattooist’s ranks in Craft (visual arts)	None
Micro Gravity Ballet	DC 19-23	None
Moonwise Training	DC 12 + the clergy’s ranks in Knowledge (theology & philosophy)	None
Orbital Sumo Tickets	DC 14-20	None
Personal Memetic Campaign	DC 22 per day	Licensed (+1)
Shamanic Readings	DC 13	None
Space Travel (suborbital or translunar hop)	DC 18	Licensed (+1)
Space Travel (intra system travel)	DC 23	Licensed (+1)
Space Travel (out system ITF travel)	DC 27	Restricted (+2)
Stonecutter Mercantile Sphere Citizenship	DC 28	Restricted (+2)
Tac-Sim Session	DC 8	None
Temple Prostitution	DC 12 + the prostitute’s ranks in Perform (sexual)	None

and Diplomacy checks related to law and finance on worlds allied with the Mercantile Sphere. Stonecutter citizens are allowed to own property on Kor, the Stonecutter homeworld. Naturally, all Stonecutter characters naturally receive this benefit by default.

Tac-Sim Session

Tac-Sim is a futuristic form of paintball, played on elaborate courses incorporating holograms and combat robotics, and is a wildly popular hobby circa 2107. Tac-Sim games- either pick up games with friends or league-sanctioned mega-events- give ordinary people a chance to play at being a post-human soldier, and offer real Powered characters a decent place to train. Many low-level combat volunteers spend time on a tac-sim course honing their skills in lieu of the more expensive and elaborate training offered to military Powered characters.

The price listed includes course rental for an hour or so, pads, guns, and locker rental for one person. Major tournaments might have their own entry fee.

Temple Prostitution

Most Covenant temples offer the services of sacred prostitutes of both genders and a dazzling array of species. For some, a visit to a temple *horae* is nothing more than a few hours of sexual release, while for Covenant believers, such visits are a sacred tantric ritual. If a temple *horae* has the Anointed Cleric feat, increase the Purchase DC of his or her services by +2.

Purely secular prostitution has similar purchase prices.

MILITARY EQUIPMENT

The following devices are standard issues for most of the future's soldiers.

Anti-Sniper Triangulation System

This badge sized device is usually clipped to a soldier's web gear or helmet. When a shot is fired anywhere within 500 ft of the wearer, the system acts to lock on to and triangulate the sound of the shot. Within a second, the system should be able to lock onto the shooter's position, projecting a real-time map either as a hologram or by uploading the data direct to the soldier's HUD or cyber systems.

The Anti-Sniper Triangulation System makes a Listen check with a +20 modifier to detect and back-track a shot. The system is best when dealing with projectile weapons, and suffers a -10 penalty on listen checks to detect energy weapon discharges.

"Baby Bones" Smartcloth

This expensive product of the nano-tech revolution is worn by any Lifer street rescuer who can afford or steal it. Outwardly a simple cloth bandana worn over the nose and mouth, the smartcloth acts as a chemical filtration unit, protecting the wearer from poisons, gasses and bio-war agents. Nano-computers and imaging software also takes a real-time X-ray snapshot of the wearer's skeletal structure, and displays a high resolution skeletal façade on its smartcloth surface. The end result is eerie but practical, perfect for Lifer culture.

Any character wearing "Baby Bones" smartcloth receives a +6 equipment bonus on FORT saves against inhalation toxins and disease.

Bombsniffer

An expert AI running a suite of advanced chemical, radiological and olfactory sensors, modern bomb sniffing devices can detect all but the most cunningly hidden explosives. A modern bomb sniffer is a short blunt wand with a smooth surface marred by slightly recessed sniffer vents and sensors. Most

soldiers, cops and private security forces carry a bombsniffer on their web belts.

A bombsniffer will automatically detect any concealed explosive device with Search / Spot DC 30 or less within 30 ft. The user does not have to actively search, merely passing within 30 ft of the device is enough. Once an alert sound, the user can pinpoint the location of the explosive with a full round action.

Bombsniffers will detect any combustible material, even such innocuous substances as gasoline in an engine or fuel in a lighter, but the warning tone for these devices is limited to a short beep, as opposed to the screaming wail that sounds when a true bomb is detected.

Charger Vambraces

These high tech gauntlets fit over a metahuman's forearm. Energy regulators and high efficiency flash-release batteries provide a more predictable damage output from the powered's natural weapons.

When the wearer fires any natural energy weapon, such as a Powered Hero's Shooter talent or a damage dealing Psionic ability, the charger vambraces ensure the supersoldier does slightly above average damage. If the damage roll is not equal to half the die size plus one per die, treat the damage inflicted as if that minimum amount was rolled. For example, if the wearer's Shooter talent would normally inflict 2d6 points of damage, the minimum damage possible while wearing the vambraces would be 8.

Climber Gloves

Using shapeshifting polymer treads on the palm, these gloves effectively increase the surface area of the hand that touches a surface several thousand times. Climber Gloves are worn by



soldiers as well as utility line-men and others working in high places, and are often integrated into spacesuits.

Wearing Climber gloves provides the user with a +8 equipment bonus on Climb checks.

Clinic Force Domes

The Choicer government protects its women's temples, abortion clinics, police stations and important government offices behind a shimmering wall of watery azure light. The first clinic force domes came on line during the turbulent 2040s, as a generation of proto-Lifer terrorists tested the arms and tactics of the early Army of God against an unprepared Choicer nation. The watery light of a clinic force dome has become the iconic image of 22nd Century America. The War has transformed the country into a blue tinted world.

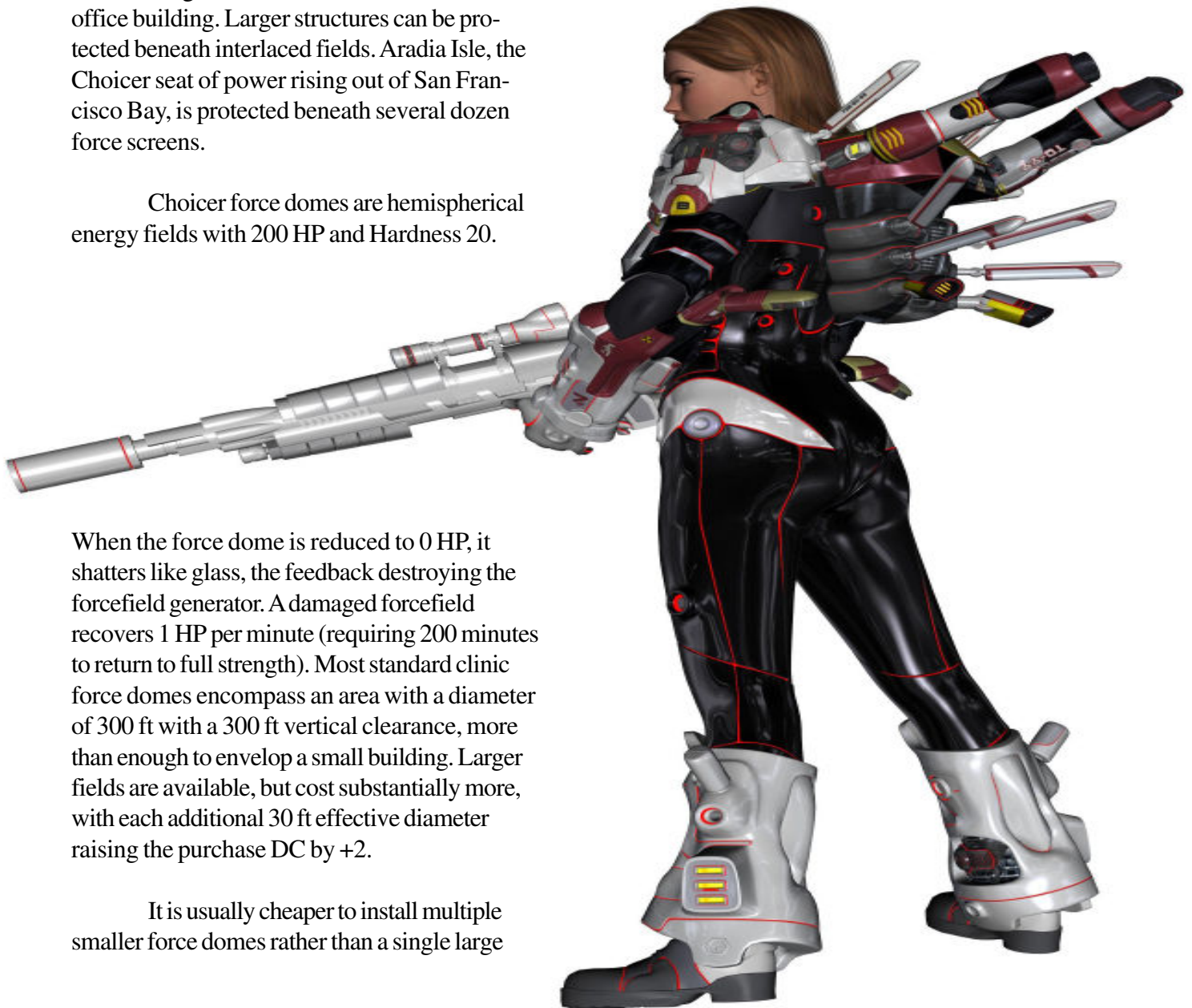
Choicer force fields are artificially generated fields of stable telekinetic energy, capable of withstanding anything up to and including an orbital bombardment. These fields are far more durable than a vehicle's maneuvering field; where a hovercoupe's Mac-Tik field feels like a wave of pressurized air, military force fields are solid. Touching one feels like touching smooth, slightly electrified glass.

A typical Choicer force dome is projected by a series of rib-like pylons rising from beneath the protected structure. By drawing on a city's power grid or a building's internal fusion reactor, the force dome can be extended to cover a wide area. A standard Choicer field system can easily protect a free standing clinic the size of a modern small office building. Larger structures can be protected beneath interlaced fields. Aradia Isle, the Choicer seat of power rising out of San Francisco Bay, is protected beneath several dozen force screens.

Choicer force domes are hemispherical energy fields with 200 HP and Hardness 20.

one. Having multiple field emitters also provides some degree of redundancy in case one field shatters and fries the emitter.

The force dome is non airtight, and does not block electronic transmissions. The field is controlled from within, or by secure wireless communication. As a standard action, a user can raise or lower a force dome. On magically active campaign worlds, the forcedome does not block gaze attacks. Normally when visitors wish to enter the force dome, the field is briefly extended to envelop them, and an inner 'door' is opened in the energy umbra, similar to an airlock. Alternatively, the force field's operator can simply choose to open a hole in the field



When the force dome is reduced to 0 HP, it shatters like glass, the feedback destroying the forcefield generator. A damaged forcefield recovers 1 HP per minute (requiring 200 minutes to return to full strength). Most standard clinic force domes encompass an area with a diameter of 300 ft with a 300 ft vertical clearance, more than enough to envelop a small building. Larger fields are available, but cost substantially more, with each additional 30 ft effective diameter raising the purchase DC by +2.

It is usually cheaper to install multiple smaller force domes rather than a single large

large enough for a person or vehicle to pass through.

Combat Web

The Combat Web harness is a product of 21st century military ingenuity at its best. This combat harness distributes the weight of a soldier's gear evenly across his body, allowing the soldier to carry his equipment more comfortably. A Combat Web harness has several dozen pouches for carrying small bits of gear, attachment points to store weapons, a bedroll, canteens and other useful equipment. The harness also has a quick release buckle allowing the soldier to drop all his gear as a free action.

A soldier using a Combat Web harness can carry 25% more weight than his Strength score (and/or other abilities) would suggest. In addition, the soldier can designate one of his carried weapons as being easily accessible, thanks to the harness. The soldier can draw this weapon from the harness as a free action, as if he had the Quick Draw feat, even if the character doesn't meet the prerequisites for that feat.

Night Vision Contacts

Night vision contact lenses use chemical reactions, activated by proximity human body temperature, to magnify and intensify light. Wearing a set of night-sight contacts, which are available in plain, colored and decorative versions, provides the wearer with Darkvision out to 60 ft.

