

Crafting

How Crafting Works

The ability to Craft allows you to create and upgrade items and objects. In order to Craft you must have the appropriate Crafting Skill. From there you must acquire Plans that connect to your Crafting Skill. When you pick up your first Crafting Skill you gain one Rank 1 Plan (of that type) of your choosing, you then get an additional 2 random Rank 1 Plans of that type. For every Crafting Skill you gain after that you only gain 1 additional random Plan. Following the Plan you must use the Components listed and spend the required time.

The first and second Crafting Skills you purchase cost 2 Build. The second and third cost 4. From there it doubles to 8 for fourth and fifth and continues to double for every 2 Crafting Skills you purchase.

Crafting Plans have 3 Ranks. Each Rank allows you create progressively more powerful items. Said items naturally have an increased cost, with some plans requiring unique or rare components. When purchasing a Crafting Skill you have are able to only utilize Rank 1 plans, but additional Skills will allow you to improve your Crafting abilities.

There are 11 Crafting types.

Tinctures: Elixirs that provide restorative effects or temporary buffs.

Poisons: Toxins used to harm your enemy.

Cybernetics: Cybernetic enhancements that provide a wide range of benefits at the cost of one's Tether.

Talismans: Objects of power that grant special skills or bonuses.

Bombs: Explosives that have a wide variety of effects.

Blueprints: Upgrades for Buildings and Areas.

Tech: Tech items that often produce real world effects.

Weapon/Armor/Implement Upgrades: These 3 separate Upgrade types each provide benefits to the item being upgraded.

The Plans you acquire maybe traded, stolen, or destroyed. However, at any time, you may choose to learn one of your Plans by spending the Build listed on the Plan. Once you do this the Plan is Destroyed. Please see a Rules Marshal to have them mark your card and collect the plan when doing this. If a Crafting plan does not have a Build value it cannot be learned (this is used primarily for plot specific plans). Once a Plan is learned it cannot be taught, this is to prevent the acquisition of Plans from becoming a fruitless endeavor.

All Items and Upgrades are represented by Cards that must be signed by a Item Card Marshal.

All Cards must be represented by a physical representation, or Phys Rep, of the Crafted Item. For example a Bomb Phys Rep should resemble a bomb, a Tincture or Poison Phys Rep might resemble a vial. Tech Items and Blue Prints resemble the things you build with them (so a Tech Item Drone should resemble a Drone).

Shelf Life

Most Crafted Items and all Crafting Plans have an expiration date. Only Upgrades and Cybernetics are forever. Expiration allows discontinued Plans and Items to be cycled out of the game. It also prevents hoarding of Plans and Items.

Tinctures, Poisons, Talismans, Bombs and any single use Tech Item all expire 1 year after their Crafting date.

Plans expire at the end of July.

Time

Crafting an Item requires an investment of time. The time needed to produce an item is different depending on what is being Crafted. Time required can be mitigated by purchasing certain Skills, as well as by other means. Some specific Plans (usually Plot related) may require more or less time, this will be noted on the plan. No Plan even those created by Plot may require more than 30 minutes to Craft.

**Tinctures, Poisons, Bombs (Except Time Bombs),
Weapon and Armor Enhancements:** 5 Minutes
Weapon and Armor Upgrades, Tech, and Talismans: 10 Minutes
Cybernetics, Blueprints, Time Bombs: 15 Minutes

Upkeep

Certain Crafted Items either automatically require Upkeep at a predetermined time, or can require Upkeep as a result of something happening to them. An Item in immediate need of Upkeep does not work. If the item remains without Upkeep for 3 Events, it is Obliterated. For Items that automatically require Upkeep (anything created by Blueprints for instance), they become non-functional 1 year after they are Crafted.

Upkeep is done by spending half the time needed to Craft the Plan in the first place, as well as half of each Component used in the Crafting. For example, if a Plan requires 15 minutes to Craft and 30 Gizmos and 30 Telluric, the Upkeep cost 7.5 Minutes along with 15 Gizmos and 15 Telluric.

There is however one added wrinkle. Upkeep can only be done by someone who has learned the Plan. If you have both learned a Plan (have it on your Character Card) and have used Efficiency to reduce the cost of that Plan, you gain both bonuses, allowing you to halve the cost of Upkeep twice over.

Efficiency

By spending Service Points, you can unlearn almost every Skill in the game. The only major exception to this is the Skill "Efficiency" which allows you to reduce the cost of a Plan by half. This is to avoid players from learning an expensive Plan, reducing the cost by half, the immediately unlearning the Plan. Once you have learned a Plan and have used Efficiency on it, you may never unlearn either the Plan or the Skill Efficiency attached to that Plan.

Crafting Types in Detail

Crafting Skills have special rules regarding their creation and implementation.

Tinctures

Tinctures are consumable objects and must be willfully imbibed in order for the Tincture to take effect. While you do not actually need to consume something you must be able to act out the part. And those creating Tinctures must provide a Phys-rep along with the card (we suggest simple plastic vials). Unless otherwise noted, the effects of a Tincture are instantaneous.

Flasks are special powerful Tinctures. You may imbibe any given Flask Once Per Event. You may only be effected by 1 Flask at any given time.

Talismans

Talismans are special charms worn for protection or other benefits. While you may possess multiple Talismans, you may only benefit from one Talisman Per Period. At the start of Each Period you must list on your Character Card the Talisman you are benefitting from. If you are capable of benefitting from multiple Talismans you cannot benefit from the same Talisman more than once.

Poisons

Poisons are deadly concoctions and come in 3 varieties.

Ingested Poisons must be applied to food or any object one would put to their lips. Their use requires a Marshal to be present. When you place a Poison in an object, write up a card that indicates the name and effect of that Poison along with when that Poison begins to take effect (must be within 1 hour). This card is handed to the one who consumes the object. For the sake of anonymity, you may ask the Marshal to hand the card to the Target. Once a Poison is applied to an object that object remains Poisoned until you inform a Marshal that you are about to use it, or set up its use. The set up of the use of the Poison must last no longer than 5 minutes (so as to not take the Marshal away from other duties for overlong). Unless otherwise noted, only individual portions or objects can be Poisoned, so you may not poison an entire meal unless you have enough poison for every plate served.

Contact Poisons are spread on a Small Weapon or Thrown Weapon, this requires 1 minute of Concentration. Once a Contact Poison is placed on a Weapon it can be used for no other purpose than to deliver the Poison, and may only be used by the one who applied the Poison, which may only be done by the one who created the Poison or someone with knowledge of Crafting Poisons. The Poison remains on the Weapon for 1 hour or until used. When you Attack, you call the effect of the Poison. Contact Poison Attacks are considered to be Surprise Attacks if they hit a Target from behind, or from a Surprise State.

Poison Gases are thrown Area of Effect Poisons. Once they hit a Target, they also effect all Targets within Melee Weapon Range of the Target. Poison Gases can only be blocked by Skills that block Poisons, Gases or Area of effect Skills.

Cybernetics

Cybernetics are technological items that when installed into a Target have some lasting, generally positive effect. All Cybernetics have a Tether Cost. Cybernetics can only be installed in a Willing, Bound, or Captured Target. All Cybernetics must be represented by costuming/ make-up, unrepresented Cybernetics do not function. Tether spent on Cybernetics cannot be reclaimed if the Cybernetic is removed, however a new Cybernetic may take up the vacated spot in the Tether. You may only receive 1 Cybernetic upgrade Per-Event. Unless otherwise noted you may not receive the same Cybernetic more than once.

To get further Cybernetics you must first start with one of 6 Cybernetic Cores. These Cores provide a baseline and access point for all other Cybernetics to follow. From there, most other Cybernetic require some combination of Cybernetic Cores already installed into you in order to install them. The cost of each Cybernetic Core starts as .5 Tether. For each additional Core you gain, you must spend an additional .5 Tether. So the first Core costs .5, the second 1 Tether, the third 1.5 and so on.

Cybernetics can be Crafted by anyone with the Skill "Craft Cybernetics" but can only be installed by someone with the Skill "Implant" or other Skills that might directly allow for the Implantation of Cybernetics.

Bombs

Bombs are explosive devices and come in 3 flavors.

Standard **Bombs** are simple Thrown Weapons. The Target they hit takes the effect of the Bomb. If no Target is hit the Bomb is a dud and the Bomb is spent.

Time Bombs require set up prior to use. Time Bombs must be the size of a shoe box at the bare minimum. Set up time for a Bomb takes 5 minutes per Rank of the Bomb. Once a Bomb is set up, after X amount of time (must be more than 2 minutes and less than 1 hour) the Bomb goes off. A Marshal is required for a Time Bomb to be used.

Area Bombs are thrown Area of Effect Bombs. Once they hit a Target, they also effect all Targets within Melee Weapon Range of the Target. Area Bombs are considered Area of Effect Attacks.

Tech

Tech Items represent a wide variety of real world, and imaginary objects you can Craft and use within the Doomsday Universe.

Weapon and Armor Upgrades

Weapons, Armors and Shields (Shields Count as Armor for the purposes of this system) can all be Upgraded or Enhanced providing them with some added benefit.

Upgrades can be done on a Weapon Once Per Event and up to the limit of Ranks of that Item. Weapons and Armor Cards all have Ranks, from 1 to 4. Each Rank indicates how many Upgrade Slots that Item can take. Most Upgrades only take up 1 Slot, but some can take up 2 or more. This means that a 3 Slot Weapon Upgrade can only go into a Weapon with 3 or more open Upgrade Slots. All Such items can also receive an Upgrade called Expansion Slot, which adds another Slot but does not consume a Slot (obviously that would make no sense). Unless otherwise noted an Item may not have the same Upgrade more than once. When an Item is Destroyed, one of the Upgrades (if it had any) is Obliterated and must be removed. The choice of Upgrade is up to the owner of the Weapon. For Obliterated Items, both the Item Card and all attached Upgrades must be torn up.

Enhancements are temporary Upgrades that consume no Slots. While certain Enhancements may dictate a different termination point, the standard length of time for any Enhancement is 1 Hour or until the end of the next Combat, whichever is longer.

Blueprints

Blueprints represent enhancements to an Area. All Blueprints must be represented by an object placed in that area, and that object must clearly represent the Blueprint Plan, and have the effect of that Plan attached to it. The effect of that Plan is connected to that object. Like Weapons and Armor, Areas have 4 Ranks. Each Rank allows for one additional Blueprint Plan to be constructed in that Area. Like Weapons and Armor, Area Upgrades also take up Slots. So you can't have a 2 Slot Blueprint go into a Rank 1 Area. There are Plans that allow for Areas to be ranked up. An Area can only be Upgraded Once Per Event.

An Area is a clearly defined location with clear boundaries, such as a room within a building. An Area must be big enough to comfortably fit 6 people and may not be so large or so ill defined that the borders of that area are not clearly understood by anyone setting foot into that Area. New Areas may be designated by certain Skills.

Everything created by Blueprints has Upkeep.

Rank 1 Tinctures

Lesser Health Tincture - Rank 1 Tincture - 3 Build - Heals 5 Body. [2 Flora, 2 Stellar]

New Skin Tincture - Rank 1 Tincture - 2 Build - Heals Bleeding. [2 Fauna, 1 Telluric]

Lesser Vigor Tincture - Rank 1 Tincture - 2 Build - Restores 3 Stamina. Can only be used once per Period. [4 Fluid, 2 Ancient]

Restore Senses Tincture - Rank 1 Tincture - 2 Build - Restores all sensory impairments (sight, hearing, speaking). [2 Flora, 3 Stellar]

Stiff Drink Tincture - Rank 1 Tincture - 2 Build - Cures all Temporary Positive and Negative Mental Afflictions. [2 Fluid, 1 Stellar]

Restore Limb Tincture - Rank 1 Tincture - 2 Build - Restores a Limb to full use. [2 Flora, 2 Ancient]

Rage Tincture - Rank 1 Tincture - 2 Build - Become Enraged. [2 Fauna, 2 Telluric]

Feign Death Tincture - Rank 1 Tincture - 2 Build - Allows you to appear as Dead. Any attempts to assess your health will reveal you as Dead. While in Feign Death you are considered as in a Surprise State. [2 Fauna, 2 Ancient]

Deep Restoration Flask - Rank 1 Flask - 3 Build - Restores full Body. You may not use any other Flask this Event. [8 Flora, 8 Stellar]

Venemol - Rank 1 Medicine - 2 Build - Injection. Standard Side Effects: Any use of any Tincture, Medicine or Flask used within 6 hours of this one will cause the you to drop to the Out Stage of your Death Count. Severe Side Effect: Death. [2 Flora]

Zerus X - Rank 1 Medicine - 2 Build - Oral. Standard Side Effect: Causes a sense of euphoria. Severe Side Effects: euphoria and Addiction to Zerus X. Must consume Zerus X at least Once Per Period or go through Withdraw, suffering nausea and lack of ability to focus, not allowing you to utilize any Skill that requires Concentration. Withdraw continues for 24 IG hours before it is cured (this can take place over multiple events). Withdraw may be temporarily alleviated by Skills that Treat Symptoms. [2 Fauna]

Topical Ointment - Rank 1 Medicine - 2 Build - Topical cream. No side effects. [2 Fluid]

