

GRAY NEBULA

CREWMEN, CON-MEN
AND LAWMEN



WHITE
STAR
COMPATIBLE

GRAY NEBULA: CREWMEN, CON- MEN, AND LAWMEN

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Gray Nebula: Crewmen, Con-Men, and Lawmen is a class sourcebook designed for compatibility with **White Star: White Box Science Fiction Roleplaying™**.

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GRAY NEBULA: CREWMEN, CON- MEN, AND LAWMEN

The following classes are designed to be compatible with the four **Standard Classes** found in the **White Star: White Box Science Fiction Roleplaying™** core rulebook. They can be used to "fill in the gaps" for players who have no wish to be **Aristocrats**, **Pilots**, **Mercenaries**, or **Star Knights**. Or, they can be used strictly as NPCs, at the **Referee's** discretion.

CREWMAN

Not everyone gets to be the dashing **Pilot**! **Crewmen** are mechanics, gunners, security officers, navigators, and any other type of support personnel that serve aboard a starship. On large vessels, with hundreds of workers, they sometimes get lost in the shuffle, but on smaller starships they can become essential and valued members of the crew.

Crewmen are familiar with the inner workings of their vessel and often develop emotional attachments to the ship and their fellow crewmen.

LEVEL	XP	HD	BHB	ST
1	0	1	+0	15
2	1,250	2	+0	14
3	2,500	3	+1	13
4	5,000	3+1	+1	12
5	10,000	4	+2	11
6	20,000	5	+2	10
7	40,000	6	+3	9
8	80,000	6+1	+3	8
9	160,000	7	+4	7
10	320,000	8	+4	6

TABLE 1: CREWMAN ADVANCEMENT

CREWMAN CLASS ABILITIES

WEAPON/ARMOR RESTRICTIONS: A *Crewman* engages in combat when necessary in order to protect themselves, their crewmates, or their vessel. However, they prefer to operate from the safety of their starships whenever possible. A *Crewman* can use any type of armor or weapon.

STARSHIP FAMILIARITY: *Crewmen* have a natural understanding of starship systems in general and may receive bonuses or increased chances of success when dealing with mechanical or technical complications. This is often particularly applicable when the systems in question are associated with their *Role* (see below).

SCAVENGING: *Crewmen* may scavenge and adapt items relative to their *Role* (rusted tools, spare parts,

outdated maps, incomplete medkits, etc.). The **Referee** is free to determine what this entails.

ROLE: Each **Crewman** has a different purpose and function aboard the vessel. This is known as their **Role**. At 1st level, the player selects one **Role** and receives all the benefits associated with that **Role** only. Several **Roles** are listed below and **Referees** should feel free to modify them or design new ones to suit their own campaign.

- **TECHNICIAN:** Technicians are responsible for overseeing repairs and keeping the ship running at full strength. When overseeing repairs to a starship, technicians may add their **Experience Level** to the number of starship **Hit Points** restored per day. Additionally, three times per day, a technician may attempt a quick fix on a starship. This takes 1 **round** and restores a number of **Hit Points** to the starship equal to 1d6 per **Experience Level** of the **Crewman**. However, the starship suffers a -1 penalty to its **Armor Class**, **Movement**, and **Targeting** until the vessel is properly repaired at a starport. These modifiers are cumulative, if multiple quick fixes are applied to the same starship.
- **GUNNER:** Gunners live to blast enemy vessels out of space. They are trained in all types of starship weaponry and receive an additional +1 **To-Hit** at 1st level, +2 **To-Hit** at 4th level, +3 **To-Hit** at 7th level, and +4 **To-Hit** at 10th level, when firing ship-mounted weapons.
- **NAVIGATOR:** Navigators are particularly adept at plotting FTL routes and can reduce the time it takes to plot a new course by 1d6 **rounds** (minimum of 1). The **Referee** should roll 1d20 every time a route is quickly plotted. If a "1" is rolled, the ship suffers some type of damage or mishap, to be determined by the **Referee**.
- **SECURITY OFFICER:** Security officers oversee electronic and physical security systems aboard the ship. They are trained in personal combat and

receive an additional +1 **To-Hit** at 1st level, +2 **To-Hit** at 4th level, +3 **To-Hit** at 7th level, and +4 **To-Hit** at 10th level.

