

<p style="text-align: center;">Tetrad Certified Translator</p> <p>Technological Item, Level 2, L Bulk This elaborate datapad has several additional audio receptors to capture nearby sounds. If you don't share a language with creatures you encounter, you can activate this device to collect basic linguistic information. The device requires 10 minutes of observed conversation to gain enough information to operate. The device then acts as a rudimentary translator. It does not allow you to converse with creatures with whom you don't share a language, but it can relate very basic information. Examples of statements the device could interpret would be: "come with us," "lower your weapons," or "leave immediately." The device cannot parse proper names, including personal designations or the names of items and places. Some extraordinary complex or obscure languages might not translate clearly with this device. A Tetrad certified translator has 10 capacity and 1/hour usage.</p>	<p style="text-align: center;">Huchket Rifle</p> <p>Projectile Longarm Weapon 1d10 P Damage, Crit Wound Capacity 6 Range 80 ft., 1 Bulk, Level 3</p> <p>Analog (Immune to abilities that target technology.) Wound (On a crit, roll a d20 and injure a body part as indicated on the table in the wounding description.)</p>	<p style="text-align: center;">Mk 1 Serum of Healing</p> <p>Magic Item, Level 1, L Bulk</p> <p>The drinker of this regains 1d8 hit points.</p>
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<p style="text-align: center;">Mk 2 Serum of Healing</p> <p>Magic Item, Level 5, L Bulk</p> <p>The drinker of this regains 3d8 hit points.</p>	<p style="text-align: center;">Mk 1 Mindlink Circuit</p> <p>Hybrid Item, Level 2, L Bulk</p> <p>You can telepathically communicate with any creatures within 30 feet with which you share a language. This functions like a shirren's limited telepathy racial trait.</p>	<p style="text-align: center;">Amulet of Camouflage</p> <p>Magic Item, Level 3, No Bulk</p> <p>This modest amulet projects a simple pattern over your outer layers of armor, clothing and equipment, which helps you blend into the background, When in an environment with a maximum distance at which Perception checks can be attempted, tolls to see at what range other creatures can attempt Perception checks against you are rolled twice, and the lower result applies. The amulet's magic isn't powerful enough to make you invisible or give you a bonus to Stealth checks. You can activate or deactivate this bonus as a standard action.</p>

<p>Membrane Holdout Pistol</p> <p>Laser Ranged Small Arm 1d6 F Damage, Crit burn 1d6 Capacity 20 charges, Usage 1 Range 80 ft., L Bulk, Level 3</p>	<p>Ember Flame Doshko</p> <p>Adv. Two-Handed Melee Weapon 1d8 F Damage, Crit Wound Capacity 20, Usage 1 1 Bulk, Level 2</p> <p>Wound (On a crit, roll a d20 and injure a body part as indicated on the table in the wounding description.)</p> <p>When activated, the blade of this doshko heats up by means of internal heating coils. The doshko deals Fire damage and can also cause traumatic injuries.</p>	<p>Shock Grenade II</p> <p>Explode (1d12 E, 15ft.) Capacity drawn Range 20 ft., L Bulk, Level 4 Explosives have the explode special property, which lists the amount of damage the explosion deals, the damage type, special effects (with a duration, if necessary), and the radius of the explosion. When you attack with this type of weapon or ammunition, aim at a grid intersection. Each creature within the blast radius takes the listed damage but can attempt a Reflex saving throw for half damage (DC = 12 + Dex). If the explode special property has any special effects other than damage, they are negated with a successful saving throw.</p>
<p>Shock Grenade II</p> <p>Explode (1d12 E, 15ft.) Capacity drawn Range 20 ft., L Bulk, Level 4 Explosives have the explode special property, which lists the amount of damage the explosion deals, the damage type, special effects (with a duration, if necessary), and the radius of the explosion. When you attack with this type of weapon or ammunition, aim at a grid intersection. Each creature within the blast radius takes the listed damage but can attempt a Reflex saving throw for half damage (DC = 12 + Dex). If the explode special property has any special effects other than damage, they are negated with a successful saving throw.</p>	<p>Casual Stationwear</p> <p>Light Armor, Level 3 +1 EAC, +2 KAC, +6 Max Dex - ACP, 0 Speed Adj. 0 Upgrade Slots, L Bulk</p> <p>Many types of reinforced clothing afford protection without sacrificing comfort or fashion. The prevalence of this kind of light armor on Absalom Station has led to the colloquial term "stationwear." Stationwear ranges in style from casual wear to business suits and more formal garb. The usual environmental protections of armor are concealed in the design of these outfits.</p>	<p>Red Star Plasma Doshko</p> <p>Adv. Two-Handed Melee Weapon 1d10 E&F Damage, Crit S. Wound Capacity 20, Usage 2 1 Bulk, Level 6</p> <p>Severe Wound (On a crit, roll 2d20, choose one of the results, and injure a body part as indicated on the table in the wounding description.)</p> <p>When activated, the blade of this doshko heats up by means of internal heating coils.</p>
<p>Flash Grenade II</p> <p>Explode (blinded 1d4 rds., 10ft.) Capacity drawn Range 20 ft., L Bulk, Level 6 Explosives have the explode special property, which lists the amount of damage the explosion deals, the damage type, special effects (with a duration, if necessary), and the radius of the explosion. When you attack with this type of weapon or ammunition, aim at a grid intersection. Each creature within the blast radius takes the listed damage but can attempt a Reflex saving throw for half damage (DC = 13 + Dex). If the explode special property has any special effects other than damage, they are negated with a successful saving throw.</p>	<p>Flash Grenade II</p> <p>Explode (blinded 1d4 rds., 10ft.) Capacity drawn Range 20 ft., L Bulk, Level 6 Explosives have the explode special property, which lists the amount of damage the explosion deals, the damage type, special effects (with a duration, if necessary), and the radius of the explosion. When you attack with this type of weapon or ammunition, aim at a grid intersection. Each creature within the blast radius takes the listed damage but can attempt a Reflex saving throw for half damage (DC = 13 + Dex). If the explode special property has any special effects other than damage, they are negated with a successful saving throw.</p>	

