

Psi-Tech Declassified



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Psi-Tech Declassified
A micro-sourcebook for the
Psi-Watch Campaign Setting

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These ultra-tech devices are government secrets of the highest order. Most of these devices are not man-portable, and instead are a feature of secret government compounds and hidden lairs. These new devices join the Slide System, Necro-Neuro Search Engine and other high tech props described in the Psi-Watch Unlimited Edition core rulebook.

This mini-sourcebook details dozens of new pieces of equipment for your *Psi-Watch*, *Otherverses America* and *Galaxy Command* campaigns or for any other campaign using the D20 Modern ruleset. *Psi-Tech Declassified* is a perfect companion to *The Otherverses Armory* and the *State of the Otherverses* series of tech books.

Anti-Sniper Triangulation System

This badge sized device is usually clipped to a soldier's web gear or helmet. When a shot is fired anywhere within 500 ft of the wearer, the system acts to lock on to and triangulate the sound of the shot. Within a second, the system should be able to lock onto the shooter's position, projecting a real-time map either as a hologram or by uploading the data direct the soldier's HUD or cyber systems.

The Anti-Sniper Triangulation System makes a Listen check with a +20 modifier to detect and back-track a shot. The system is best when dealing with projectile weapons, and suffers a -10 penalty on listen checks to detect energy weapon discharges.

Charger Vambraces

These high tech gauntlets fit over a metahuman's forearm. Energy regulators and high efficiency flash-release batteries provide a more predictable damage output from the powered's natural weapons.

When the wearer fires any natural energy weapon, such as a Powered Hero's Shooter talent or a damage dealing Psionic ability, the charger vambraces ensure the supersoldier does slightly above average damage. If the damage roll is not equal to half the die size plus one per die, treat the damage inflicted as if that minimum amount was rolled. For example, if the wearer's Shooter talent would normally inflict 2d6 points of damage, the minimum damage possible while wearing the vambraces would be 8.

Cynetic Interlink Gauntlet (PL 6)

A Cynetic Interlink glove is a unique, techno-organic device prized by Patriot Mechanic technologists. The device, in its inactive state is a pair of silvery rings connected by a thin chain. When worn by a Patriot Mechanic, the connecting chain wraps around the wearer's dominant hand and forearm and disappears beneath the Mechanic's flesh.

While wearing this device, the Patriot Mechanic can attempt one Computer Use or Disable Device check per round as a free action. When using this ability, whiplike liquid metal tendrils lash from the transformed gauntlet to manipulate the devices.

Decon Shower (PL 5)

Standard issue for those venturing into hazardous environments or uncharted planets, the Decon Shower is designed to prevent or limit contamination by radiation or bio-agents. The Decon Shower is a small stall that fills with radiation scrubbing gels and high pressure streams of anti-gen laced water.

A character who bathes in a decon shower may make an additional FORT Save, at a +2 bonus to overcome any contact poison, contact disease or radiation damage she is suffering from. Regardless of the result of this save, the character is not considered radioactive or contagious in any way after undergoing a full decon shower.

Genetica (PL 7)

Genetica is a highly classified mutant detection system far more advanced than the tactical mutant finders fielded by the fearsome Watchtower exterminator androids. Genetica is powered by an advanced near-AI computer system that taps data from a global network of dedicated satellites. The massive Genetica supercomputer is capable of analyzing the genetic structures of millions of subjects simultaneously and presenting the data in near-real time.

Genetica can be trained on an area up to 100 miles square, anywhere on the planet with a DC 20 Computer Use check. The computer will display the location of all Mutants within the target region, accurate to within 10 ft. Genetica updates the positions of mutants in the target area every five minutes, meaning it is possible for fast moving characters to evade it. With a successful DC 25 Computer Use check, the user can search for a specific genetic code within the

target region, which will then be displayed as a highlighted icon on the map. Genetica cannot detect targets wearing a Gene Mask or protected by similar technology.

Psi-Watch uses Genetica 2.2, which feeds data directly to the watchfloor. Standard operating doctrine calls for Genetica oversight of any major operation, and assigns an operator to update troops in the field when hunting mutant targets.