Garrin Complete - Rank 1 Medicine - 2 Build - Standard Side Effect: Causes "Weakened" for 1 hour after ingestion. Severe Side Effect: Internal Bleeding. You suffer from Bleeding that can only be Treated via the Skill Plastic Surgery. [1 Fauna, 1 Telluric]

Nano-Spray - Rank 1 Medicine - 2 Build - Inhaled spray. Standard Side Effect: Dizziness, Causes "Dazed" for 1 hour after inhaling. Severe Side Effect: Dizziness, numbness, and Addiction to Nano-Spray. Must consume Nano-Spray Once Per Period or go through Withdraw, suffering from severe amnesia and confusion. Withdraw continues for 24 IG hours before it is cured (this can take place over multiple events). Withdraw may be temporarily alleviated by Skills that Treat Symptoms. [1 Fluid, 1 Fauna]

Biotic-Pro - Rank 1 Medicine - 2 Build - Injection. Standard Side Effect: None. Severe Side Effect: Death. [1 Fauna, 1 Flora]

Rank 2 Tinctures

Health Tincture - Rank 2 Tincture - 3 Build - Heals 20 Body. [4 Flora, 4 Stellar]

Placebo Tincture - Rank 2 Tincture - 2 Build - Alleviates one Symptom from a Disease for 6 hours or until the end of the Period, whichever is longer. [6 Fluid]

Vigor Tincture - Rank 2 Tincture - 3 Build - Restores 5 Stamina. Can only be used Once Per Period. [5 Fauna, 5 Telluric]

Refresh Tincture - Rank 2 Tincture - 3 Build - Allows you to take your Floating Refresh. [6 Flora, 6 Stellar]

Regrowth Tincture - Rank 2 Tincture - 3 Build - Instantly restores all Limbs and Senses. [4 Fauna, 4 Ancient]

Clarity Tincture - Rank 2 Tincture - 2 Build - Cures you of all negative Temporary Mental Afflictions. This also suppresses all Traumas for 1 hour. [4 Fluid, 3 Stellar]

Penicillin Tincture - Rank 2 Tincture - 3 Build - Cures an Infection if taken within 1 minute of the Infection. [7 Flora, 7 Relic]

Stone Flesh Tincture - Rank 2 Tincture - 3 Build - For 5 Minutes you take half Damage rounded up from all Attacks. You cannot take advantage of Soaks or Thresholds while using this. [5 Ancient, 5 Telluric]

X Spray Tincture - Rank 2 Tincture - 3 Build - When crafting this Tincture name a non-sapient Species, for 10 minutes, or until you engage in Combat, you are invisible to all members of this Species. The effect of this goes away immediately if anyone engages in Combat within Traverse Distance of you. [4 Fauna, 4 Fluid]

Nano Flask - Rank 2 Flask - 3 Build - Only effects Adepts of the Machine. You gain a bank of 5 Stamina that can only be used on Nano-Bullets. This Stamina cannot be restored and does not count as Stamina save that it can be used to fuel Nano-Bullets. The effects of this Flask are considered to last until the last Nano-Bullet that used the Stamina bank has been fired. [5 Gizmo, 5 Fluid]

Guardian Flask - Rank 2 Flask - 3 Build - Only effects Crusaders. Your Soaks double during your next Defense Stance. [5 Telluric, 4 Fauna]

Nameless Flask - Rank 2 Flask - 3 Build - Only effects Doomcallers. You gain a bank of 5 Stamina that can only be used on Consecrations. This Stamina cannot be restored, and does not count as Stamina save that it can be used to fuel Consecrations. The effects of this Flask are considered to last until the last Consecration that used the Stamina bank has been expended. [4 Ancient, 5 Flora]

Masterwork Flask - Rank 2 Flask - 3 Build - Only effects Engineers. For the next hour, time required to Craft is reduced by half. Other Skills and Abilities that would reduce Crafting time are calculated before this. [4 Gizmo, 3 Fluid]

Battle Flask - Rank 2 Tincture - 3 Build - Only effects Gladiators. For the next Combat you can use any Skill from the Gladiator list that you have learned with an initial Build Cost of 5 or less by spending 2 Stamina. This effect ends prematurely if you are dropped to your Death Count or rendered Unconscious. [6 Stellar, 6 Fauna]

Cutthroat Flask - Rank 2 Tincture - 3 Build - Only effects Highwaymen. Your next 5 + Damage or X Damage Attacks do +5 Damage. [5 Matrix, 4 Flora]

Unstoppable Flask - Rank 2 Flask - 3 Build - Only effects Juggernauts. For the next 30 seconds reduce all Ranged Damage Attacks against you to 1 Body per Attack. Ranged Attacks with a Damage component have the Damage reduced to 1 but you still take any other effects. [5 Telluric, 4 Fauna]

Shifty Flask - Rank 2 Flask - 3 Build - Only effects Moonlighters. For the next Combat all of your Stamina Attacks do +1 Stamina Damage. [6 Matrix, 6 Fluid]

Glow Flask - Rank 2 Tincture - 3 Build - Only effects Rebels. For the next Combat, whenever you use a Periodic Attack from the Rebel list that causes a Status Effect, you may spend 1 Stamina to gain a copy of that Periodic Attack. This second Attack must be used within 5 seconds of the first, and may not be used on the initial Target. [5 Energy, 5 Stellar]

Transfusion Flask - Rank 2 Flask - 3 Build - Only effects Sick Bays. Your ratio of healing for the next 5 uses of Bandage are doubled. [4 Fluid, 3 Fauna]

Shrewd Flask - Rank 2 Flask - 3 Build - Only effects Smugglers. For the next hour, whenever you use the Skill "Negotiate" you are considered to be one level higher. So, if you have Renown with the Target's Faction you now have Fame with the Target's Faction. [5 Telluric, 5 Flora]

Command Flask - Rank 2 Flask - 3 Build - Only effects Soldiers. The next 5 Non-Prestige Orders you issue do not expend the Periodic use of an Order. This can only effect any given Order Once. [6 Matrix, 6 Fauna]

Honey Throat Flask - Rank 2 Flask - 3 Build - Only effects Warrior Poets. You can double the number of Targets for your next 3 Rhetoric Skills. [6 Flora, 6 Ancient]

Xeno Flask - Rank 2 Flask - 3 Build - Only effects Xeno Hunters. Can only be used after you have killed a Target. Put a biological same of that Target in the Tincture and drink it. For the remainder of Combat you have Favored Enemy against that type of Target. [4 Fauna, 4 Fluid]

Agent Q - Rank 2 Medicine - 2 Build - Inhaled Spray. Standard Side Effect: Cannot use any Species/Race Skills for 6 hours. Severe Side Effect: Everything appears to be moving in slow motion for 1 hour, Addiction to Agent Q. Must consume Agent Q Once Per Period or go through Withdraw, suffering from motion sickness. Withdraw continues for 24 IG hours before it is cured (this can take place over multiple events). Withdraw may be temporarily alleviated by Skills that Treat Symptoms. [2 Fluid, 2 Gizmo]

Crystalized Blight - Rank 2 Medicine - 2 Build - Oral. Standard Side Effect: None. Severe Side Effect: You take 1 Point of Blight, and fall to the Critical Stage of your Death Count. [2 Fauna, 2 Matrix]

Phase Cream - Rank 2 Medicine - 2 Build - Topical Ointment. Standard Side Effect: You count as a Phase Creature for 6 Hours and take double Damage from Phase Damage. Severe Side Effect: You phase out of existence over the course of an hour and die. [2 Energy, 2 Flora]

Retro-Virus - Rank 2 Medicine - 2 Build - Injection. Standard Side Effect: Weakness for 1 hour. Severe Side Effect: Disease immediately goes to the final Stage, if you were already in the final stage of the Disease, you die. [2 Fluid, 2 Telluric]

Iso-Nok - Rank 2 Medicine - 2 Build - Injection. Standard Side Effect: numbness and inability to feel or notice pain. Severe Side Effect: numbness, inability to feel pain, emotional numbness, and Addiction to Iso-Nok. Must consume Iso-Nok Once Per Period or go through Withdraw, suffering from extreme sensitivity, and emotional instability. Withdraw continues for 24 IG hours before it is cured (this can take place over multiple events). Withdraw may be temporarily alleviated by Skills that Treat Symptoms. [2 Flora, 2 Ancient]

Trance - Rank 2 Medicine - 2 Build - Oral. Standard Side Effect: you enter a hyper focused and hyperactive state for 1 hour. Severe Side Effect: hyper focus and hyperactive for 1 hour, followed by 1 hour of extreme lethargy and lack of focus. This secondary effect can be put off by taking more Trance. [2 Fauna, 2 Stellar]

Rank 3 Tinctures

Fearless Flask - Rank 3 Tincture - 2 Build - For 5 Minutes you are Immune to all Fear and Panic effects. [5 Fauna, 5 Telluric]

Greater Vigor Flask - Rank 3 Flask - 3 Build - Restores to full Stamina. [10 Fauna, 8 Telluric]

Revival Flask - Rank 3 Flask - 3 Build - Restores Target from Critical. [1 Curio]

Greater Health Tincture - Rank 3 Tincture - 3 Build - Restores to full Body. [10 Flora, 9 Stellar]

Terran Essence Flask - Rank 3 Flask - 2 Build - For the duration of Combat all Treatment that would restore Body is doubly effective. [10 Fauna, 6 Telluric]

Elysian Essence Flask - Rank 3 Flask - 2 Build - For the duration of Combat you regain 1 Stamina every 5 minutes. The effects of this Flask end if you are rendered Unconscious. [15 Energy, 8 Fluid]

Aesir Essence Flask - Rank 3 Flask - 2 Build - For the duration of Combat you cannot be made to Attack friendly Targets by any means. [6 Ancient, 4 Flora]

Maneater Essence Flask - Rank 3 Flask - 2 Build - For the duration of Combat +10 Healable Body. [6 Fauna, 5 Stellar]

Weed Essence Flask - Rank 3 Flask - 2 Build - For the duration of Combat you can Target yourself with Treatment Skills. [8 Flora, 8 Ancient]

Mutant Essence Flask - Rank 3 Flask - 2 Build - For the duration of Combat you are healed by Radiation Damage. You gain a Lesser Flaw. [8 Fluid, 6 Stellar]

M'kai Essence Flask - Rank 3 Flask - 2 Build - You Teleport to the nearest Teleportation Pad. [10 Stellar, 6 Fluid]

Syl Essence Flask - Rank 3 Flask - 2 Build - For the duration of Combat you may spend 1 Stamina to use the Skill "Hide" after achieving Cover. [6 Fluid, 3 Ancient]

Shard Essence Flask - Rank 3 Flask - 2 Build - For the next minute all attacks are reduced to 1 Damage. [20 Telluric, 10 Flora]

Zelnalak Essence Flask - Rank 3 Flask - 2 Build - For the duration of Combat or until you take an offensive action, you are considered "Harmless" [Zelnalak Free Species Skill]. [10 Fluid, 10 Stellar]

Etherian Essence Flask - Rank 3 Flask - 2 Build - Allows you to phase through a door or wall. [10 Energy, 10 Stellar]

Cryo Essence Flask - Rank 3 Flask - 2 Build - The next time you hit the Critical Stage of your Death Count it is extended to 10 minutes. [6 Fluid, 6 Ancient]

Boz Essence Flask - Rank 3 Flask - 2 Build - You gain the Boz free Species/Racial Skill and may immediately choose a Damage type for it to work against. If you are a Boz you may choose a second Damage type. [8 Gizmo, 8 Fluid]

Cybrid Essence Flask - Rank 3 Flask - 2 Build - You may recharge the effect of any Periodic or Per-Combat Cybernetic. [6 Matrix, 6 Energy]

Oniri Essence Flask - Rank 3 Flask - 2 Build - For the next Combat you treat all Surprise Attacks as regular (non-Surprise) Attacks and may Defend against them accordingly. [8 Fauna, 6 Stellar]

Yana Essence Flask - Rank 3 Flask - 2 Build - For the next hour you can breathe underwater. [2 Fluid, 2 Fauna]

Rank 1 Poisons

Neutralizing Agent - Rank 1 Ingested Poison - 2 Build - Immediate Effect. When Crafting this you must name a specific Poison. Target is cleared of named latent Poison in their system. This has no effect on Poisons that have already activated unless otherwise noted. The Poison must be on your Character Card in order to create the Neutralizing Agent for that Poison. [2 Flora, 2 Telluric]

The Sandman - Rank 1 Ingested Poison - 2 Build - After Delay, Target falls Unconscious. [3 Fauna, 2 Telluric]

The Unwelcome Guest - Rank 1 Ingested Poison - 2 Build - After Delay, Target takes 5 Body Damage Per Minute. This can be only be fixed by Skills that stop Infections, cure Poisons, or via Neutralizing Agent. [4 Fluid, 2 Telluric]

The Creeping Dark - Rank 1 Ingested Poison - 2 Build - After Delay, Target's eyes shrivel painfully into dust over the course of 1 minute and are Destroyed. [2 Flora, 2 Stellar]

Blood Thistle - Rank 1 Contact Poison - 2 Build - Target takes 5 Damage and is Bleeding. [2 Fauna, 1 Stellar]

Bitter Thorn - Rank 1 Contact Poison - 2 Build - Target takes 8 Body Damage. [2 Fluid, 1 Stellar]

