

ALTERNITY[®]

SCIENCE FICTION  ROLEPLAYING GAME



PROTOSTAR[™] ARMS & EQUIPMENT GUIDE

• Richard Baker • Darrin Drader •

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Sasquatch Game Studio, LLC | Auburn, WA 98092 | sasquatchgamestudio.com



CREDITS

Setting Design	Cover Design
Richard Baker and Stephen Schubert	Corey Macourek
Supplement Design	Interior Illustrator
Richard Baker, Darrin Drader	Justin Mayhew
Editing	Art Direction
Dale Donovan	Richard Baker
Creative Direction	Production Specialist
Richard Baker	Nissa McCormack
Cover Illustration	
Lee Smith	

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INTRODUCTION

Imagine a future in which humans live on the Moon, Mars, and dozens of major asteroids. The heroes are mercenaries, operatives, or outlaws fighting back against a corrupt system. Vast stretches of the Solar System are almost lawless; a laser pistol and the determination to use it is all that it takes to solve a problem . . . or get rich. This is the era of the Protostar setting, and in a lot of ways it's like the Wild West out there.

Quite a lot of 23rd century technology is not that much different from technology we're accustomed to in the early years of the 21st century: personal computers that resemble tablets or laptops, laser weapons that are just miniaturized and powered-up versions of systems we're developing today, robots and interactive software assistants that are smarter and more capable iterations of voice-command gadgets you probably have in your own home. However, heroes—and villains—in the Protostar setting routinely make use of weapons and tools that represent incredible advances in areas such as nanotech, cybernetics, and artificial intelligence.

This guide expands on the selection of gear described in the *ALTERNITY Core Rulebook*. Naturally, we focus on the technology of the Solar Era. In addition to the new weapons and tools you might expect, we also introduce a new rules module: cyberware. Both heroes and villains in the Protostar setting have access to all sorts of mechanical enhancements. What you choose to do with your wetware is, of course, up to you.



WEAPONS

The state-of-the-art weapon systems of the Solar Era are flechette guns and lasers, but many other weapons outperform them in specific missions.

Alpha Gun: The alpha gun is a slug thrower that irradiates its projectiles in the barrel, activating them as potent alpha-type radiation sources before firing them. Renounced as entirely inhumane by most who seek to maintain fair rules of combat in warfare, the goal of this weapon is to inflict difficult-to-treat radiation injuries that potentially expose medical personnel treating the victim to radiation. Even if the target survives, they are very likely to develop radiation sickness requiring months of recuperation. Alpha guns are favored by terrorist organizations and assassins. *Mass:* 1 kg.

Flame Pistol: A flame pistol offers the same deadly burst of flame as a full-size flamethrower in the palm of the hand. Rather than using liquid fuel, it uses solid fuel pellets. The weapon creates a 2-m blast at the target point, which must be the first creature or object in the line of fire—you can't shoot past or over the target to attack a more distant one. *Mass:* 1 kg.

Flechette Rifle: The military longarm version of the popular flechette gun, the rifle uses an electrochemical firing mechanism to fire a bundle of fin-stabilized darts. The rifle rounds generally feature a smaller number of larger darts for better performance at range, but otherwise function in much the same way. *Mass:* 3 kg.

Grenade, Flash: This grenade is only available as a thrown weapon. As the name suggests, it dazzles opponents by creating a brilliant flash while causing no physical harm. Any creature with a sense of sight (including robots with visual sensors) in the area must make a *Dodge* check or become blinded (active resist, *Dodge*). *Mass:* 0.5 kg.

Grenade, Numb Gas: The gas grenade can be thrown or fired from a grenade launcher. On impact it bursts, creating a cloud of anesthetic gas within 3 meters of the point of impact. Any living creature in the area must make an *Endurance* check or become impaired (active resist 2, *Endurance*); targets wearing life support systems are not affected. A target that is already impaired when exposed to the gas is incapacitated for 3d6 minutes if they fail their *Endurance* check. Numb gas is often used in crowd-control and police actions where permanently harming the opponent is not the desired outcome; it disperses almost instantly and does not leave a cloud. *Mass:* 0.5 kg.

Grenade, Poison Gas: The lethal cousin of the numb gas grenade, this weapon creates a cloud of poison gas within 3 meters of the point of impact. Its acid-based compound kills by damaging the lungs. Any living creature caught within the area of effect must make an *Endurance* check or begin taking damage over time (poison,

They cover this in
Door Breaching 101.

FIREARMS

TE	Weapon	Class	Type	Rng	Spd	Damage	Special
7	Alpha Gun	3 (R)	Pistol	M	4	1d6+1/5 physical	Irradiate
7	Flechette Rifle	3 (R)	Rifle	VL	4	1d8+2/7 physical	Autofire, Brutal, Mag 30
7	Needler	2	Pistol	C	3	1d4+0/3 physical	Reload 2

ENERGY WEAPONS

TE	Weapon	Class	Type	Rng	Spd	Damage	Special
7	Flame Pistol	3	Pistol	C	4	2d8 (1d8) energy	Blast 1(2), Ignite, Mag 5
7	Laser, Assault	3 (R)	Assault	L	3	1d6+0/6 energy	Accurate, Autofire, Mag 20
7	Laser, Pocket	2	Pistol	C	3	1d6+0/5 energy	Concealable 2, Mag 5
7	Laser Pistol, HP	3	Pistol	L	4	1d6+2/8 energy	Accurate
7	Laser Rifle, HP	3 (R)	Rifle	Ex	5	1d8+2/9 energy	Accurate, AP 3
7	Stunner	2	Pistol	C	3	1d6+1/4 energy	Nonlethal, Stun

HEAVY WEAPONS

TE	Weapon	Class	Type	Rng	Spd	Damage	Special
7	Grenade, Flash	1			4	Special	Area 6
7	Grenade, Numb Gas	1			4	Special	Area 3
7	Grenade, Poison Gas	2 (M)			4	Special	Area 3
7	Particle Beam	3 (M)	Energy	L	4	2d4/2d8 energy	AP 3, Irradiate
7	Tesla Gun	3 (X)	Assault	L	4	2d6+0/5 energy	Brutal, EMP, Spread

passive resist 3, *Endurance*). Targets suffering from poison are also impaired. Targets wearing life support systems are not affected. The cloud persists for 5 impulses; anyone who enters the cloud before it disperses is subject to the poison attack. *Mass*: 0.5 kg.