Nightflight has its own Genetica system, which is based on bio-organic Mutant technology rather than *homo sapiens* hardtech. Referred to as the Greenlight Delphic, this massive device helps the hidden Mutant homeland detect mutants in trouble and help guide them to the Bermuda Triangle.

Hover Board (PL 6)

These high tech skateboards use gravity wave manipulation to give their rider incredible agility and maneuverability. Small glowing containment tubes on the bottom of this sleek plastic board let the rider defy gravity and pull the kind of tricks skaters on ordinary boards can only dream of.

While riding the hover board, the skater receives a +30 ft improvement to his base land speed. The rider may add his ranks in Balance as a competence bonus to all REF saves when on the hover board. With a successful Balance check (DC 10 + 1 for every five ft fallen) the skater can negate falling damage.

If the skater takes a confirmed critical hit while on the hover board, he must make a Balance check (DC 10 + ½ the damage dealt) or be knocked off the board. The hoverboard goes flying, ending up in a random square 1d6x10 ft away from the now prone skater.

Fast-sleep Tube (PL 7)

The Fast-sleep tube is a coffin-like bed fitted with electrical discharge stimulators that trigger deep a REM sleep state in anyone resting within. Self guiding syringes and injectors snake into the sleeping patient's veins, delivering nutrients and specialty proteins designed to promote rapid tissue regeneration.

Any person placed in the Fast-sleep tube gains the benefit of 8 hours of complete bed rest in less than ten minutes. A character can only benefit from 'sleep tubing' once within any 48 hour period. Psi-Watch and other high tech militaries maintains hundreds of Fast-sleep tubes in their bases for the use of their troops.

"Nipper" Neuro-Pulser (PL 6)

This handheld device can easily be mistaken for a car alarm. When activated the "Nipper" emits a pulse that disrupts Psionic brain function and causes painful headaches.

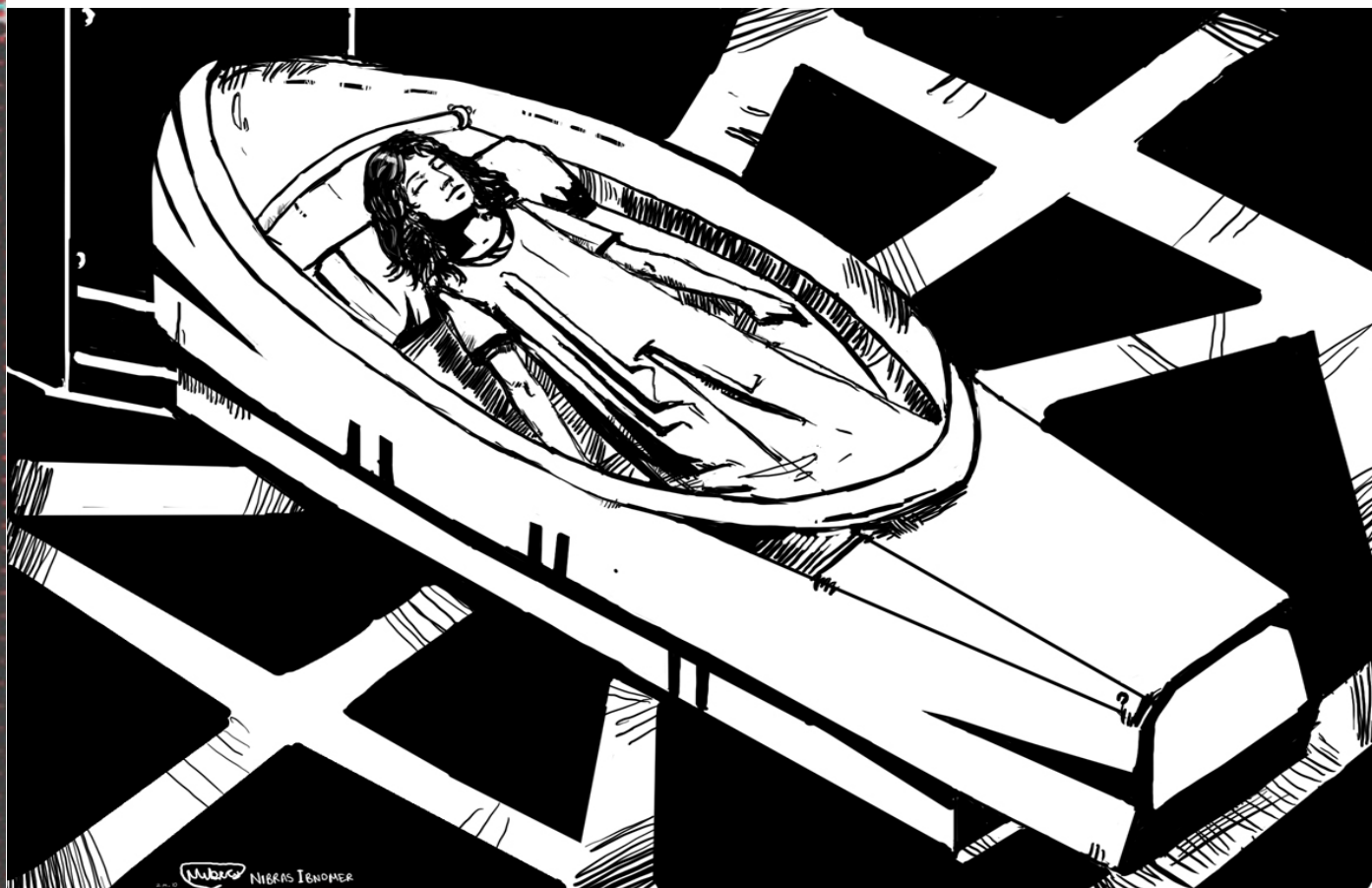
Once activated all characters with the Psionic subtype in a 50 ft radius are considered