Powered by chemical reactions, a pair of night-sight lenses can function for up to 16 hours before degrading into uselessness. A pair of these lenses can only be used once. While using the night vision function of these contact lenses, the wearer suffers a -4 penalty on Spot and Search checks due to lack of depth perception and fine color vision.

Night Vision Goggles (Second Generation)

Modern nightvision goggles built to special forces specifications have all but eliminated the problems of older-model NVGs, namely monochrome vision and lack of depth perception. Colors are muted when viewed through these advanced

NVGs, but can still be discerned, and the picture is much more like normal human vision. These goggles function identically to standard NVGs, but do not impose the -4 penalty on Spot or Search checks as older models do.

Sanctuary Field Generator

The Sanctuary Field Generator is a miniaturized version of the massive force shield projectors which protect Choicer women's temples. Unfortunately, Sanctuary generators, even at their smallest are the size of a modern laptop, and weigh more than ten pounds. For a priestess under fire, the weight is a small price to pay for the safety of a glistening, invulnerable force dome.

This device is a bulky, black or grey plastic device topped with a smooth projection lens. In both size and shape it resembles a modern laptop. Most users wear a Sanctuary field generator as a backpack or slung from a shoulder strap. Despite their high cost, these devices are common sights in the embattled cities of 22nd Century America.

The Sanctuary Generator projects an iridescent bluish/white defensive field around the wearer or any Medium-sized object or creature within 30 ft. The field provides the user with Damage Reduction 5/-, and blocks force effects from crossing the barrier, preventing some breeds of lasers and spells such as *magic missile* from harming the user. The field occupies a 5 ft square, and does not move. A user must deactivate and reactivate the field to change its position. Activating the field is a standard action.

The Sanctuary Field Generator can function continually for up to 2 hours before its batteries are drained. The Sanctuary recharges automatically, absorbing kinetic energy from the wearer's motion; a drained generator recharges fully in 8-10 hours.

Street Deco

Street Deco is latex-based nano-impregnated camo paint sold under dozens of trade names. The paint comes in a variety of colors, is water proof and lasts for up to 48 hours until flaking away, unless it is wiped off with a mild alcohol solution sooner. Street Deco is often used as a mundane cosmetic as well as tactical war paint. Each vial holds enough paint for the application of up to 4 ‘command line’ camo patterns, described elsewhere.

Soldier’s Paint

This chemically active war paint comes in a variety of colors and is laced with steroids, anesthetics and other drugs absorbed through the skin. Supersoldiers often paint their faces in imitation of famous combat volunteers, decorating themselves with eye-catching, unique designs.

Applying Soldier’s Paint requires a full round action. For 4 hours after the application, the wearer gains a +1 bonus on FORT saves. The effect ends if the paint is washed away. The wearer becomes *nauseated* for 24 hours if he uses the paint more than twice in any given 24 hour period.

Warpainter Expert AI

The Warpainter system is a sleek plastic mask with an onboard expert AI that specializes in the creation of Command Line Patterns. The Warpainter uses microscopic spray jets on the underside of the mask to apply Patterns to the users face. Applying even the most complex command line paint pattern requires only 1-2 minutes, and the Warpainter’s expert systems make it easy to find and apply even the most intricate patterns.

The Warpainter AI provides the user with a +15 equipment bonus on Craft (visual arts) checks made to apply a Command Line Pattern and a +5 equipment bonus on Research checks made to find a usable template, when linked to a palmtop.

Item	Size	Weight	Purchase DC	Restriction Rating
Anti-Sniper Triangulation System	Fine	Negligible	DC 22	Military (+3)
“Baby Bones” Smartcloth	Tiny	Negligible	DC 16	None
Bombsniffer	Tiny	1 lb	DC 20	Restricted (+2)
Charger Vambraces	Small	4 lbs	DC 22	Military (+3)
Climber Gloves	Fine	1 lb	DC 16	None
Clinic Forcedome	Colossal	2-3 tons	DC 41	Restricted (+2)
Combat Web	Small	5-7 lbs	DC 9	None
Night Vision Contacts	Fine	Negligible	DC 12	Licensed (+1)
Night Vision Goggles (2 nd gen)	Small	2.5 lbs	DC 16	None
Sanctuary Field Generator	Small	10 lbs	DC 22	Licensed (+1)
Street Deco	Fine	Negligible	DC 4	None
Soldier’s Paint	Fine	Negligible	DC 8	Licensed (+1)
Warpainter Expert AI	Tiny	3 lbs	DC 13	Illegal (+4)



VEHICLES

Virtually every civilian vehicle from D20 Modern and most of the futuristic vehicles from D20 Future are still on the roads of 2107 America. Modern manufacturing techniques have lowered the cost of most vehicles, and some truly ancient vehicles still prowl the roads, fixed when they break, handed down from grandfather to father to son and jury-rigged into compliance with modern standards

Drivers can purchase either a knock-off or a badly outdated, continually rebuilt version of any vehicle found in D20 Modern... including aircraft and military hardware, which allows underfunded national militaries to field heavily modified 21st century tanks and warplanes as opposed to the multi-million dollar monsters that are the cutting edge of military hardware. The Purchase DC of the vehicle is reduced by -10. The vehicle's restriction rating is unchanged.

Collectors can find pristine, unmodified versions of 21st Century vehicles; the Purchase DC for these collectors items are unchanged, or even increased, to reflect their relative rarity.

MAC-TIK: MACHINE TELEKINESIS

“Mac-Tik” technology is one of the fundamental, defining innovations in the Otherverse. Short for Machine Telekinesis, this technology powers everything from the impressive, azure force fields protecting Choicer abortion clinics and war machines to the ordinary civilian craft of 22nd Century America.

Machine Telekinesis, like Object Philosophies, are a scientific duplication of metahuman powers. Using neural maps of telekinetic brain activity as a template, Mac-Tik engineers built single-purpose AI that would generate impressive amounts of telekinetic energy. Using Mac-Tik engines, scientists could generate incredible amounts

of telekinetic energy from only small amounts of electrical power. A small Mac-Tik engine hooked to a conventional car battery can generate a field of telekinetic energy strong enough to lift and maneuver several tons.

Mac-Tik technology was first used in military vehicles, creating quick and nimble hovercrafts and making “Shell suit” aviation a possibility. Unlike the bulky control surfaces and dangerous, combustible fuel needed by conventional aircraft, a Shell suit equipped with a Mac-Tik lifter system gains the airborne maneuverability of an attack copter without significantly increasing the suit’s bulk. The technology quickly migrated into the civilian sector, and by 2107, more than half the vehicles on America’s roads fly on a cushion of electric blue telekinetic energy.

Civilian Vehicles

Future America’s streets are crowded and overstressed. There are a variety of different vehicles on the road. Jury rigged autos from the present day have been rebuilt a dozen times, patched together and retrofitted to run on modern fuels and energy cells. Modern heavy trucks and cargo haulers rumble down heavy-transit lanes on massive, drumlike polymer wheels.

Light and agile civilian hovercraft, powered by Mac-Tik energy matrixes, dart between these lumbering goliaths. Modern passenger cars are sleek, as aerodynamic as a bullet and perfect for use as one or two person transports. Lifer vehicles tend to be heavier and have a bigger passenger capacity; Lifers stereotypically have larger families to carry, after all. Bikes and electro-cell mopeds are common, not only among the poor and eco-conscious, but among anyone wanting a way to avoid the ever present gridlock of the 22nd Century.

Caterpillar Multi-Axel Haulers

Caterpillar class cargo vehicles are some of the largest, heaviest vehicles on the road, capable of hauling truly massive amounts of cargo. These

vehicles resemble modern semis or tanker trucks, but are built to a much more massive scale. The core section of a caterpillar encompasses the driver’s cabin and engine. Mission specific modular storage and cargo modules can attached to the caterpillar’s core section, like the traincars on a locomotive.

The core module and each swappable cargo module have their own independent suspension, each with 4-8 independent axels and sets of massive, high density polymer wheels. To assist in maneuvering, each cargo module is equipped with steering programs and safety systems, allowing the train like vehicle to easily traverse crowded city streets.

The Caterpillar’s core module is 3 squares wide and 4 squares long, with its own enclosed, airtight space for cargo. Each swappable cargo module is 3 squares wide and 3 squares long; depending on configuration, these modules can be flat beds, airtight containment tanks or refrigerated or non-refrigerated cargo space. Cargo boxes include modular shelving and tie down systems, allowing the vehicle to carry a wide variety of different cargos safely. Each Caterpillar typically mounts 2-4 cargo modules.

Each cargo module mounted inflicts an additional –1 Initiative and Maneuver penalty to the core module and reduces its top speed by 20 squares (2 chase scale squares). A Caterpillar can mount up to 5 cargo modules.

Truth Trucks

Lifer protesters often equip massive Caterpillar haulers as command centers for street demonstrations. Referred to as “Truth Trucks” these multi-axel behemoths are reinforced with additional armor, covered in anti-abortion art and high resolution display screens, which run continual loops of gory propaganda.

Instead of traditional cargo modules, these vehicles are often equipped with high-end recording and communications gear, allowing them to broadcast live from a ‘rescue’. Others are equipped as

mobile museums, with complex walk in displays or bloody hell-houses designed to shock-convert audiences. Many Full Pro-Life and Razor clans live in converted Truth Trucks that are essentially heavily armored RVs equipped with commercial grade hologram emitters, soundsystem and fold-out displays. A truck full of Full Pro-Life missionaries can unfold the truck's display sections with just a few minutes work, easily transforming the vehicle into a mobile church or mini Hell House.

Mac-Tik Coupe

Mac-Tik coupes are one of the most common vehicles on the roads today. These low slung, aerodynamic vehicles blend civilian comfort with military styling; even a suburbanite commuter's coupe looks as fast and lethal as a war plane. These vehicles have a fighter-plane style clamshell canopy; the front windscreen and side panels split open to allow access to the vehicle.

Mac-Tik coupes are marketed as sports and luxury vehicles. Most auto makers market their coupes at the Choicer market- with ad campaigns emphasizing the freedom of the open road. The coupe's small size makes it impractical for the large families common in Lifer culture; Lifer coupes are marketed at businessmen and commuters, and often emphasize the vehicle's luxury features.

The coupe is two squares wide, three squares long.

Choicer Brands: Hestia-Bryne Sojourn ; Toyota Haley-S ; Diana Automota Sprint ; Porsche F-261 ; Acura Moonwyld

Lifer Brands: BMW-Chrysler Progress ; Mercury Resolute ; Ford City-Ranger

Mac-Tik Light Trucks

Light hover trucks are common in business and industry. These sleek pickups resemble the miniaturized light trucks common to Japan and China. Their small size and power efficiency makes these light vehicles ideal for urban couriers, small families, and for duty on enclosed out-colonies.

Mac-Tik Light Trucks feature clamshell passenger cabins, set above the engine. The driver pulls the windscreen and transparent, bubble canopy

down and forward to enter or exit the vehicle. These vehicles share the auto drive capability common to most modern vehicles.

A Mac-Tik Light Truck is 2 squares wide and 3 squares long.

Choicer Brands: Ford Messenger-Choice ; Toyota Rabbit ; Toyota Journeyman ; Suzuki Inner-Road ; Hestia-Bryne Chase

Lifer Brands: Ford Messenger ; Toyota Sunrise F; Toyota Meson ; Toyota Quantum Star ; Samson Motors Equity

Mac-Tik Sprint Haulers

Sprint Haulers are a class of civilian cargo and passenger vehicles, effectively a minivan style chassis equipped with a pair of Mac-Tik emitters spaced equidistantly on the underside of the vehicle. Like most M-T vehicles, sprint haulers are aerodynamically designed, and rounded for dramatic contours. Unlike coupes, sprint haulers are designed for passenger and cargo capacity, not sheer speed. Sprint Haulers share all the luxury features, including auto drive capacity, of mac-tik coupes.

Sprint Haulers are marketed at the Lifer market, offering speed and protection as well as a way to carry huge families. The vehicles are equally popular among businesses, and are often issued as company cars.

Sprint Haulers are usually 2 squares wide, and 4 squares long.

