101 Technological Items

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"We are the music-makers and we are the dreamers of dreams."
— Willy Wonka, *Willy Wonka and the Chocolate Factory* (1971 film)

INTRODUCTION

Technology may not be able to solve every problem, but for any problem there is someone working on a way to solve it with technology. In particular, things like bespoke nanite compounds, specialized environmental suits, and special communicators and beacons have become extremely popular was ways to work and explore in hostile environments.

Some jurisdictions may outlaw specific kinds of technology, for legal, ethical, or even religious purposes. A god of learning language may not allow his faithful to use translators. Planets that have suffered from runaway gray ooze might ban all forms of nanites. Technology that can increase privacy or bypass security might be forbidden in a surveillance state. The GM is the arbiter of where any technology can be found and how locals react to it.

The technological items presented below follow the rules outlined in Chapter 7 the Starfinder Core Rulebook.

ABLATIVE COOLING SHIELD

You can use this spray nanite canister to coat a single Medium-sized creature in a single application as a full action, covering them tiny technological nanites that join together to form a thin but tough, flexible membrane. Larger creatures take longer to coat, requiring 1 additional full action per size category larger than Medium. Likewise, smaller creatures can be coated in less time using the same amount, taking a full action to coat two adjacent Small-sized creatures, four Tiny creatures, and so on. The ablative shield provides fire resistance 5. As it absorbs fire damage, the membrane breaks down. An ablative shield can absorb up to 50 points of fire damage (in increments of 5 per round) before completely breaking down. A canister of ablative cooling shield contains eight applications.

ABLATIVE INSULATION SHIELD

You can use this nanite spray canister to coat a single Medium-sized creature in a single application as a full action, covering them in a thin, metallic, flexible membrane. Larger creatures take longer to coat, requiring 1 additional full action per size category larger than Medium. Likewise, smaller creatures can be coated in less time using the same amount, taking a full action to coat two adjacent Small-sized creatures, four Tiny creatures, and so on. The ablative shield provides electricity resistance 5. As it absorbs electricity damage, the membrane breaks down. An ablative shield can absorb up to 50 points of electricity damage (in increments of 5 per round) before completely breaking down. A canister of ablative insulation shield contains eight applications.

ABLATIVE THERMAL SHIELD

You can use this spray nanite canister to coat a single Medium-sized creature in a single application as a full action, covering them in a thin, red, flexible membrane. Larger creatures take longer to coat, requiring 1 additional full action per size category larger than Medium. Likewise, smaller creatures can be coated in less time using the same amount, taking a full action to coat two adjacent Small-sized creatures, four Tiny creatures, and so on. The ablative shield provides cold resistance 5. As it absorbs cold damage, the membrane breaks down. An ablative shield can absorb up to 50 points of cold damage (in increments of 5 per round) before completely breaking down. A canister of ablative thermal shield contains eight applications.

TABLE: TECHNOLOGICAL ITEMS

Name/Model	Level	Price	Hands	Bulk	Capacity	Usage
Concealed compartments	varies	+10% to item cost	–	–	–	–
Aerosol bridge	1	1,200	2	1	10	1
Auto winch	1	1,250	–	3	–	–
Biohazard suit	1	250	–	1	–	–
Camera	1	100	1	L	1	24 hr.
Combat harness	1	25	–	L	–	–
Distress beacon	1	500	–	–	–	–
Diving suit, Mark I	1	150	–	1	–	–
E-Flare gun	1	90	–	L	20	1
Electropage	1	10	–	–	–	–
Environmental suit	1	25	–	1	–	–
Glowstick	1	2	1	–	–	–
Immunity booster, tier 1	1	150	1	–	1	1
Industrial tape	1	6	2	L	–	–
Mobile power pack	1	1,000	–	L	–	–
Parachute	1	120	–	1	–	–
Personal multi-tool	1	25	1	L	–	–
Plasma cutter	1	75	2	2	60	1/minute
Plasma lighter	1	10	1	–	60	1/minute
Power ram	1	150	2	2	–	–
Rad flush	1	25	2	L	1	1
Rad meter	1	50	1	L	20	1/hour
Recharge suit	1	25	–	L	–	–
Smuggler's case	1	250	–	varies	–	–
Solar charger	1	75	–	L	–	–
Solvent spray	1	20	1	L	10	10
Springload holster	1	25	–	L	–	–
Springstrider prosthetics	1	200	–	1	–	–
Transponder	1	100	–	–	10	1/day
Vapor condenser	1	25	–	L	–	–
Ablative cooling shield	2	400	1	L	8	1
Ablative insulation shield	2	400	1	L	8	1
Ablative thermal shield	2	400	1	L	8	1
Air purifier	2	375	–	2	20	1/8 hours
Alacrity compound	2	300	1	–	1	1
Camera, holographic	2	500	1	L	1	12 hr.
Chemical sniffer	2	2,000	1	L	–	–

Cognition enhancer	2	300	1	–	–	–
Combat booster	2	300	1	–	–	–
Detonation cord	2	600	–	L	1	1
Diving suit, Mark II	2	450	–	1	–	–
Electropage, covert	2	50	–	–	–	–
Emergency ration synthesizer	2	100	–	L	–	–
Impact protection suit	2	225	–	L	–	–
Interrogation monitor	2	600	–	L	–	–
Laser welder	2	120	2	1	24	1/hour
Magnetic boots	2	75	–	L	–	–
Pain blocker	2	300	1	L	1	1
Smoke eater	2	150	–	2	48	1/hour
Sonic Extinguisher	2	200	2	1	30	1/minute
Speakjammer	2	700	1	L	15	1
Surveillance detector	2	1,300	1	L	–	–
Survival shelter	2	450	–	1	–	–
Synthtape	2	45	2	L	–	–
Telescopic viewfinder	2	250	1	L	–	–
Analytical scanner	3-20	1,200 x item level	1	L	–	–
Auto winch harness	2	2,250	–	L	–	–
Immunity booster, tier 2	2	3,000	1	–	1	1
Aquatic turbine pack	3	2,700	–		20	1/hour
Autonomous pack bot	3	2,000	–	30	–	–
Chameleon tent, mass-produced	3	50	–	1	–	–
Chameleon tent, hotelier	3	1,250	–	1	–	–
Comm encoder	3-12	300 x item level	–	L	–	–
Comm relay	3	750	–	L	–	–
Comm scanner	3	1,500	1	1	–	–
Darkness bomb	3	500	1	–	1	1
EMP generator	3	2,000	–	2	1	1
Enhancer earpods	3	750	–	–	–	–
Flux field, mark I	3	1,000	–	L	8	1/hour
Hydrolung	3	250	–	–	–	–
Immunity booster, tier 3	3	15,000	1	–	1	1
Lock bypass unit, mark I	3	1,000	1	–	1	1
Mapper drone	3	500	–	L	8	1/hour
Molecular bond adhesive	3	1,000	1	L	5	5
Multioptic visor	3	900	–	L	8	1/hour
Nano mic	3	550	–	–	–	–
Pheromone suit	3	2,500	–	L	–	–

