

STARSHIP WARDEN

EQUIPMENT MANIFEST



Welcome to the

Equipment Manifest

A sourcebook for running campaigns using the Metamorphosis Alpha, Siege Engine, or almost any other role playing game system.



EDITORS

*Scott McKinley
Candace Miller
Turbo
Brenda Clark*

GRAPHICS AND CARTOGRAPHY

*Christopher Clark
Scott McKinley*

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Scott McKinley, Luke Gyax, Todd Shearer, Marcia Clark, Jim Wampler, Goodman Games, and Troll Lord Games. We couldn't have done this without you guys.

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AUTHORS

*James M. Ward
Christopher Clark*

ART

Jason Walton, Peter Bradley

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EQUIPMENT MANIFEST

Aboard the *Warden*, technology is life, and its absence often spells disaster. It is often the most compelling reason for a party of survivors to continue exploring the ship. It is always a benison sought after by every adventurer making this giant spacecraft his home. This appendix provides greater detail for most of the items found within the confines of the *Warden*, categorized by type and then alphabetized for ease of use. There are six basic categories of items you will find in this appendix: Lethal Weaponry, Non-lethal Weaponry, Protective Gear (worn), Conveyances, Other Non-electronic items, and Other Electronic items.

As with most levels of detail concerning the *Warden*, this list is incomplete, and you should feel free to add items from your favorite role playing game system, science fiction genre, or your own imagination to the gear found here.



How Stuff Works

Finding Items is only part of the fun, understanding their use comprises another entire dimension of any science fiction game. As discussed in the introduction, comprehending technology, and its uses, is a function of the item's Tech Level (complexity), and the potential user's Leadership Potential in Metamorphosis Alpha, or Intelligence statistic for those using Siege Engine-based rules. The higher a character's Leadership Potential/Intelligence, the better chance they have of fully understanding an item. Items work in the opposite direction: the lower the Tech Level of an item, the more advanced (technologically) the item. Some items are simply beyond the understanding of less intellectually gifted characters, although it is possible for one character to instruct another character in the use of an item under many rule systems.

Several other important issues must be decided by the Starship Keeper, they include:

- Will you require multiple rolls for items with multiple functions?
- Will characters be allowed to help one another comprehend various items?
- Is a separate roll required to fix an item if it is broken?

Certainly all of these issues may become adjudication points in your campaign but whether they are applied to the struggle to understand a particular item is left for you to decide. Under the classic Metamorphosis Alpha rule system, a character can try once per week to comprehend an item. Add 10% to the roll if someone who knows how to use the item is advising the character trying to fully understand it. Mutants and robots that have been programmed to study and use unfamiliar items (like Engineering Robots) all have a 12 Leadership Potential/Intelligence for the purpose of determining their understanding of an item (and rolling against the chart in the introduction).

Remember as well that when a lack of understanding is indicated when the result of a dice roll is compared to the Item Tech Level Chart (see page #23 of the Introduction), unintentional mishap may occur.

When attempting to understand a new item, any roll made which indicates a failure to comprehend might: ruin the item, injure the character attempting to gain an understanding, or even injure a bystander or assistant. Generally, there is a decreasing chance as the complexity (Tech Level) of the item decreases.

The amount of damage caused to either items or characters is left to your discretion but should be based upon the item being studied, and the relative danger that item represents.

WEAPON CLASS

		% chance to break item	% chance to injure self	% chance to injure other
I T E M	1	30%	35%	20%
	2	25%	30%	20%
T E C H	3	25%	25%	25%
	4	20%	20%	10%
L E V E L	5	15%	15%	5%
	6	10%	10%	5%
	7	5%	5%	1%

Awarding Experience for Items

Although the original Metamorphosis Alpha system has neither character leveling nor experience points, most role playing systems contain both of these features. As a result, the items in the following list have been assigned experience points commensurate with the Siege Engine role playing system.

The quantity of experience granted for retrieving and understanding items should be based on several factors, but actual amounts vary from referee (Starship Keeper) to referee. Points should be awarded awarded to characters only if they are able to use an item, rather than simply acquiring said item. Broken or uncomprehendable items should garner no points. In addition, points should only be awarded once per unique item. Siezing and understanding the use of ten laser pistols does not grant a character ten times the experience awarded for finding and comprehending a single laser pistol, but rather just a single set of experience (as described under the Laser Pistol item reference).

You may, however, grant multiples of experience to characters for destroying equipment to deprive enemies of its use. In these cases we recommend awarding the characters half the amount listed in the item reference but multiplied by the number of items destroyed. For example if a character found ten javelins normally used by Roman Wolfoids against his party, grant the character half of the experience listed under the javelin, x 10 (for the ten javelins) for destroying the weapons.

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When creating new items, compare the new item to similar items found in this listing to determine their experience point value. Analyzing like items, of like Tech Levels, should generate a baseline to work from before you consider the following questions:

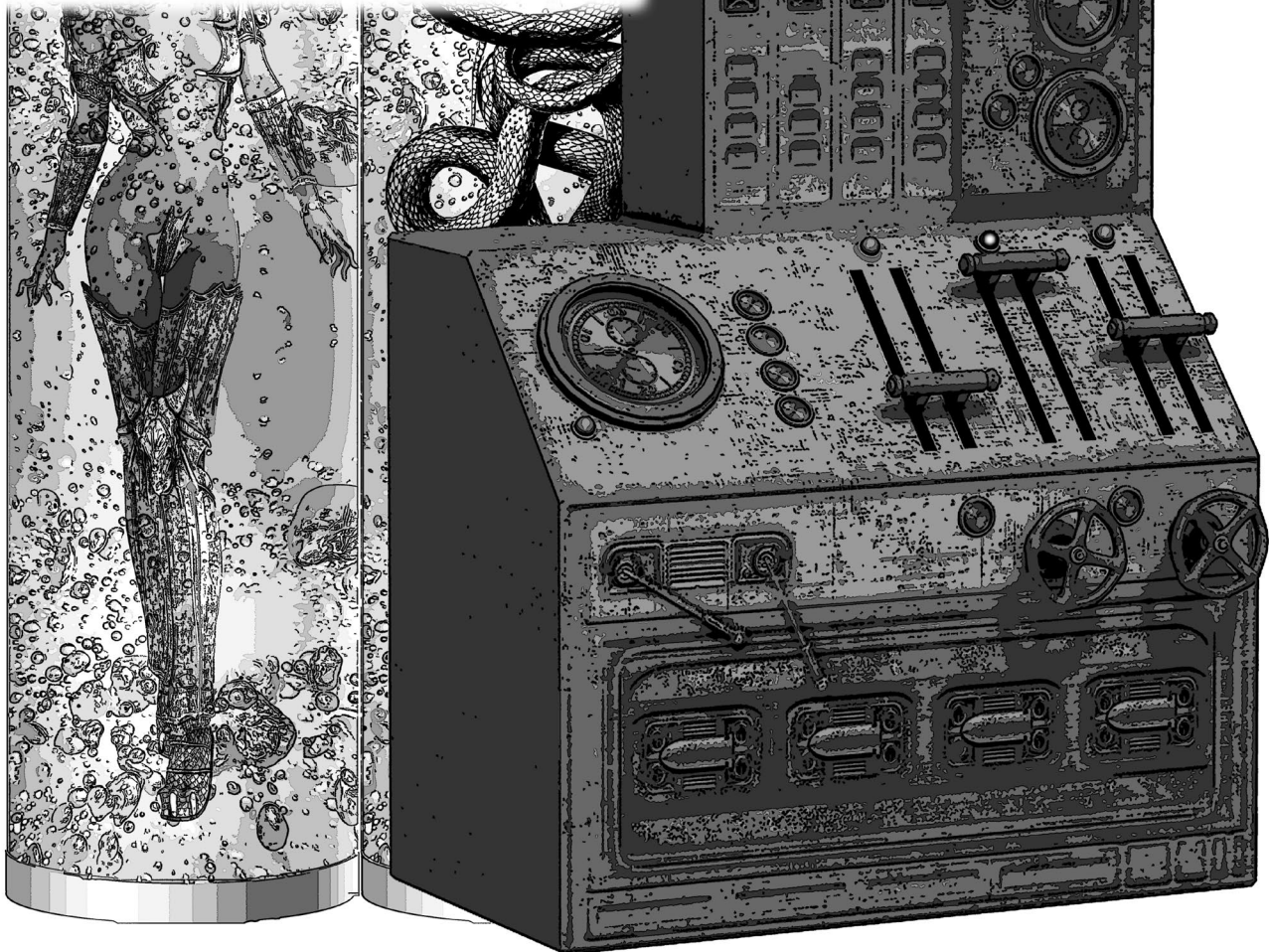
How lethal is the item? (greater lethality means a greater risk when comprehending, and therefore greater experience should be awarded).

How useful is the item? (useful items have greater intrinsic value, and are therefore worth more experience).

How plentiful is the item? (plentiful items are easily found while rare items are not. Subtract hundreds from the experience point value of plentiful items and add a thousand if the item is rare).

How complex is it to use and repair? (greater complexity means a greater risk when comprehending, and therefore greater experience should be awarded).

Is the item ergonomic? (More points are awarded for items that are light and easily handled.)



LETHAL WEAPONRY

All weapons designed to destroy an opponent, and remove him forever as an adversary, are included here.

Audio Cannon

WC 5 Tech Level 2 Experience: 2,000
 Power Requirement: 6 Hydrogen Fuel Cells
 Power Cell Life: 12 shots
 Size: 10' length x 3' width x 5' height
 (must be towed by a vehicle)
 Weight: 972 lbs./441 kg
 Range: 120'/360'/900'
 Damage: instant cellular death to all targets with cell structures. Inflicts 10 points damage to buildings and equipment.

Area of Effect: 9' diameter sphere

Description: This long tube-shaped device emits an infrasonic blast that is kept directional using a harmonic secondary sound wave canceling that portion of the wave that spreads. Despite this, users should wear sound elimination headphones to prevent hearing loss.

Bow, Recurve

WC1 Tech Level 10 Experience: 100
 Power Requirement: none
 Size: 42" length x 3" width
 Weight: 2 lbs./ 1 kg
 Range: 210'/280'/350'
 Damage: 2d6

Area of Effect: single target



Description: A classic weapon, the recurve bow takes many forms, from a standard bow with a double curvature to a more modern weapon complete with pulleys to maximize efficiency.

Cutlass, Giant

WC2 Tech Level 9 Experience: 200
 Power Requirement: none
 Size: 48" length x 3" width
 Weight: 3 lbs./ 1.3 kg

Range: touch
 Damage: 1d12

Area of Effect: single target

Description: This 4' long curved steel blade is somewhat unwieldy for those not used to its bulk, but it is a well-balanced and effective weapon.

Elder Council Power Staff (Wolfoid)

WC4 Tech Level 4 Experience: 500
 Power Requirement: 1 Hydrogen Fuel Cell
 Power Cell Life: 20 bolts
 Size: 3" diameter, round, 6' long
 Weight: 3 lbs./ 1.3 kg
 Range: 500'
 Damage: 8d6

Area of Effect: single target

Description: This 6'-long staff of bluish metal generates a beam of pure plasma (encased in an electro-magnetic shell) which dissipates after 500'. The bolt does double damage to electronics and electrical circuitry, but only half damage to metal armor, robots, and vehicles (if armored).

Energy Dagger

WC4 Tech Level 4 Experience: 300
 Power Requirement: 1 Hydrogen Fuel Cell
 Power Cell Life: 20 hits
 Size: 12" length x 1.5" width x 0.5" height
 Weight: 0.8 lbs./ .36 kg
 Range: touch
 Damage: 10d6

Area of Effect: single target

Description: This plasma-bladed weapon is able to penetrate 1" of duralloy or 8" of steel. When turned off, this blade appears to be nothing more than an oval cylinder some 4" long. Once activated, an 8" blade of pure plasma extends from the hilt. Piercing any substance with this blade draws energy from the device.



Grenade, Fragmentation

WC3 Tech Level 7 Experience: 300
 Power Requirement: none
 Size: 6" long, 4" diameter canister or 6" ball
 Weight: 1 lbs./0.4 kg
 Range: varies with strength of user (average is 60')
 Damage: 10d6
Area of Effect: 20' diameter hemisphere
 Duration: instant

Description: This small grenade explodes into small, deadly metal fragments 4 seconds after its pin is pulled, regardless of circumstance.

Grenade, Man Bird

WC3 Tech Level 7 Experience: 300
Power Requirement: none
Size: 6" irregular ball
Weight: 0.6 lbs./0.28 kg
Range: varies with strength of user (average is 60')
Damage: 3d6

Area of Effect: 10' diameter hemisphere
Duration: instant.

Description: This small grenade explodes into small, deadly metal fragments upon impact.