- **MEDIC:** Medics are doctors, nurses, emergency medical technicians, and other trained medical personnel that serve aboard starships. Some medics rarely leave the ship, while others routinely accompany other crewmen on away teams and missions. Two weeks of uninterrupted rest under the care of a medic will return a character to maximum Hit Points regardless of how many **Hit Points** the character has lost. A medic doubles the number of **Hit Points** regained from the optional **House Rule: Binding Wounds and Med Kits**. The **Referee** is free to determine whether or not an injury is outside the scope of the medic's ability to treat.
- **CULTURAL EXPERT:** Cultural experts are interpreters, academics, and historians serving aboard starships. They are familiar with most alien cultures and are able to communicate at a rudimentary level in most known languages. Cultural experts can achieve a basic understanding of a new language they come into contact with after one (1) day of hearing and studying it. Cultural experts can be bookish librarians that provide useful information or brash archaeologists and treasure hunters dedicated to uncovering ancient artifacts scattered throughout the galaxy.

SAVING THROW: Crewmen receive a +2 bonus on **Saving Throws** against explosions and environmental hazards.

XP BONUS FOR WISDOM: Crewmen with a **Wisdom** of 13 or 14 receive a 5% Experience Bonus, and those with 15 or higher get 10%.

CHIEF OFFICER (4th): Once a **Crewman** reaches 4th level he receives the opportunity to upgrade his starship. This upgrade should be relative to the **Crewman's Role** and may involve acquisition of more advanced equipment, new robots to provide assistance,

or modifications to the starship's weapons, armor, shields, speed, etc. The details of this upgrade must be approved by the *Referee*.

CRIMINAL

Criminals prey upon the weak and unsuspecting. They take what they want and do as they please. ***Criminals*** can be common street thugs, gang members, con-men, thieves, robbers, murderers, slavers, or even worse. A rare few criminals skirt the line between good and evil; an even rarer few actually commit crimes for the benefit of others.

LEVEL	XP	HD	BHB	ST
1	0	1	+0	14
2	1,500	1+1	+0	13
3	3,000	2	+1	12
4	6,000	3	+1	11
5	12,000	3+1	+2	10
6	24,000	4	+2	9
7	48,000	5	+3	8
8	96,000	5+1	+3	7
9	192,000	6	+4	6
10	384,000	7	+4	6

TABLE 2: CRIMINAL ADVANCEMENT

CRIMINAL CLASS ABILITIES

WEAPON/ARMOR RESTRICTIONS: *Criminals* live in a violent world outside the law and can defend themselves if forced to fight. They wear only Light or Medium Armor, but can use any type of weapon.

PETTY CRIME: Once per day, the *Criminal* may commit a petty crime that nets him 1d6 x (10 x *Experience Level*) in credits. This amount is multiplied by 10 for every 100 credits and one week prep time invested in the crime (developing new software, establishing fake identities, setting up elaborate schemes, etc.). This crime is usually related to the *Criminal's Role* (see below) and is handled "off screen". Additionally, the *Referee* should secretly roll 1d20. On a roll of "1-3", the crime has suffered an unanticipated complication (eye witnesses, news footage, bad investment, marked credits, arrest warrants issued, etc.) during or after its commission, to be determined by the *Referee*. The *Criminal* may still roleplay any number of crimes the *Referee* wishes to allow.

ROLE: Although criminals are opportunistic and commit many different types of crime, each has their own area of expertise. This is known as their *Role*. At 1st level, the player selects one *Role* and receives all the benefits associated with that *Role* only. Several *Roles* are listed below and *Referees* should feel free to modify them or design new ones to suit their own campaign.

- **SWINDLER:** A swindler is a smooth talker that specializes in bilking people out of their hard-earned credits. They are able to mimic the effects of the 1st-level *Meditation Charm Person* by speaking to a single target for one (1) *round*. If the target fails a Saving Throw they are considered to be under the effects of a *Charm Person Meditation*. Only targets who speak the same language as the *Criminal* can be targeted.

