

AMMO BELT

Hold 5 magazines or 50 shots.

21

CLIMBING GEAR

Use **Dexterity** in place of **Strength** to climb.

GHILLIE SUIT

Stealth is Favored while stationary.

22

HANDS-FREE COMMS

Range 2 kilometers.

23

LASER SIGHT

Ignore 1 point of penalties for a ranged weapon.

23

MOBILE PHONE

Ranged based on communication towers.
Includes flashlight application.

23

MULTI-TOOL

Combines clippers, screwdriver, pliers, and other small tools.

NIGHT-VISION GOGGLES

Ignore 4 points of Darkness penalties. Trick against the user is Favored.

NYLON ROPE

10 meters of rope.

22

PORTABLE GENERATOR

Provides electricity. Minimum Strength 12 if carried.

21

RADIATION DETECTOR

Automatically detects dangerous radiation. +4 to find radioactive items.

21

ANIMAL-HIDE CANOE

Holds 1 person, uses **water vehicles** skill.
Maneuver Rating -2 and Top Speed 6.

3

TRADING GEM

Worth Value Level 10 for bartering.

1

HOLY SYMBOL

Usually required for Miracles.

5

TRIBAL TATTOO

Marks permanent membership in a specific tribe or clan.

4

TORCH

Provides light for 1 hour.

2

TRIBAL PAINT

Marks temporary membership in a specific tribe or clan.

4

BALLISTIC VEST

Armor +4, Max Dex 10, Torso only, Fatigues

22

STAB VEST

Armor +3, Max Dex 10, Torso only

23

TACTICAL ARMOR

Armor +4, Max Dex 8, Min Str 8, Fatigues

23

BONE & HIDE ARMOR

Armor +1, Max Dex 12, Torso only

3

CARAPACE

Armor +3, Max Dex 6, Min Str 10, Fatigues

3

HROCKT ROOT ARMOR

Armor +2, Max Dex 10, Torso only, Jakatts only

3

RIOT SHIELD

Shield +2, Min Str 6

22

CREATURE SHELL

Shield +1, Min Str 6

3

CHAINSAW

Damage 14, Vulnerable on a miss

22

MACHETE

Damage Str + 2, Survival tests Favored

22

TRUNCHEON

Damage Str +2

21

BONE KNIFE

Damage Str +1, Small, Breaks on a Mishap

3

HORCKT SHOOT SPEAR

Damage Str +2, Range 10/20/40

2

IMPROVISED CLUB

Damage Str +2, Vulnerable on a miss

1

STONE AXE

Damage Str +2, Stymies on a hit, Breaks on a Mishap

2

COMPOUND BOW

Damage 13, Range 20/40/80, Min Str 6

22

TASER

Damage 12, Range 2/4/6, Stymies on hit,
Deals +1 Shock, Non-Lethal

22

BLOWGUN

Damage Str +0, Range 10/20/30

3

ROCK BOLO

Damage Str +1, Range 10/20/30, May be used to grapple

3

SPEAR

Damage Str +2, Range 10/20/40

5

WAR BOOMERANG

Damage Str +1, Range 5/10/15, Returns
when thrown

5

.38 REVOLVER

Damage 12, Ammo 6, Range 10/25/40,
Small

20

.45 COLT AUTOMATIC

Damage 14, Ammo 7, Range 10/25/40

20

GLOCK 9MM

Damage 13, Ammo 15, Range 10/25/40

22

ATCHISSON 12

Damage 14, Ammo 32, Range 10/20/30,
Shotgun, Short Burst

23

REMINGTON 870

Damage 14, Ammo 7, Range 10/20/30,
Shotgun

22

MAC-10

Damage 13, Ammo 30, Range 10/25/40,
Short Burst

22

UZI

Damage 13, Ammo 32, Range 10/25/40,
Short Burst

22

.308 HUNTING RIFLE

Damage 14, Ammo 10, Range
80/160/320

21

AK-47

Damage 14, Ammo 30, Range 40/80/160,
Long Burst

22

BARRETT M82

Damage 16, Ammo 10, Range
100/500/1000, AP 4, Bulky (Minimum
Strength 12 if moving)

23

MGM-94 GRENADE LAUNCHER

Damage 16, Ammo 3, Range
50/100/200, Medium Blast

23

M4 CARBINE

Damage 13, Ammo 30, Range
50/100/200, Short Burst

23

M-16 ASSAULT RIFLE

Damage 13, Ammo 30, Range
50/100/200, Long Burst

22

7.62MM MINIGUN

Damage 15, Ammo 10, Range
100/500/1000, Bulky (Minimum Strength
12 if moving), Heavy Burst

22

ARMOR PIERCING AMMUNITION

Reduces Armor protection by 2.

20

BEAN BAG AMMUNITION

Makes Shotguns deal non-lethal damage and Stymie.

22

HOLLOW POINT AMMUNITION

Increases damage by +1 against a target with no Armor.

20

BEAST SADDLE

Beast riding becomes Favored.