Choicer Brands: Hestia-Bryne Hathor ; Ford Civica-Choice

Lifer Brands: Ford Civica ; Ford Gentlestreet ; Samson Motors Accuracy ; Dodge-Seattle Paragon

Sport Moped

Mopeds are popular among city dwellers, being much more agile, fuel efficient and compact than even the smallest car. As gas prices rose during the mid 21st century, these colorful scooters become more and more popular. By the time the War began, electric mopeds powered by high density batteries outnumbered liquid fuel mopeds.

Mopeds are slightly more stable than motorcycles, and in many jurisdictions can be

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operated without a license, making them popular among high school and college students. Mopeds are equally popular on large, enclosed out-colonies; Solomon Station and Diana Base boast 40-50 mopeds or other ultra-lite vehicles for every conventional auto.

Like a motorcycle, you can mount or dismount a moped as a free action. A moped occupies one square, and provides no cover to its occupants. A moped can carry a single passenger, but doing so dramatically reduces the vehicle's speed.

Bicycle

Even in the 22nd Century, the poor still ride bicycles. Modern bikes are made of ultra-light and extremely durable composites that rarely need maintenance. Most are hinged to fold into a Small object for easy storage, and can be carried (somewhat awkwardly) in a backpack. Collapsing or unfolding a modern bicycle is a full round action.

A bike can be mounted or dismounted as a free action. It occupies one square and provides no cover to its rider. Bicycles increase the rider's base landspeed by 50% and double his or her maximum running speed. Ride checks are necessary when moving over broken terrain, making a REF Save to avoid a hazard, or when riding in battle.

All 22nd Century vehicles are required to be equipped with automatic drive capabilities, a limited use 'dumb-AI' with a Drive skill of +4 and access to constantly updating GPS nav-data. A vehicle can be ordered to drive itself to a destination via voice command from an authorized user, and can be pre-programmed to pick up a designated user at a specific time and place, such as picking up a returning commuter at the airport. Autodrive programs cede control to a human driver (if possible) during an emergency. Most programs use biometric data gathered by sensors in the steering wheel and seats to determine if a driver is intoxicated, and will engage automatically if they detect legal impairment.

Police can disable any vehicle equipped with an autodrive program. They can do so remotely, by entering a particular VIN or driver's ID from any police computer. Additionally, police vehicles have remote terminals that can disable any vehicle within line of sight, useful during a chase when a vehicle or driver's ID are unknown. Doing so requires a DC 12 Computer Use check and is a full round action.

Disabling autodrive functionality or closing the security loopholes that allow police lockouts is a minor felony in most jurisdictions. However, such modifications are relatively easy, and in the paranoid Lifer Enclaves, omnipresent. Lifer cops tend to look

Mac-Tik Vehicles	Crew/Pass	Cargo Space	Initiative	Maneuver Penalty	Top Speed	Defense	Hardness	Hit Points	Size	Purchase DC	Rest
Caterpillar Multi-Axel Cargo Hauler (PL 6)	1/1	500 lbs	-4	-4	150 (15)	6	8	45	Gar	36	Lic +1
Caterpillar Cargo Module (PL 6)	-	4,000 lbs	-1 *	-1 *	-20 (2)	6	10	38	Gar	27	Lic +1
Coupe (PL 6)	1 / 1	80 lbs	+0	-1	280 (28)	8	5	32	Huge	29	Lic +1
Light Truck (PL 6)	1 / 1	550 lbs	-2	-1	200 (20)	8	5	35	Huge	30	Lic +1
Sprint Hauler (PL 6)	1 / 4	400 lbs	-2	-2	175 (17)	8	5	40	Huge	30	Lic +1
Sport Moped (PL 5)	1 / 1 *	50 lbs	-1	+1	95/9 or 70/7*	10	5	14	Med	14	None
Bicycle (PL 5)	1	0 lbs	-1	+0	Special	8	2	12	Med *	7	None

the other way on the matter, and never inspect a fellow Lifer's vehicle too closely, no matter what regulations say. Disabling the police lock requires a DC 22 Craft (electronic) or Repair check and 3-4 hours of work.

VEHICLE GADGETS

"No radar for your jamming, no lasers to deflect, just armor made for ramming and bullets worth respect...."

-Leslie Fish, "The Discards"

The following gadgets can be added to vehicles, sometimes by a well equipped dealer mechanic, but more likely by any skilled back yard mechanic. The Lifer nation especially makes good use of converted civilian vehicles as improvised war machines, so much so that during the early days of the Abortion War, they earned the semi-derogatory nickname "The Minivan Army".

In addition to a Purchase DC modifier, all the vehicle gadgets below are given a Repair check DC. For perennially cash-strapped Lifer nomads, their vehicles are their homes and their best weapons, and doing it themselves rather than paying somebody is the only way to equip their rigs. Raw materials for a scratch built modification can easily be found in junk yards, military surplus shops, or stolen from a military arms depot, and rarely have a Purchase DC greater than 10-12.

Vehicle Gadget: Armored Windows (PL 5)

The vehicle's stock windows are replaced with heavy metal or polymer plate, and the driver sees out through tiny slits. The vehicle's Cover rating is improved to 9/10th cover if lower, but the pilot suffers a -2 penalty on Drive checks due to the impeded field of vision.

Purchase DC Modifier: +1

Repair DC: 10

Vehicle Gadget: Autodrive System (PL 6)

If it does not have one, the vehicle is equipped with a mandatory vehicle autodrive system. This modification is common to 20th and

early 21st Century vehicles still in service.

Purchase DC Modifier: +1

Computer Use DC: 14

Vehicle Gadget: Cargo Hauler (PL 5)

The vehicle's suspension is reinforced to haul heavier loads. The vehicle's cargo capacity is doubled, but the vehicle's Initiative and Maneuver penalties increase by -2 each.

Restriction: a vehicle with at least 300 lbs of cargo space

Purchase DC Modifier: +1

Repair DC: 18

Vehicle Gadget: Crude ECM (PL 6)

Using plans found on Mesh and jury-rigged component, you have (hopefully) shielded your vehicle against high tech weapons. All guided ranged attacks made against the vehicle suffer a -2 penalty. This modification can be installed multiple times.

Purchase DC Modifier: +4

Computer Use DC: 28

Restriction Rating: Illegal (+4)

Vehicle Gadget: Crude Armor (PL 5)

Vehicles equipped with crude armor have ballistic steel welded to their frames to better protect their passengers and crew. Each time this modification is chosen, the vehicle's Hardness increases by 5, and its Defense score increases by +1. Each time this modification is chosen, the vehicle's top speed is reduced by 5% and it suffers a -1 penalty to its Initiative score, due to increasingly poor handling.

Purchase DC Modifier: +1

Repair DC: 12

Vehicle Gadget: Electric Engine (PL 6)

The vehicle's liquid fuel system has been gutted and replaced with a purely electrical system. The vehicle now runs on HD Storage batteries or an onboard generator.

Purchase DC Modifier: +1

Repair DC: 14

Vehicle: Garbage Eater Engine (PL 6)

The vehicle's engine has been converted to run on anything vaguely flammable. It can run on oil, coal oil, gasoline, gasohol, ethanol, bio-diesel or cooking oil just the same.

Restriction: Liquid fuel engines only

Purchase DC Modifier: +2

Repair DC: 18

Vehicle Gadget: Hardened Electronics (PL 6)

The vehicle's electrical system is shielded against electrical surges and EMP. The vehicle only takes half damage from electrical attacks and is not effected by electromagnetic pulses.

Purchase DC Modifier: +2

Repair DC: 22

Vehicle Gadget: House Truck (PL 5)

The vehicle is converted from a cargo hauler into a cramped but shockingly luxurious little nest. Vehicles modified for use as House Trucks are slow and ungainly, with a jury-rigged dwelling bulging from their cargobeds and over their crew cab, but include around 100 ft of living space (plus at least 100 additional square ft per 200 lbs of cargo space) with fold down beds or hammocks, a chemical toilet and wash basin/mini-shower and some kind of cooking surface and mini-fridge.

The converted vehicle's cargo space is converted into living space.

Purchase DC Modifier: +3

Repair DC: 18

Vehicle Gadget: Improved Braking (PL 5)

The vehicle's brakes are replaced with professional grade racing models. Your vehicle can stop almost instantly. Vehicles equipped with this modification receive a +10 modifier on Drive checks made to perform a Hard Brake maneuver.

Purchase DC Modifier: +2

Repair DC: 20

Vehicle Gadget: Integrated Weapons (PL 5)

Virtually any ranged weapon can be built into a vehicle. The weapon can either be mounted in a fixed firing arc or mounted on a turret. The at-

tached weapon may either be controlled from the pilot's seat or by a passenger or co-pilot. You must pay for the weapon and ammunition to be mounted separately. Vehicles can have multiple integrated weapons

Purchase DC Modifier: +1 or +2 for turret

Repair DC: 15 or 20 for turret

Vehicle Gadget: Offroad Capability (PL 5)

The vehicle is fitted with heavy duty tires suitable for use over rough terrain or in snow, sand or mud and its suspension and handling are up-graded to survive hard use. This modification is especially common among Untainted Lifer enclaves, who utterly reject 22nd Century society and retreat to the forests outside the cities.

A vehicle with this modification provides the pilot with a +2 bonus on Drive checks when off road or in natural terrain.

Purchase DC Modifier: +2

Repair DC: 18

Vehicle Gadget: Ramming Bumper (PL 5)

A couple of hundreds of pounds of metal (with or without spikes) strapped to your front bumper makes a big difference during a crash. The vehicle is treated as being one size category larger (to a maximum of Colossal) when determining how much damage it inflicts upon the other vehicle during a crash

Purchase DC Modifier: +1

Repair DC: 10

Vehicle Gadget: Rollcage (PL 5)

The vehicle's frame and passenger compartment are reinforced to survive crashes and rollovers. Those inside the passenger compartment reduce the effects of any crash by two speed categories. If this reduces the speed of the crash beneath alley speed, the passengers take no damage from the impact.

Purchase DC Modifier: +2

Repair DC: 15

Vehicle Gadget: Runflat Tires (PL 5)

The vehicle's tires are specially designed and compartmentalized so they cannot be flattened. Your tires cannot be targeted specifically, nor are they affected by hazards like caltrops or a spike strip.

Purchase DC Modifier: +1

Repair DC: 12

Vehicle Gadget: Solar Cells (PL 6)

The vehicles' hull is covered in reflective black solar panels which automatically recharge its electrical engine. The vehicle can run indefinitely without needing to recharge.

Restriction: Electrical engines only

Purchase DC Modifier: +1

Repair DC: 16

Vehicle Gadget: Supercharger Engine (PL 5)

The vehicle's stock engine is replaced with a larger, more powerful engine block designed for racing. The vehicle's top speed is increased by 10 percent and the modification provides a +2 bonus on Drive checks to perform a Dash maneuver.

Purchase DC Modifier: +2

Repair DC: 20

MELEE WEAPONS

In the hands of a trained, physically enhanced post-human, a well made combat knife can be as deadly as any energy weapon, and has the advantage of being silent, precise and unlikely to cause collateral damage. The Covenant has a strong martial arts tradition, and has invented a variety of deadly combat styles based upon ancient, pre-Christian weapons.

Asaya

The asaya is a traditional Egyptian weapon, used in Tahtib fighting. This slender, slightly flexible fighting cane is roughly four feet long, and is designed for both grace and force. A skilled user can shatter brick or break bones with this simple weapon.

You may select the Weapon Finesse feat for use with any asaya, to use your DEX score for

attack rolls in place of your STR score.

Combat Weight Athame

Traditional pagan thought holds that a witch's athame should never be used to cut anything physical and never to commit an act of violence. Combat weighted athames are products of a different, more martial tradition, which believes that faith must be defended and protected with blades.

Combat Weight Athames are considered masterwork knives, receiving a +1 masterwork bonus on attack and damage rolls. These finely balanced blades are designed for fencing and silent combat. An athame's blade is white ceramic, with a dense, durable polymer hilt. Even combat weight athames incorporate decorative and ritualistic elements. Many Choicer special forces groups carry combat athames with dull grey or matte black ferro-ceramic blades.

Flash Stick

Flash Sticks are high tech versions of the traditional asaya, designed for military or police service, not competition use. These matte plastic weapons are impregnated with nano-scale generators. When activated, the weapon glows star-bright and leaves ghost-images as it moves, making it nearly impossible for an enemy to track their movements. Intense electrical discharges at contact can stun an opponent without killing.