Laser, Assault: This pulsed laser is designed for effective autofire, delivering more than a hundred blasts per minute in continuous operation (although you'd need to plug it into a much larger power cell for that). It has better range than the flechette gun, but the flechette gun is considered superior in close-quarters fighting. *Mass*: 2 kg.

Laser Pistol, Hi-Power: The HP laser pistol is much like the standard model, except that it has higher-grade optics and a high-output power cell, generating a more powerful beam. *Mass*: 1.5 kg.

Laser, Pocket: The pocket laser is designed to be small and easy to conceal; in fact, many models don't even resemble guns, but are instead designed to look like pens, bracelets, or even key fobs. The reduction in size means a smaller power cell and a less powerful beam, but it can still be deadly at close quarters. You gain a +2 step bonus on *Misdirection* checks to slip a pocket laser past a search or a scanner (and NPCs searching you take a -2 step penalty on their *Awareness* check to spot the weapon). *Mass*: 0.25 kg.



Laser Rifle, Hi-Power: Serving double-duty as a sniper's weapon and a light anti-vehicular weapon system, the HP laser rifle has higher-grade optics and a high-capacity power cell. Most governments restrict the HP laser rifle to specialized police units and the military, although it's a popular black market weapon. *Mass:* 4 kg.

Needler: The needler appears similar to a standard pistol, although it has a larger barrel than most standard firearms. It uses an electromagnetic action to fire slender darts coated in a gel (a separate magazine) that delivers various types of chemicals to targets at a distance. If the needle damage inflicts a wound (i.e., the damage exceeds the target's armor), then it delivers a dose of whatever coats the needle. *Mass:* 1 kg.

Common drugs include:

- **Paralytic Gel:** Target must make an *Endurance* check or be slowed and weakened (passive resist 2; resist fail, incapacitated 3d6 minutes). *Class 2 (R) consumable, 20 shots.*
- **Hallucinogenic Gel:** Target must make an *Endurance* check or become insane for 5 minutes or until they shake off the condition with a successful Willpower check. *Class 2 consumable, 20 shots.*
- **Neurotoxin Gel:** Target must make an *Endurance* check or begin taking damage over time (poison, passive resist 3, *Endurance*). Targets suffering from this poison are also distracted. *Class 2 (M) consumable, 20 shots.*

Particle Beam: The particle beam fires a high-energy blast of charged particles to damage the target by disrupting its molecular structure. This tends to vaporize whatever ordinary material the beam strikes, and dump a lot of heat into anything nearby. Particle beams are considered anti-vehicular weapons rather than anti-personnel weapons, but that doesn't stop people in need of excessive firepower from using them as such. *Mass:* 3 kg.

Stunner: Stun pistols focus low-powered microwaves on the target, causing intense bursts of pain and overwhelming the nervous system. The damage is nonlethal (page 106, *Core Rulebook*), although you can seriously injure someone with a stunner if you're careless (or lucky). *Mass:* 1 kg.

Tesla Gun: The Tesla gun illuminates the target with a relatively weak ionizing laser, then releases a powerful electron beam along

Technically against the Geneva Convention to use it on enemy personnel.

the laser's path. The effect is similar to shooting a lightning bolt at the target. Any creatures adjacent to the target may be affected by the bolt as well, but require separate attack rolls. The Tesla gun also overloads any electronics carried by the target, generating an EMP-like effect. Creatures vulnerable to EMP must make an opposed *Endurance* check against your attack result or be stunned for 3 impulses when struck by the Tesla gun's blast. The Tesla gun does not function in vacuum. *Mass*: 5 kg.

TOOLS, KITS, AND VEHICLES

In general, anything available today is available in the Protostar setting too; if you're interested in buying pitons and rappelling gear, a good omelet pan, or a personal music player, you can find Tech Era 7 versions of those items. Some tools and kits that may be especially useful to heroes are described below (note that some are also available at Tech Era 6).

TE	Item	Class	Key Skill
6	Arc Welder	3	<i>Mechanics</i>
6	Demolitions Kit	3 (M)	<i>Mechanics</i>
6	Microcam	2	<i>Security</i>
6	Microphone, Parabolic	3	<i>Security</i>
6	Repair Kit	2	<i>Mechanics</i>
7	Aqua-Suit	3	<i>Extreme Sports</i>
7	AT Hoverbike	3	<i>Driving</i>
7	Computer, Quantum	3	<i>Computer</i>
7	Flyer, Sedan	4	<i>Piloting</i>
7	Hoverlight	1	<i>Mechanics</i>
7	Laserlink	2	<i>Computer</i>
7	Molecular Glue	1	<i>Mechanics</i>
7	Optivisor, Low-light	2	<i>Awareness</i>
7	Optivisor, Multispectrum	3	<i>Awareness</i>
7	Personal Comm	2	<i>Computer</i>
7	Plasma Cutter	3	<i>Mechanics</i>
7	Scrambler	2	<i>Computer</i>
7	Vac Suit	2	<i>Mechanics</i>

Aqua-Suit: The aqua-suit combines a pressurized-atmosphere air supply with crush-resistant plating and swim assist motors, allowing a diver to survive at depths of up to 2,000 meters and swim at a speed of 20 meters. It features a built-in oxygen extractor that pulls oxygen out of water, thus providing an unlimited supply of breathable air for the user. The suit's tough skin provides armor (4 physical,

3 energy, -2 step check penalty). An aqua-suit's power cell has a duration of 24 hours. *Mass*: 4 kg.

Arc Welder: In the Protostar universe, most manufacturing jobs that involve welding are automated. Humans primarily program the machines that do the welding. Despite this, there are occasions when people need to roll up their sleeves and make repairs or build things themselves. Arc welders are very small, with the entire power supply running from a capacitor. They come standard with MIG or stick welding capabilities, and power settings adjust to work on metal that ranges from very thin to up to 15 cm thick (any materials more than 1 cm thick require multiple passes and hours of time invested). Wire is required as filler material and is held on spools, which feeds through the machine from the outside. *Mass*: 6 kg.

MIG: metal inert gas.

AT Hoverbike: The small ATV is a versatile, rugged, single-rider vehicle that is equipped with both wheels and limited flight capabilities to traverse a variety of terrain, including water and open air. These vehicles are primarily for recreational purposes, and are thus more often encountered away from cities and the major motorways. They are not typically street legal, though this can be overcome in many places with special licensing. *Mass*: 70 kg.