Sniper's visor	3	2,400	–	L	–	–
Translator unit	3	300	–	–	–	–
Autonomous entry alarm	4	3,200	–	–	–	–
Decontamination chamber	4	2,000	–	2	–	–
Diplomat's visor	4	1,500	–	L	–	–
Holocloak	4	500	–	L	12	1/hour
Immunity booster, tier 4	4	23,500	1	–	1	1
Medicating belt	4	1,500	–	L	8	8
Multisonic lockpick	4	1,200	1	L	20	1/minute
Neural block headband	4	1,250	–	L	24	1/hour
Slipsuit	4	1,500	–	L	–	–
Sound dampening field	4	1,100	–	1	30	1/minute
Antigrav palette	5	3,000	–		–	–
Commsat mapper	5	3,000	1	L	24	1/hour
Deconstruction nanobots	5	500	1	–	1	1
Holographic decoy	5	750	–	L	12	1/hour
Lock bypass unit, mark II	5	3,600	1	–	1	1
Shock guard deterrent system, mark I	5	1,000	–	L	24	1/round
Flux field, mark II	6	2,000	–	L	8	1/hour
Stealth suit	6	2,500	–	L	–	–
Surgical nanites, tier 1	6	150	1	L	1	1
Muscle suit	7	500	–	L	–	–
Synapse inhibitor	7	5,500	–	L	24	1/hour
Construct control module	8	18,000	–	L	24	1/hour
Lock bypass unit, mark III	8	35,000	1	–	1	1
Scatterlight jammer	8	2,000	2	L	–	–
Flux field, mark III	9	4,000	–	L	8	1/hour
Shock guard deterrent system, mark I	9	7,000	–	L	24	1/round
Surgical nanites, tier 2	9	3,000	1	L	1	1
Defense drone	10	2,500	–	L	–	–
Stasis pod, trauma	10	8,000	–	2	–	–
Tactical computer network	10	35,000	–	L	–	–
Disassembly/recycling unit	12	10,000	–	10	–	–
Flux field, mark IV	12	8,000	–	L	8	1/hour
Rejuvenation tank	12	3,600	–	40	–	–
Shock guard deterrent system, mark I	12	21,000	–	L	24	1/round
Stasis pod	12	12,000	–	25	–	–
Surgical nanites, tier 3	12	15,000	1	L	1	1
Flux field, mark V	15	16,000	–	L	8	1/hour
Surgical nanites, tier 4	15	23,500	1	L	1	1

Aerosol Bridge

This dispenser sprays out a stream of specialty-built nanites that draw in materials from the atmosphere to build custom-designed foam that quickly hardens on exposure to air. The fan-shaped dispenser nozzle lays out the nanites to form foam in 3 foot wide, four inch thick sheets, up to 20 feet long with a single charge. Multiple charges can be used to create wider or longer foam pieces. The foam floats on water and can support up to 100 bulk in weight without capsizing. This is typically used to create bridges over water and other liquids, but can also be used to make emergency rafts, docks, or other waterborne necessities. A full dispenser holds 10 charges.

Air Purifier

This portable unit has various detachable fittings that allow it to cover various apertures and entries into an area, including a stretchable polymer sheet that can seal over open doorways. This air purifier is meant for situations where automated systems have failed (such as a starship losing power) or in areas where there is no filtration system (such as low tech settlements or ruins). Once you set up and activate the unit, it draws in air from both within and without the structure or room, filtering out any toxins or contaminants and providing occupants with a clean, breathable atmosphere. The air purifier can decontaminate air within a 30 by 30 foot room within 1 minute, and pump in filtered air from outside to keep the atmosphere breathable. Normally outfitted with a 20-charge battery, the air purifier can run up to 8 hours on a single charge.

Alacrity Compound

This single-use injector contains a chemical cocktail bolstered by medical nanobots that provide increases to your speed and reaction time, though at a cost. All your movement rates increase by 10 feet. You gain a +2 bonus to initiative and to Reflex saving throws. When making a full attack, you can move up to half your adjusted speed as part of the same action. You can move before, after, or in between the attacks from your full attack. The effects of alacrity compound last 30 minutes. When the effects wear off, you are fatigued. If you take alacrity compound with combat booster or cognition enhancer simultaneously, at the end of their effects you must succeed at a DC 25 Fortitude saving throw or fall unconscious for 12 hours. If the saving throw succeeds, you are staggered as well as exhausted until you have at least 1 hour of uninterrupted rest.

Analytical Scanner

This hand-held device is essentially a computer (of a tier equal to the item level of the scanner) fitted with various sensor arrays to provide you with information on the surrounding area. The scanner can provide information on any substance, items, or creatures within a number of feet equal to five times the level of the device squared. Using an analytical scanner is a full action. You can extrapolate information about a larger area based on an average of several immediate samples. For purposes of analysis, a full action scan is considered taking 10 on a skill check. You can take 20 using the analytical scanner if you have 2 minutes to run an uninterrupted scan. A level 3 analytical scanner is considered to have +5 in Engineering, Life Science, Mysticism, and Physical Science. More advanced scanners add +1 to these skills for every additional item level.

Antigrav Palette

This platform uses antigravity generators to lift it and its cargo off the ground, allowing you to move massive amounts of weight with relative ease. The palette can hold up to 200 bulk of items or materials. An antigrav palette moves slowly, able to be pushed or pulled up to 60 feet per round as a full action.

Aquatic Turbine Pack

While wearing this back-mounted, twin turbine unit, you gain a swim speed of 40 feet. The pack can be activated or deactivated as a swift action.

Auto Winch

A powerful electric motor allows this device to pull in or let out an attached cable. Interchangeable hooks and other attachments allow it to attach to objects and drag or lift them depending on where the winch is mounted. A standard auto winch is loaded with 150 feet of titanium cable, which can be pulled in or let out at a rate of 60 feet per round. The rate at which it can be pulled in is reduced by 10 feet per round for every 100 bulk attached to the cable, to a maximum of 500 bulk.

Auto Winch Harness

This safety harness has a winch that can be threaded onto a rope or cable, allowing you to ascend or descend along the rope or cable as you wish, the motorized mechanism providing a 20 foot per round ascension rate, or up to double that descending. You can use the winch to descend up to 60 feet per round, or up to 40 feet per round ascending, by succeeding at a DC 15 Athletics check (any condition modifiers to the DC apply). If you fail the check, you ascend or descent at the winch's standard rate. If you fail by 5 or more, the mechanism stalls, and you make no progress that round.

Autonomous Entry Alarm

This is a modular system that can be attached to any door. You can program the alarm to be as specific or general as you need it to be. It may use facial recognition

to identify and ignore specific individuals, for example, or be programmed to allow all members of a particular race past, or those in a particular uniform or even of a particular military rank. Anyone not noted as an exclusion sets off the alarm if they attempt to pass the door. The alarm may be audible or sent as a private alert to set individuals via comm unit. A Perception DC 15 skill check is necessary to notice an autonomous entry alarm, and a DC 20 Disable Device check will bypass the alarm system.