Javelin

WC2 Tech Level 10 Experience: 100
Power Requirement: none
Size: 92" long x 1.6" diameter
Weight: 1.8 lbs./0.8 kg
Range: varies with strength of user (average is 20')
Damage: 2d6

Area of Effect: single target

Description: This lengthy spear is designed for throwing rather than stabbing.

Knife, Combat (12" in locking sheath)

WC1 Tech Level 10 Experience: 100
Power Requirement: none
Size: 15" long
Weight: 0.4 lbs./0.18 kg
Range: touch
Damage: 2d6

Area of Effect: single target

Description: This 12" alloy steel blade (15" overall length) comes with a locking sheathe. Although soft enough to accept an edge, the alloy of this blade is also robust enough to cut through a full centimeter of most softer metals like copper, aluminum, and tin.

Laser Turret

WC8 Tech Level 2 Experience: 600
Power Requirement: external power source required of no less than 0.82 Megawatts
Size: 642' length x 126' width x 27'1" height
Weight: 19,996,000 lbs./9,070,126 kg
Range: 8000 km/10,000 km/12,000 km
Damage: 8d20

Area of Effect: single target, but (2) 6" diameter circles

Description: These laser cannon (2 per turret) fire a

massive 6"-diameter beam up to a range of 8,000km. Each cannon causes 8d20 heat damage at this range but require two crewmembers to fire. These lasers can melt a Sparrow Class Shuttle craft in three shots. The turret is modular and although enormous in both overall size and mass, might be salvaged or otherwise removed by enterprising characters.

Lightning Wand

WC8 Tech Level 3 Experience: 600
Power Requirement: magic (unknown)
Power Cell Life: 24 uses
Size: 11" length x 0.5" width
Weight: 0.4 lbs./0.18 kg
Range: : the bolt extends in a 5' wide path for 100' from the wand.
Damage: 6d6 to living material and may overload electronic systems

Area of Effect: 100 long x 5' wide path

Description: This wand looks like an intricately carved, 11" long round stick approximately 1/2" in diameter.

Pistol, Audio Blaster

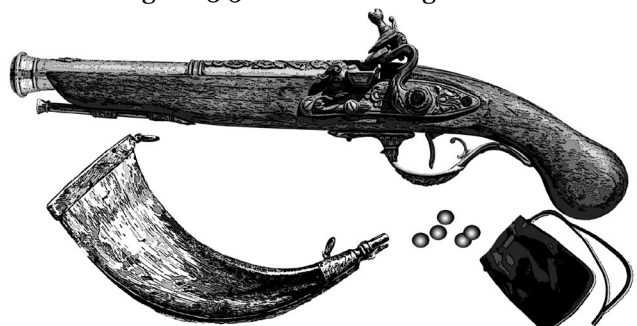
WC5 Tech Level 3 Experience: 400
Power Requirement: 1 Hydrogen Fuel Cell
Power Cell Life: 5 shots
Size: 20" length x 3.5" width x 6" height
Weight: 5 lbs./2.25 kgs.
Range: 75'/225'/450'
Damage: 5d6

Area of Effect: 5" wide beam up to 450' long. Ceases when it hits a target.

Description: This pistol emits an infrasonic blast that is kept directional using a harmonic secondary sound wave canceling that portion of the wave that spreads. Despite this, users should wear sound elimination headphones to prevent hearing loss.

Pistol, Black Powder

WC4 Tech Level 8 Experience: 300
Power Requirement: black powder
Power Cell Life: 1 shot
Size: 20" length x 3.5" width x 6" height



Weight: 3 lbs./1.36 kgs.

Range: 60'/90'/120'

Damage: 10 points

Area of Effect: one target.

Description: This antique pistol is manually loaded by its user with black powder and shot. For those well acquainted with this procedure, this requires a minimum of 30 seconds. Beginners require two full minutes.

Pistol, Laser

WC6 Tech Level 3 Experience: 800

Power Requirement: 1 Hydrogen Fuel Cell

Power Cell Life: 5 shots

Size: 16" length x 3.5" width x 6" height

Weight: 2.2 lbs./1kgs.

Range: 225'/340'/450'

Damage: 5d6

Area of Effect: one target.

Description: This amplified light pistol generates tremendous heat at the point of impact and may cause a fire if flammable material is targeted.

Pistol, Plasma

WC7 Tech Level 3 Experience: 900

Power Requirement: 1 Hydrogen Fuel Cell

Power Cell Life: 10 shots

Size: 10" length x 3.5" width x 6" height

Weight: 3 lbs./1.36kgs.

Range: 50'/75'/100'

Damage: 10d6 + melting

Area of Effect: 4" diameter sphere

Description: This weapon fires a magnetically contained ball of plasma energy that generates of an enormous amount of damage and heat (melts whatever it hits).

Pistol, Rail

WC6 Tech Level 2 Experience: 400

Power Requirement: 1 Hydrogen Fuel Cell

Power Cell Life: 32 shots

Size: 16" length x 3.5" width x 6" height

Weight: 2.2 lbs./1 kgs.

Range: 30'/120'/480'

Damage: 4d6

Area of Effect: one target.

Description: This 15-shot magazine pistol shoots out a tiny magnetically accelerated particle inflicting 4d6 damage. This projectile ignores most types of armor and causes this damage to both the armor and that which wears it. It continues on its path until it has passed through 3" of material (any).

Pistol, Slug Projector

WC5 Tech Level 7 Experience: 200

Power Requirement: none

Power Cell Life: 10 shots

Size: 12" length x 3.5" width x 4" height

Weight: 3.2 lbs./1.45 kgs.

Range: 100'/150'/200'

Damage: 6d6

Area of Effect: one target.

Description: This pistol is loaded with cartridges that contain a propellant (gunpowder). It is an entirely reliable weapon unless repeatedly submerged in water.

Rail Cannon, Anti-Asteroid

WC8 Tech Level 2 Experience: 1600

Power Requirement: external power source required of no less than 0.65 Megawatts

Size: 3,911' length x 368' width x 48'7" height

Weight: 9,426,000 lbs./4,275,605 kg

Range: 7000 km/9,200 km/10,400 km

Damage: 50d20

Area of Effect: single target

Description: This Rail Cannon requires only a single crewmember to fire and shoots a 2 kilogram (about 4.5 lbs) shell at 7 times the speed of sound. This projectile continues on its path until it has passed through 6' of material (any). These cannon will cut a Condor Class Shuttle craft in half with one shot at a range of up to 10,400km. These cannon are modular and although enormous in both overall size and mass, might be salvaged or otherwise removed (and repurposed) by enterprising characters.

Black Hole Rifle [A.K.A. Disintegrator]

WC6 Tech Level 2 Experience: 975

Power Requirement: 2 Hydrogen Fuel Cells

Power Cell Life: 6 shots

Size: 41" length x 4" width [irregular] x 4" height

Weight: 6.6 lbs./3 kg

Range: 40'/80'/120'

Damage: target area (1/2" sphere) becomes an instantaneous black hole that lasts for just less than one second before dissipating. All material within 4' of this targeted area is sucked into the black hole and disappears. Material with a mass of less than 300kg (or that is not attached to something of that mass) is immediately drawn 5' closer to the target area as well but suffers only peripheral damage (as when dragged through a plate glass window – the window damages you but the force of the weapon does not) as determined by the GM. A shock wave follows the use of this weapon as matter is dramatically removed from this dimension causing all within 30' of the

target to lose their footing and suffer 1d6 damage unless they manage to avoid the effect.

Area of Effect: 1/2" diameter sphere

Description: This unique rifle is composed of four tubes that generate gravity beams surrounded by an electromagnetic field. At their focus/target point (as determined by the user) the beams converge and form a small and short-lived black hole. The generation of these beams gives this rifle quite a 'kick' and those without advanced weaponry skills may receive a penalty to their targeting rolls as a result (at your discretion).

Rifle, Black Powder

WC4 Tech Level 8 Experience: 200
Power Requirement: black powder and lead shot
Power Cell Life: 1 shot
Size: 64" length x 2.5" width
Weight: 9.8 lbs./4.45 kgs.
Range: 75'/150'/300'
Damage: 20

Area of Effect: one target.

Description: This antique rifle pistol is manually loaded by its user with black powder and shot. For those well acquainted with this procedure, this requires a minimum of 30 seconds. Beginners require two full minutes.

Rifle, Laser

WC6 Tech Level 4 Experience: 400
Power Requirement: 2 Hydrogen Fuel Cells
Power Cell Life: 10 shots
Size: 34" length x 3.5" width x 6" height
Weight: 4.2 lbs./1.9 kgs.
Range: 225'/340'/450'
Damage: 9d6

Area of Effect: one target.



Description: This amplified light rifle generates tremendous heat at the point of impact and may cause a fire if flammable material is targeted.

Rifle, Gatling Laser

WC6 Tech Level 4 Experience: 900
Power Requirement: 3 Hydrogen Fuel Cells
Power Cell Life: 36 shots

Size: 48" length x 3.5" width x 6" height

Weight: 8 lbs./3.5 kgs.

Range: 175'/240'/350'

Damage: 5d6 (each shot)

Area of Effect: 1-4 targets.

Description: This amplified light rifle has four barrels, fires four shots per round, and comes with a tripod. These shots generate tremendous heat at the point of impact and may cause a fire if flammable material is targeted. Each additional target (beyond 1) added by the user subtracts 5% from the to-hit roll.

Rifle, Plasma

WC7 Tech Level 3 Experience: 1000
Power Requirement: 1 Hydrogen Fuel Cell
Power Cell Life: 10 shots
Size: 56" overall length x 3.5" width x 6" height
Weight: 5 lbs./2.2 kgs.
Range: 50'/100'/150'
Damage: 30 + melting

Area of Effect: 12" diameter sphere

Description: This weapon fires a magnetically contained ball of plasma energy that generates of an enormous amount of damage and heat (melts whatever it hits).

Rifle, Rail

WC6 Tech Level 4 Experience: 1100
Power Requirement: 2 Hydrogen Fuel Cells
Power Cell Life: 32 shots
Size: 60" length x 3.5" width x 6" height
Weight: 6 lbs./2.8 kgs.
Range: 150'/600'/2400'
Damage: 4d6

Area of Effect: one target.

Description: This 15-shot magazine rifle shoots out a tiny magnetically accelerated particle inflicting 4d6 damage. This projectile ignores most types of armor and causes this damage to both the armor and that which wears it. It continues on its path until it has passed through 3" of material (any). The rifle also has an under-barrel grenade launcher with a 5-grenade magazine (WC7, Tech 6, range 300').

Rifle, Slug Projector

WC5 Tech Level 7 Experience: 200
Power Requirement: none
Power Cell Life: 20 shots
Size: 36" length x 3.5" width x 4" height
Weight: 3.2 lbs./1.45 kgs.
Range: 150'/250'/400'
Damage: 6d6

Area of Effect: one target.

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Description: This bolt action rifle is loaded with cartridges that contain a propellant (gunpowder). It is an entirely reliable weapon unless repeatedly submerged in water. This weapon fires (3) heavy rubber bullets each combat round. It has a 20-round magazine.

Rifle, Sonic Metal Disruptor

WC7 Tech Level 4 Experience: 900
Power Requirement: 1 Hydrogen Fuel Cell
Power Cell Life: 5 shots
Size: 56" overall length x 3.5" width x 6" height
Weight: 5 lbs./2.2 kgs.
Range: 70'/120'/180'
Damage: melts 1 cubic meter of metal
Area of Effect: 1 cbm

Description: This weapon projects a sonic field around its target that excites and heats metal at an atomic level.

Rifle, Sonic Protein Disruptor

WC7 Tech Level 3 Experience: 700
Power Requirement: 1 Hydrogen Fuel Cell
Power Cell Life: 5 shots
Size: 56" overall length x 3.5" width x 6" height
Weight: 5 lbs./2.2 kgs.
Range: 70'/120'/180'
Damage: 15d6
Area of Effect: 1 cbm

Description: This weapon projects a sonic field around its target that excites and heats proteins at an atomic level, liquefying cellular structures.

Staff of Ra

WC4 Tech Level 6 Experience: 800
Power Requirement: 1 Hydrogen Fuel Cell
Power Cell Life: 20 discharges
Size: 6' overall length x 4" diameter
Weight: 5 lbs./2.2 kgs.
Range: touch
Damage: 10d6
Area of Effect: 1 target

Description: This metallic staff strikes both with great impact (3d6) and with an electrical discharge (7d6) for a total of 10d6 damage.

Stone Cutting Laser

WC7 Tech Level 3 Experience: 300
Power Requirement: 6 Hydrogen Fuel Cells
Power Cell Life: 2 hours (continuous) or 25 shots
Size: 9'7" length x 51" width x 42" height
Weight: 863 pounds/392 kg.
Range: 750'
Damage: Stone or Metal 4d6 / Organic Material 8d6
Area of Effect: 1 target
Speed: 3 mph/5 kph when towed. 1 mph when pushed.

