

## The Technological Table

by Gabor Lux

%	Technological Instruments	Price
01-05	Laser pistol	2000
06-08	Laser rifle	3000
09-11	Laser sword	1500
12-14	Laser spear	1500
15-16	Chrome glove	2000
17-19	Electro-whip	2500
20-25	Cartridges	400
26-27	AG box	4500
28-29	AG belt	3000
30-37	Aquastel	150
38-45	Antitoxin	700
46-47	Argent	1800
48-52	Diambroid	500
53-55	Doctrinator	800
56-63	Galtan's Precise Skullcap	600
64	Hypno-box	6000
65-70	Integrator	2000
71	God-box	3000
72-75	Comm device	1000
76-81	Chromathrope	600
82	Polymorphic base	1500
83-87	Raptogen	250
88-90	Reversal	800
91	The dark eye	6000
92-00	Stim	50

**Futuristic weapons:** laser weapons have an infinite penetration capacity, but require precise aiming. Accordingly, armour, shields and natural defences are useless against them, while Dexterity and magical protection still apply.

A character concentrating fully on moving unpredictably (foregoing other actions) can avoid rays with a successful saving throw, granting protection against one opponent. If the character is under fire by multiple foes, the second save receives a -3 penalty, the third -3, etc.

On maximum damage (e.g. 0 on one of the d10s), roll another dice and add to the total. There is no theoretical upper limit to laser damage.

Characters who are untrained in the use of lasers do not develop a precise aim until they participate in at least three raygun battles. Roll 1d6 after each attack roll; if the result is odd, subtract it from the total.

Some of the older weapon stocks are close to malfunctioning. On a natural 1, they deplete all energy in a miss.

Automated lasers are typically found in ancient underground installations, and should be treated as stationary 2+2 HD opponents with AC 3.

**Laser pistols** have a capacity for 30 shots, but those found in the field usually have 2d10+10 charges remaining. The larger, bulkier **laser rifles**, slung over the shoulder on a belt, consume charges at a x1.5 rate. **Cartridges** are small cylinders holding 15 shots worth of energy, and may not be refilled, nor are they manufactured at any known location on Fomalhaut.

**Tri-lasers** can fire three shots within a fan-shaped area. They are immobile (although they can turn up to 180 degrees), and are usually found mounted at strategic locations.

**Laser swords** and **laser spears** are melee weapons. Their full capacity is 15 units (one cartridge). They have the penetration of regular lasers, but after depleting their charges, they inflict damage one dice under their normal equivalent. One charge functions for 5 rounds, expended by pressing a switch in the grip.

**Chrome gloves** are chrome-plated gauntlets of a cobalt alloy worn over the hands, and essentially function as laser pistols.

**Flamethrowers**, also heavy mounted weaponry, have a short range but generous area of effect, and are equipped with 6 units of napalm. A save is applicable for ½ damage. Almost all of them are found behind protective shielding, as concentrated heat (e.g. a laser hit) detonates them as a *fireball* (3d6 damage and 10' radius for every remaining charge).

**Electro-whips** are employed by elite enforcer units. On the basic setting, they cause nonlethal damage, but they can be set to kill if necessary. In the first case, 10 rounds of use consume one charge; in the second, the rate is doubled. Their full capacity is 15 units (one cartridge).

<b>Futuristic weapons</b>	<b>Price*</b>	<b>Damage</b>	<b>Critical**</b>	<b>Range (feet)</b>
Laser pistol	2000 gp	2d10+	*3	100'
Laser rifle	3000 gp	3d10+	*3	100'
Tri-laser	6000 gp	3*2d10+	*3	100'
Laser sword	1500 gp	2d6+	18-20/*2	-
Laser spear	1500 gp	1d12+	*2	20'
Chrome glove	2000 gp	2d10+	*3	100'
Flamethrower	2500 gp	6d6	-	20'x60' area
Electro-whip	1200 gp	3d4+ spec	*2	
Cartridge	400 gp			

\* Approximate value; typically less valuable in original environment. Price is for a fully charged specimen (i.e. a depleted laser pistol would be worth 1200 gp).

\*\* For the **Sword&Magic** rules.



**AG box (4500 gp):** a 5' cube which is not subject to gravity or friction, and turns the objects placed therein weightless. Due to its nature, it is not always easy to control.

**AG belt (3000 gp):** this anti-gravity device uses the same cartridges as futuristic weapons, with a capacity of 15 units. One unit allows vertical *levitation* like the spell; three *flight* with free movement, with respective durations of 1 hour and 1 hour + 1d6\*10 minutes. On every use, there is a cumulative 2% of malfunction.

**Aquastel (150 gp):** a liquid that resembles water, but has ten times the weight. Mixed into liquids, it efficiently reduces them to their components, layering them over each other by their density. This neutralises potions, toxins and most other compounds, which cannot be remixed. 1d6 doses found.