AT HOVERBIKE

Speed Max 160 kph (270 m per action); accel/decel 30 m per action

Capacity 1 driver, 10 kg cargo

Cover None

Ram Damage 1d6 physical

Armor 5 physical, 2 energy

Durability

(9+ damage)	☐	destroyed
(5 to 8 damage)	☐	-1 step penalty
(1 to 4 damage)	☐	

Features Nimble handling (+1 step bonus on *Driving* checks for control action), ground effect (can fly over any surface and traverse rugged terrain at normal speed, max altitude 10 m)

Reward Class Average

Computer, Quantum: Just about everybody in the Solar Era carries a virtual tablet, but if you need superior processing power, the quantum computer is the way to go. It combines classical and quantum computing architectures in a compact laptop-like casing. These machines are equipped with an adaptive AI operating system that runs on the quantum side, learning while you're using it. When used to interface with other computers or operate computer-like devices (such as automated machinery, communications systems, or vehicle sensors), quantum computers grant a +2 step bonus on *Computer* checks. *Mass*: 2 kg.

Demolitions Kit: The explosives and demolitions kit is usually only available to the military, police, or specially licensed individuals. It contains everything needed to build and place explosives: casings, fuses, detonators, wires, and timers, as well as 5 charges of explosive (C4 in the modern era, or overloading energy cells in more futuristic settings). A typical charge creates an explosion that deals 2d12 (2d6) energy damage in an 6 m (12 m) blast, sufficient to gut a typical house or blow a vehicle into fiery pieces. Careful placement with a *Mechanics* (demolition) check can give the charge AP 3 to AP 6 against the target object or structure.

Mass: 7 kg (including five 1-kg charges).

Flyer, Sedan: Flyers are the flying cars of the Solar Era. They're technically aircraft, but they can operate in ground-effect mode for surface driving when needed, and a "driver assist" mode means that you can fly one with your *Driving* skill instead of your *Piloting* skill. (You take a -2 step penalty when making control checks while flying if you use *Driving* instead of *Piloting*, though—the driver-assist mode is really intended for routine flying.) The sedan flyer also features a good self-driving autopilot, so you can call your flyer to come to the curb and pick you up, send your kid to school, or nap while it drives you home from work. The cabin is partially pressurized (some flyers are rated for Martian atmosphere) but it can't fly in space.

FLYER, SEDAN

Speed, Flying Max 400 kph (650 m per action); accel/decel 60 m per action

Speed, Surface Max 150 kph (260 m per action); accel/decel 30 m per action

Capacity 1 driver/pilot, 4 passengers, 200 kg cargo

Cover Medium [-2 steps to enemy attacks]

Ram Damage 2d8 physical

Armor 5 physical, 3 energy

Durability

(16+ damage)	☐	destroyed
(13 to 15 damage)	☐	-3 step penalty
(10 to 12 damage)	☐	-2 step penalty
(7 to 9 damage)	☐☐	-1 step penalty
(1 to 6 damage)	☐☐	

Features Autopilot, communicator, driver/pilot modes

Reward Class Excellent

Hoverlight: Flashlights still exist to shine light on things, but they have become more efficient and user-friendly. They're often built into comm devices, and the technology has moved to KED, which runs on one percent of the power of an LED. The light on a KED flashlight is no larger than the tip of a pencil, but dedicated flashlights contain additional lenses that either widen the beam, or make it stronger but narrow. Dedicated flashlights may be hand-held, but the most common type is a miniature drone that hovers near the

Assume you're being
recorded, and act
accordingly.

user, following their eye movement with a sensor and shining a light where they are looking, allowing them to keep their hands free. The duration is 4 hours. *Mass:* 0.5 kg.

Laserlink: The most secure way to transmit information is to avoid broadcasting where anyone can intercept it. The laserlink system does exactly that by encoding information into low-power infrared laser pulses aimed directly at a distant receiver. The obvious limitations to this system are that both the laser and receiver must have a clear line of sight to one another, and they must be carefully aligned in order to avoid losing communication. Personal laserlinks come as shoulder-mounted "nodes" that include both a receiver and a transmitting laser; when paired to another personal laserlink, the two systems automatically maintain track as long as the users remain within 5 km of each other, eliminating the need to keep adjusting them as you or your target move around. An app on your virtual tablet or your personal comm device lets you transmit data files or text messages via your laserlink in addition to the usual voice comms. *Mass:* 1 kg.

Microcam: This is a camera too small for easy visual detection. Advances in optical technology have allowed cameras capable of capturing images and video in super-definition to be reduced in size to that of a pinhead. A microcam is so small that when dropped, it usually requires a scanner to locate it. Anyone can be wearing a camera at any time, capturing whatever video they wish without being detected by any but those with almost super-human observation skills. Low-light and thermal capabilities are also available. Once video is captured, it is typically transmitted wirelessly to a nearby personal data device or computer. (Those signals are usually easier to detect than the microcam itself, and can be jammed with the right security gear.) Microcams are built into many devices such as optivisors and personal comm devices, but they are also employed stealthily in fixed locations so people can catch things on video without the knowledge of those they are spying on. *Mass:* 0.005 kg.

Microphone, Parabolic: A parabolic microphone is a circular collector that gathers and enhances sound in much the same way that a dish collects satellite signals. It is perfect for spying or picking up distant sounds. These are often enhanced with noise-canceling filters to remove static and other background noises while enhancing the frequencies the operator is specifically listening for. These can be used to listen through walls to pick up clear voices and conversations, or to listen for specific tones or vibrations that might provide clues to the presence of certain devices or machinery in the background. Parabolic microphones are useful for everything from surveillance to recording live events. *Mass:* 3 kg.

Molecular Glue: This industrial-strength glue fuses items at the molecular level for the strongest bond possible. Although

it appears to be an ordinary liquid, it is not an epoxy. Instead, it consists of nanobots suspended in gel that, when applied to two surfaces, literally break them down at the molecular level and fuse them into a solid piece. In this way, the end result is more similar to a weld. Molecular glue does not discriminate between organic and inorganic matter, so accidentally getting it on exposed skin results in 1d4 points of damage. A tube usually contains 10 applications (very large objects may require multiple applications).

Mass: 0.5 kg.

Optivisor, Low-light: The binoculars of the Solar Era look like an ordinary pair of sunglasses. Video is captured by a tiny camera on the front, processed and magnified, and projected to the inside surface of the glasses. The user has the option to magnify distant images (up to 100× power), switch to night-vision mode, or simply wear the optivisor with minor visual enhancements, such as darkening in bright places or projecting information from the web so that everyday surroundings themselves become interactive. The optivisor is available in a variety of colors and styles to suit the individual's taste. Note that optic implants do all of these things, so it is extremely unusual to see someone with optic implants using an optivisor. *Mass:* 0.1 kg.