Autonomous Pack Bot

This technological construct is essentially a cargo crate on legs. It has a quadrupedal build and can be loaded with up to 10 bulk and still maintain a 40 foot movement rate, and can carry up to a maximum of 40 bulk at a 20 foot movement rate. The construct's AI allows it to follow its owner at any set distance, taking the most convenient paths to keep up. It can also respond to simple commands such as "halt," "approach," "fall back 10 feet," and others. The pack bot has no attacks and the following statistics: EAC 10, KAC 14, 10 Hit Points, Fort +2, Ref +1, Will +0.

Biohazard Suit

This light polymer suit completely encases the body and protects against airborne toxins and pathogens. The suit provides you with the benefits of the filtered rebreather armor upgrade (see *Starfinder Core Rulebook*) while worn. The Mark II biohazard suit also provides an independent, 8-hour air supply.

Camera

You can capture high quality still images or video with this small, handheld unit. Images and video recorded by the camera can be seen on a built-in screen, or uploaded to other devices for viewing. The camera can hold up to 24 hours of video footage and 300 still images, and operates for up to 24 hours on a fully charged battery.

Camera, Holographic

An advanced version of the basic model, you can use this camera to capture three-dimensional still images or holographic recordings. Recorded images and scenes can be played back

with an attached projector, or uploaded to other devices for viewing. The holographic camera can hold up to 12 hours of holographic footage or 120 still images, and operates for up to 12 hours on a fully charged battery.

Chameleon Tent

This tent functions as a mass-produced tent or mobile hotelier, but is fitted with an outer layer of elastomer polymer. When you activate the camouflage setting, the tent scans the surrounding area, sending electrical currents through the elastomer to change its texture and coloring to blend into the surrounding environment. A DC 30 Perception check is needed to visually discern the tent from its surroundings. This function runs off a mobile hotelier's existing battery, decreasing the time per charge to 7 hours. The chameleon unit for a mass-produced tent comes with a 20-charge battery and uses a charge for every 8 hours of operation.

Chemical Sniffer

This sensory device allows you to scan any solid, liquid, or object within 5 feet as a full action. The sniffer makes an appropriate Life Science or Physical Science skill check at +10 to identify any chemical properties of the material. This can determine if it is poisonous or otherwise hazardous, safe to eat, etc. A chemical sniffer can be set to detect particular elements or compounds (explosives, gold, et al,) automatically detecting any within range as a free action while the device is active.

Cognition Enhancer

This single-use injector contains a chemical cocktail bolstered by medical nanobots that provide significant boosts to cognitive functions, but at a cost. You gain a +5 bonus to all Intelligence, Wisdom, and Charisma ability checks as well skill checks based on those abilities. You cast spells as if you were 1 caster level higher. These bonuses last for 1 hour. After the effects end, you become exhausted.

Combat Booster

This single-use injector contains a chemical cocktail bolstered by medical nanobots that provide extensive, short-term performance on the battlefield, but at a cost. The combat booster provides you a +2 enhancement bonus to melee weapon damage rolls and Fortitude saving throws. You also gain 2 temporary hit points per Hit Die. You are immune to fatigue, exhaustion, and sleep effects. These bonuses last for 1 hour. After the effects end, you become exhausted. If you take combat booster and cognition enhancer simultaneously, at the end of their effects you must succeed at a DC 25 Fortitude saving throw or fall unconscious for 12 hours. If the saving throw succeeds, you are staggered as well as exhausted until you have at least 1 hour of uninterrupted rest.

Combat Harness

The padded straps of this harness and backpack are both comfortable and durable, but they are also connected to a motorized and computerized system that rebalances their fit and tightness and balance based on the equipment you place in the load and your movement. These systems are recharged from your own kinetic movements, and thus do not require batteries. The harness sports a half dozen gear clamps as well as pouches to hold gear. The harness helps to properly distribute weight for ease of carrying heavy burdens. When wearing a combat harness, you treat your Strength score as 2 higher for the purpose of determining your carrying capacity. The weight of the harness does not count toward your encumbrance while it is worn.

Comm Encoder

This device, when affixed to any comm unit, encrypts outgoing transmissions, so they can only be read or understood using a comm unit with a linked comm encoder. Encoded transmissions can be deciphered with a successful DC 25 Computer skill check. This DC increases by 2 for every item level beyond 1st.

Comm Relay

A communications relay can be set up to receive and retransmit signals from your comm unit, increasing its range. If a comm unit has less than a planetary range, then the effective range is doubled with a comm relay within range, in the direction of the comm link. If you place a comm relay in orbit, you can boost a planetary comm unit's range to system-wide.

Comm Scanner

This is essentially a comm unit that has been fitted with the additional ability to intercept all passing communication signals within range. Unencrypted transmissions are received automatically. Encrypted transmissions require a successful Computer skill check to decipher (see comm encoder). The scanner can also be used to determine the distance and point of origin of any intercepted broadcasts, requiring a successful DC 20 Computer check (DC 30 for encrypted transmissions). Tracing transmissions in this fashion requires 5 minutes of uninterrupted work, minus 1 minute for every 5 by which the check beats the DC.

Commsat Mapper

This handheld or wrist-mounted unit has a screen that provides you with real-time imagery and data from any orbiting satellites or allied spacecraft, giving you up to date information on the surrounding territory, including terrain features and weather. When consulting a commsat mapper, you gain a +5 circumstance bonus to Survival checks made for orienteering and predicting weather. You also add 2 miles per 8-hour day of overland movement while consulting a commsat mapper.

Concealed Compartment

Not an item in and of themselves, this refers to existing items that have been manufactured with hidden spaces constructed in them, accessible by concealed panels, that can be used to transport other, smaller items covertly. These compartments have powered disruptors to protect them from active and passive sensors. The size of the item determines the holding capacity of the compartment. For every 1 bulk of the item, it can contain a concealed compartment capable of holding up

to 1 item of light bulk. A light bulk item may contain a compartment large enough to hold an item of negligible bulk. A successful DC 30 Perception check is needed to locate a concealed compartment. For each additional 2,000 credits added to the cost of the item, the DC needed to discover the compartment is increased by 2.

Construct Control Module

This small cube contains a powerful computer and an army of viral nanobots as well as contact-activated electromagnets. A headband neural interface you wear connects you mentally to the module. When the module is affixed to a technological construct—whether the construct is helpless, willing, or the module is thrown at it as an attack—the nanobots swarm forth, infiltrating the construct's systems. The module attempts to take control of all systems, putting the construct under your command like a marionette to a puppeteer. You make a Computer skill check (DC = 15 + 1.5x the construct's challenge rating) to temporarily assume control of the construct. Controlling a construct via the neural interface is a full action, but allows you to use whatever attacks and abilities the construct would normally be able to take in a round (though the construct is staggered while controlled). The range of the neural interface is 300 feet. Beyond that range, the connection is broken and the construct regains control of its actions. If you move back within range, you must attempt another Computer skill check to reassert control. The control module's power supply can keep the nanobots active for 24 hours before they must return to the module and go dormant so they may be recharged. If the construct is destroyed, the nanobots automatically return to the command module.

