



by Scot Hoover

Are YOU ready for the Rapture of the Deep? Don't get caught unawares! Better kit up with these Ancient artifacts. Guaranteed to make your next aquatic excursion one you'll cherish for ever.

Emergency Air Supply

Code:	AIV	Value:	250
Duration:	15 minutes	Cost:	100 ¢
Weight:	1 kg	Power:	-

Essential for pure strain humans and ungilled mutants alike. This compact breathing unit consists of a mouthpiece connected to two semi-circular tanks which close around the neck, each containing fifteen minutes of oxygen. An infrared sensor clips to the ear, and the air can be supplied on demand or when blood color changes enough to indicate that it is needed. These artifacts were commonly included on nearly all Ancient undersea vessels as necessary safety equipment. There is a 50% chance the oxygen has leaked over the years, in which case it will be empty. These were meant for single-use only and are not rechargeable.

Divemaster™ SCUBA

Code:	CV	Value:	2,500
Duration:	see below	Cost:	3,500 ¢
Weight:	4 kg	Power:	1x Hydrogen Cell

A diver using this scuba breathes one hundred percent pure oxygen and becomes totally immune to the effects of both nitrogen narcosis and decompression sickness. Because of the dangers of oxygen toxicity, the pure-oxygen scuba should only be used at a depth of 10m for periods less than 75 minutes. Each 10m increase in depth decreases dive time by 20 min, so the maximum allowable dive is 30m for 15 min. Powered by a single hydrogen cell which is good for 100 hours use.

Trident Rebreather

Code:	CV	Value:	3,000
Duration:	see below	Cost:	4,000 ¢
Weight:	2 kg	Power:	1x Hydrogen Cell

These artifacts were manufactured at an unknown installation, presumably for everyday use in one of the undersea cities of the Ancients. Whatever their original purpose, these suits have since fallen into the hands of the Army of the Deep Cryptic Alliance, who use them to equip their members. Similar to the more common rebreather, these operate by removing a breathable mixture of oxygen and nitrogen from the surrounding water. These units are much smaller however, and the large backpack of the rebreather has been replaced by a small circular chest unit with a breathing mouthpiece worn with a light harness. The maximum depth is around 100 meters but the unit functions best at around 50 meters. The filter needs to be cleaned once a year and the Hydrogen Power Cell is good for up to 100 hours use. When in use, the unit expels a stream of tiny bubbles of CO₂ behind it.



Spandex Wetsuit

Code:	~IV	Value:	50
Duration:	-	Cost:	100 ¢
Weight:	1/2 kg	Power:	-

A simple, light, compact one-piece suit, ideal for work in tropical waters (>35°C) or as a thin undergarment worn beneath heavier suits. Provides no protection (AC 10).

Thermoplastic Wetsuit

Code:	~IV	Value:	100
Duration:	-	Cost:	250 ¢
Weight:	1/2 kg	Power:	-

These versatile warm-water suits have a layer of heat-retaining thermoplastic sandwiched between two layers of spandex. They are thin and are designed for use between 20° C to 35° C. You can wear a thermoplastic suit beneath a neoprene suit for extra warmth. Windproof, neutrally buoyant. Provides no protection (AC10)

Foam Neoprene Wetsuit

Code:	~IV	Value:	200
Duration:	-	Cost:	400 ¢
Weight:	1/2 kg	Power:	-

The most common form of protective clothing in use, these suits contain thousands of tiny, insulating air bubbles which provide excellent, lightweight heat retention down to 20° C. This type of suit is naturally buoyant and requires weights. Minor repairs are a snap with wet suit cement, but note that neoprene is not windproof and has a long drying time. Provides protection of AC 9.

Wetsuit Heat Pack

Code:	AIV	Value:	100
Duration:	-	Cost:	250 ¢
Weight:	1/2 kg	Power:	-

These contoured plastic containers fit into integral wet suit pockets or exterior strap-on pouches and contain a nontoxic, reusable chemical that heats to about 60° C, providing that extra bit of warmth when you most need it. Heat lasts for 30 mins, and must be dormant for 1 hour before re-use.

Foam Neoprene Drysuit

Code:	~IV	Value:	400
Duration:	-	Cost:	600 ¢
Weight:	2 kg	Power:	-

These suits are similar to their wetsuit cousins, but are designed for dives where expected water temperature is below 20°C. They are lined with waterproof nylon, and come with integral seals at wrists and neck, attached dry boots, and a water- and pressure-proof zipper. Form fitting, streamlined, and windproof, these suits are ideal for deep-water or arctic diving. They are buoyant and require weights, and are useless if torn. Provides an AC of 9.