shaken (WILL DC 15 negates) for as long as they remain in range. The "Nipper's" off-the-shelf batteries last for 2 hours.

NIIS Device (Nerve Impulse Interrogation Scanner) (PL 6)

This interrogation device can scan the contents of a living mind, displaying high resolution video images of a subject's thoughts and memories. The NIIS Device consists of a durable exam table that the subject is strapped down into, and several nano-probes that are inserted into the brain. These molecule-sized scanning tendrils enter through the optic nerve and penetrate the portions of the brain containing long term memories.

With a Computer Use check (DC 10 + the subject's Base WILL Save), a technician can play back any memory, searchable either by date or subject matter, of a subject strapped into the device. Resisting the device is all but impossible and often leads to death by brain embolism. A subject can resist the device by expending an action point. Doing so inflicts 2d6 points of



damage on the subject, but prevents the NIIS Device from scanning the subject's thoughts for 2d6x10 minutes..... hopefully enough time for a rescue.

Persona Splice Interface (PSI-Unit) (PL 6)

The PSI-Unit is an advanced brainwashing device that allows a talented operator to hack a human mind like a mundane database, rewriting memories and deleting morality files. The PSI-Unit's use in warfare is banned by UN accord, but the device is still in use by terrorists. The Republic of Cebary uses PSI-Units to rewrite the minds of their mutant slaves, openly and in defiance of the United Nations' resolution.

The PSI-Unit device is roughly the size of a bulky laptop, which plugs into a crown-like device placed on the subject's head. The PSI-Unit uses precise electrical stimulation of the brain to alter memories and recreate personalities.

With this device, the user can rewrite aspects of a victim's personality by making a successful Computer Use check.

Alter Allegiances: The user can change the victim's primary allegiances permanently. The victim considers their new allegiances and outlook to be natural, and reacts with horror at any suggestion of restoring their original personality. The Computer Use check DC is equal to DC 12 + the victim's base WILL modifier. The check requires an hour per allegiance.

Erase Memories: The user can erase specific memories, up to 12 hours in length with a Computer Use check of DC 10 + the victim's base WILL modifier. Doing so takes about 10 minutes.

Implant Post Hypnotic Command: The user can program a set of post hypnotic suggestions into the victim. First, the user sets a triggering condition: seeing a specific person,

hearing a trigger phrase, or arriving at a particular location among others. When the trigger condition is met, the user then designates up to 10 minutes of actions that the subject will then perform to the best of his or her ability.