Darkness Bomb

This canister contains aerosolized nanites that, when released, form particles of a black dye so minute they reach the limits of brownian motion. The particles have an infra-flourescent effect on light in the area, dropping it down into the spectrum, making it infra-visible, and causing darkness. The canister can be opened by hand, centering the cloud on you, or thrown like a grenade to release upon impact. When you discharge a darkness bomb, it covers a 20-foot radius area in darkness that cannot be penetrated by light sources. Darkvision works normally within the area, but it is like viewing the world through a fog, and all creatures within it have concealment. The particles settle after 10 rounds, but can be dispersed by strong winds.

Deconstruction Nanobots

Contained in a lightweight, plastic cylinder, these nanobots break down material with which they come in contact, reducing it to a fine powder. One cylinder of deconstruction nanobots can destroy up to 5 cubic feet of matter (up to a maximum hardness of 10) within 1 minute. The nanobots cease to function after this time. You cannot use deconstruction nanobots as a weapon against living creatures, as they are programmed not to damage living tissue. If applied to dead flesh, however, they will work normally, destroying any body with which they come in contact. You can use a container of deconstruction nanobots as an improvised grenade. On a successful hit, any constructs within a 5 foot radius take 5d6 acid damage (DC13 Reflex for half).

Decontamination Chamber

This portable, inflatable chamber can hold up to two people comfortably and can be easily attached to doorways and hatches on structures, vehicles, and ships. When the chamber is sealed and activated, it uses sonic waves, a dry chemical shower, and air blasts to wash occupants of any harmful chemical or biological materials. Any afflictions in the latent stage are removed, and occupants gain a +10 circumstance bonus to saving throws against afflictions (except curses) for the next 24 hours.

Defense Drone

This Fine drone looks like a silvery sphere mounted in a ring of propellers. It is small, fast, and spends most of its time hovering around your head when active. However, it is attracted to intense light, such as that cast by laser and plasma weapons. If you are attacked by a weapon of the laser, plasma, or shock type, the drone swoops to intercept the attack, adding +8 to your EAC. If the attack is above your normal EAC but under your adjusted EAC, then the attack hits the defense drone instead of you, possibly sacrificing itself to intercept the attack. A defense drone has electricity and fire resistance 5, KAC 11, EAC 13, and 6 Hit Points. While you have one or more defense drones active, you should not use these types of weapons yourself, as the drone will not distinguish between your weapons and those of the enemy, interposing itself between the enemy and your attacks just as readily.

Detonation Cord

This concentrated explosive comes in the form of a sticky rope interwoven with neural control systems. You can easily cut det cord, shaping and attaching it to surfaces, as a full action. You can only attach this to creatures if they are helpless or will. You can activate detonation cord with a detonator, or by delivering at least 1 point of electricity damage to the explosive, or with a properly keyed comm unit. Det cord delivers 12d6 points of fire damage to the surface with which it is in contact, but only 4d6 fire damage to anything within 10 feet of the explosion. If you successfully set det cord on an object using the Engineering skill, the det cord's damage ignores three quarters of the object's hardness.

Diplomat's Visor

This visor comes in many styles, including goggles and glasses. Miniaturized cameras scan the faces and body language of those with whom you interact, while microphones pick up their voices and other utterances. A computer analyzes this input and provides you with analysis of the observed creature's mood and responses to stimuli on a heads up display in the visor. This data, along with general tips and information regarding the species with which you interact, you gain a +3 circumstance bonus to any Bluff, Diplomacy, or Intimidate checks made while wearing the diplomat's visor.

Disassembly/Recycler Unit

You can use this machine to recycle scrap materials or break down existing equipment, turning the materials into UPBs. The machine can hold up to 50 bulk worth of inorganic material or technological items. When activated, it converts 1 bulk of material into UPBs equal to 10% of the item's cost. The device cannot disassemble powered objects, like batteries, unless they have been fully drained of their charge. Likewise, it does not function on magic or hybrid items.

Distress Beacon

You can use this device as a panic button, activating it and sending an alarm to any comm units, computers, or other devices programmed prior to activation. This alarm can take the form of a simple signal, such as a beeping or flashing light or icon, or deliver a prerecorded message that continues to broadcast on a loop until the beacon runs out of power or is deactivated or destroyed. Distress beacons typically function up to a planetary range, but larger, more powerful versions can be made to transmit system-wide. Comm relays can be used to increase the range of a distress beacon. The beacon can also have a physical signal emitted from the device itself, such as an audial alarm or a flashing light. A distress beacon typically has enough power to continue transmitting for a month before running out of energy. If connected to a larger power source, such as a ship, the distress beacon will function as long as its power source is operational.

Diving Suit

This suit is designed to allow you to function well in underwater environments. Depth sensors provide you with information on a heads-up display inside the

helmet's visor. The helmet is fitted with miniature spotlight that illuminates in a 50 foot cone. Expandable fins provide a +2 circumstance bonus to Athletics checks to swim. Environmental protections include 2 hours of breathable air, protection from extreme depths that mimic the effects of thick atmosphere, and a +4 circumstance bonus to Fortitude saves made against cold environment effects. The suit itself is also tough and durable and provides a +2 KAC armor bonus. The Mark II version of the diving suit holds 4 hours of breathable air, provides protection from extreme depth effects that mimic the effects of very thick atmosphere, and provides cold resistance 2 and a +3 KAC armor bonus.

E-Flare Gun

This electrically charged, battery-powered emergency device forms a heatless photoelectric, multicolored ball of light for use as a flare. When you launch a flare, it rapidly rises to 1,000 feet, burning brightly, then slows its descent, extending the time it can be seen (1 minute until it touches down, though natural landscape features or weather conditions may obscure its descent and reduce the time it is visible). A flare illuminates a 30-foot area. Unlike the survival flare gun entry under Weapons in the *Starfinder Core Rulebook*, this device cannot be used as a weapon.

Electropage

A thin celluloid sheet embedded with circuitry, when unactivated, it appears as a clear, blank sheet. When turned on, it displays any data that has been sent to it, typically text or graphics. This allows for hard copies of electric data that won't blur, smudge, tear, or suffer water damage. Electropages are reusable, as they can be wiped of data and reloaded. Some electropages are dedicated to certain server uploads, like an electropage that reloads daily with the latest planetary news, for example.

Electropage, Covert

This electropage hides sensitive data by displaying false content. However, special viewing lenses allow the real content to be seen. A successful Computer skill check (DC 30) can stop the false feed and reveal the actual data as if it were a standard electropage.

Emergency Ration Synthesizer

This processing unit is small enough to clip to a belt or store in a backpack. You can pack the synthesizer with 1 light bulk worth of organic materials—plants, meat, or fungus—and it will process the material into a thick, nearly tasteless paste—dispensed into a removable container in the bottom of the synthesizer—that will provide you with enough food for one day. The unit processes toxins and contaminants from the material, but if packed with potentially harmful materials, it cannot make the material

completely safe. However, you receive a +5 circumstance bonus on any saving throws against poison, disease, or other afflictions from eating the processed materials.