Description: Once used by stone masons for carving, this unit is mounted on a trailer and requires one full combat round for aiming. Towing at speeds greater than 3mph may cause the unit to tip on its side. It will cut through 12" of duralloy, or 3' of stone, in an hour.



Swatter

WC3 Tech Level 8 Experience: 300
 Power Requirement: 1 Hydrogen Fuel Cell + Insect Poison Tank
 Power Cell Life: 30 sprays
 Size: backpack with a single 10" cylinder, a 6" square control unit that is 3" deep, and a 3' long wand.
 Weight: 35 lbs./16 kgs when full
 Range: 90'
 Damage: 20 points to insect proteins, otherwise none (poison intensity 12 to insect life).
 Duration: instant
Area of Effect: 15' diameter circle, 6' deep

Description: Originally used by crewmember gardeners for the control of persistent insect pests, this backpack sprayer may now be used against insects of any size and persistence level.

Sword, Triangular

WC3 Tech Level 9 Experience: 100
 Power Requirement: none
 Size: 4' long, 3" wide
 Weight: 1.4 lbs./0.64 kgs.
 Range: touch
 Damage: 4d6
Area of Effect: single target

Description: This 48" alloy steel blade comes with a locking scabbard and belt. Although soft enough to accept an edge, the alloy of this blade is also robust enough to cut through a full centimeter of most softer metals like copper, aluminum, and tin.

Tethered Blade Launcher [rifle]

WC6 Tech Level 2 Experience: 275
 Power Requirement: 1 Hydrogen Fuel Cell
 Power Cell Life: 12 shots
 Size: 34" length x 6" width [irregular] x 3" height
 Weight: 3.35 lbs./1.48 kg
 Range: 40'
 Damage: 4d6
Area of Effect: 6" wide by 5'-12' curved swath

Description: This weapon fires a tethered disk with a razor-sharp edge and was originally designed for trimming and sculpting hedges. The normal range is 30', with a 12' wide by 6" deep swath being cut by the spinning blade before the tether returns the blade to its housing within the end of the weapon. The tether is quite sturdy nylon and withstands 6 points of damage before parting. It can melt in heat greater than 300° Fahrenheit.

This weapon has a standard plastic stock (like a laser rifle) but is comprised of an air compressor and tether receptacle in the middle of the weapon, and

a 20" barrel that is flat and shaped to closely fit the disk it fires.

Throwing Star

WC2 Tech Level 10 Experience: 100
 Power Requirement: none
 Size: 3" diameter irregular circle
 Weight: .1 lbs./0.06 kgs.
 Range: 30'/50'/70'
 Damage: 1d6+1
Area of Effect: single target

Description: These razor-sharp disks are thrown by the user at targets.

Toxin Sprayer

WC5 Tech Level 8 Experience: 200
 Power Requirement: 2 Hydrogen Fuel Cells + Toxin Tank
 Power Cell Life: 18 sprays
 Size: 36" x 23" x 4" (thick) back pack plus 36" X 3" diameter wand
 Weight: 32 lbs./14.5 kgs when full
 Range: 50'
 Damage: dependent upon toxin used
Area of Effect: 60" x 72" square per shot

Description: This weapon is used to spray forth toxic chemicals of various kinds and is adaptable to most chemicals that are not radioactive (including flammables which may then be ignited by laser fire). It is particularly useful when dealing with microbial or fungal infestations.

Non-Lethal Weaponry

All weapons designed to disable an opponent for subdual or capture are included here.

Baton, Concussion

WC 2 Tech Level 9 Experience: 200
 Power Requirement: 1 Hydrogen Fuel Cell
 Power Cell Life: 4 impacts
 Size: 3' x 3" diameter
 Weight: 3.1 lbs./1.4 kg
 Range: touch
 Damage: living material only for 20 points of subduing damage.
Area of Effect: single target.
 Duration: as per your favorite system's rules concerning subduing damage.

Description: This baton has a small gravity generator located in its tip which transmits surprising kinetic energy upon impact.

Electro-Magnetic Pulse Emitter, Small

WC 7 Tech Level 3 Experience: 400
 Power Requirement: 4 Hydrogen Fuel Cells
 Power Cell Life: 5 shots
 Size: : 2'7" length x 2'2" width x 2'8" height
 Weight: 103 lbs./269.4 kg
 Range: 750', 229 m
 Damage: electronics only (se below), inert and living matter unaffected

Area of Effect: 750' diameter sphere

Description: This hand-carried unit emits a powerful electromagnetic pulse that affects all electronic equipment within 250 yards of its location. This area of effect is spherical, and even flying drones are susceptible to the power of its pulse. All magnetic coils, microchips, inductors, transformers, copper coils, electric motors, printed circuit boards and other solid state devices are completely burnt out if caught in this area. Diodes, transistors and relays may withstand the pulse 50% of the time, and archaic radio tubes and dielectric transformers, capacitors, and insulators are affected only 10% of the time. These portions of electronic equipment, if affected, are incapable of repair — new parts must be installed for the equipment to function.

Gas Projector

WC 7 Tech Level 9 Experience: 200
 Power Requirement: 1 Hydrogen Fuel Cell
 Power Cell Life: 20 shots
 Size: 4'2" length x 4" width x 6" height
 Weight: 17 lbs./7.7 kgs.
 Range: 100'/200'/300'
 Damage: renders any oxygen breather unconscious
Area of Effect: 35' diameter hemisphere

Description: This rather bulky rifle-like mechanism fires a dart-shaped projectile that releases a tranquilizing gas upon impact. Those who succumb to its poison (intensity 12) are rendered unconscious for 1d6 hours.

Glue Gun

WC2 Tech Level 8 Experience: 300
 Power Requirement: 1 Hydrogen Fuel Cell
 Power Cell Life: One full tank/30 sprays
 Size: two cylinders 6" in diameter and 2' long plus a 12" square control unit and 3' long wand
 Weight: 37 lbs./17 kgs. when full
 Range: 90'
 Damage: immobility

Area of Effect: 20' long x 6" wide ribbon of foam that wraps around a target like a thrown bolo or rope. It generally forms (8) 6" wide encircling ribbons, but this depends upon the target's diameter.

Description: This bulky backpack device is made for crowd containment. The ribbons of foam it shoots outwards harden within 3 seconds and persist for 12-24 hours. Each ribbon is able to withstand a of 350 lbs/159 kgs. before breaking.

Grenade, Crowd Pleaser

WC2 Tech Level 9 Experience: 100
 Power Requirement: none
 Size: 10" long, 4" diameter canister or 8" bullet shaped cylinder
 Weight: 2 lbs./0.85 kgs.
 Range: varies with strength of user (average is 50')
 Damage: dozens of rubber pellets burst outwards for 10 points of subduing damage

Area of Effect: 30' diameter hemisphere

Description: This heavy grenade shoots forth rubber pellets as shrapnel causing no harm to equipment and subduing damage to live targets.

Grenade, Dazzler

WC2 Tech Level 9 Experience: 100
 Power Requirement: none
 Size: 5" spheroid or 5" bullet shaped cylinder
 Weight: 1 lbs./0.4 kgs.
 Range: varies with strength of user (average is 60')
 Damage: temporary blindness
Area of Effect: 30' diameter hemisphere
 Duration: one minute

Description: This grenade explodes in a blinding flash of searing white light that blinds live targets.

Grenade, Gut-Wrencher

WC2 Tech Level 9 Experience: 100
 Power Requirement: none
 Size: 8" long, 4" diameter canister or 6" bullet shaped cylinder
 Weight: 1 lbs./0.4 kgs.
 Range: varies with strength of user (average is 60')
 Damage: nausea plus 2d6 per round of exposure
Area of Effect: 30' diameter hemispherical gas cloud
 Duration: one full minute following an end to exposure. The gas cloud persists for 2 full minutes (depending upon prevailing wind, if any).

Description: This grenade explodes in a puff of rapidly swelling, nauseating poison (intensity 10) gas.

Grenade, Paralysis

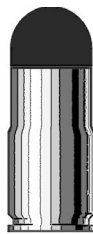
WC2 Tech Level 9 Experience: 200
 Power Requirement: none
 Size: 6" tall x 3" diameter spheroid
 Weight: 1 lbs./0.4 kgs.
 Range: varies with strength of user (average is 60')

Damage: nausea plus 2d6 per round of exposure

Area of Effect: 50' sphere

Duration: instant

Description: This grenade explodes on contact emitting a high energy pulse at a frequency that mimics those upon which the human brain operates. Any humans (humanoids as well, perhaps) within 50' of the detonation point suffer a cognitive neural shutdown for 2-12 (2d6) minutes. 10% of the time these grenades also shut down the autonomic nervous



system, resulting in death.

Grenade, Pepper

WC2 Tech Level 10 Experience: 100

Power Requirement: none

Size: 8" long, 4" diameter canister or 6" bullet shaped cylinder

Weight: 1 lbs./0.4 kgs.

Range: varies with strength of user (average is 60')

Damage: 1d6 per round of exposure plus difficulty seeing.

Area of Effect: 30' diameter hemisphere gas cloud

Duration: The gas cloud persists for 2 full minutes (depending upon prevailing wind).

Description: The explosion of this grenade seeds the air with a thick cloud of acidic, pepper-like droplets that slowly dissipate over 2 minutes time.

Grenade, Sticky

WC3 Tech Level 10 Experience: 100

Power Requirement: none

Size: 6" tall x 3" diameter spheroid

Weight: 1 lbs./0.4 kgs.

Range: varies with strength of user (average is 60')

Damage: immobility

Area of Effect: 10' diameter circle 1' deep

Duration: until neutralized

Description: This grenade explodes on contact covering a 10' diameter circular area in sticky foam. This foam is only neutralized by a unique chemical release agent, and those affected by it find themselves immobilized until such time as help arrives with a quantity of this agent. Highly elastic, this foam

requires more than 500 foot-pounds of torque to break its sticky bond.

Grenade, Tear Gas

WC2 Tech Level 10 Experience: 100

Power Requirement: none

Size: 8" long, 4" diameter canister or 6" bullet shaped cylinder

Weight: 1 lbs./0.4 kgs.

Range: varies with strength of user (average is 60')

Damage: temporary blindness and difficulty breathing

Area of Effect: 30' diameter hemispherical gas cloud

Duration: The gas cloud persists for 2 full minutes (depending upon prevailing wind, if any).

Description: This grenade explodes on contact releasing a cloud of irritating gas. Those caught within the cloud suffer difficulty breathing (exertion not possible) and are blind to anything more than 3' distant. Once removed from the gas cloud area, breathing difficulties cease almost immediately, although blindness lasts for one minute following an end to exposure.

Grenade, Twilight

WC2 Tech Level 5 Experience: 400

Power Requirement: none

Size: 8" long, 4" diameter canister or 6" bullet shaped cylinder

Weight: 1 lbs./0.4 kgs.

Range: varies with strength of user (average is 60')

Damage: oxygen breathers with 20 HP or less fall unconscious

Area of Effect: 30' diameter hemispherical gas cloud

Duration: unconsciousness lasts for 5 hours. The gas cloud persists for 2 full minutes (depending upon prevailing wind).

Description: This grenade explodes in a puff of rapidly swelling poison (intensity 10) gas.

Any living creature that breathes in this gas falls unconscious and remains so for 5 hours or more.

Instant Tree

WC3 Tech Level 4 Experience: 375

Power Requirement: none

Power Cell Life: not applicable

Size: 2" long by 1/2" diameter pellet

Weight: 6.6 lbs./3 kg

Range: Thrown – maximum of 60' due to insubstantial mass.

Damage: special. This pellet is actually a spore/seed from an unusual plant that grows 8 cubic inches per

minute until all available water in its reach has been depleted. It will not remove water that is within living organisms of any kind. This plant absorbs 30ml/10z. of water per minute. A gallon of water causes one of these pellets to grow into a 14'-tall tree with a trunk diameter of between 7"-8". Two gallons of water only doubles the mass, growing the tree to 21' with a 10"-12" trunk. The effect that might be attained if a pellet is thrown into a lake or other large body of water would be, at the very least, catastrophic.

Area of Effect: variable

Description: This fast-growing tree exerts tremendous force on stationary objects (deck plates, buildings, large vehicles, and the like). And tears them asunder as it grows. If swallowed, this tree will entirely consume the body of its host. The tree is immune to strong acids and bases (chemicals) but suffers physical damage as would any 'normal' tree.

Mine, Paralysis

WC2 Tech Level 8 Experience: 400

Power Requirement: 1 Hydrogen Fuel Cell

Size: 1'6" diameter circle, 3" width

Weight: 3.2 lbs./1.45 kgs.