- **BURGLAR:** Burglars are a type of thief that specializes in breaking into dwellings, businesses, vehicles, and starships. Burglars prefer stealth over brute force, using a combination of natural talent and advanced technology to remain undetected. Skilled burglars may bypass even the most advanced alarm systems.
- **THUG:** Thugs are ruthless brutes who prefer to use intimidation and force to get their way. Against foes of one *Hit Die* (1 HD) or fewer, thugs get free extra attacks per *round* that can be used against only them, up to one (1) extra per *Experience Level* of the *Criminal*. Thugs are also skilled at dirty fighting. When fighting without a weapon in melee combat they deliver +1 damage.
- **STREET THIEF:** Street thieves are proficient in all manner of street-level thefts including picking pockets, hotwiring vehicles, purse snatching, shoplifting, panhandling, and more. A street thief naturally develops a network of local contacts that can provide information or assistance, at the *Referee's* discretion.
- **HACKER:** Hackers are computer experts who are masters of breaking codes, infiltrating secure networks, and reprogramming computers (and robots). Hacking may be done wirelessly, or may require the hacker to have access to the secured system, at the *Referee's* discretion.
- **FORGER:** Forgers are capable of fabricating official documentation for themselves or others. This includes items such as personal IDs, vehicle registration beacons, debit cards, and more. The *Referee* is free to determine whether or not a particular forgery is beyond the scope of the *Criminal*, depending on the materials and technology at hand.

SAVING THROW: *Criminals* receive a +2 bonus on *Saving Throws* made to avoid traps and area of effect attacks.

XP BONUS FOR DEXTERITY: *Criminals* with a **Dexterity** of 13 or 14 receive a 5% Experience Bonus, and those with 15 or higher get 10%.

CREW BOSS (4th): Once a *Criminal* reaches 4th level, he becomes boss of a small crew, attracting the service of 1d6 1st-level *Criminals*. These criminals pledge their loyalty to the crew boss and pay tribute as determined by the **Referee**. The character can also expect freebies and other perks from local residents, businessmen, and corrupt officials.

CRIME LORD (8th): Once a *Criminal* reaches 8th level, he becomes a crime lord in his chosen **Role** and attracts the service of 1d6 other crew bosses. These bosses pledge their loyalty to the crime lord and pay tribute as determined by the **Referee**. The character can now expect freebies and other perks from more powerful local residents, businessmen, and corrupt officials.

LAWMAN

Lawmen are tasked with enforcing laws and customs. They can be local constables, criminal investigators, interdiction agents, planetary marshals, or any other type of law enforcement officer. Some former **Lawmen** become bounty hunters, private investigators, corporate security officers, or personal bodyguards. A rare few turn their backs on the law entirely and become criminals of the worst sort. The latter tend to be hated by other **Lawmen** who use all available means to bring them to justice.

LEVEL	XP	HD	BHB	ST
1	0	1+1	+0	14
2	1,500	2	+1	13
3	3,000	3	+2	12
4	6,000	4	+2	11
5	12,000	4+1	+3	10
6	24,000	5	+4	9
7	48,000	6	+4	8
8	96,000	7	+5	7
9	192,000	8	+6	6
10	384,000	9	+6	6

TABLE 3: LAWMAN ADVANCEMENT

LAWMAN CLASS ABILITIES

WEAPON/ARMOR RESTRICTIONS: *Lawmen* may use any type of military technology available. However, they are always conscious of collateral damage to life and property and seldom use weapons that cause mass destruction.

LAW FAMILIARITY: *Lawmen* have a natural understanding of laws in general and may receive bonuses or increased chances of success when dealing with honest citizens and civilized society. This is often particularly applicable when the *Lawman* in question is performing duties associated with his *Role* (see below).

ROLE: All *Lawmen* have dedicated their lives to protecting life and property and ensuring that laws are upheld, however, each has their own area of expertise. This is known as their *Role*. At 1st level, the player selects one *Role* and receives all the benefits associated

with that **Role** only. Several **Roles** are listed below and **Referees** should feel free to modify them or design new ones to suit their own campaign.