EMP Generator

This one-shot, suitcase-sized piece of technology produces a pulse of electromagnetic energy when activated, causing technological devices in a 100 foot radius to make a Fortitude save (DC 10) or cease functioning for 1 minute, minus 1 round for every item level above 1, to a minimum of 1 round. At the GM's discretion, more primitive electronics may be shut down for longer, or even permanently disabled. Constructs with the technological constructs do not cease functioning, but instead take 6d6 points of damage and are stunned for 1 round. A successful DC 10 Will save halves the damage and negates the stunning effect.

Enhancing Earpods

These tiny pods fit into your ear canals, containing tech that enhances your hearing. With the earpods in, you gain a +5 circumstance bonus to hearing-based Perception checks.

Environmental Suit

This lightweight polymer suit covers your entire body and protects you from a wide range of environmental hazards. The suit provides you with the environmental protections and breathing and pressure benefits granted by a suit of armor as well as the benefits of the filtered rebreather armor upgrade (*see Starfinder Core Rulebook*). You are also immune to low levels of radiation while wearing an environmental suit, and gain a +4 circumstance bonus to saving throws against the effects of higher levels of radiation.

Flux Field

This magnetic field generator—commonly worn as a belt or chest harness—is designed to repel plasma. When active, you gain a +1 enhancement bonus to EAC against plasma weapons. A flux field can be sustained for 1 hour per item level hours on a full battery. The magnetic waves generated by the flux field wreak havoc on electronic communications. If you attempt to use a comm unit or similar device with an active flux field, you need to make a successful Computer check (DC 10 +1.5x the item level) to successfully send or receive a message.

Glow Stick

This small, plastic tube contains inert nanites in a liquid suspension. As a move action, you can give the glow stick a quick snap and a shake, activating the nanites to create a chemiluminescent reaction that provides light in a 10 foot radius, with dim light out to 20 feet. How you shake

the tube sends a signal to the nanites to determine the color of the illumination. A glow stick provides light for up to 48 hours, but you need not use this duration all at once. Another quick snap and shake deactivates the nanites, so they save their remaining chemical charge, you the duration is expended in 1-hour increments.

Holocloak

A set of linked hologram emitters you can use to project an image over an area, camouflaging the area and allowing observers to see whatever holographic recording you have programmed instead of what is actually in the area. A holocloak can camouflage an area of up to 10 square feet times its item level. If the holographic scene can contain up to 8 hours of activity and includes sound. Special sensory abilities and devices, such as blindsense and blindsight, are not fooled by a holocloak's projection.

Holographic Decoy

This small projector system can produce a lifelike hologram of an object or creature up to Large size, complete with sound. Typically this image is a recording of an actual creature, used as a distraction. A successful DC 20 Perception check allows you to notice that the hologram isn't real. Attempting to make physical contact or launching an attack on the hologram will also reveal it for what it is, and other sensory enhancements, such as scent, can also reveal the hologram for what it is. The Mark II version of the decoy actually transmits a live holographic projection of whomever it records to the linked projector. A camera and microphone allow the subject to be aware of the environment around the projector and react accordingly, providing more realism to the decoy and the DC to detect it increases to 25.

Hydrolung

With this artificial gill system held in your mouth, you can breathe underwater. The hydrolung filters breathable air out of the water. In deeper waters, where the pressure is greater, a hydrolung cannot extract as much oxygen from the water. At such depths, you are treated as if functioning in thin atmosphere. You cannot speak while using a hydrolung.

Immunity Booster

This disposable hypospray injector contains a broad spectrum of antibiotic and anti-viral nanites to help fight infection. If you use or are injected with this medicinal, you gain an enhancement bonus to saving throws against disease equal to 3 + the medicinal's tier for 6 hours per tier.

Impact Protection Suit

This suit is crafted of a tight, composite weave material loaded with multiple expandable bands that can instantly fill with air. Motion sensors detect imminent collision with large surfaces and inflate these bands prior to impact. While you are wearing the suit, any fall of 10 feet or more, or impending collision with a large object, such as an oncoming vehicle, will activate it, and you take half damage from the fall or collision. Any other effects from such situations still apply. The suit's inflatable bands must be manually repacked to be used again, a process that takes 10 minutes. While they are released you are subject to an armor check penalty of –2 until the suit is removed or the bands are repacked.

Industrial Tape

This synthetic weave cloth tape is embedded with nanites designed to brew a strong adhesive to bond to the specific surface they are placed on when activated, and can programmed to turn a variety of colors. If you have this tape on hand, you gain a +2 bonus to any Engineering checks made to repair items. Goblins are particularly adept at using this tape, and gain a +3 bonus. There is enough tape in a single roll to attempt repairs on up to 50 items.

Interrogation Monitor

This lie detection device can be a wrist-mounted unit or a visor. You can monitor the physical changes in the vitals of a single subject within 15 feet, the monitor noting and displaying information such as rises in body temperature, changes in heart rate, pupil dilation, and other signs of deception. Using this device provides you with a +5 bonus to Sense Motive checks made to detect deception. The standard model is only programmed to analyze the biometrics of a single species, though you can upload a new monitoring profile as needed, replacing the old one, as a full action. For every item level the interrogation monitor has, it contains the programming necessary to scan one additional type of creature.

Laser Welder

Utilizing a high-amplification laser, this welder can be used in the vacuum of space. You can join metals with a laser welder, requiring 1 round for every foot length of the weld. If you use a laser welder while repairing metal work, you gain a +2 circumstance bonus to your Engineering check. If you use the laser welder as an improvised weapon, treat it as a tactical s-fire sword for purposes of damage and criticals.

Lock Bypass Unit

You can attach this device to any lock that can be opened by chip or code. It then runs through various codes or chip configurations at incredibly high rates of speed until it finds the correct configuration. The lock bypass unit essentially takes 20 on the Engineering check in a single round, then burns out, unable to be used again. The Mark I version can open simple and average locks. The Mark II works on locks of good quality or less. The Mark III can open locks of superior quality or less. Mark III units also bypass security protocols, canceling any alerts or alarms that might be programmed to go off in response to incorrect input. Possession of a lock bypass unit is often illegal unless you are a member of law enforcement, a government agency, or have some special dispensation.

Magnetic Boots

These boots allow the wearer to remain affixed to a ship's hull or other metallic structure in zero gravity. They provide a strong magnetic attraction that allows a wearer to walk on such surfaces at half normal movement. Acrobatics checks are impossible when the boots are active. While active on such surfaces, you gain a +4 to your KAC against bull rush and trip combat maneuvers.

Mapper Drone

This hemispherical drone is about the size of a human fist. When you activate it, it moves out on articulated treads, scanning as it moves and creating a three-dimensional image of its surroundings that can be uploaded to a comm unit or other computer. The drone moves at a speed of 30 feet, and its articulated treads allow it to travel over rough terrain and inclines up to 45 degrees. The drone is able to recognize structures such as doors, windows and vents, marking them accordingly. The mapper drone has EAC and KAC 12 and 4 Hit Points. If attacked, it will retreat via the quickest route to the point at which it was deployed, unless programmed to do otherwise.

