# Equipment Appendix

## Introduction

Equipment comes in various forms and from various sources. Some “mundane” items are free to use, and even free to acquire. Others require certain skills to use or are more advanced. These types of equipment must be purchased in game.

Items can be purchased in between events or via the Black Market during time in. Costs through the Black Market may differ from the costs stated here, depending on a number of factors.

## Ammunition and Crafting

All devices and instruments used in game are crafted using the Aetheric Compiler. This machine transforms alien and earth bound resources into all manner of devices and weaponry. As well as the rarer materials used during the crafting process, the Aetheric Compiler also requires more mundane materials that take the form of spent ammunition and other sources of scrap.

Due to the current world crisis that has come from the appearance of the creatures unleashed by Ethan Herald the entropic effect that they have on matter, be it animal vegetable or mineral has meant that ammunition is no longer reusable, it having been infected with whatever problem is affecting the rest of the world. This means that any ammunition you find, (ELITE or Mega), is now considered to be one shot only and cannot be reused.

These spent darts can be handed in to the crafting team to fuel the Compiler and provide a source of raw material and a diminishing return of bullets. At the beginning of the expedition, TRIAC will set the premiums that will be paid for the recycling service and how much of a discount this will provide.

## Guns

There are three types of powered gun in game; Gauss, Aether and Martian. Gauss guns are any Nerf®-style dart blaster that must be manually cocked between shots. Aether and Martian guns are any Nerf®-style dart blasters that have any form of rapid-fire function. Only standard and elite darts should be used, MEGA darts are considered to be Martian technology and, as such, not available at the start of the game.

Gauss, Aether and Martian instruments, rays and devices need to be powered to function. This is achieved by charging the internal battery at the Aetheric Compiler which costs Warbonds or specific resources for 6, 12 or 48 hour charge periods. Prices for charging weapons and instrument will be posted by TRIAC at the beginning of the event and will vary based on the economic climate and world events.

Gauss, Aether and Martian guns do not need charging at the Compiler. They have their own internal power source that provides enough power without constant recharge.

Any item bought with Warbonds (apart from implants) will come with an appropriate charge included.

## Free Equipment (any number of the below items can be taken without charge)

|  |  |  |
| --- | --- | --- |
| Item | Cost | Restrictions or effects |
| Flintlock pistols | Free | Only ever does 1 point of damage no calls available |
| Flintlock Rifles | Free | Only ever does 1 point of damage no calls available |
| Mundane Melee Weapons  | Free | Only ever does 1 point of damage no calls available |
| First Aid Supplies/Bandages | Free |  |
| Bows/Crossbows/Thrown Weapons | Free | Only ever does 1 point of damage no calls available |

General Equipment

|  |  |  |
| --- | --- | --- |
| Item | Cost | Skill Requirements or effects |
| Ammunition (8 shots) | 100 Warbonds |  |
| Recharge (6 Hours) | 200 Warbonds |  |
| Recharge (12 Hours) | 300 Warbonds |  |
| Recharge (48 Hours) | 500 Warbonds |  |
|  |  |  |
| Suit of Heavy Armour | 300 Warbonds | Armour 2 |

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## Concoction & Crafting supplies

|  |  |  |
| --- | --- | --- |
| Item | Cost | Skill Requirements or effects |
| Registered Blank Crafting Blueprint | 150 | Requires Research  |
| Neutral Pharmacological suspension | 150 for three | Requires Pharmacy. Required to make concoctions |
| 1 x Common Earth Element  | 150 Warbonds | Choice of 1 Common resource from the list |
| 1 x Uncommon Earth Element | 300 Warbonds | Choice of 1 uncommon resource from the list |
| 1 x Common Martian Element | 200 Warbonds | Choice of 1 uncommon resource from the list |
| 1 x Uncommon Martian Element | 400 Warbonds | Choice of 1 uncommon resource from the list |
| 1 dose *Veriditas* S*anguinalis*  | 150 Warbonds | 1 use. stops patient bleeding |
| 1 dose *Aetheric repair Gel* | 150 Warbonds | 1 use. repairs amour to full |
| 1 dose *Veriditas Medicus* | 250 Warbonds | 1 use. Heals patient to 1 hit |
| 1 dose *Ferro Corpus* | 300 Warbonds | 1 use. Infers the general skill *Wherewithal level 1* for one encounter or 15 minutes |
| 1 dose *Ferro Voluntas* | 300 Warbonds | 1 use. Infers the general skill *Stiff Upper Lip* for one encounter or 15 minutes |
|  |  |  |

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## Tool kits

|  |  |  |
| --- | --- | --- |
| Item | Cost | Skill Requirements or effects |
| Armour Repair Kit | 300 Warbonds | Required to repair armour |
| Basic Medical Kit (Alien/Human) | 300 Warbonds | Required for Doctor or Xenology 1 |
| Basic Medical Kit Upgrade | +50 Warbonds | Allows both Doctor and Xenology 1 |
| Advanced Medical Kit (Alien/Human) | 600 Warbonds | Required for Doctor or Xenology 2 |
| Advanced Medical Kit Upgrade | +100 Warbonds | Allows both Doctor and Xenology 2 |
| Basic Interrogation Kit  | 300 Warbonds | Required for basic Interrogation  |
| Advanced Interrogation Kit  | 600 Warbonds | Required for Advanced Interrogation  |
| Trap Kit | 300 Warbonds | Required for Gamekeeper skill and Investigate 1 |
| Basic Locksmiths Kit  | 300 Warbonds | Required for Investigate 1 |
| Advanced Locksmiths Kit  | 600 Warbonds | Required for Investigate 1 |
| Forgery Kit | 300 Warbonds | Required for Intelligence 2 |