The victim will have no knowledge of the post hypnotic command, nor of his actions while 'triggered'. The Computer Use check DC to install a post hypnotic command is DC 10 + the victim's base WILL modifier and requires at least 4 hours of work.

The user receives a DC 20 WILL Save to end the post hypnotic state if the triggered actions grossly violates his moral code or is obviously suicidal. Less emotionally intense commands allow no saving throw.

Raven Suit (PL 6)

This matte black and concrete grey armored body suit includes an aerodynamically styled full face helmet and partial polymer wings that stretch from the suit's gloves to its shins. Ideal for stealth and night operations, the Raven Suit also imbues its wearer with increased agility and limited flight capabilities.

A Raven Suit provides the wearer with the following benefits.

- Lowlight vision thanks to integrated nightvision systems
- +2 enhancement bonus to DEX
- +10 equipment bonus on Hide and Move Silently checks
- The wearer of the suit takes no damage from falls, no matter the distance, so long as they are not unconscious, paralyzed or helpless.
- The wearer gains a Flight Speed of 30 ft (average maneuverability).

A Raven Suit is considered Medium (tactical) body armor that provides a +3 equipment bonus to Defense, +5 max DEX bonus, and a -1 armor check penalty.

"Samedi" Auto-Doctor (PL 7)

This advanced robot surgical suite is designed not to save lives, but to quickly and efficiently convert fallen warriors into Gravedigger shock troops. Nicknamed for the Voudon lord of the dead, the spidery robot's glossy black finish and eerie mechanical efficiency give the robot a sinister air.

A slain humanoid or monstrous humanoid placed within the surgical suite is converted into a Gravedigger over the next 1d4 hours. The slain character returns to play, under the player's control. Remove all original racial traits and replace them with Gravedigger racial traits. The newly made Gravedigger gains the Fogged Memories feat, and retains most class features. The Gravedigger loses 1d4 levels during the surgical resurrection, but is otherwise unharmed by their rise from the dead.

Spectrum Shift Gauntlets (PL 6)

Assigned to heavy energy casters to increase their battlefield versatility, these devices include high density capacitors and a variety of crystalline energy emitters built into the gauntlets. While wearing these gauntlets, an energy caster can change the energy type she fires with a simple menu-screen built into the right gauntlet. Puzzle Ops often assigns its heavy energy casters and undercover operatives Spectrum Shift Gauntlets to hide their identity by hiding their unique energy signature.

As a move equivalent action, the wearer of this device can alter the energy type of any natural energy weapon she possesses. She may choose any one of the following energy types: Cold, Electrical, Fire, Force or Sonic. Doing so does not change the range, damage or other qualities of her natural weapon, merely the energy type and visual effects associated with the power.



Ultra Aegis Enhancement Vest (PL 7)

The Ultra Aegis is a heavy-duty grey and white plastic and Kelvar ballistic vest. Glowing blue energy disks on each breast and smaller disks worn on the vest's equipment belt provide a constant dim radiance, and vent the Ultra Aegis' exotic energies.

The Ultra Aegis uses a combination of advanced forcefield projectors and continual bombardment of the wearer's muscles and organic tissues to induce high level super strength and durability.

When worn for at least 24 hours, the Ultra Aegis Enhancement Vest provides the wearer with the following enhancements.

- Adds the wearer's CHA modifier as a bonus to his or her STR score. The Ultra Aegis provides most benefit to confident and assertive wearers.
- Multiplies the character's lifting and carrying limits by a factor of 100, enabling the character to lift several tons with ease.
- Produces an Earth normal atmosphere envelope for the wearer, enabling him or her to exist comfortably in airless, highly radioactive or pressurized environments. The wearer becomes immune to radiation, suffocation, drowning, hard vacuum and environmental heat or cold.

On a purely mundane level, the Ultra Aegis is Heavy (tactical) body armor which provides the wearer with a +6 bonus to Defense, +4 max DEX bonus and has a -2 armor check penalty.