Medicating Belt

This belt holds eight metal containers each of which can be loaded with a single dose of a drug or pharmaceutical. Products that come in their own injectors, such as cognition enhancer and combat booster, can be drained into a container and administered by the belt's own systems. A computer on the belt monitors your vitals and responds to your voice commands, administering whichever payload you request. Activating the belt is a swift or move action. You may also designate up to four containers to automatically administer when certain physical conditions are met (50% or less hit points left, stunned, et al).

Mobile Power Pack

This small, portable unit stores energy that you can use to recharge batteries for your weapons and other equipment quickly. You can charge a mobile power pack from a generator or recharging station. The mobile power pack takes 1 minute to charge a battery. Higher level power packs can hold greater charges, allowing them to recharge a greater number of batteries. Multiply 4 by the item level to determine how many recharges the power pack can deliver before being depleted.

Molecular Bond Adhesive

The nanites in this dispenser can bind objects together on a molecular level, creating a permanent bond. Once the bond is in place, the two bonded items are considered a single item, and pulling them apart requires a Strength check as if you were attempting to destroy an object using sheer strength. The DC for the check is equal to that of the weaker material bonded (if any) + 2. It otherwise functions as bonding epoxy.

Multioptic Visor

The first setting on this visor provides you with low-light vision. The second and third settings provide darkvision at 60 and 120 foot ranges. The second setting uses twice as many charges and the third setting uses four times as many.

Multisonic Lockpick

This tool generates sonic and subsonic frequencies, allowing you to use soundwaves to scan locking mechanisms and display an image of the mechanical workings of the door, as a standard action. You can then use the multisonic settings to manipulate the mechanical controls, bypassing any electronic mechanisms, and open the door using a Disable Device check with a +2 circumstance bonus.

Muscle Suit

This body-hugging, one-piece garment is woven of polycarbonate coated cellulose fibers, soft actuators that expand and contract with positive and negative charges. These charges are triggered by your body's natural movements, allowing the actuator fabric to enhance your strength. When you wear the muscle suit, your Strength is considered 2 higher for purposes of determining your carrying capacity.

Nano Mic

This miniaturized listening device is the size of a pinhead. Easily hidden and difficult to find without sensory equipment, a nano mic can be programmed to broadcast to any comm unit or computer within a planetary range. A successful DC 30 Perception check on a search will successfully discover a planted nano mic. Once you activate a nano mic, it can function on its internal power source for up to 10 days.

Neural Block Headband

This headband contains a device that emits electromagnetic pulses that interfere with telepathic transmissions. While wearing an activated neural blocker, creatures cannot communicate with you telepathically. You will know you are receiving a message, but its contents will not be understood. You receive a +2 enhancement bonus to saving throws against mind-effecting affects while wearing an active neural block headband.

Pain Blocker

This single-use magnetic pulse generator creates an electromagnetic wave that blocks pain receptors, providing you with exceptional endurance at a price. For one hour you gain a +5 enhancement bonus on saving throws against spells and effects with the pain descriptor, and can ignore the debilitated step of physical diseases (instead taking the effects from one step up the disease track) while under the effects of pain blocker.

Parachute

You can activate this backpack as a move action or reaction (when falling), causing its actuating motors to deploy its filimentweave canopy to slow your fall. A parachute is only effective when deployed from altitudes of 200 feet or more. With a parachute deployed, you descend at a rate of 100 feet per round. You can use toggles on the harness to control the direction of the fall, giving you the ability to glide. This allows you to move up to 5 feet in any direction for every 20 feet you fall during a round. Use the rules under Acrobatics for flying to determine necessary Acrobatics checks. When you land, you can make a DC 15 Acrobatics check to land on your feet. Otherwise, you end up prone, but take no damage from the fall.

Personal Multi-tool

This compact unit contains small, retractable tools, probes, and scanners needed for engineering work. While not a full kit, they can partially allay the need for a full tool kit, reducing the penalty on Engineering checks for not having one to –1. They have the advantage of being easily concealed on your person, gaining the +4 circumstance bonus to Sleight of Hand checks to hide them on your person due to their small size.

Pheromone Suit

This suit has a miniaturized chemical factory embraced within the weave of its material, where nanobots create reactionary pheromones based on the results you want to achieve. You gain a +3 circumstance bonus on all Bluff, Diplomacy, and Intimidate skill checks against any target not of the construct type (or that has the constructed trait) that has a sense of smell and is not protected from environmental effects.

Plasma Cutter

This industrial tool uses a magnetically-focused plasma projection to provide a means of quickly cutting through most materials. With it, you can cut through any material with a hardness of 28 or less. For every 5 points of hardness, it takes 1 minute to make a 1 foot long cut through 1 inch of the material. Each 5 points of material hardness increases the time needed by 1 minute. Always round down if the hardness is not a multiple of 5. With its adjustable plasma beam, a plasma cutter can be used to cut through materials up to 6 inches thick.

Plasma Lighter

At the push of a button, this lighter generates a 1 inch high plasma stream, able to ignite flammable materials on contact and functional in high wind conditions.

Power Ram

This hydraulic piston battering ram has an adamantine head. It comes with a collapsible tripod, and takes a full round to set in place. Without the tripod, the power ram is only effective if held by two Medium-size creatures of at least Strength 16, or one Large-sized creature of at least Strength 22. The force of the power ram is equal to a creature of Strength 30 when using the ram to break objects. A power ram has two active modes. In standard mode, it activates when triggered as a standard action, then automatically resets itself. In auto mode, it fires, resets, and then fires again on your turn the following round, continuing to do so until set to standard mode or deactivated.

Rad Flush

This plastic packet of nanites suspended in fluid is administered intravenously to help your body overcome radiation sickness. You gain a +2 circumstance bonus saving throws against radiation sickness for 24 hours after taking rad flush. Any Medicine checks made to treat radiation sickness on a patient treated with rad flush also receive a +2 circumstance bonus.

Rad Meter

This handheld unit detects radiation levels in the area. When actively used, it can show sources of radiation, their intensity, and their distance from you at a range of up to 120 feet. The device also has a passive setting, giving off an alarm if you enter an area of radiation.

Recharge Suit

This polycarbon mesh jumpsuit is embedded with a network of insulated wires that connect to pockets where empty batteries can be placed, typically 8 per suit. The motions of a creature wearing this suit during its daily routine (8 hours of activity) can be converted into enough energy to recharge 20 charges to a battery. If worn under armor, there will only be enough space for a single battery.

Rejuvenation Tank

This medical facility is used for the treatment of severe medical issues. After you enter the tank and a breathing apparatus is attached, the tank seals and fills with a soothing, nanite-infused antibiotic gel. An automated medical bay then monitors your vital signs and administers necessary treatments as well as intravenous feeding. Typically a patient is kept comatose while treatment is in process. While in the tank you heal Hit Point and ability damage at 4 times the normal rate. Afflictions steps are removed at double the normal rate, and any saving throws made against them receive a +3 enhancement bonus.

