

For all tiers:

flash grenade (*Technology Guide 46*),

Flash grenade 750 gp **Slot** none; **Weight** 1 lb.; **Capacity** —; **Usage** disposable

A grenade is a small, cylindrical device that is designed to be thrown as a splash weapon or fired from a [grenade launcher](#). Before being thrown by hand, the grenade must be primed with a quick twist of a dial at one end and then armed with a click of a button at the center of that dial. Priming and arming a grenade is a free action; a grenade launcher primes and arms all grenades it fires. The grenade detonates at the beginning of the wielder's next turn, hopefully in the area targeted. When a grenade detonates, it damages all targets within a 20-foot-radius spread. A successful DC 15 Reflex save halves any damage dealt by a grenade.

A Flash Grenade: Blinds creatures for 1d4 rounds (DC 15 Fortitude save negates).

timeworn flashlight (*Technology Guide 55, 45*)

Price 30 gp; **Slot** none; **Weight** 1 lb.; **Capacity** 10; **Usage** 1 charge/8 hours

When activated, a flashlight creates a beam of normal light in a 60-foot cone. It also increases the light level in the area beyond this initial cone by one step, out to a 120-foot cone. It does not increase the light level in normal light or bright light. A flashlight has no effect in areas of magical darkness.

timeworn brown force field (*Technology Guide 55, 45*)

Brown 4,000 gp; **Slot** wrist; **Weight** 1 lb.; **Capacity** varies; **Usage** 1 charge/minute

Force fields are powered by a surprisingly light pair of slender, silvery bracelets. When activated as a standard action, dozens of tiny biofeedback needles pierce the wearer's arms to interface with the nervous system; this process is somewhat painful and the wearer must succeed at a DC 15 Fortitude save to avoid being dazed for 1 round as the force field is activated. Once active, the device generates an invisible and intangible field of force around the target. The force field blocks solids and liquids, but not gases or light (including laser beams). The user of a force field can still breathe, but she cannot eat or drink.

Activating a force field is a standard action that consumes 1 charge, after which point the field consumes 1 additional charge every minute it remains active. While a force field is active, the user gains a number of temporary hit points that varies depending on the force field's power. All damage dealt to the wearer of a force field is subtracted from the temporary hit points it grants first. As long as the force field is active, the wearer is immune to critical hits (but not precision-based damage, such as sneak attacks). A force field has fast healing that replenishes its temporary hit points at a fixed rate each round, but if the force field's temporary hit points are ever reduced to 0, the force field shuts down and cannot be reactivated for 24 hours. Force fields are automatically reduced to 0 hp by disintegration effects. A force field can be deactivated as a free action.

The charge capacity, amount of temporary hit points granted, and rate of fast healing these temporary hit points have varies according to the force field's color code, as detailed below.

Color	Capacity	Temp HP	Fast Healing
Brown	10	5	1

two zero grenades (*Technology Guide 46*).

Zero grenade 750 gp; **Slot** none; **Weight** 1 lb.; **Capacity** —; **Usage** disposable

A grenade is a small, cylindrical device that is designed to be thrown as a splash weapon or fired from a [grenade launcher](#). Before being thrown by hand, the grenade must be primed with a quick twist of a dial at one end and then armed with a click of a button at the center of that dial. Priming and arming a grenade is a free action; a grenade launcher primes and arms all grenades it fires. The grenade detonates at the beginning of the wielder's next turn, hopefully in the area targeted. When a grenade detonates, it damages all targets within a 20-foot-radius spread. A successful DC 15 Reflex save halves any damage dealt by a grenade.

A Zero Grenade: Deals 5d6 points of cold damage.

timeworn filter mask (*Technology Guide 55, 44*)

Price 4,500 gp; **Slot** none; **Weight** 1 lb.; **Capacity** 10; **Usage** 1 charge/hour

A filter mask is a clear plastic shield worn over the entire face. The mask has ionized filters and scrubbers that purify the air the user breathes in and give the mask an unintentionally fearsome look. While the mask has power, the wearer is completely immune to inhaled toxins or diseases. Even when the mask has no power, it grants the wearer a +3 resistance bonus on all saving throws made to resist airborne toxins and diseases.

timeworn magboots (*Technology Guide 55, 49*).