Shadow Blossom - Rank 1 Contact Poison - 2 Build - For the next minute all Attacks you do with the Weapon you apply this to do +1 Gloom Damage. If you are a M'kai with Poison Sacs, this does 5 Gloom Damage for each packet Attack. [2 Flora, 2 Ancient]

Molecular Acid - Rank 1 Contact Poison - 2 Build - Can only be used on a Target in their Death Count. Target Dies and dissolves into a puddle of goo over the course of the next 5 minutes. Neutralizing Agent can stop puddle effect (though not the death) if administered within 1 minute after the Poison takes effect. [3 Fluid, 2 Ancient]

Choking Gas - Rank 1 Poison Gas - 3 Build - Target and all within Melee Weapon Range of the Target are Silenced for 1 Minute. [4 Fauna, 3 Ancient]

Panic Gas - Rank 1 Poison Gas - 3 Build - Target and all within Melee Weapon Range of the Target are Panicked. [3 Flora, 3 Telluric]

Rank 2 Poisons

The Widow's Kiss - Rank 2 Ingested Poison - 3 Build - In addition to the normal Components, you must include a biological sample of the Target. Unlike other Poisons, this one can be put into any size of meal. The Poison specifically effects the Target whose biological sample was used in the making. After a delay, Target dies. A Curio can be added to this so that the Target also loses a point of Tether. [6 Fauna, 5 Stellar]

The Fading Dream of Life - Rank 2 Ingested Poison - 2 Build - This Poison can have multiple delays that take place over the course of an hour. As indicated on the paper you give to the Target who ingests this Poison, they will lose their Vision, Hearing, Speech, and Sense of Touch, over the course of 30 minutes at any interval you indicate. All Senses are Destroyed and can be restored by any Skill that would restore a Sense, but only after all effects have taken place. [5 Fauna, 3 Ancient]

The Fearful Awakening - Rank 2 Ingested Poison - 3 Build - Immediate Effect. Target gains a Lesser Trauma called "Fearful Awakening". Whenever the Target is either brought out of their Death Count or wakes from Unconscious, they will immediately Attack and attempt to kill everyone around them. This is a form of sleep walking, and only Skills that would bring a Target out of Unconscious can be used to bring the Target out of the episode. Target is completely unaware of what they are doing while they are having an episode. Target is unaware of the Trauma, and will not seek a diagnosis on their own. [6 Fauna, 4 Telluric]

The Liquid Word - Rank 2 Ingested Poison - 3 Build - After a Delay, Target follows the command written on the slip of paper you hand them. Command must be a single sentence made up of no more than 10 words. The nature of the command will seem completely normal until they have completed the task. Command must be approved by a Plot Marshal before it can be used. [5 Fluid, 5 Stellar]

Eberron Lily - Rank 2 Contact Poison - 3 Build - Target takes 5 Radiation Damage. [5 Fluid, 3 Ancient]

Forget-me-not - Rank 2 Contact Poison - 2 Build - Target cannot use Mental Attacks or Mental Defenses for 1 minute. [2 Fluid, 2 Telluric]

Whisper Petal - Rank 2 Contact Poison - 2 Build - Target's Tongue is Destroyed and they cannot speak. [2 Flora, 1 Stellar]

Wither Root - Rank 2 Contact Poison - 3 Build - Target takes 10 Acid Damage. [3 Flora, 2 Ancient]

Knock-Out Gas - Rank 2 Poison Gas - 3 Build - Target and all Targets within Melee Weapon Range of the Target are knocked Unconscious. [8 Flora, 5 Telluric]

Enfeeblement Gas - Rank 2 Poison Gas - 2 Build - Target and all Targets within Melee Weapon Range of the Target are Weakened. [5 Fauna, 4 Stellar]

Rank 3 Poisons

The Master's Mark - Rank 3 Ingested Poison - 3 Build - After a Delay, Target gains the Greater Flaw "Branded". This Flaw is a visible scar or tattoo of your choosing, for which you must provide the make-up. Flaw must be approved by a Plot Marshal. [6 Flora, 3 Telluric]

The Lament of the Lost - Rank 3 Ingested Poison - 2 Build - After a Delay, Target gains 1 Point of Lament Blight and gains Phase Sight for the remainder of the Event. For the duration, Target believes that the world is unraveling around them and they are helpless to do stop the end of reality. This secondary part can be temporarily alleviated by any Skill that temporarily suppresses Traumas. [8 Flora, 4 Stellar]

The Bell Toll of the Scourge - Rank 3 Ingested Poison - 2 Build - After a Delay, Target gains 1 Point of Scourge Blight and does +1 Gloom Damage for the remainder of the Event. For the duration, Target will accept no aid, and will actively attempt to push away or attack those that would try to aid them, including the use of any Treatment. This secondary part can be temporarily alleviated by any Skill that temporarily suppresses Traumas. [8 Flora, 4 Ancient]

The Turning of the Wurm - Rank 3 Ingested Poison - 2 Build - After a Delay, Target gains 1 Point of Wurm Blight and cannot be effected by Panic or Fear for the remainder of the Event. For the duration, Target can say nothing truthful, and will actively go out of their way to deceive others for no apparent gain. This secondary part can be temporarily alleviated by any Skill that temporarily suppresses Traumas. [8 Fauna, 4 Ancient]

The Ruin that Follows - Rank 3 Ingested Poison - 2 Build - After a Delay, Target gains 1 Point of Ruin Blight and any Skill that would Destroy or Obliterate them, any piece of them, or anything on the Target instead disables that thing for 1 minute (it cannot be used for 1 minute). For the duration, you will attempt to destroy everything around you via subtle means. This secondary part can be temporarily alleviated by any Skill that temporarily suppresses Traumas. [8 Fauna, 4 Stellar]

The Nameless Name - Rank 3 Ingested Poison - 2 Build - After a Delay, Target gains 1 Point of Nameless Blight and are immune to any Skill that would allow another to exert direct control over them. For the duration, Target is an agent of pure chaos and will act randomly, and without any real true direction, lending aid one minute, turning on their allies the next. This secondary part can be temporarily alleviated by any Skill that temporarily suppresses Traumas. [8 Fauna, 4 Telluric]

The Blood of the Wrath - Rank 3 Ingested Poison - 2 Build - After a Delay, Target gains 1 Point of Wrath Blight and swings for +1 Fire Damage. For the duration, Target will do anything in their power to start fights with others, and once the fighting happens will continue to Attack even after all apparent enemies have been felled. This secondary part can be temporarily alleviated by any Skill that temporarily suppresses Traumas. [8 Fluid, 4 Telluric]

Death Nettle - Rank 3 Contact Poison - 3 Build - Target immediately drops to the Critical Stage of their Death Count. [10 Fluid, 8 Stellar]

Nightshade - Rank 3 Contact Poison - 3 Build - Target loses 1 Stamina per minute until they fall Unconscious. Effect ends once they go Unconscious or once they have lost 10 Stamina, whichever comes first. [3 Fluid, 2 Ancient]

Neverbark - Rank 3 Contact Poison - 3 Build - Target is restored to full Body, for the remainder of Combat or for 1 Hour (whichever is longer) they cannot have Body restored, if they fall into their Death Count they Die immediately. Effect goes away if Target dies. [4 Flora, 4 Ancient]

Black Rose - Rank 3 Contact Poison - 3 Build - Target takes 30 Body Damage. [6 Flora, 5 Ancient]

Bleed Gas - Rank 3 Poison Gas - 2 Build - Target and everyone within Melee Weapon Range of the Target are Bleeding. [3 Flora, 3 Stellar]

Fear Gas - Rank 3 Poison Gas - 2 Build - Target and everyone within Melee Weapon range of the Target are Afraid of you. [3 Fauna, 3 Telluric]

Rank 1 Cybernetics

[Note On Cores: Per the Cybernetic Rules, Cybernetic Cores cost .5 Tether + and additional .5 Tether for each other Core you have installed. So the first Core you have installed is .5 Tether, the second is 1 Tether, the third is 1.5 Tether and so on. Tether Costs for Cores are not listed here for this reason]

Teleportation Core - Rank 1 Cybernetic - 3 Build - Grants you a Periodic use of the Skill "Teleport". Point to a Target area within Traverse Distance that you can clearly see and call "Teleport" you move immediately to that spot. During movement to that destination you are considered to be OOG. Skills that would prevent Traverse movement do not work on this Cybernetic. Teleportation Core does not allow you to go through doors or other barriers you are able to see through unless there is a clear open pathway to that destination. [30 Stellar]

Life Support Core - Rank 1 Cybernetic - 3 Build - Grants you a Once Per Event ability to pull yourself out of any Stage of your Death Count. Simply call "Life Support Core" when you are in your Death Count. You are immediately restored to 1 Body. [30 Ancient]

Reactor Core - Rank 1 Cybernetic - 3 Build - You gain a permanent bank of 3 Energy that can be used to power any Skill, Ability, Item or Cybernetic that would require Stamina. This bank of Energy recharges at the beginning of Each Period. In addition to this at the beginning of Each Event you gain 3 Energy Components. [30 Energy]

Tactical Core - Rank 1 Cybernetic - 3 Build - You may spend Stamina to increase your Damage. By spending 1 Stamina you can do +1 Damage with all Attacks for the next minute. [30 Telluric]

Automation Core - Rank 1 Cybernetic - 3 Build - Any Skill you Learn you have access to immediately. In addition to this, you can self Teach yourself any 1 Skill you have access to and the Build to purchase Once Per Event. [30 Gizmo]

Augmentation Core - Rank 1 Cybernetic - 3 Build - Once and only Once Per Combat you may spend Stamina to increase your armor. You gain 2 Temporary AP (Armor Points) for each Point of Stamina you spent. [30 Matrix]

Utility Winch – Rank 1 Cybernetic - 2 Build - .5 Tether. Requires Augmentation Core. Once Per Period. Point at Target object/person within Traverse Distance. Object/person is pulled toward you at a heel to toe pace. If you are attempting to move and object that heavier than approximately 500 pounds, or is in some way tethered to the ground (such as attempting to uproot a large tree), this Skill requires a Plot Marshal. If you are Attacked while using this Cybernetic, the ability ends, and the object/person stops immediately where they are. In addition to the above, when carrying someone, you may now move as fast as either of you are able. [30 Matrix]

Hatch – Rank 1 Cybernetic - 2 Build - .5 Tether. Requires Augmentation Core. Allows you to Hide a single object (the size of a door or smaller) on your person, so that it cannot be located by a standard search. Alternatively this allows you to Hide up to 20 Components, or 5 Small Weapons, or 2 One Handed Weapons. When using this Augmentation you must put the card/cards for the object in an envelope marked “Hatch”. Objects remain Hidden until they are produced. Objects can be moved in and out of the Hatch at the same speed at which you can pull out the envelope and put it away. It is suggested that any object too large to be reasonably hidden, be placed someplace accessible so that it can be reached with relative ease. [30 Matrix]

Firewall - Rank 1 Cybernetic - 2 Build - .5 Tether. Requires Automation Core. You gain a Periodic Defense against any Attack that would allow someone to take full and direct control of you by any means, or to access your systems. This does not defend against states like Panicked or Afraid, but would Defend against a Skill such as “Confuse Loyalty” or “Command Word”. Firewall can be used during your Death Count and while Unconscious. A Target whose Attack is Defended cannot use that same Attack against you for 1 Hour. [30 Gizmo]

Back Up Drive - Rank 1 Cybernetic - 2 Build - .5 Tether. Requires Automation Core. This Cybernetic allows you to retain Concentration even after you have been struck by an Attack. So long as you remain in a state where you are still capable of Concentration you may spend 1 Stamina to activate this Cybernetic and retain Concentration. [30 Gizmo]

Artificial Heart – Rank 1 Cybernetic - 2 Build - .5 Tether. Requires Life Support Core. You gain 1 minute to every stage of your Death Count. [30 Ancient]

Premonition Circuits - Rank 1 Cybernetic - 2 Build - .5 Tether. Requires Life Support Core. You gain a Periodic use of the Skill “Close Call”. When this activates you drop to 1 Body. [30 Ancient]

Reflex Trigger - Rank 1 Cybernetic - 2 Build - .5 Tether. Requires Tactical Core. You gain a Per-Combat use of the Skill “Critical Attack”. [30 Telluric]

Specialized Muscle Enhancement - Rank 1 Cybernetic - 2 Build - .5 Tether. Requires Tactical Core as well as the Skill “Athletics X”. All benefits and detriments gained by this Cybernetic replace those gained from both Tactical Core and “Athletics X”. If you chose “Athletics Strength” you can spend 1 Stamina to do +2 Melee Damage for 1 Minute, but permanently do -1 Ranged Damage. If you chose “Athletics Agility” you can spend 1 Stamina to do +2 Ranged Damage for 1 Minute, but permanently do -1 Melee Damage. For Endurance you can spend 1 Stamina to gain a Soak of +2 for 1 Minute, but take 1 additional Damage from all non-standard Damage Attacks (Fire, Phase, Spark, Gloom, etc...). [30 Telluric]

Booster - Rank 1 Cybernetic - 2 Build - 2 Build - .5 Tether. Requires Reactor Core. You gain +1 Stamina. [30 Energy]

Power Field - Rank 1 Cybernetic - 2 Build - .5 Tether. Requires Reactor Core. Once Per Period you may concentrate for 10 seconds and enter a Shielded State. [30 Energy]