Range: 0'

Damage: low-voltage shock wave causing 1-hour paralysis

Area of Effect: 80' diameter sphere

Duration: paralysis lasts for 1 hour. The mine remains armed until detonated.

Description: This ovoid disk is buried from 1" - 6" deep and is triggered whenever 35 lbs./16 kgs. pressure is applied to its top (the side pointing away from gravitational pull). It must be armed before being buried and may be transported unarmed to avoid mishaps.

Paralysis Rod

WC 4 Tech Level 7 Experience: 200

Power Requirement: 1 Hydrogen Fuel Cell

Power Cell Life: 10 hours

Size: 3' length x 2" diameter

Weight: 2 lbs./0.9 kgs.

Range: touch

Damage: unconsciousness for 3-18 hours

Area of Effect: single target

Description: This yard-long baton overloads the central nervous system of targeted living organisms when it hits. It takes 3-18 minutes to warm up once switched on before it becomes effective.

Paralysis Dart (ejector)

WC 4 Tech Level 9 Experience: 100

Power Requirement: none but must be charged before use/tube is spring-loaded

Power Cell Life: charge lasts until used

Size: 12" length x 0.6" diameter

Weight: .22 lbs./0.1 kgs.

Range: 230'/250'/270'

Damage: unconsciousness for 3-18 hours + 1d6

Area of Effect: single target

Description: This foot-long tube fires a 4" dart that overloads the central nervous system of targeted living organisms when it hits. It is hand-loaded, and a Hand Dart Charger is necessary to charge these darts.

Pistol, Alien Paralysis

WC7 Tech Level 2 Experience: 1000

Power Requirement: unknown

Power Cell Life: unknown

Size: 25" length, 4" width, 11" height

Weight: .66 lbs./0.3 kgs.

Range: 328'1"

Damage: paralysis for 1 hour

Area of Effect: 328'1" 2-dimensional (no diameter per se) beam

Description: When fired, this pistol shoots forth a beam of green light that terminates in exactly 328 feet, 1 inch. Creatures whose actual biomass is contacted by this beam (not their clothing) are automatically paralyzed for 60 minutes. These pistols are somewhat corroded and crumble to dust after 10 shots.

Pistol, Bean Bag

WC5 Tech Level 9 Experience: 200

Power Requirement: none

Power Cell Life: none (uses compressed air)

Size: 24" overall length x 3" width x 5" height

Weight: 4.3 lbs./1.9 kgs.

Range: 30'/90'/180'

Damage: 12 points subduing damage

Area of Effect: 1 target

Description: This pistol fires a 4 oz./110 gram bean bag using compressed air. It must be pumped for ten seconds before each usage.

Pistol, Bouncer

WC5 Tech Level 6 Experience: 500

Power Requirement: compressed gas cylinder

Power Cell Life: 20 shots (uses compressed air)

Size: 22" overall length, 3" width, 5" height

Weight: 2.6 lb./1.2 kgs.

Range: 60'/180'/360'

Damage: 20 points subduing damage

Area of Effect: 1 target

Description: This pistol uses a compressed air

cylinder to fire 12 small rubber bullets at a target with a 2" diameter spread pattern (at short range). Reloading requires a new gas cannister as well as bullets.

Pistol, Paralysis Dart

WC 4 Tech Level 9 Experience: 200
 Power Requirement: compressed gas cylinder
 Power Cell Life: 10 shots
 Size: 12" length x 0.6" diameter
 Weight: .22 lbs./0.1 kgs.
 Range: 250'/300'/350'
 Damage: unconsciousness for 3-18 hours + 1d6
Area of Effect: single target

Description: This pistol fires an electrically charged 4" dart that is breech loaded. Opening the breech compresses the gas in the cylinder to allow the dart to be fired. A Hand Dart Charger is necessary to charge these darts. Incautious handling of these darts may cause them to discharge and paralyze the user.

Pistol, Stun

WC 5 Tech Level 9 Experience: 300
 Power Requirement: 1 Hydrogen Fuel Cell
 Power Cell Life: 20 shots
 Size: : 11" length x 3" width x 5" height
 Weight: 2.6 lb./1.2 kgs.
 Range: 150'/200'/250'
 Damage: 1 point (impact) +10 stun damage (no damage until full health of target is exceeded)
Area of Effect: single target

Description: The pistol is a single-barreled weapon that charges and then fires a stun bullet.

Pistol, Taser Pulse

WC 6 Tech Level 8 Experience: 300
 Power Requirement: 1 Hydrogen Fuel Cell
 Power Cell Life: 10 shots
 Size: : 10" length x 3" width x 5" height
 Weight: 2.6 lb./1.2 kgs.
 Range: 40'/50'/60'
 Damage: 4d6 stun damage (no damage until full health of target is exceeded)
Area of Effect: single target

Description: This pistol shoots out a form of ball lightning that causes 4d6 of stun damage at a range of up to 60'.

Stinker [rifle]

WC5 Tech Level 3 Experience: 375
 Power Requirement: 1 Hydrogen Fuel Cell
 Power Cell Life: 10 'shots'
 Size: twin-barreled weapon 40" long x 4" wide [two 2" diameter barrels]

Weight: 4.4 lbs./2 kg

Range: 120'

Damage: special. This device samples any chemical signature [smell] that is airborne when its first trigger is pulled. It then internally recreates that exact chemical signature and projects it along a gravity beam into any exposed area up to 120' from the user of this weapon when the second trigger is pulled. No actual damage may be caused by these smells, as the weapon has internal safeguards that prevent the creation of toxins.

Area of Effect: 10' cube

Description: This device appears to be a rifle, perhaps a shotgun, with a single barrel but with two triggers (like a double-barreled weapon). Originally used to inspire undomesticated species into mating behavior, this rifle was also often used by the original crew for pranks and practical jokes.

Rifle, Stun

WC 5 Tech Level 8 Experience: 400
 Power Requirement: 1 Hydrogen Fuel Cell
 Power Cell Life: 10 shots
 Size: 41" length x 3" width x 5" height
 Weight: 3.6 lbs./1.63 kgs.
 Range: 150'/225'/300'
 Damage: 1 point (impact) +25 stun damage (no damage until full health of target is exceeded)
Area of Effect: single target

Description: This rifle is a single-barreled weapon that charges and then fires a stun bullet.

Target Painter

WC4 Tech Level 9 Experience: 100
 Power Requirement: 1 Hydrogen Fuel Cell + luminescent paint tank
 Power Cell Life: 25 sprays
 Size: backpack with a single 10" cylinder, a 6" square control unit that is 3" deep, and a 3' long wand.
 Weight: 35 lbs./16 kgs. when full
 Range: 150'
 Damage: 1d6 to exposed skin.
 Duration: instant
Area of Effect: swath 8' wide x 23' long

Description: This device was used for culling diseased animals from herds. Target is covered in luminescent red paint that damages exposed skin and glows in the dark. This backpack weapon is currently used to both debilitate and mark targets that are considered hostile.

Voltage Enhanced Paralysis Rod

WC 4 Tech Level 7 Experience: 900
 Power Requirement: 2 Hydrogen Fuel Cells

Power Cell Life: 10 hours

Size: 6" - 3' x 2" diameter

Weight: 2.2 lbs./1 kgs.

Range: touch

Damage: paralysis or overload of circuitry

* 3-18 minutes on targets that weigh 1-299 pounds.

* 1-6 minutes on targets that weigh 300-499 pounds

* Robots are shut down 75% of the time when struck

* Living targets over 500 pounds are unaffected.

Area of Effect: single target

Description: The rod is a collapsible bar that extends to a total of 3' and collapses to a mere 6" long for storage. It must touch flesh or conductive metal to be effective. It paralyzes the central nervous system of living creatures and may overload electronic circuits.

PROTECTIVE GEAR

Items that are meant to be worn as armor or other protection are listed here.

Chameleon Oil

WC4 Tech Level 4 Experience: 150

Power Requirement: none

Power Cell Life: not applicable

Size: 2" diameter, 3" tall cylinder with a screw top.

Weight: .75 lbs./ .34 kg

Range: touch (can be thrown or splashed onto a target)

Damage: None.

Area of Effect: 1 person or 12 square feet

Description: Chameleon Oil is actually a colloidal suspension of nanobots that change the outer coloring of a person or object by layering bits of dust in varying densities to match the visual spectrum of light reflected from whatever is directly to the rear of the user when the oil is applied. This creates perfect camouflage and makes the recipient completely invisible to the visual light spectrum unless it moves. Note: the nanobots in this concoction are programmed to avoid applying dust to mucus membranes. If the oil is used on a person, they have to close their eyes, or is they achieve only 95% invisibility. The effect of this oil lasts until the person or object moves, or until a healthy gust of wind happens by.

Hazardous Material Suit

Tech Level 7 Experience: 500

Power Requirement: none

Size: made to fit humans 5'8" - 6'4"

Weight: 14 lbs./6.35 kgs.

Description: This polymer suit covers the entire body and completely isolates its wearer from the outer

environment. It is destroyed by pressure changes of greater than 25% Earth atmosphere (if sealed when these changes occur). It contains an air filter which removes all toxins but allows the passage of oxygen from the outer environment. The suit contains only enough oxygen for 2 minutes of use in an oxygen-free environment.

Military Battle Armor

Tech Level 8 Experience: 500

Power Requirement: none

Size: expandable fabric made to fit humans from 4'10" - 7" tall

Weight: 29 lbs./13.15 kgs.

Improved Armor Class: 15/5

Description: This full body armor is highly resistant to punctures and impact and takes only half damage from these mishaps and attacks while shielding its wearer from all such damage (until it is so damaged it becomes useless). It provides no other shielding.



Riot Gear

Tech Level 8 Experience: 500

Power Requirement: 2 Hydrogen Fuel Cells

Power Cell Life: 4 hours

Size: expandable fabric made to fit humans from 4'10" - 7" tall

Weight: 23 lbs./10.4 kgs.

Description: This full body armor is actually a self-contained environmental suit that may be used in anything from zero - 8 atmosphere's of pressure. It is highly resistant to punctures and impact and takes only half damage from these mishaps and attacks while shielding its wearer from all such damage (until it is so damaged it becomes useless). It provides no shielding against radiation.

Personal Electro-magnetic Shield

WC4 Tech Level 4 Experience: 250

Power Requirement: 1 Hydrogen Fuel Cell

Power Cell Life: 1 hour

Size: 3" diameter, 1.5" deep saucer shape.

Weight: 1.25 lbs./.57 kg

Range: surrounds target at 3" distance

Damage: None.

Area of Effect: 1 person or 12 square feet

Description: this clip-on accessory has a battery at its front and an alligator clip for attaching to clothing or protective gear on its backside. It generates a high-intensity electromagnetic field that disrupts the waveform of all incoming and outgoing energy. This field grants the bearer of this device protection from energy weapons of all kinds, but it also makes communications (other than shouting) impossible. It also prevents its bearer from making effective use of energy weapons. Note: This shield does not block ballistic (physical) projectiles of any kind. The shield becomes overloaded if it nullifies more than 200 points of damage in a single combat round. If overloaded, the shield automatically resets itself ten minutes later, although it requires the installation of a new battery before it functions properly.

Personal Gravity Shield

Tech Level 7 Experience: 500

Power Requirement: 1 Hydrogen Fuel Cell

Power Cell Life: 1 hour

Size: 2" thick, x 1' diameter disk, has a handle

Weight: 0.3 lbs./0.14 kgs.

Description: When activated, this device creates a gravitational shield that repels all physical material in 180° arc once it comes closer than 2' to its facing.

It can also cause energy beams to gravitationally 'bend around' the protected target. Each impact against this shield steals a portion of its energy commensurate with the damage that impact would have caused had

it hit. The shield accepts 30 points of damage before collapsing, and regenerates 60 seconds later.

Powered Combat Armor

Tech Level 7 Experience: 400

Power Requirement: 4 Hydrogen Fuel Cells

Power Cell Life: 10.5 hours

Size: bulky human

Weight: 68 lbs./15 kgs.

Improved Carrying Capacity: 6911 lbs./3135 kgs.

Improved Armor Class: 18/2

Improved Top Speed: 26 mph/42 kph

Description: This armor may be worn over a typical space suit and augments the strength, speed, and agility of its wearer as well as providing armor protection.

Quarantine Suit

Tech Level 7 Experience: 500

Power Requirement: none

Size: made to fit humans 5'8" - 6'4"

Weight: 10 lbs./4.5 kgs.

Description: This polymer suit covers the entire body and completely isolates its wearer from all particles large than one angstrom (virus-sized) in the outer environment. It accomplishes this with a large filter that is self-cleaning and that allows atmosphere to enter the suit.



CONVEYANCES

Any item designed for the transportation of either people or other items may be found listed here.