6

SURVIVAL KIT

Survival tests become Favored. Also contains:

- Small gas stove
- Sturdy compass
- Adjustable flashlight
- Small hand mirror
- Individual collapsible tent
- Insulated sleeping bag
- 20 meters of nylon rope
- One week's worth of freeze-dried ration packs
- Canteen

GARA JUICE LOTION

Protects from sunburn and small insect bites.

2

PRIMITIVE SURVIVAL KIT

Survival tests become Favored. Also contains:

- Flint fire starter
- Pitch torch
- Polished stone
- Rawhide sleeping mat and blanket
- 20 meters of vine rope
- Animal-bladder canteen

RAWHIDE QUIVER

Holds 20 arrows.

6

RAWHIDE SANDALS

Protects feet while walking.

4

REDTHORN ARROWHEADS

Arrows deal +1 Shock.

6

STERACALLA BULBS

Gain +2 on Healing tests.

2

XANIT ALGAE

Stealth tests are Favored. Allows Chameleon Skin to work with items.

2

DEEPROOT

Allows breathing underwater.

2

BONEFORGED ARMOR

Armor +3, Max Dex 10, Min Str 8,
Intimidation Favored, Rec Stalek followers
only.

2

BONEFORGED SHIELD

Shield +3, Min Str 8, Rec Stalek followers only.

2

BRONZE MACHETE

Damage Str +2

6

CLAW BLADE

Damage Str +3, Min Str 8

3

HROCKT-ROOT CLUB

Damage Str +2, Stymies on a hit.

2

REDTHORN WHIP

Damage Str +2, Reach 3 meters, Deals +1 Shock, May be used to grapple.

2

STONE CLUB

Damage Str +2, Vulnerable on a miss.

1

TWO-HANDED STONE CLUB

Damage Str +3, Min Str 11, Stymies on a hit,
Vulnerable on a miss

1

ATLATL

Damage Str +2, Range 10/40/80.

4

KESTA HIVE

Damage 13, Range 5/10/15, Small Blast,
Affects target lowest Armor location.

1

SINEW BOW

Damage 11, Range 10/30/60, Min Str 7.

6

BANEHOOD POISON

Poison: -2 Darkness penalty, up to maximum -6.

1

BELEDUN MUCUS POISON

Poison: Deals 1 Shock per round, KO'ed if a Strength test fails.

3

DARAJEN VENOM

Poison: Stymied each round.

3

EMPEROR COBRA VENOM

Poison: Deals 2BD damage ignoring armor each round.

3

GIANT WASP VENOM

Poison: Deals 1 Shock per round, paralyzed 1 hour if KO'ed.

3

GRAVANA JUICE POISON

Poison: 1 Wound per round if ingested.

1

NIGHT ROOT POISON

Poison: roll Defeat after 1 minute if Strength test fails.

1

SILVERSCALE CLOAK

Armor +4, Max Dex 12, +2 first aid/
medicine/persuasion, cure any wound or
disease one time only, Sacred

5

WAR SHELL

Armor +5, Max Dex 8, Min Str 12, Ignore 6 points of Darkness penalties, +2 to **Strength** tests and melee damage, Sacred.

6

BONE RAZOR

Damage Str +5, **faith** favored, gain Unlife Miracle at +2 bonus, Rec Stalek followers only, Sacred.

2

LIFE LANCE

Damage Str +4, Range 5/25/40, Melee
Defense +1, **survival** and **faith** Favored,
Grants Healing and Regenerate Miracles at
+2, Jakatts only, Sacred.

3

AUTOMATIC SPECTACLE CAP

Find is Favored, Eliminates up to 4 points of Darkness penalties, Weird Science.

18

REFRIGERATOR

Fully stocked with food and still cold.
Provides +6 Armor Cover.

18

HOVERBOARD

Flight Movement 10 (Speed 8 in a chase),
Toughness 14, Wounds 1, 1 Passenger.

27

SHATTERER

Damage 18 +1 BD, Range 20/40/60,
Ammo special: deals damage to user equal
to the total rolled by Bonus Dice.

27

SINGING CRYSTAL

Stealth isn't possible. Disperses Deep Mist within 100 meters.

27

POLICE CAR

Ground Movement 15 (Speed 13 in a chase), Fast, Toughness 14, Wounds 2, 4 Passengers, Maneuverability Rating -1.

Also contains a Remington 870 Shotgun with 50 ammo, a Medkit, and a case of bottled water.

TRANSLATOR PAD

A metal sheet that inscribes spoken words into symbols legible to the person holding the pad. Allows translation of overheard conversations and simple communication.

COMMTROL HELMET

Armor +4, Head Only. Grants the Mind Sense and Psychic Shield powers, but backlash deals 3 Shock.

27

ALIEN HEALING MACHINE

May heal up to 3 Wounds total, either from the same person or spread across different people.

A BRAIN IN A JAR

A heavily modulated voice comes from its speaker, answering scientific questions asked. Counts as +2 adds in **science**.

25

DRIME CHANTER

Bio-organic mouth that repeats anything its owner says. Grants a +1 Combined Action bonus on spellcasting tests.

25