Assembly Arms - Rank 1 Cybernetic - 2 Build - .5 Tether. Requires Automation Core. All Crafting time is reduced by 1 minute for every 5 minutes the Plan would normally take to Craft. [30 Gizmo]

Core Memory Transfer - Rank 1 Cybernetic - 2 Build - .5 Tether - Requires Automation Core. Spend 5 minutes roleplay with Friendly Target with an I/O Port. You may transfer one Non-Prestige Non-Racial/Species Skill from your Character Card to their Character Card for 1 hour. You lose access to that Skill during this time. This Cybernetic can also be used in reverse, allowing you to take a Skill from a Target. No one may lose or gain more than 1 Skill via this Cybernetic at a time. If you and the Target are swapping Skills, this only takes 5 minutes, not 10. This cannot be used on Skills that have been expended. Any benefits you have that would enhance the use of the Skill you received or give do not apply to this Skill, for instance if you transferred a Treatment Skill, proficiencies that would reduce the time of that Skill would not work. You may not transfer Skills that only enhance other Skills such as Proficiencies or "Efficiency" [30 Gizmo]

Teleporter Mark 1 - Rank 1 Cybernetic - 2 Build - .5 Tether - Requires Teleportation Core. Once Per-Event you may Teleport to a Teleportation Pad you have noted on your Character Card. [30 Stellar]

Tractor Beam - Rank 1 Cybernetic - 2 Build - .5 Tether - Requires Teleportation Core. Once Per Period you may point at a something or someone within Traverse Distance of you. That something or someone is Teleported directly to you. If the Target is a person, they must be willing (either IG or OOG). [30 Stellar]

Rank 2 Cybernetics

Crossed Wires - Rank 2 Cybernetic - 2 Build - .5 Tether - Requires Tactical and Reactor Cores. All of your Attacks do Spark Damage. You may spend 1 Stamina to turn off this effect for 1 minute. [30 Telluric, 30 Energy]

Crisis Mode Circuit - Rank 2 Cybernetic - 2 Build - .5 Tether - Requires Tactical and Life Support Cores. While you are at 5 Body or less, and have no Armor Points, you do +1 Damage. [30 Telluric, 30 Ancient]

Internal Munitions Factory - Rank 2 Cybernetic - 2 Build - .5 Tether - Requires Tactical and Automation Cores. Once Per-Period you produce a single Rank 1 Bomb (standard bombs only, no Time Bombs or Area Bombs) of your choosing. This requires 1 Minute of Concentration. Once a Bomb is created this way it must be used within 5 minutes or it is Obliterated. Temporary Bombs created via the Cybernetic do not receive Item Cards. [30 Telluric, 30 Gizmo]

Cyber Limb Replacement - Rank 2 Cybernetic - 2 Build - .5 Tether - Requires Tactical and Augmentation Cores. When taking this Cybernetic you must choose a Limb. That Limb can no longer be effected by Destroy Skills. Skills that would Obliterate that Limb instead Destroy it. Once Per Period you also gain a Defense against any Attack that hits or Targets that Limb. The Cybernetic can be purchased multiple times, however each purchase beyond the first costs 1 Tether instead of .5 Tether. [30 Telluric, 30 Matrix]

Blast Teleportation - Rank 2 Cybernetic - 2 Build - .5 Tether - Requires Tactical and Teleportation Cores. Whenever you Teleport you may spend 1 Stamina to activate this Cybernetic. Everyone within Melee Weapon Range of the spot you Teleport to takes 5 Damage and is thrown directly back. [30 Telluric, 30 Stellar]

Low Power Mode - Rank 2 Cybernetic - 2 Build - .5 Tether - Requires Reactor and Life Support Cores. Once Per-Event you may spend 5 minutes Concentrating and return to full Body and Stamina. If you are Attacked while Concentrating the effect fails, however you may attempt to use this Cybernetic again after 1 hour (though, no matter the case, once this Cybernetic has been successfully utilized, it cannot be used again until the next Event). [30 Energy, 30 Ancient]

Energion Cubes - Rank 2 Cybernetic - 2 Build - .5 Tether - Requires Reactor and Automation Cores. The amount of Energy your Reactor Core produces is increased by 2. In addition, you may now produce this Energy in the form of "Energion Cubes" that you may give to Friendly Machine Targets. These Cubes are non-carded items that last for hour. When consumed the Target regains 2 Stamina. You may not consume your own Energion Cubes and no Target may consume more than 1 Energion Cube per Period. [30 Energy, 30 Gizmo]

Energy Bar - Rank 2 Cybernetic - 2 Build - .5 Tether - Requires Reactor and Augmentation Cores. This Cybernetic cannot be used in Combat. Anyone who accepts sustenance from you, and spends 5 minutes roleplaying with you is restored to full Stamina. In addition, they may choose to take their Floating Refresh. [30 Energy, 30 Matrix]

Mass Teleporter - Rank 2 Cybernetic - 2 Build - .5 Tether - Requires Reactor and Teleportation Cores. Once Per Event you may Teleport yourself and up to X number of Willing Targets back to a Teleportation Pad you designated on your Character Card. X is equal to the amount of Stamina you have spent. You may not spend more Stamina than you have. [30 Energy, 30 Stellar]

Nano-Regeneration - Rank 2 Cybernetic - 2 Build - .5 Tether - Requires Life Support and Automation Cores. You may spend 1 Stamina to activate this Cybernetic. You heal for 1 Body Per Minute while active. This effect ends if you fall into your Death Count or after 30 Minutes. [30 Ancient, 30 Gizmo]

Dermal Plating - Rank 2 Cybernetic - 2 Build - .5 Tether - Requires Life Support and Augmentation Cores. You gain 6 AP at the beginning of each Combat. These AP are the first to be spent, cannot be restored by any means, and disappear at the end of Combat. [30 Ancient, 30 Matrix]

Crisis Teleporter - Rank 2 Cybernetic - 2 Build - .5 Tether - Requires Life Support and Teleportation Cores. Once Per-Event you are struck by an Attack that would drop you into your Death Count, you may activate this Cybernetic, Defend against the Attack, and Teleport you back to the Teleportation Pad you have indicated on your Character Card. [30 Ancient, 30 Stellar]

Hammer Space - Rank 2 Cybernetic - 2 Build - .5 Tether. Requires Automation Core and Augmentation Cores. You can have any single Rank 1 Blueprint Upgrade installed into you. You may change out which Upgrade is installed Once Per-Event. The first Upgrade you have installed is free and comes as part of this Upgrade. If you wish to switch out, you must pay the cost of the Upgrade and have someone who can make Blueprints install it. This only applies to Upgrades that can be moved. You must have some clear representation of the item that Blueprint represents on your person as costuming for this Upgrade. The effects of this Upgrade extend within Melee Weapon Range of you. [30 Gizmo, 30 Matrix]

Time Bubble - Rank 2 Cybernetic - 2 Build - .5 Tether - Requires Automation and Teleportation Cores. Once Per-Event you may put yourself and all Friendly Targets within Melee Weapon Range of you into a Shifted State for up to 5 minutes. [30 Gizmo, 30 Stellar]

Mobile Teleportation Grid - Rank 2 Cybernetic - 2 Build - .5 Tether - Requires Teleportation and Augmentation Cores. You count as a Teleportation Pad. Once Per Period you may place a representation of yourself in a location and that location counts as a Teleportation Pad for both you and anyone who has indicated you as their Teleportation Pad. This Teleportation Pad lasts for 1 Hour. If that Teleportation Pad is within eyesight of you, you may spend 2 Stamina to Teleport to it at any time. [30 Stellar, 30 Matrix]

Rank 3 Cybernetics

Integrated Obliteration Beam - Rank 3 Cybernetic - 3 Build - 1 Tether - Requires Reactor, Tactical, and Augmentation Cores. This Cybernetic requires a phys-rep Ranged Weapon that appears to be connected to you directly. Spend 1 Stamina to activate this Weapon initially and point at a Target. Until your clip is empty, you may shoot the Target for 5 Lazer Damage per Attack (this Damage may not be augmented). Attacks must have a 1 second pause between each shot (slow count). After you have successfully Tagged the same Target 8 times you may spend 5 Stamina to call Obliterate on the Target. Target is Obliterated. This Cybernetic cannot be activated again for 1 Hour. This Cybernetic cannot be used on the same Target more than Once Per Event. [30 Energy, 30 Telluric, 30 Matrix]

Programmed Teleporter - Rank 3 Cybernetic - 3 Build - 1 Tether - Requires Life Support, Teleportation, Automation Cores. This Teleporter may be set to a very specific set of instructions that must be indicated on your card prior to use. Once Per Period you may change the instructions, and Once Per Period you may use this Teleporter to teleport back to a specified Teleportation Pad. The instructions must be very specific such as "Activate if I am struck by an Attack from behind" or "Activate if I am dropped to the Downed Stage of my Death Count", you cannot use more general commands such as "Activate if I am Attacked" or "Activate if I fall into my Death Count". [30 Ancient, 30 Stellar, 30 Gizmo]

Cyber-Ambulance - Rank 3 Cybernetic - 3 Build - 1 Tether - Requires Reactor, Augmentation, and Life Support Cores. You gain +2 Energy. You may use Stamina to Treat Targets. By spending 1 Minute and 1 Stamina, you can heal a Target for 2 Body. All Treatments done within Melee Weapon Range of you have their time reduce by 5 Seconds for each minute of Treatment. In addition to this, Once Per Period you may reduce your Stamina and Energy to 0 and spend 1 minute Treating a Target. If Target is not in their Death Count they are restored to full Body. If Target is in any Stage of their Death Count, they are restored to 1 Body. [30 Energy, 30 Matrix, 30 Ancient]

Self Destruct - Rank 3 Cybernetic - 3 Build - 1 Tether - Requires Reactor, Life Support, and Automation Cores. You gain +4 Energy. When dropped to your Death Count you may choose to activate this Cybernetic. Begin a slow and loud countdown from 5, after 1 you may call "Self Destruct". You and all Targets within Traverse Distance of you are Obliterated. [30 Energy, 30 Ancient, 30 Gizmo]

Targeting Computer - Rank 3 Cybernetic - 3 Build - 1 Tether - Requires Tactical, Augmentation, and Automation Cores. When taking this Cybernetic you may choose one of the following; You do +1 Ranged Damage and -1 Melee Damage, or +1 Melee Damage and -1 Ranged Damage. [30 Telluric, 30 Matrix, 30 Gizmo]

Assault Teleporter - Rank 3 Cybernetic - 3 Build - 1 Tether - Requires Tactical, Teleportation, and Automation Cores. Once Per-Event, point to a location (following the rules from Teleportation Core). You and up to 5 friendly Targets Teleport to that location. All of you gain a single +10 Damage Attack that must be used within 1 minute, as soon as each of you uses the Attack you Teleport back to your original location. [30 Telluric, 30 Stellar, 30 Gizmo]

Rank 1 Talismans

Talisman of Shadows - Rank 1 Talisman - 2 Build - Grants you a Periodic use of the Skill "Hide". [3 Stellar, 3 Flora]

Talisman of Armor - Rank 1 Talisman - 2 Build - Grants you +5 Armor. This Armor can be repaired. [4 Telluric, 4 Fauna]

Talisman of Freedom - Rank 1 Talisman - 2 Build - Grants you a Periodic use of the Skill "Break Bonds". [4 Stellar, 4 Fluid]

Talisman of Protection From X - Rank 1 Talisman - 3 Build - Grants you a Periodic Defense against a specific Sub-Race (Terrans but not Humans, Robots but not Machines, etc.). When creating this Talisman, you must name a specific Race Sub-Race for this to protect against. [6 Telluric, 5 Flora]

Talisman of Paranoia - Rank 1 Talisman - 3 Build - Grants you a Periodic use of the Skill "Detect". [5 Ancient, 5 Fauna]

Talisman of Tranquility - Rank 1 Talisman - 2 Build - You gain a Per-Event use of the following effect; activate this and you enter a calmed state for 10 minutes, and may take no offensive action, in return you cannot be affected by Mental Attacks for the duration. [5 Ancient, 5 Fluid]

Talisman of Foresight - Rank 1 Talisman - 3 Build - You gain a Defense against the against the next Surprise Attack that hits you, and all Surprise Attacks that hit you within 5 seconds of the first. This Talisman is Obliterated after activation. [8 Telluric, 6 Fauna]

Talisman of Strength - Rank 1 Talisman - 3 Build - Once Per-Event you may activate this Talisman to gain +1 Melee Damage for the remainder of Combat. [10 Ancient, 8 Fauna]

Talisman of Shielding - Rank 1 Talisman - 3 Build - Grants you a Periodic use of the Skill "Mystic Shield". [6 Ancient, 6 Fluid]

Rank 2 Talismans

Stamina Talisman - Rank 2 Talisman - 3 Build - Grants you +1 Stamina. [10 Stellar, 5 Fluid]

Body Talisman - Rank 2 Talisman - 3 Build - Grants you +4 Body. [10 Ancient, 5 Fauna]

Shredding Talisman - Rank 2 Talisman - 3 Build - Instead of taking the effects of a Melee or Ranged Combat Attack, you can instead choose to have a Limb of your choice Destroyed. You are also Bleeding. [10 Telluric, 5 Flora]

