

<p><b>CRYSTALLIZED</b></p> <p><b>SHOCKSHARD</b></p> <p><b>UNCOMMON</b> <b>CHARM</b> <b>CONSUMABLE</b> <b>MAGICAL</b></p> <p><b>Type:</b> Tactical <b>Level 3</b> <b>Price</b> 90 Credits</p> <p><b>Usage:</b> Attached to weapon or solarion weapon potency crystal <b>Bulk:</b> -</p> <p><b>Activate</b>  (concentrate) <b>Trigger</b> You deal damage to a creature with the weapon</p> <hr/> <p>This electric-blue crystal crackles with energy. When you activate the <i>shockshard</i>, the target must succeed at a DC 17 Fortitude save or become clumsy 1 for 1 minute. If the target has the tech trait, it instead becomes glitching 1.</p> 	<p><b>CRYSTALLIZED</b></p> <p><b>SHOCKSHARD</b></p> <p><b>UNCOMMON</b> <b>CHARM</b> <b>CONSUMABLE</b> <b>MAGICAL</b></p> <p><b>Type:</b> Tactical <b>Level 3</b> <b>Price</b> 90 Credits</p> <p><b>Usage:</b> Attached to weapon or solarion weapon potency crystal <b>Bulk:</b> -</p> <p><b>Activate</b>  (concentrate) <b>Trigger</b> You deal damage to a creature with the weapon</p> <hr/> <p>This electric-blue crystal crackles with energy. When you activate the <i>shockshard</i>, the target must succeed at a DC 17 Fortitude save or become clumsy 1 for 1 minute. If the target has the tech trait, it instead becomes glitching 1.</p> 	<p><b>CRYSTALLIZED</b></p> <p><b>SHOCKSHARD</b></p> <p><b>UNCOMMON</b> <b>CHARM</b> <b>CONSUMABLE</b> <b>MAGICAL</b></p> <p><b>Type:</b> Tactical <b>Level 3</b> <b>Price</b> 90 Credits</p> <p><b>Usage:</b> Attached to weapon or solarion weapon potency crystal <b>Bulk:</b> -</p> <p><b>Activate</b>  (concentrate) <b>Trigger</b> You deal damage to a creature with the weapon</p> <hr/> <p>This electric-blue crystal crackles with energy. When you activate the <i>shockshard</i>, the target must succeed at a DC 17 Fortitude save or become clumsy 1 for 1 minute. If the target has the tech trait, it instead becomes glitching 1.</p> 
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## 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.

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

## COMMANDO SERUM

CONSUMABLE SERUM

**Item 3** Price 100 Credits

**Usage:** Held in one hand **Bulk:** L

**Activate** (manipulate):

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This tangy crimson serum grants you 1d10+5 temporary Hit Points, as well as a +5-foot item bonus to your Speed and to any climb or swim Speeds you have, for 1 minute. When you drink this serum, your veins protrude and your eyes take on a reddish tinge.