Radiation Suit

Tech Level 7 Experience: 500
Power Requirement: none
Size: bulky human
Weight: 71 lbs./32.2 kgs.

Description: These cumbersome suits reduce radiation exposure by 14 levels but allow only half movement maximum and all skill use and combat is reduced by -4/-20%. Vision is also an issue as the suit comes with a head-covering helmet that allows visibility only towards the front and only in a 90° arc.

Space (EVA) Suit

Tech Level 7 Experience: 500
Power Requirement: 1 Hydrogen Fuel Cell
Power Cell Life: 3 hours
Size: bulky human
Weight: 71 lbs./32.2 kgs.

Description: This sealed environment suit provides pressure, atmosphere, and temperature control for its user.

Anti-Gravity Sled

Tech Level 2 Experience: 1000
Power Requirement: 4 Hydrogen Fuel Cells
Power Cell Life: 25 hours
Seating Capacity: 2
Carrying Capacity: 6911 pounds/3135kg (2 seats)
Size: 6'4" x 4'6" width
Weight: 865 lbs./392.4 kgs.
Top Speed: 33mph/54kph

Description: This open-top vehicle is made of thin duralloy and resembles an old fashioned automobile without either wheels or undercarriage. It is powered by a small gravity generator and an electric wind turbine. The interior contains little more than 2 upholstered seats, a steering wheel, two pedals (accelerator and brake), a 2' 4' cargo area, and a battery gauge that displays the time remaining in the battery charge. Batteries are inserted into the machine through a trapdoor mounted in front of its glasteel windshield.

Anti-Gravity Sled, Armored Bubble-Top

Tech Level 2 Experience: 2000
Power Requirement: 4 Hydrogen Fuel Cells
Power Cell Life: 25 hours
Seating Capacity: 2
Carrying Capacity: 6911 lbs./3135 kgs.

Size: 6'4" x 4'6" width
Weight: 915 lbs./415 kgs.
Top Speed: 28mph/45kph

Description: This vehicle is made of thin duralloy and resembles an old fashioned automobile without either wheels or undercarriage. It is powered by a small gravity generator and an electric wind turbine. The interior contains little more than 2 upholstered seats, a steering wheel, two pedals (accelerator and brake), a 2' 4' cargo area, and a battery gauge that displays the time remaining in the battery charge. Batteries are inserted into the machine through a trapdoor mounted in front of its glasteel windshield. The passenger compartment is a self-contained environment capable of sustaining 4 humans for up to 6 hours and seals that can withstand from 50% atmosphere to 3 atmospheres of pressure. It is fully resistant to standard slug thrower rounds.

Bicycle, Mountain

Tech Level 9 Experience: 200
Power Requirement: none
Seating Capacity: 1
Carrying Capacity: 411 lbs./187 kgs.
Size: 4'4" long x 6" width x 3'5" height
Weight: 26 lbs./11.8 kgs.
Top Speed: variable (dependent upon user)

Description: This two-wheeled cycle is extremely sturdy and has several speeds that may be manually chosen by the rider. A Mountain Bike doubles the speed of its user over any terrain except water or swamp.

Boat, Lake Cruiser

Tech Level 4 Experience: 400
Power Requirement: 12 Hydrogen Fuel Cells
Power Cell Life: 6 - 8 hours (dependent on speed)
Seating Capacity: 32
Carrying Capacity: 6400 lbs. / 2903 kgs.
Size: 42' length x 20' width x 11' height
Weight: 4152 lbs./1883.3 kgs.
Top Speed: 8 mph/13 kph

Description : This small excursion vessel is equipped with comfortable seating for 30 passengers, a pilot and co-pilot's compartment, and room for a small amount of cargo. The vessel is controlled from the pilot's compartment which requires a ship's-issue wristband to operate (color to be determined by the Game Master and dependent upon situation). The pilot's compartment also contains the Hydrogen Fuel Cell receptacle. The cruiser is guided with a standard steering wheel and is powered by an electric inboard-outboard stern drive motor.

Emergency Evac Unit

Tech Level 3 Experience: 700
 Power Requirement: 6 Hydrogen Fuel Cells
 Power Cell Life: one trip up to 1678 miles/ 2700 km
 Seating Capacity: 1
 Carrying Capacity: One person up to 400 lbs./182 kgs.
 Size: 9' tall spheroid
 Weight: 741 lbs./336.1 kgs.
 Top Speed: 107 mph/172 kph

Description: This unit is programmed with a destination and is not operator controlled. It has a self-contained environment good for 18 hours for one person, a microwave communications link to the *Warden's* Artificial Intelligence that also allows it to open all doors that open for red & blue wristbands remotely prior to arrival, anti-gravity propulsion, and a smart drive that always chooses the fastest path to the programmed destination. This unit is capable of space flight.

Flying Carpet

Tech Level 5 Experience: 3000
 Power Requirement: unknown (magic)
 Power Cell Life: 6 hours per day
 Seating Capacity: 4
 Carrying Capacity: 1800 lbs./816 kgs.
 Size: 6'4" square
 Weight: 4.4 lbs./2 kgs.
 Top Speed: 60 mph/96 kph

Description: This Persian-style rug is slightly larger than 6' per side and is endowed with magical properties. It is able to fly to any height and to be guided by its user via the mention of a command word (currently unknown).

Fission Cycle

Tech Level 3 Experience: 1000
 Power Requirement: radioactive material
 Power Cell Life: : 1 hour per radioactive intensity
 Seating Capacity: 1
 Carrying Capacity: 694 lbs./315kgs.
 Size: 8'2" length x 24" width x 38" height
 Weight: 156 lbs./70.7 kgs.
 Top Speed: 92 mph/148 kph

Description: This motorcycle is powered by a miniaturized fission reactor that converts radioactive decay into electricity. Regular use of one of these cycles exposes the user to intensity 3 radiation.

Forklift

Tech Level 6 Experience: 600
 Power Requirement: 6 Hydrogen Fuel Cells
 Power Cell Life: 8 hours
 Seating Capacity: 1

Carrying Capacity: 89,561 lbs./20 metric tons
 Size: 9'8" x 52" width x 26'3" height
 Weight: 90,000 lbs./40823.7 kgs.
 Top Speed: 5 mph/8 kph

Description: This cargo-moving behemoth is able to lift extremely heavy objects up to a height of 26'3"/8m. Designed either for automated or driver-controlled usage, this machine has an internal gyroscope for levelling, and a stout duralloy outer cage for safety. This unit is entirely electric.

GoGo Kart

Tech Level 9 Experience: 200
 Power Requirement: 4 Hydrogen Fuel Cells
 Power Cell Life: 25 hours
 Seating Capacity: 4
 Carrying Capacity: 967 lbs./439kgs.
 Size: 10'4" x6'6" width x 4' height
 Weight: 279 lbs./126.5 kgs.
 Top Speed: 23mph/37kph

Description: This open-sided, box-shaped vehicle has 4 wheels and seats that fit back to back as well as a small cargo area. Each is equipped with:

- a broadband transceiver with a range of 6 miles.
- removable rear seat
- a small adjustable gravity node allowing use in zero-G environments and granting the ability to climb near-vertical surfaces
- 2 cupholders.

GoGo Kart, Alien Modified

Tech Level 4 Experience: 800
 Power Requirement: 4 Hydrogen Fuel Cells
 Power Cell Life: 25 hours
 Seating Capacity: 2
 Carrying Capacity: 611 lbs./277kgs.
 Size: 10'4" x6'6" width x 4' height
 Weight: 279 lbs./126.5 kgs.
 Top Speed: 23mph/37kph

Description: This enclosed box-shaped vehicle has 4 wheels and seats that fit back to back as well as a small cargo area. Each is equipped with:

- a heavy duty refrigeration unit
- a small adjustable gravity node allowing use in zero-G environments and granting the ability to climb near-vertical surfaces.

Hang Glider

Tech Level 6 Experience: 400
 Power Requirement: none
 Seating Capacity: 1

Carrying Capacity: 362 lbs./164 kgs.
Size: 70" long x 40" deep triangle
Weight: 53 lbs./24 kgs.
Top Speed: variable (dependent upon user)

Description: A kite made to allow humans to glide upon air currents, this aluminum tube and Mylar vehicle is rapidly assembled and breaks down to a size that fits into a standard backpack.

Hang Gliders allow their users to fly 7-12 (1d6+6) times as far as the height from which they jumped.

Helicopter, Cargo

Tech Level 4 Experience: 900
Power Requirement: 24 Hydrogen Fuel Cells
Power Cell Life: 6 hours
Seating Capacity: 6
Carrying Capacity: 92,594 lbs./42,000 kgs.
Size: 80'2" x 24' width x 31' height (rotors extend to 72' radius)
Weight: 46,112 lbs./20916.3 kgs.
Top Speed: 92 mph/148 kph

Description: This massive aircraft is made for hauling extremely heavy loads within a planetary atmosphere. The rotors fold into a compact 72'-long stack for transit. Both automated and driver controlled versions have room for four extra passengers.

Jet Pack

Tech Level 5 Experience: 700
Power Requirement: 4 Hydrogen Fuel Cells
Power Cell Life: 3 hours
Seating Capacity: 1
Carrying Capacity: 326 lbs./147.88 kgs.
Size: 3'4" x 3'2" width x 4' depth
Weight: 84 lbs./38 kgs.
Top Speed: 29 mph/47 kph

Description: This jet pack may be used in both atmosphere and vacuum and holds up to three mounted weapons. Controls for both locomotion and weapons systems are designed into the arms of the jetpack, but are situated and adapted for standard weaponry (including most heavy weapons) rather than other specialty equipment.



Pallet Jack

Tech Level 7 Experience: 300
Power Requirement: 2 Hydrogen Fuel Cells
Power Cell Life: 24 hours
Seating Capacity: 0
Carrying Capacity: 22,046 lbs./5,000 kgs.
Size: 9'8" x 52" width
Weight: 190lbs./86.2 kgs.
Top Speed: 1 mph/1.6 kph

Description: This 4-wheeled warehouse pallet-mover is designed to work either with or without a driver. It has two forks (much like a forklift) but is meant to lift an object no more than 4"/10cm in order to facilitate its movement. Both automated and driver controlled versions have no room for any passengers.

Personal Emergency Pressure Bubble

WC3 Tech Level 3 Experience: 345
Power Requirement: none
Power Cell Life: not applicable
Size: 10" square pack mounted on a 28"-52" expandable belt.
Weight: 1.75 lbs./ .8 kg
Range: touch. This item must be worn to be properly used.
Damage: None.
Area of Effect: 1 person

Description: This small belted pack was intended as a safety feature for colonists that made multiple transits to and from the Warden. When the lanyard attached to this pack is pulled, a bubble of moderately tough but pliable plastic inflates, surrounding the user. A small canister of compressed oxygen provides both ten minutes of breathable air and a means for raising the pressure within this bubble. The outer surface of the bubble contains glove-box-like hands for the manipulation of items outside of the bubble, and a simple plastic valve allows the user within to bleed off some air pressure in exchange for a single propulsive boost (the bubble travels 40+3d6 feet). Use of the bubble's air pressure in this fashion reduces the oxygen reserve within the bubble to 6 minutes. A second use drops this reserve to 2 minutes but also drops the pressure within the bubble to 70% of Earth normal (which may cause damage, at your discretion and situationally dependent). Some of these bubbles were made with larger canisters that provided one full hour of oxygen. They were discontinued as while the oxygen supply is constant until entirely used, the pressure within these longer-lasting bubbles continues to build until after 50 minutes the bubble explodes (unless manually vented, which was the original intent of the designers). Several accidents led to the cancellation of one-hour bubble manufacturing in favor of the(now) far more common ten-minute emergency oxygen supply.

Sailboat

Tech Level 4 Experience: 600
Power Requirement: none
Seating Capacity: 4
Carrying Capacity: 794 lbs./360 kgs.

STARSHIP WARDEN

Size: 16'2" long x 64" width x 12'6" height
Weight: 714 lbs./324 kgs.
Top Speed: 19 mph/31 kph

Description : This small sailboat requires only a minimal understanding of sailing for proper piloting. Those with no sailing experience, however, run the risk of capsizing this vessel. (The degree of risk is left to your discretion.)

Scout Ship, Alpha Class

Tech Level 1 Experience: 10000
Power Requirement: 24 Hydrogen Fuel Cells
Power Cell Life: 32 hours
Seating Capacity: 5
Carrying Capacity: 3281 lbs./1488.25 kgs.
Size: : ovoid 288' length x 195' width x 14" height
Weight: 86,163 lbs./39083.3 kgs.
Top Speed: 196mph/315kph

Description: Alpha Class Scout Ships come equipped with: environmental controls capable of sustaining a 5-person crew for 51 hours, landing thrusters to allow for planetary landings, a quarantined cargo section capable of holding 854cft/24cbm, a broadband communications system with a range of 11,000 km, and a Medical Robot. Scanning equipment includes

EMF, bio-scanner, radiation, infra-red, motion detection, and gravity sensors.