Optivisor, Multispectrum: An improved version of the optivisor, the multispectrum device also includes the capability for infrared (or thermal) vision and limited detection of radio and microwave signal sources within Close range—handy for spotting things such as motion sensors, wireless networks, or people who are transmitting via hidden mics or microcams. *Mass:* 0.1 kg.

Personal Comm: The comm device grew out of the cell phone technology of the twenty-first century. They're housed in earpieces, bracelets, brooches, or watches in any style the owner prefers. In addition to communications, the personal comm also handles functions such as self-tracking, recording video and audio, and viewing data on the web (sometimes on a virtual screen or by means of a retinal projector mounted in a contact lens). The technology has improved from previous tech levels mainly by becoming thinner, more powerful in terms of computational capabilities, and more durable. Most comm devices are registered online, so they can be quickly found by any other device that is connected with the web and authorized to access that person's other devices. These devices are so important and integral to many people's lives that they often include directions for the disposition of their device after they die in their wills. *Mass:* 0.1 kg.

Plasma Cutter: Plasma torches have existed since the twentieth century, but as with most technologies, they have become smaller and more reliable over time. The plasma cutter works by passing an electrical arc through gas that is moving through a small opening, heating it until it enters the fourth state of matter: plasma.

The temperature is around 45,000° F, which is approximately nine times the temperature of the sun. This plasma stream can make a 10-cm long cut through up to 5 cm of metal in one action (the user can make multiple passes to cut deeper). Every action spent cutting inflicts one wound box of damage to doors, walls, locks, and other metal structures with a resistance value of 10 or less (see Objects, page 188, *Core Rulebook*). Huge or larger objects may not be substantially affected by a little bit of cutting, although they might have vulnerable spots such as hatches or joints. *Mass*: 5 kg.

Repair Kit: This is a standard kit that contains common tools used to repair mechanical devices and vehicles, and build and maintain simple structures. It includes low-tech items such as adhesives, drills, screw drivers, hammers, levels, and other materials needed for basic construction. A repair kit provides a +1 step bonus to *Engineering* and *Mechanics* checks to build or repair items (and in fact, some checks may be impossible without one). Higher-tech versions also contain small robots that do much of the work for the user, as well as a virtual-tablet app that can provide plans, advise on technique, and conduct inspections to ensure that the work is completed according to professional standards. An advanced repair kit provides a +2 step bonus, and is a Class 3 item. *Mass*: 4 kg.

Scrambler: The personal scrambler is a dedicated piece of equipment that encrypts communications. Although there are encryption programs available for ordinary comm devices, they are software-based and subject to software hacking. The personal scrambler has the encryption built-in, and is considered more safe and reliable . . . at least until the hardware and firmware are hacked and deconstructed, at which point it's rendered worthless. New models typically remain secure for two to three years, and manufacturers can prolong this by one or two years by issuing firmware updates. Ultimately, however there is a limited window of time before a scrambler becomes obsolete. *Mass*: 0.1 kg.

Vac Suit: The vac suit is a pressure suit that allows the wearer to work in space or in toxic atmospheres. It is lightweight and flexible, allowing for a wide range of movement. It includes a set of low-power thrusters providing a Speed of 10 m in zero-g or microgravity, and a 6-meter tether for clipping onto external attachment points. A slim torso-and-back life support module includes oxygen storage, an air purification system, waste removal, and plug-ins for water and food packets. The suit has limited self-sealing capabilities, and does not lose pressure unless the wearer suffers a Serious wound (or worse). The vac suit is rated for 24 hours of operation. With battery replacement or solar cells, this can be extended indefinitely. *Mass*: 4 kg.

Most vac suits have an emergency patch or two in an exterior pocket, just in case.

ROBOTS

In the Solar Era, buying a robot is not a big deal. Capable and generally inexpensive, autonomous robots offer heroes the ability to augment their team with an NPC (of sorts) that competently performs a limited set of expected duties, potentially freeing up characters to use their actions doing more difficult or spontaneous things. A robot is only as flexible as its programming, and generally defaults to “do nothing at all” if it’s not clear how it can proceed with its task.

Command Remote: A robot comes with a command remote—often in the form of a bracelet or pocket fob—that identifies its controller. In some cases, robots may respond to anyone holding a particular type of controller (so security robots can be controlled by any authorized personnel carrying the right badge) or be programmed to require facial or voice recognition instead of or in addition to a command remote. Even robots that are programmed to assist anyone who comes along and asks—say, baggage handling valets at a spaceport—have command remotes. You can get the robot to carry your bag to the taxi, but you can’t get it to leave the spaceport unless you use the remote to change its orders. (Usually that would be in the possession of a human shift supervisor working for the business that provides the valet robots to the spaceport.)

TE	Item	Class	Key Skill
7	Robot, Floating Eye*	3 (M)	Computer or Security
7	Robot, Labor	3	Computer or Mechanics
7	Robot, Medical	4 (R)	Computer or Medicine
7	Robot, Valet	3	Mechanics

* Described on page 252 of the *Core Rulebook*.

LABOR ROBOT

A heavy-duty unit designed for construction work, demolition, excavation, or load carrying, the labor robot is usually fitted with attachments for its specific work—for example, a cutting torch or hammer for a demolition-bot, or a shovel head for an excavator. Labor robots are generally programmed to avoid conflict with humans, but might intervene to protect friendly humans against other robots or dangerous animals.

Its encumbrance value is 200 kg, and it weighs 300 kg.

TR 3 Large Standard Mechanism (Robot)**Senses** normal; *Awareness* 18+**Initiative** 16/21/26; **Speed** 12 meters**Str** 8+ **Agi** 18+ **Vit** 13+ **Int** 18+ (programmed) **Foc** 18+ **Per** 19+**ACTIONS****Pummel** 4 impulses; *Melee* 1 target; *Attack* 14/19/24; *Damage* 1d8+4/8 physical, and the target must make an *Athletics* check or be pushed 4 meters and knocked prone.**DEFENSE****Life Support****Armor** 4 physical, 1 energy

(12+ dmg)	☐	destroyed	<i>Topples over, smoking</i>
(9 to 11 dmg)	☐	becomes slowed	<i>Begins to spark and lurch</i>
(6 to 8 dmg)	☐	stunned 1 impulse	<i>Halts for a moment, reboots</i>
(1 to 5 dmg)	☐		"..."