Talisman of Energy - Rank 2 Talisman - 3 Build - Grants you a bank of 5 Stamina points Per-Event that count for the purposes of fueling Skills that require Stamina. These points do not count as Stamina for any other purpose, and cannot be restored, or effected by Attacks. [10 Stellar, 5 Fauna]

Talisman of Vision - Rank 2 Talisman - 3 Build - Grants you Phase Sight, however you take double Damage from Phase Attacks. [10 Ancient, 5 Flora]

Talisman of Will - Rank 2 Talisman - 3 Build - Grants you a Periodic use of the Skill "Willpower". [10 Telluric, 5 Fluid]

Talisman of Influence - Rank 2 Talisman - 3 Build - Grants you a Per-Event point of Influence. [10 Ancient, 5 Fluid]

Talisman of Elemental Protection - Rank 2 Talisman - 2 Build - Once Per-Period you may choose one of the following; Fire, Gloom, Spark, Lazer, Frost, or Phase. For 1 minute all Damage you take from that type of Damage is reduced to 1 neutral Damage. [10 Stellar, 5 Flora]

Talisman of Near Death - Rank 2 Talisman - 2 Build - Grants you the Periodic use of the Skill "Close Call". [10 Telluric, 8 Fauna]

Rank 3 Talismans

Talisman of the Scope - Rank 3 Talisman - 3 Build - Once Per-Event you may activate this Talisman to gain +1 Ranged Damage for the remainder of Combat. [10 Stellar, 8 Fluid]

Talisman of Mad Courage - Rank 3 Talisman - 3 Build - When hit by an Attack that would cause you to become Afraid, you take 1 Stamina Damage and become Enraged. [8 Ancient, 6 Fauna]

Talisman of Isolation - Rank 3 Talisman - 3 Build - You cannot be Blighted while wearing the Talisman, however you may not receive the benefit of any Ritual. [10 Telluric, 10Flora, 10 Fauna, 1 Curio]

Talisman of Greed - Rank 3 Talisman - 3 Build - This counts as a Trade Contract for you so long as it is worn. [10 Stellar, 15 Flora]

Talisman of Good Standing - Rank 3 Talisman - 2 Build - When creating this Talisman name a Faction. Schemes involving that Faction have their cost reduced by 1 to a minimum of 1. [15 Ancient, 10 Flora]

Talisman of Sacrificial Power - Rank 3 Talisman - 3 Build - You have +10 Body but your Max Stamina is set to 5. [20 Ancient, 15 Fluid]

Talisman of Sacrificial Endurance - Rank 3 Talisman - 3 Build - You have +3 Stamina but your Max Body is set to 15. [20 Fluid, 15 Ancient]

Talisman of Reversal - Rank 3 Talisman - 3 Build - Once Per-Event for 5 minutes you may use your Body as Stamina. [10 Telluric, 10 Fauna, 10 Gizmo]

Talisman of Deflection - Rank 3 Talisman - 3 Build - You gain a Soak of 1 against Ranged Attacks. [15 Ancient, 12 Matrix]

Rank 1 Bombs

Dazzle Bomb - Rank 1 Bomb - 2 Build - Target becomes Dazed. [2 Stellar, 1 Flora]

Acid Bomb - Rank 1 Bomb - 3 Build - Target takes 4 Acid Damage. [3 Telluric, 2 Fluid]

Fire Bomb - Rank 1 Bomb - 2 Build - Target takes 6 Fire Damage. [3 Stellar, 2 Fluid]

Fragment Bomb - Rank 1 Bomb - 2 Build - Target takes 5 Bleed Damage. [3 Ancient, 2 Fluid]

Sticky Bomb - Rank 1 Bomb - 2 Build - Target is Hobbled. [2 Ancient, 2 Telluric]

Thermite Bomb - Rank 1 Time Bomb - 3 Build - Set-Up on object the size of a door or Smaller. After 1 minute the object is Obliterated. Set-Up time for this bomb is effected by Skills that reduce Crafting Time. There is no wait time after Bomb is set for the 1 minute countdown to Obliteration to begin. [4 Ancient, 4 Fauna]

Wailing Bomb - Rank 1 Time Bomb - 2 Build - Set-Up in a Room. After X amount of time, everyone in the room is Deaf for 5 minutes. [5 Telluric, 2 Flora]

Quake Bomb - Rank 1 Area Bomb - 3 Build - Target and anyone within Melee Weapon Range of the Target are Prone. [4 Telluric, 4 Fauna]

Pressure Bomb - Rank 1 Area Bomb - 3 Build - Target and anyone within Melee Weapon Range of the Target are Thrown back Traverse Distance from the point of impact. [4 Telluric, 4 Fluid]

Rank 2 Bombs

Phase Bomb - Rank 2 Bomb - 3 Build - Target takes 8 Phase Damage. [3 Ancient, 3 Fluid]

Melt Bomb - Rank 2 Bomb - 3 Build - When you Tag a Target name a Weapon, Shield, Tech Item or piece of Armor that the Target has, that object is Destroyed. [5 Ancient, 4 Flora]

Radiation Bomb - Rank 2 Bomb - 3 Build - Target takes 4 Radiation Damage. [4 Telluric, 3 Gizmo]

Resonance Bomb - Rank 2 Bomb - 2 Build - Knocks a Target out of a "Shielded" state. [3 Telluric, 2 Fluid]

Big Bomb - Rank 2 Bomb - 2 Build - Target takes 15 Damage. [5 Telluric, 3 Fauna]

Nova Bomb - Rank 2 Time Bomb - 2 Build - Set-up in a room. After X amount of Time, everyone within that room is Thrown out the nearest exit. This effect lasts for 5 minutes and no one may enter the room for the duration. [10 Stellar, 6 Matrix]

Razor Grid Bomb - Rank 2 Time Bomb - 3 Build - Set-up in a room. After X amount of Time, everyone in that room has their Legs Destroyed. [12 Telluric, 6 Gizmo]

Scatter Bomb - Rank 2 Area Bomb - 3 Build - Target and everyone within Melee Weapon Range of the Target takes 10 Damage. [6 Telluric, 4 Fauna]

Flash Bang Bomb - Rank 2 Area Bomb - 3 Build - Target and everyone within Melee Weapon Range of the Target are Blind for 1 minute. [8 Stellar, 4 Energy]

Rank 3 Bombs

Bunker Buster Bomb - Rank 3 Bomb - 2 Build - Throw at Target Cover. All who are actively using that Cover take 20 Damage. [5 Ancient, 4 Fluid]

Void Bomb - Rank 3 Bomb - 3 Build - Whatever the Bomb hits is Obliterated. If this hit someone in the chest you may choose what part of them, or what item on their person is Obliterated. [9 Ancient, 8 Flora]

Napalm Bomb - Rank 3 Bomb - 3 Build - Target takes 25 Fire Damage. [10 Fluid, 4 Energy]

Nuclear Bomb - Rank 3 Time Bomb - 3 Build - Set-up in a Room (set up of this Bomb takes 5 minutes and Phys-rep must be at least the size of a brief case). When the Bomb goes off, everyone within the room Dies. Room is irradiated for the next hour and everyone takes 1 Radiation Damage every minute they remain in the room. [10 Ancient, 8 Gizmo, 1 Curio]

Singularity Bomb - Rank 3 Time Bomb - 3 Build - Set-up in a Room. When Bomb goes off a miniature black hole opens up. Anyone within Melee Weapon range of the Bomb dies instantly. Everyone else in the Room is dragged at a heel to toe pace toward the black hole for 1 Minute. Anyone that touches the black hole also dies. After 1 minute the black hole explodes, everyone left within the room is Thrown back against the wall of the room and is dropped to the Downed Stage of their Death Count. A Plot Marshal is required to adjudicate the use of this Bomb as well as the PC's ability to use Skills to escape this Bomb. [20 Stellar, 15 Energy]

Chrono Bomb - Rank 3 Time Bomb - 3 Build - Set-up in a Room. When the Bomb goes off the Room and everyone within the Room are considered to be Shifted for 10 minutes. They may move around the Room freely, but no one may leave the Room and no one may enter the Room. The Room and everyone in it exist outside of time and space. [20 Matrix, 15 Telluric]

Ice Bomb - Rank 3 Area Bomb - 3 Build - Target and everyone with Melee Weapon Range of the Target take 15 Frost Damage. [5 Fluid, 5 Ancient]

Shockwave Bomb - Rank 3 Area Bomb - 3 Build - Target and everyone within Melee Weapon Range of the Target are dropped to the Out Stage of their Death Count. [15 Stellar, 10 Telluric]

EMP Bomb - Rank 3 Area Bomb - 3 Build - For Target and everyone within Melee Range of the Target, all Tech Items and Cybernetics stop working for 1 hour. Machines also take a 5 Second Stun. [10 Gizmo, 6 Stellar]

Rank 1 Weapon Upgrades

Junk Slot - Rank 1 Weapon Upgrade - 2 Build - 1 Slot - Takes up an Upgrade Slot. This can be used on Weapons, Shields, and Armor. [3 Gizmo, 2 Telluric]

Weapon Expansion - Rank 1 Weapon Upgrade - 3 Build - Adds an Upgrade Slot to a Weapon. This does not consume an Upgrade Slot. [6 Matrix, 4 Ancient]

Blade Sharpening - Rank 1 Weapon Enhancement - 3 Build - Melee or Thrown Weapon. +1 Damage for the Duration. [3 Matrix, 2 Telluric]

Gun Calibration - Rank 1 Weapon Enhancement - 3 Build - Ranged Weapon. +1 Damage for the Duration. [3 Energy, 2 Stellar]

Obsidian Coating - Rank 1 Weapon Enhancement - 2 Build - Melee or Thrown Weapon. Body Damage for the Duration. Duration also ends after 5 Attacks. [3 Ancient, 2 Gizmo]

Laser Rounds - Rank 1 Weapon Enhancement - 2 Build - Ranged Weapon. Lazer Damage for the Duration. Duration also ends after 5 Attacks. [3 Energy, 2 Gizmo]

Precision Weapon - Rank 1 Weapon Upgrade - 2 Build - 1 Slot - Any Weapon. Periodic use of the Skill "Critical Attack" (Double Damage for 1 Attack). Per-Combat with Curio. 1 Slot. [6 Gizmo, 5 Ancient]

Finely Honed Weapon - Rank 1 Weapon Upgrade - 1 Build - 1 Slot - Melee Weapon. Weapon gains a Periodic use of the Skill "Parry". Per-Combat and +1 Slot with Curio. [16 Matrix, 12 Stellar]

Rank 2 Weapon Upgrades

Graviton Capacitor - Rank 2 Weapon Upgrade - 3 Build - 1 Slots - You gain a bank of 5 “Points” Per Period that can be used as Stamina only for the Skill “Overpower”. These Points do not count as Stamina in any other respect. [18 Matrix, 10 Telluric]

Force Capacitor - Rank 2 Weapon Upgrade - 2 Build - 1 Slot - Two-Handed or Pole Arm. +1 to Overpower Damage. +2 Damage and 2 Slots if Curio is used. [15 Gizmo, 10 Telluric]

Rage Coating - Rank 2 Weapon Enhancement - 2 Build - Two-Handed or Pole Arm. Add +1 to Damage you deal while Enraged for the Duration. [5 Energy, 3 Telluric]

Stun Edge - Rank 2 Weapon Upgrade - 3 Build - 1 Slot - 1 Handed Weapon. Gain a Periodic use of the Skill “Stun”. Per-Combat if Curio is used. [16 Matrix, 8 Stellar]

Flame Edge - Rank 2 Weapon Upgrade - 2 Build - 2 Slots - 1 Handed Weapon. Spend 2 Stamina to activate. For 1 Minute Weapon does Fire Damage, however you take 2 Damage every time you Attack with this Weapon. Damage you take cannot be Soaked or mitigated by any means. [20 Gizmo, 10 Fluid]

Razor Coating - Rank 2 Weapon Enhancement - 2 Build - 1 Handed Weapon. All Periodic and Recurrent Attacks that do +Damage or xDamage do an additional +2 Damage (after all other Damage has been calculated) for the duration. [5 Energy, 3 Stellar]

Gloom Blade - Rank 2 Weapon Upgrade - 3 Build - 2 Slots - Small Weapon. Spend 2 Stamina to activate. For 1 Minute Weapon does Gloom Damage, however you take Double Damage from all Attacks for the duration. [20 Energy, 10 Ancient]

Gasp Blade - Rank 2 Weapon Upgrade - 2 Build - 1 Slots - Small Weapon. Periodic Attack that does 15 Damage when Attacking a Target from Surprise. Per-Combat and 2 Slots if Curio is used. [16 Gizmo, 8 Ancient]

Assassin Coating - Rank 2 Weapon Enhancement - 3 Build - Small Weapon. Weapon does +2 Damage when Attacking a Target from behind for the duration. [6 Matrix, 3 Ancient]

Stick Knife - Rank 2 Weapon Upgrade - 2 Build - 2 Slots - Thrown Weapon. Periodic use of the Skill “Pin”. Per-Combat if Curio is used. [16 Gizmo, 8 Stellar]

Aero Knife - Rank 2 Weapon Upgrade - 3 Build - 3 Slots - Thrown Weapon does Body Damage. [20 Energy, 10 Stellar]

Knock-Out Coating - Rank 2 Weapon Enhancement - 3 Build - Thrown Weapon. When using any Skill that does Stamina Damage, you do +1 Stamina Damage for the duration. [5 Matrix, 3 Fluid]