Shell Drysuit

Code:	~IV	Value:	500
Duration:	-	Cost:	1,800 ₺
Weight:	2 kg	Power:	-

These are standard foam neoprene drysuits coated in a rubberized fabric shell, making them as easy to repair as wet suits and about twice as durable. They are fast drying, light, and provide an AC of 8.

Skinsuit

Code:	CIV	Value:	2,500
Duration:	-	Cost:	4,500 ₺
Weight:	2 kg	Power:	-

Adapted from an original orbital vacsuit design to do underwater duty, these suits are skintight, tough, rubberized coveralls with a simple helmet and 40-60 minute air supply. The foam-like inner skin is pressure-resistant to 40 meters, and affords protection from temperatures down to 0°C with ease. Below 0°, the temperature regulation will begin to fail and become useless after 10 min. These were also used as emergency evacuation equipment from underwater habitats, and so are often found in such ruins. They cannot be adapted for scuba or rebreathers, but they can be used with fins.

Amphibious Body Armor

Code:	EV	Value:	2,500
Armor:	3	Cost:	3,000 ₺
Weight:	12 kg	Power:	-

This suit can be worn like normal plastic body armor, but it has the added bonus of a five hour emergency air supply, built-in fins, and special ballast compartments that enable the wearer to achieve neutral buoyancy. For mutants with gills, the helmet can be worn to allow the free passage of water. Depth depends on breathing apparatus attached.

Swimming Fins

Code:	~III	Value:	50
Duration:	-	Cost:	30 ₺
Weight:	1/2 kg	Power:	-

Standard professional swimming fins. Light and flexible, they give the user a +10 meters/Action Turn movement bonus underwater. Only fit PSH or similar size feet. Fins subtract -20 meters/Action Turn for any land movement.

Power Fins

Code:	~IV	Value:	50
Duration:	-	Cost:	50 ₺
Weight:	1 kg	Power:	-

These are longer, heavier, narrower, and more rigid than swimming fins, and are designed to deliver greater power on the downstroke kick. The preferred fin for working divers, they sacrifice comfort for strength. Add +20 meters/Action Turn movement bonus underwater.

Depth Gauge

Code:	AIV	Value:	50
Duration:	-	Cost:	100 ₺
Weight:	200g	Power:	-

A basic but essential piece of gear, this little gadget is a clip-on belt gauge which calculates and displays a diver's exact depth and gives a warning beep or vibration when the diver is within 20 meters of his maximum depth tolerance. Note that the gauge is itself only pressure-tolerant up to 250 meters.

Skindiver Bottom Timer

Code:	AIV	Value:	50
Duration:	-	Cost:	25 ₺
Weight:	100g	Power:	-

This handy device is essentially a pressure-activated stopwatch used for recording depth times. The timer is activated automatically when the diver descends below a certain depth, and turns itself off when the diver reaches the surface.

Wrist Compass

Code:	~III	Value:	50
Duration:	-	Cost:	40 ₺
Weight:	50g	Power:	-

A small magnetic compass housed in a waterproof, pressure-resistant case, and worn on the wrist like a watch.

Diving Slate

Code:	AIV	Value:	100
Duration:	-	Cost:	100 ₺
Weight:	1/2 kg	Power:	-

Convenient record-keeping is at your fingertips with this waterproof-ring binder, outfitted with thin sheets of semimatte white plastic, lightly sand-papered on both sides. Ordinary lead pencil can be used and marks rubbed off with a rubber eraser or an abrasive cleaner. Some underwater slates are equipped with a compass, depth gauge, watch, etc. mounted across the top; assume an additional 50eb for each option.

Diving Chronometer

Code:	AIV	Value:	Varies
Duration:	-	Cost:	Varies
Weight:	1/2 kg	Power:	-

A self-winding, pressure-resistant and waterproof watch in a shock-resistant, non-magnetic case, the diver's watch is essential for determining depth and decompression stop times. One-piece elastic bands are common, and come in a variety of designer colors. Cheap models go for as little as 30 ₺; top-of-the-line models, with integral compass, depth gauge, temperature meter, and ultrasonic CO2 detector can go as high as 1,000 ₺.

