

Detection Equipment

Bio-Monitor: This is a watch-sized band that monitors the wearer's vital signs. It has a 45% chance to determine if there are foreign chemical or biological substances present in the wearer's body. If either are detected, the monitor will beep, flash, or both, depending on its setting. It will emit a continuous tone if the wearer's heart stops for more than one minute. **Cost:** 13,000

Televiewers (1 .lb) These are electronic binoculars with computer-enhanced imaging. They provide a +40 bonus to Vision checks at Range Brackets 3-8. They also incorporate Thermographic Imaging and Low-Light sighting systems, and a 5,000m range finder. The power cell lasts for two months of continuous operation. **Cost:** 20,000

Espionage Equipment

Bio-Hound: (1 .lb) This is a hand-held sensor, app. 6" x 4" x 2", usually worn on a shoulder strap. The Bio-Hound detects characteristic molecules of a specific lifeform and tracks them. It can be set for a target as general as a species, or as specific as a single individual. The dedicated computer has files on the characteristics of all Alliance races, and can accommodate up to 200 more files. Tracking a specific target requires a detailed genetic analysis of the target (usually obtained from medical files). Using a Bio-Hound is a Level 4 difficulty Computer Operations task.

The hound has a base 90% ability to determine if a target has been within 5 meters. This is reduced by -15% per one-half hour of the trail's age. The hound can track only one target at a time. **Cost:** 45,000

Disguise Kit: (4 .lbs) A disguise kit includes a wide range of cosmetics, dyes and tints, seven sets of contact lenses, one pound of plastiskin, and a small set of tools. This all fits in a 12" x 8" x 6" case. The cosmetics provide 150-200 uses, approximately 10 hair color changes, and three pigment changes. **Cost:** 5,000

Medical Equipment

Analgin Injection: This drug renders the user totally immune to pain for 2d4 hours. While on the drug, INTUITION is reduced by 15 points. The user is able to remain conscious right up until he passes his Death's Door. Any additional doses taken within 20 hours of the last have a cumulative 15% chance of permanently reducing INTUITION, MANUAL DEXTERITY, and any skills requiring a delicate sense of touch by 15 points. Analgin is very addictive. The base chance of addiction is 20%, +5% per additional dose taken within a one month period. **Cost:** 12,000

Hyperco: Similar to a BRI, when this drug is injected around a bleeding wound, it causes almost instantaneous coagulation, stopping bleeding in 4+d6 seconds. For every dose beyond the first in a 30 hour period, roll a POISON SMR, with a cumulative -5% penalty per additional dose. Failure indicates that the blood has thickened so much that the heart stops. **Cost:** 150

Hypospray: This device is about the size of a penlight. It uses compressed air to inject a drug, and can easily penetrate up to two layers of clothing. It holds two doses. It takes d4+6 seconds to change the drug or the air cartridge. An air cartridge is good for 100 injections, and replacements cost 25 credits each. **Cost:** 200

Note: both the Paramedic and Surgical kits include a hypospray.