Wraith Cloak (PL 7)

This experimental piece of bleeding edge stealth tech takes the form of a hooded white cloak made of slick white vinyl. Complex circuitry sandwiched between the layers of vinyl glows faintly blue when the system's intangibility circuits are activated. Though expensive, these cloaks are standard issue for Puzzle Ops' best operatives.

The Wraith Cloak randomly shifts the user out of phase with this dimension, causing a 50% miss chance on attacks targeting the wearer. The wearer can go fully intangible by whispered command. For up to 20 rounds per day (2 minutes), the wearer can become completely intangible. The wearer can switch between intangibility and normal solidity as a move equivalent and can choose to remain intangible for as long as desired, in one round increments. While intangible, the wearer gains a Flight Speed of 30 ft (clumsy).

Object	Size	Weight	Purchase DC	Restriction Rating
Anti-Sniper Triangulation System	Fine	Negligible	DC 22	Military (+3)
Charger Vambraces	Small	4 lbs	DC 22	Military (+3)
Cynetic Interface Gauntlet	Small	Negligible	DC 22	None
Decon Shower	Large	100 lbs	DC 18	None
Fast-Sleep Tube	Large	300 lbs	DC 24	Licensed (+1)
Hover Board	Medium	8 lbs	DC 15	Licensed (+1)
Genetica	Colossal	7-10 tons	DC 43	Military (+3)
"Nipper" Neuro Pulser	Fine	Negligible	DC 12	Military (+3)
NISS Device	Large	175 lbs	DC 32	Military (+3)
PSI-Unit	Medium	5 lbs	DC 34	Illegal (+4)
Raven Suit	Medium	15 lbs	DC 28	Military (+3)
"Samedi" Model Auto-Doc	Huge	2.25 tons	DC 30	Military (+3)
Spectrum Shift Gauntlets	Small	2 lbs	DC 22	Military (+3)
Ultra Aegis Enhancement Vest	Medium	12 lbs	DC 32	Military (+3)
Wraith Cloak	Medium	4 lbs	DC 38	Military (+3)



General Military Equipment

The best equipped soldiers and police officers in the world carry these new pieces of gear. Some of these items are armor accessories that work best when worn with other pieces of armor, and provide post-humans and ordinary soldiers with comprehensive protection.

Anti-Trauma Helmet (PL 5)

When worn with any form of Medium or Heavy armor, this reinforced Kevlar helmet with a heavy neck guard is designed to prevent impact trauma. When wearing this piece of gear, once per day the wearer can turn a confirmed critical hit made by a ballistic weapon or blunt weapon into an ordinary hit.

Ballistic Insert (PL 5)

This combination of heavy ceramic or alloy plates is designed to slip into special, strategically placed in body armor to increase its durability. This piece of equipment may be added as an accessory to any form of Medium or Heavy

tactical bony armor. When wearing this item, once per day, you may remove one damage dice from any ballistic weapon attack that successfully hits you.

Combat Balaclava (PL 5)

These full faced masks are often worn by combat operatives for both practical reasons and for their intimidation factor. When worn with any kind of cold weather outer wear, the Combat Balaclava increases the item's equipment bonus on FORT Saves against cold weather by +1. The Combat Balaclava provides the wearer with a +1 equipment bonus on Intimidate checks.

Gorget (PL 5)

This heavy Kevlar collar piece protects the wearer from strangulation. When worn with any armor, this piece of gear provides the wearer with a +4 circumstance bonus on saves against strangulation.

Nomex Hood (PL 5)

This fire-resistant, chemically treated hood can be worn with other fire resistant gear. When worn alone, it provides the wearer with Fire Resistance 1, or increases the Fire Resistance of any armor it is worn together with by +1, to a maximum of +5.

Plasma Welder (PL 6)

This handheld, gun like device does the work of a conventional welding torch at a fraction of the weight. The device can be used as a weapon, inflicting 2d4 points of Fire damage with a successful melee touch attack. When used to weld or cut metal, this device's damage is multiplied by either a factor of five or ten, depending on the setting. Changing setting requires a standard action, and makes this device ideal for emergency repairs and breaching.

The Plasma Welder is powered by a high density power cell the size of a AAA battery. These batteries provide 8+1d4 hours of runtime, and have a Purchase DC 6. Batteries for the plasma welder have no restriction rating.