MEDICAL ROBOT

The medical robot is a fully-functioning autonomous medic that can practice general medicine as well as treat combat injuries. It follows normal first aid best practice, and attempts to extricate a patient from a dangerous situation before beginning treatment (if appropriate or possible). If necessary, it can perform surgery, although it only does so when the patient's life is at risk, and it strongly advises seeking a hospital for expert treatment if at all possible. The robot is programmed for defense only and does not attack, even if threatened directly. Its encumbrance value is 20 kg, and it weighs 50 kg.

TR 2 Medium Standard Mechanism (Robot)**Senses** normal, low-light; *Awareness* 16+**Initiative** 11/16/21; **Speed** 20 meters**Str** 16+ **Agi** 15+ **Vit** 15+ **Int** 16+ (programmed) **Foc** 16+ **Per** 17+**ACTIONS****Battlefield Medicine** 3 impulses; the robot uses the *Medicine* skill to stabilize mortally wounded humans (friend or foe), or treat the wounds of friendly humans.**REACTIONS****Defensive Cower** 1-impulse reaction when missed by an attack. The medical robot falls prone or begins evading.**DEFENSE****Life Support****Armor** 1 physical, 1 energy

(11+ dmg)	☐	destroyed	<i>Shorts out in shower of sparks</i>
(8 to 10 dmg)	☐	becomes slowed	<i>Begins to smoke, red lights blinking</i>
(5 to 7 dmg)	☐	-1 step penalty to all checks	<i>"Please do not damage this unit."</i>
(1 to 4 dmg)	☐		<i>"This unit is not a threat."</i>

OTHER

Skills *Medicine* 12+

Med Pack The robot's internal supplies and materials are equivalent to a med pack (page 127, *Core Rulebook*). Excessive use may deplete its stores of medicine.

Language Module Understands up to 10 common languages.

VALET ROBOT

The primary purpose of the valet robot is to transport passengers to their destinations safely. Because this sometimes involves a degree of danger, they are programmed to defend their passengers, both in and out of the car. Its encumbrance value is 20 kg, and it weighs 40 kg.

TR 2 Medium Minion Mechanism (Robot)

Senses normal; *Awareness* 15+

Initiative 14/19/24; **Speed** 20 meters

Str 15+ **Agi** 17+ **Vit** 16+ **Int** 19+ (programmed) **Foc** 17+ **Per** 18+

ACTIONS

Stunner 3 impulses; *Medium* 1 target; *Attack* 15/20/25 (+1 step); *Damage* 3/6 energy, and target must make an *Endurance* check or be stunned 3 impulses.

REACTIONS

Provide Cover 1-impulse reaction when a friendly adjacent human is attacked. The valet becomes the target of the attack.

DEFENSE

Life Support

Armor 2 physical, 1 energy

(1+ dmg) ☐ incapacitated *"System ... ZAKTT! ... failure."*

OTHER

Skills *Awareness* 15+, *Driving* 14+, *Mechanics* 17+

Language Module Understands up to 10 common languages.

CYBERWARE

Lasers, space habitats, and flying cars are obvious manifestations of Solar Era technology, but in some ways the most important advances of the 23rd Century lie in the perfection of biological/mechanical interfaces that merge man and machine. Cyberware is expensive enough that people don't install it for casual or frivolous purposes, but many working professionals purchase neural interfaces or brainstations with skill modules to boost their productivity, while blue-collar types working in extreme settings rely on synthetic muscles or environmental mods to better meet the demanding physical requirements of their workplaces.

CYBER SCORE

Your cyber score measures just how much of your body is artificial. Each piece of cyberware that you wear or install contributes its **cyber score** (see the Cyberware equipment table) to your cyber score. Your maximum cyber score is equal to your Vitality + your Focus; if you exceed that level, your programming takes over, and you are no longer in control of your actions. (Basically, an over-cybered individual becomes a living robot, executing their given task while the mind remains unconscious.)

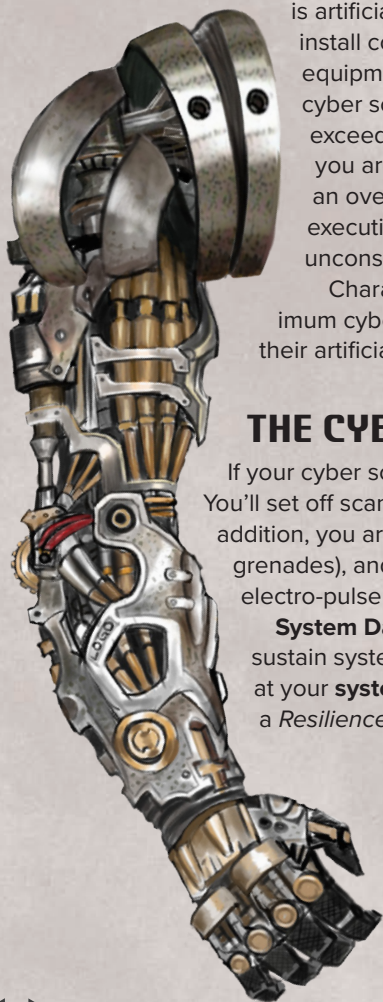
Characters of the android species add 3 to their maximum cyber score; they easily incorporate new systems in their artificial bodies.

THE CYBORG TYPE

If your cyber score is at least 1, you gain the (cyborg) type. You'll set off scanners or detectors that detect cyberware. In addition, you are vulnerable to EMP weapons (such as EMP grenades), and subject to the stun effect of weapons with the electro-pulse feature.

System Damage: Cyborgs who sustain injuries may also sustain system damage. Each time you mark off a wound box at your **system damage threshold** or above, you must make a *Resilience* check or one of your cyberware systems (randomly determined) shuts down until repaired (see below).

Fortunately, cyberware is designed to "fail-safe" to a minimal functioning level equal to your unmodified performance—if your prosthetic leg shuts down due to system damage, it still works as well as your normal



human leg would have worked. You just lose the special advantages conferred by the cyberware system.

Your system damage threshold is determined by your total cyber score:

Cyber Score	System Damage Threshold
0–1	none
2–4	Critical wound
5–6	Serious wound
7–8	Moderate wound
9+	Light wound

A few cyberware systems are immune to system damage—ignore them when determining which of your systems is affected. System descriptions note whether a system is immune.