Price 5,000 gp; **Slot** feet; **Weight** 6 lbs.; **Capacity** 10; **Usage** 1 charge/hour

These clunky-looking boots have powerful electromagnets built into their soles that activate and deactivate automatically as the wearer flexes her foot, allowing her to walk on a metal surface with relative ease in zero gravity. They grant a +10 circumstance bonus on all Climb checks made while scaling metal surfaces.

INERTIAL DAMPENING BELT

Price 10,000 gp; **Slot** none; **Weight** 2 lbs.; **Capacity** 20; **Usage** see text

When activated, an inertial dampening belt anchors the wearer in place, protecting her against outside forces. This effect gives the wearer a +4 bonus to her combat maneuver defense against bull rush, reposition, and trip attempts, consuming 1 charge per minute. If the wearer falls from a height of greater than 10 feet, the inertial dampening belt automatically activates just prior to impact and reduces the falling damage by half, consuming 1 charge per die of falling damage. If the belt has insufficient charges to reduce the entire amount of damage, the damage is not reduced for the excess dice. Damage from landing on hazardous objects such as spikes is not reduced.

timeworn chainsaw (Technology Guide 55, 22),

Price 2,700 gp; **Type** two-handed melee; **Proficiency** exotic; **Dmg (M)** 3d6 slash.; **Dmg (S)** 1d12 slash.; **Critical** 18-20/x2; **Capacity** 10; **Usage** 1 charge/hour; **Special** deadly, distracting; **Weight** 10 lbs.

Originally developed for use as tools, chainsaws work remarkably well as weapons and are often used by lunatics or those who want to intimidate their enemies. A chainsaw consists of a weighty housing for the engine and power source that is fitted with two handles, and a 2- to 3-foot-long blade extending from the front, around which a whirling, buzzing chain of razor-sharp cutting links spins at blinding speed when the weapon is activated. It's a standard action to activate a chainsaw, and doing so consumes a charge of power. The chainsaw continues to run constantly after activation, draining an additional charge each hour. A dropped chainsaw automatically turns off unless it is set down carefully as a move action. The buzzing of a chainsaw's blade is loud and distracting (but not deafening), causing anyone carrying an activated chainsaw to take a -10 penalty on Stealth checks. An activated chainsaw grants a proficient user a +2 morale bonus on Intimidate checks.

timeworn gravity clip (Technology Guide 55, 46)

Price 2,000 gp; **Slot** none; **Weight** —; **Capacity** 10; **Usage** 1 charge/round

A gravity clip is a small, disc-shaped device that can be attached to any melee weapon. Once mounted, the clip modulates the weapon's mass on the moment of impact, via the manipulation of the gravity fields around the weapon. Each successful hit against a target consumes a charge from a gravity clip and causes the damage from the hit to resolve as if the weapon were one size category larger than its actual size. This effect does not stack with similar effects, such as those granted by the spell [lead blades](#).

timewornTG zero pistol

Price 10,000 gp; **Type** one-handed ranged; **Proficiency** exotic (firearms); **Dmg (M)** 1d8 cold; **Dmg (S)** 1d6 cold; **Critical** x2; **Range** 50 ft.; **Capacity** 10; **Usage** 1 charge; **Special** semi-automatic, touch; **Weight** 2 lbs.

