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<p style="text-align: center;">Datajack</p> <p style="text-align: center;">System – Brain, Level 2</p> <p>This cybernetic includes a programmable data port that allows you to access different types of computers and digital storage media. Any handheld computer can be inserted directly into the port, while larger systems need to be connected by an adapter cable. Having the system connected directly to your nervous system obviates the need for an interface to access data on a system. Actually operating the system requires you to use the Computers skill as usual. Some closed systems don't allow data access or require you to do some rewiring to connect with a datajack (usually an Engineering check).</p> <p style="text-align: center;"><i>(Mission 2)</i></p>	<p style="text-align: center;">Charge Cloak</p> <p style="text-align: center;">Level 1 Magic Item, L Bulk</p> <p><i>A charge cloak can power devices that depend on electrical charges as if it were a battery. The cloak produces 4 charges each day, but they must be used as a single unit. Thus you could power a single attack from a yellow star plasma sword, which has a usage of 4, but you could also make only a single attack with a sub zero pistol, which has a usage of 1. The item must be one which uses charges or a battery, rather than petrol, rockets, rounds, or other forms of ammunition or power. You must be wearing or touching the item to be charged. You cannot use this item to recharge a battery or item; it can only be used to directly power an item for a single usage.</i></p> <p style="text-align: center;"><i>(Mission 3)</i></p>	<p style="text-align: center;">Battery</p> <p style="text-align: center;">Level 1</p> <p style="text-align: center;">This battery has 20 charges.</p> <p>Batteries charge powered weapons, but they can also be used to power an array of items. Batteries have a standardized size and weight, and items that take batteries all have a slot into which they fit, regardless of the item's actual size. Weapons that use batteries list the highest capacity battery they are capable of using as well as how many charges from the battery that each shot consumes.</p> <p style="text-align: center;"><i>(Mission 3)</i></p>
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