

INFINITE GALAXIES

Character Equipment

Multi-Use Items

- Ape Stew** (3 Uses, 3 Weight). Price: 1. Counts as rations, but only for White Ape characters.
- Digital Encyclopedia** (3 Uses, 1 Weight). Price: 2. Take +1 forward to Understand histories or societies.
- JetPack** (2 Uses, Volatile, Worn, 2 Weight). Price: 3. Fly a short distance or hover for a short period of time.
- Metamorph Disguise System** (3 Uses, Training, 0 Weight). Price: 4. Take +1 to impersonate someone or disguise your appearance.
- Scanning Module** (3 Uses, 1 Weight). Price 1. Take +1 forward to Understand an environment.
- Space Rations** (3 Uses, 1 Weight). Price: 1. Food.
- Specialized Tools (Demolition)** (3 Uses, Volatile, 1 Weight). Price: 2. Required for certain moves.
- Specialized Tools (Hacking)** (3 Uses, 1 Weight). Price: 3. Required for certain moves.
- Survival Gear** (3 Uses, Worn, 2 Weight). Price: 1. Contains a number of medium-sized, player-defined items.
- Tallic Incense** (3 Uses, 0 Weight). Price: 2. Take +1 forward to Build Reserve.
- Utility Belt** (3 Uses, Worn, 1 Weight). Price: 1. Contains a number of small-sized, player defined items.

Medical Items

- Accelerated Recovery Injections** (2 Uses, 0 Weight). Price: 1. Target recovers 4 Vitality. Must be used out of combat.
- Automated Medic** (2 Uses, 2 Weight). Price: 3. Target recovers 4 Vitality.
- Full-Spectrum Immunity Tablets** (Consumable, 0 Weight). Price: 1. Instantly removes effects of disease.
- Genetic Cycler** (Consumable, 0 Weight). Price: 3. Restores 8 Vitality and removes a Debility.
- Medic Gear** (3 Uses, 1 Weight). Price: 1. Used in conjunction with certain healing moves.
- Metabolic Tonic** (Consumable, 0 Weight). Price: 2. Restores 8 Vitality.
- Toxin Antibodies** (Consumable, 0 Weight). Price: 2. Instantly removes effects of poison.

Miscellaneous Items

- Ammo Dispenser** (+1 Ammo, Worn, 1 Weight). Price: 1. Increases Ammo for one weapon.
- Beta-Wave Headband** (Worn, 0 Weight). Price: 3. Add +1 to Defy Danger against mind-influencing effects (such as psionic powers).
- Binoes** (0 Weight). Price: 1. Magnifies images at great range.
- CycloDisk** (0 Weight). Price: 1. Record video, audio, or raw data. Can be used to transmit recordings up to 1 parsec away (requires receiver unit).
- Extended Power Pack** (+1 Recharge, Worn, 1 Weight). Price 2. Increases Recharge for one weapon.
- Galactic Communicator** (Worn, 1 Weight). Price: 2. Communicate with anyone on the same interstellar frequency within 1-3 star systems.
- Standard Communicator** (0 Weight). Price: 1. Communicate with anyone on the same interstellar frequency within 1 parsec.
- Portable Illuminator** (0 Weight). Price: 1. Emits bright light out to Near distance.
- Space Suit** (Worn, 1 Weight). Price: 1. Allows wearer to operate in a vacuum.

Repair Items

- Repair Module** (Consumable, 1 Weight). Price: 2. Restores 4 Vitality or 1 Wound to a robot or 8 Hull or 1 Critical to a vessel.
- Specialized Tools (Robot)** (3 Uses, 1 Weight). Price: 2. Take +1 forward to repair a robot.
- Specialized Tools (Starship)** (3 Uses, 1 Weight). Price: 2. Take +1 forward to repair a vessel.

Robot Items

- Array of Tools** (3 Uses, Integral, 1 Weight). Price: 3. Works like a Utility Belt for robots.
- Fire-Link** (Integral, 0 Weight). Price: 1. Add +1 ongoing to Shoot with a specific Integral weapon; on a miss, this shorts out and must be repaired.
- Illuminator** (Integral, 0 Weight). Price: 1. Emits bright light out to Near distance.
- Mini Tractor Beam** (Integral, Near, 1 Weight). Price: 2. Pulls something towards you.
- Motion Detector** (Integral, 1 Weight). Price: 1. Add +1 ongoing to Analyze in darkness or cramped spaces.
- Network Spike** (Integral, 0 Weight). Price: 2. Add +1 ongoing to infiltrate a computer network.
- Ultramagnetic Field Generator** (3 Uses, Integral, 1 Weight). Price: 2. Add +1 forward to Defend.