- **UNIFORMED OFFICER:** A uniformed officer who clearly identifies himself as an officer of the law (whether verbally, by showing ID, or wearing a uniform) instills doubt and uncertainty in the minds of wrongdoers. Any intelligent foes of 1 HD or less attempting to attack the uniformed officer must make a **Saving Throw** or suffer a -1 penalty **To-Hit**.
- **EVO (EMERGENCY VEHICLE OPERATIONS) SPECIALIST:** At the beginning of each **Vehicle Combat round**, if the **Lawman** is operating a vehicle he may add +1 to any one of the vehicle's **Statistics** temporarily: **Armor Class**, **Movement**, **Shield Strength**, or **Targeting**. He may choose which statistic to modify each **round**, selecting a different one each time. At 4th level an EVO specialist may add +1 to any two of the vehicle's statistics each **round**. At 8th level an EVO specialist may add +1 to any three of the vehicle's statistics each **round**.
- **INVESTIGATOR:** Investigators are skilled at investigating crimes and criminal behavior. They naturally develop a number of political, departmental, citizen, and underworld contacts in the course of their normal duties. Once per day, an investigator may receive information or assistance from one of these contacts. The **Referee** should secretly roll 1d20. On a roll of 2-3, the information or assistance is faulty. On a roll of "1", it is outright wrong.
- **ANALYST:** Analysts are **Lawmen** who specialize in investigating and analyzing crime scenes. They tend to be highly intelligent and are trained in the latest lab procedures (fingerprinting, DNA, retinal scans, etc.), forensic sciences, data collection methods, and investigative technologies. Analysts usually work

closely with investigators to solve major crimes, and some become highly skilled at conducting their own investigations.

- **TACTICAL RESPONDER:** A tactical responder is specially trained for combat operations, including planned assaults, hostage negotiations, and building entries. Against foes of one **Hit Die** (1 HD) or fewer, tactical responders get free extra attacks per **round** that can be used against only them, up to one (1) extra per **Experience Level** of the **Lawman**. Tactical responders are also skilled at close-quarters combat. When fighting in armed or unarmed melee combat they deliver an extra +1 damage.
- **STAR KNIGHT LIAISON:** Star Knight liaisons maintain good relationships with **Star Knights**. A number of times equal to his **Experience Level**, the liaison may call upon assistance from a **Star Knight** or his agents in order to gain important information, locate fugitives, or assist with a particularly dangerous arrest. This ability "resets" when the **Lawman** gains a new **Experience Level**. Liaisons are expected to provide the same type of assistance to the **Star Knights**, if asked.

SAVING THROW: **Lawmen** receive a +2 bonus on **Saving Throws** made to resist attempts to influence them or cloud their minds.

XP BONUS FOR WISDOM: **Lawmen** with a **Wisdom** of 13 or 14 receive a 5% Experience Bonus, and those with 15 or higher get 10%.

DETECT LIE (4th): Once a **Lawman** reaches 4th level, he has become so accustomed to dealing with deceitful people that it becomes easy to tell when they are lying. A **Lawman** may make a **Saving Throw** in order to detect any lie told in his presence.

CHIEF (8th): Once a **Lawman** reaches 8th level, he can choose to accept a position as police chief or its local equivalent. The **Referee** determines the details of this assignment.

MAJOR NPCs

The following NPCs may be dropped into any **White Star™** campaign. The NPCs are based on the classes found in the *Gray Nebula: Crewmen, Con-Men, and Lawmen* class sourcebook. Each NPC comes with a brief background and adventure seed for use by the **Referee**.

CREWMAN

REDMON "RED" SHURTTE

Redmon "Red" Shurtte is a young security officer who is fresh out of the Consortium Naval Academy. Assigned to the dreadnought *Coldfire*, Red was eager to prove himself and always volunteered for missions and away teams. However, after witnessing the deaths of several fellow officers and the callous disregard from his superiors, his enthusiasm for the job has disappeared.

Adventure Seed: Redmon "Red" Shurtte has grown fearful of the high attrition rate for security officers. He has stolen the plans to an experimental military device (weapon, vehicle, starship, etc.) and intends to use it to buy safe passage into the Outer Reaches. The plans would be extremely valuable to any Resistance cell.

Redmon "Red" Shurtte (1st-level Crewman):
AC: 6 [13] (synthetic armor vest + Dex); CREW1; hp 5; Attacks: laser pistol; Role: security officer; Special: starship familiarity, scavenging, +1 "to-hit" with personal weapons; Move: 12; S 13, I 10, W 12, D 15, C 12, Ch 10; XP 15; communicator, credstick (15 credits).

JANEY FURRELA

Janey is a "grease monoket" through-and-through. As the only girl in a family of twelve, she grew up watching

her father and brothers rebuild engines and race sky craft. Janey is currently serving as the only technician aboard a privateer (read: smuggler) light transport named the *Good Hap*. Janey tends to be shy around strangers, especially handsome men. She is at home among junkyards and engine rooms, but feels awkward anywhere else.