**Antitoxin (700 gp):** a small dermal patch which removes all toxins from the body upon application. 1d3 are found.

**Argent (1800 gp):** a liquid stored in shiny metal canisters, which develops into a silvery 20' radius gas cloud upon contact with air. The gas is a strong nerve poison (two saves at -3). Initial effect reduces subjects to a vegetative, easy-to-manipulate zombie state; secondary effect 2d3 hours later kills subjects after terrible convulsions. Argent leaves behind silvery traces, but this residue is harmless.

**Chromathrope (600 gp):** a cylinder containing prisms and lenses, emitting rainbow-coloured light through one end. This light burns permanent, random patterns of a colourful, crystalline nature into

the chosen surface. Whatever the device's former purpose, the vivid colours will create a permanent marking. On human skin, this is a painful process, and there is 20% probability the radiation results in the permanent loss of 1 Constitution. Chromathrope can be used 12 times.

**Comm device (1000 gp):** tiny, flat metal disks and earplugs can transmit everything louder than a faint whisper to everyone wearing similar devices within a 10 Stadion range. Strong electromagnetic fields and thick metal walls can muffle or neutralise the signal, while receivers owned by hostile parties can easily pick it up.

**The dark eye (6000 gp):** in the ancient era, the use of this device was strictly prohibited. The round black device is an artificial eye equipped with a darkly glinting lens. Touched to the forehead, it sinks within the skull to embed itself, allowing perfect vision even in total darkness. The eye's energy can be charged by sapping the life force of others, by emitting a grey-black light beam draining 3d6+3 Hp from the subject. Victims permanently lose 1d3 Hp, which the owner gains temporarily. At 0 Hp, the eye drains all remaining life energy, transferring it to the owner and killing the subject. Although there are no theoretical upper limits to the life drain effect, the human organism cannot always cope with the excess energy. However, if the eye receives insufficient nourishment, it will devour the user's brain – warning signs include a feeling of pressure within the forehead.

**Diambroid (500 gp):** explosives typically stored in flat tin canisters; damage is 6d6 Hp per dose, radius 20' per dose. It is set off by strong impact, electrical discharge, and 1:6 also by electro-magnetic fields. It can be found in its basic form, as well as with suction cups allowing easy placement, timers, remote control, etc.

**Doctrinator (800 gp):** a metal slug that sinks into the skull when pressed against the temple. It encourages the subject to act according to a pre-set doctrine. If it detects deviation or inadequate eagerness, it may administer disciplinary measures in the form of excruciating pain (a save allows the character to act despite the torments). Certain models are also equipped with a detonator and miniature explosive charge.

**Galtan's Precise Skullcap (600 gp):** perhaps the most common technological instrument; left to the current era in prodigious quantities. It is a headpiece made of a firm, coppery alloy and engraved with curious patterns, often sheathed in comfortable cloth or hidden within a turban. The device is in constant contact with the array of geostationary satellites above planet surface, and allows the wearer to telepathically request his position by sector (map region) and coordinates (hex number) according to Solon's standard system. It does not operate in enclosed spaces, and its service can be unreliable due to the increasingly erratic behaviour of the ancient satellites.

**God-box (3000 gp):** a communication link to a (hopefully intact) subterranean databank. The box answers questions put to it, although its terminology, wording and reference points may not be perfectly clear for men of the current era. The databank may have its limitations and it may be malfunctioning in both obvious or subtle ways. Finally, there is no intelligent actor behind the responses:

precise and appropriately worded questions are indispensable to receive useful and relevant answers.

**Hypno-box (6000 gp):** a heavy box made of glossy black alloy. The box allows for the control and manipulation of enormous crowds, similar to the combination of *enthral* and *rainbow pattern*. The effects can be sustained over a very long period, although they become progressively less reliable.

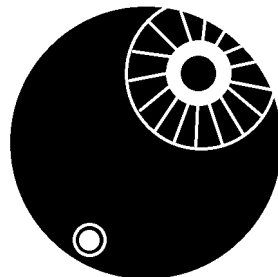
**Integrator (200 gp):** single-use sticks made of black metal, storing incredible amounts of concentrated heat in the tip. The sticks can be used for welding, cutting up thick metal sheets, and similar tasks. They cause 8d6 damage, but at -4 to hit due to the small size of their contact area.

**Polymorphic base (1500 gp):** dough-like mass stored in cylindrical, self-refrigerated metal tanks. The material of the polymorphic base can be shaped into humans, animals or other creatures, and depending on the skill of the creator, from the primitive to the most intricate organisms. One cylinder is sufficient for one human-scale being, defaults to LVL 3. Precision instruments and a laboratory allow for much more efficient work.

**Raptogen (250 gp):** crystalline purple-black salts which sublime into a gas causing immediate loss of consciousness (save at -3 avoids).

**Reversal (800 gp):** once, mere ownership of this agent could be grounds for termination. Reversal is usually found in self-contained syringes, initiating a reverse evolutionary process upon injection (save at -3 to avoid). The subject usually declines one or two stages on the evolutionary ladder, resulting in physical and mental degeneration. The effects are irreversible.

**Stim (50 gp):** essentially a first aid patch; used immediately after sustaining injuries, it restores 1d4 Hp.



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