Flash sticks are always considered masterwork quality weapons, and receive a +1 masterwork bonus on attack and damage rolls. The weapon inflicts an additional +1d4 points of electrical damage on a successful hit. Anyone struck by the Flash Stick must succeed at a FORT Save (DC 10 + ½ the damage inflicted) or be *paralyzed* for 1 round.

Grav Hammer

An experimental weapon initially developed as an industrial tool, the first grav hammers were used for zero-g construction. Initially designed and field tested by the Covenant's space-dominating Eleusinian faction, these high tech hammers gained



rapid popularity with the Covenant's Ásatrú members.

Grav Hammers use the manipulation of local gravity fields to concentrate the hammer's mass at the head when it strikes, and to nullify the weight of the haft on the backswing. Despite their massive size, these two handed weapons are extremely nimble in trained hands. Characters with Exotic Weapon Proficiency (Grav Hammer) receive a +2 bonus on Initiative results when attacking with a Grav Hammer.

“Kitten” Daggers

Kittens are small ceramic or cloned bone razors, only a bit longer than a man's index finger. These slightly curving, banana shaped blades are difficult to master, and highly illegal. They are a professional's weapon, designed for high concealment. Their porous construction and nonmetallic organic composition foils most conventional weapons detectors, and their extreme miniaturization makes them difficult to detect even with a pat down search. Bastian soldiers and spec ops agents carry several, including some surgically implanted just under the skin of their thighs, buttocks, or forearms.

Kittens grant the user a +6 bonus on Sleight of Hand checks made to conceal them.

Kopesh

Kopesh are the traditional swords of Egypt. These finely made short swords are forged with a crescent-shaped blade, which makes them ideal for catching the edge of an opponent's shield and pulling it away, or aiding in disarming an opponent.

Bastian soldiers assigned to the Covenant's elite Bedchamber Guards often carry a carbon-fiber kopesh rather than an athame as a symbol of factional pride. However, most Bastian troops find the kopesh a bit too large and unwieldy, and prefer either a standard combat knife, a “kitten” or a set of implanted cyber-claws.

Wielding a kopesh properly requires the exotic melee weapon proficiency feat. In the hands of someone trained in its use, the kopesh provides the wearer with a +2 masterwork bonus on sunder and disarm attempts made while wielding the unique sword. A wielder trained in the kopesh can use the sword to make trip attempts. If the attempt fails, the user can just drop the sword to prevent himself from being tripped in turn.

Razor Sleeves

Razor Sleeves are high concealment weapons made of shape-memory polymers, which are designed to be concealed within ordinary clothing. Upon a mental command, the pseudo-cloth of these sleeves harden into ballistic plastic bracers with razor edged combat claws.

Activating or de-activating a pair of razor sleeves is a free action. Once set to combat mode, the sleeves act as a pair of bracers, providing a +1 shield bonus to Defense. The sleeve's integrated combat knives inflict 1d6+ STR modifier points of damage, and threaten a critical hit (x3) on a natural 20.

On any round the wearer attacks with the combat knives, she loses the benefit of the bucklers, unless she has Exotic Melee Weapon Proficiency (razor sleeves). In that case, the wearer can attack with the sleeves and retain their defensive bonus.

Sekhmet's Braids

These unique weapons are designed specifically for Powered with the Serpentine Mane psionic precursor, and are useless to anyone else. These weapons are simply long titanium hooks and industrial diamond blades, which are woven into the Powered's hair. The high cost of this otherwise simple weapon represents the expense of the finding enough high grade industrial diamonds.

As an attack action, a Powered wearing a set of these braids can unleash his or her mane as a whirling storm of razor-sharp death. Every creature and object within a 5 ft radius takes 2d6 points of slashing damage (REF DC 15 half). No proficiency is needed to use the weapons in this manner- instinct suffices. These unique weapons are designed so they cannot be sundered or disarmed in battle.

Self Defense Spray

This tiny vial of next generation tear gas is usually worn on a keychain or kept in a pocket. The spray will affect any adjacent target with a successful melee touch attack, but has no affect on targets equipped with CBR gear or environmentally sealed armor.

Anyone sprayed with the chemical must succeed at a DC 15 FORT Save or be blinded for 1d4 rounds. Success means the character merely suffers a -2 penalty on attack rolls for that time. In addition, the spray includes a fairly durable florescent paint, to aid in IDing an attacker in court. The paint will wear off naturally in a day or two, or can be cleaned off with any solvent. Self Defense Spray can be used once; after that the canister must be discarded.

Striker Combat-Mag Gloves

These weapons resemble finely tailored, full fingered leather gloves, and are a part of the uniform of the day for the Lifer nation's famous "Killdevil" bodyguards. A shapememory polymer lining is sewn into the glove's striking surfaces, and as the wearer throws a punch, instantly hardens to deliver a devastating blow. Striker gloves provide the lethal punch of a pair of brass knuckles in an easily concealable, ultra-comfortable form.

Striker combat-mag gloves increase the base damage dealt by an unarmed strike by +1d2 and turn the damage into lethal damage. Cost and weight given is for a pair of gloves.

Striker II Stunners

Striker stunners are an improved version of their standard combat-mag gloves, which incorporate a micronized version of the same incapacitating technology with powers police Stun Batons.

Any creature struck by the gloves takes damage as normal for a pair of Striker Combat – Mag Gloves, and in addition must succeed at a FORT save (DC 10 + damage inflicted) or be *stunned* for 1d4 rounds.

Talon Asaya

This new type of weapon incorporates a retractable blade into an otherwise traditional asaya. With a flick of the wrist and a relaxation of the grip, pressure sensitive mechanisms within the shaft eject a wickedly serrated blade from the striking surface. Doing so transforms the asaya into a one of two

forms, either a standard spear, or a kukri. Those familiar with this weapon can instantly shift their grip and fighting stance to accommodate their new weapon.

Reconfiguring the weapon into either alternate mode (or back to its standard asaya form) is a free action, which can be performed once per round.

Thermo-Blade

A Thermo-Blade combat/utility knife is an advanced and highly destructive hand weapon. The Thero-Blade projects a thin sheet of stellar-temp plasma contained within a multi-layered magnetic containment field designed to resemble a knife blade. The weapon's power supply, field projector and the super cooling systems that allow it to be wielded safely are stored within the cylindrical, grip-textured hilt

The Thermo-Blade is equipped with a dead-man's switch, and will not ignite if constant pressure is not maintained on the hilt, preventing accidental ignition or injury.

Warhammer

Devotees of the Norse gods are a powerful voice within the Choicer military. Ásatrú neo-pagans are one of the strongest, best organized male voting blocs within the movement; the worship of Thor and His divine kin has become a refuge for male believers within the mostly matriarchal Covenant.

Devotees of Thor and Odin often carry a shorthandled warhammer, with a striking face of stone or specially prepared poly-steel, rather than a traditional athame. The intimidating weapon has a hilt wrapped in leather and cloth prayer strips. Some worshippers decorate the hammer's thong with rune-inscribed beads or raven feathers, in honor of Odin's twin ravens.

Melee Weapons	Damage	Critical	Range Increment	Size	Weight	Purchase DC	Restriction
Asaya	1d6bn bludgeoning	20/x2	-	Med	2 lbs	10	None
Combat Weight Athame	1d4+1 slashing	19-20/x2	10 ft thrown	Tiny	1 lb	9	None
Flash Stick	1d6 bludgeoning + 1d4 electrical (SPECIAL)	20/x2	-	Med	2 lbs	19	Military (+3)
Grav Hammer	2d8 bludgeoning	18-20/x2	-	Large	12 lbs	31	Restricted (+2)
"Kitten" Combat Knife	1d4 slashing	19-20/x2	5 ft	Dim	-	12	Military (+3)
Kopesh	2d4 slashing	19-20/x2	-	Med	4 lbs	14	None
Razor Sleeves	1d6 slashing	20/x3	-	Dim	2 lbs	18	Restricted (+2)
Sekhmet's Braids	2d6 slashing (SPECIAL)	-	5 ft max radius	Small	3 lbs	16	Licensed (+1)
Self Defense Spray	SPECIAL	-	-	Fine	Neg	3	None
Striker Combat-Mag Gloves	+1d2 to unarmed strike	20/x2	-	Tiny	0.5 lb	13	None
Striker II Stunners	+1d2 to unarmed strike + <i>stunning</i>	20/x2	-	Tiny	0.5 lb	17	Licensed (+1)
Talon Asaya	1d6 bludgeoning/ 1d8 piercing/ 1d4 slashing	20/x2 or 18-20/x2	-	Med	3 lbs	13	Licensed (+1)
Thermo-Blade	1d8 fire	19-20/x2	-	Tiny	1 lb	13	Restricted (+2)
Warhammer	1d8 bludgeoning	20/x2	-	Med	3 lbs	8	None
Women's Asaya	1d6 bludgeoning	20/x2	-	Med	3 lbs	11	None

Woman's Asaya

This slightly longer version of the asaya is about 5 ft long and is hooked on one end, to allow the user to more easily use it to trip or disarm opponents. The weapon's hilt incorporates flashy bangles, eye catching ribbons or other decorative distractions.

You can fight with a women's asaya as if fighting with two weapons, but incur all the normal attack penalties as if using a one handed weapon and light weapon. You can use the weapon to make disarm and trip attempts at a +1 bonus due to its construction. If the attempt fails, you can simply drop the weapon to prevent yourself from being tripped in turn.

The distracting bangles on the end of the weapon provide you with a +1 circumstance bonus on Bluff attempts made to feint in combat with the weapon.

CHOICER RANGED WEAPONS

"Anti-choicers have declared war on women. Now it's up to us to fight back. If that means guarding the clinic doors with Uzis, then that's what will have to be done."

-Michelle Goldberg, "Rant for Choice", published in The Spectrum, 1995

The Choicers have a proud military tradition. Their arms industry is second to none; Choicer military surplus is exported to eager buyers across the planet. Even Lifer kill-squads occasionally use Choicer war-tech, mostly weapons stolen as a war trophy. Politics aside, the Choicers know how to build a gun.

Adler .32 Machine Pistol

This older weapon was first introduced during the 2020s, and has been standard issue for many Choicer police and private security firms for decades. When Adler Arms went out of business shortly after the War began, Farrar bought the rights to keep producing this popular machine pistol. Choicer shooters still debate the merits of classic versus new style Adler .32s.

Campanelli Multi-Purpose Plasma Rifle

The Campanelli has been in use since the mid 2060s, and is a weapon known for lethality and reliability. This long-barreled energy weapon has been the primary infantry weapon of Choicer soldiers for decades. This weapon can be fired as a fully automatic assault rifle, or with the selector switch set for single-shot, as a passably accurate sniper rifle. Campanelli MPs are commonly traded, and are in wide use by most



of the world's militaries. Lifer troops are just as likely to use these highly reliable guns as their Choicer enemies.

The Campanelli is instantly recognizable thanks its unique, ergonomic folding stock, and for the long, heat resistant cowling covering the weapon's barrel. The weapon is designed to be fired at full-auto by conventional troops, not just Power Armor pilots; the bulky cowling is necessary to prevent burns from the energy weapon's heat discharge.



Farrar 5.7mm SMG

The Farrar is a sleek, bullpup model submachine gun, a 21st Century replacement for the revolutionary but aging FNP-90. The Farrar is an ultra light submachine gun, designed for comfortable one handed use either left or right-handed shooters. It is composed exclusively of non-metallic compounds, with the majority of the casing composed of vat-grown cellulose.

The light and comfortable Farrar is always considered a masterwork weapon, providing a +1 equipment bonus on ranged attack rolls. The Farrar mounts a single shot grenade launcher under the main barrel. This miniature launcher holds a single micro-grenade.

Farrar .45 Hex Pistol

The Farrar Hex is a twin barreled, over and under pistol nearly as heavy as the vintage Desert Eagle .50 cal despite the Farrar Hex's polymer construction. The bulky pistol's top barrel fires a .45 caliber round through electro-chemical propulsion, allowing the bullet to strike with force and accuracy.