Social Items

- Chantarii Smoke** (Consumable, 0 Weight). Price: 1. Add +1 forward to Negotiate when shared between the two parties.
- Cylinder of Chantarii Ale** (Consumable, 4 Weight). Price: 2. Add +1 forward to Celebrate.
- Falsified ID** (0 Weight). Price: 2. Used for certain sneaky moves.
- Fancy Clothing** (Worn, 0 Weight). Price: 2. Used to impress people in a social scene.
- Military Uniform** (Worn, 0 Weight). Price: 2. Used to impress military people in a social scene.

Character Weapons

Ammo Weapons

- Chantarii Neutron Caster** (3 Ammo, Far, Near, Two-Handed, 1 Weight). Price: 2.
- Cluster Missile Rifle** (3 Ammo, +1 Damage, Far, Near, Two-Handed, 2 Weight). Price: 2.
- Flamethrower** (3 Ammo, Area, Close, Near, Volatile, 2 Weight). Price: 3. Inflicts fire damage.
- Grenade Launcher** (Far, Near, 2 Weight). Price: 3. Effect as grenade used; ammo as grenade.
- Heavy-Duty Flamethrower** (3 Ammo, Area, Close, Military, Near, Two-Handed, Volatile, 3 Weight). Price: 4. Inflicts fire damage.
- Heavy Matter Pistol** (3 Ammo, +1 Damage, Military, Near, 1 Weight). Price: 2.
- Heavy Matter Rifle** (3 Ammo, +2 Damage, Far, Military, Near, Two-Handed, 2 Weight). Price: 3.
- Matter Pistol** (3 Ammo, Near, 1 Weight). Price: 2.
- Matter Rifle** (3 Ammo, +1 Damage, Far, Near, Two-Handed, 2 Weight). Price: 2.
- Power Crossbow** (3 Ammo, +1 Damage, Far, Near, Two-Handed, 3 Weight). Price: 1.

Beam Weapons

- Faze Disruptor** (+2 Damage, Far, Near, Piercing (2), 3 Recharge, Two-Handed, 2 Weight). Price: 4.
- Faze Pistol** (+1 Damage, Near, Piercing (1), 2 Recharge, 1 Weight). Price: 3.
- Ion Disruptor** (Area, Electrical, Far, Military, Near, 2 Recharge, Two-Handed, 2 Weight). Price: 3.
- Ion Pistol** (Electrical, Near, 2 Recharge, 1 Weight). Price: 2.
- Ion-Pulse Rifle** (Electrical, Far, Military, Near, 2 Recharge, Two-Handed, 2 Weight). Price: 2.
- Laser Pistol** (+1 Damage, Near, 3 Recharge, 1 Weight). Price: 2.
- Laser Repeater** (Autofire, +2 Damage, Far, Military, Near, 3 Recharge, Two-Handed, 2 Weight). Price: 2.
- Laser Rifle** (+2 Damage, Far, Near, 3 Recharge, Two-Handed, 2 Weight). Price: 2.

Grenades

- Anti-Personnel Grenade** (1 Ammo, Area, Piercing (1), Thrown, Volatile, 1 Weight). Price: 1.
- BigBang Grenade** (1 Ammo, Area, +1 Damage, Thrown, Volatile, 1 Weight). Price: 1.
- Gyro Grenade** (1 Ammo, Area, Thrown, Volatile, 1 Weight). Price: 1. Disorients those in area.
- Ion Grenade** (1 Ammo, Area, Electrical, Thrown, Volatile, 1 Weight). Price: 1.

Heavy Weapons

- Auto Grenade Launcher** (Autofire, Far, Heavy, Military, Near, Two-Handed, 3 Weight). Price: 4. Effect as grenade used; ammo as grenade.
- AV Proton Missile Launcher** (3 Ammo, +2 Damage, Far, Heavy, Military, Near, Two-Handed, 4 Weight). Price: 5. Deals vessel-scale damage to vessels.
- Heavy-Duty Rail Gun** (3 Ammo, +2 Damage, Far, Heavy, Military, Near, Piercing (2), Two-Handed, 3 Weight). Price: 4.
- Hellfire Plasma Ejector** (2 Ammo, Area, Close, +1 Damage, Fire, Heavy, Military, Near, Two-Handed, Volatile, 3 Weight). Price: 5.
- Rotary Mini-Missile Launcher** (3 Ammo, Area, Far, Heavy, Military, Near, Two-Handed, 2 Weight). Price: 3.

