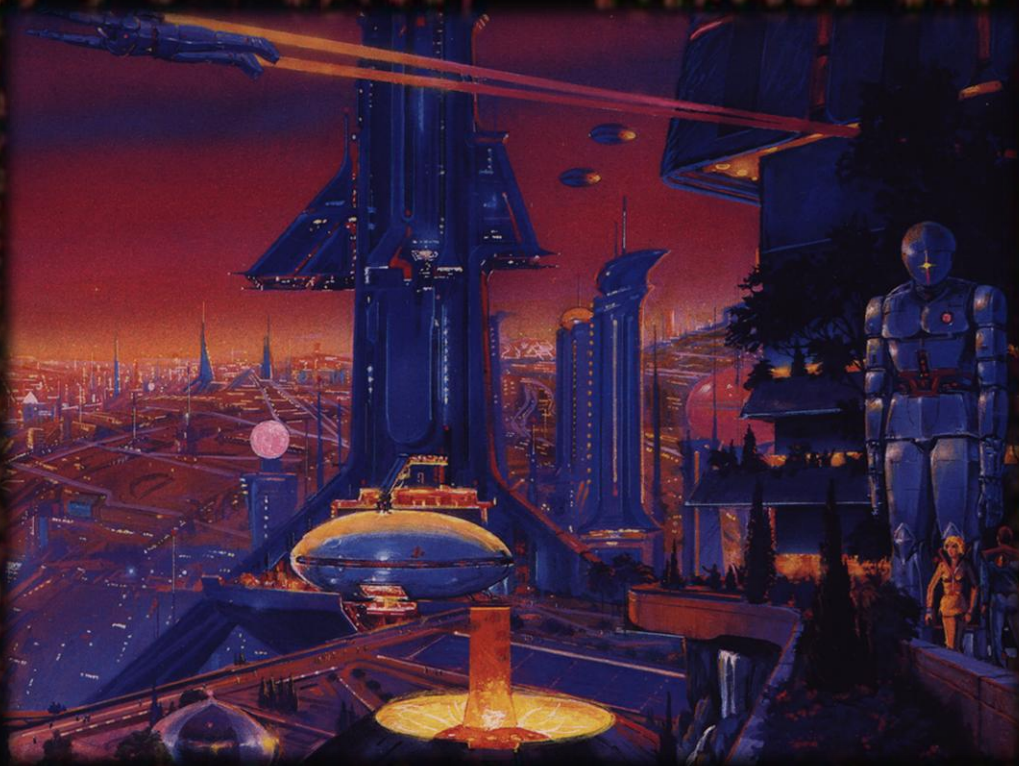


Dungeons & Dragons

GAME

HIGH-TECH HANDBOOK



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HIGH-TECH HANDBOOK

TABLE OF CONTENTS

Character Classes.....2	Melee Weapons 9
Alien Classes.....2	Ranged Weapons 13
Dralasite 2	Thrown Weapons..... 16
Kestarian 3	Ammunition..... 17
Vrusk 4	Armor 18
Yazirian..... 6	Armor 18
Other Character Abilities 8	Screens 19
General Skills 8	Shields 20
Strength 8	Suits 20
Intelligence 8	Adventuring Gear 22
Wisdom..... 8	Clip-on Attachments..... 27
Dexterity 8	Sights & Scopes..... 27
Constitution..... 8	Transportation..... 28
Charisma 8	Ship Modifications..... 30
Technology 9	Lift & Motive Power 30
Enchanting Technology 9	Weapons 31
Weapons 9	Defenses 32

HIGH-TECH HANDBOOK

CHARACTER CLASSES

ABILITY SCORES

Class	Minimum/Maximum					
	S	I	W	D	C	CH
Dralasite	3/18	3/18	3/18	3/17	3/18	3/18
Kestarian	3/18	3/18	3/18	3/18	3/18	13/22
Vrusk	3/17	3/18	3/18	9/18	3/18	3/18
Yazirian	3/16	9/18	3/18	9/18	3/16	3/18

ABILITY MODIFIERS

Class	Ability Score Modifiers					
	S	I	W	D	C	CH
Dralasite	+1	-	-	-1	-	-
Kestarian						
Female	-2	+1	-	-	-	+4
Male	-1	-	-	-	-	+2
Vrusk	-1	-	-	+1	-	-
Yazirian	-2	+1	+1	+1	-2	-

ALIEN CLASSES

DRALASITE

Star Frontiers

Prime Requisite: Strength. A Dralasite must have a 9 or better in both Strength and Constitution.

Experience Bonus: 5% for Strength of 13-15, 10% for Strength of 16-18.

Hit Dice: 1d8 per level up to 9th level. Starting with 10th level, +2 hit points per level, and constitution adjustments no longer apply.

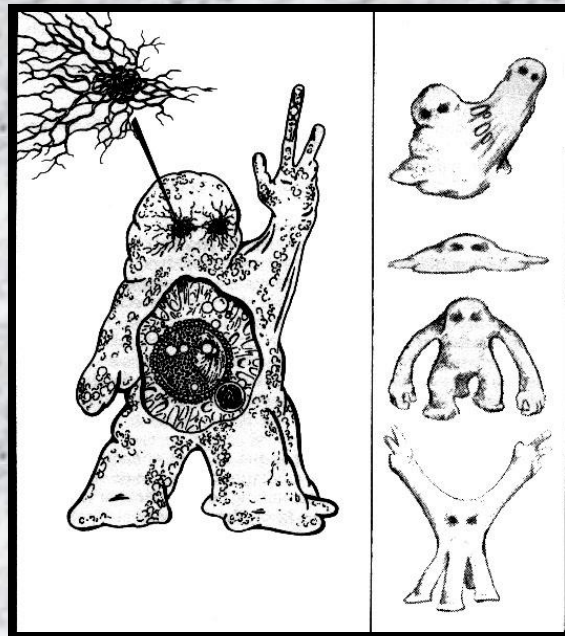
Maximum Level: 36

Armor: None

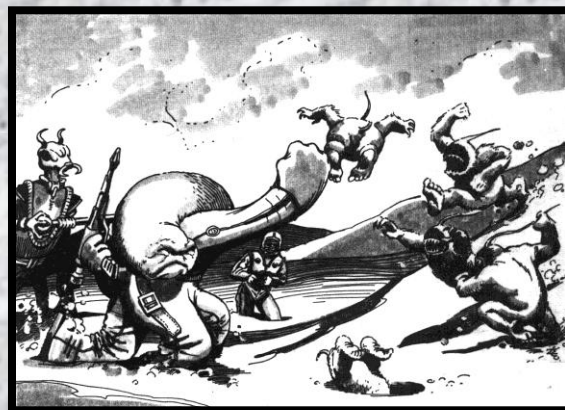
Weapons: Any

Special Abilities: Elasticity, Lie Detection.

Dralasites are short, rubbery aliens that have no bones or hard body parts. Their skin is a flexible membrane that is very tough and scratchy. It generally is dull gray and lined with dark veins that meet at the dralasite's two eyespots.



The internal structure of a Dralasite is very different from the other races. The dralasite's central nerve bundle (brain), numerous small hearts and other internal organs float in a pudding-like mixture of protein and organic fluids. Dralasites breathe by absorbing oxygen directly through their skin, so they have no lungs. They are omnivores, but eat by surrounding their food and absorbing it, so they also have no digestive tract or intestines.



All Dralasites go through male, female and neutral stages during their lives (these phases can be controlled with machines). Males release spores into the air, which drift until they become attached to a female. A young Dralasite then "sprouts" from the mother, eventually maturing and dropping off.

The average Dralasite is 4' 0" tall and 3" 0" wide, weighing 143 lbs. They typically live for 250 years.

Dralasites are an extra-terrestrial race that only

HIGH-TECH HANDBOOK

interacted with the Kingdom of Blackmoor during its technological height.

KESTARIAN

ShatterZone

Prime Requisite: By Class. Kestarians must have a 13 or better in Charisma.

Experience Bonus: By Class.

Hit Dice: By Class.

Maximum Level: By Class.

Armor: By Class.

Weapons: By Class.

Special Abilities: By Class, 4 attacks per round, Charming Song.

Kestarians live in a female-dominated society, and with good reason: through a combination of their stunning appearances, almost mystical allure, and possibly some form of pheromone seduction, Kestarian women are virtually irresistible seductresses. Kestarian men have some of the same power, but to a much lesser degree.

For most of their history, this was a problem only for the Kestarian men. They would compete among themselves to bring back the best cuts of meat or build the best shelter for their women and the odd battle would break out now and again – though wholesale wars were virtually unknown. But when outsiders met the Kestarians, the women learned of the luxuries that existed on other lands. No longer satisfied with their crude surroundings, some of the women have moved out into the world, becoming companions, courtesans and prostitutes in a number of lands.

Kestarians are humanoid; their skin is the color of pure gold. Their hair remains white for their entire life, and both men and women allow it to grow to prodigious lengths. The primary difference between “Kests” and Humans is that the former have four arms, two on either side.

Having a Kestarian companion is considered a status symbol, particularly among the underworld bosses. But legends warn that the soft songs sung by the women are addictive and there is no telling how many decisions made by men of power have been influenced by their Kests. When given the attention and consideration they feel they deserve, Kestarian women can be very pleasant company. When they are slighted, or ignored, they can be vindictive and often violent. More than a few merchant princes and criminal leaders have been found dead in their beds, the wickedly curved Kestarian *aranis* blade buried in their backs.



While the male population of Kestarians seem to be exactly what it is – fairly primitive, emotional, but relatively peaceful – rumors state that Kestarian females are much more than they seem. When pressed, these women can display a subtle, cunning intelligence that makes one wonder whether the Kestarian is the decoration of the “boss” – or the other way around.

Kestarian Males

Kestarian males are very territorial and sedentary. They are also fairly jealous – though most disputes they have with other Kestarians are resolved non-violently. Usually, a male Kestarian will “stake out” a territory (and, often, a female – though the females are rumored to do the actual choosing) and other males will respect that. Unless, of course, the male becomes weak or unpopular.

Kestarian males, in their homeland, do most of the work. The females do take care of the home and the children, but only marginally. The males seem mostly concerned with preserving their livelihood and status in the community, while the females are more self-possessed and concerned with taking care of themselves.

HIGH-TECH HANDBOOK

Kestarian Females

Much more “outgoing” than their male counterparts, Kestarian females play up to their image as “primitive, emotional, love-machines” as a method of survival in a universe of more advanced in culture and technology than their own. They are manipulative and vain – but they manipulate their images as well. In their homeland, they “run the show behind the curtain.” They use their males to interact communally – and they manipulate other males to gain power, prestige, and influence. Kestarian females do *not* usually get along with other Kestarian females very well – or other females of humanoid races (unless the other female is an “escort”).

Kestarian Abilities

All Kestarians have four limbs, and their brains are fully adapted for handling this advantage. Kestarian can use all four limbs or individual tasks. This allows them to attack four times per round. They are also naturally ambidextrous.

All Kestarians gain the *Allure* and *Persuasion* general skills for free and are rumored to be able to use their song to produce a hypnotic effect. This has the same effect as the *Charm Person* spell (female songs are more potent and apply a -3 penalty to the victim's saving throw). They thrive on attention and may become violent if ignored (the females more than the males).

If using the optional personality sheet. A Kestarian's pheromones would have a specific effect. The Kestarian's charisma bonus would be applied to an onlooker's libido score.

Kestarians can select for all of the classes available to humans. They suffer a 50% penalty to all experience earned.

VRUSK

Star Frontiers

Prime Requisite: Dexterity. A Vrusk must have a 9 or better in Dexterity.

Experience Bonus: 5% for Dexterity of 13-15, 10% for Dexterity of 16-18.

Hit Dice: 1d6 per level up to 9th level. Starting with 10th level, +1 hit point per level, and constitution adjustments no longer apply.

Maximum Level: 36

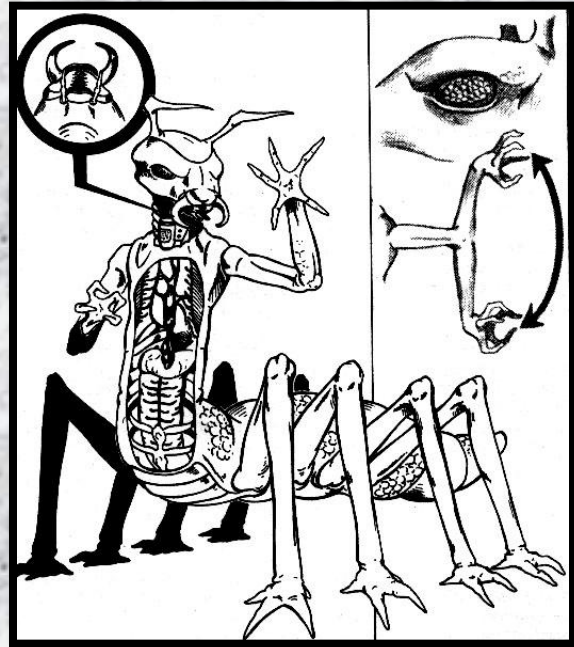
Armor: None

Weapons: Any

Special Abilities: Ambidexterity, Comprehension.

Vrusk look like large insects. Eight legs grow from their abdomen, four on each side. Their torso is upright in front of the abdomen. The torso is humanoid, with

two arms connected at the shoulders. Vrusk hands are circular pads with five fingers spaces evenly around the edge. A Vrusk's shoulders are double-jointed, so they can rotate their arms in a full circle without straining any muscles. They can reach any point on their abdomen or behind their backs easily.