The weapon's under barrel is more exotic. The weapon fires a 'hex charge' - a bundle of excited electrons, artificially generated psychic energy and quantum viruses, designed to reduce an enemy's battlefield effectiveness to zero. Once per minute, the Hex Pistol gathers enough energy to fire a luck 'hex'. Hitting a target with the hex requires a

ranged touch attack, and imposes a -1 d4 luck penalty on the target's attack rolls, skill checks and saves for 1 round. The effects of multiple shots are cumulative.

Grimassi APSL-3 Needler Pistol

The Grimassi is a 'sub-lethal anti personnel weapon', which can be lethal if properly used and loaded, but is equally adept at bringing down lightly armored targets without killing. The Grimassi is a low slung, organic weapon, constructed entirely from non-metallic components. The weapon uses the chemical stimulation of artificial muscle fibers to fire lethally sharp, nano-active needles smaller than a blade of grass. A needler round is too fragile to be used as a weapon outside the clip; a gunman cannot use a non-fired needler round as a stabbing weapon for example.

The Grimassi inflicts moderate ballistic damage, and if the bio-chemically active needle makes blood contact with the victim, injects lethal or incapacitating neurotoxins. Each clip of Needler ammunition is molecularly encoded with any injury or ingestion toxin, including those described on page 54 of the D20 Modern core rulebook, or from the toxins described below. The cost of the toxin must be calculated separately and added to the base Purchase DC 4 cost of a clip of Needler ammo.

If the gunman possesses feats (such as Controlled Burst or Double Tap) which increases the damage done, the save DC increases by +1 for each additional die of damage inflicted, reflecting a heavier 'dose' of toxins.

Drawback: The Grimassi is designed to be used against lightly armored targets, and is virtually useless against heavily armored shock troops and Shells. The weapon cannot penetrate or cause injury against a target with Damage Resistance 5/- or greater, nor can it affect a target with a natural armor bonus or equipment bonus to Defense greater than +3. When used against a heavily armored target, the needle rounds simply shatter against the victim's hull. The Grimassi is issued as a secondary, alternate sidearm for Choicer soldiers, never as a primary weapon, though the weapon is extremely popular on space stations, aircraft and other enclosed environments.

Choicer Nanotoxins

These new toxins are in common use among the Choicer military. Crafting a dose of these lethal toxins requires a basic working understanding of nanotechnology and pico-robotics. Possessing five or more ranks in Craft: electronic provides a +2 synergy bonus on Craft: chemical checks made to brew a dose of any of the following toxins. All chemicals are Military (+3) restricted items.

Landstreet VII Light Laser Pistol

The Landstreet is a highly accurate laser pistol designed for distance shooting. The lasing process used to produce the Landstreet's beam lacks the raw destructive power of many other energy weapons, but suffers very little refraction through the atmosphere.

The Landstreet is a small, snub nosed pistol with a sleek, organic housing. The weapon's hilt is usually decorated with inscribed spiral or star designs. The weapon is easy to conceal; a Landstreet shooter receives a +2 equipment bonus on Sleight of Hand checks made to conceal the weapon.

Pendle 302 Kinetic-slam Shortbarrel

The 'Pendle-witch' is a high tech, shotgun like weapon popular among Choicer spec ops and police forces. The Pendle is a squat, short-barreled weapon, easily recognized thanks to the shallow protective cowl covering the trigger guard.

The Pendle fires a concentrated burst of pure kinetic energy, which slams into the target with the force of a wrecking ball. The weapon can be set to fire either lethal or subdual rounds, making it popular for crowd control and in prisons. Most police forces equip patrol officers with this weapon. Changing between firing modes is a move equivalent action; the shooter does not suffer any penalty for

Nano Toxin	Type	FORT DC	Initial Effect	Secondary Effect	Purchase DC	Craft (Chemical) DC	Time
Cardio-paralytic enzyme	Injury	DC 12	1d8 CON	1d4 CON Drain, unconsciousness 1d6 hours	DC 15	DC 24	4 hours
Lactic Retention enzyme	Injury	DC 14	Unconscious 1d6 hours	Exhausted 3d6 hours	DC 13	DC 16	6 hours
Saxitoxin IV	Injury	DC 18	1d4+1 CON	2d4 CON	DC 16	DC 32	16 hours
Synaptic Jump Inhibitor	Injury	DC 16	1d4 INT	2d4 INT	DC 20	DC 32	22 hours
Streetsweeper Neuroload	Injury	DC 14	1d6 CON	Paralysis 4d6 minutes	DC 18	DC 34	16 hours
Pacifier Neuroload	Injury	DC 19	1d4 DEX	1d4 DEX and WIS	DC 14	DC 28	8 hours

firing a non-lethal kinetic slam with the Pendle.

Rhea 5.6mm Mass Production Assault Rifle

The Rhea is a cheaply produced Choicer knockoff of the US military's archaic M-16 rifle. The Rhea was rushed into production during the first weeks of the War, designed for easy duplication by commercial matter-faxes and nano-fabricators. The Rhea was never intended for wide or permanent use; it was merely a stopgap measure, using a proven weapon design while the besieged Choicer nation acquired better arms.

The Rhea continued to be used for decades. Stockpiles and weapon caches were buried across the country. Today, the Rhea is a common weapon among volunteer Choicer militias, small or underfunded police forces and criminals. The Rhea's design has been stolen and repurposed by everyone, making this slight modification of the venerable M-16 one of the most common assault rifles on the planet today.

Valiente 942A Psi-Pistol

Like the Conscience Bomb, which predates the Valiente 942A's introduction by several years, this versatile psi-weapon is designed to end conflicts without killing. The Valiente 942A is a popular weapon among prison guards, air-marshals, bounty hunters, and anyone who wants to incapacitate or discourage an enemy without killing or mass destruction.

The Valiente 942A is a short, wand like device, with a stubby, blunt projector instead of a conventional 'barrel', roughly the size of a .22 caliber holdout pistol. The weapon is easily concealable, and a shooter receives a +1 bonus on Sleight of Hand checks made to conceal the weapon on their person.

Rather than inflicting damage, this weapon fires a beam of artificial psionic energy, carried on an energized ion stream carrier wave. This beam only requires a ranged touch attack to hit. A victim struck

by this psionic beam must succeed at a DC 14 WILL Save or succumb to any one of the following effects. The Valiente 942A's user can switch between psi-beams as a full round action.

If the gunman possesses feats (such as Controlled Burst or Double Tap) which would normally increase the weapon's damage, the save DC increases by +1 for each additional die of damage inflicted, reflecting a heavier 'dose' of thought-viruses.

- **Diplomat-gun:** Unlike most weapons, this psychoactive device aims to defuse and de-escalate conflicts, using soothing sonic pulses and euphoria inducing psionic memes. The shooter receives a +4 equipment bonus on Diplomacy checks made against any creature who fails their save. This bonus remains in place for 1d4 hours. The victim of the psi-blast must be aware of who 'shot' him in order for the shooter to receive the Diplomacy bonus.
- **Fugue-gun:** This psychoactive weapon directly affects the target's mind, weakening their intellect, making concentration and memory difficult and sabotaging abstract reasoning. Victims hit by this weapon suffer a -4 circumstance penalty on all skill checks on a failed save. Headaches and disorientation from this weapon persist for 1d4 hours after a hit from the 942A Psi-Pistol.
- **Hunger-gun:** Anyone shot with this psi-bolt feels as if they are on the verge of starvation. The victim becomes *fatigued* on a failed save, and already fatigued victims become *exhausted* instead. During the hunger state, most victims will gorge themselves to the point of illness if the opportunity presents itself. The effect fades 1d4 hours after being hit.
- **Sleep-gun:** The psi-generators within the pistol fire a burst of narcotic emotions and artificial calm to 'sing enemies to sleep'.

Creatures who fail their save fall asleep for 1d4 rounds. Creatures affected awaken instantly when they take damage.

- **Terror-gun:** The victim of this blast is attacked with a terrifying empathic assault. On a failed save, the victim becomes *panicked* for 1d4 rounds. Already *panicked* opponents become *cowering*.

Valiente Variable Encounter Weapons System

The Valiente VEWS is one widely regarded as one of the best squad support weapons of the 22nd Century. The VEWS consists of multiple barrels within a single casing, giving the shooter unparalleled tactical choice. The shooter can switch between any of three firing modes as a free action.

MODE A: The core of the VEWS is a 'short-rail' micro-rail gun. Using extremely powerful magnetic launch rings, the VEWS can launch ferrous flachettes at supersonic speed equal to anything achieved by longer, bulkier weapons from a gun less than 1/2 the size!

MODE B: In addition to the mini-rail, the VEWS includes a drum fed 9mm machine gun. The ammo drum is attached to the side of the weapon, rather than its underbelly, in a configuration that maximizes ammo load, but sacrifices accuracy. Left handed shooters can fit drums with reversed feed ports to accommodate their preferred shooting stance.

Unfortunately, when firing the 9 mm machinegun on full autofire, the weapon's poor balance inflicts a -1 penalty on ranged attack rolls.

MODE C: Finally, the VEWS' top barrel, fitted just under the gun's low profile nightvision scope, is a mid-range argon laser rifle. The lime-green laser beam is designed for use on hardened, bullet-proof targets. A small energy cell for the laser is loaded into the weapon's buttstock.



"My name is John Giuliano, and I am entertaining serious thoughts of going down to the local abortion clinic on Hydraulic Road, killing the guards, entering the facility, and summarily executing the baby killer. My comrades are neither timid nor apathetic. My AK-47 is neither registered, nor illegal, but it is loaded and ready to rumble."

-graffiti, circa 2005



The Lifer movement has had to make do with military surplus, stolen weapons and improvised, easily smuggled explosives since the days of Salvi and Hill. In addition to using anything they can get their hands on, including captured Choicer arms, the Lifer Army of God have developed a

collection of iconic weapons of their own. The Lifer military favors overwhelming firepower and simply, easy to field-repair devices, rather than the more graceful, precise weapons of the Choicer nation.

Benham 2061 Plasma Rifle

The Benham 942 was the primary weapon of Lifer assault troops during the War. It is a reliable, devastating plasma weapon based upon stolen US Army designs. This bulky weapon is distinguished by a simple, tubular barrel which contains the super-heated plasma during the firing sequence and by the integrated nightscope and Video Scope mounted above the plasma mixing chamber.

Like most Lifer weapons, an integrated LCD display screen running the length of the barrel displays a continual loop of anti-abortion propaganda

Griffin Arms .32 Machine Pistol

The Griffin Arms .32 is a reliable, rapid fire machine pistol, which served as the default sidearm for most Lifer soldiers during the War. This plastic and polymer pistol is designed for comfortable, one or two handed use by both lefties and righties.

It is also designed to be quickly broken down or reassembled. When broken down, the Griffin Arms .32 receives a +2 circumstance bonus on Sleight of Hand checks made to conceal the disassembled weapon. Breaking apart or reassembling the weapon is a full round action.

Griffin Arms High UV Laser Pistol

A Griffin Arms High UV laser pistol uses an almost invisible beam of lazed light to kill. The fact the muzzle flash and ultraviolet beam of the weapon is virtually non-detectable by normal human vision makes this light, pistol ideal for covert operations and assassination.