Scout Ship, Hawk Class

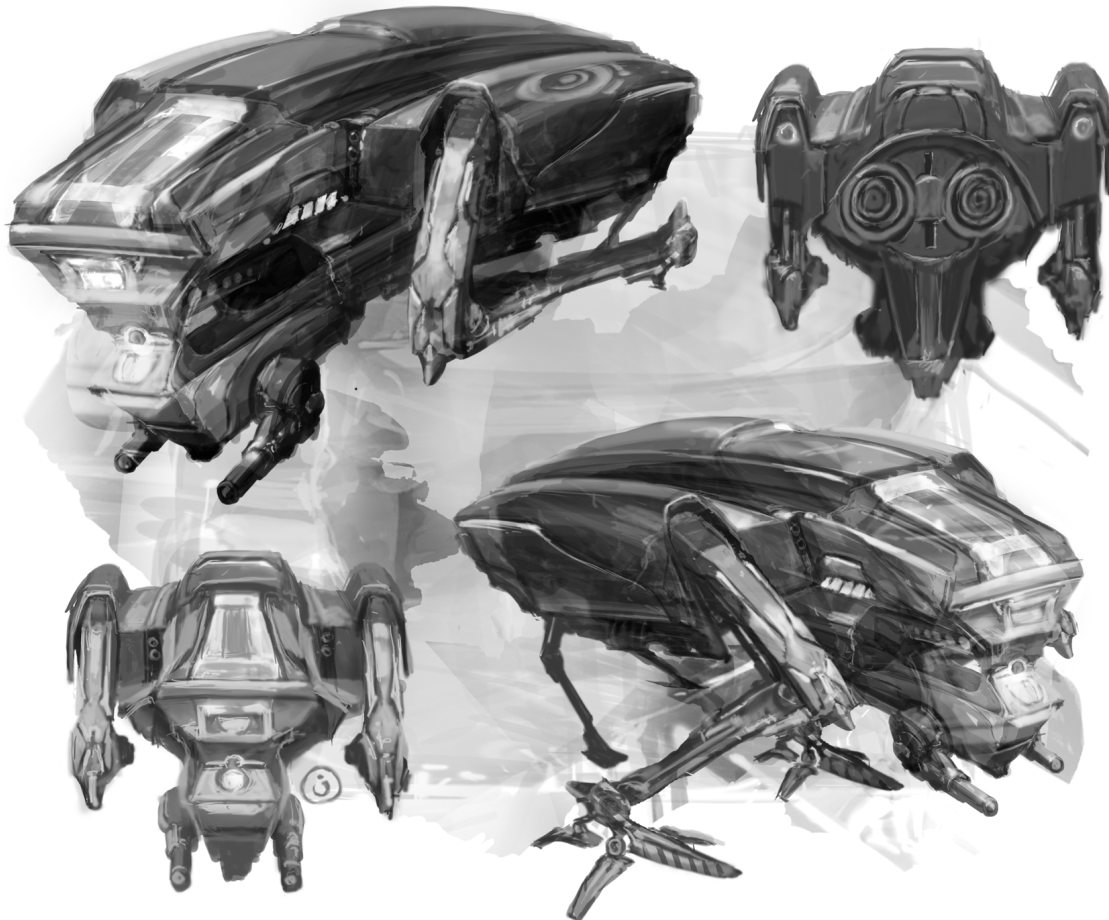
Tech Level 1 Experience: 10000
Power Requirement: 2 Cobalt Fuel Rods
Power Cell Life: 8 hours
Seating Capacity: 6
Carrying Capacity: 9868 lbs./4476 kgs.
Size: 118'3" length x 31' width x 26'1" height
Weight: 72,865 lbs./33051.3 kgs.
Top Speed: 988 mph/1590 kph

Armaments:

Rail Cannon that shoots a 20-gram (about one ounce) shells at 3 times the speed of sound, WC8, Tech 5, 18d6 damage at range of 8000 km. This projectile continues on its path until it has passed through 18" of material (any).

2 Missile Launchers (10 missiles each) 10d6 damage each, WC 4, range 2250 km

8 Blasters (ion ray) inflicting 20 damage, WC 4, range 2250 km



Description: This armed scout unit is equipped with both broadband (range 5 miles) and tight band (unlimited range) communications equipment, full environmental controls capable of maintaining up to 8 hours of environment (if not moving), and seating for up to 6. Its scanners are capable of identifying life signs and energy sources at ranges of up to 60 miles.

Scout Vehicle, Viper

Tech Level 1 Experience: 10000
Power Requirement: 4 Hydrogen Fuel Cells
Power Cell Life: : 20 hours
Seating Capacity: 1
Carrying Capacity: 491 lbs./222.7 kgs.
Size: 8'4" length x 2'6" width x 3'8" tall
Weight: 163 lbs./74 kgs.
Top Speed: 84mph/135kph

Description: This cycle-like anti-gravity unit is equipped with both broadband (range 5 miles) and high gain (range 28 miles) communications equipment and holographic camouflage that changes to match the surroundings making it 90% invisible to human vision.

Shuttle, Condor Class

Tech Level 1 Experience: 10000
Power Requirement: 8 Cobalt Fuel Rods
Power Cell Life: : 16 hours
Seating Capacity: 460
Carrying Capacity: 118,535 lbs./53767 kgs.
Size: 996' 8" length x 118'6" width x 26'2" height
Weight: 302,503 lbs./137214 kgs.
Top Speed: 611 mph/983 kph

Description: This unarmed shuttle is equipped with both broadband (range 5 miles) and tight band (unlimited range) communications equipment, full environmental controls capable of maintaining up to 48 hours of environment (if not moving), and seating for up to 460 (or 1,620,000 cft/ 45873.3cbm of cargo) . Its scanners are capable of identifying life signs and energy sources at ranges of up to 30 miles. Each of these shuttles has an emergency kit with supplies for 50 people for two weeks. There are laser weapons charged and ready to fire if they are needed. The shuttles are bus-like with comfortable seats and a separate compartment for the pilot and his assistant.

Shuttle, Sparrow Class

Tech Level 1 Experience: 10000
Power Requirement: 2 Cobalt Fuel Rods
Power Cell Life: 16 hours
Seating Capacity: 12
Carrying Capacity: 9868 lbs./ 4476 kgs.
Size: 32'8" length x 11'7" width x 15'4" height

Weight: 15,106 lbs./6852 kgs.
Top Speed: 560 mph/901 kph

Description: This small unarmed shuttle is equipped with both broadband (range 5 miles) and tight band (unlimited range) communications equipment, full environmental controls capable of maintaining up to 16 hours of environment (if not moving), and seating for up to 12. Its scanners are capable of identifying life signs and energy sources at ranges of up to 30 miles.

Snowmobile

Tech Level 5 Experience: 1000
Power Requirement: 1 Hydrogen Fuel Cell
Power Cell Life: : 2 hours
Seating Capacity: 2
Carrying Capacity: 411 lbs./186 kgs.
Size: 5'1"long x 32" width x 33" height
Weight: 161 lbs./73 kgs.
Top Speed: 52 mph/84 kph

Description: This sled-like unit is made for traversing snow or other semi-firm surfaces that also provide a lubricant (I can't think of any except snow). It uses an electric motor and has controls for acceleration, steering, and braking. The seat is large enough to accommodate one extra passenger.

Tank, Mark VI Security

Tech Level 2 Experience: 10000
Power Requirement: 1 2 Hydrogen Fuel Cells
Power Cell Life: 8 hours
Seating Capacity: 20
Carrying Capacity: 7126 lbs./3232 kgs.
Size: 26'4" x 9'2" width x 8' height
Weight: 19,134 lbs./8679kgs
Top Speed: 29 mph/47 kph

Description: This 26-foot-long chassis is armored with 1.5" of duralloy and has plasteel windows. It mounts 2 rail cannon that shoot 12-gram (about half an ounce) shells at 3 times the speed of sound (WC8, Tech 5, 12d6 damage at range of 1km). This projectile ignores most types of armor and causes this damage to both the armor and that which wears it. It continues on its path until it has passed through 12" of material (any). It also mounts 4 Heavy Laser Cannon (25d6 damage, WC6, 350' range] and a grenade launcher (at the front of the vehicle). The tank is propelled by a single, flexible, 6'- wide track allowing it to navigate nearly any terrain. It has gyroscopic self-leveling, communications that are good for 20 miles, and energy and bio sensors able to pick up a signal as weak as a 9-volt battery, or a single insect.

Tank, Thumper Anti-Gravity

Tech Level 2 Experience: 10000
 Power Requirement: 1 2 Hydrogen Fuel Cells
 Power Cell Life: 9 hours
 Seating Capacity: 3
 Carrying Capacity: 5304 lbs./2406 kgs.
 Size: 26'4" length x 11'6" width 14' height
 Weight: 22,611 lbs./10256 kgs.
 Top Speed: 38mph/61kph

Description: This unit is equipped with both broadband (range 5 miles) and high gain (range 28 miles) communications equipment, holographic camouflage that changes to match the surroundings making it 90% invisible to human vision, and a rail cannon that shoots 20 gram (about an ounce) shells at 3 times the speed of sound (WC8, Tech 5, 18d6 damage at range of 1.2 km). This projectile ignores most types of armor and causes this damage to both the armor and that which wears it. It continues on its path until it has passed through 18" of material (any).

Truck, Delivery

Tech Level 4 Experience: 1000
 Power Requirement: 12 Hydrogen Fuel Cells
 Power Cell Life: 5 hours
 Seating Capacity: 2
 Carrying Capacity: 79,382 lbs./36007.4 kgs.
 Size: 56'4" length x 12' width x 20' height
 Weight: 7642 lbs./3466.4 kgs.
 Top Speed: 48 mph/77 kph

Description: This is the standard delivery truck to be used for cargo transport within a new colony. Both automated and driver controlled versions have room for one extra passenger.

Truck, Quarantine Carrier

Tech Level 4 Experience: 1000
 Power Requirement: 4 Hydrogen Fuel Cells
 Power Cell Life: 4 hours
 Seating Capacity: 2
 Carrying Capacity: 1495 lbs./678 kg s.
 Size: 11'9" x 6' width x 9' height
 Weight: 2642 lbs./1198.4 kgs.
 Top Speed: 22 mph/35 kph

Description: This truck was designed to haul hazardous cargo within a new colony. Both automated and driver controlled versions have room for one extra passenger. The cargo area is hermetically sealed for the hauling of quarantined (or other dangerous) cargo. This vehicle has balloon tires and independent suspension for off-road use.

Water Scooter

Tech Level 5 Experience: 1000
 Power Requirement: 1 Hydrogen Fuel Cell

Power Cell Life: 2 hours
 Seating Capacity: 2
 Carrying Capacity: 411 lbs./186 kgs..
 Size: 5'8"long x 32" width x 36" height
 Weight: 203 lbs./92 kgs.
 Top Speed: 52 mph/84 kph

Description: Looking like a motorcycle built for use on the water, this vehicle is manually operated with controls for acceleration, steering, and braking. A *Warden* wristband (any color) is required for operation. The scooter has room for only one extra passenger.

OTHER NON-ELECTRONIC

Any unpowered item that did not comfortably fit into another category may be found listed here.

5-second Epoxy

WC3 Tech Level 3 Experience: 125
 Power Requirement: none
 Power Cell Life: not applicable
 Size: bifurcated squeezable 12" long by 4" wide tube
 Weight: 1.2 lbs./ .54 kg
 Range: touch
 Damage: None.
Area of Effect: 275 cubic inches

Description: Once dispensed from its tube, the user forms this material into a 4" diameter ball that they may then apply, like glue, to any surface. The material thus prepared then conforms to whatever shape it is molded into and hardens within 5 seconds. The hardened material is as rigid as duralloy, and as hard as plasteel. 5-second epoxy is often used by engineers for temporary hull breach repairs due to the strength and resiliency of this material. Once put into place, 5-second epoxy may only be removed by burning with a laser (or hotter) heat source. It is immune to chemicals once it has hardened.

Bandolier

Tech Level 10 Experience: 50
 Size: 3" wide by 6' long
 Weight: 0.5 lbs./0.24 kgs.

Description: These flexible, 3" wide belts are made to be worn across the shoulders and waist and contain six pouches for spare Hydrogen Fuel Cells or oxygen canisters.

Canteen

Tech Level 10 Experience: 50
 Size: 5" wide x 8" long x 3" deep
 Weight: 0.5 lbs./0.24 kgs.

Description: This re-sealable plastic container holds 1 quart of liquid volume.