Melee Weapons

- Dueling Sword** (Close, Piercing (1), Precise, 1 Weight). Price: 2.
- Electro-Dagger** (Close, Consumable, Electrical, Precise, 1 Weight). Price: 2. Paralyzes a human-sized target.
- Military Pole Axe** (Close, +1 Damage, Military, Reach, Two-Handed, 2 Weight). Price: 2.
- Military Power Sword** (Close, +1 Damage, Military, 1 Weight). Price: 2.
- Mindcrusher Rod** (Close, 1 Weight). Price: 2. Add +1 Damage against targets with psionic abilities.
- Power Spear** (Close, +1 Damage, Reach, Two-Handed, 1 Weight). Price: 1.
- Survival Knife** (Close, 1 Weight). Price: 2. Also, take +1 to moves related to finding shelter or skinning beasts.

Miscellaneous Weapons

- Electro-Net** (Consumable, Electrical, Thrown, 1 Weight). Price: 1. Paralyzes a human-sized target.
- Psi Disabler** (Consumable, 1 Weight). Price: 2. When applied, target cannot use Psionic abilities.
- Robot Spike** (Close, Consumable, 0 Weight). Price: 1. Disables a robot.

Psionic Weapons

- Kreth Javelin** (Close, +1 Damage, Piercing (1), Thrown, Training, 1 Weight). Price: 3.
- Kreth Staff** (Close, +1 Damage, Reach, Training, Two-Handed, 1 Weight). Price: 3.
- Kreth Sword** (Close, +1 Damage, Training, 1 Weight). Price: 3.

Robot Weapons

- Bot Saw** (Close, +1 Damage, Integral, Reach, 0 Weight). Price 1.
- Flamethrower** (2 Ammo, Area, Close, Integral, Near, Volatile, 1 Weight). Price: 3. Inflicts fire damage.
- Matter Gun** (3 Ammo, +2 Damage, Far, Integral, Near, 0 Weight). Price: 2.
- Repeating Fazer** (Autofire, +1 Damage, Far, Integral, Near, Piercing (1), 2 Recharge, 1 Weight). Price: 3.
- Shoulder-Mounted Missile Launcher** (3 Ammo, Area, +2 Damage, Far, Integral, Near, 2 Weight). Price: 3.

Character Armor

Personal Armor

Chrysalis Carapace (2 Armor, Worn, 1 Weight). Price: 3. Ignores the Piercing tag on beam weapons.

Explorer Armor (2 Armor, Worn, 1 Weight). Price: 2. Add +1 to wearer's Load.

Fireproofing Modification (0 Weight). Price: 2. Armor applies vs. fire damage.

Flexsteel Armor (2 Armor, Military, Worn, 2 Weight). Price: 2.

Flexsteel Robes (1 Armor, Worn, 1 Weight). Price: 2.

Flexsteel Vanguard (+1 Armor, Worn, 2 Weight). Price: 2.

Gas Mask (0 Weight). Price: 1. Ignores attacks affecting respiratory system.

Insulated Guards (0 Weight). Price: 2. Armor applies vs. electrical damage.

Juggernaut Powered Armor (3 Armor, Military, Worn, 3 Weight). Price: 5. Armor applies vs. vessel-scale damage.

Personal Shield Generator (+1 Armor, Worn, 1 Weight). Price: 2.

Spiked Armor (1 Weight). Price: 1. Add +1 Damage you inflict on someone grappling you.

SubtleTech Armor Plates (+1 Armor, 1 Weight). Price: 3. Add +1 ongoing to avoid someone detecting your armor. Cannot be used with Juggernaut Powered Armor.

Synthleather Hauberk (1 Armor, Worn, 1 Weight). Price 2.

Synthleather Vest (1 Armor, Worn, 1 Weight). Price: 2.

Underwater Modification (0 Weight). Price: 2. Wearer can operate normally underwater.

Robot Defenses

Ray Shield Generator (+2 Armor (Beam Weapons Only), Integral, 1 Weight). Price: 2.

Reinforced Flexsteel Body (+1 Armor, 1 Weight). Price: 2. Robot only.

Spiked Body (1 Weight). Price: 1. Robot only. Add +1 Damage you inflict on someone grappling you.

Underwater Modification (0 Weight). Price: 2. Robot can operate normally underwater.