Adventure Seed: A robot pirate captain named J-SPARR commands the crew of a gunship named the *Withering Hand*. J-SPARR has taken a liking to Janey and has ordered his crew to kidnap her. The PCs could witness the abduction or defeat the pirates and find her chained to the *Withering Hand's* engine room floor.

Janey Furrela (3rd-level Crewman): AC: 7 [12] (synthetic armor vest); CREW3; hp 12; Attacks: laser pistol, *hyspan* wrench (1d6-1); Role: technician; Special: starship familiarity, scavenging, bonus to starship repair, quick fix to starship 3x per day; Move: 12; S 9, I 14, W 15, D 13, C 10, Ch 13; XP 60; communicator, toolkit, flashlight, timepiece, belt pouch, credstick with 150 credits.

KARIA WOOLAD

Karia Woolad is a square-jawed women with a shaved head, broad shoulders, and large hands. Woolad wears light modern armor and carries a laser pistol at all times, leading many to believe she is a mercenary. Despite her intimidating appearance, Woolad is a kindhearted woman who serves as First Medic aboard the blockade runner *Greenfeld*. Woolad and the rest of the *Greenfeld's* crew are members of the Resistance.

Adventure Seed: Woolad may come to the aid of PCs who are injured. If a friendship evolves, she could be their ticket into the Resistance.

Karia Woolad (5th-level Crewman): AC: 7 [12] (synthetic armor vest); CREW5; hp 20; Attacks: laser pistol, knife; Role: medic; Special: starship familiarity, scavenging, doubles effectiveness of medkit; Move: 12; S 15, I 12, W 13, D 10, C 16, Ch 9; XP 240;

communicator, medkit (5), small doses of common medicines (*Referee's* discretion), duffel bag, credstick with 15 credits.

CRIMINAL

DEGARINNK "DINK" PRYNE

Degarinnk Pryne, better known as "Dink", is a crass thug who has been in and out of jail all his life. He has made a living terrorizing homeless people, junkies, and harlots who dwell in the destitute Saroptine Undercity, robbing them for whatever little credits they have on hand.

Adventure Seed: The locals have had enough of Dink's antics and have placed a local 150 credit bounty on his head. Dink is looking to team up with a starship crew (such as the PCs) that can take him offworld. He presents himself as a mercenary in need of work, but once onboard he tries to intimidate and impose his will on physically weaker characters.

Degarinnk "Dink" Pryne (1st-level Criminal):

AC: 5 [14] (chain mail); CRIM1; hp 6; Attacks: expandable baton (+1 Str), dagger (+1 Str); Role: thug; Special: petty crime, multiple attacks against foes of 1 HD or less, +1 damage in unarmed combat; Move: 12; S 16, I 9, W 12, D 13, C 13, Ch 7; XP 15; 3 credsticks (2, 4, and 12 credits).

RENARRI MINTER

Renarri is a classy thief who specializes in high-end goods such as rare jewels, works of art, and other unique treasures. Born to poverty on the planet Willso IV, the beautiful Renarri quickly learned how susceptible men were to her natural charms. Renarri has a number of different identities spanning all social classes and is equally comfortable around laborers as is she is around

nobles. Renarri has contacts and fences throughout the galaxy.

Adventure Seed: Renarri prefers to work alone, but occasionally contracts specialists to assist with difficult jobs. One of her favorite tactics is to hire a band of mercenaries (such as the PCs) to create a distraction while she sneaks in to commit the theft.

Renarri Minter (3rd-level Criminal): AC: 8 [11] (Dex); CRIM1; hp 8; Attacks: holdout laser pistol, knife; Role: burglar; Special: petty crime, knowledge of security systems; Move: 12; S 11, I 13, W 15, D 17, C 10, Ch 16; XP 60; fine clothing, communicator, mini-computer, false ID, physical restraint key (concealed), electronic restraint key (concealed), jeweled earrings and necklace set (800 credits), fine handbag,

LORD BRETHAN ARRA TALOS

Lord Talos is a noble from the overcrowded Planet Tibarra. Talos was exposed as the ringleader of a fake terraforming scheme that cost the Tibarran people billions of credits. Exiled by the Tibarran government and stripped of his lands and title, Talos was forced to flee the system at the head of an angry mob. Talos now runs a small "crew" of swindlers, hackers, and thugs who set up elaborate schemes throughout the galaxy.