Hook Staff - Rank 2 Weapon Upgrade - 2 Build - 1 Slot - Staff. Periodic use of the Skill "Trip". Per-Combat if Curio is used. [10 Matrix, 6 Telluric]

Bio Staff - Rank 2 Weapon Upgrade - 3 Build - 2 Slots - Staff. Increases the amount you heal with Bio-Regenerate by 1 Per Minute (this applies to both Machine and Organic Targets). [16 Flora, 8 Energy]

Phase Coating - Rank 2 Weapon Enhancement - 2 Build - Staff. Weapon does +1 Phase Damage for the duration, in addition, you take double Damage from all non-standard Damage types (Fire, Gloom, Phase, etc...). [5 Gizmo, 3 Flora]

Smooth Bore Revolver - Rank 2 Weapon Upgrade - 3 Build - 1 Slot - Revolver. You gain +1 Damage to Quick Draw Attacks. +2 Damage and 2 Slots with Curio. [16 Energy, 8 Ancient]

Nano Revolver - Rank 2 Weapon Upgrade - 2 Build - 1 Slot - Revolver. This Weapon can hold 1 additional Nano-Bullet. +2 and 2 Slots with Curio. [16 Energy, 6 Ancient]

Etched Rounds - Rank 2 Weapon Enhancement - 2 Build - Revolver. When you gain this Enhancement you must name a Target. This Target must be a sapient individual. Damage done against that Target with this Weapon is +5 Per Attack for the duration. For the duration this Weapon does no Damage to other Targets. [6 Energy, 4 Ancient]

Sniper Rifle - Rank 2 Weapon Upgrade - 2 Build - 2 Slots - Rifle. While you are in Cover this Weapon does Body Damage. With Curio +1 Damage and +1 Slot while in Cover. [20 Matrix, 10 Stellar]

Blood Rifle - Rank 2 Weapon Upgrade - 2 Build - 1 Slot - Rifle. You gain a Periodic use of the Skill "Gut Shot". Per-Event with Curio. [12 Matrix, 6 Stellar]

Company Rifle - Rank 2 Weapon Upgrade - 3 Build - 2 Slots - Rifle. This Weapon does +1 Damage while you are in a Squad. [25 Energy, 15 Ancient]

Doom Shot - Rank 2 Weapon Upgrade - 2 Build - 1 Slot - Shotgun. You gain a Periodic use of the Skill "Destroy Weapon" or "Destroy Armor". Per-Combat and 2 Slots with Curio. [18 Gizmo, 10 Matrix]

Hunter Shot - Rank 2 Weapon Upgrade - 3 Build - 2 Slots - Shotgun. This Weapon does +1 Damage against Favored Enemies. [20 Gizmo, 10 Energy]

Spread Shot - Rank 2 Weapon Upgrade - 2 Build - 1 Slot - Shotgun. You gain a Periodic use of the Skill "Scattershot". Per-Combat with Curio. [12 Gizmo, 6 Matrix]

Swift Shot Blaster - Rank 2 Weapon Upgrade - 3 Build - 2 Slots. Pistol. Your "Pistol and Sword" Pistol Attack does Body Damage. With Curio your "Pistol and Sword" Pistol Attack does +1 Damage. [20 Matrix, 10 Stellar]

Secret Blaster - Rank 2 Weapon Upgrade - 2 Build - 2 Slots - Pistol. You gain a free use of the Skill "Hide" after using "Sword and Pistol" or "Aim". You must use this "Hide" within 5 seconds of using the activating Skill. [15 Matrix, 10 Stellar]

Sure Shot Blaster - Rank 2 Weapon Upgrade - 2 Build - 1 Slot - Pistol. You do +1 Damage with Aim Attacks. With Curio +2 Damage and 2 Slots. [14 Matrix, 8 Stellar]

Blood Round - Rank 2 Weapon Enhancement - 3 Build - 1 Slot - Pistol. Your Pistol gains a single Round that does the following: Tag Target, both you and the Target drop to the Downed Stage of your Death Count. **If Target does not take the effect you do not take the effect but the Enhancement is considered spent.** [5 Gizmo, 4 Stellar]

Rank 3 Weapon Upgrades

Hyper Capacitor - Rank 3 Weapon Upgrade - 3 Build - 2 Slots - Two-Handed or Pole Arm. +1 Damage. [50 Matrix, 30 Telluric, 1 Curio]

Voltaic Capacitor - Rank 3 Weapon Upgrade - 3 Build - 2 Slots - Two-Handed Weapon or Pole Arm. +1 Damage while Enraged. +1 Damage for Overpower. You may ignore restrictions and Damage caps while using Overpower or are Enraged. [40 Gizmo, 25 Telluric]

Light Edge - Rank 3 Weapon Upgrade - 3 Build - 2 Slots - One Handed Weapon. Spend 1 Stamina to activate. Weapon does +1 Damage for remainder of Combat. Stamina spent this way cannot be restored until the end of Combat. [40 Energy, 25 Stellar]

Ancient Coating - Rank 3 Weapon Enhancement - 3 Build - One Handed Weapon. The duration of this effect is until activation or 6 hours, whichever is shorter. For 1 Minute you may use Parry at will so long as you are holding this Weapon and by spending 1 Stamina per Parry [12 Gizmo, 4 Stellar]

Cold Blade - Rank 3 Weapon Upgrade - 3 Build - 2 Slots - Small Weapon. You do +1 Stamina Damage for all Attacks that do Stamina Damage when Attacking a Target from behind. [25 Energy, 20 Ancient]

Poison Coating - Rank 3 Weapon Enhancement - 3 Build - Small Weapon. For the duration, whenever you use a Contact Poison in conjunction with this Weapon that does Damage, you may spend 1 Stamina to double that Damage. [6 Gizmo, 4 Ancient]

Tracking Knife - Rank 3 Weapon Upgrade - 3 Build - 1 Slot - Thrown Weapon. Once Per-Period you point at a Target within Traverse Distance. Target is automatically hit by your Thrown Weapon. [25 Energy, 10 Stellar]

Entropic Coating - Rank 3 Weapon Enhancement - 3 Build - Thrown Weapon. For the duration this Weapon can be Consecrated with Doomcaller Consecrations, and does not count toward the limit of Consecrations one is allowed to have active at one time [8 Fauna, 4 Fluid]

Shield Staff - Rank 3 Weapon Upgrade - 3 Build - 4 Slots - Staff. When you activate Mystic Shield, you and everyone else who is in a Shielded State with you is affected as per Bio-Regenerate. In addition, you may utilize any non-offensive Skill while maintaining a Shielded State. [50 Gizmo, 30 Flora]

Organic Staff - Rank 3 Weapon Upgrade - 3 Build - 2 Slots - Staff. Increases the amount you heal with Bio-Regenerate by 2 (This applies only to Non-Machine Targets). [40 Flora, 20 Energy]

Roulette Revolver - Rank 3 Weapon Upgrade - 3 Build - 2 Slots - Revolver. +1 to your Smuggling Rolls. When you make a Smuggling roll you may choose to roll over. If your second roll is lower than your first roll you must spend 10 Components and get no Smuggling item for that roll. [45 Random Components]

6 Rounds - Rank 3 Weapon Enhancement - 3 Build - Revolver - For the duration, or after 6 shots, each shot you make from this Weapon does +5 Damage of a different Damage type from the following list; Gloom, Lazer, Fire, Frost, Phase, or Spark. You may not use the same Damage type more than once. [8 Energy, 4 Ancient]

Laser Rifle - Rank 3 Weapon Upgrade - 3 Build - 4 Slots - Rifle. Weapon does Lazer Damage. [50 Matrix, 30 Stellar, 1 Curio]

High Impact Rounds - Rank 3 Weapon Enhancement - 3 Build - Rifle. Weapon does +2 Damage for the duration or until your clip is empty. [6 Energy, 6 Ancient]

Sawed Off Shotgun - Rank 3 Weapon Upgrade - 3 Build - 3 Slots - Shotgun. Weapon does +1 Damage. [50 Gizmo, 30 Telluric, 1 Curio]

Titan-Killer Shotgun - Rank 3 Weapon Upgrade - 3 Build - 1 Slot - Shotgun. You gain a Per-Event use of the Skill "Slay". Periodic and 2 Slots with Curio. [30 Gizmo, 20 Stellar]

Spark Blaster - Rank 3 Weapon Upgrade - 2 Build - 3 Slots. Pistol. Weapon does Spark Damage. [40 Telluric, 20 Gizmo, 1 Curio]

Silenced Rounds - Rank 3 Weapon Enhancement - 3 Build - Pistol. For the duration or until the end of the next Combat you use this Weapon in (whichever is shorter), you can fire this Weapon without breaking Hidden. Damage you do while Hidden is reduced by half (rounded up) calculated after all bonuses are applied. [6 Gizmo, 4 Stellar]

Rank 1 Armor Upgrades

Armor Expansion - Rank 1 Armor Upgrade - 3 Build - Adds an Upgrade Slot to a piece of Armor. This does not consume an Upgrade Slot. [6 Energy, 4 Ancient]

Plating - Rank 1 Armor Upgrade - 2 Build - 1 Slot - Any Armor. Armor gains +1 AP. This may be taken Multiple times. [3 Matrix, 2 Telluric]

Repulse Shield - Rank 1 Armor Upgrade - 2 Build - 1 Slot - Shield. You gain the Periodic use of the Skill "Shield Bash". Per-Combat and 2 Slots with Curio. [12 Telluric, 8 Flora]

Shield Plating - Rank 1 Armor Upgrade - 2 Build - 1 Slot - Shield. You gain 1 Armor Point for each piece of Armor you are wearing (up to a max of 5AP) so long as you are carrying a Shield. This Armor is the first to go and cannot be regained until your Armor is fully repaired. [6 Matrix, 4 Telluric]

Flaming Helm - Rank 1 Armor Upgrade - 2 Build - 1 Slot - Helmet. You gain a Periodic Defense against any Attack with Fire as a component. [10 Energy, 6 Stellar]

Break Armor - Rank 1 Armor Upgrade - 2 Build - 1 Slot - Torso Armor. You gain a Periodic Defense against any Attack with Acid as a component. [10 Gizmo, 6 Ancient]

Enlivening Greaves - Rank 1 Armor Upgrade - 2 Build - 1 Slot - Leg Armor. You gain a Periodic Defense against Melee or Ranged Attack that would cause you to become Hobbled. [6 Energy, 4 Telluric]

Impressive Shoulders - Rank 1 Armor Upgrade - 2 Build - 1 Slot - Shoulder Armor. You gain a Periodic Defense against a Target wearing a Negotiate Symbol. [6 Gizmo, 4 Telluric]

Wonder Bracers - Rank 1 Armor Upgrade - 2 Build - 1 Slot - Arm Armor. You gain a Periodic use of the Skill "Flesh Wound". 1 Slot. [10 Energy, 8 Ancient]

Rank 2 Armor Upgrades

Curved Shield - Rank 2 Armor Upgrade - 2 Build - 1 Slots - Shield. You gain a Periodic use of the Skill "Shield Knock". Per-Combat with Curio. [14 Telluric, 8 Matrix]

Reinforced Shield - Rank 2 Armor Upgrade - 2 Build - 1 Slots - Shield. You gain a Periodic Defense against any Attack that would specifically Target your Shield. Per-Combat with Curio. [18 Telluric, 10 Ancient]

Gird Shield - Rank 2 Armor Upgrade - 3 Build - 2 Slots - Shield. Shield Gains a Soak of 1 against Ranged Attacks. Soaks cannot reduce Damage to less than 1. [18 Energy, 12 Telluric]

Reflect Shield - Rank 2 Armor Upgrade - 3 Build - 1 Slot - Shield. You gain a Once Per Event Skill that allows you to reflect a Ranged Attack that hits your Shield back at the Attacker. Periodic with Curio. [18 Gizmo, 10 Stellar]

Spike Polish - Rank 2 Armor Enhancement - 2 Build - Shield. You do +2 Damage with Defensive Strike for the duration. [6 Gizmo, 5 Telluric]

Unifying Helm - Rank 2 Armor Upgrade - 3 Build - 2 Slots - Head Armor. +1 Body per piece of Armor worn. 2 Slots. [20 Telluric, 10 Gizmo]

Magnus Helm - Rank 2 Armor Upgrade - 2 Build - 1 Slots - Head Armor. Per-Event use of the Skill "Willpower". Periodic and 2 Slots with Curio. [20 Telluric, 10 Gizmo]

Crash Polish - Rank 2 Armor Enhancement - 2 Build - Head Armor. For the duration you have a Soak of 1 against all attacks that do Stamina Damage. This can reduce Stamina damage to 0. [8 Telluric, 6 Gizmo]

Repair Shoulder - Rank 2 Armor Upgrade - 3 Build - 2 Slots - Shoulder Armor. Once Per-Event you can restore your AP to full. This requires 1 minute of concentration. If you are Attacked or engage in Combat during the minute of concentration this Upgrade is Destroyed, and your Armor cannot be repaired for the remainder of Combat. [20 Telluric, 10 Energy]

Regal Shoulder - Rank 2 Armor Upgrade - 3 Build - 1 Slots - Shoulder Armor. You have a 1 Influence Discount for making a Contact with any Target who is also wearing Armor. 2 Influence Discount and 2 Slots with Curio. [18 Telluric, 8 Energy]