Choicer Ranged Weapons	Damage	Critical	Range Increment	ROF	Magazine	Size	Weight	Purchase DC	Restriction Rating
Adler .32 Machine Pistol	2d4 ballistic	20 / x3	50 ft	Full Auto	30 round box	Medium	3.25 lbs	15	(+2) Restricted
Campanelli MP Plasma Rifle	2d6 fire	20 / x2	75 ft	Full auto	40 cell	Large	13 lbs	21	(+3) Military
Farrar 5.7 mm SMG	2d8 ballistic 5d6 slashing (grenade)	20 / x 2 none: grenade	40 ft	Full auto ; single shot grenade	60 round box, single grenade	Medium	4.25 lbs	19	(+2) Restricted
Farrar .45 Hex Pistol	2d4 ballistic	19-20 / x2	40 ft	Full Auto ; single shot: Hex	12 round box	Medium	4 lbs	23	(+3) Military
Grimassi APSL-3 Needler Pistol	1d8 ballistic + poison, special rules	19-20/x2	30 ft	Full Auto	30 round box	Tiny	2.25 lbs	15	(+3) Military
Landstreet VII Light Laser Pistol	1d6 force	20 / x 3	100 ft	Single, semi auto	15 cell	Tiny	0.5 lbs	13	(+2) Restricted
Pendle 302 Kinetic Slam Shortbarrel	2d8 force *	20 / x3	20 ft	Single	12 cell	Medium	4 lbs	17	(+1) Licensed
Rhea 5.6 mm Assault Rifle	2d8 ballistic	20 / x2	80 ft	Full Auto	30 box	Large	6.5 lbs	12	(+1) Licensed
Valiente 942A Psi-Pistol	None *	-	30 ft	Single	15 cell	Fine	0.5 lbs	26	(+1) Licensed
Valiente VEW S Rifle	A: 3d10 ballistic ; B: 2d8 ballistic ; C: 2d6 fire	A: 20 / x3 B: 19-20/x2 C: 20/x2	A: 100 ft B: 40 ft C: 80 ft	A: Single B: Full Auto C: Semi Auto	A: 10 box B: 300 box C: 20 cell	Large	22 lbs	24	(+3) Military

Griffin Arms Dual Barrel “Bi-Boy” Sniper Rifle

The GA dual barrel sniper rifle earned its nickname “bi-boy” for its ability to fire in two distinctly different modes, both of which are ideally suited for sniper duty. Beneath the rifle barrel, the gun mounts a longer range, higher power version of the High UV laser used in the GA laser pistol.

The Bi-Boy’s top mounted rifle barrel fires a standard 7.62mm round (usually a Field Ripper round) and sports a nightvision capable, range finding scope (the scope, range finding laser gadget) that can connect to a combat armor computers. The sniper rifle component of the Bi-Boy features a flash suppressor as well as an effective sound suppressor, ensuring maximum stealth.

Griffin Arms .50 “Kicker” Rail Gun

The Griffin Arms “Kicker” is a slightly lower tech reworking of a reliable US Army rail gun in use since the 2030s. Bulky and over-engineered, the Kicker is practically idiot proof and extremely durable. Compared to modern rail guns, who requiring exacting maintenance to keep their magnetic launch coils properly aligned, the Kicker is all but indestructible. It’s reliability and extreme range and lethality make it a favorite weapon of the cash-strapped Lifer AOG.

Roeder Short Barrel Rail Pistol

The Roeder Short Barrel is a next generation Lifer weapon that has not yet seen battlefield service; like the Angel Helix Neverborn and the Baby Judgment armor, its existence is unknown beyond the Lifer’s most secret refuge on Kodiak Island. The weapon uses a magnetic launch system to project a steel-jacketed depleted uranium slug at



multi-Mach speeds. The weapon is a marvel of miniaturization, and has a barrel barely longer than a .32 pistol, making it the shortest and lightest rail gun in human history. Though still incredibly bulky, the Roeder might be concealable, as opposed to other railguns which are squad-support weapons or larger.

Scheidler Widebore Fusion Cannon

This incredibly bulky weapon is one of the deadliest squad support weapons used by the Lifers. The sheer bulk of the Scheidler requires the weapon to be vehicle mounted or carried by Power Armor, though a few super strong combat-types can wield this weapon.

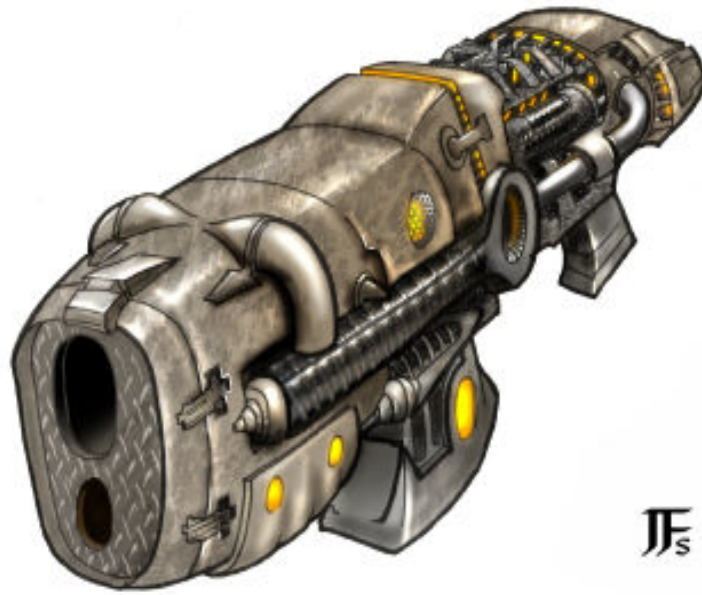
The Scheidler has a short, barrel shaped central core, which incorporates a revolutionary magnetic containment system for the gun’s nearly stellar temperature fusion charges. The weapon’s barrel consists of three wedge shaped containment baffles surrounding a cavernous launch tube. The weapon splays itself open when fired, opening the

containment baffles to unleash a burning line of radioactive plasma.

All creatures and objects within a 90 ft line suffer 6d10 points of fire damage, and may attempt a DC 15 REF save for half damage. Those struck by the fusion line are considered to be exposed to a severely irradiated area for a single round.

Shannon Mag-Launch Holdout Pistol

The Shannon Mag-Launch is designed as a nasty suprise, a single shot holdout pistol which uses magnetic acceleration to launch a pair of steel jacketed slugs at nearly Mach 2. The weapon is only slightly larger than a child's fist, and has a blunt, vaguely triangular shape. The weapon's twin, teardrop shaped barrels fire simultaneously, delivering a devastating impact despite the weapon's



miniscule size.

The Shannon Mag-Launch is a 'use once and destroy' weapon; its firing mechanism is destroyed when it fires. The small weapon receives a +2 circumstance bonus on Sleight of Hand checks made to conceal it.

Lifer Ranged Weapons	Damage	Critical	Range Increment	ROF	Magazine	Size	Weight	Purchase DC	Restriction Rating
Benham 2061 Plasma Rifle	2d12 fire	20/x2	80 ft	Single	40 cell	Large	14 lbs	20	Military (+3)
Griffin Arms .32 Machine Pistol	2d4 ballistic	20/x2	40 ft	Full Auto	32 box x	Medium	3.5 lbs	15	Restricted (+2)
Griffin Arms High-UV Laser Pistol	2d8 fire	20/x3	30 ft	Single	50 cell	Medium	2.25 lbs	15	Military (+3)
Griffin Arms Dual Barrel "Bi-Boy" Sniper Rifle	Rifle: 2d10 ballistic Laser: 2d8 fire	20/x3	Rifle: 120 ft Laser: 150 ft	Single, either weapon	Rifle: 10 box Laser: 50 cell	Large	16 lbs	28	Military (+3)
Griffin Arms .50 "Kicker" Railgun	3d10 ballistic	20/x3	1,000 ft	Single Shot	20 magazine	Large	30 lbs	28	Military (+3)
Roeder Short Barrel Rail Pistol	3d6 ballistic	20/x2	100 ft	Single Shot	20 magazine	Medium	8 lbs	32	Military (+3)
Scheidler Widebore Fusion Cannon	6d10 fire, REF DC 15 Half, plus radiation	-	90 ft line	Single Shot	6 cell	Huge	35 lbs	27	Military (+3)
Shannon Mag-Launch Holdout Pistol	4d8 bludgeoning	20/x2	20 ft	Single Shot	Single Use	Tiny	0.5 lb	8	Licensed (+1)



OTHER RANGED WEAPONS

"God bless our troops. Especially our snipers."

-American bumper sticker, circa 2009

Having the best equipment in the world, price no object, has been a part of US tactical doctrine since the 1960s. APEX troops are equipped with impressive, dependable weapons. APEX systems tend to be larger and heavier than comparable Choicer guns, and have a higher price point, which balances their superior firepower. APEX squads also commonly use Choicer gear, especially the Valiente VEWS, which is one of the most popular squad support weapons in the world.

There is a cultural bias in the military against Lifer weapons- no matter how good they shoot, no APEX troop will ever willingly carry a Lifer weapon. Lifer guns are derided as low quality, quirky and unreliable, and are only used for deniable operations.

The following weapons are manufactured for Fed-Gov use, but this hasn't stopped dozens of factions from buying or stealing them to fill out their arsenals. Most megacorps and private military companies use similar guns.

ARPL -06 Plasma Pulse Rifle

The ARPL-06 is a new generation of energy weapon, built using heat resistant composites and miniaturized chemical coolant systems, designed with the express purpose of marrying the damage dealing capability of a heavy energy weapon with the rate of fire of a modern assault rifle.

The ARPL-06 is a relatively blocky and non-ergonomic weapon, and the cooling systems built into the heavy, rectangular cowling trade accuracy for firepower. Unlike conventional assault rifles, the ARPL-06 is usually treated as a squad support weapon, a relatively lightweight alternative to bulkier heavy weapons.

MN-14 Wyvern SMG

The Wyvern is an old and reliable Metamorphosis North slug thrower, first introduced in the mid 2060s. The light weapon is designed to fit comfortably in the hand, and includes folding stock and miniature pneumatic stabilizers which keep the gun steady as it fires. The Wyvern is common to APEX breaching squads and X-SWAT units. Opinions differ as to which is the better gun- the Farrar 5.7 or the MN-14, with both guns having their merits. Comparing the two weapons is a popular topic around military shooting ranges.

The weapon offers superior aim, and is always considered a masterwork quality weapon,

providing a +1 masterwork bonus to attack and damage rolls.

MN-15 Sublethal Splattergun

The aptly named splatter gun uses magnetic acceleration to fire a slug of viscous, heavily magnetic liquid metal. The gun's impact can break bones at close range, but is designed to be non-lethal if used carefully. The Splattergun has been standard issue for riot police and corrections officers since the 2060s, replacing older 'mercy bullet' type ballistic weapons.

Normally, the Splattergun only inflicts subdual damage. However, if it scores a critical hit in the first range increment, the damage inflicted is lethal instead.

MN-18 Stormblade Ion Pistol

This handheld weapon is barely larger than a .22 Beretta, but fires a beam of charged ions powerful enough to scorch through tank armor. One of Metamorphosis North's newest designs, the Stormblade might actually be too powerful for its intended purpose as a holdout weapon. It's difficult to aim, and the ion stream is risky to use in an enclosed environment.

The Stormblade imposes a -1 penalty on ranged attack rolls, due to its over-charged design. On a roll of a natural 1 with the weapon, energy 'backsplash' inflicts 1d6 points of electrical damage to the wielder.

MN-20 Manicore Machine Pistol

The Manticore is a small, sleek, and completely non-metallic machine pistol developed for US military Special Forces. Most of the weapon's frame is composed of high-density plastic, and the barrel is made from a genetically engineered, heat-resistant cellulose. The Manticore's action is as simple and reliable as it is possible to make an automatic, and is designed for easy cleaning and

field repair. This reliable weapon is the default gun for most American military squads.

MN-602AP Werewolf

The Werewolf is one of the most impressive and fearsome long-arms ever devised, advertised as the world's ultimate sniper rifle. In reality, the Werewolf is basically a starship weapon miniaturized to the point it is (nearly) man-portable. From the tip of the long, tapering barrel to the heat sinks at the rear of the weapon, the Werewolf is nearly 8 ft long when fully extended, and weighs almost 500 lbs. Only full conversion cyborgs and superhumanly strong Combat Types can carry the weapon unassisted; human soldiers usually mount the Werewolf on a light truck or APC.

The weapon's heart is a micro-fusion reactor, one high-yield enough it could be jury-rigged to provide electricity for an entire city block.



Thanks to its onboard power supply, the Werewolf's particle stream maintains cohesion for a much greater range than a conventional weapon, allowing the Werewolf's user to effectively snipe at targets far over the horizon. The Werewolf makes use of constantly up-dating, real time satellite telemetry and GPS location finding to hit targets several miles out.

Remington Rangecleaner Spool Shotgun

The Rangecleaner is a 22nd century re-imagining of the shotgun. Rather than shells, the weapon's ammunition is a small spool of ferrous wire, which is cut and fired by magnetic repulsion. Emerging from the blunt, triangular barrel of the weapon, the ultra-compressed wire quickly flattens out, and projected at Mach 3, shears through any target unfortunate enough to be within range.