Healing and Repair: Treating cyborgs whose wounds are at or above the system damage threshold is considered cybermedicine, not surgery or treatment (not all characters with the *Medicine* skill specialize in cybermedicine).

Repairing system damage requires a complex skill check based on *Engineering* (cybernetics). You can also attempt repairs using *Medicine* (cybermedicine) at a –2 step penalty. The success target for your repair work is equal to twice the cyber cost of the damaged system (or a minimum of 1 for a system with a cyber score of 0). Normally you make 1 check per hour of repair, but emergency repairs require only 10 minutes per check at an additional –2 step penalty. If you fail 3 times before completing the repair, the repair fails, and you’ll need to improve your circumstances in some way—for example, getting the cyborg to an advanced facility, or finding a better cyberneticist to do the work—before attempting it again.

TYPES OF CYBERWARE

Cyberware items are described as **alpha**-, **eta**-, and **sigma**-level devices, corresponding to Average/Excellent/Stellar level rewards or Class 3/4/5 gear. Most people using cyberware for their jobs get by with alpha-level gear; eta-level gear is generally reserved for top-level operatives and agents, while sigma-level installations are often experimental or one-off custom jobs by the best chop shops around.

Cyberware falls into three basic types: exowear, implants, and prosthetics.

Exowear: As the name implies, exowear is worn or attached outside of the body and integrated into the subject’s nervous with electrodes, subdermal needles, or similar connections. Generally, equipping exowear gear is minimally invasive and requires no surgery or special training. Likewise, it can be removed without

permanently damaging the wearer. Exoskeletons and targeting reticules are examples of exowear.

Implants: This cyberware is surgically grafted or inserted into the host's body. How visible it is to a casual observer varies depending on the implant and the user's personal preferences. Removing an implant is possible only through surgery. Armor plating, neural-computer interfaces, and internal radio communicators are all types of implants.

Prosthetics: Cyberware that fully replaces a limb or organ is a prosthetic. Equipping a prosthetic involves removing the limb or organ that it replaces. Most prosthetics require surgery to attach or install, but some prosthetic limbs may be designed to be detachable.

INSTALLING AND REMOVING CYBERWARE

Installation (including hospitalization and recovery) is covered in the cost of your cyberware. Installing implants or prosthetics requires an hours-long surgical procedure, followed by a recovery period of 3 days per point of cyber cost of the new gear, during which time you're weakened. You can assume that the cyberneticist installing your gear succeeds at their skill checks—otherwise it would be a *Medicine* (cybermedicine) skill challenge similar to surgery. Installing exowear, on the other hand, consists of just putting it on and allowing the equipment to establish its connections. It takes 10 minutes, and you're weakened for 1 hour as you get used to the new reflexes and inputs.

Removing an implant or prosthesis requires a surgical procedure equivalent to the installation procedure. It's not included in the price—you must pay for a procedure costing 1 class less than the original gear cost. Removing exowear requires a single action to remove the device, but leaves you weakened for 1 hour as your body readjusts.

CYBERWARE BONUSES

Gear, talents, and other advantages in the ALTERNITY game system rarely modify your ability scores or your skill scores. Instead, they often provide step bonuses to your checks against the skill or ability in question. Cyberware, however, works differently. A **cyber bonus** either improves a specific skill score by 1 or more (much in the same way that adding skill points does), or increases an ability score by 1 or more (improving your skill scores in all skills based on that ability).

If you have two or more pieces of cyberware that modify the same ability or skill, only use the best cyber bonus that applies.

CYBERWARE

TE	Name	Grade	Type	Cyber Score
7	Adaptive Face	Sigma	Prosthetic	3
7	Antitoxin Filter	Alpha	Implant	0
7	Arm, Cybernetic	Eta	Prosthetic	2 (each)
7	Armor Panels, Subdermal	Eta	Implant	2
7	Armorflex Skin	Sigma	Prosthetic	3
7	Artificial Reflexes	Sigma	Implant	4
7	Autorepair Unit	Eta	Implant	1
7	Balance Stabilizer	Alpha	Exowear	1
7	Cerebral Port	Eta	Implant	2
7	Cell Drive	Eta	Implant	1
7	Chemical Sniffer	Alpha	Exowear	0
7	Cognition Accelerator	Sigma	Implant	4
7	EMP Shielding	Alpha	Implant	1
7	Environmental Mod	Eta	Implant	2
7	Exoskeleton	Eta	Exowear	2
7	Eyes, Cybernetic	Eta	Prosthetic	1
7	Eyes, Enhanced	Sigma	Prosthetic	1
7	Fingerprint Replicator	Alpha	Prosthetic	1
7	Hand, Powered	Eta	Exowear	2
7	Hearing Augmentation	Alpha	Exowear	0
7	Legs, Cybernetic	Eta	Prosthetic	3 (pair)
7	Life Support Module	Sigma	Implant	3
7	Muscle, Synthetic	Alpha	Prosthetic	2
7	Neural Interface	Alpha	Implant	1
7	Pheromone Dispenser	Alpha	Implant	0
7	Regen System	Sigma	Implant	3
7	Skeletal Reinforcement	Sigma	Implant	4
7	Skill Module, Advanced	Eta	Exowear	—
7	Skill Module, Basic	Alpha	Exowear	—
7	Targeting Reticule	Alpha	Exowear	0

CYBERWARE DESCRIPTIONS

The following items of cyberware are commonly available in the Protostar setting.

Adaptive Face: An adaptive face consists of prosthetics that replace an individual's facial bones. This allows the user to change their appearance at will, making it difficult to identify the person visually. While this would be extremely popular with many criminals, the high cost of the prosthetics, as well as the pain involved in the installation procedure, make this an uncommon piece of cyberware. Some governments and organizations feel that it is worth the expense for their operatives. The adaptive face provides a +3 cyber bonus to *Deception* and *Misdirection* checks, and defeats most facial recognition software.

Antitoxin Filter: An anti-toxin filter is a small device, typically inserted under the armpit or the inner thigh, which filters the user's blood supply and neutralizes common toxins. Built-in sensors monitor body chemistry to determine whether a toxin is present and release counteragents when necessary. A wireless link provides status reports to the user via a neural interface or even a personal comm app. The antitoxin filter grants the user a +5 step bonus on *Endurance* checks against most poisons or toxic atmospheres, or a +3 step bonus against exotic or alien toxins. The device includes a port for refilling antitoxins as needed.