Chemical Radiation Neutralizers

Tech Level 10 Experience: 50
Size: 0.5" capsule (or liquid)
Weight: 0.5 lbs./0.24 kgs.

Description: These chemical compounds, most often found in small tins containing ten capsules, absorb radioactivity to which the character is exposed. They lower the radiation exposure by 10 points (Radiation Intensity 12 becomes Radiation Intensity 2), and provide immunity to radiation of intensity 10 and below. A single capsule or teaspoon of liquid generally lasts for 2 hours time.

Cobalt Fuel Rods

Tech Level 8 Experience: 200
Size: 10" long, 1" diameter rod
Weight: 2.3 lbs./1 kgs.

Description: These ionized fuel rods are generally used for powering the propulsion systems of smaller spacecraft. They are mildly radioactive (intensity 4) and are most often loaded into a ship's fuel bay by robots to prevent exposure to crewmembers. These rods glow in the dark with a bluish light.

Headphones, Sound Elimination

Tech Level 10 Experience: 50
Size: 8"-12" wide x 3" deep
Weight: 0.25 lbs./0.12 kgs.

Description: These headphones mute sound to the point of near total elimination. There are proof against any threat to a wearer's hearing.

Matches

Tech Level 10 Experience: 50
Size: 5" long x 3" wide x 3" deep
Weight: 0.5 lbs./0.24 kgs.

Description: This plastic box contains 100 wooden matches with Sulphur-tipped ends and an emery board side for easy lighting. These matches always light if kept dry and scraped across any rough surface.

Mylar Tarp

Tech Level 10 Experience: 50
Size: 10' long x 6' wide
Weight: 0.5 lbs./0.24 kgs.

Description: This plastic-like textile material has many uses and is durable, waterproof, and provides excellent insulation. It easily folds into a very small 4" cube.

Pistol Bullets

Tech Level 10 Experience: 50
Size: 11"-5" long x 0.22"-1" diameter, bullet shaped or spherical

Weight: 0.05 lbs./0.01 kgs. (each)

Description: These small metal shapes are ammunition for ancient rifles and pistols.



Pocket Life Form

WC7 Tech Level 2 Experience: 825
Power Requirement: 1 Hydrogen Fuel Cell
Power Cell Life: 6 uses
Size: an electronic box measuring 11.75" x 14" x 12" and a bottle of small, .75" pellets
Weight: 4.5 lbs./2 kg
Range: touch
Damage: special
Area of Effect: special

Description: Each of the pellets that come with this device [the number found with the device varies from 2-12] is a batch of highly concentrated, inert protoplasm. The accompanying 'box' is actually a computer that designs and creates a strand of activating DNA (something akin to a virus) and then a single pellet is programmed with this information. The PLF computer is capable of creating a custom creature of up to 10 pounds/4.6 kilograms, although water must be added to ensure activation (a full gallon for a 10-pound creature, less for smaller creatures). The creature designed can have any configuration of bodily parts including manipulative digits or tail, gills for breathing underwater, telepathy if the creature is meant to be a roving camera, etc. Due to the created creature's lack of life experience (and fairly small brain size), any commands must be programmed into the creature's instinct at the time of creation as well. "Crawl through this tube and bite the man you find at the end of it. Use all of the poison you have in your bite," is a good example of these types of commands. Those characters with no background in molecular biology or recombinant DNA are provided by the box portion of this device with three basic choices of creature: a 12" long gilled snake that breathes in water and maybe telepathic (visual, auditory, or olfactory transfer only, not thoughts or commands) or carry a poisoned bite, or both. A 10" long rat-like rodent, or an air-breathing tentacle-covered octopus-like creature to which they may add any 3 of the following default body parts:

- manipulative hands, tail, or tentacles
- poisonous bite or sting
- visual acuity
- olfactory acuity
- telepathy
- lungs
- gills
- wings

The following commands may also be made instinctive within the created creatures small brain:

- retrieve[any small] item
- attack the first moving thing you see
- look at everything
- smell everything
- listen to everything
- push or press (levers, buttons, etc. Be sure to differentiate, as in, "push the yellow button in the third row."

As is evidenced by the command defaults listed, the actual Pocket Life Form can be programmed to distinguish one color from another, and basic shapes, but not the difference between one bipedal creature and another (other than, perhaps, by color).

All of these creatures are 2 HD, 10HP, AC12, MV 20' They have no cognitive thought process.

Those characters that are biologists, or that have a background in recombinant DNA may design the creature as they wish, with no restrictions.

Once programmed, the device informs the user of the amount of water required to activate the Pocket Life Form, and the inert-but-programmed pellet may indeed be carried in a pocket until it is activated by the required amount of water. Programmed pellets that are given insufficient quantities of water die during their formation. Those given too much water suffer no ill effects.

Powder Horn

Tech Level 10 Experience: 60

Size: 10" long x 3" diameter, tapering curved cylinder

Weight: 0.5 lbs./0.24 kgs. (empty)

Description: These resealable containers are somewhat waterproof and are used to store the explosive powder used as propellant in ancient pistols and rifles. A standard horn holds enough black powder for 15 shots from a black powder weapon.

Restraint, Kevlar

Tech Level 9 Experience: 200

Size: 12" long x 1" wide

Weight: 0.2 lbs./0.1 kgs.

Description: This twin loop of Kevlar material is manually adjusted by its operator to restrain individuals that have been apprehended by Command or Security forces. Adjustment or release of this restraint is only possible in the presence of a red or red & blue *Warden* wristband.

OTHER ELECTRONIC

Any powered item that did not comfortably fit into another category may be found listed here.

Ball Grapple

WC2 Tech Level 7 Experience: 180

Power Requirement: none

Power Cell Life: spring-loaded, must be reset after each use.

Size: 3" diameter ball with a plasteel cable that unwinds when thrown to 50' and retracts to a space inside the ball. There is a plasteel hand grip at end of the cable.

Weight: .55 lb./0.25 kg.

Range: 50'/15.25m

Damage: 1d10 on impact

Area of Effect: one target

Description: The surface of this 3" diameter plasteel ball is covered with tiny holes (48 in fact) that spring forth with tremendous force when the ball impacts any surface. Originally designed for emergency EVA use, the balls are meant to stick to any surface at which they are thrown. Colonists and crewmembers of the *Warden*, should they unexpectedly find themselves untethered in zero-G, were meant to use Ball Grapples as a means of anchoring an emergency tether to a bulkhead, or even the side of the ship. The spikes are therefore made from a hardened duralloy and are sharpened to razor points so that they puncture and adhere to such surfaces. Opponents hit by one of these fearsome grapples both suffer 1d0 from the spikes and find themselves tethered to their opponent. Should this occur in a zero-atmosphere environment, a suit providing an artificial atmosphere is always compromised by an impact from a Ball Grapple.

Boots, Magnetic

Tech Level 10 Experience: 200

Power Requirement: 2 Hydrogen Fuel Cells

Power Cell Life: 6 hours

Size: 4.5" - 7" wide x 12" - 24" long x 12" -14" tall

Weight: 0.5 lbs./0.24 kgs.

Description: These stretch-to-fit rubberized plastic boots come in three sizes (small, medium, and large)

and are made to fit human feet. The soles of these boots contain an electromagnet that may be switched on, causing them to stick with 20 lbs/9kg of force to any ferrous metal (including duralloy). Hydrogen Fuel Cells are inserted in the back of the boots, behind the heel.



Can Opener

WC5 Tech Level 4 Experience: 375
 Power Requirement: 1 Hydrogen Fuel Cell
 Power Cell Life: 15 uses
 Size: a computer tablet-like device measuring 12" in height by 9" width and 2" depth
 Weight: 1.35 lbs./62 kg
 Range: none
 Damage: none
Area of Effect: none

Description: This square device uses ionic bonding to stick itself to any electronic lock the user chooses. The bond is weak but stable and once formed, the device displays its true potential. Small electronic filaments infiltrate the locking device, navigating its chips, circuit boards, and relays. It seeks to open any door to which it is mounted. This process takes from 10-60 seconds (1d6 x 10 seconds), after which the Can Opener has a 95% chance of opening the electronically locked door. This percentage chance may be modified by the intricacy of the lock involved, the presence of radiation, or other factors, at the whim of the GM. Once the Can Opener has opened a door, it reverses the ionic bond and falls to the floor (or into the hands of a character paying attention). Note: this device is useless when trying to open doors of a strictly mechanical, rather than electronic, nature.

Communication Headsets

Tech Level 9 Experience: 300
 Power Requirement: 1 Hydrogen Fuel Cell
 Power Cell Life: 36 hours
 Size: human head-sized
 Weight: 1 lbs./0.6 kgs.
 Range: 4.5-5.5 miles depending on terrain

Description: This headgear has a single headphone (one ear only) and an adjustable headband holding both the Hydrogen Fuel Cell and the AM broadband transmission and reception apparatus. It fits comfortably inside most helmets.



DNA/Biometric Scanner, Alien

Tech Level 6 Experience: 400
 Power Requirement*: unknown, some type of blue crystal cube (radiation intensity 4)
 Power Cell Life: 2 hours
 Size: 18" length x 11" width x 34" height
 Weight: 7 lbs./15.5 kgs.
 Range: 36'/11 m

Description: This scanner senses all forms of life by sampling the DNA given off by beings that are within its range. It has a wand for checking fluids. The display describing the lifeforms found is in an alien language, but characters with appropriate skills might either reprogram the output (to a discernible language) or learn this unfamiliar form of communication.

Drone, Fire-fighting

Tech Level 6 Experience: 400
 Power Requirement*: 2 Hydrogen Fuel Cells
 Power Cell Life: 2 hours
 Size: 38" length x 38" width x 14" height
 Weight: 117 lbs./53 kgs.
 Range: 74,000', 22,555 m
 Top Speed: 28 mph/45 kph

Description: This disk-shaped drone carries a chemical fire extinguisher capable of covering up to 10 acres of burning forest before requiring a recharge. A grey, green, red, or red and blue wristband is required to activate the controller for this unit. A keyboard programming unit is generally found with these drones, and is necessary for its function.

Drone, Long Range

Tech Level 6 Experience: 500
 Power Requirement: 6 Hydrogen Fuel Cells
 Power Cell Life: 15 hours
 Carrying Capacity: 412 lbs./187 kgs.
 Size: ovoid 48" diameter x 62" height
 Weight: 396 lbs./53 kg
 Range: 115,600', 35,235 m (transceiver limit)
 Top Speed: 196mph/315kph

Description: This ovoid duralloy drone has an isolated cargo compartment and a tentacular robotic arm for retrieving samples. The nose cone contains space and mounting hardware for up to three interchangeable scanning devices.

Drone, Observation

Tech Level 6 Experience: 700
 Power Requirement: 2 Hydrogen Fuel Cells
 Power Cell Life: 2 hours
 Carrying Capacity: none
 Size: 38" length x 38" width x 14" height
 Weight: 78 lbs./35.3 kgs.

Range: 74,000', 22550m (transceiver limit)
Top Speed: 28 mph/45 kph

Description: This remote control drone is generally found with its control keyboard. It has a camera with a telescopic range of up to one mile and a compartment designed to be outfitted with one other sensory device of the user's choosing (energy scanner, audio transceiver, bio-scanner, etc.).

Drone, Short Range

Tech Level 6 Experience: 700
Power Requirement: 8 Hydrogen Fuel Cells
Power Cell Life: 5 hours
Carrying Capacity: 856 lbs./388 kgs.
Size: spheroid 96" diameter x 60" height
Weight: 594 lbs./269.4 kg
Range: 74,000', 22,555 m (transceiver limit)
Top Speed: 24mph/39kph

Description: This spherical duralloy drone has an isolated cargo compartment and two tentacular robotic arms for retrieving samples. The nose cone contains space and mounting hardware for up to eight interchangeable scanning devices.

Engineers 3d printer

WC7 Tech Level 2 Experience: 425
Power Requirement: 2 Hydrogen Fuel Cell
Power Cell Life: 6 uses
Size: a box measuring 22.5" x 34" x 32" and a spool of plasteel filament
Weight: 23.6 lbs./10.7 kg
Range: none
Damage: none

Area of Effect: none

Description: This device requires either an item that it can scan, and therefore duplicate or a specially prepared engineering file that describes the item to be printed in a fashion that this device fully comprehends. The device then forms the desired item from a lightweight version of plasteel as strong as standard plasteel but with less resilience (these parts wear out more quickly than standard parts). If this machine is used to create a replacement part, roll a separate d20 every time the item is used. If the result is a 20, the part has failed (perhaps catastrophically). All other results indicate that there is no effect. Duralloy parts and items may also be replicated, but these parts fail on the roll of a 19 or 20 when used. The printer comes with a handy shoulder strap for ease of moving and carrying the unit, but it remains bulky and any character carrying one of these items is unable to use any two-handed gear (like rifles) without first setting down the printer.