Scatterlight Jammer

Specifically designed to counter lasers, this small, metallic device contains magical enhanced nanites that release into an airborne cloud, causing significant refraction and diffusion of light in a 15 foot area around the scatterlight jammer. Any laser beams emitting from or passing into this area are diffused, giving them a 50% miss chance. A laser microphone cannot pick up any sounds from within the area while the jammer is active. The scatterlight jammer must remain stationary while active.

Shock Guard Deterrent System

This gear consists of a belt and attached chest harness with sleeves and leggings attached by wires. It can be worn over armor. This unit functions similar to the

electrostatic field armor augmentation, except that it only activates in response to prolonged pressure. Meant to deter attacks by hostile predatory creatures, the shock guard activates whenever you suffer a bite attack or a grapple. The electrostatic field then activates, providing you with the appropriate electric resistance and dealing electrical damage to the target. This field remains active so long as contact continues (if the grapple is maintained, for example, or if the bite attack is coupled with the grab or swallow whole ability). If you are swallowed, the system remains active until you are released. The battery provides up to 10 minutes of active use per charge.

SLIPSUIT

This snug-fitting jumpsuit is made of a fine nanocarbon weave. When activated, a mild electric current runs through the suit, greatly decreasing any friction when coming in contact with other surfaces. While you wear an active slipsuit, the attack roll any opponent that attempts to grapple you must roll against your KAC + 12 to succeed. The opponent must exceed your KAC +16 in order to pin you. You gain a +5 circumstance bonus to Acrobatics checks made to escape. When squeezing, you can still move at your full speed and only suffer half the normal penalties for being entangled. A slipsuit can operate for up to 24 hours before needing a recharge or replacement battery.

SMOKE EATER

This device is designed to draw in smoke and other vapors, filtering them out of the air to assist in breathing and visibility. Every round the smoke eater is active, the saving throw DC against smoke inhalation decreases by 1. A 20-foot radius cloud can be completely eliminated in 5 rounds, less if it is windy. The smoke eater can also clear out noxious gasses and poisonous fumes in similar time, but cannot provide any relief from toxic or corrosive planetary atmospheres.

SMUGGLER'S CASE

This container appears to be a standard carrying case or cargo crate of mundane design. However, it contains a false bottom that hides a hidden compartment, actively shielded to block electronic emissions from contraband and detection by scanning equipment, including a thin lining of lead to block x-rays. For every 1 bulk capacity of the smuggler's case, its hidden compartment can hold 1 light bulk worth of items. A successful DC 25 Perception check is needed to discover the hidden compartment. For each additional 1,000 credits added to the cost of the item, the DC needed to discover the compartment is increased by 2.

SNIPER'S VISOR

The heads up display on this piece of headgear provides you with information from its sensor array, calculating the effects of distance, gravity, windspeed and other environmental effects. When using projectile or thrown weapons while wearing the visor, the range increment of those weapons is increased by 20%. This bonus cannot be used when making a full attack with the weapon.

SOLAR CHARGER

This portable unit can recharge your equipment wherever there is daylight. The rate of recharge is slow, but constant. You can fill a 20-charge battery to capacity in 12 hours.

SOLVENT SPRAY

You can use this nanite sprayer to dissolve adhesive substances, such as the resin used in stickybomb grenades or bonding epoxy. The sprayer has variable settings, allowing a spray in a 5 foot area to a fine stream for delicate work. When used on stickybomb resin or other similar substances that cause the entangled condition, it reduces the duration of entanglement to a single round. If used on molecular bond adhesive, you can break the bonding process before the adhesive has set; it has no effect once the bond is complete. One unit of solvent spray holds enough solvent for 10 applications.

SONIC EXTINGUISHER

This higher tech fire extinguisher uses bass level sound waves to extinguish fires by disrupting air flow around a fire and starving it of oxygen. It functions identically to a standard fire extinguisher, but is battery powered, able to function 100 times before needing replacement or recharge.

SOUND DAMPENING FIELD

This device emits regular infrared laser pulses that reduce the compression and rarefaction of air molecules, dampening sound waves within its radius. The DC of any Perception checks made to notice sounds from within the field's radius are increased by 10. A laser microphone is unaffected by this equipment.

SPEAKJAMMER

This pistol-shaped unit records the voice of the target you aim at, playing it back at the target with a delay of a few milliseconds on a tight, focused wave. The delayed auditory feedback tends to halt cognitive processes, making further speaking difficult. Your target must make a Will save (DC 15) or cease speaking. Repeated use can inflict a –5 penalty to any Bluff, Diplomacy, or Intimidate checks being made.

SPRINGLOAD HOLSTER

This specially fitted wrist holster is designed to hold a single small arm or light melee weapon, and clips a computer-controlled compressed spring to any weapon

placed in the holster. Any weapon in a springload holster can be unsheathed as a swift action. Using a springload holstered weapon as part of a Bluff check to feint provides a +2 circumstance bonus to the roll. Returning a weapon to a springload holster is a full action. You can wear as many springload holsters as you have arms.

Springstrider Prosthetics

These spring-loaded, computer-controlled stilts strap on to your feet, granting you an extra two feet of height as you stand upon a pair of durable polycarbonate frames supported by cushioned "hooves" of synthetic rubber. While wearing the springstriders, your movement rate increases by 5 feet and you gain a +2 circumstance bonus to Athletics checks to jump. Springstriders provide greater mobility in many situations, they make balancing and climbing awkward. DCs of Acrobatics and Athletics checks to balance or climb are increased by 5 while wearing springstriders.

Stasis Pod

This pod, typically sized for a Medium-sized humanoid, can keep its occupant in a state of suspended animation. Only a helpless or willing creature can be placed in a pod. As an occupant, you require no food or water, and do not age while in stasis, but are helpless and can take no actions. The pod maintains the minimal needed oxygen levels. Any progressive afflictions, such as disease, are likewise in stasis and do not progress any further until the occupant leaves the pod. Stasis pods on board starships or using other sources of steady power can maintain a subject indefinitely unless the power is cut off. A reserve battery automatically provides up to 12 hours of power should the pod be cut off from outside power.

Stasis Pod, Trauma

This collapsible, self-inflating pod was designed for short-term transport of individuals in need of immediate emergency medical treatment. It acts as a standard stasis pod, but immediately stabilizes any individual placed in it if that individual is dying. The pod's battery provides 24 hours of power.

Stealth Suit

This suit is equipped with sound dampeners and magnetic refractors to bend light around you, making you difficult to see and hear. You gain a +2 circumstance bonus to Stealth checks and concealment for as long as the suit remains active. Due to the refractive properties of the suit, you gain fire resistance 2 against laser attacks while the suit is active.

Surgical Nanites

These nanites, when injected into your bloodstream, seek out and repair damage while they are active. A dose of surgical nanites provides you with fast healing (granting 1 HP/10 minutes) for a number of hours equal to its tier. During this time if you gain the bleeding condition, there is 50% chance each round it ends.