Arm, Cybernetic: The cybernetic arm is a full replacement for a character's arm. In addition to simply replacing the limb, its superior strength aids with punching and lifting. You gain a +1 cyber bonus to your Strength, and your unarmed attack damage improves by one step (typically to 1d6 + 0/3 physical, or 1d8 + 0/3 physical with the Striking Martial Arts talent). Special options include:

- *Two Arms:* If you purchase two cybernetic arms, your cyber bonus improves to +2.
- *Weapon Housing:* As a class 2 upgrade, add a storage compartment for a weapon of no more than 2 kg. You can draw and use the weapon in the same action.

Armor Panels, Subdermal: Tough carbon-fiber panels are implanted under your skin, providing protection to your vital organs. You have armor that provides 4 physical and 3 energy resistance (Poor Coverage 2). If you wear normal armor too, your armor is equal to the better of your subdermal plating or your worn armor, +1. Subdermal plating lets you wear normal clothing and generally maintain a normal appearance, but anyone who takes a close look at you or pats you down can tell you have implants.

Subdermal plates are not subject to system damage.

Armorflex Skin: With the armorflex enhancement, the skin is removed from the chest, shoulders, abdomen, and exposed parts of

Remember to turn it off if you want to get drunk.

the extremities, then replaced with tough bio-organic alloy cables. Touch sensors are wired into the nervous system so the user retains feeling in those parts of the body, although pain sensors are intentionally muted. Your armorflex skin provides 6 physical and 4 energy resistance, as well as a +3 cyber bonus to *Resilience* checks. You are obviously armored. If you wear normal armor too, your armor is equal to the better of your armorflex skin or your worn armor, +1.

Armorflex skin is not subject to system damage.

Artificial Reflexes: You are fitted with a parallel nervous system that includes a neural implant that stimulates the brain to react more quickly to external stimulus, and high-speed synthetic nerves that allow signals to travel more quickly from the brain to the muscles. Individuals with this enhancement often have a demeanor that is best described as twitchy, a key tell that somebody is “wired.” Your artificial reflexes provide a +3 cyber bonus to *Agility*, and a +3 step bonus to initiative checks.

Autorepair Unit: This installation consists of a swarm of nanobots in the bloodstream and lymphatic system controlled by a central processor. Under the central unit’s direction, the nanobots repair damaged cybernetic systems. Characters equipped with an autorepair unit recover from system damage as soon as their wounds are treated (or naturally recover) without the need for a separate repair challenge. An autorepair unit is not subject to system damage.

Balance Stabilizer: Similar in nature to the Artificial Reflexes implant, the stabilizer consists of an earpiece to interface with the inner ear and small sensors fitted at various points of the body. It improves your sense of balance and ability to maintain your orientation, a useful adjunct to many precise athletic skills. This stabilizer provides +1 cyber bonus to *Acrobatics*, *Extreme Sports*, and *Stealth* checks.

Cerebral Port: The “skullport” consists of a small computer installed in the cerebrum and an access point in the skull not unlike today’s USB port. You can “save” memories, thoughts, or images to a small datastick via your cerebral port, or access external ones by plugging in a datastick with the right sort of file format. Cerebral ports are also necessary for using skill modules (see below); an Eta-level port can accommodate 2 skill modules.

- *Sigma-level Upgrade:* Your cerebral port can accommodate 5 skill modules.

Cell Drive: The cell drive is a device implanted into the brain that converts a small amount of brain matter to data storage. Rather than chemically encode the data, as the brain does, it rewrites the DNA of select cells to carry the desired information in binary, which is the most efficient method of storage. The implant includes nanobots that are able to read, write, and delete information from this system. A cell drive can store up to 1000 TB of information. It effectively

Remember, nobody
likes a know-it-all.

provides you with photographic memory, although your data transfer rate is limited to the speed at which you read, observe, or speak. (A cerebral port lets you upload and download information to your cell drive much faster—10 GB/second.)

Chemical Sniffer: The chemical sniffing implant enhances a person's ability to detect trace amounts of chemicals in the air. This can be useful when attempting to detect illicit narcotics, trail a person or thing that has a distinct odor, or notice environmental hazards others would not be able to detect. This implant provides a +1 cyber bonus to *Awareness* and *Survival* checks.

Cognition Accelerator: The cognition accelerator is a processor implanted directly into the brain that artificially stimulates neural activity. It enables faster, clearer, and more precise thinking. A wireless connection also is available to link to the web, making it possible to search through all publicly available knowledge at will. This device provides a +3 cyber bonus to *Intelligence*, and also serves as a web-browsing device.

EMP Shielding: Many who choose to install cybernetics into their bodies also have the EMP shielding implant. The system consists of a subdermal network of light circuitry that grounds out electromagnetic pulses, making cybernetics resistant to EMP attack. A cyborg with EMP shielding is treated as a normal unmodified creature for purposes of EMP weapons and electro-pulse effects, and reduces the stun effect of hits from shock gloves, stunners, and similar weapons by 1 impulse.

EMP shielding is not subject to system damage.

Environmental Mod: The environmental modification is a nanobot implant that makes it possible for individuals to endure extreme environments. You reduce the hazard level of temperature extremes by one grade (so very dangerous becomes just dangerous, dangerous becomes moderate, etc.). You also gain some resistance to radiation danger, reducing the severity of any radiation sickness you suffer by one grade (critical to high, high to moderate, etc.). When exposed to temperature extremes, nanobots in your blood help redistribute or dissipate your body heat and offer some protection against radiation in the environment.

Exoskeleton: The cybernetic exoskeleton is a strength-boosting framework that attaches to your body by means of an internal harness of tough straps and cuffs. It offers little protection against enemy attack, but it does provide you with a +2 cyber bonus to your *Strength* score and doubles your normal encumbrance value. An exoskeleton also reduces the penalty you suffer for heavy or extreme gravity by one grade (so you treat extreme gravity as heavy, and heavy gravity as standard).

Eyes, Cybernetic: Characters with cybernetic eyes replace one or both eyes with implanted ones, allowing them to see better than normal humans. Standard cybernetic eyes include night vision and

low-grade telescopic vision (up to 5× magnification). The user also gains a +2 cyber bonus on *Awareness* checks. Cybernetic eyes come in two standard models: one replaces the eyes with devices that look like metallic eyes, and one that looks more like a pair of darkened glasses.

- **Two Eyes:** If you purchase two eyes, your cyber bonus improves to +3.