Rainbow Polish - Rank 2 Armor Enhancement - 2 Build - Shoulder Armor. For the duration you gain a Soak of 1 against all non-standard Damage types (Fire, Acid, Body, Spark, etc...). [6 Telluric, 4 Energy]

Hook Bracers - Rank 2 Armor Upgrade - 2 Build - 1 Slot - Arm Armor. You gain a Once-Per Event Defense against a Destroy Weapon Skill. Periodic with Curio. [14 Stellar, 8 Matrix]

Shield Bracers - Rank 2 Armor Upgrade - 3 Build - 1 Slot - Arm Armor. You gain a Periodic Defense against any Attack that hits your Arms or Targets your Arms. Per-Combat and 2 Slots with Curio. [20 stellar, 10 Matrix]

Defense Polish - Rank 2 Armor Enhancement - 2 Build - Arm Armor. For the duration you have +5 AP, and a Soak of +2 against all Melee Attacks. You do 2 Less Weapon Damage (this also applies to Defensive Strike). [8 Stellar, 4 Matrix]

Kevlar Armor - Rank 2 Armor Upgrade - 2 Build - 2 Slots - Torso Armor. You gain a +1 Soak against Ranged Attacks. You cannot use Traverse Skills. [15 Ancient, 10 Gizmo]

Tank Armor - Rank 2 Armor Upgrade - 2 Slots - Torso Armor. This piece of Armor is set at it's maximum armor value of 8 AP. [22 Ancient, 12 Gizmo]

Glass Polish - Rank 2 Armor Enhancement - 2 Build - Torso Armor. All Acid Attacks are reduced to 1 (normal) Damage for the duration. [6 Ancient, 4 Gizmo]

Running Greaves - Rank 2 Armor Upgrade - 2 Build - 1 Slot. Leg Armor. You gain a Periodic use of the Skill "Traverse". Per-Combat with Curio. [14 Telluric, 8 Matrix]

Shield Greaves - Rank 2 Armor Upgrade - 3 Build - 1 Slot - Leg Armor. You gain a Per Event defense against an Attack that hits your Legs or Targets your Legs. Per-Combat and 2 Slots with Curio. [16 Telluric, 8 Matrix]

Anchored Greaves - Rank 2 Armor Upgrade - 2 Build - 1 Slot - Leg Armor. You gain a Periodic Defense against any Skill that would force you to move. Per-Combat and 2 Slots with Curio. [12 Telluric, 8 Matrix]

Rank 3 Armor Upgrades

Event Horizon Shield - Rank 3 Armor Upgrade - 3 Build - 2 Slots - Shield. Once Per Event you may Activate this Shield. For the next minute or until you break Defensive Stance (whichever is longer to a maximum of 5 minutes) your Shield is immune to Ranged Attacks. With Curio this becomes Periodic but requires 2 Stamina to activate. [50 Energy, 30 Stellar]

Indomitable Tower Shield - Rank 3 Armor Upgrade - 2 build - 2 Slots - Tower Shield - Once Per Period you may enter Defensive Stance at a Doorway. Once you enter Defensive Stance you cannot be moved by any means until you drop Defensive Stance. In addition you are considered to be in a Shielded State for the duration. The power of this Upgrade ends if you move from the Doorway. You may choose to move aside and allow people to go through the Doorway. [40 Telluric, 25 Matrix]

Agile Buckler - Rank 3 Armor Upgrade - 2 Build - 2 Slots - Standard Shield - You may use Blockade while not in Defensive Stance by spending 1 Stamina and expending a use of the Skill "Blockade". [35 Telluric, 20 Stellar]

Curio Plating - Rank 3 Armor Upgrade - 3 Build - 1 Slot - Armor - Armor gains +3 AP. This may be taken multiple times. [1 Curio]

Integration Helm - Rank 3 Armor Upgrade - 2 Build - 1 Slot - Head Armor. You are considered to have the Cybernetic I/O Port while wearing this Helmet. [20 Gizmo, 15 Matrix]

Ram Helm - Rank 3 Armor Upgrade - 3 Build - 1 Slot - Head Armor. You gain the Per-Event use of the Skill "Charge" and every use of "Charge" does +10 Damage instead of +5. Periodic and 2 Slots with Curio. [30 Telluric, 25 Gizmo]

Cyber Shoulder - Rank 3 Armor Upgrade - 3 Build - 3 Slots - Shoulder Armor. This Upgrade allows the Shoulder Armor to have any Cybernetic Core installed into it. While the user benefits from this Cybernetic Core, it does not count as a Cybernetic Core for the purposes of gaining future Cybernetics. With Curio and 4 Slots you can add any Rank 1 or Rank 2 Cybernetic that requires only that Cybernetic Core. [35 Telluric, 25 Energy]

Set Bonus Shoulder - Rank 3 Armor Upgrade - 3 Build - 4 Slots - Shoulder Armor. You gain an additional Per-Event use of any Periodic, or Per-Combat effect on every other piece of Armor or Shield you are currently using. This applies individually, allowing you to gain an additional Per-Event use per piece. [60 Telluric, 40 Energy]

Diamond Bracers - Rank 3 Armor Upgrade - 3 Build - 1 Slot - Arm Armor. You may activate once Per-Event to enter a "Shielded State". Periodic and 2 Slots with Curio. [40 Stellar, 25 Matrix]

Shadow Bracers - Rank 3 Armor Upgrade - 2 Build - 1 Slot - Arm Armor. You gain a Periodic use of the Skill "Hide". Per-Combat with Curio. [25 Stellar, 15 Matrix]

Power Drain Armor - Rank 3 Armor Upgrade - 3 Build - 3 Slots - Torso Armor. You may spend 3 Stamina at any time to Defend against the Damage portion of any Attack. This does not Defend against additional effects such as Bleeding or Destroyed Limbs. [40 Ancient, 25 Energy]

Shell Polish - Rank 3 Armor Enhancement - 3 Build - Torso Armor. Choose a non-standard Damage type (Gloom, Acid, Fire, Spark, etc...), for the Duration all Damage of that type is reduced to 2 Damage per Attack. However all Damage not of that type does an additional 2 Damage per Attack. [12 Ancient, 6 Telluric]

Glide Greaves - Rank 3 Armor Upgrade - 3 Build - 3 Slots - Leg Armor. You may spend 2 Stamina to double the length of any Traverse Skill. [35 Gizmo, 20 Energy]

Spring Greaves - Rank 3 Armor Upgrade - 3 build - 1 Slot - Leg Armor. You gain a Periodic Use of the Skill "Leap". Per-Combat with Curio. [30 Ancient, 18 Gizmo]

Rank 1 Blueprints

Remodel - Rank 1 Blueprint - 2 Build - Turns a Rank 1 Area into a Rank 2 Area . [5 Telluric, 5 Matrix, 5 Fluid]

Bar - Rank 1 Blueprint - 3 Build - 1 Slot - Bar must be stocked at all times with drinks and snacks (OOG). Whenever you spend 10 minutes eating food or drinking in this Area, your Stamina is restored to full. In addition, if you have not yet used your Floating Refresh, you may do so at the same time. [9 Energy, 6 Fluid, 6 Stellar]

Workbench - Rank 1 Blueprint - 3 Build - 1 Slot - While utilizing the Workbench you can reduce the cost of any Crafting Plan with a final cost of greater than 10 Components by 1 Component. Workbench cannot reduce the need for any single Component to 0. [15 Ancient, 5 Energy, 5 Fluid]

Universal Altar - Rank 1 Blueprint - 2 Build - 1 Slot - Once Per Period, you may use the Altar to either Refresh a non-Prestige Metaphysical Skill, or gain 1 Energy that may be immediately be used as Stamina to fuel any Metaphysical Skill (such as Nano-Bullets or Consecrations). [6 Ancient, 6 Telluric, 6 Stellar]

Spring Loaded Floor Tile - Rank 1 Blueprint - 3 Build - 1 Slot - When you build this you must indicate a spot on the floor with an small removable X. You may then designate up to 3 people (including yourself) as "Trigger People". Whenever a Target is within Melee Weapon Range of X, a "Trigger Person" may call the Skill "Defenestrate" on them (This is considered a Trap/ Environmental Hazard Attack). They must then spend 1 minute RP rearming the Tile. An Area may have more than one Spring Loaded Floor Tile. [8 Gizmo, 5 Matrix, 5 Telluric]

Hyper-Evolving Swear Jar - Rank 1 Blueprint - 2 Build - 1 Slot - Whenever someone swears in the area and someone else calls them out on it, they must put a Component or Credit in the Swear Jar (this is considered a Mental Attack). This Swear Jar cannot be effected by any Skills, and any attempt to Destroy or Obliterate the Swear Jar will cause a Target be effected by the Swear Jar as if they swore. Swear Jar must be at least 6 inches high, and 4 inches wide. Once Swear Jar is filled, it transforms. Please see a Marshal and pray. [10 Fluid, 9 Flora, 8 Telluric]

First Aid Station - Rank 1 Blueprint - 3 Build - 1 Slot - Anyone, but only one person at a time, gains the Skill "Bandage" when utilizing the First Aid Station. Anyone with the Skill Bandage, gains an additional "Bandage Proficiency" when utilizing the First Aid Station. [8 Matrix, 6 Fluid, 6 Ancient]

Study Desk - Rank 1 Blueprint - 3 Build - 1 Slot - Anyone who utilizes the Skill "Research X" at this desk can add one Keyword to their current inquiry. [5 Flora, 5 Telluric, 5 Fauna]

Teleportation Pad - Rank 1 Blueprint - 2 Build - Allows you to build a Teleportation Pad. This is required for many Teleportation Cybernetics. [5 Gizmo, 5 Energy, 5 Stellar]

Rank 2 Blueprints

Advanced Remodel - Rank 2 Blueprint - 3 Build - Turns a Rank 2 Area into a Rank 3 Area. [15 Telluric, 15 Matrix, 15 Fluid]

Speciality Decanter - Rank 2 Blueprint - 2 Build - 1 Slot - This is represented by a drink container. The drink container must have the rules for the drink clearly written on the top or nearby. A person may only take the positive benefits of the liquid in this container Once Per Event, but are subject to the Negative Effects every time they take a drink. When you build this you must choose one of the following, all effects last for 1 Hour; +1 Melee Damage but - 5 Body, +1 Ranged Damage but - 3 Stamina, +5 Body but you are Weakened, +2 Stamina but you are Dazed, You may choose any "Science X" Keyword or gain the Skill "Science X" with any Keyword but you take double Damage from all Attacks. [15 Fluid, 12 Matrix, 8 Ancient]

Phase Discriminator - Rank 2 Blueprint - 2 Build - 1 Slot - You may spend 1 minute roleplay with the "Phase Discriminator" prop. So long as you remain in the Area you have Phase Sight, count as a Phase Creature, and swing for Phase Damage. [15 Stellar, 10 Matrix, 5 Fluid]

Defibrillator - Rank 2 Blueprint - 2 Build - 1 Slot - This object can be used by anyone who can use a Treatment Skill to instantly bring a Target out of the Critical Stage of their Death Count. Target is healed up to 1 Body, is reduced to 1 Stamina and is Winded for 10 minutes. This Winded cannot be Treated. This can only be used Once Per Event, Periodic if Curio is used. [15 Ancient, 12 Energy, 6 Fauna]

Operating Table - Rank 2 Blueprint - 2 Build - 1 Slot - Any Target laying on this table has their Treatment time reduced by half. Only one Target can be on an Operating Table at a time. This does not effect any Skill that Treats Traumas. [15 Telluric, 5 Matrix, 5 Fauna]

Hookah - Rank 2 Blueprint - 3 Build - 2 Slots - You may use a Rank 1 or Rank 2 Flask in conjunction with this Hookah, when you do, for as many hoses as the hookah has up to a maximum of 4 (hoses must actually be hooked up to the Hookah, though the Hookah itself does not have to be real), you may duplicate the effects of that Flask for everyone imbibing. This may only be used Once Per Period, and no one may benefit from this more than Once Per Event. [10 Fluid, 10 Gizmo, 5 Stellar]

Batch Processor - Rank 2 Blueprint - 2 Build - 1 Slot - When you are making multiple copies of the same Crafting Plan, this will cut the time needed for Crafting down to 1 minute for every 5 minutes the Plan takes for every copy after the first. [15 Matrix, 5 Ancient, 5 Telluric]

Anvil - Rank 2 Blueprint - 2 Build - 2 Slots - When utilizing the Anvil in conjunction with repairing Armor, when you are finished restoring Armor, the Armor Points of the Armor is increased by 1 for each piece of Armor up to +5. A set of Armor may only benefit from this Bonus Once Per Event. [10 Telluric, 5 Flora, 5 Gizmo]

Research Station - Rank 2 Blueprint - 2 Build - 2 Slots - When utilizing this Research Station, you may add 1 additional Research Assistant onto any use of the Skill "Research X". [8 Energy, 8 Gizmo, 8 Matrix]

Rank 3 Blueprints

Hyper Remodel - Rank 3 Blueprint - 3 Build - Turns a Rank 3 Area into a Rank 4 Area.
[30 Telluric, 30 Matrix, 30 Fluid]