A Vrusk's body is covered by a carapace (hard shell). This shell is jointed at the Vrusk's elbows, hips, knees, etc. The carapace protects the Vrusk from bruises, cuts, scratches, and other minor injuries. Unlike insects, Vrusk have an internal skeleton to support their bodies. Young Vrusk have a blue carapace with bright orange near the joints. As a Vrusk gets older, its carapace changes to dull green with yellow joints.

Vrusk have large eyes that are protected by a hard, clear covering. The mouth is surrounded by four eating mandibles. The two larger mandibles hold food while the small ones tear it apart and place it in the mouth. They are omnivores. Vrusk have lungs, and breathe through many small nostrils under their abdomens. This arrangement makes it difficult for Vrusk to swim. The average height and length of a Vrusk is 4' 8" with an average weight of 187 lbs. Their average lifespan is 175 years. They are heterosexual and ovoviviparous, meaning that they produce eggs that hatch within the female's body without obtaining nourishment from it.

Vrusk have very good color vision, but they see more of the short wavelengths (blue and ultraviolet light) than humans do, and less of the long wavelengths (orange and red). Their sense of smell is centered in their antennae, and is slightly better than a human (+1

HIGH-TECH HANDBOOK

bonus to their rolls). They can also touch with their antennae. Their hearing is about the same as a human.

Vrusk speak by combining clicks produced by their mandibles and buzzes produced by a plate in their mouths.

Vrusk are hard working and practical. Their society is organized around independent corporations. To a Vrusk, the company he works for is his family and his nation. The company determines everything about the Vrusk's life; who he lives with, what his job is, where he travels, etc. Vrusk give their company name before their personal name.

Vrusk have two types of corporations: conglomerates and trade houses. Conglomerates have business interests in many areas. A single conglomerate might have divisions that build computers, operate farms, train lawyers (a uniquely Vrusk concept) and set up colonies. A Vrusk that works for a conglomerate usually only works for one division, and might not even know what other divisions the company owns. Trade houses, which are more common in Blackmoor, specialize in one type of business. Because all Vrusk working in a trade house do the same work, trade houses usually work together. For example, a trade house that builds farming equipment would hire accountants from an accounting house to keep their financial records.

Business between companies is regulated by laws that are so complex no one besides Vrusk ever fully understands them.

Vrusk also love beauty, harmony and order. Almost all Vrusk are lawful. The goal of most Vrusk is to become wealthy, collect art and live in peace. Their love for beauty makes them unwilling to get into fights that do not involve their company. However, Vrusk that are defending their company will do anything to remove the threat permanently.

Vrusk adventurers however do not belong to a company. Some are independent businessmen, some are company employees who were fired and some are

just too rebellious to put up with company rules. A few start their own companies and eventually become leaders in their communities.

Vrusk get along well with the other races. They respect the Yazirian custom of choosing a life-enemy, and feel at ease around Dralasites because they are careful and skilled planners (though they are annoyed by the Dralasites' sense of humor). They understand

Humans the least because, to a Vrusk, Humans seem unpredictable and a little lazy.

The Vrusk are an extra-terrestrial race that only interacted with the Kingdom of Blackmoor during its technological height.

Ambidexterity

All Vrusk automatically receive the ambidexterity general skill at 1st level.

Comprehension

Because Vrusk have such a complicated society, they are able to understand all sorts of social dealings. All Vrusk characters start with a comprehension score of 15%. This score is the character's percentage chance to figure out any type of social dealing that the player himself can not. For example, a Vrusk is following a human he thinks is a spy for another company. He follows the human into a tavern and sees him talking to a group of rough-looking Yazirians, occasionally glancing over his shoulder.

Then the human hands some money over to the thugs and leaves the tavern. The Vrusk player is not sure what the human is trying to do, so he tells the Dungeon Master he wants to use his comprehension ability. If he rolls a 15 or less on 1d100, the DM will tell him that the human paid the Yazirians to attack the Vrusk if he tried to follow the human from the tavern. A character's comprehension increases with his level. He starts with 15% at level 1 and gains 3% each level thereafter until 99% is reached at level 29.



HIGH-TECH HANDBOOK

YAZIRIAN

Star Frontiers

Prime Requisite: Dexterity. A Yazirian must have a 9 or better in both Dexterity and Intelligence.

Experience Bonus: 5% for Dexterity of 13-15, 10% for Dexterity of 16-18.

Hit Dice: 1d6 per level up to 9th level. Starting with 10th level, +1 hit point per level, and constitution adjustments no longer apply.

Maximum Level: 36

Armor: None

Weapons: Any

Special Abilities: Battle Rage, Gliding.

Yazirians are tall, thin humanoids. They have long arms and legs and slender torsos. Two large flaps of skin grow on either side of their bodies, attached along their arms, torso and legs. When a Yazirian raises its arms, this membrane is stretched tight and forms a sort of wing. Under certain conditions (explained under gliding), Yazirians can glide short distances using these wings.

Yazirians have muzzles and high foreheads, giving them an animal-like appearance. Their heads are surrounded by manes and collars of hair, which varies in color from glossy black to pale yellow. Their skin color ranges from gray to light tan. Because their bodies do not sweat, Yazirians pant to keep cool. They are omnivores.

Yazirians have four knuckles (one more than humans) on their fingers and toes. The inside toe is opposed like a thumb, allowing them to grasp things with their feet. The tips of their fingers and toes end in broad, ribbed pads, giving them an excellent grip. These characteristics, combined with their animal-like appearance, earned them the nickname "monkeys."

The average height of a Yazirian is 6' 5" with an average weight of 110 lbs for a male and 132 lbs. for a female. They have an average lifespan of 140 years. They are heterosexual and viviparous, meaning that they give birth to living offspring that develop within the mother's body.

Yazirians' senses of hearing, smell and taste are equivalent to a Human's. Because they evolved from nocturnal hunters, however, their eyes are adapted to seeing in dim light. They can not see in complete darkness. They usually wear dark goggles when they must work in the sunlight. In bright light, Yazirians without dark goggles must subtract 3 from their Dexterity score.

Yazirians have no trouble speaking Human languages or Galactica. Their own language is a combination of Human-type sounds and snarls and growls.



Yazirian communities are divided into large, loosely organized clans. All members of a clan are related to each other. In the past, clan ties were very strong. The clans had traditional enemies and allies, and they struggled constantly for power and land. Since the Yazirians moved onto other planets (like Mystara), they have learned to cooperate more and the clans have become less important. Despite this, Yazirians still have a reputation throughout the land as proud, fierce fighters.

A custom Yazirians have kept intact is the selection of a life enemy. When a Yazirian chooses a life-enemy, he dedicates his life to destroying, overcoming or outdoing that enemy as completely as possible. In the past, a Yazirian would choose an enemy clan or clan member as his life-enemy, but now the choice is much wider. A Yazirian scientist could name an incurable disease as his life enemy, or a Yazirian trader could choose a competing company. The scientist would try to find a cure for the disease; the trader would try to build up his own company so it is more powerful than his enemy's, or even try to drive the other company out of business.

A Yazirian gains honor by striving to defeat his enemy. Yazirians with powerful life-enemies are respected and admired. A Yazirian that defeats its enemy does not need to choose another, but some Yazirians do. There is no set point in a Yazirian's life when he must choose a life-enemy, and some Yazirians never choose one. A Yazirian that dies without having chosen a life-enemy is considered unlucky.

Typical Yazirian clothing is a large, brightly colored

HIGH-TECH HANDBOOK

cape and tunic, a waist belt and two belts crossed over the chest. Dark goggles are worn in the daytime. Yazirians do not like shoes, but when necessary they wear mitten-like shoes.

In general, Yazirians like Vrusk and Humans. They occasionally lose their patience with Dralasites, because they are slow and would rather discuss ideas than act on them.

Yazirians are an extra-terrestrial race that only interacted with the Kingdom of Blackmoor during its technological height.



Battle Rage

Yazirians train themselves to go berserk in battle. A berserk Yazirian gets a +4 bonus to hit in melee. Yazirian characters have a 5% chance to go berserk at the start of battle. This chance increases as he advances in level. Battle Rage lasts as long as the Yazirian keeps fighting; it ends when the Yazirian rests for five minutes.

Gliding

Yazirians can glide short distances using the membranes along their sides. A Yazirian can glide 5 feet for every 5 feet he is above the ground when he starts. He must start at least 30 feet above the ground. The maximum distance a Yazirian can glide is 30 feet.

HIGH-TECH HANDBOOK

OTHER CHARACTER ABILITIES

On any to-hit roll of 20 or better after modifications, the user may make an extra Dexterity check. If successful, the user designates a particular spot on the target to be hit.

GENERAL SKILLS

STRENGTH

INTELLIGENCE

CONSTITUTION

CHARISMA

Science (Choose Type)

Origin: Blackmoor University

The character is an expert in one branch of scientific study such as astronomy, electronics, geology, mechanics, physics, programming, etc. Characters with this skill can make their living with it, usually as specialists in large cities. The DM should not allow this skill to characters belonging more primitive cultures, but it is entirely appropriate to characters from highly civilized areas of the world. The player must indicate which branch of science his character has mastered; a character can buy multiple science skills to know multiple disciplines.

WISDOM

DEXTERITY

Fast Draw

Origin: Cimarron County

Source: Dragon #176, Page 39

Upon making a successful Dexterity check, a user can shoot before anyone else during a combat round, regardless of the original initiative result. If two opponents fight a duel and both use the Fast Draw skill, the one who beats his dexterity score by the highest amount gains initiative.

Hip Shooting

Origin: Cimarron County

Source: Dragon #176, Page 39

The user has the ability to shoot from the hip. This skill allows the user to shoot faster, adding a +2 bonus to dexterity checks made for Fast Draw or Fan Shooting attempts. Unfortunately, it is less accurate and causes a -2 penalty to hit in both cases.

Sharp-Shooting

Origin: Cimarron County

Source: Dragon #176, Page 39

HIGH-TECH HANDBOOK

TECHNOLOGY

ENCHANTING TECHNOLOGY

There are many hurdles when it comes to enchanting a technological item.

First, a magic item must be 100% hand crafted. Almost all technological devices, or their components, are mass produced and therefore do not qualify for magical enchantment. The emotional energy involved with the hand crafting of an item is just as important as the exceptional quality of the work. Also, the enchantments must be cast during the item's creation.

Even when a technological device is created totally by hand, something in its nature inhibits effective enchanting. The enchanter's chance of success is effectively halved.

WEAPONS

MELEE WEAPONS

Axe, Mono

Player Request

	Battle	Hand
Damage:	1d10	1d8
Power Pack:	2 Months	2 Months
Range:	-	10/20/30
Cost:	2,000 Gp	1,000 Gp
Encumbrance:	60 cn.	30 cn.

The mono axe comes in two varieties, the battle-axe and hand axe. These weapons work on the same principal as the mono sword and knife.

Axe, Vibro-Ax

Star Wars & Gamma World

Damage:	8d6 or 1d6
Power Pack:	5 Charges
Cost:	7,000 Gp
Encumbrance:	30 cn.

A Vibro-Ax resembles a mace with two thin rectangular force field projectors along the top portion of the haft. The simultaneous pressing of a pair of recessed buttons projects the blades of the battle-axe. Each of the two buttons controls one blade, and both may be locked into the on position. This blade is a glowing blue force field shaped into two mathematically perfect axe heads. The base of the hilt holds the power pack. A successful hit expends one charge.

The Vibro-ax can be wielded as a mace while the blades are off.

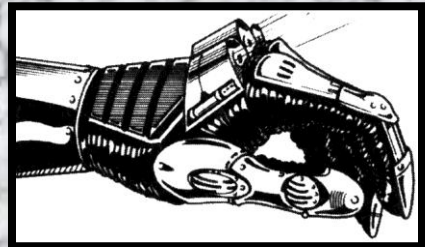
The vibro-ax either uses the battle-axe or mace weapon mastery tables depending on the mode in which is used.

Cestus, Force

Metascape

Damage:	1d3 x2
Power Pack:	10 Charges
Cost:	300 Gp
Encumbrance:	15 cn.

Force cestus is a flexible metal gauntlet with built in repulsor fields. When the cestus strikes a target, the field

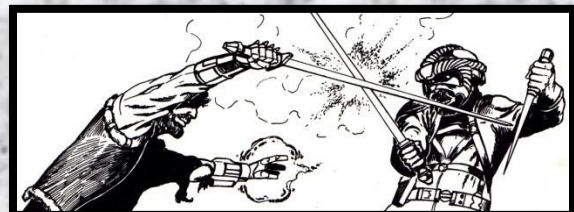


adds force to the blow. A force cestus grants the user a x2 multiplier to normal punch damage. Force cestus kits are allowed as an armor enhancement. Force cestus use 1 charge each time they hit.

Cestus, Shock

Star Frontiers

Damage:	1d3 + 1d8
Power Pack:	10 Charges
Cost:	50 Gp
Encumbrance:	10 cn.



A shock cestus is a silvery gauntlet that delivers an electrical shock to anything it touches. They must be connected to a backpack or backpack to work. Shock cestus will not work against anyone protected by gauss screen or an anti-shock implant. Shock cestus use 1 charge each time they hit.

Mace, Energy

Gamma World

Damage:	1d6+4d10
Power Pack:	4 Charges
Cost:	1,800 Gp
Encumbrance:	20 cn.



HIGH-TECH HANDBOOK

This simple wand is a shatterproof plastic shaft half a meter in length. A rubber grip adorns one end, while a metal sphere covered with spikes caps the other end.

The sphere, including spikes, is six inches across and electrified. At the base, below the rubber grip, is a catch where the power pack fits, much like a flashlight. The blow of the mace itself does 1d6 points of damage, while the electricity it gives off does an additional 4d10 points of damage.

Pike, Force

Star Wars

Damage: 2d8 or 1d6 Non-lethal + Special
Power Pack: 10 Charges
Cost: 500 Gp
Encumbrance: 60 cn.

