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**Vesk Brigandine Armor II** - Level 5; Light; EAC +5; KAC +5; Max. Dex +5; ACP —; Speed —; Upgrade Slots 2; Bulk L

**Thinplate Armor** - Level 2; Heavy; EAC +4; KAC +6; Max. Dex +2; ACP -3; Speed -10 ft.; Upgrade Slots 1; Bulk 3

**Frost Subduer** - Level 2; Small; 1d3 C; Range 40 ft.; Critical staggered; Capacity 20; Usage 1; Bulk L; Nonlethal

**Tactical Rotolaser** - Level 2; Heavy; 1d8 F; Range 100 ft.; Critical burn 1d4; Capacity 20; Usage 1; Bulk 2; Automatic

**Mk.2 Serum of Healing** - Level 5; Heal 3d8 Hit Points.

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**Lashunta Mind Mail Armor I** - Level 6; Light; EAC +6; KAC +6; Max. Dex +6; ACP —; Speed —; Upgrade Slots 2; Bulk L

**Ash Dendron Armor** - Level 4; Heavy; EAC +5; KAC +8; Max. Dex +3; ACP -2; Speed -5 ft.; Upgrade Slots 0; Bulk 2

**Blaze Agitator** - Level 6; Heavy; 2d6 F; Range 80 ft.; Critical burn 2d4; Capacity 40; Usage 1; Bulk 2; Boost 1d6

**Corona Laser Rifle** - Level 6; Long; 2d6 F; Range 120 ft.; Critical burn 1d6; Capacity 40; Usage 1; Bulk 1

**Monophonic Interference Blade** - Level 6; Adv. Melee; 1d10 So; Critical wound; Bulk 1; Powered (capacity 40, usage 4)

**Mk.2 Ring of Resistance** - Level 6; Bonus of +2 to lowest saving throw.

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**2x Medpatch** - Level 1; Capacity 1; Usage 1; Hands 1; Bulk L; Untrained Medicine +10.

**Brown Nanite Hypogun** - Level 2; Hands 1; Bulk L; Lesser Remove Condition.

**2x Serum of Enhancement, Commando** - Level 5; Bulk L; +2 Insight bonus to Acrobatics/Athletics & Temp HP equal to half level for 1 hour.

**Grapppler** - Level 2; Capacity 20; Usage 1/min; Bulk L; Throw/Fire cable/rope.

**100 ft. Titanium-Alloy Cable** - Level 1; Bulk 1

**Mk.1 Ring of Resistance** - Level 2; Bonus of +1 to lowest saving throw.

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**Grapppler** - Level 2; Capacity 20; Usage 1/min; Bulk L; Throw/Fire cable/rope.

**100 ft. Titanium-Alloy Cable** - Level 1; Bulk 1

**Mk.2 Ring of Resistance** - Level 6; Bonus of +2 to lowest saving throw.

**Magnegloves** - Level 4; Capacity 20; Hands 2; Bulk 1; Move Action to get +2 Insight bonus to Athletics checks to climb metal surfaces & +4 to AC vs. Disarm (1 Charge/hour). Use gloves in combat (1 Charge/round) to increase DC of Acrobatics checks to escape a grapple or pin.

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**Starfinder Backpack** - Level 3; Count Strength as 4 higher for determining bulk, draw items as if weapons, stow objects of 1 bulk or less as if sheathing a weapon.

**High-Capacity Petrol Tank** - Level 3; Capacity 40; Bulk 2

**2x Screamer Grenade I** - Level 4; 1d10 So; Range 20 ft.; Bulk L; Explode (1d10 So; deafened 1d4 minutes; 15 ft.)

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**2x Screamer Grenade I** - Level 4; 1d10 So; Range 20 ft.; Bulk L; Explode (1d10 So; deafened 1d4 minutes; 15 ft.)

**Amber Hyperboloid Aeon Stone** - Level 4; Get DR 1/– and Energy Resistance 1 vs. all energy types; both only apply vs. ranged attacks.

**Storage Goo** - Level 5; Store up to 1 bulk of simple objects inside.

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**Adamantine Alloy Survival Knife** - Level 1; 1d4 S; Bulk L; Analog, operative; Overcome DR/Adamantine and ignore hardness less than 30.