Note: Some classes need relevant tool kits to be able to use certain skills. Attempting to use a skill without the right tool kit may result in immediate failure or worse…

## Gauss Technology

|  |  |  |
| --- | --- | --- |
| Item | Cost | Skill Requirements or effects |
| Gauss Gun | 500 Warbonds | Requires Combat 1 (Guns) |
| Basic Gauss Instrument | 200+ Warbonds | Subject to Availability |
| Suit of Light Gauss Armour (Simple)  | 200 Warbonds | Armour 1 (can have simple armour enhancements) |
| Suit of Heavy Gauss Armour (Complex) | 400 Warbonds | Armour 1(can have complex armour enhancements) |
| Simple Gauss Instrument | 300+ Warbonds | Subject to Availability |
| Complex Gauss Instrument | 500+ Warbonds | Subject to Availability |
| Cost to buy Instrument as implant  | +200 Warbonds | Must Be Resonant Class |

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## Aether Technology

|  |  |  |
| --- | --- | --- |
| Item | Cost | Skill Requirements or effects |
| Aether Gun | 750 Warbonds | Requires Combat 2 (Guns) |
| Basic Aether Melee Weapon | 750+ Warbonds | Requires Combat 2 (Melee)Subject to Availability |
| Complex Aether Weapon | 1300+ Warbonds | Requires Combat 2 (Melee/Guns)Subject to Availability |
| Suit of Light Aether Armour (Simple)  | 400 Warbonds | Armour 1 (can have simple armour enhancements) |
| Suit of Heavy Aether Armour (Complex) | 800 Warbonds | Armour 1(can have complex armour enhancements) |
| Basic Aether Instrument | 400+ Warbonds | Subject to Availability |
| Complex Aether Instrument | 800+ Warbonds | Subject to Availability |
| Item cost to buy as implant | +300 Warbonds | Must Be Resonant Class |

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Martian Technology

|  |  |  |
| --- | --- | --- |
| Item | Cost | Skill Requirements or effects |
| Martian Gun | 1000 Warbonds | Requires Combat 3 (Guns) |
| Complex Martian Weapon | 1000 Warbonds | Requires Combat 3 (Melee)Subject to Availability |
| Suit of Light Aether Armour (Simple)  | 500 Warbonds | Armour 1 (can have simple armour enhancements) |
| Suit of Heavy Aether Armour (Complex) | 1000 Warbonds | Armour 1(can have complex armour enhancements) |
| Complex Martian Instrument | 1000 Warbonds | Subject to Availability |
| Item cost to buy as implant | +500 Warbonds | Must Be Resonant Class |

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## Implants

The new science of Aether engineering has allowed the Boffins of the new nations to create a specific form of technology that is usable by Resonant class characters. These characters are able to manipulate Aether energy by force of will to recharge or activate devices. They are also able to attach devices directly to their bodies that they can manipulate by using this power.

Any implant bought at Character Generation is considered to be already implanted unless the player decides otherwise. The device is charged with the inherent power that exists within the resonant and as such does not need a battery cannot be charged by the Aetheric Compiler.

Implants can be designed to have any powers or effects that a normal device could have within the restrictions of that form of technology. Firearms may also be implanted but can only be mounted on arm locations and are, as with any implant attached to the player, unable to be removed without surgery. Please bear this in mind when designing such an implant. All firearm implants must be submitted for checking with all other projectile weapons.

Resonants may only have a number of implants mounted equal to the number of slots they have from the implants skill tree. You may only have one implant per arm, one on the head and up to two on the torso. Implants can only be grafted or removed by a Practitioner with Level 2 of an appropriate surgical skill (Doctor or Xenology).

## Technology

The table below can act as a guide as to the types of technology that can be purchased and the associated effects. This list is not exhaustive as there are a number of other effects that can be achieved through various types of technology. If the kind of effect you are seeking is not included in the table, speak to a Ref to see what other options may be available to you.

| Effect | Tech. Types | Tech. Level | Implantable |
| --- | --- | --- | --- |
| Disarm | Gauss | Basic | Yes |
| Knockback | Gauss | Basic | Yes |
| Fear | Gauss | Basic | Yes |
| Command | Gauss | Basic | Yes |
| Stun | Gauss | Basic | Yes |
| Disarm | Gauss | Basic | Yes |
| Knockback | Gauss | Basic | Yes |
| Fear | Gauss | Basic | Yes |
| Command | Gauss | Basic | Yes |
| Stun | Gauss | Basic | Yes |
| Obey | Gauss | Complex | Yes |
| Sleep | Gauss | Complex | Yes |
| Confusion | Gauss | Complex | Yes |
| Magnetise | Gauss | Complex | Yes |
| Strikedown | Gauss | Complex | Yes |
| Charm | Aether | Basic | Yes |
| Terror | Aether | Complex | Yes |
| Shatter | Aether | Complex | Yes |
| Paralyse | Aether | Complex | Yes |
| Aether Ray | Aether | Complex | No |
| Disarm Melee | Aether | Basic | Yes |
| Strikedown Melee | Aether | Basic | Yes |
| Stun Melee | Aether | Basic | Yes |
| Magnetise Melee | Aether | Complex | Yes |
| Through Melee | Aether | Complex | No |
| Petrify | Martian | Complex | Yes |
| Dominate | Martian | Complex | Yes |
| Heat Ray | Martian | Complex | No |
| Sever Melee | Martian | Complex | No |
| Fatal | Martian | Complex | No |
| Phasic | Phasic | Advanced | No  |
| Tesla | Tesla | Advanced | No  |