Force pikes are 6-foot-long poles topped with power tips. They're made of a flexible material that bends rather than breaks when put under pressure. A two-setting power dial located near the bottom of the pike allows the user to set the weapon for "lethal" or "stun."

Primarily a vibro weapon, the force pike can deliver an electrical shock through its tip. Even a glancing blow by one of these weapons has the potential to inflict serious harm on a target when the pike is set to "lethal."

A force pike requires two power packs to operate.

In "lethal" mode, the force pike inflicts 2d8 points of damage. In "stun" mode, the pike inflicts 1d6 points of non-lethal damage and the target must make a saving throw vs. death ray to avoid falling unconscious for 2d6 rounds.

Rod, Paralysis

Gamma World

Damage: Stun
Power Pack: 8 Charges
Cost: 1,500 Gp
Encumbrance: 20 cn.

This 3-foot-long metal rod has a plastic grip 10 inches long. Part of the grip folds out to reveal a battery socket. The plastic grip has a recessed switch to turn it on. Any contact with the metal surface of the rod causes an energy surge which attempts to shut down the victim's voluntary nervous system, in effect paralyzing him. If the attack roll succeeds, the victim must make a saving throw vs. paralysis or be paralyzed for 9 turns.

Rod, Riot Stick (Wand of Pain)

D&D Blackmoor

Damage: By Setting
Power Pack: 20 Charges

Cost: 300 Gp
Encumbrance: 50 cn.

This item is a 2-foot-long, one-inch diameter, smooth white stick with a grip at one end. The butt of the grip can be twisted. Attached to the center of the butt end by a strap is a pair of odd, shiny black gauntlets.

This so-called riot stick is designed for use in controlling shipboard mutinies. Twisting the butt of the grip clockwise sends electrical current through the stick (but not the grip, which is insulated). The further clockwise the butt is twisted, the more current charges the stick. Small alien numerals along the grip show the 10 possible settings. At the lowest setting, an unprotected individual touched by the stick gets a minor jolt of electricity that does no damage, but does startle the individual. At the next lowest setting, the stick does 1d2 points of damage. At the third setting, it does 1d4 points of damage. At each setting above the third (4-10), it does two additional points of damage (for a maximum of 1d4+14 points at the tenth setting). The device is powered by a standard power pack inside the grip. The pack can be removed or replaced by twisting the grip counterclockwise from the off position, causing the butt of the grip to pop free and revealing the location of the power pack. The butt can be closed by twisting it clockwise. Each new power pack inserted in this item is good for 24 uses. Packs already in the item when it is discovered by the PCs have 5d4 charges (uses).

Riot Stick Settings

Setting	Damage	Charges Used
1	0	1
2	1d2	2
3	1d4	3
4	1d4+2	4
5	1d4+4	5
6	1d4+6	6
7	1d4+8	7
8	1d4+10	8
9	1d4+12	9
10	1d4+14	10

Sword, Bolt

Metascape

Damage: 1d8
Range: 15/30/45
Power Pack: 50 Shots
Cost: 100 Gp
Encumbrance: 40 cn.

To



HIGH-TECH HANDBOOK

the casual observer, the weapon resembles an ordinary sword. Many opponents have died believing the same thing.

In reality, the hilt of this weapon contains a firing mechanism which can shoot a single, javelin-like bolt out of the sword's tip using a mini mass driver. The bolt is normally stored within the sword's blade. Once fired, the bolt must be reloaded before it can be used again. Reloading a bolt is a full-round action.

Note, the sword blade is not affected by the bolt's presence or absence. Thus, it may always function as a sword.

The bolt's damage is the same as the sword's.

Sword, Electric

Star Frontiers

Damage: 1d10 or Stun
Power Pack: 10 Charges
Cost: 150 Gp
Encumbrance: 40 cn.

This is a light-weight metal rod that contains a power pack in the handle. It delivers an electrical shock when it strikes someone. It can be set to shock or stun. When set to stun, a successful hit causes no damage, but can stun the victim for 1d10 turns. The victim can resist the stun by making a successful saving throw vs. death ray. An electric sword can be hooked into a backpack or backpack with a power cable. A successful hit by an electric sword uses 1 charge. Individuals wearing gauss screens or with anti-shock implants are not affected by electric swords.

Sword, Lightsaber (Sword of Light)

D&D Blackmoor

Damage: 1d8+4
Power Pack: 12 Minutes
Cost: 1,500 Gp
Encumbrance: 50 cn.

This item is a six-inch long, one-inch diameter gray metal tube with a red lens of some sort at one end. The tube is banded with ridges of metal and contains a small plate near the lens. The plate is inset with a variety of studs and small flashing lights.

This is a light saber, a weapon designed for deep-space combat where it is desirable that pressure hulls not be damaged by casual blaster fire. The end with the lens emits a three-foot long by one-inch diameter controlled beam of light bent to form a lethal blade. Treat this weapon like a sword + 4. It is activated by pressing one of the studs in the control plate by the lens. The other studs are used to regulate the blade's



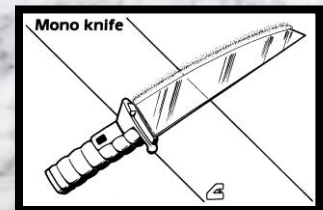
length and width. The flashing lights are used to monitor its status and are for diagnostic purposes, only. The light saber is powered by a standard power pack inside the tube. The pack can be removed or replaced by pressing against one of the tube's ridges, causing an access panel to spring open. The panel snaps shut when pressed back into place. Each power pack is good for 12 minutes (72 rounds) of continuous operation.

Sword, Mono (and Knife)

XXVc

	Sword	Knife
Damage:	1d10	1d6
Power Pack:	2 Months	2 Months
Cost:	2,000 Gp	200 Gp
Encumbrance:	60 cn.	10 cn.

A mono knife is made of a knife blade cut from a single piece of synthetic diamond. The blade's edge is a mere one molecule thick (monomolecular; hence the name), making it capable of cutting through almost anything.



In order to make the super-thin, nearly invisible edge stand out, a small, low-wattage laser is projected (from an aperture in the hilt) into the edge of the blade whenever the activation button on the handle is being pressed. Right along the edge, the laser is quite bright. As the light beam is refracted throughout the rest of the diamond crystal, the entire blade takes a soft glow – not bright enough to use as a light source, but bright enough to be visible in darkness from 100 feet away. As an added safety feature, the mono blade automatically retracts into the handle if there is no hand gripping the activation button.

Also available, is the mono sword. The blade of the weapon is about two feet in length, with a handle the same size as the knife. The blade is not retractable; instead, a synthetic diamond hilt guard (a separate piece from the blade) protects the wielder from accidents. The high cost of manufacturing an artificial diamond two feet long makes these blades extremely expensive.

When used as a tool, a mono blade can make a 3' long cut through a 1" thickness of a moderately hard substance such as wood or plastic in 1 round. The laser beam is a heat source, but it is not large enough or hot enough to automatically set fire to something it touches; however, it will char or melt a substance it cuts through for a very short distance on either side of the cut. The blade can also cut through a very hard

HIGH-TECH HANDBOOK

substance such as glass or steel, but this is a more tedious process because the wielder must exert more pressure and move the blade along the line of the cut more slowly; on the average, a mono blade can make a 1' long cut through 1/8 inch thick steel in one round.

The power pack that powers the laser in a mono blade lasts about two months.

Sword, Sonic (and Knife)

Star Frontiers

	Sword	Knife
Damage:	1d12	1d8
Power Pack:	10 Charges	20 Charges
Cost:	300 Gp	50 Gp
Encumbrance:	20 cn.	20 cn.

A sonic knife looks like a golden tube, 6" long and 1½" in diameter. This tube is actually only the weapon's handle. When a small button on the side of the tube is pressed, a powerful "blade" of focused sound is created at one end of the tube. The sound blade is about 8" long, and is invisible. It emits a high-pitched white, however. The blade is turned off when the button is released. The knife is powered by a power pack, but can be hooked into a backpack or backpack. A sonic knife uses one charge when it hits. Anyone wearing a sonic screen can not be injured by a sonic knife. Unlike a regular knife, a sonic knife cannot be thrown.

A sonic sword looks like a sonic knife, but the blade is 3 feet long when it is turned on. A sonic sword causes 1d12 damage and uses one charge when it hits.

Sword, Vibroblade (and Vibrodagger)

Gamma World

	Vibroblade	Vibrodagger
Damage:	8d6	3d6
Power Pack:	5 Charges	5 Charges
Cost:	7,000 Gp	4,000 Gp
Encumbrance:	10 cn.	10 cn.



A Vibroblade is found as a simple plastic tube 12" long. The simultaneous pressing of a pair of recessed buttons springs the 3-foot-long blade from one end. The dagger version has a 10" blade. This blade is a glowing blue force field shaped into a mathematically perfect edge and point. The base of the hilt holds the power pack.

Whip, Neural Bite

Gamma World

Damage:	1d2
Drug Refill:	8 Charges
Cost:	1,200 Gp
Encumbrance:	5 cn.

The neural bite looks much like an ordinary



whip, but the last 8 inches of this 9-foot-long lash bristle with small barbs. The barbs are unable to penetrate armor that provides an AC or 6 (AV of 3) or better. If the barbs do penetrate, a nerve drug is injected into the opponent, dramatically altering his nervous system. This potent substance acts like a paralytic poison, but can also strip the victim of his free will. The result is a mindless slave, who follows any orders he or she is given.

The victim of the poison must make a saving throw vs. poison to avoid the effects of the drug. If the saving throw is failed, the victim is paralyzed for 1d4 hours. If the victim fails the save by more than half, he acts at half speed and strips him of his free will for 2d12 hours.

The drug is injected into the neural bite with a syringe through a small rubber aperture, ringed in red, near the hilt. The weapon can hold up to 8 doses at once.

Whip, Stun

Gamma World

Damage:	1d2
Power Pack:	30 Minutes
Cost:	250 Gp
Encumbrance:	5 cn.

The stun whip is a 9-foot-long whip with a small spur at the end of its single tail. A power pack plugs into the handle next to the power switch. When



activated, the stun whip creates a low-amperage, high-wattage electric field throughout its 9 foot wire whip. The power pack in this item is good for 30 minutes. Thirty minutes equates to 180 rounds (six rounds per minute).

If whipped at a target, the attacker must roll a standard to hit roll. The target takes 1d2 points of damage and is stunned (see page 81 of the D&D Rules Cyclopedia) on a successful hit. Stunning lasts for 30 minutes minus one minute for every point of

HIGH-TECH HANDBOOK

constitution (minimum of one minute). If a victim is whipped additional times (once per round), the character is stunned for one additional minute per successful attack, as well as receiving additional damage.

The whip can be used without power, acting as a standard whip.

RANGED WEAPONS

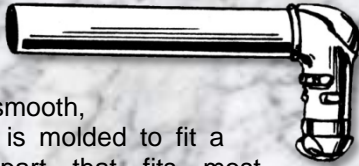
Blaster (Wand/Staff of Sunflame)

D&D Blackmoor

	Hand	Heavy
Damage:	6d6	8d6
Range (S/M/L):	80/160/240	120/240/360
Rate of Fire:	1	1
Power Pack:	24 Shots	24 Shots
Cost:	15,000 Gp	20,000 Gp
Encumbrance:	60 cn.	70 cn.

This dark gray, L-shaped device is made from some smooth, dense substance and is molded to fit a human hand. The part that fits most comfortably in the palm is studded with tiny buttons and protrusions. The other part ends in a thin tube.

The hand blaster is a small, easily concealed weapon (that inflicts 6d6 points of damage at a range of 240 feet whenever a small stud in the front of the pistol grip is pressed). The weapon has a standard power pack in the grip. Moving a slide on the grip causes the weapon to eject its power pack; it can then be reloaded by simply sliding a fresh power pack into the bottom of the grip. Thumbing open a panel in the back of the grip exposes a vertical gauge whose red indicator line shows how many charges are left. The panel snaps shut when released. Each new power pack inserted in the weapon is good for 24 uses. The power pack already in a weapon when it is discovered by the PCs is good for 5d4 uses.



The **heavy blaster** actually looks more like an unwieldy club than a staff. The smooth, dense, dark gray substance from which it is manufactured is studded with arcane bumps and bulges and it is broader and heavier at one end, tapering to a thin tube at the other.

This shoulder-fired weapon is the size of a crossbow (but is much lighter and is shaped like a rifle. It does 8d6 points of damage at 360 feet whenever a small stud in the underside of the stock is pressed). The weapon has a standard power pack in the stock.

Moving a slide on the stock causes the weapon to eject its power pack; it can then be reloaded by simply sliding a fresh power pack into the butt-end of the stock. Thumbing open a panel in the top of the stock exposes a vertical gauge whose red indicator line shows how many charges are left. The panel snaps shut when released. Each new power pack inserted in the weapon is good for 24 uses. The power pack already in a weapon when it is discovered by the PCs is good for 5d4 uses.

Blaster, Mark Series

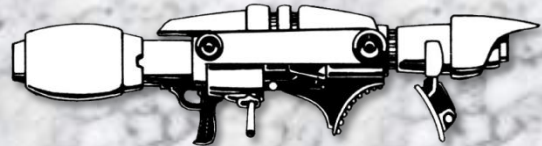
Gamma World

	V	VII
Damage:	5d8	5d10
Range (S/M/L):	25/50/125	40/80/200
Rate of Fire:	1	1
Power Pack:	6 Shots	8 Shots
Cost:	9,000 Gp	15,000 Gp
Encumbrance:	100 cn.	120 cn.

	XII
Damage:	8d10
Range (S/M/L):	60/120/300
Rate of Fire:	1
Power Pack:	7 Shots
Cost:	20,000 Gp
Encumbrance:	120 cn.