A single hit from a Rangecleaner can cripple a combat Shellsuit and can slice an unarmored human into two roughly equal pieces. For their product demonstration in 2096, when Remington won the contract to produce this fearsome weapon for the military, the shooter used his weapon to slice a half dozen hanging beef carcasses with a single trigger pull.

The rapidly expanding wire-shot inflicts full damage on the primary target and half damage on all targets in squares adjacent to the primary target. Secondary targets can attempt a DC 18 REF Save for no damage.

SFAA-1404 "Safety"

The Shoulder Fired Anti Armor missile launcher has been a standard part of APEX loadout since the 2070s, and the weapon is responsible for hundreds of downed Lifer Shells and aircraft. Nicknamed the "Safety" this short barreled rocket launcher is designed for minimal weight, and maximum destructive power.

The Safety includes a fairly good quality onboard AI, which rotates the weapon's second barrel into position as soon as the first launch tube is cleared, reloading it automatically. The onboard AI also assists in targeting, and acts as a basic IFF (identification friend/foe) system.

The Safety's AI provides the weapon with a +2 bonus on ranged attack rolls. However, the rocket warhead cannot arm when fired at a target within 50 ft of the shooter, nor can the weapon be fired at an allied vehicle or mech. The onboard AI

uses its scope camera to identify 'friendly' targets visually, and is capable of instantly matching camo and paint patterns, unit symbols, uniforms and vehicle make and model.

The Safety's warhead detonates when it strikes a target, dealing full damage to the target and all other creatures and objects within a 10 ft radius of the blast. Secondary targets caught in the blast radius can attempt a DC 15 REF Save for half damage. The warhead's shaped charge is designed to penetrate armor, and ignore the first 10 points of Hardness or non-magical Damage Reduction it strikes the initial target. This doesn't apply to the secondary targets caught within the blast radius.

Additional rockets for the Safety come in cases of 4 and are Purchase DC 17. They have a Restriction Rating of Military (+3).

Firing a Safety requires the Exotic Weapons Proficiency (rocket launchers).

RANGED WEAPON ENHANCEMENTS

The following gadgets can be applied to most standard ranged weapons to increase their lethality or versatility.

Gadget: Cybershock Ammunition (PL 6)

Cybershock rounds are large caliber bullets with a high tech central core. Micro-robotics and high capacity electrical discharge batteries deliver thousands of volts of energy despite being smaller than a grain of sand. When the bullet hits home, it delivers a massive electrical charge, designed to overload and fatally surge cybernetics. This brutal class of ammunition has been in wide use since the 2050s, and snipers firing Cybershocks have killed hundreds of 'borgs over the decades.

In addition to the ballistic damage of the round, a cybershock round inflicts an additional 2d6 points of electrical damage. Any creature with cybernetics who is stuck by the round must succeed at a FORT Save (DC 10 + the electrical damage

inflicted) or suffer 1d6 points of CON and INT damage from cybernetic overload.

Cyborgs with more than two implants suffer a -1 penalty on their FORT save for every implant beyond two they are implanted with. Full Conversion Cyborgs suffer a -4 racial penalty on their saves.

Restriction: Ranged ballistic weapons only
Purchase DC: +7

Restriction Rating: +2 (minimum restriction rating +3, military)

Gadget: Discriminatory Fireware (PL 6)

This fire control software package is slaved to an image recognition system built into a weapon. Using a comprehensive database of racial anatomical data, the software can aid in targeting members of a particular ethnic group or prohibit the weapon from firing on members of a specific group. This device saw early service in the Middle East, in the hopes of preventing friendly fire incidents against allied Arab factions.

Discriminatory Fireware has two modes: permissive fire and fire lock. In permissive fire

mode, the user programs a particular racial or ethnic group into the weapon. The weapon provides a +1 equipment bonus on ranged attack rolls made against members of that race.

In firelock mode, the weapon cannot fire when aimed at members of a pre-selected racial group, nor can it enter auto fire mode if a member of the protected race is in the area to be attacked. Changing between modes or selecting a new racial group for either mode requires a DC 15 Computer Use check, which may be performed as a full round action in the field.

Purchase DC Modifier: +2

Gadget: Farrar "Black Luck" Energy Discharge (PL 7)

Anti-Morale weapons are a new and still experimental technology from Farrar arms, and are designed to seriously impede enemy troops' battlefield effectiveness even with a glancing hit. By rewriting the physical laws surrounding a particular target, weapons modified with this gadget hinder that soldier's effectiveness.

Fed-Gov Ranged Weapons	Damage	Critical	Range Increment	ROF	Magazine	Size	Weight	Purchase DC	Restriction Rating
AR PL-06 1996 Plasma Pulse Rifle	2d8 fire	20	60 ft	Full Auto	30 cell	Large	14 lbs	26	Mil +3
MN-14 Wyvern SMG	2d6+1 ballistic	20/x3	50 ft	Full Auto	30 round box	Small	3 lbs	18	Restricted (+2)
MN-15 Sublethal Splattergun	2d8 subdual	20/x2	30 ft	Single Shot Only	20 round cell	Small	3 lbs	16	Restricted (+2)
MN-18 Stormblade Ion Pistol	2d8 elec	18-20/x2	60 ft	Single Shot Only	10 round cell	Tiny	1.5 lbs	20	Restricted (+2)
MN-20 Manticore Machine Pistol	2d6 ballistic	20/x2	40 ft	Full Auto	30 round box	Medium	5 lbs	18	Restricted (+2)
MN-602 AP Werewolf	4d10 fire	20/x4	1500 ft	Single Shot Only	Unlimited	Huge	525 lbs	28	Military (+3)
SFAA-1404 "Safety" Rocket Launcher	8d8 fire	20/x2	100 ft	Single Shot Only	2 Internal	Medium	22 lbs	17	Military (+3)
Remington Range Cleaner Spool Shotgun	6d6 slashing	20/x3	10 ft	Single Shot Only	6 round box	Medium	7.5 lbs	19	Military (+3)

A target struck by the weapon must succeed at a DC 16 WILL Save or become unable to score critical hits for one minute. The effects of multiple strikes extend the duration, but are not otherwise cumulative.

Restriction: Ranged energy weapons only

Purchase DC Modifier: +8

Restriction Rating: Military (+3)

Gadget: Farrar “ChooseChoice” Quantum Computer (PL 7)

The ChooseChoice is a refinement of the technology built into the company’s Hex Pistol. Not yet standard, this gadget is usually only provided to elite special forces troops due to its complexity and expense. Like the Hex Pistol this under-barrel device manipulates local probability curve to cripple the adversary, in this case by softening up the target for follow up attacks by Choicer Object Philosophers.

Any character with a non-Choicer or non-Covenant primary allegiance struck by a weapon modified by this gadget suffers a cumulative -2 penalty on saves against Choicer Object Philosophies for one minute. Effects of multiple strikes are cumulative.

Restriction: Ranged energy weapons only

Purchase DC Modifier: +7

Restriction Rating: Military (+3)

Gadget: Fieldripper Ammunition (PL 7)

Fieldripper rounds are among the deadliest tools in a Lifer sniper’s arsenal, and these fearsome, high tech bullets are responsible for hundreds of confirmed Choicer kills. Fieldripper rounds incorporate micronized circuitry and a high density storage battery, which allows the field to generate a disruptive static ‘pressure wave’ ahead of the bullet as it cleaves through the air.

This energy envelope allows the bullet to completely ignore the protective qualities of Mac-Tik derived forcefield technology, including vehicle fields, power armor force fields and even clinic force domes. Though expensive, the utility of these deadly



and highly illegal rounds cannot be underestimated.

Restrictions: Ranged ballistic weapons only

Purchase DC Modifier: +8

Restriction Modifier +1 (minimum restriction rating +2 Restricted)

Gadget: Flachette Ammunition (PL 6)

This weapon has been modified to fire tightly packed bundles of flachette ammunition rather than conventional ballistic rounds. Flachette rounds are designed to quickly and efficiently kill lightly armored targets, but are less effective against heavily armored opponents. Since they are less likely to puncture the hull, flachette weapons are common on aircraft and space stations, and are often issued to guards and sky marshals.

Wounds inflicted by flachette ammunition continue to bleed, with the victim losing 1d4 HP per round until he or she receives any amount of magical or Psionic healing or a DC 15 Treat Injury check.

Drawback: Flachette ammunition inflicts one fewer die of damage against targets with a natural or equipment bonus to Defense of +3 or greater.

Purchase DC Modifier: +3

Restriction Modifier: Military (+3)

Gadget: Nuremberg Fireware (PL 7)

Your smartgun is linked directly to the Nuremberg AI. The continent spanning Lifer AI network allocates extra processing cycles to the fire control programs of weapons currently being used for 'direct rescue'. Weapons directly interfacing with Nuremberg are better at their God-given duty-killing abortion providers.

A weapon equipped with this gadget inflicts one additional HP worth of damage per damage die when making a ranged attack against any character with levels in the Abortion Provider or Neo-Witch Midwife classes.

Restrictions: Ranged weapons with Discriminatory Fireware installed only

Purchase DC Modifier: +2

Restriction Modifier: Illegal (+4)

Gadget: Lifehunting Ammunition (PL 7)

Lifehunting ammunition is designed to deliver a potent neurotoxin based upon the study of Lifechain biology. This unique poison is designed to give human soldiers and police officers a way to take down Powered demi-gods without massive damage to the surrounding environment.

In addition to the normal damage of the round, these enhanced shells inject a potent toxin. Initial damage is 1d4 CON, secondary damage is unconsciousness for 1d3 hours. A DC 18 FORT Save negates this effect. Lifechained creatures suffer a penalty on this save equal to the number of Lifechain feats they possess.

Restriction: Ranged ballistic weapons only

Purchase DC: +9

Restriction Rating: +2 (minimum restriction rating +3, military)

Gadget: Personalized (PL 5)

Othervers America is a setting where production technology has made mass produced artifacts of all kinds so common as to be essentially valueless. Only the handmade, the unique and the artistically significant, the intensely personal has value. What's true for wedding dresses holds and media players equally true for weapons.

For soldiers, rescuers and combat volos, customizing a weapon might involve reshaping the hilt or butt to fit more comfortably in the hand, reducing the trigger pull, moving selector switches or safety toggles, or even just slapping a colorful Choicer bumpersticker on the magazine and calling it good.

A character using a customized weapon specifically modified for him or her receives a +1 morale bonus on attack rolls with the modified weapon. It's possible to customize a weapon yourself with a DC 16 Craft (gunsmith) or a DC 18 Craft (visual arts) check.

Purchase DC Modifier: +1

Gadget: Predator Ammunition (PL 7)

Predator Ammunition is a catchall term for a wide variety of nano-active ammo types, all of which use micro robotics to steer the slug through the victim's body to maximize tissue damage and ballistic damage, and which release deadly toxins directly into the wound track as they go. Wounds from Predator rounds are almost always fatal.

Any one wounded by a Predator round must succeed at a DC 12 FORT save or suffer 1 point of CON damage, in addition to the normal effects of being shot. If the gunman possesses feats (such as Controlled Burst or Double Tap) which increases the damage done, the save DC increases by +1 for each additional die of damage inflicted, reflecting the additional trauma and toxin dose of additional rounds impacting.

Restriction: Ranged ballistic weapons only

Purchase DC Modifier: +4

Restriction: Increases base restriction by +2, to a minimum of +2 (Restricted).

Gadget: Psi-Linked (PL 6)

The weapon is equipped with an onboard quantum computer programmed with the user's neural patterns. A psi-linked weapon responds to its user's thoughts, and the weapon's damage dealing capabilities are reinforced by the user's willpower. Artificially generated telekinetic fields help channel energy to the target's weak points.

A psi-linked energy weapon adds one of the user's metal ability modifiers as a bonus to the weapon's attack rolls and damage. Only creatures with the Psionic subtype can use and fire a Psi-linked weapon; the weapon simply fails to function in the hands of a non-psionic. A Psi-Linked weapon may only be modified to function in conjunction with a single mental ability score; once chosen, the keyed ability score cannot be changed with expensive and time consuming modification.