**Brooch of Shielding** - Level 2; Absorb 55 points of Force damage.

**Brown Force Field Armor Upgrade** - Level 3; Slots 2; Bulk L; Capacity 10; 1 Temp HP; Fast Healing 1.

**4x Mk.1 Serum of Healing** - Level 1; Heal 1d8 Hit Points.

**Autotarget Rifle** - Level 2; Long; 1d6 P; Range 60 ft.; Critical —; Capacity 10 rounds; Usage 1; Bulk 2; Analog, automatic, 15 extra rounds.

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**Brooch of Shielding** - Level 2; Absorb 55 points of Force damage.

**Brown Force Field Armor Upgrade** - Level 3; Slots 2; Bulk L; Capacity 10; 1 Temp HP; Fast Healing 1.

**4x Mk.2 Serum of Healing** - Level 5; Heal 3d8 Hit Points.

**Tactical Seeker Rifle** - Level 7; Long; 2d8 P; Range 100 ft.; Critical —; Capacity 8 rounds; Usage 1; Bulk 1; Analog, 17 extra rounds.

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**2x Frag Grenade II** - Level 4; 2d6 P; Range 20 ft.; Bulk L; Explode (2d6 P; 15 ft.)

**2x Incendiary Grenade II** - Level 6; 2d6 F; Range 20 ft.; Bulk L; Explode (2d6 F; 1d6 burn; 10 ft.)

**2x Manual Sight** - Level 2; Bulk L; Railed Weapon/Small Arm; Move action to reduce Range/Cover penalty by 2.

**Merc NIL Grenade Launcher** - Level 1; Heavy; Range 60 ft.; Capacity 6 grenades; Usage 1; Bulk 2; Analog

**Squad Machine Gun** - Level 4; Heavy; 1d10 P; Range 60 ft.; Capacity 40 rounds; Usage 2; Bulk 2; Analog, automatic

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**2x Incendiary Grenade II** - Level 6; 2d6 F; Range 20 ft.; Bulk L; Explode (2d6 F; 1d6 burn; 10 ft.)

**2x Manual Sight** - Level 2; Bulk L; Railed Weapon/Small Arm; Move action to reduce Range/Cover penalty by 2.

**Merc NIL Grenade Launcher** - Level 1; Heavy; Range 60 ft.; Capacity 6 grenades; Usage 1; Bulk 2; Analog

**Tactical Reaction Cannon** - Level 7; Heavy; 2d10 P; Range 90 ft.; Capacity 6 rounds; Usage 1; Bulk 3; Penetrating

**Laser Sight** - Level 5; Bulk L; Capacity 20; Usage 1/hour; Railed Weapon/Small Arm; Move action to reduce Range/Cover penalty by 4.

**Mk.1 Plasma Beads** - Level 6; Four magic beads, 3d6 E & F each; Reflex 13 for Half.

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**Tactical Semi-Auto Pistol** - Level 1; Small; 1d6 P; Range 30 ft.; Capacity 9 rounds; Usage 1; Bulk L; Analog, **Nonlethal**

**^ Anchoring Weapon Fusion Seal (6<sup>th</sup>)** - Level 1; Weapon gains immobilization critical hit effect.

**Bonding Epoxy** - Level 1; Bulk L; Full action to coat 1 sq. foot, sets in 1d4 rounds, DC 20 Str check to pull apart.

**Ember Flame Doshko** - Level 2; Adv. Melee; 1d8 F; Critical wound; Bulk 1; Powered (capacity 20; usage 1), **Nonlethal**

**2x Mk.1 Serum of Healing** - Level 1; Heal 1d8 Hit Points.

**Thunderstrike Sonic Pistol** - Level 4; Small; 1d8 So; Range 40 ft.; Critical deafen; Capacity 20; Usage 2; Bulk L; **Nonlethal**

**Jump Jets Armor Upgrade** - Level 2; Slots 1; Bulk L; Capacity 20; Usage 2/action; fly 30' (10' high) or jump 20', must land.

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**Bonding Epoxy** - Level 1; Bulk L; Full action to coat 1 sq. foot, sets in 1d4 rounds, DC 20 Str check to pull apart.

**Ember Flame Doshko** - Level 2; Adv. Melee; 1d8 F; Critical wound; Bulk 1; Powered (capacity 20; usage 1), **Nonlethal**

**2x Mk.1 Serum of Healing** - Level 1; Heal 1d8 Hit Points.

**Thunderstrike Sonic Pistol** - Level 4; Small; 1d8 So; Range 40 ft.; Critical deafen; Capacity 20; Usage 2; Bulk L; **Nonlethal**

**Jetpack Armor Upgrade** - Level 5; Slots 1; Bulk 1; Capacity 40; Usage 2/round; fly speed 30 (avg).

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