Fissile Converter

WC4 Tech Level 5 Experience: 220
Power Requirement: 2 Hydrogen Fuel Cells
Power Cell Life: 5 uses
Size: this device is a cube with an attached control panel and a reseal-able, hinged top measuring 16" x 22" x 20"
Weight: 11.4 lbs./5.18 kg
Range: none
Damage: none
Area of Effect: none

Description: Developed by highly intelligent Mongol Wolfoids, this device can take any radioactive material discovered and enrich it to the level desired by the user. This is accomplished by placing the material inside the resealable box, and programming in the desired radiation level (up to 18). The process costs half the mass of the material input and requires 10 minutes to work. Material may also be radioactively decontaminated by this machine (down to radiation level 1), but devices that undergo this process never again function properly. This bulky apparatus must be carried with two hands and is too large to fit within a backpack.

Goggles, Infra-red

Tech Level 10 Experience: 100
Power Requirement: 1 Hydrogen Fuel Cell
Power Cell Life: 12 hours
Size: 11" wide x 5" tall
Weight: 0.4 lbs./.18 kgs.
Range: 1200'/366 m

Description: These goggles amplify infra-red light in a given area. The goggles have an adjustable strap and battery holder that fits behind the head. This item does not fit within a space suit helmet.

Hand Bioscanner

WC8 Tech Level 2 Experience: 850
Power Requirement: 1 Hydrogen Fuel Cell
Power Cell Life: 5 hours
Size: this device is a cube with an attached control panel and carrying handle measuring 14" x 10" x 12"
Weight: 3.2 lbs./1.45 kg
Range: 1000'/305m
Damage: none
Area of Effect: 90° arc up to 1000' in front of the scanner

Description: This box-like device scans for all known types of life from microbial to gigantic and provides its user with data concerning these life forms. The scanner reveals the quantity, type, and distance of the lifeform, but does not reveal the species, only the kingdom, phylum, and class [34

mammals at 650 feet, but not “11 bears are fighting 23 wolfoids”] of the creatures scanned. The scanner may also be set to discriminate, ignoring the creatures of a given kingdom, phyla, and classes to better pinpoint specific, sought-after life form. Note: this scanner provides no data on unknown life forms such as crystalline entities, energy entities, etc.

Hand Energy Scanner

WC8 Tech Level 2 Experience: 800
 Power Requirement: 1 Hydrogen Fuel Cell
 Power Cell Life: 5 hours
 Size: this device is a cube with an attached control panel and carrying handle measuring 14" x 14" x 12"
 Weight: 4 lbs./1.81 kg
 Range: 1500'/457m
 Damage: none
Area of Effect: 90° arc up to 1500' in front of the scanner

Description: This box-like device scans for all known types of energy revealing the strength, source, and type of energy detected. The scanner can detect all forms of energy, but those not known to human science produce the printout, “Unknown Energy Source Detected,” and no further information is available. The scanner may also be set to discriminate, ignoring specific sources strengths, or forms of energy to more readily detect sources specifically sought by the user.

Hand Language translator

WC8 Tech Level 2 Experience: 900
 Power Requirement: 1 Hydrogen Fuel Cell
 Power Cell Life: 3 hours
 Size: this device is a tablet-like computer measuring 14" x 14" x 2"
 Weight: 1 lb./.45 kg.
 Range: 50'/15.25m
 Damage: none
Area of Effect: 12° arc up to 50' in front of the scanner [directional microphone]

Description: This handheld computer can translate most languages if given either an auditory [minimum of 25 words of the language to be translated, more if they are merely sounds] or the ability to scan a written language [minimum of 18 words, of the language to be translated, more if they are merely symbols]. This process can take some time, but the character is allowed to check to see if the device has completed its work every five minutes with a 65% chance of success. If a language could not be translated with half an hour, the machine is simply incapable of translating that language.

Hand Spectrometer

WC7 Tech Level 3 Experience: 700
 Power Requirement: 1 Hydrogen Fuel Cell
 Power Cell Life: 25 spectrographs [uses]
 Size: 22" x 15" x 15" square
 Weight: 14.3 lb./6.5 kg.
 Range: not applicable
 Damage: destroys sample
Area of Effect: sample may be as large as 1 foot square [.31 meters square].

Description: This cube-shaped diagnostic device is a furnace with an attached analysis computer. Any sample placed within the furnace portion is burned, and its chemical composition may then be ascertained by the device which it provides as a printout on its video screen. This device does not impart knowledge of molecular physics or chemistry, and its conclusions are likely to leave those without such training no better informed than they were before the sampling occurred. Characters with a chemical background have no problem reading and understanding the chemical composition as determined by this spectrometer. Note: certain professions, like mining, might be able to look for specific results that reveal the presence of various ores or minerals without necessarily understanding the entire spectrograph.

Hologram Generator, Portable

Tech Level 7 Experience: 700
 Power Requirement: 1 Hydrogen Fuel Cell
 Power Cell Life: 2 hours
 Size: 6" diameter circle
 Weight: 1 lbs./4 kgs.
 Range: 12'

Description: This device takes a picture in the same fashion as a camera of any desired object or setting up to 40 cubic feet in size. It then continually projects the captured image in a space determined by the operator (that may not exceed 400 cubic feet) for two hours.

Hologram Generator, Portable, with Voice Enhancement

Tech Level 4 Experience: 800
 Power Requirement: 1 Hydrogen Fuel Cell
 Power Cell Life: 1 hour
 Size: 6" diameter circle
 Weight: 1 lbs./4 kgs.
 Range: 12'

Description: This device takes a picture in the same fashion as a camera of any desired object or setting up to 400 cubic feet in size. It then continually projects the captured image in a space determined by the operator (that may not exceed 400 cubic feet) for one hour while repeating a message of up to 45 seconds

in length.

Holopute

WC5 Tech Level 3 Experience: 400
 Power Requirement: 1 Hydrogen Fuel Cell
 Power Cell Life: 6 hours
 Size: 18" long 3" diameter tube
 Weight: 1.7 lb./ .77 kg.
 Range: not applicable
 Damage: none

Area of Effect: not applicable

Description: Holoputes are flexible keyboard and display computers that roll up when not in use and fit into a handy tube. The processor represents most of the weight of this item as it fills 2.5" by 12" of the interior of the tube when not in use. Holoputes are preferred by computer technicians, engineers, and hackers due to their portability, reliability, and reasonably indestructible nature. This portable computer has all of the power demanded by computer users from their standard office-based machines. Note: the 2.5" mini-tower comes with a variety of datalinks to match the input portal of almost any device.

Hydrogen Fuel Cells

Tech Level 10 Experience: 50
 Power Requirement: none
 Power Cell Life: dependent upon the machine in which it is used
 Size: 6" x 4" x 2" box
 Weight: 1 lbs./ .4 kgs.
 Range: none

Description: Hydrogen Fuel Cells are the universal 'batteries' of the future, and virtually all devices use them. They are rechargeable and reliable.

Hydrogen Fuel Cell Recharger

Tech Level 8 Experience: 400
 Power Requirement: 1 oz. pure water
 Power Cell Life: recharges 1 Hydrogen Fuel Cell
 Size: 6" x 12" x 12" box
 Weight: 4.7 lbs./ 2.1 kgs.

Description: This device uses a miniaturized gravity node to separate water into hydrogen and oxygen, and generates power during the process which is stored in a standard Hydrogen Fuel Cell. The use of less than 100% pure water carries with it the risk of an explosion. The more dissolved solids the water contains, the greater this risk.

Lamp, Portable

Tech Level 10 Experience: 50
 Power Requirement: 1 Hydrogen Fuel Cell
 Power Cell Life: 12 hours

Size: 6" x 3" x 3" box
 Weight: 0.2 lbs./ 0.1 kgs.

Description: This portable light source casts a hemisphere of light that illuminates up to 90' in a 180° arc in front of the lamp as though it were standard daylight. The effectiveness of this illumination drops off rapidly after the 90' mark.

Landing Boots

WC5 Tech Level 5 Experience: 450
 Power Requirement: 1 Hydrogen Fuel Cell for each boot
 Power Cell Life: 1 full day of use
 Size: human boot size
 Weight: 3lb./ 1.36kg.
 Range: not applicable
 Damage: none
Area of Effect: wearer

Description: These rugged, atmosphere-sealed magnetic boots contain several tiny gyroscopes that resist being disturbed from the plane upon which they are spinning. Once worn upon the feet, these boots have the effect of ensuring that regardless of the circumstances of any fall, the wearer always lands on his feet. These boots also provide inertial dampening during an EVA if contact with the hull is lost. The soles of these boots are magnetic in the same fashion as the boots issued with a standard EVA suit.

Medical Hand Analyzer

Tech Level 5 Experience: 300
 Power Requirement: 1 Hydrogen Fuel Cell
 Power Cell Life: 48 hours
 Size: 12" x 8" x 3" box
 Weight: 2.2 lbs./ 1 kgs.

Description: The Medical Hand Analyzer has 5 separate functions: a sonic sterilizer with a 12" range, a sonic beam that administers local anesthetic, a sprayer with a 12" range that produces an artificial skin that is sterile and covers any wound to slow or prevent bleeding (heals 1d4), an x-ray unit to identify deep tissue damage, and a vibro-scalpel for cutting away dead tissue and extraneous material. This device has a carrying strap that allows it to be slung when not in use.

Paralysis Dart Charger

Tech Level 8 Experience: 400
 Power Requirement: 1 Hydrogen Fuel Cell
 Power Cell Life: 500 darts
 Size: 12" x 8" x 6" box
 Weight: 2.4 lbs./ 1.1 kgs.

Description: This hand-held unit charges the darts used in the Paralysis Dart Ejector. Charging requires

only a few seconds but charged darts must be carefully stored to prevent accidental discharge.

RF Security Tracer

Tech Level 9 Experience: 400
Size: 1/2" square chip
Weight: 0.05 lbs./0.02 kgs.

Description: This small tag may be delivered via a ballistic device (like a dart) or may be placed by hand. It reflects radio signals in a very specific band, allowing the unit to be tracked to its location.

Sunsphere Drone

WC7 Tech Level 3 Experience: 1000
Power Requirement: 2 Hydrogen Fuel Cells
Power Cell Life: 3 hours flight time with lights on
Size: 3' sphere
Weight: 26.5 lb./12 kg.
Range: 11 miles/17.7 kilometers
Damage: none

Area of Effect: illuminates a 300' circular area

Description: This 3'-tall flying mechanical sphere moves as fast as an eagle in flight via the use of anti-gravity pods. The unit is programmable, but the only commands it understands are the distance and direction it should maintain from its user, the distance it should travel on its own, and whether to turn its light on or off. The light can be turned off in sequence or at specific times during the execution of the program. For example, the unit may be programmed to fly towards an unknown group some 500' distant, and then quickly turn its light on and off 6 times before leaving the light on. This would have the effect of dazzling the target group causing them to

become temporarily blind (for 2d6 combat rounds). If this drone is attacked, its vital statistics are: (HD 18, HP 100, AC 35, MV 80')

Tether

Tech Level 10 Experience: 500
Size: 1/2" wide x 50' long
Weight: 2 lbs./1.85 kgs.

Description: Extremely useful in a variety of applications, this flat, 50' nylon tether has carabiners at both ends.

Torch, Cutting (and Welding), Laser

Tech Level 8 Experience: 100
Power Requirement: 1 Hydrogen Fuel Cell
Power Cell Life: 20 hours
Size: 10" x 3" cylinder with handle and cutting tip.
Weight: 1.2 lbs./0.5 kgs.
Range: 5"

Description: This torch welds and cuts steel at a rate of 1' per minute by only cuts duralloy at half that rate (6" per minute). This indicates that a 3" long burn that is 2" deep in duralloy would take one full minute for this torch to either weld or burn.

Wristband, Various Colors

Tech Level 7 Experience: 200
Size: 1" wide x 4"-9" long
Weight: .1 lbs./0.05 kgs.

Description: This bracelet made from plastic is self-adjusting (a property of the plastic used) and contains a unique but extremely slight bit of radioactivity. This radioactive signature identifies a unique colonist aboard the Warden as the bearer of the wristband.



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EQUIPMENT MANIFEST

Aboard the Warden, technology is life, and its absence often spells disaster. It is often the most compelling reason for a party of survivors to continue exploring the ship. It is always a benison sought after by every adventurer making this giant spacecraft their home. The Equipment Manifest provides greater detail for most of the items found within the confines of the Warden, categorized by type, and then alphabetized for ease of use.

There are six basic categories of items you will find in here:
Lethal Weaponry, Non-lethal Weaponry, Protective Gear (worn),
Conveyances, Other Non-electronic items,
and Other Electronic items.



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