Snake Camera (PL 5)

This miniature fiber optic camera is mounted at the end of a long, articulated tendril that can extend around corners, through vents or into tight spaces. The Snake Camera includes an articulated 5 ft fiber optic cable. The cable can be inserted into any opening larger than a keyhole. It

transmits clear color images of anything in its wide field of vision, and can be slipped under a door, through a ventilation duct or through other openings. The camera displays its video images on an attached LCD display, or they can be routed to any television or computer monitor.

If inserted into a device, the camera's high resolution images provide the user with a +2d4 competence bonus on Disable Device or Repair checks made concerning the device.

Sneaking Boots (PL 5)

These comfortable leather and synthetic boots are custom fitted to the wearer, and incorporate a split toe *tabi* design for greater dexterity. Wearing these special boots provides the wearer with a +2 equipment bonus on Move Silently checks and Climb checks.

Tamp-Alert (PL 6)

Using purely chemical means to detect Psionic tampering, Tamp-Alerts have been a part of standard Psi-Watch equipment loadouts since the late 1970s. Tamp-Alert is a chemically active plastic headband molded in a distinctive blue. If the wearer falls victim to any mind-influencing effect, minute chemical changes in his sweat and electrical aura turn the headband a jet black within seconds.

A Tamp-Alert must be worn for at least an hour, to establish a 'baseline'. The chemicals in a Tamp-Alert band break down and become inert 24 hours after it is first donned.

Object	Size	Weight	Purchase DC	Restriction Rating
Anti-Trauma Helmet	Small	2.5 lbs	DC 8	Restricted (+2)
Ballistic Insert	Diminutive	2 lbs	DC 12	Military (+3)
Combat Balaclava	Diminutive	Negligible	DC 4	None
Gorget	Diminutive	0.5 lb	DC 8	None
Nomex Hood	Diminutive	Negligible	DC 10	None
Plasma Welder	Tiny	1 lb	DC 18	Restricted (+2)
Snake Camera	Tiny	1 lb	DC 16	Licensed (+1)
Sneaking Boots	Small	3-4 lbs	DC 13	None
Tamp-Alert	Fine	Negligible	DC 12	None

Second Gen Steamer Suits

Most Steamers (if they're lucky enough to survive their mutation long enough to get to a containment suit at all) make do with lowest-bidder built, government provided suits. These suits might keep some randomly mutated kid in Rangoon alive after his skin turns to gas, but aren't especially durable and aren't much of a substitute for a real flesh and blood body.

Second Gen Steam Suits and later, even more advanced technology allows Steamers to more easily blend into human culture, and more easily survive the rigors of post-human combat. Second Gen Steam Suits are sleeker and incorporate advanced self repair systems that automatically self seal punctures. A Steamer with access to this technology can abandon his original survival suit, and enter an upgraded survival suit as a full round action.

While wearing an upgraded survival suit, the Steamer's racial traits are modified as noted below. If the upgraded steam suit is destroyed, assuming the Steamer somehow survives, the modified racial traits are lost until the upgrade suit is replaced.

Burroughs Model Survival Suit (PL 6)

This heavy crimson survival suit is often decorated with impressive flame-style paint applications by newly body-proud Steamers. The consciousness within the survival suit views the world through a reflective, golden face mask. The Burroughs Model survival suit is designed for speed, agility and work in hazardous, highly radioactive environments.

Ability Score Modifiers: The Burrows Model survival suit does not have a penalty to Dexterity.

Radiation and Heat Resistance: The Burrows Model suit is immune to radiation, and provides the Steamer with Fire Resistance 20 thanks to its ferro-ceramic construction.



Plasma Ignition (EX): While embodied in a Burroughs Model suit, the Steamer can ignite his body's plasma mass as a free action, usable a number of times per day equal to 3 + his CON modifier. For one round after activation, anyone touching the burning steamer or attacking with a melee weapon suffers 1d8 points of fire damage, and the Steamer adds +1d8 points of fire damage to any melee attack he makes.