Restriction: Ranged energy weapons only

Purchase DC: INT Keyed +4; WIS Keyed +6 ; CHA Keyed +4

Gadget: Psychodisruptive (PL 7)

An energy weapon modified with this gadget fires ectoplasmic pulses designed specifically to disrupt the neural functions of Psionic targets.

In addition to suffering normal damage, any creature with the Psionic subtype who is stuck by a blast from the weapon must succeed at a FORT save or be unable to use any psychic Supernatural or Spelllike ability for 1d4 rounds.

Restriction: Ranged energy weapons only

Purchase DC: FORT DC 12 +4

FORT DC 14 +6

FORT DC 16 +8

Gadget: Self Replicating Ammunition (PL 7)

A nano-factory is built into the weapon, which produces standard ammunition from ambient

pollution and atmospheric impurities, a gun modified with this gadget never runs out of ammunition or needs to be reloaded; new rounds are created instantly each time the gun is fired.

Restriction: Ranged ballistic weapons only

Purchase DC Modifier: +5

Gadget: Smartchamber (PL 7)

Weapons built with Smartchamber technology incorporate shapememory polymers and reconfigurable components in their magazines, firing chamber and barrel.

These versatile weapons can be loaded with any available ammunition, from .22 birdshot to .50 hollowpoints and still inflict their weapon's base damage. These guns are ideal for insurgents and street thugs who lack dependable supply lines.

Restriction: ranged ballistic weapons only

Purchase DC Modifier: +2

Gadget: Sniper Stabilized (PL 6)

The firearm is equipped with advanced stabilization and recoil suppression systems, and is capable of incredibly precise aimed shots. These expensive weapons are only issued to special forces and anti-terrorist units.

When making an aimed shot with the weapon, roll 2d20 and take the better of the two rolls.

Drawback: Sniper weapons require exacting maintenance to function according to spec. Unless the weapon receives a DC 20 Repair check each day, the benefit of this gadget is lost until routine repairs are made.

Purchase DC Modifier: +6

Restriction Rating: Military (+3)

Gadget: Suppressed (PL 6)

The weapon is equipped with extremely effective sound and flash suppression systems.

Observers suffer a -15 penalty on Spot and Listen checks made to detect a shot from this weapon or to triangulate where a shot comes from.

Drawback: This modification reduces the weapon's range increment by 25%.

Purchase DC Modifier: +4

Restriction Rating: Military (+3)

EXPLOSIVES AND SPECIALTY GRENADES

In addition to these setting-specific grenades, soldiers commonly carry the standard explosives listed in the D20 Modern and D20 Future rulebooks.

AS-55 "Glasser" Grenades

Glasser grenades are a very new part of the APEX arsenal, with the chemical formula only cracked in late 2105. Glasser grenades use 'energized smoke' containing specially charged nano-bots to weaken the molecular structure of objects caught within the cloud.

When the Glasser is thrown, it functions exactly like a tear gas grenade (pg 105, D20 Modern core rulebook). Any inorganic matter caught within the cloud has its Hardness or non-magical Damage Reduction reduced by 2d6 points. This effect persists as long as the inorganic material remains within the cloud, and for one round after it is removed from the cloud. Troops usually follow up a Glasser grenade with massed small arms fire, to bring down a now vulnerable cyborg or mecha.

Conscience Bomb

The Conscience Bomb is a non-lethal, anti-personnel weapon system designed for urban pacification and crowd control. One of the most technologically advanced weapons in the Choicer arsenal, the Conscience Bomb uses machine-telepathy and memetic viruses to rewrite a target's beliefs and core personality.

To the Lifers, the Conscience Bomb is not a merciful alternative to lethal force; it is a soul deep invasion- psychic rape. The Treaty of Boston has outlawed this psi-weapon as well as many other forms of tactical brain-washing. At least officially, the

Choicer nation no longer produces this weapon. However, several thousand boxes of C-Bombs were "lost" en route to recycling facilities. Choicer special operations groups, among others, still find uses for this out-of-favor weapon.

The Conscience Bomb is a small cylinder the size of a soup can. It can be thrown like a grenade, as well as placed as an improvised mine. Once set, the Conscience Bomb will detonate if any Medium sized or larger creature or object comes within 5 ft. When a Conscience Bomb detonates, a storm of psionic energy and electromagnetic neural viruses erupts. The bomb's detonation itself is harmless, a startling lightshow similar to a *flashbang* grenade.

All sentient creatures within a 30 ft radius of the blast point must succeed at a WILL Save (the DC of which determines the weapon's price) or find some of their allegiances temporarily removed. Choicer built Conscience Bombs were specifically tailored to delete allegiances to the Lifer AOG, the pro-life movement as a whole and conservative religious causes. A conscience bomb is programmed with up to 4 allegiances when it is armed, which are clearly marked on a miniature plasma display on the side of the cylindrical grenade.

If the target fails his or her WILL Save, those allegiances are deleted for the next 1d4 days. Note that no allegiances replace the lost causes, often leaving the victim of the bomb confused and existentially shaken. If the target has no declared allegiances as a result of the bomb-blast, he or she is *shaken* for the duration of the effect. Once the effect ends, the stricken character's true allegiances begin returning, with the victim's true personality reasserting itself within a few hours.

The gamemaster determines how a target acts if his or her core allegiance is removed. A Lifer squad which stumbles across a Conscience Bomb during a raging fire-fight will probably continue to fight, even if they no longer have a purely political or religious reason to do so. Even shorn of political motivations, Lifer soldiers might still fight, due to an

un-erased allegiance towards their squad mates or out of fear of capture or death. However, since they are (at least temporarily) no longer morally opposed to their Choicer adversaries, they might be more likely to consider retreat, or accept a surrender or ceasefire.

The temporary loss of allegiances may result in the loss of access to certain class features, particularly if the character is a member of a class with supernatural or divine talents, as well as the loss of any politically-aligned object philosophies.

F-Stick Tac Nukes

Fusion Stick tactical nukes are one of the deadliest man-portable weapons ever devised, and they are so devastating their use has been banned by the Treaty of Boston. F-Sticks are rarely issued to APEX troops, and only in the most extreme situations, when a squad is facing a metahuman so powerful that without access to tac-nukes, the target is a threat to the planet as a whole. APEX has only used F-Sticks three times since the Battle of Boston, and only once on Earth. Even the Lifers are hesitant to use these ultra-lethal, city killing bombs.

An F-Stick is a small cylinder slightly thicker than and a bit shorter than a police baton, but extremely heavy for its size. The weapon's casing conceals an unstable fusion reactor, which is designed to overload within a predictable period and detonate. An onboard computer controls the time till detonation. Once set, the F-stick can be programmed (via a smartlight interface) for immediate detonation (which occurs 1 round after it is placed), or for a delayed detonation, at any time up to 24 hours after the weapon is placed. A designated user can attempt to abort the detonation by entering a specific code, unique to each F-stick.

Deactivating an F-stick without the code is virtually impossible, requiring a DC 40 Disable Device check. Failure indicates the F-stick detonates immediately. All EOD personnel on the planet dread these devices, and rightfully so.

An F-Stick's explosion inflicts 20d10

(average 110) points of fire damage to everything within a 500 ft radius, and half that damage to everything in a 1,000 ft radius. Anything caught within the blast radius remains *heavily irritated* for 2d6 hours after the detonation.

Landmines

Modern landmines are equipped with an internal mechanical timer separate from all other systems that will permanently deactivate the explosive if not detonated within 72 hours of arming, in hopes of preventing civilian casualties after a conflict ends.

Placing and arming a landmine is a full round action. Once a landmine is set, it will detonate if a Medium or larger creature comes within 5 ft of it. The explosion has a 5 ft blast radius, and inflicts 6d6 points of fire damage to all creatures within the blast radius (REF DC 18 half).

An IED (improvised explosive device) is effectively a scratch built landmine. It inflicts only 4d6 points of fire damage. The REF DC for half damage is identical to the Craft (mechanical) roll made to construct the device. In the hands of amateurs, an IED might be easily survivable, but professionals can custom design ultra-lethal explosives. Most IEDs lack the 72 hour use limit of military-produced landmines.

Liquid Rescue

Foul smelling butyric acid has been a weapon of the anti-choice movement for more than a century, and the stinking homebrewed acid has earned the name "Liquid Rescue." Injected into a building's stone walls with a heavy gauge hypodermic needle, the acid eats away at the brickwork, and releases a pungent stench. Dosing an abortion clinic's walls is a favored termite tactic to close down a clinic.

When injected into any stone structure, the acid reduces that section of stone's Hardness by 2d4 points, and as a chemical byproduct, release as a cloud of noxious fumes. Non-magical stone receives no saving throw, and magical stone saves as

Item	Size	Weight	Purchase DC	Restriction Rating
AS-55 "Glasser" Grenades	Tiny	1 lb.	DC 23	Military (+3)
Conscience Bomb	Tiny	1 lb	WILL DC 12: Purchase DC 24 WILL DC 16: Purchase DC 26 WILL DC 18: Purchase DC 28	Illegal (+4)
F-Stick Tactical Nuke	Small	30 lbs	DC 43	Illegal (+4)
Landmines	Small	2 lbs	DC 13	Military (+3)
Landmines (IED)	Small	2 lbs	DC 5 + the bomb maker's ranks in Craft (mechanical)	Illegal (+4)
Liquid Rescue	Fine	Negligible	DC 2	Illegal (+4)
Nano-Breaker Acid	Small	10 lbs	DC 20	Restricted (+2)
Refract Fog Grenades	Tiny	1 lb	DC 14	Military (+3)
Slowpulse Grenade	Tiny	1 lb	DC 20	Military (+3)

Anyone within 60 ft of the injection site must make a DC 18 FORT save, or become nauseated for as long as they remain in the area, and for 1d4 minutes thereafter. The fumes dissipate naturally in a number of minutes equal to the points of Hardness destroyed.

A dose of liquid rescue can be synthesized from common household solvents by making a successful DC 20 Craft (chemical) check, and dedicating at least 2 hours to the effort.

Nano-breaker Acid

This molecular acid can eat through nano-cybernetics in seconds. It was originally designed to rapidly and safely decompose corpses- especially cyber-enhanced ones- sent to Delight for burial. Nano-breaker acid can reduce a full conversion cyborg to base minerals in just a few hours of immersion. The use of NB acid is closely regulated, and is legally available only as an industrial solvent.

Because of its utility against cyborgs, a thriving black market for NB acid exists, with Lifer terrorists often using the pungent chemicals against cybered-up Choicer priestesses.

A flask of NB acid inflicts 2d6 points of acid damage to any character with nanotech-based cybernetics, members of any Cyborg player species,

and classes dependant on cybernetics. The acid has no effect on human or other organic tissue. If thrown, the acid inflicts 1d6 points of acid damage as splash on applicable creatures in adjacent squares.

The price given is for a gallon drum of NB acid; or about 8 flasks.

Refract Fog Grenades

Refract Fog is a grenade like weapon that uses metallic smart dust to partially neutralize energy weapons. Commonly slanged as "reef grenades" this device is used by police and the military to minimize casualties during urban battles, and by terrorists to hinder retaliation. When the grenade detonates, it fills a 20 ft radius with slightly heavier than air dust that slowly settles to the ground. For 2d6 rounds after detonation, all energy weapons fired into or through the affected area inflict half damage (rounded down). The fog is too heavy to drift, though winds in excess of 20 mph remove the fog in one round.

Slowpulse Grenade

Though it deals no damage in and of itself, slowpulse grenades are one of the scariest weapons in the Lifer arsenal, and a vital part of Lifer military strategy. Slowpulse grenades are often thrown or launched into a kill zone, immediately and conclusively removing a target's ability to resist or counter-attack.

When the Slowpulse grenade is thrown, it detonates, creating an area filled with exotic energy fields and quantum anomalies 60 ft in diameter. Those caught within the blast radius must succeed at a DC 24 WILL Save or be *slowed* as the spell. This effect lasts for 1 minute.

Affected creatures move and attack at a drastically slowed rate. *Slowed* creatures can take only a single move action or attack action each turn, but not both (nor may they take full-round actions). Additionally, they suffer -2 penalties to Defense, melee attack rolls, melee damage rolls, and Reflex saves. Slowed creatures jump half as far as normal.

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