

## SPELL GEM

DISPEL MAGIC  (2ND RANK)

CONCENTRATE MANIPULATE

Traditions: arcane, divine, occult, primal

Range: 120ft

Targets: 1 spell effect or unattended magic item

You unravel the magic behind a spell or effect. Attempt a [counteract](#) check against the target. If you successfully counteract a magic item, it becomes a mundane item of its type for 10 minutes. This doesn't change the item's non-magical properties. If the target is an [artifact](#) or similar item, you automatically fail.




## AKASHIC LENS

INVESTED MAGICAL TECH

Type: Commercial Level 3 Price 555 Credits

Usage: Worn Bulk: L

Activate—Database Scan  Frequency once per 10 minutes;

Effect The lens casts a 1st-rank *akasic download* that uses the lens instead of a comm unit.

Worn as a contact lens, spectacles, or other eye-wear, these magically treated lenses project a special data display that uses rudimentary AI and rapid eye tracking to quickly cycle through information until you find what you want to know. It grants you a +1 item bonus to Recall Knowledge checks made with the skill chosen when you use Database Scan.

## INCENDIARY GRENADE

CONSUMABLE FIRE GRENADE TECH

Type: Tactical Level 2 Price 80 Credits

Usage: held in 1 hand Bulk: L

Activate  Area Fire

Burst Radius is 10ft, the fire damage is 2d8

These grenades use an ignited chemical to explode in a blast of intense heat and deal fire damage with a basic Reflex save. If you have the critical weapon specialization of grenades, creatures who critically fail their saving throw against incendiary grenades are knocked away from the grenade.



## ELECTROMAG GRENADE

CONSUMABLE ELECTRICITY GRENADE TECH

Type: Tactical Level 2 Price 80 Credits

Usage: held in 1 hand Bulk: L

Activate  Area Fire

Burst Radius is 10ft, the electric damage is 2d8

Critical glitching 1

These grenades discharge a shocking field that deals electricity damage with a basic Reflex save. If you have access to the critical specialization effect of grenades, tech creatures and unattended tech items that critically fail their saving throw against electromag grenades become glitchi



## ELECTROMAG GRENADE

CONSUMABLE ELECTRICITY GRENADE TECH

Type: Tactical Level 2 Price 80 Credits

Usage: held in 1 hand Bulk: L

Activate  Area Fire

Burst Radius is 10ft, the electric damage is 2d8

Critical glitching 1

These grenades discharge a shocking field that deals electricity damage with a basic Reflex save. If you have access to the critical specialization effect of grenades, tech creatures and unattended tech items that critically fail their saving throw against electromag grenades become glitchi



## INCENDIARY GRENADE

CONSUMABLE FIRE GRENADE TECH

Type: Tactical Level 2 Price 80 Credits

Usage: held in 1 hand Bulk: L

Activate  Area Fire

Burst Radius is 10ft, the fire damage is 2d8

These grenades use an ignited chemical to explode in a blast of intense heat and deal fire damage with a basic Reflex save. If you have the critical weapon specialization of grenades, creatures who critically fail their saving throw against incendiary grenades are knocked away from the grenade.



## JUMP JETS

TECH

**Upgrade 3 Price 550 Credits**

**Usage** installed in armor **Bulk:** L

**Activate** — **Jump** ◆ (manipulate) **Frequency** once per round

**Effect** You activate the jump jets to get a quick boost. You Fly up to 20 feet with a maximum height of 10 feet, or you Fly up to 20 feet straight up. You must land at the end of this movement or fall. Jump jets can't lift you if you're encumbered.

Powerful boosters attached to your armor allow you to fly short distances

## MEDPATCH

CONSUMABLE HEALING TECH

**Type:** Tactical **Level 5 Price 300 Credits**

**Usage:** held in 1 hand **Bulk:** L

**Activate**—**Apply** ◆ (manipulate)

**Effect** You regain 3d6+6 Hit Points and gain a +1 item bonus to saving throws against disease and poisons for 10 minutes.

Medpatches accelerate the body's natural healing processes and immune system.



## MEDPATCH

CONSUMABLE HEALING TECH

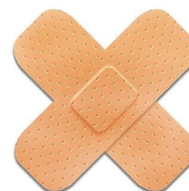
**Type:** Tactical **Level 5 Price 300 Credits**

**Usage:** held in 1 hand **Bulk:** L

**Activate**—**Apply** (manipulate)

**Effect** You regain 3d6+6 Hit Points and gain a +1 item bonus to saving throws against disease and poisons for 10 minutes.

Medpatches accelerate the body's natural healing processes and immune system.



## BATTERY

TECH

**Type:** Commercial **Level 0 Price 10 Credits**

**Usage:** installed to weapon or equipment

**Bulk:** - **Capacity 10**



## BATTERY

TECH

**Type:** Commercial **Level 0 Price 10 Credits**

**Usage:** installed to weapon or equipment

**Bulk:** - **Capacity 10**



## REALITY RIPPER

UNCOMMON CASTER MAGICAL TECH TRACKING +1  
MODULAR (ACID AND RAZING OR VOID AND DEADLY D10) UNWIELDY

**Item 2 Price 410 Credits Grade tactical**

**Usage:** held in 2 hands **Bulk:** 1 **Damage 1d8 acid**

**Range 40ft Magazine 10 charges Expend 2 Reload 1**

**Category material Group corrosive Upgrades 1**

This sleek rifle converts energy into projectiles of concentrated magic that tears apart matter by destroying its bindings to reality. A reality ripper is modular and has two modes: destructive and reaping. While in destructive mode, the reality ripper deals acid damage and gains the razing trait. While in reaping mode, a reality ripper deals void damage and gains the deadly d10 trait.

A reality ripper's minimum weapon improvement is tactical (Starfinder Player Core 267), meaning its tracking +1 cannot be removed, though further improvements can be still applied.