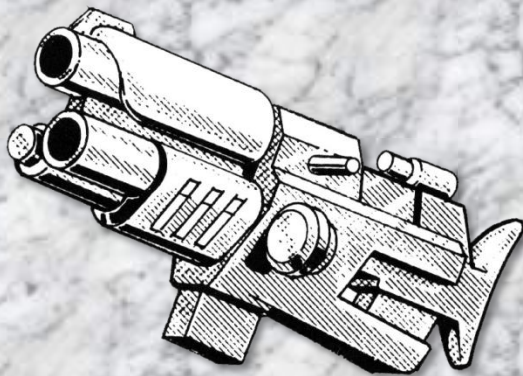


This unusual weapon projects a ray that weakens the nuclear force that binds the nuclei of atoms together. The result is that all things touched by the beam disintegrate. The results are light, intense heat, a big noise, and an impressive hole in the target. Even the air the beam travels through is affected, making the beam visible as a white streak.



The Mark VII blaster is merely a more efficient version of the Mark V blaster.

HIGH-TECH HANDBOOK



The Mark XII blaster is an even bigger and deadlier version of the Mark VII blaster.

Bow, Compound Long

DragonStar

Damage: 1d6+4
Range (S/M/L): 70/140/210
Rate of Fire: 1/2
Shots/Reload: 1 Arrow
Cost: 200 Gp
Encumbrance: 40 cn.

This recurved long bow is constructed using a cable and pulley system that creates more power and velocity even for archers not gifted with great strength. The archer gains a damage bonus of +4, just as if he were using magical long bow +4. This weapon must be used with two hands, and it is too large to fire while mounted on an animal (it can be fired from a vehicle if sufficient space is available).

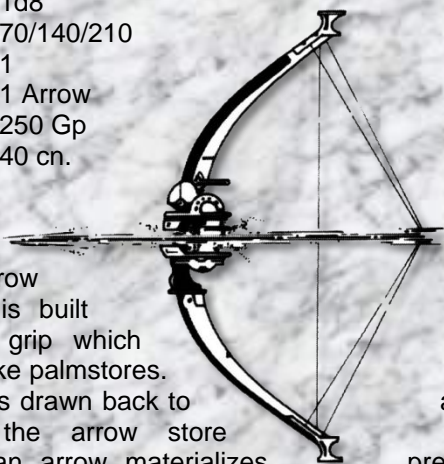


Bow, Tech

Metascape

Damage: 1d8
Range (S/M/L): 70/140/210
Rate of Fire: 1
Shots/Reload: 1 Arrow
Cost: 250 Gp
Encumbrance: 40 cn.

This is not an ordinary bow. An arrow storing device is built into the hand grip which functions a lot like palmstores. When the bow is drawn back to proper arch, the arrow store activates and an arrow materializes pre-notched and ready to shoot. This allows two normal



arrows to be shot per round (complex arrows such as explosive tipped, take longer to materialize and may only be fired once per round). A tech bow can store up to 50 arrows, and up to five varieties may be selected.

Crossbow, Automatic

DragonStar

Damage: 2d4
Range (S/M/L): 80/160/240
Rate of Fire: 1 or 3 (Burst)
Shots/Reload: 6 Bolts
Power Pack: 500 Shots
Cost: 200 Gp
Encumbrance: 160 cn.

This is a semiautomatic heavy crossbow of modern design and construction that can fire up to six bolts without reloading. A long magazine snaps into firing position automatically when the bow is redrawn. A small electric motor redraws the bow automatically after each shot. The motor is powered by a power pack that slots into the weapon's stock, and the cell is good for 500 shots and redraws.

Death Ray Pistol or Rifle

D&D Blackmoor

Damage: Death or 4d10
Range (S/M/L): 80/160/240
Rate of Fire: 1
Power Pack: 1 Shot
Cost: 100,000 Gp
Encumbrance: 60 cn.



Based upon the principles of negative energy, these guns fire a black ray that snuffs out any life force that it contacts. The victim is allowed a saving throw vs. death ray. Even if he makes a successful save, the target takes 4d10 points of damage. A failed save kills the target instantly. Rifles apply a -3 penalty to the target's saving throw.

The ray of this weapon has an odd effect on undead creatures. If an undead is hit by the ray, it must make a saving throw vs. death ray. If the save is successful, it will heal 4d10 points of damage. This healing will not bring its hit points any higher than the undead creature's original hit point total. If the saving throw is failed, it is not affected by the ray.

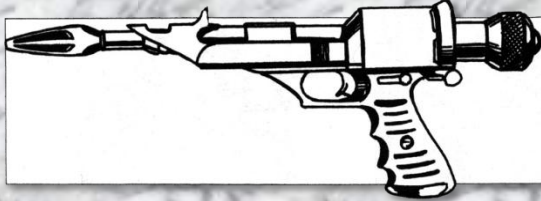
Laser Pistol and Rifle

Star Frontiers

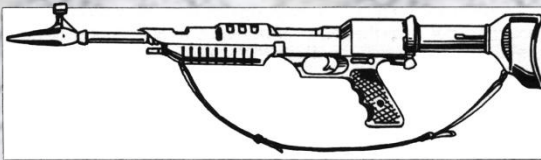
	Pistol	Rifle
Damage:	by setting	by setting

HIGH-TECH HANDBOOK

Range (S/M/L): 75/150/200 150/300/400
 Rate of Fire: 1 1
 Power Pack: 20 Shots 20 Shots
 Cost: 600 800
 Encumbrance: 20 60



A laser pistol is a large handgun. It fires a pulse of bright light. Laser pistols are commonly called blasters. A laser pistol has a dial that can be set from 1 to 10 to control how much energy is fired by each shot. Each setting point causes 1d6 points of damage. For example, when a dial is set to 3, the shot used 3 charges and causes 3d6 points of light damage. Players must tell the DM what setting they are using before rolling the dice to see if the shot hits. Laser pistols use a standard power pack, but can be attached to belpacks or backpacks. An Albedo suit or screen halves the damage from lasers.



A laser rifle is a rifle-sized version of a laser pistol. It has a longer range and the dial can be set from 1 to 20 instead of 1 to 10.

Laser Pistol and Rifle, Capacitor XXVc

	Pistol	Rifle
Damage:	1d8	1d12
Range (S/M/L):	250/500/800	1,000/2,000/ 3,000
Rate of Fire:	1	1
Capacitor Clip:	7 Shots	14 Shots
Cost:	300	600
Encumbrance:	10	50



Capacitor lasers work like this: A clip in the handle of the weapon has a number of ceramic capacitors built into it (seven in a pistol, fourteen in a rifle). Each capacitor has a stored electrical charge of thousands of volts – enough to create a brief bolt of laser energy. Each shot drains one capacitor. When the clip has been used up, it automatically ejects and a new clip can be inserted. A used clip can be renewed by plugging them into a recharger or some other source of power for 4 hours. If it isn't fully charged (pulled out after 3½ hours, for instance), it isn't usable.

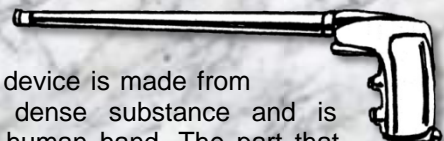
A hand-held laser weapon emits a beam about 1/8" in diameter that is capable of burning a hole through most solid substances, up to and including steel and other hard metals. However, since a laser beam is a form of light, it can be reflected. Mirror, a densely packed crystal (such as the "glass" that most spaceship view ports are made of), or a highly polished metal surface will take a hit from a laser beam and not be penetrated; instead, the beam will reflect off the surface – unless it strikes the surface at precisely a 90-degree angle.

Damage from a laser hit comes not so much from the penetration of the beam – it makes only a very small hole – but from the heat that's released into the area surrounding the place of penetration. When the beam hits a living body, the immediate area suffers a searing burn, as the water in the cells around the wound is instantly turned to superheated steam.

Capacitor lasers are tunable – a special filter can be inserted into the laser aperture, giving the beam a desired color. This is particularly useful in firefights in the dark, as it helps identify friend from foe.

Needler (Wand of Poisoned Dreams) D&D Blackmoor & Star Frontiers

	Pistol	Rifle
Damage:	1d2	1d4
Range (S/M/L):	40/80/120	60/120/180
Rate of Fire:	1	1
Shots/Reload:	24	24
Power Pack:	24 Charges	24 Charges
Cost:	900 Gp	1,800 Gp
Encumbrance:	10 cn.	25 cn.



This dark gray, L-shaped device is made from some smooth, dense substance and is molded to fit a human hand. The part that fits most comfortably in the palm has a stud and several tiny protrusions. The other part ends in a thin tube.

This small, easily concealed weapon fires small hollow steel needles containing a paralyzing drug out

HIGH-TECH HANDBOOK

to a range of 60 feet whenever the stud in the front of the pistol grip is pressed.



Entities hit by the tiny needles must make a Saving Throw vs. Paralysis. Those who fail their saving throw suffer 1d2 points of damage and are paralyzed for one hour. Those who make their saving throw suffer 1d2 points of damage, but are not paralyzed. The small, light-weight needles tend to shatter when they strike heavy armor (-5 penalty to the hit roll when fired at characters in plate mail or monsters that are AC 3 or lower). The weapon has a standard power pack and a tiny ammo pack (the same size as the power pack) in the grip. Moving a slide on the grip causes the weapon to eject these packs; the weapon can then be reloaded by simply sliding fresh packs into the bottom of the grip. Each new power pack inserted in a needler has 24 charges (uses), and each ammo pack contains 24 needles. The packs already in a needler when it is discovered by the PCs are good for 5d4 uses. Thumbing open a panel in the back of the grip exposes a vertical gauge whose red indicator line shows how many charges are left. The panel snaps shut when released.

Torch, Blacklore

D&D Blackmoor

Damage: 1d8
Range (S/M/L): 10/20/30
Rate of Fire: 1
Power Pack: 20
Power Pack: 30 Shots
Cost: 100 Gp
Encumbrance: 10 cn.

The torch is a hand-held, disk-shaped flame-thrower with a range of 30'; it does ad8 damage per blast. These elves have no enemies, but often duel among themselves with these weapons.

THROWN WEAPONS

Grenade (Death Egg)

D&D Blackmoor

Damage: By Grenade
Frag: 8d6
Gamma: 8d6
Light: 0
Neutron: 1d4
Opacity: 0

Sonic: 12d4
Tangler: 1d4
Range (S/M/L): 20'/40'/60'
Cost:
Frag: 20 Gp
Gamma: 100 Gp
Light: 10 Gp
Neutron: 30 Gp
Opacity: 10 Gp
Sonic: 50 Gp
Tangler: 20 Gp
Encumbrance: 10 cn.

This item is a smooth, heavy, egg-shaped ball, no more than an inch thick at its widest end.



There is a small seam in the middle of the ball. The ball comes in six colors: red, yellow, black, blue, green, and gray.

Each grenade can be thrown (up to 60 feet) or fired from a grenade launcher. However, if the grenade is inactive (its normal state), it can be thrown or fired all day, and nothing will happen. Before it can explode, it must first be active (or live, as the aliens say). To make a grenade active, it is necessary to twist the two ends in opposite directions until there is a click. The grenade then explodes five seconds later. The effect of the explosion depends on the grenade's type. The different colors indicate different types. These include:

Fragmentation (white): When a fragmentation grenade explodes, it throws hundreds of small, sharp pieces of metal in all directions. Fragmentation grenades are commonly called frag grenades. Any creature or character in the blast radius suffers 8d6 points of damage. A saving throw vs. spells will reduce the damage by half. Inertia screens and skiensuits also reduce damage by half. All of these modifiers are cumulative.

Gamma (red): This type emits a powerful blast of radiation. All entities within 30 feet must Save vs. Death Ray. Those who fail their saving throw sustain 8d6 points of damage. Those who make their saving throw sustain no damage. Gamma grenades do no damage to the surrounding area.

Light (yellow): This type creates a globe of light 60 feet across. It is similar that created by the magic user spell continual light, but it lasts only one turn. Those who are looking directly at the grenade when it first explodes must make a Saving Throw vs. Spells. Those who fail the saving throw are blinded for one round. Those who make their saving throw are unaffected.

Opacity (black): This type creates a globe of darkness 60 feet across. It is similar to that created by

HIGH-TECH HANDBOOK

reversing the magic user spell continual light, but it lasts only one turn. Opacity grenades can't be used to blind characters.

Sonic (blue): This type emits a destructive, but focused, blast of sound. All entities within 5 feet must Save vs. Paralysis. Those who fail their saving throw sustain 12d4 points of damage and are paralyzed for the next 6 turns. Those who make their saving throw are unaffected. Sonic grenades destroy all furniture and fragile items within range. They damage doors just as if the door was a character. If and only if they explode while wedged against a wall or floor, they blow a hole in the surface (one-foot thick, if the surface is stone or metal; three-feet thick if it is earth or wood).

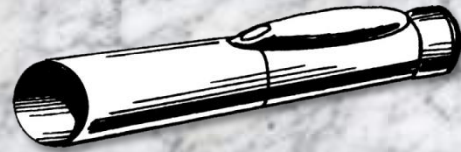
Neuron (green): This type emits a cloud of mild nerve gas. All entities within 30 feet who aren't wearing a functioning pressure suit must Save vs. Breath Attack. Those who fail their saving throw sustain 1d4 points of damage and are paralyzed for the next 6 turns. Those who make their saving throw are unaffected. Neuron grenades don't affect machines (including robots), golems, living statues, or inanimate objects. The gas need not be breathed to be effective - it just has to touch an exposed surface. However, armor and clothing are no protection from the gas.

