


HYPOPEN ITEM 1+

CONSUMABLE NANITE TECH

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

Activate \blacklozenge (manipulate)

This tiny cylinder contains specialized nanites. Different types have different effects.

Type commercial; **Level** 1; **Price** 40 credits


Remove the fatigued condition or decrease the value of the clumsy or sickened condition by 1.

Type tactical; **Level** 3; **Price** 120 credits

Produce the effects of a lower-level hypopen or remove the paralyzed condition.

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MEDPATCH ITEM 1+

CONSUMABLE HEALING TECH

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Medpatches accelerate the body's natural healing. You regain the listed number of Hit Points and gain an item bonus to saving throws against diseases and poisons for 10 minutes.

Type commercial; **Level** 1; **Price** 30 credits


The medpatch heals 1d6 Hit Points, and the bonus is +1.

Type tactical; **Level** 5; **Price** 300 credits

The medpatch heals 3d6+6 Hit Points, and the bonus is +1.

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COMMANDO SERUM ITEM 3

CONSUMABLE SERUM

Price 100 credits 


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

Activate \blacklozenge (manipulate)

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

JUMP JETS UPGRADE 3

TECH

Price 550 credits 

Usage installed in armor; **Bulk** L

Boosters attached to your armor supercharge your leap.

Activate—**Jump** \blacklozenge (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.

CRYSTALLIZED SHOCKSHARD **ITEM 1+**

UNCOMMON CHARM CONSUMABLE MAGICAL



Usage Installed in a weapon or solarian weapon potency crystal; **Bulk** –

Activate ◆ (concentrate) **Trigger** You deal damage to a creature with the weapon.

This electric-blue crystal crackles with energy. When you activate the *shockshard*, the target must succeed at a Fortitude save or become clumsy for 1 minute. If the target has the tech trait, it instead becomes glitching.

Type commercial; **Level 1**; **Price** 30 credits

The DC is 15 and the value of the clumsy and glitching condition is 1.

Type tactical; **Level 3**; **Price** 90 credits

The DC is 17 and the value of the clumsy and glitching condition is 1.

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+1 AC, Hardness 3
HP(BT): 6(3)
Retractable, tech

IRISING SHIELD
Commercial

INCENDIARY GRENADE

ITEM 0+

CONSUMABLE FIRE GRENADE TECH

Usage held in 1 hand; Bulk L

Activate \blacklozenge Area Fire

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 access to the critical specialization effect of grenades, creatures who critically fail their saving throw against incendiary grenades are knocked away from the grenade.

Type commercial; Level 0; Price 10 credits; Critical 5 feet
The burst radius is 5 feet, and the fire damage is 1d8.

Type tactical; Level 2; Price 80 credits; Critical 5 feet
The burst radius is 10 feet, and the fire damage is 2d8.



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SPELL AMPOULE

ITEM 1+

CONSUMABLE MAGICAL

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Known on most worlds as "spell amps," *spell ampoules* are ready-to-use magic injections that confer the benefits of a spell of the specified rank.

Activate—Inject \blacklozenge (manipulate) Effect You Cast the Spell at the indicated rank.

Type *cellular stimulant spell amp*; Level 1; Price 30 credits; Effect 1st-rank *cellular stimulant spell* (DC 15)



CELLULAR STIMULANT \blacklozenge

SPELL 1

CONCENTRATE MANIPULATE VITALITY

Traditions arcane, primal

Range 120 feet; Targets 1 willing living creature that isn't fatigued or quickened

Duration 1 round

You vitalize and stimulate the target at a cellular level, giving it a temporary burst of energy that unfortunately takes an exhausting toll. The target gains the quickened condition and can use the extra action to Stride or Strike. After that round ends, the target becomes fatigued until it can rest for 10 minutes.

Heightened (6th) You can target up to six creatures by using 2 actions to Cast this Spell.

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Activate—Inject \blacklozenge (manipulate) Effect You Cast the Spell at the indicated rank.

Type *jump spell amp*; Level 2; Price 60 credits; Effect 1st-rank *jump spell*



JUMP \blacklozenge

SPELL 1

MANIPULATE MOVE

Traditions arcane, primal

Your legs surge with strength, ready to leap high and far. You jump 30 feet in any direction without touching the ground. You must land on a space of solid ground within 30 feet of you, or else you fall after using your next action.

Heightened (3rd) The range becomes touch, the target changes to one touched creature, and the duration becomes 1 minute, allowing the target to jump as described whenever it takes the Leap action.

Route Recon

To follow the appropriate path, use the following skills:

- Akiton Lore
- Piloting
- Survival
- Nature
- Perception



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Warped Weather Hazard

To overcome or destabilize the hazard, use the following skills:

- Arcana
- Nature
- Occultism
- Religion
- Athletics
- Survival
- Thievery



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Setting Boundaries

To install boundary markers, use the following skills:

- Athletics
- Crafting
- Labor Lore
- Nature
- Survival
- Diplomacy



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Tech Check

To perform a tech check of the network, use the following survey skills:

- Acrobatics
- Athletics
- Computers
- Thievery
- Deception
- Stealth
- Perception



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Calibrate Markers

To calibrate the boundary markers and establish the network, use the following skills:

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- Infosphere Lore
- Piloting
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