A zero pistol fires a beam of freezing particles at high velocity, dealing cold damage to anything it strikes. Any creature critically hit by a zero pistol ray must succeed at a DC 15 Fortitude saving throw or become staggered by the cold for 1 round.

timewornTG jetpack

Price 18,000 gp; **Slot** shoulders; **Weight** 10 lbs.; **Capacity** 100; **Usage** 1 charge/round

A jetpack consists of a pair of cylindrical tanks worn on a shoulder harness with a pair of motion-sensitive rings worn on the thumbs that are used as wireless thrust and attitude controls. The jetpack can be activated as a swift action and grants a fly speed of 60 feet with poor maneuverability. If the wearer successfully hovers near ground level, she obscures visibility as though she had the [Hover](#) feat. The exhaust isn't hot or concentrated enough to be used as a weapon.

A jetpack can be operated in overdrive, giving the wearer a fly speed of 90 feet with clumsy maneuverability and consuming twice as many charges per round.

While it is normally possible to wear an item in the shoulders slot as well as an item on the back, a jetpack's bulk precludes the wearer also using a backpack, [handy haversack](#), or other items worn on the back.

Subtier 1-5

VEEMOD GOGGLES

Price 1,000 gp; **Slot** eyes; **Weight** —; **Capacity** 10; **Usage** varies

These goggles come in a variety of colors and shapes, but most are sleek and streamlined in appearance. The primary use for these goggles is to enhance vision via the application of a "vision enhancement module," or "veemod." A pair of veemod goggles can be fitted with only one veemod at a time; attaching a veemod is a standard action that provokes an attack of opportunity.

Veemod goggles consume charges only when a veemod is installed. The rate at which a veemod uses charges depends on the veemod installed.

Subtier 8–9,

timewornTG veemod gogglesTG with green veemodTG

Green 10,000 gp; **Weight** —; **Capacity** —; **Usage** varies

A veemod ("vision enhancement module") is a narrow crystalline strip that slots into a set of veemod goggles to enhance the goggles' use. Inserting a veemod into a pair of goggles is a standard action that provokes attacks of opportunity. Veemods are color-coded items, and provide the following benefits.

Green Veemod: This veemod magnifies vision even more than a white veemod, granting a +10 competence bonus on Perception checks. 1 charge/day

inssuit (*Technology Guide 31*)

Price 19,250 gp; **Type** light; **Weight** 10 lbs.; **AC** +3; **Max Dex** +6; **Penalty** 0; **Spell Failure** 15%; **Speed (30 ft.)** 30 ft.; **Speed (20 ft.)** 20 ft.; **Capacity** —; **Usage** —

This padded jumpsuit is made of resilient polymers interwoven with superconducting thread. It provides modest protection from conventional and energy weapons. The wearer applies the armor's AC bonus (including enhancement bonus, if any) against touch and ranged touch attacks that deal energy damage. In addition, the inssuit provides resist energy 5 against cold, acid, and electricity.

3 doses of cureall (*Technology Guide 33*).

Price 1,400 gp

A dose of cureall allows the target to attempt an additional saving throw against a single disease or poison effect currently afflicting him. This additional saving throw counts for the total number of successful saves needed to recover from the disease or poison. If the target is suffering from multiple afflictions, a single dose of cureall works against only the effect with the highest save DC currently afflicting him.

Cureall also restores 1d4 points of ability damage or 1 point of ability drain that has been inflicted by a disease or poison, even if the user doesn't succeed at the save. A dose cures any ability drain before curing ability damage. If the target is suffering from drain or damage to multiple ability scores, the cureall cures the score with the most damage or drain (or randomly selects one if multiple scores have equal drain or damage).

HEMOCHEM

Price varies; Grade I 250 gp; Grade II 500 gp; Grade III 750 gp; Grade IV 1,000 gp; Grade V 1,250 gp

Hemochem stops bleeding and promotes healing. A single dose of hemochem grants fast healing for 1 minute. Multiple doses injected do not stack, but they do reset the duration of the fast healing back to 1 minute. Five grades of hemochem exist; the fast healing granted by a dose depends on the pharmaceutical's grade, as detailed below.

Grade	Fast Healing
Grade I	1
Grade II	2
Grade III	3
Grade IV	4
Grade V	5