Tangler (gray): This type emits a dense monofilament web that twists itself around whatever it encounters. All entities within 10 feet must Save vs. Magic Wands. Those who fail their saving throw sustain 1d4 points of damage and are entangled in the web. They can't move until they are cut free. Those who make their saving throw are unaffected. It is necessary to inflict 3d6 points of damage on the web in order to free each entangled character. Only magic blades and acid affect the web. Since the web responds to resistance by tightening around its source, characters who try to struggle free of the web sustain an additional 1d4 points of damage (from the cutting effect of the monofilament) during each round in which they struggle.

Grenade Launcher (Wand of Death Eggs)

D&D Blackmoor

Damage:	by grenade
Range (S/M/L):	60/120/300
Rate of Fire:	1/2
Shots/Reload:	1 Grenade
Power Pack:	24 Shots
Propellant Pack:	24 Shots
Cost:	4,500 Gp
Encumbrance:	40 cn.



This dark gray, foot-long, inch thick tube is open at one end and closed at the other. There is a red bump on one side.

The closed end holds a standard power pack, a propellant pack, and all of the micro-circuits needed to fire the grenade launcher. The cap can be removed by simply unscrewing it. The red bump is a firing button. To use the launcher, drop a live grenade in it, aim it where you want the grenade to go, and press the firing button. With a soft plop, the grenade flies toward the aiming point. It takes one round to arm the grenade, load, and fire. The launcher has a maximum range of 300 feet, but is highly inaccurate (-5 penalty to the hit roll) above 120 feet. Each new propellant and power pack inserted in the launcher is good for 24 uses. Those packs already inside a launcher when it is discovered by the PCs are good for 2d12 uses. If the device is triggered while it contains more than one grenade, it explodes, doing 3d6 points of damage to the user plus any damage done by the grenades (which also explode).

AMMUNITION

Ammo Clip, Needler

D&D Blackmoor

	Pistol	Rifle
Cost:	10 Gp	20 Gp
Encumbrance:	1 cn.	1 cn.

This clip is the same size as a power pack. It contains 24 needles. The poison in the needles is described above in the "Needler" weapon entry. The clip cannot be reloaded, and must be replaced.

Capacitor Clip

XXVc

	Pistol	Rifle
Cost:	25 Gp	50 Gp
Encumbrance:	2 cn.	5 cn.

A capacitor clip has a number of ceramic capacitors built into it (seven in a pistol, fourteen in a rifle). Each capacitor has a stored electrical charge of thousands of volts - enough to create a brief bolt of laser energy. Each shot drains one capacitor. When the clip has been used up, it automatically ejects and a new clip can be inserted. A used clip can be renewed by plugging them into a recharger or some other source

HIGH-TECH HANDBOOK

of power for 4 hours. If it isn't fully charged (pulled out after 3½ hours, for instance), it isn't usable.

Drug Refill

Gamma World

Cost: 100 Gp
Encumbrance: 10 cn.

This is a vial of a drug or other substance, such as the drug for the neural bite. It contains 8 doses and can be refilled.

Power Backpack

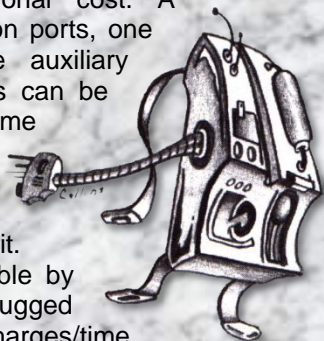
Star Frontiers

Cost: 500 Gp
Encumbrance: 20 cn.

A power backpack is worn on a harness that slips over the shoulders. Special adapters are available for Dralasites at no additional cost. A backpack has two weapon ports, one screen port, and three auxiliary ports. Only two weapons can be connected to the same backpack.

A backpack has 6 times the energy of a power pack stored in it. Divide the energy available by the number of units plugged into it to determine the charges/time available the each unit.

Backpacks can be recharged for 500 Gp. It takes two rounds to plug or unplug a power cord from a power backpack.



Charge/Time Multipliers

Ports in Use	Backpack	Beltpack
1	x 6.0	x 3.0
2	x 3.0	x 1.5
3	x 2.0	x 1.0
4	x 1.5	-
5	x 1.2	-
6	x 1.0	-

Power Beltpack

Star Frontiers

Cost: 250 Gp
Encumbrance: 8 cn.

A power beltpack is an 8"x3"x2" box that attaches to a character's belt. It comes with three different power cords that can be plugged into three distinct outlets in the side of the unit. One port is for weapons, one is for

screens, and one is for auxiliary equipment such as scanners or radios. Only one weapon and one screen can be plugged into a beltpack at the same time.

Beltpacks can be recharged at a cost of 250 Gp. Recharging can be done at any weapons shop, hardware store or fuel station.

The power beltpack has three times the energy stored than the power pack. If only one unit is plugged into it, then it has tripled the listed number of charges/time. If two ports are in use, then both units have 1.5 times their listed charges/time. If all three ports are in use, then each unit has the normal amount of charges.

Power Pack

D&D Blackmoor

Cost: 25 Gp
Encumbrance: 2 cn.

The power pack is the standard power source for most weapons and equipment. How long a power pack lasts depends on the item it is installed into. See the individual item's description for details.

Power packs can be recharged by a power pack recharger. Refer to those entries for further details.

Propellant Pack

D&D Blackmoor

Cost: 20 Gp
Encumbrance: 1 cn.

A propellant pack is used in a grenade launcher. It is not refillable, and must be replaced.

ARMOR

Armor class and armor value ratings are given in the following descriptions. If you are using the optional armor value rules, then apply only the AV of the armor unless it states that the item does not provide armor value.

If you are not using the armor value rules, then simply ignore the armor value line in the item's description.

ARMOR

Armor is normally made for a specific race. The DM can impose penalties on a character who wears the armor of a different race. Armor cannot be worn at the same time with suits, as they will interfere with each other.

Each type of armor consists of a full set. The player can presume that his character, as part of the set of armor, gets the type of headgear appropriate to the armor. The player may imagine other appropriate armor components as he chooses – gauntlets,

HIGH-TECH HANDBOOK

vambraces, greaves, etc. – as these components do not affect play or armor class.

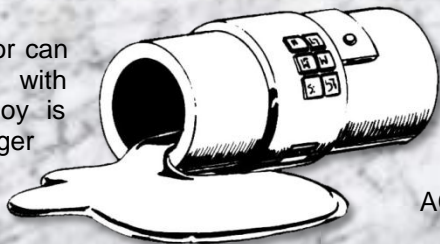
Duralloy Armor

D&D Blackmoor

Armor Class:	+3 Bonus
Scale Mail:	3
Chain Mail:	2
Banded Mail:	1
Plate Mail:	0
Suit Armor:	-3
Armor Value:	+3 Bonus
Scale Mail:	6
Chain Mail:	7
Banded Mail:	8
Plate Mail:	9
Suit Armor:	10
Cost:	x100
Encumbrance:	x1

All metal armor can be made with Duralloy. Duralloy is much stronger than steel, and provides a +3 (or AV if the armor value rules are used). The armor weighs the same, but is much more expensive to make (100 times the normal price).

Duralloy is produced in a liquid state. One canister holds 20 lbs. of liquid Duralloy in a gravitic field. Its specialized power system can hold the volatile metal safe and secure for centuries. A simple code sequence is entered into the control panel to open the can. Once opened, it cannot be resealed. Gravity will harden the Duralloy in 10 minutes. In the mean time, it can be poured into a mold to be formed. Solid Duralloy actively absorbs energy from the surrounding area. This lowers the temperature within 45' of it by 10° per round for 12 rounds. All other energy sources (radiation, electrical, etc.) are dampened as well. Once it has hardened, things return to normal.



AC

on or taking off a power screen takes five rounds. When a screen runs out of power, it has no effect.

Albedo Screen

Star Frontiers

Armor Class:	-
Armor Value:	-
Power Pack:	20 Charges
Cost:	2,000
Encumbrance:	40 cn.

An Albedo screen projects a silvery aura that absorbs laser damage. This aura completely surrounds the person wearing the screen. A power pack supplies the screen with 20 charges. For every 5 points (or fraction of 5 points) absorbed, 1 charge is drained from the power pack. For example, absorbing 11 points of damage drains 3 charges from the power pack. The person wearing the screen will take no damage from lasers as long as the power holds out. A person can fire a laser weapon out of an Albedo screen.



Gauss Screen

Star Frontiers

Armor Class:	-
Armor Value:	-
Power Pack:	10 Charges
Cost:	1,000
Encumbrance:	40 cn.

A gauss screen generates an invisible barrier that protects the wearer from electrical attacks (Riot sticks, etc). The screen drains a charge every time it absorbs an attack. There is a quick flash of light when the screen is hit. As long as the power holds out, a character wearing a gauss screen is immune to electrical attacks.

Holo Screen

Star Frontiers

Armor Class:	-
Armor Value:	-

SCREENS

Two new types of defensive armor are available in a high-tech campaign: Suits and Screens. Only one suit and one screen can be worn at the same time. Each suit or screen protects the wearer from one type of weapon. The effects of these screens are detailed below. Screens cannot be used at the same time as shields.

All power screens except the chameleon screen are worn like belts around the waist. Special adapters are provided for Dralasites at no extra cost. Only one power screen can be worn or used at one time. Putting

HIGH-TECH HANDBOOK

Power Pack: 20 Charges
Cost: 1,000
2,000 w/ camouflage
Encumbrance: 40 cn.

A holo screen projects a 3D image around its wearer. The image is projected from a holo disc, a small cartridge that slides into the top of the holo screen control unit. The holo disc contains complete holographic information on one person or thing. For example, a holo disc could project the image of an adult male Yazirian in civilian clothes. The holo screen is 80% effective. On a roll of 81-100, an onlooker will notice something is wrong. The holo image is limited to the same size and shape as the wearer.

Personalized holo discs could be ordered for 5,000 Gp. A personalized holo disc contains holo information on a specific individual. Producing a personalized holo disc takes 1d10 months, because it requires detailed (and very illegal) holo-filming of the desired subject. If the subject is willing, the filming can be done in one day.

A camouflage feedback loop can be added to the holo screen for an additional 1,000 Gp. The camouflage loop adjusts the holo image to match nearby surroundings, giving the wearer an 80% chance to be "invisible" to onlookers.

Inertia Screen

Star Frontiers

Armor Class: -
Armor Value: -
Power Pack: 10 Charges
Cost: 2,000
Encumbrance: 60 cn.

An inertia screen defends against all projectile weapons, fragmentation grenades, explosives, and all melee weapons except electrical, sonic or light weapons.

When hit by one of these weapons, the screen uses one charge and absorbs one-half of the damage caused by the attack. The wearer takes the other half of the damage and applies his armor value. If the damage can not be divided evenly, the character takes the smaller half.

Sonic Screen

Star Frontiers

Armor Class: -
Armor Value: -
Power Pack: 20 Charges
Cost: 2,000
Encumbrance: 40 cn.

A sonic screen is also known as a hush field, because no sound can cross it, either coming in or going out. The screen also absorbs all sonic attacks that hit it. It used one charge every minute (6 rounds) it is on and 2 charges every time it absorbs a sonic attack. A character inside a sonic screen can communicate with only a radio or hand signals.

SHIELDS

A Shield can be of any number of sizes. Shield sizes are discussed on page 67 and 68 of the D&D Rules Cyclopedia. Shields cannot be used in conjunction with screens.

SUITS

Two new types of defensive armor are available in a high-tech campaign: Suits and Screens. Only one suit and one screen can be worn at the same time. Each suit or screen protects the wearer from one type of weapon. The effects of these suits are detailed below. Suits cannot be used at the same time as armor.

Albedo Suit

Star Frontiers

Armor Class: -
Armor Value: -
Cost: 500
Encumbrance: 20 cn.

An Albedo suit is made from a special shiny flexible material. It will reflect the damage from a laser attack. For each point of damage reflected, the suit takes 1 point of damage. When it has accumulated 100 points of damage or more, the suit becomes useless.

Battle Armor (God Suit)

D&D Blackmoor

Armor Class: 0
Armor Value: Does not provide AV
Power Pack: 4 Months
Cost: 5,000
Encumbrance: 0 cn.

This item looks like a smooth, wondrously light and thin stocking but one that has been knit with arms and legs to cover the entire body. Woven into the stocking's neck is a small oblong box.

All aliens and Soldiers of the Frog wear this tough battle armor, a type of form-fitting, light-weight acrylic mesh. A sensor in the "oblong box" tells the suit when it is being worn and causes it to emit a repulsion field that gives the wearer AC 0 without adding to his encumbrance. The "oblong box" contains a standard power pack. Squeezing the box in the palm of the hand causes it to eject its power pack. A new pack can

HIGH-TECH HANDBOOK

then be slid into the box. Each new pack powers the armor for 4 months. Power packs already in suits discovered by the PCs are good for 1-4 months.

This suit interferes with the operation of power screens.

Pressure Suit (Suit of Lights)

D&D Blackmoor

Armor Class:	0
Armor Value:	Does not provide AV
Power Pack:	12 Hours
Cost:	10,000
Encumbrance:	0 cn.

When inactive, this item looks like battle armor with a hood and a slightly larger box woven into the neck. When it is active, it gives the wearer a multicolored aura.

A pressure suit has the same characteristics as battle armor, but it also creates an atmospheric envelope around the wearer. Characters wearing a pressure suit are immune to the effects of heat, cold, and lack of atmosphere. The suit needs to be recharged after every 12 hours of use. Recharging consists of replacing the standard power pack that powers it and hooking the box woven into the neck up to a small nozzle found next to the keypad in any of the Beagle's locks.

This suit also interferes with power screen operations.

Skisuit

Star Frontiers

Armor Class:	0
Armor Value:	Does not provide AV
Cost:	
Civilian:	500
Military:	300
Encumbrance:	20 cn.