Burroughs II Model Survival Suit (PL 7)

This still-experimental type of survival suit is an upgrade of the existing Burroughs model. This lighter, faster suit is distinguished by a sleeker style and translucent ferro-ceramic panels that allow the Steamer to proudly display its burning plasma core.

The Burroughs II Model survival suit has all the racial abilities of a standard Burroughs model suit, in addition to the following traits.

Flight (EX): By projecting a stream of superheated plasma like a rocket's fiery exhaust, this upgraded survival suit provides the Steamer with Flight 40 ft (clumsy maneuverability).

Data-gel Survival Suit (PL 7)

This suit resembles a humanoid form composed of iridescent, semi translucent green polymer with attached hard armor plating girding the torso, groin, shins and forearms. Rather than the hardened rubber armor common to most Steamer body-suits, this model of survival suit is malleable and liquid, capable of shaping its extremities into high speed data jack and physically interfacing with computer systems.

Ability Score Modifier: This model of survival suit is designed to boost the Steamer's Intellect by stimulating the mutate's neuro-plasma through timed electrostatic discharges. Hormonally active gels within the containment suit fuses with the mutate's plasma to produce intelligence enhancing compounds. The Data-gel Survival Suit provides the Steamer embodied within with a +2 modifier to Intelligence.

Melt into the Machines (EX): As a full round action, a Steamer with this body type can physically merge with any computer or complex electronic device, its liquid polymer flowing directly into the circuits and power couplings. The Steamer can sacrifice Hit Points, as its wax like core mass is subsumed into the computer. Each two Hit Points provides the Steamer with a cumulative +1 bonus on a single Computer Use, Disable Device or Repair check.

Deployable Carapace Armor Add On (PL 6)

Deployable Carapace armor is a retractable series of interlocking scales and bands, all of which are constructed from ultradense carbon nanotubes. The armor slides into place from storage pods on the Steamer's shoulders, upper torso and thighs. In seconds, the armor deploys fully, giving the mutate comprehensive protection.

As a move equivalent action, the Steamer can deploy or retract the armor. While deployed the Steamer receives a +6 equipment bonus to armor, but suffers a -2 armor check penalty. This feature can be added to any Survival Suit, including a default model.

Mack Heavyduty Survival Suit (PL 6)

This hulking suit of armor is designed with multiple layers of reactive armor assembled from blood red iridium armor. Embodied by this suit, the Steamer becomes a living tank, capable of surviving direct hits from Stinger missiles.

Ability Score Modifiers: Increase the Steamer's ability score penalty to Dexterity to -4, but add another +2 points to their CON and STR scores. Mack suits are mechanical juggernauts with heroic strength and tons of dense armor built right in.

Integral Armor (EX): The Mack suit's integral armor provides the Steamer with a +8 equipment bonus to Defense and Damage Reduction 5/-. The sheer bulk of the gigantic armored exoskeleton prevents the Steamer from wearing additional armor or operating Powered Armor.

Slam (EX): The Steamer gains a Slam attack that inflicts 2d4 + STR modifier points of damage.

Trainor Model Survival Suit (PL 6)

Trainor Model survival suits are designed to contain the radioactive, virulent black energies of certain breeds of Steamer. These chalk white polymer skin suits conform closely to human form and proportion, and allow the Steamer to pass for human relatively easily.

Ability Score Modifiers: Trainor Model survival suits do not have a DEX penalty.

Radiation Healing: In addition to being immune to radiation, Trainor Model survival suits can absorb radioactivity to promote healing. When in any area or in contact with any object that is at least Moderately radioactive, Steamers embodied in a Trainor Model suit gain Fast Healing 1.

Object	Size	Weight	Purchase DC	Restriction Rating
Burroughs Model Survival Suit	Medium	150 lbs	DC 30	Military (+3)
Burroughs II Model Survival Suit	Medium	130 lbs	DC 33	Military (+3)
Data-Gel Survival Suit	Medium	75 lbs	DC 32	Military (+3)
Deployable Carapace Armor	Small	45 lbs	DC 25	Military (+3)
Mack Heavyduty Survival Suit	Medium	450 lbs	DC 26	Military (+3)
Trainor Model Survival Suit	Medium	125 lbs	DC 35	Military (+3)

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