Adventure Seed: One of Talos's most common cons is setting up fake companies and selling stolen starships to wandering bands of mercenaries (such as the PCs). They are usually long gone by the time the buyers (or the law) catch on to what they are doing.

Lord Brethan arra Talos (5th-level Criminal): AC: 9 [10]; CRIM5; hp 13; Attacks: laser pistol, monosword, mono-dagger; Role: swindler; Special: petty crime, can mimic effects of ***Charm Person Meditation***; Move: 12; S 12, I 14, W 13, D 10, C 12, Ch 15; XP 240; fine clothing, cape, belt pouch, communicator, numerous false IDs, 5 credsticks (100 x 2, 250, 500, and 1,000 credits).

LAWMAN

ILA WAERNER

Deputy Waerner was born and raised on the agricultural planet of Deisho Yalla. A few months ago, Waerner's father was killed and the family farm razed by a gang of outlaws named the Iron Eight. Waerner was deputized by the local Reeve and has been helping him track down the Iron Eight and bring them to justice. She is an experienced driver who roams the planet on a police-model skybike searching for the remaining members of the Iron Eight.

Adventure Seed: The two most notorious members of the Iron Eight are still at large. Arrest warrants are active, but the sheriff has called off the hunt, thinking they left the system. In reality they have taken over a small *wutha* farm and are holding the farmers hostage. The PCs may stumble onto the farm while out traveling or they might be on hand when the two outlaws try to break their companions out of jail.

Ila Waerner (1st-level Lawman): AC: 5 [14] (alloy plated vest); LAW1; hp 4; Attacks: laser rifle, laser pistol, baton (club), dagger; Role: uniformed officer; Special: law familiarity, foes must make **Saving Throw** or suffer -1 **To Hit**; Move: 12; S 11, I 12, W 14, D 12, C 10, Ch 13; XP 15; skybike, silver badge, physical restraints and key, backpack, binoculars, rations, flashlight, communicator, rope, sleeping bag, tarp, timepiece, credstick (75 credits).

VERONA KATTUR

Verona is a young **Lawman** who acts as **Star Knight** liaison for her homeworld of Daltha Prime. She is an intelligent and skilled pilot who reveres the awesome power of **The Way**. Verona recently uncovered a plot to assassinate a visiting **Star Knight** named Reeth Ugalus.

She and Ugalus stopped the assassin, only to watch him commit suicide rather than be captured.

Adventure Seed: A young **Void Knight** named Sinta Tho (5 HD) has been sent to kill Verona as a message to other meddlers. The characters may either learn about the assassination attempt through their contacts or stumble upon it in action and come to Verona's defense (or not).

Verona Kattur (3rd-level Lawman): AC: 8 [11] (synthetic vest); LAW3; hp 13; Attacks: laser pistol, dagger; Role: **Star Knight** liaison; Special: law familiarity, call upon assistance from **Star Knights** x3; Move: 12; S 10, I 13, W 13, D 15, C 10, Ch 13; XP 60; electronic holo-badge, communicator, mini-computer, timepiece, credstick (100 credits).

EKAR TENRIK

Investigator Tenrik is a career law enforcement officer from the urbanized Planet Triborgh. Tenrik specializes in violent crime investigations and hunting down dangerous criminals. Tenrik has a strong sense of duty and has no tolerance for those who "cut corners" or rationalize their actions just to get the job done. He feels the law is the law, and there is little room for any "gray area". Tenrik is otherwise an affable man who likes to wind down with a stiff drink in the local starpub. He plans to open his own starpub when he retires.

Adventure Seed: Tenrik has traveled offworld to locate a dangerous fugitive named Allin M'call. Tenrik learns that the PCs recently had contact with M'call (during a business deal, firefight, etc.) and asks for their help tracking him down.

Ekar Tenrik (5th-level Lawman): AC: 5 [14] (alloy plated vest); LAW5; hp 19; Attacks: laser pistol, backup laser pistol, knife; Role: investigator; Special: law familiarity, contacts; Move: 12; S 14, I 13, W 15, D 10, C 13, Ch 13; XP 240; skycruiser, electronic badge/ID, electronic restraints, timepiece, silver flask, flashlight, communicator, timepiece, credstick (150 credits).

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