A Skisuit is made of light ballistic cloth. It absorbs damage just like an inertia screen. It can also be used along with inertia screen. A character wearing both a Skisuit and an inertia screen would take only one-quarter damage from projectile attacks. The suit is ruined when it takes 50 points of damage. Two types of skisuits are available: military and civilian. Military skisuits are camouflage green. Civilian skisuits look like regular clothing.

Smart Clothes

XXVc

Armor Class:	4
Armor Value:	5
Cost:	

Full Outfit:	1,000 Gp
Tunic:	500 Gp
Pants:	300 Gp
Gloves:	100 Gp
Boots:	100 Gp
Encumbrance:	300 cn.

Much of the combat and military clothing are what is called smart clothes. Smart clothes incorporate internal circuitry and microcomputers for climate control, communications and defense. All NEO uniforms, the garb of the RAM security forces and combat troops are fully wired. An outfit of smart clothes is designed as modular garments (pants, gloves, tunic, boots, etc.), so that if one section is damaged, it can be easily removed and replaced.

Woven into the fabric of the standard smart uniform are thousands of hair-thin conductive plastic fibers.

These fibers are connected in turn to tiny microchips woven into the seams of each garment. Small micro-plugs are meshed into self-adhesive tabs at the edges of the clothing – when you put on a uniform top, for example, you simply match the tabs at the bottom of the jersey to the tabs along the waistband of the pants, press them together, and the circuit is complete.

When it is connected to a power pack contained within the smart uniform's utility belt (see below), integrated wiring has several uses; each filament can carry several impulses and perform several different functions at the same time. The wiring can be used to heat or cool the suit and the individual inside. The wiring can also be used to connect to various clip-on attachments (see below) which can be hung on the clothing using self-adhesive fasteners. Monitors on the cuffs on the uniform tunic provide liquid-crystal (LCD) readouts on the status of power packs, clothing and wearer temperature, heartbeat, respiration, and external conditions (such as poisons in the air, radiation, or extreme climatic conditions).

Many weapons are either energy-based or use smart bullets. Integrated wiring provides protection from both types of weapons. The dense mesh is specially treated to absorb laser energy and disperse it throughout the clothing, turning a searing bolt into a slight increase in overall body heat. In addition, the tough wiring net



HIGH-TECH HANDBOOK

instantly contracts in response to a burst of kinetic energy (the impact from a solid projectile, a knife slash, a blow from a fist), offering protection to the body underneath. With an ECM attachment used in conjunction with a utility belt and power pack, the integrated wiring can create a strong jamming field that confuses incoming smart bullets.

Also, the composition of the mesh makes it resistant to penetration by all forms of radiation (+3 Bonus to saving throws, if the radiation was encountered while the mesh was being worn). As with the protections against lasers and kinetic-energy weapons described above, this function of the mesh works without the wiring being connected to a power pack.

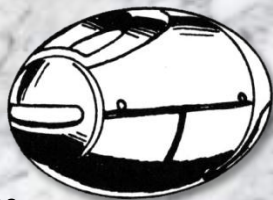
ADVENTURING GEAR

Communicator (Talk Box)

D&D Blackmoor

Power Pack: 6 Hours
Cost: 100
Encumbrance: 5 cn.

This item is a gray egg-shaped device that fits in the palm of the hand. A retractable metal clip extrudes from one end.



This communicator lets the user have a two-way conversation with anyone who has an implant or communicator or with any device that is plugged into the alien communications network (a computer, for example). Communicators have a range of 48 miles.

They can always receive anything being transmitted on their band. When in transmit mode, they transmit all sounds within 12" inches. A character activates a communicator by giving the transmit signal (a verbally communicated alphanumeric code, in most cases). The small clip is a belt clip that can be thumbed out for carrying or thumbed out of the way when the device is in use. If the user tells the communicator to "translate", it automatically translates everything that it receives into whatever language the user is speaking. His own words are not translated. Squeezing the base of the device causes it to eject its power pack. A new power pack can then be slid into the base. Each pack can power the device for six hours of continuous use (about 24 conversations).

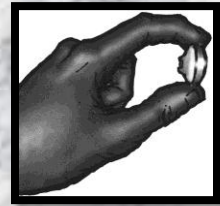
Datachip

DragonStar

Cost:
Blank: 1
Program: 50

Encumbrance: 1 cn.

These small, flat optical disks can store up to one terabyte of data – sufficient storage for 50,000 fully illustrated encyclopedia volumes. A wide range of applications and searchable, customizable



database programs are commercially. Some of the most common are listed below. Players and DM's are encouraged to develop new ones as well.

Program	Skill
Agricultural Science	Labor (Farmer)
Animal Husbandry	Animal Training
Art Collector's Price Guide	Know Market Value
Computers and Electronics	Science (Electronics)
Desktop Physicision	Healing
Biological Survey	Science (Biology)
Alchemical Database	Alchemy
Encyclopedia	Knowledge (Geography and History)
Military Surplus Guide	Know Market Value
Religious Database	Mysticism
Survival Guide	Survival
Technical Design Database	Engineering

Datapad

DragonStar

Cost: 300
Encumbrance: 10 cn.

This is a lightweight, handheld personal computer. It can be used as a notepad, personal scheduler, calculator, graphics tablet, and library. Standard datapads use verbal or cursor input, though collapsible keyboards are also available for rigorous or technical tasks. Data is typically displayed on a holographic projection, digital glasses, or the integrated flatscreen display. Standard features include a datachip port and wireless modem for networking and communications.

Datapads provide users a +2 bonus to ability and skill checks. If the user has purchased specific database programs, the datapad provides a +2 on skill checks that depend primarily on information or calculation.

A datapad has sufficient onboard storage for 10 data programs, which can be installed from datachips.

Spellbook Software is a specialized program suite designed to store, organize, and allow easy access to a magic-user's spells. Spellbook software costs 100 Gp per page of spell storage, and this storage can be upgraded as needed. Magic-users never have to worry about running out of space or carrying around heavy tomes. Best of all, Spellbook software can be backed

HIGH-TECH HANDBOOK

up on specialized datachips, alternate datapads, or online databases at a cost of 100 Gp per page, so wizards never have to worry about losing their precious spells.

Magic-Users are no longer required to spend long hours transcribing spells with quills or fountain pens. They use an electronic stylus instead. The language in which spells are recorded is not a natural language and there is no spoken form of it. It is really just a complex system of arcane notation that is always at least partly unique to the individual magic-user. As a result, voice commands are of limited utility when working with Spellbook software.

Magic-users can, however, beam spells via wireless connection between datapads or download them from the InfoNet. The Blackmoor Magical Academy maintains the largest database of spells ever assembled. Dues are 1,000 Gp per caster level of the magic-user per year and are based on the magic-user's level at the time.

Spells stored in the InfoNet or on another magic-user's datapad are recorded using unfamiliar notation, so you still need to cast *read magic* to decipher the writing. Once the spell is deciphered, you must spend 1 hour per spell level studying it. After this time, the new spell is finished being copied in your own notation. Obviously, this work is much quicker and easier with the aid of the datapad and software. If the spell was copied from a traditional Spellbook or downloaded from another computer, the Spellbook or database is unharmed. If the spell was copied from a scroll or scrollware, it vanishes from the scroll or file.

Recording a new spell in your own notation on your datapad takes 2 hours per spell level. A spell takes up 2 pages of storage per spell level.

You can freely share spells with other magic-users or with the Magical Academy. If you submit a new spell of your own invention to the Magical Academy and it's accepted and copied into the spell database, you owe no dues for the following year. You can't build up years of free dues, though, no matter how many spells you create in a year.

You can wirelessly beam spells from your own datapad to someone else's. The recipient has to accept your transmission for this to work. Setting up the transmission or accepting it takes one round. Once the transfer is arranged, each spell takes 1 round per spell level to be transferred.

The two datapads used in the transfer must be within 100 feet of each other during the entire transmission. If the connection is broken at any point, determine which spells have gotten through completely, starting with the lowest-level ones. If a spell is interrupted during its transfer, the file is corrupted and must be trashed.

Obviously, a magic-user's datapad is extremely valuable. Every datapad is equipped with a

thumbprint scanner. The device will only power-up when it's activated by the user's thumbprint. Variant systems, including retinal and pheromone scanners, are available for magic-users who don't have fingerprints. Thieves can attempt to hack the security system with a open locks check, and the attempt requires both a datapad and an electronics toolkit. Wizards can upgrade this security, but doing so required very sophisticated and expensive technology: The cost is 500 Gp per -5% penalty to the open locks roll.

You have two options for duplicating your spellware software. First, you can purchase a backup datapad and spellware software with sufficient storage to handle all of your spells. Second, you can store your spellware software on the Magical Academy's online database if you're a dues-paying member. This costs 50 Gp per page per year. The Magical Academy guarantees the integrity and security of its members' spell data. Either option is very fast and follows the same procedure as sharing spells.

You can use Spellbook software to create, store, and organize your scrolls. In fact, any character who can use scrolls can benefit from this feature. These one-shot, self-destructing files are called "**Scrollware.**" Scrollware can be purchased from the Magical Academy or local magic suppliers and downloaded directly to your datapad. Scrollware can be turned back and forth from one datapad to another, but a given file can't exist in two places at once. In effect, all scrollware is copy-protected – when a scrollware file is copied, the original is destroyed. If the transfer is interrupted at any point, the file is lost.

The Spellbook software gives you two options for copying or transcribing spells from traditional scrolls onto your datapad. The first is simply to copy the spell from the scroll into your datapad using your own notation. This follows the same rules for copying spells described above. The spell takes up the standard amount of storage.

The second option is to save the scroll on your datapad as scrollware. In this case, the file works just like an archaic paper scroll, except that it's in digital format. Scrollware occupies a number of pages equal to the spell's level. You must also have access to a scrollware program that can handle the spell, as detailed below.

Your datapad and spellbook software make it very easy for you to create your own scrolls. You have to purchase a scrollware program capable of compiling and digitizing the desired spells, but there are no other materials costs. These programs cost 100 Gp times the level of the spells you want to encode.

The base price of the scrollware is determined normally for the purposes for the time it takes to

HIGH-TECH HANDBOOK

create. This is equal to the scrollware's spell level times 25 Gp.

Creating scrollware is much quicker than scribing a scroll on parchment: it takes only one hour per 50 Gp of the scrollware's base price. Of course, each scrollware file occupies space on your datapad as outlined above.

Glove, Remote Hand

Gamma World

Power Pack: 1Hour
Cost: 2,000
Encumbrance: 20 cn.

This metal glove has a control panel with many buttons and an electronic readout. When activated, it allows the wielder to grasp and manipulate objects at a distance using projected force fields. The range is 15 feet and it has a strength of 10. The dexterity is the same as the wielder's.



Glow Wand (Magic Torch)

D&D Blackmoor

Power Pack: 24 Hours
Cost: 100
Encumbrance: 2 cn.

This item is a six-inch long, one-inch diameter gray metal tube with a translucent cap of some smooth, dense material at one end. The tube has parallel ridges running along its length.

The item is a sophisticated portable light source. The "cap" is actually a combination lens/light source. To make it emit light, the user twists it clockwise. The lens immediately begins to cast a diffused glow. The further it is turned, the brighter and more focused the light becomes. Turning the lens in the opposite direction decreases and diffuses the light. Turning it all the way in the opposite direction shuts the light off. The glow wand is powered by a standard power pack inside the tube. The pack can be removed or replaced by pressing against one of the tube's ridges, causing an access panel to spring open. The panel snaps shut when pressed back into place. Each power pack is good for 24 hours of operation.



Implant, Communicator (Talk Spell)

D&D Blackmoor

Cost: 1,000
Encumbrance: 0 cn.

This item consists of a small metal and ceramic button in the back of the skull, just under the ear. This button is normally hidden under the skin, but may be revealed by a wound.

All Beagle crew members have a miniature transmitter-receiver implanted in their mastoid bone. This implant lets the alien have a two-way conversation with any other character that also has an implant or a communicator or with any device that is plugged into the communications network (a computer, for example). Implants have a range of just four miles. They can always receive anything being transmitted on their band. They only transmit the sounds made by the character in whom they are implanted when he gives the transmit signal (a specific combination of teeth clicks). Non-aliens commonly interpret the receipt and transmission of signals in this way as the result of some arcane spell, especially since the aliens usually communicate using their own battle language, which is not understandable by non-aliens. Unlike communicators, implants do not have a translator function.

They have their own power source. An implant ceases to function if it is removed from the person in whom it is implanted or if that person is killed.

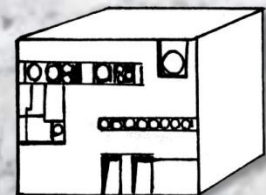
Medkit (Cube of Healing)

D&D Blackmoor

Cost: 500
Encumbrance: 50 cn.

This item is a smooth, white 4-inch white cube. One side of the cube is covered with flashing lights and strange symbols. There is a small stud in one corner. The opposite side has dozens of shallow indentations. The remaining four sides are blank.

When the side with the shallow indentations is placed next to a character's skin and the medkit is turned on by twisting the stud, the item performs a medical exam on the character and displays the results (including its diagnosis, if any) by flashing lights and changing the symbols displayed. The results include a readout listing any treatment that it is performing. If the machine is not turned off within 10 seconds of a course of treatment being indicated, the medkit executes the treatment. This may include deriding and sealing any wound over which it is placed, slathering ointments of various kinds on burns or irritations and/or spray-injecting the patient with one or more drugs. The medkit doesn't actually heal the patient, but it causes normal (but not magical) healing to proceed at four times the normal pace. The med; it only works in this fashion when applied to humans. It



HIGH-TECH HANDBOOK

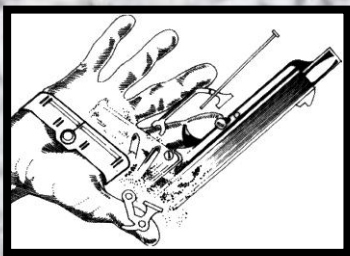
isn't designed to treat non-humans. If used on a nonhuman (including a demi-human), the patient must make a Saving Throw vs. Poison or sustain 6-24 points of damage as a result of malpractice. Medkits don't use power packs; they have their own internal power source. Each medkit can boost the healing of 100 points of damage.