Diving Light

Code:	AIV	Value:	150
Duration:	100 hours	Cost:	500 ₺
Weight:	2 kg	Power:	1x Solar Cell

A simple, waterproof and pressure-resistant halogen lamp with a flexible clamp to allow it to be mounted on a variety of surfaces.

Equipment converted from Mockery's Cyberpunk 2020 Page



Speargun

Code:	BIV	Value:	250
WC:	9	Cost:	650 ₰
Range:	See Below	Power:	Compressed Air
Damage:	See Below	Weight:	5 kg
RoF:	1/2	Ammo:	See Below

This is a pneumatic spear gun, originally designed by the Ancients for sport fishing and underwater combat. The weapon is powered by a single tank of compressed air (similar to a standard SCUBA cylinder) that is good for 12 shots, and can be replaced in one Action Turn.

The speargun can fire three types of bolts or spears: a blunt-tip (1D) that does damage as a club (1d4) and has a limited range of 10 meters; a sharp tip (2 D) that does damage as a spear (1d6) and has a range of 35 meters. The last is tipped with a waterproof incendiary shell (50D) rigged to detonate on impact. These cause 1d6 points of damage for 1d4 Action Turns as the chemical inside reacts with water. They have a range of 25 meters.

The speargun may be broken down when not in use and carried in a sack or backpack. Blunt & impaling spears are easily manufactured at any TL III+ community, explosive tipped spears are only found as artifacts in underwater or coastal ruins.

Airgun Pistol

Code:	BIV	Value:	150
WC:	9	Cost:	600 ₰
Range:	15	Power:	Compressed Air
Damage:	1d4/1d6	Weight:	2 kg
RoF:	1	Ammo:	See Below

This is the pistol version of the speargun. It is usually worn strapped to the forearm like a crossbow pistol. It is fueled by a compressed air cylinder good for 10 shots, and it can be replaced in 1 Action Turn. These fire smaller 'bolts' than the speargun, and only blunt (2D) and spear (4D) tips are available. The range for both types is limited to 15 meters.

Underwater Slug Thrower A Pistol

Code:	AIV	Value:	150
WC:	10	Cost:	3,500 ₰
Range:	15	Power:	1x Hydrogen Cell
Damage:	1d4	Weight:	1 kg
RoF:	1	Ammo:	3 clips (50 slugs ea.)

These are designed along the same lines as the standard Slug Thrower A with a special waterproof/insulated plastic casing. Slugs from these guns carry no electrical stun charge, hence the reduced damage. They use standard Slug Thrower A clips.

Underwater Slug Thrower B Carbine

Code:	AIV	Value:	250
WC:	10	Cost:	4,500 ₰
Range:	30	Power:	1x Hydrogen Cell
Damage:	2d4	Weight:	1 ½ kg
RoF:	1	Ammo:	3 clips (30 slugs ea.)

These are identical to the Slug Thrower B carbine except for the plastic waterproof casing and insulation. Like the pistols above, these do not charge the slug, and have reduced damage as a result. They use standard Slug Thrower B clips.

Trident

Code:	~II	Value:	150
WC:	1	Cost:	10 ₰
Range:	1(10)	Power:	-
Damage:	1d8	Weight:	4 kg
RoF:	1	Ammo:	-

These are large three-pronged spears which are used by primitive communities for fishing and war. On land, tridents may be thrown as a spear, or wielded in hand to hand combat. Underwater, the weapon is typically used as a thrusting spear and is not very accurate if thrown (-4 to hit, range 5 meters). Fens arm themselves with lighter versions of the trident carved from coral or scrimshaw. They are barbed along all edges and are very effective when thrown (no penalties).

Net

Code:	~II	Value:	25
WC:	1	Cost:	15 ₰
Range:	1(3)	Power:	-
Damage:	-	Weight:	5 kg
RoF:	1	Ammo:	-

These are small, lightweight fishing nets often weighted along the edges with small pieces of lead. They are very useful in primitive spear fishing and are also useful for making snares or other small traps. If used in combat, the net may be swung or thrown up to 3 meters. If it hits, the victim must make a DX check immediately or be ensnared for 1d4 Action Turns. While ensnared the victim may not move, but may try to cut loose from the net (it can withstand 10 points of damage). Underwater, nets may not be thrown, but may be swung. Fens prefer to use both nets and tridents in unison. First, ensnaring prey with the net, and then spearing them into submission. When hunting in groups, they may surprise their prey from above with much larger nets, often embedded with sharp pieces of glass, coral, or even poisonous darts.