Surveillance Detector

You can use this handheld unit to sweep an area for electronic surveillance devices, providing you with a +5 enhancement bonus to Perception checks to locate such items. This takes 5 minutes oper 10-foot-square area swept.

Survival Shelter

Made of lightweight, nanocarbon fiber, this improved version of a mobile hotelier comes in a rectangular case, 3 feet long, 1 foot wide, and 6 inches deep. When activated, the survival shelter unfolds and erects itself, an
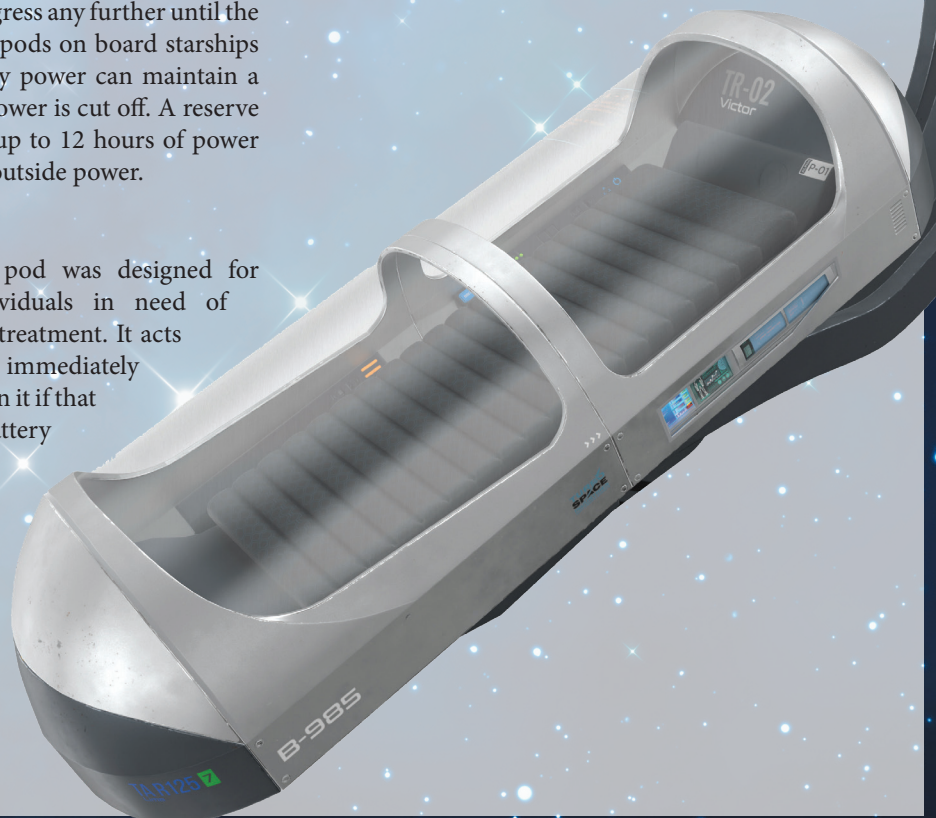
electromagnetic current providing the cloth the ability to remain fixed in position. In addition to the force field that provides its environmental protections, a survival shelter also shields against low levels of radiation. The survival shelter is equipped with an airlock to provide ingress and egress without compromising the environmental protections. Metal rods affixed to the structure attract and ground lightning strikes and other electrical phenomena, providing occupants with immunity to electrical strikes originating from outside the shelter. A distress beacon is built into the survival shelter, powered off the same battery as the environmental protections.

Synapse Inhibitor

This helmet comes with an average lock on the straps that hold it in place. You can fit this helmet to a helpless or willing creature as a standard action and the helmet sends electric pulses into its brain that slow thought processes and make cognitive functions difficult. While wearing a synapse inhibitor, a creature takes a –4 penalty to all Intelligence, Wisdom, and Charisma-based skill checks, and cannot take 10 or take 20 on such skills. If the creature attempts to cast a spell, or use a spell-like ability, it must succeed at a caster level check (DC = 20 + double the level of the spell) or the spell or spell-like ability fails (losing a spell slot or use in the process). If a successfully cast spell requires concentration to maintain, the wearer of a synapse inhibitor must make a caster level check with the same DC at the beginning of each round, or lose the spell.

Synthtape

This handheld metal dispenser produces a synthetic nanite-infused gel that can be extruded out a small slot at the press of a button. It forms a thin, narrow tape of unusual strength and adhesive qualities. Settings on the dispenser allow you to produce both single and double-sided tape. You can use small pieces of this tape to bind creatures, using the same statistics as binders. It can easily effect small, temporary repairs to simple items, adding a +2 circumstance bonus to any repairs made with it. The adhesive can form a cohesive bond with any nonliving materials you stick it on, forming a strong, airtight seal. If you use it to seal a portal, door, or other entryway, the DC to force open the portal is increased by 1. The dispenser can produce up to 100 feet of synthtape before running empty. An aerosol sprayer attachment contains solvent that can dissolve synthtape as a move action. Other uses of synthtape are possible at the GM's discretion.

Tactical Computer Network

This system of linked computerized visors with microphones and earbud comms is popular with mercenary teams. The heads up display shows tactical information garnered collectively from all the visor sensors, as well as information derived from tactical algorithms analyzing the situation in real time. When a team member scores a critical hit, all other allies on the network receive a +1 to attack rolls against the same target for 1 round.

Telescopic Viewfinder

This handheld binocular scope allows you to observe creatures and objects at a distance, as well as determine the exact distance between you and the observed target. Details of objects and creatures can be made out at distances of up to a mile away so long as there are no intervening obstacles.

Translator Unit

You can use a translator to communicate with others with which you do not share a common language. A translator typically knows 8-10 common languages, though at the GM's discretion new languages can be added if a character has access to a database that has extensive information on the language. The GM chooses which languages are known to the translator. The translator unit will provide a literal translation of the words spoken in its presence. Innuendo cannot be translated, and linguistically complex meanings, such as metaphors, humor, and irony may be lost in translation. Languages that include elements other than verbal utterances are likewise beyond the translator's capabilities. This device can be attached to or used in conjunction with a comm unit. Language-dependent abilities are less effective when used through a translator unit, with any skill check taking a –5 penalty, and any save required gaining a +2 bonus.

Transponder

This device sends out a regular signal that you can track with any receiving device that is set to its particular frequency, allowing its location, and therefore the location of any object or creature to which it is attached to be known. Like comm units, transponders are typically limited to planetary range due to their size, but that range can be increased by linking the signal through a comm relay.

Vapor Condenser

T'This ceramic and plastic unit draws water vapor from the atmosphere, condensing and filtering it into its storage receptacle, providing you access to drinkable water. It takes 8 hours to fill to capacity. The vapor condenser does not function in corrosive atmospheres, or in absence of an atmosphere. It takes 8 hours for a vapor condenser to fill to capacity. A vapor condenser can provide a day's worth of drinking water for up to to 4 creatures 4 cccreatcreatur of Medium-sized creatures equal to its level squared.

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101 Ranged Weapons

by Scott Gladstein

STARFINDER
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55 Minor Armor Upgrades

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