Eyes, Enhanced: Top-grade cybernetic eyes do everything that the Eta-level prosthetics do, and then add a thermal-vision mode and a penetrating-radar mode that allows the user to “see” through solid objects up to 20 cm thick. The penetrating-radar imagery is blurry and indistinct, but you can at least count the number of people in the next room, tell whether they’re brandishing weapons, and identify large pieces of furniture or power systems.

Fingerprint Replicator: With this enhancement, fingertips are replaced with a flesh-like synthetic that has the ability to mimic fingerprint patterns at will. False nerves provide a realistic sense of touch. The replicator can be programmed to mimic any fingerprint image the user has access too, or copy fingerprints that it’s in contact with. Recipients need only clench their fists to coat these prosthetics in natural hand oils, thus making their fingerprints indistinguishable from real ones to any professionals dusting for prints.

Hand, Powered: The powered hand is a heavy gauntlet with hydraulic grip-boosting pistons that slips over your own hand. Like many other prosthetics, it has artificial nerves that relay a normal sense of touch. You are considered armed at all times; you increase the damage of your unarmed attacks by one step (for example, 1d6 + 0/3 physical instead of 1d4 + 0/3), and you gain a +2 cyber bonus to your *Hand to Hand* and *Melee* skill checks. Your actuators can crush, bend, or snip most ordinary objects whose toughness/resistance is 5 or less.

Hearing Augmentation: The hearing augmentation is an audio cybernetic that fits into one or both ears and enhances the user’s hearing range to that of a dog. The user also gains the ability to detect and locate sound sources more quickly than normal. It provides a +1 cyber bonus to *Awareness* checks.

- **Eta-Level Upgrade:** You gain a sonar-like echolocation ability, providing you with the ability to “see” all creatures and objects within Close range by sound.

Legs, Cybernetic: Characters who want cybernetic legs are typically most interested in enhancing their physical performance. For this reason, these legs take the form of spring blades to enhance jumping and speed, or clawed talons for superior gripping power. Artificial nerves feed into the user’s nervous system to provide the sense of touch. Characters with prosthetic legs receive a +10 meter

Now you don't have to drag the unconscious guard over to the door reader.

bonus to speed and double their normal jumping distance, and also gain a +2 cyber bonus to *Acrobatics* and *Athletics* checks.

- **Weapon Housing:** As a class 2 upgrade, add a storage compartment for a weapon of no more than 2 kg. You can draw and use the weapon in the same action.
- **Gripping Talons:** As a class 2 upgrade, your feet function as magnetic boots. They also provide a +2 step bonus to *Athletic* checks made to climb or swim.
- **Rocket Legs:** As a class 3 upgrade, add rockets that function as a thruster belt.

Life Support Module: A life support system is an augmentation affecting a number of organs, making it possible to survive in environments normally unsuitable to human life. This includes the vacuum of space and the depths of the ocean, as well as others at the GM's discretion. With this enhancement an individual can ignore the need to breathe for up to 4 hours and survive vacuum or immersion in water up to 1,000 meters deep. A blood oxygenator in the chest and a mechanical heart-assisting pump also keep the user's vital functions going even when biological systems would fail or quit, providing a +3 cyber bonus to *Endurance* and *Resilience* checks.

Muscle, Synthetic: Characters with this cybernetic enhancement have their original muscles augmented or replaced with prosthetic ones. Synthetic muscle provides a +1 cyber bonus to *Strength*.

Neural Interface: The neural interface is a cybernetic device implanted into the brain that allows you to plug directly into devices such as computers, control consoles, and vehicles via a spooling wire (often implanted in the forearm) or by means of wireless connection. Because the interface is direct, you can operate the equipment without the need for a tablet, laptop, or control console, increasing efficiency and effectiveness. You gain a +1 cyber bonus on *Computer*, *Driving*, *Engineering*, and *Piloting* checks.

- **Eta-Level Upgrade:** Your cyber bonus improves to +2. You can operate devices remotely at a range of up to 5 km with your wireless connection (but usually you have to first set up the device for remote operation).

Pheromone Dispenser: The pheromone dispenser is a cybernetic implant that reads the user's subconscious cues in social interactions and augments them with a carefully tailored aura of artificial pheromones. The pheromones are usually unnoticeable, although antitoxin filters and chemical sniffers sometimes pick up traces. Some of the pheromones are actually tailored to affect the person equipped with the dispenser, drawing on top research in behavioral science to increase relaxation or confidence as needed and subtly influencing unconscious mannerisms. This implant grants a +1 cyber bonus to *Coercion*, *Deception*, *Influence*, and *Performance* checks.

Regen System: The regeneration system is composed of “damage control centers” filled with nanobots that deploy through the bloodstream to begin repairing biological damage automatically as it is sustained. You gain a +3 cyber bonus to *Resilience* checks, and recover from injuries much more quickly than normal: You recover from grazes and light wounds at the end of a scene; convert moderate wounds to light wounds after 1 hour of rest with a successful *Resilience* check; convert serious wounds to moderate wounds after 8 hours of rest with a successful *Resilience* check; and convert critical wounds to serious wounds after 1 day of rest if you succeed at your *Resilience* check.

Skeletal Reinforcement: This painful procedure is a process whereby bones are electroplated with titanium alloy and joints are reinforced with synthetic materials. While this does not make a character unbreakable, it does reduce the chance of fractures considerably. Characters with this enhancement receive a +2 cyber bonus to *Vitality*, and reduce any falling or impact damage by one severity grade.

Skeletal reinforcement ignores system damage.

Skill Module: A skill module is a small chip in an easy-to-use casing that plugs into an installed cerebral port (see above), providing access to skills that person did not previously possess. Each skill requires a separate chip. A basic module provides 1 skill point in the associated skill, while an advanced module provides 4 skill points. If you already have points in the skill, you use either your own skill points or your skill module’s skill points to determine your skill score (whichever is higher). You can’t use a skill module without a cerebral port. Popular modules include *Computer*, *Culture*, *Driving*, *Medicine*, and *Profession*.

Targeting Reticule: A slim monocle-like optic that clips onto the user’s temple, the targeting reticule tracks a small sensor on the ranged weapon it’s paired with and shows the wearer exactly where their shot will go. It provides a +1 cyber skill bonus to *Energy Weapons*, *Firearms*, and direct fire *Heavy Weapons* attack rolls. Pairing a reticule to a weapon requires fixing the sensor to the weapon and aligning the two components—two 3-impulse actions, if you’re in a hurry.

Need to speak
Mandarin in a hurry?
Get the skill module.