Palmstore

Metascape

Cost: 350
Encumbrance: 2 cn.

A palmstore is a thin band which fits around a user's hand with small buttons on the palm. The band contains a mini-transporter device which can store the energy pattern of any one object up to 100 cn. When the store button is pressed, the object dematerializes and it stored in the palmstore's memory. While stored, an object has no encumbrance. When the retrieve button is pressed, the object immediately appears in the user's hand in the exact position it was held when stored. Retrieving an item in this manner is a free action.



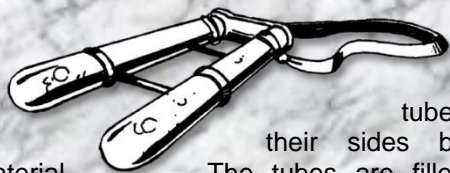
Snoopers (Far Seers)

D&D Blackmoor

Cost: 150
Encumbrance: 30 cn.

This item consists of a pair of short tubes joined along their sides by some rigid material. The tubes are filled with layers of some clear substance and can be seen through. Connected to the tubes is a strap of some flexible stretchy substance.

This item is actually a set of goggles that are held in place by an elastic strap. The "short tubes" contain lenses through which the user looks. Sensors in the sides of the snoopers goggles react to the focus of the user's eyes, multiplying the effect of natural focus so that the harder the user looks at an object, the more it is magnified. At maximum focus, the user sees up to four times as clearly and four times as far as other characters. When the user stops focusing, the magnification steps back. Similar sensors compare the light requirements of the user's eyes with the amount of ambient light and multiply the brightness of available

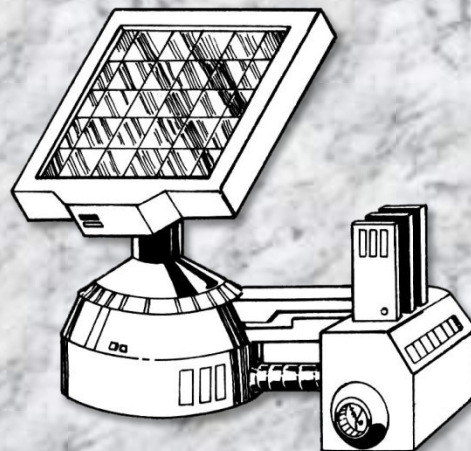


light sources like a star-scope so that the user always sees as if it were daylight, providing there is any light to be multiplied. In situations where there is no light source available, the user need only toss his head in a certain way to kick in special heat sensors that give him infravision per the magic-user spell of that name. Snoopers don't use power packs. However, their delicate lenses are easily broken. There is a 2 % chance per use that this item is made useless by damage.

Solar Recharger

D&D Blackmoor

Cost:
PP1: 500 Gp
PP2: 750 Gp
PP4: 1,000 Gp
PB1: 9,000 Gp
Encumbrance:
PP1: 100 cn.
PP2: 150 cn.
PP4: 250 cn.
PB1: 500 cn.



Power Packs, Beltpacks, and Backpacks can be recharged by the PP series solar rechargers. The PP1 recharger can recharge one pack. The PP2 can recharge two packs simultaneously, and the PP4 model can recharge 4 packs simultaneously. The PB series can recharge parabatteries in the same manner. The recharger must be left in bright sunlight for eight hours to charge a pack or battery.

Spacesuit Backup

XXVc

Armor Class: 4
Armor Value: 5
Power Pack: 36 Hours
Cost:
Coveralls: 75 Gp
Helmet: 75 Gp

HIGH-TECH HANDBOOK

Air Recycler: 50 Gp
Encumbrance: 100 cn.

While smart clothes cannot be worn as a long term substitute for a spacesuit, they are designed to carry most of the important elements for survival in a vacuum or a hostile environment.

As mentioned above, the mesh of the smart uniform provides radiation protection, heating and cooling, information readouts and ECM protection. In addition, a thin plastic coverall, designed to "plug into" the integrated wiring, can easily be pulled over the basic uniform; once in place, the microcircuits of the uniform activate the coverall's own integrated mesh of tiny "memory metal" wires. These wires contract all over the wearer's body, making the suit airtight and providing the necessary support to keep the body from exploding in an airless environment. In case of a rupture, the fabric of the coverall is instantly self-sealing. A simple, light duty helmet, specifically designed for emergency use, goes over the head and is connected to an air recycling unit that mounts on the back. The base of the helmet forms an airtight seal with the flange around the neck opening of the coverall.

If they are within easy reach, the coveralls and the helmet can be put on and connected with the other circuitry of the smart uniform in one minute. This configuration provides as a spacesuit for 24 hours; after that, the efficiency of the air recycling unit begins to drop, and 12 hours later the unit goes dead.

Toolkit, Specialized

DragonStar

Cost: 500
Encumbrance: 100 cn.

This category covers a range of specialized toolkits that assist you with one specific device type. Without a specialized toolkit, you suffer a -2 (-10%) penalty to your craft and thieving skill checks when working on devices of the supported type. Available kits include: electronics toolkit, mechanics toolkit, and robotics toolkit.

Translator Badge (Medallion of Speaking)

D&D Blackmoor

Cost: 500
Encumbrance: 1 cn.

This item is a one-inch diameter button fixed to a pin, so that it can be attached to clothing. The button has two parts, a stationary center and an outer circle. A metal rim around the center contains a small arrow pointing toward the outer circle. The circle contains

runes and revolves when turned. The center of the button contains two glowing runes one of which matches runes on the outer circle. Depressing the center causes the runes to change or disappear.

This item translates the spoken word into other languages. The words of the wearer are translated into the languages represented by the outer circle; all other speech is translated into the languages represented by the center. The arrow in the metal band is an indicator used to show the language into which the wearer wants his words to be translated. The item has a tiny speaker that broadcasts its translation in such a way that the translated words seem to be coming from the mouth of the speaker.

Pressing the center of the item turns it on and off or changes the language into which the words of speakers other than the wearer are being translated. The glowing runes in the center correspond to the languages into which the various speakers' words are being translated. One of the runes on the outer circle is a "wild card" that represents the language of the first speaker whose words are heard by the device after it is turned on. If the speaker's language is unknown, the device gradually builds up a vocabulary and grammar for that language by recording and analyzing the speaker's words. In order to assist it in this task, the button contains a small imaging device for use in recording noun referents and body language. Translators can be plugged into computers and can then download the data they contain directly into computer. They have their own built-in power source and are designed to be thrown away when power is depleted (after 5d4 months).

Utility Belt

XXVc

Albedo Suit

Star Frontiers

Power Pack: 24 Hours
Cost: 200 Gp
Encumbrance: 50 cn.

One of the most important parts of a fully equipped smart uniform, the utility belt is designed as a large mesh of integrated wiring, linked to a sophisticated microcomputer and a power pack built into the belt buckle. The power pack is good for 24 hours when fully charged. Extra power packs, weapons and sensors can be connected to the belt (or simply fastened to it for later use), while the microcomputer routes power and commands throughout the clothing.

HIGH-TECH HANDBOOK

CLIP-ON ATTACHMENTS

These are various types of ECM devices, medical monitors, recorders, cameras, and electronic packages that can be hooked into a smart uniform. Most NEO combat suits have an “electronic” stripe running along the shoulder and leg seams. This stripe is made up of two self-adhesive strips with a circuitry strip up the middle. The attachment has matching circuit and self adhesive strips on its back. On other types and styles of smart clothes, the contact spots are located in different places, but they will always be in places that are easy for the wearer of the suit to reach.

Each attachment contains a built-in microprocessor dedicated to performing the function of that device; thus, someone wearing a smart uniform without a utility belt (and without the computer that the belt would contain) can still get the benefit of any clip-on device that he installs. Depending on the design of the outfit, a smart uniform can accommodate from 4 to 10 clip-on attachments. Typical and most frequently used attachments include the following items.

Power Pack

XXVc

Cost: 25 Gp
Encumbrance: 10 cn.

A clip-on power pack can operate for 12 hours. When the main power pack in the utility belt is depleted, a power pack installed as a clip-on attachment automatically kicks in. If no belt is worn, an auxiliary power pack can still control heating and cooling of the uniform through its own microprocessor.

ECM Package

XXVc

Cost: 50 Gp
Encumbrance: 5 cn.

When hooked to the smart uniform, this device makes it difficult for an attacker to get a radar lock-on with a rocket pistol and inhibits the performance of all types of smart projectiles: there is a 50% chance that any such attack will be misdirected. Most ECM fields are programmed to tell the bullet to travel “straight up,” perpendicular to the original path. Other ECM fields are designed to make the target radar-transparent, or to create ghost images – this tactic makes it difficult for radar guided weapons to get a lock onto the target.

Stealth Unit

XXVc

Cost: 25 Gp
Encumbrance: 5 cn.

This device makes the wearer “invisible” to sonic or infrared-based alarm systems by masking any sound waves or heat waves coming off the wearer’s body.

Security Pack

XXVc

Cost: 35 Gp
Encumbrance: 10 cn.

This unit projects a 50-foot radius electronic field around the wearer that is sensitive to sound and motion. It transmits a silent alarm (a tiny, pulsating dose of electrical current, harmless to the wearer) when any object man-sized or larger moves into the area of the field. The device can be instructed to “ignore” particular objects, such as companions.

Communications Pack

XXVc

Cost: 50 Gp
Encumbrance: 10 cn.

Essential in all cases when a smart uniform is worn in an airless environment (assuming there’s someone else to talk to) and certainly convenient the rest of the time, this is a unit consisting of a radio (transmitter and receiver), a speaker, and a microphone. Any of the components can be turned on or off as desired. Using part of the uniform’s integrated circuitry as an antenna, signals can be broadcast to receivers up to 20 miles away.

SIGHTS & SCOPES

Computer Sight

Gamma World

Cost: 3,000 Gp
Encumbrance: 10 cn.



A computer sight is a complicated mechanism that includes a laser sight, telescopic sight and a calculational unit. The gunner sights through the scope, placing the laser sighting beam on the target, and then activates the computer. It measures the wind speed, angle of the gun, range to the target, and other factors and then begins to tilt the scope and laser beam. The gunner shifts the gun at the same time, keeping the laser beam on the target. In effect, the computer has forces the gunner to re-aim his weapon

HIGH-TECH HANDBOOK

to take into account wind, gravity and a host of other factors. The chances of the shot going astray are now very small. The computer cannot account for such things as a dirty barrel, micro-defects in the shell, last second movements by the target, etc. The end result is a +10 bonus to hit and a doubling of the normal ranges.

IR Sight (Scope)

Gamma World

	x2	x5	x10
Cost:	500 Gp	750 Gp	1,000 Gp
Encumbrance:	10 cn.	10 cn.	10 cn.

This is the same thing as a telescopic sight, but it allows for night vision. Everything seen through an IR scope appears in shades of red. A laser sighting beam is seen as merely a bright spot. The scope has the normal range of modifications (x2, x5 and x10).

Laser Sight

Gamma World

Cost:	1,500 Gp
Encumbrance:	10 cn.

A low-powered laser beam is mounted on the gun. When activated, the gunner can place its tiny red dot on the target. This gives him a +4 bonus to hit. The dot cannot be seen with the naked eye beyond 50 feet. However, a scope (see below) could increase distance by its magnification rating. Usually laser sights are found with a scope, but not always.

Telescopic Sight (Scope)

Gamma World

	x2	x5	x10
Cost:	500 Gp	750 Gp	1,000 Gp
Encumbrance:	10 cn.	10 cn.	10 cn.

This is just a simple telescope mounted on the top of the gun. The cross hairs on the lens are calibrated to the gun. This increases the short, medium and long ranges of the gun by its magnification rating. Scopes are available in x2, x5 and x10 magnifications. Anything beyond x10 becomes too sensitive to bumps and jostles to be useful. Guns with scopes more powerful than x2 must be braced to use the scope.

For example, if a gun has a range of 25/50/125, with an x5 scope, its range would be 125/250/625.

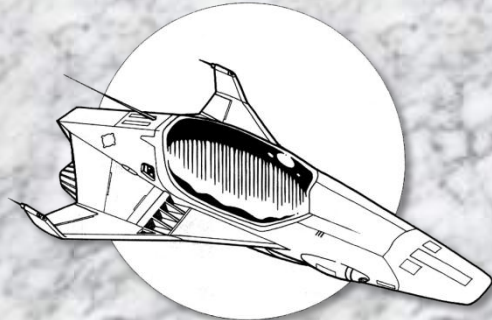
TRANSPORTATION

Jetcar and Skimmer

XXVc

Jetcar	Skimmer
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Armor Class:	2	2
Hull Points:	1	1
Tonnage:	4	3
Miles/Day:	800	400
Fuel Canister:	150 Miles	240 Miles
Cost:	35,000 Gp	20,000 Gp
Encumbrance:	20,000 cn.	12,000 cn.



The Jetcar is a fairly common mode of personal transportation in Blackmoor. The standard vehicle can carry two people plus about 2,500 coins of cargo, or a third person in place of the cargo.