Bookshelf - Rank 3 Blueprint - 2 Build - 1 Slot - When building this Plan, name any Keyword (other than Exile or Blight). Those who use this Upgrade in their Research can add that Keyword. You may spend a Curio when building the Bookshelf to add an additional Keyword. You may have more than one Bookshelf in an Area. [18 Fluid, 15 Matrix, 13 Ancient]

Cryo-Prison - Rank 3 Blueprint - 2 Build - 1 Slot - Allows you to install a Cryo-Prison storage unit in an Area. This Cryo-Prison can be used to store any NPC Target with a Negotiate Symbol. Target must be fully Bound or Willing in order to be stored in the Cryo-Prison. Once inside they can remain trapped in there for the life of this Upgrade. After the Upgrade expires the NPC is freed automatically. The Cryo-Prison can only be uponed by the person who Crafted it or via an incredibly difficult Tech Challenge that the Crafter may choose to provide. If it is Destroyed or Obliterated the NPC on the inside Dies. You may spend a Curio when crafting this to create a second Cryo-Prison Pod attached to the first. [20 Stellar, 20 Matrix, 10 Fluid]

Auto-Fabricator - Rank 3 Blueprint - 3 Build - 1 Slot - When building this Plan name any single Rank Tincture, Poison, or Bomb with Crafting cost of 6 or less Components that you have learned. At the beginning of each Event, this produces 1 of that Item. If a Curio is used when crafting this, it creates 2 of that Item. [18 Ancient, 14 Energy, 9 Fauna]

Nano-Reactive Shell Coating - Rank 3 Blueprint - 3 Build - 1 Slot - This Plan creates a 1 time use Defense for the room. Any Area of effect physical Attack, such as a Bomb going off, has its effect immediately neutralized. This Defense can be activated only by you or anyone you designate. Nano-Reactive Shell Coating is Obliterated after use. [9 Fluid, 9 Gizmo, 9 Stellar]

Trap Door - Rank 3 Blueprint - 3 Build - 1 Slot - Allows you to place a Trap Door in an Area. When Crafting this you must also designate an exit point somewhere else within 100 feet of the Trap Door. If this exit point is in another Area, that Area also must receive this Upgrade. If it is outside in a place not designated as an Area it does not count as an Upgrade. Multiple Trapdoors can be networked together so long as none of them are more than 100 feet apart. To use a Trap Door simply place your hand on the Trap Door location and count down from 5. You immediately go OOG to the exit location. A Trap Door may be used in reverse. Each Trap Door must have someone set up as the "Gate Keeper", this is the only person who may activate the Door. The "Gate Keeper" may hand off Trap Door permission to another Target once Per-Event (this may be done prior to the Event). The "Gate Keeper" may choose to allow any number of people pass through the Trap Door utilizing the same 5 second countdown rule. However they may only do so, so long as they have not passed through the Trap Door themselves. [15 Matrix, 8 Ancient, 8 Telluric]

Maintenance - Rank 3 Blueprint - 6 Build - When an Area Upgrade would expire, you may spend half the cost of the Components (rounded up) used to create that Upgrade to extend the life of the Upgrade by 1 Year. This must be done the the Event he Upgrade would expire. This only works for Upgrades you have Learned. [Variable]

Weapons Locker - Rank 3 Blueprint - 3 Build - 2 Slots - Once Per-Event an individual may spend 3 Stamina, and 2 minutes of Concentration doing a gearing up montage. They do +1 Damage for the next Combat or for 1 hour, whichever is longer. Stamina spent this way cannot be recovered until after the duration of this buff has ended. Weapons Locker can be used by anyone, anytime, but an individual may only benefit from it Once Per-Event.

[19 Telluric, 13 Flora, 11 Gizmo]

Vaulted Ceiling - Rank 3 Blueprint - 3 Build - 3 Slots - This can only be placed in a room that has had the Ritual of Sanctification placed upon it. The Ritual of Sanctification becomes persistent so long as this Upgrade remains in place, however it no longer gains the Phase Sight benefit. Instead, any Ritual or Invocation connected to the religion the room is Sanctified for done in this Area has no Body/Stamina cost (unless the Ritual itself notes a specific added cost beyond the standard, in which case you must pay that cost). In addition to this, for Rituals whose effect applies to everyone taking part in the Ritual, you may include one Target who is not annointed to that Religion. [25 Energy, 25 Gizmo, 25 Matrix]

Rank 1 Tech

Scanner - Rank 1 Tech - 2 Build - Can only be used in conjunction with the Skill “Investigate X”. Allows you to gather information that you might not be able to do deduce through normal means, such as temperature, energy signatures, and the like. When using Scanner you can name one specific thing you are scanning for and use that as Keyword for your Investigation. A Scanner can only be used Once Per- Investigation. [4 Gizmo, 2 Stellar]

Sample Container - Rank 1 Tech - 1 Build - Can be used to preserve any sample gathered via any Skill. Sample container can also contain Radioactive objects the size of a fist or smaller, and allow for their safe transportation. [2 Ancient]

Smoke Grenade - Rank 1 Tech - 3 Build - Throw a Bomb phys-rep down on the ground. You can immediately Traverse to the nearest cover and become Hidden. [3 Ancient, 3 Fluid]

Lock Pick - Rank 1 Tech - 2 Build - Grants you a single use of the Skill “Science X: Security” that can only be used on the opening of a lock. Lock Pick is Obliterated after use. [3 Ancient, 2 Gizmo]

Disposable Gas Mask - Rank 1 Tech - 2 Build - This allows you to enter an environment where a gas has been released and not be affected by the gas for the length of the encounter. Gas Mask is Obliterated after use. [1 Flora, 1 Fauna]

Vital Monitor - Rank 1 Tech - 2 Build - This Tech item has 2 parts. One goes on a Target whose vitals signs you wish to monitor, the other goes on the one doing the monitoring. When the one being monitored drops into their Death Count, they may use any communications device to OOG contact the one who is being monitored to tell them about their current condition and general direction. Vital Monitor lasts until the end of any event. [2 Energy, 2 Gizmo]

Booster Pack - Rank 1 Tech - 2 Build - Gives you a Traverse in any direction. Obliterated after use. Can only benefit from this Once Per Combat. [2 Energy, 1 Fluid]

Delivery Drone - Rank 1 Tech - 2 Build - This Drone can carry a 1 Handed Weapon sized or smaller object to the location you declare. Delivery Drone is Obliterated after use. [3 Electric, 2 Stellar]

Spy Drone - Rank 1 Tech - 2 Build - This Drone can be sent into an area and will provide general information about that area and any forces that may be arrayed there. Spy Drone is Obliterated after use. [3 Matrix, 3 Ancient]

Tome - Rank 1 Tech - 2 Build - Tome, when held by someone who can do Rhetorics, can now target an additional person with Rhetorics. [6 Ancient, 3 Telluric]

Banner - Rank 1 Tech - 2 Build - Banner, when held by someone who can create a Squad, allows them to have 1 additional person in their Squad. [6 Flora, 3 Telluric]

Tool Box - Rank 1 Tech - 2 Build - This Item reduces the Crafting by 1 minute for every 5 Minutes an Plan takes to Craft. [6 Gizmo, 3 Stellar]

Med Kit - Rank 1 Tech - 2 Build - This item reduces the time of any Treatment by 5 seconds for each minute the Treatment takes. [6 Matrix, 3 Stellar]

Rank 2 Tech

Jet Pack - Rank 2 Tech - 3 Build - For every 2 Stamina you spend you gain 1 minute of Traverse (you are considered to be up in the air during this Traverse). After you land Jet Pack cannot be used again for 1 Hour. [10 Gizmo, 10 Stellar, 10 Fluid]

Night Vision Goggles - Rank 2 Tech - 2 Build - Allows you to utilize real world night vision goggles. [10 Telluric, 5 Gizmo]

Shock Gloves - Rank 2 Tech - 2 Build - Stuns a Target you shake hands with. Obliterated after use. [4 Flora, 2 Energy]

Data Storage - Rank 2 Tech - 2 Build - Allows you to store and carry Data of any kind on a mobile drive or disk storage device. [2 Stellar, 2 Fluid, 2 Energy]

Hazard Suit - Rank 2 Tech - 2 Build - This Suit will protect the wearer from any non-Blight related Environmental Hazard for 1 Hour. Suit is Obliterated after use. [3 Telluric, 4 Stellar]

Flare Drone - Rank 2 Tech - 3 Build - When sent into an Area and activated all Hidden Targets are revealed and cannot become Hidden for 1 minute. Cannot be done in Combat. Drone is Obliterated after use. [5 Electric, 3 Telluric]

Makers Tool Kit - Rank 2 Tech - 3 Build - This Kit reduces the cost of any Plan you have learned (on your Character Card) by 1 Component of your choosing for every 10 Components the Plan costs (rounded down). This cannot eliminate the need for any single component in a Plan. This cannot be used in conjunction with the Skill "Efficiency" or any other Skill or Item that would reduce the cost of a Plan. [3 of Each Component]

People's Tome - Rank 2 Tech - 3 Build - Once Per-Event this Tome can be activated so that your next Rhetoric effects all Friendly Targets of a single Species/Race. Periodic with Curio. [18 Ancient, 8 Flora]

Healing Bubble Med Kit - Rank 2 Tech - 3 Build - Once Per-Event, you may use this to cause you and the Target you are Treating to enter a Shielded State. Shielded State ends when you finish Treatment. Once per Period if Curio is Used. [16 Matrix, 8 Fauna]

Directive Banner - Rank 2 Tech - 3 Build - Once Per-Period you gain a single free use of any 1 non-Prestige Command Skill you know. Per-Combat with Curio. [16 Matrix, 8 Fauna]

Rank 3 Tech

Portable Bunker - Rank 3 Tech - 3 Build - Allows you to construct a deployable object that can serve as Cover. This object must be large enough to actually count as Cover. Anyone may spend 1 Stamina to activate the Skill "Hide" while using this Cover. In addition, anyone using this Cover does +1 Ranged Damage. Bunker lasts until the end of Combat or 1 hour, whichever is longer. [6 Gizmo, 6 Stellar, 6 Fluid]

Holo-Doc Med Kit - Rank 3 Tech - 3 Build - Once Per-Period this Med Kit can be used to duplicate any non-Prestige Treatment Skill, allowing you to Treat 2 Targets with the same Skill at the same time. [20 Matrix, 12 Fauna]

Tome of the Counselor - Rank 3 Tech - 3 Build - Everytime you permanently remove a Trauma from a Target you gain a free use of any Rhetoric you have learned. If a Curio is used in the creation of this, Once Per-Event you can completely remove a Greater Trauma with 1 Counseling session, and grant a free Rhetoric upon any Target you successfully Treat for a Trauma (this Rhetoric works only on that Target). [24 Ancient, 16 Flora]

Banner of the Bold - Rank 3 Tech - 3 Build - All members of your Squad do +1 Damage, but take an additional 3 Damage from all Attacks. Once a Banner is invoked its power is active until the end of Combat. [30 Matrix, 18 Fauna]

Masters Tool Kit - Rank 3 Tech - 3 Build - When crafting this Item you must name a specific Component. When utilizing Plans that require this Component you use 1 less of that Component for every 8 of that Component used in the Plan (rounded down. So you always get a discount of 1 Component for Plans that require less than 8 of a single Component). This may not be used in conjunction with other Skills and Items that reduce the cost of Plans. If a Curio is used you may name a second Component however you may only benefit from a single Component cost reduction each time you use this. You may only ever benefit from 1 Masters Tool Kit each event, and only 1 person may benefit from a single Masters Tool Kit each Event. [5 of Each Component]

Hyperdimensional Box - Rank 3 Tech - 2 Build - Allows you to build a container not larger than what would be necessary to contain the largest Weapon or Shield possible via the Rules. Objects held in this box are considered to no longer be in our dimension. They give off no apparent energy signature. Only 1 object can be stored in the box at any given time. [13 Ancient, 11 Stellar]

Combat Drone - Rank 3 Tech - 3 Build - Allows you to use any dart shooting robot (so long as it is safe). Combat Drone does 5 Damage with each Attack. If a Curio is used when Crafting this Item you may dictate one of the following Damage Types; Fire, Frost, Lazer, or Spark. The Drone now does that Damage type. A Curio can also be used to increase the damage of the Drone to 8 Damage per Attack. Use of the Combat Drone in any scenero is up to the Field or Plot Marshal on hand. Any Attack against the Combat Drone will cause it to be disabled. Combat Drone can be repaired via the Skill "Repair". If Combat Drone is hit by a Destroy Skill it cannot be used again this Event. Combat Drone can be Obliterated. Combat Drones have owners, and only the designated owner on the Combat Drone Item Card can operate it.
[40 Electric, 20 Telluric]

Ear Plugs - Rank 3 Tech - 3 Build - Ear Plugs can be used to Defend against the next Voice Attack, after which this Item is Obliterated. You must spend 10 seconds RP inserting Ear Plugs to indicate that they are active. You may only benefit from Ear Plugs Once Per Combat. [3 Telluric, 3 Flora]

Vault Key - Rank 3 Tech - 3 Build - Allows you to create a single use key to the Vaults of Lost Knowledge. This Key may only be used on a Willing Target. Target loses a point of Tether and gains access to the Vaults of Lost Knowledge Skill List. A Target may only benefit from this Item Once Ever. [1 Curio]