A Jetcar uses chemical ignition as its motive power. Heat and thrust are vented through the underside and the rear of the vehicle, causing it to move up or forward (or both) in response to the driver's manipulation of the controls. Maximum vertical speed is 180' (60'); the car can move as fast as 600' (200') parallel to the ground, while maintaining a constant altitude.

A single fuel canister contains enough "juice" to operate the car for 150 miles of travel. The vehicle can be refueled while it is airborne.

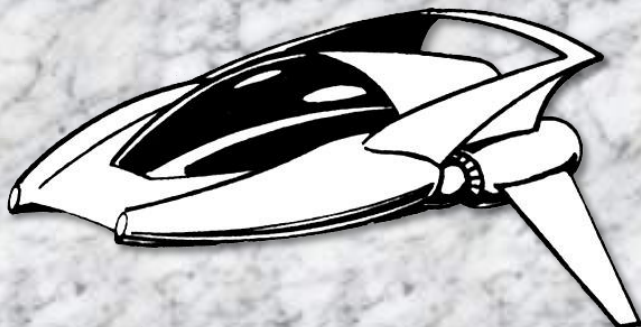
A skimmer is a smaller, lower-powered version of a Jetcar with a two-passenger capacity but no cargo space to speak of – enough to carry a bit of personal gear (weapons, etc.) and one or two extra canisters of fuel. The skimmer has a top speed of 600' (200') (cruising speed of 360' (120')), and can only climb to about two feet off the ground. Because it uses its fuel more economically, a skimmer can travel for as much as 240 miles before needing to be refueled.

Flitter

Gamma World

Armor Class:	2
Hull Points:	8
Tonnage:	24
Miles/Day:	1,200
Parabattery:	150 Miles
Cost:	50,000 Gp
Encumbrance:	60,000 cn.

HIGH-TECH HANDBOOK



This is THE personal transportation vehicle during the height of Blackmoor's civilization. It is a flying car that uses antigravity forces to keep it aloft. Like a helicopter, it can hover and turn easily. The speed of flitters was strictly regulated to keep them safe for casual personal use.

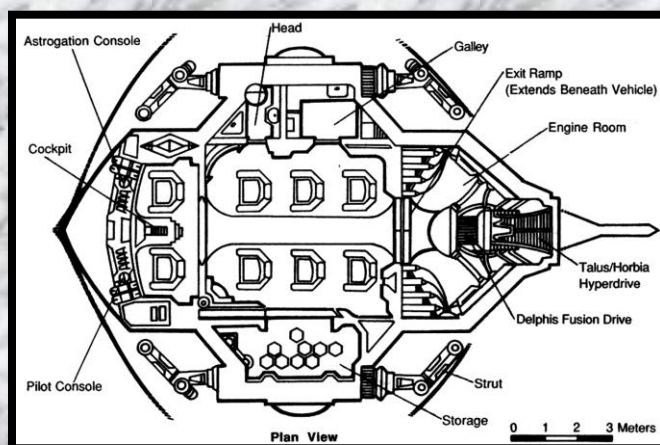
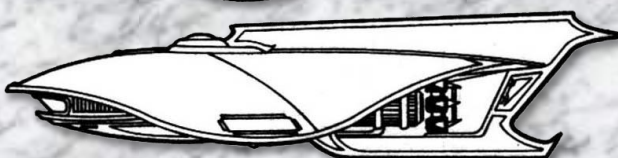
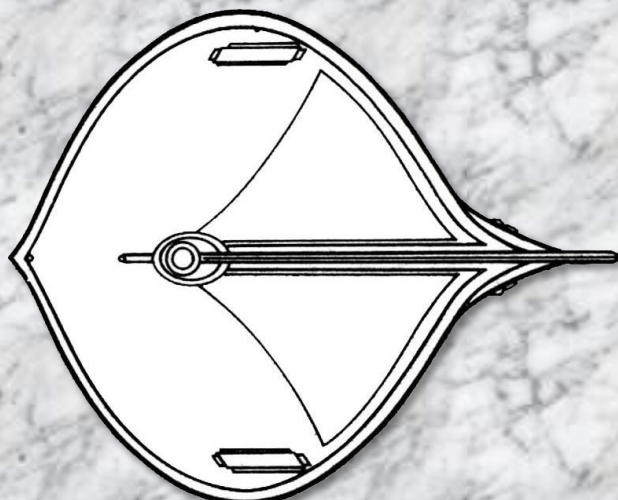
The flitter's top speed is 1,800' (600') with a cruising speed of 1,200' (400'). The parabattery supplies enough energy to get the flitter started. The antigravity engine then recharges it while it is running.

Hyper-Shuttle

Space Master

Armor Class: 2
Hull Points: 112
Tonnage: 336
Miles/Day: 867
Cost: 336,000 Gp
Encumbrance: 336 Tons

Designed as a commercial interplanetary shuttle, the Hyper-Shuttle uses a nuclear fusion reactor to power its systems. The shuttle can accommodate 2 crew (the pilot and the engineer) and 6 passengers.



Manta Ray Explorer

Space Master

Armor Class: 2
Hull Points: 328
Tonnage: 984
Miles/Day: 867
Cost: 984,000 Gp
Encumbrance: 984 Tons

This versatile voidship is not only capable of planetary landing, but underwater maneuvering to a

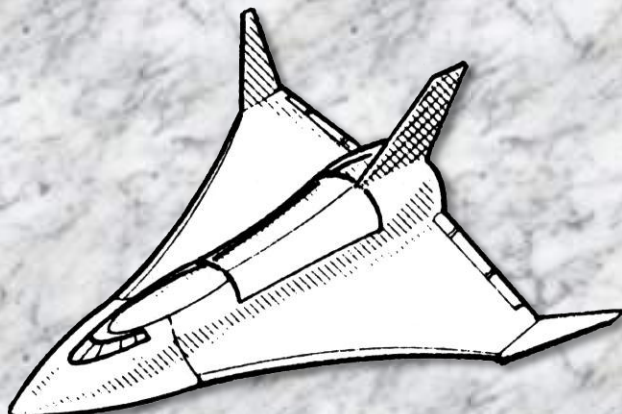
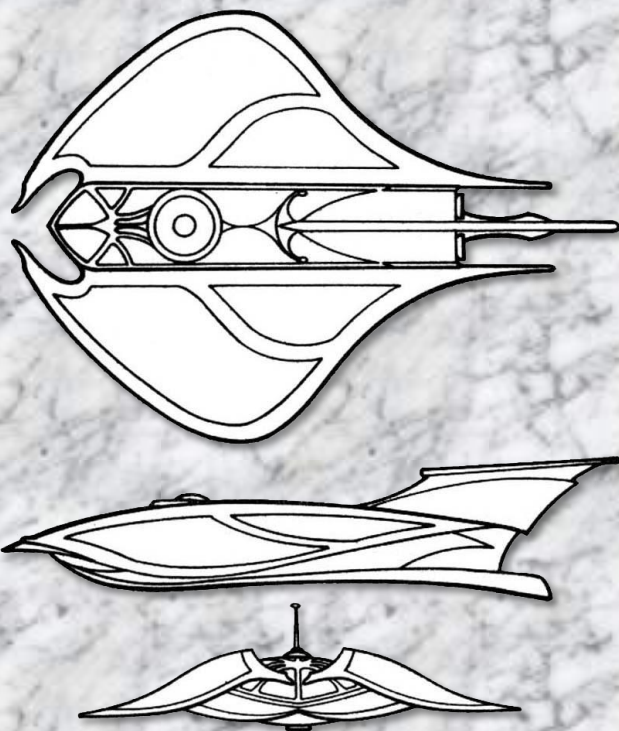
HIGH-TECH HANDBOOK

considerable depth. It is ideal for in-depth explorations of earth-like worlds.

It is equipped with two foreword-mounted laser cannons. Powered by a nuclear fusion reactor, this voidship does not need to be refueled, and has unlimited range. Rumors suggest that it was originally designed with an anti-matter reactor in mind, but the reactor's research project has fallen greatly behind schedule due to several "unforeseen complications" of which Cygnus Shipyards will not elaborate on.

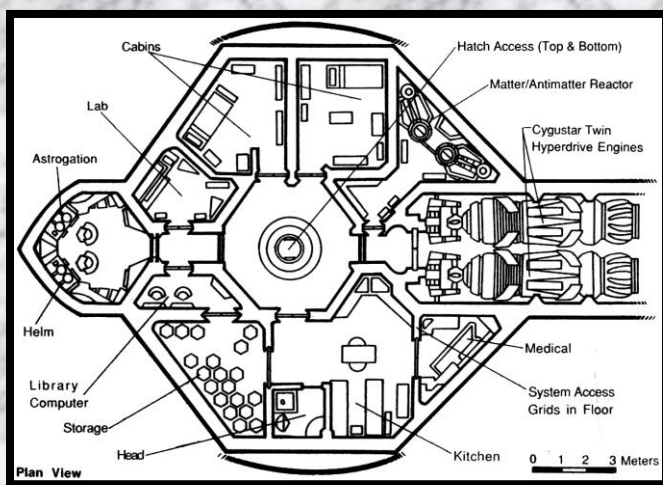
Armor Class:	2
Hull Points:	176
Tonnage:	528
Miles/Day:	11,520
Cargo:	18 Tons
Cost:	528,000 Gp

This suborbital shuttle follows preprogrammed routes, rocketing into the ionosphere and then gliding back down to its destination. On occasion, the suborbital shuttle was used to transfer valuable cargo and passengers to low-orbital satellites or other shuttles to be further transported to lunar sites or to distant colonies.



With a complete understanding of suborbital shuttle operations (a piloting skill category), a being can use the craft to transport himself and 79 other companions anywhere in the world (or even into low orbit). If the shuttle's operations are not completely understood, the shuttle can only be used as transport to destinations currently programmed in the navigation computer (the DM controls the available locations).

The user must pre-pay for the usage of the shuttle. The charges are based off of the flight plan.



Suborbital Shuttle
Gamma World

SHIP MODIFICATIONS

LIFT & MOTIVE POWER

Antigravity

Gamma World

Lift:	Yes
Motive:	No
Cost:	

Chemical Ignition

XXVc

Lift:	Yes
Motive:	No
Cost:	

HIGH-TECH HANDBOOK

The other main type of power used on a large scale is obtained by a modern version of an age-old process: Set fire to something in a controlled environment, then capture the heat energy and use it immediately or convert it into another form. Fueled by flammable gas or liquid, chemical reactors provide power for many arcologies and other large structures that do not have or cannot easily use solar collectors. The vast majority of small vehicles and structures also use this form of energy. Coal, petroleum products, and wood are too rare, too inefficient, and too cumbersome to use for power in this day and age.

Nuclear Fusion

XXVc

Lift: Yes
Motive: Yes
Cost:

Most cruisers and larger ships use nuclear fusion converters for interplanetary travel. Gas or liquid is passed into a first-stage chamber, where it is superheated by a standard fission reactor. The resulting plasma is then pumped through a second chamber and contained in a magnetic bottle, where it is bombarded by a series of electron guns. This part of the process, where the fusion of atomic nuclei occurs, releases a tremendous amount of energy. That energy is vented through adjustable magnetic fields to drive the ship.

Two-stage fusion engines are incredibly dangerous to use within a gravity well, since the gravity of the larger body could destabilize the magnetic bottle, or if the plasma-permeated field fluctuates and touches the chamber the entire ship would do a convincing impression of a supernova.

For planetary operations, only the plasma stage of the drive is used,

Rowing

D&D

Lift: No
Motive: Yes
Cost:

Sails

D&D

Lift: No
Motive: Yes
Cost:

Turbine (Air, Fire and Water)

Gamma World & XXVc

Lift: Maybe
Motive: Yes

Cost:

Turbines, commonly known as jets, come in three varieties – Air, Fire and Water.

The air turbine is basically a very powerful fan. It pulls in air through the front and propels it out the back with extreme velocity. This generates the thrust needed to propel the vehicle.

The fire turbine expels fire out the back much like the air turbine. The fire it draws from can come from a variety of sources. Chemical ignition, nuclear fusion, and a gateway to the elemental plane of fire are just some of the methods used.

Water turbines are almost exclusively used for underwater vehicles. It works identically to the air turbine, except that it takes in and expels water.

No one has ever been able to make a usable earth turbine, although some have tried.

WEAPONS

Laser Battery

XXVc

Cost: 10,000 Gp
Encumbrance: 30,000 cn. (1.5 Tons)
AC: 0
HP: 40
Full Crew: 1
Range (S/M/L): 3,000'/6,000'/9,000'
Damage:
 Vs. Ship: 1d10
 Vs. Creature: 3d10
Fire Rate: 1
Ammo Cost/Week: 0 Gp

A laser battery is a cluster of very small cannons mounted in a rotating turret. It can fire in any direction, but is not as powerful as a laser canon.

The laser batter suffers from a range diffusion penalty. The laser will incur an additional -1 penalty to hit for every 1,000' that the beam travels.

Rocket Battery

XXVc

Cost: 40,000 Gp
Encumbrance: 18,000 cn. (.9 Tons)
AC: 0
HP: 40
Full Crew: 1
Range (S/M/L): 1,000'/2,000'/3,000'
Damage: 2d10
Fire Rate: 1
Ammo Cost/Salvo: 5,000 Gp

HIGH-TECH HANDBOOK

A rocket battery is a cluster of small rocket launchers. These rockets are much smaller than assault rockets, but they cause nearly as much damage as an assault rocket because many rockets are fired together. Like torpedoes and assault rockets, rocket batteries must be marked off the ship's record sheet as they are fired.

DEFENSES

Reflective Hull

XXVc

Cost:	Ship's Tonnage in Gp
Encumbrance:	0

This is mirror-like paint that is sprayed onto a ship's hull. It will often cause a laser beam to bounce off the ship without causing any damage. A reflective hull is the most common defense on spaceships.