



BASIC LIST OF SUPPLIES

TOOLS

Fire Jelly	Heating element for cooking	.2c
Garden bunk	Shipboard mini-garden	18c
Gun vac case	Required for vacuums and firearms	3c
Gun cleaning kit	Gun/knife cleaning care and gear	2c
Multiband	Watch of the future	5c
Patch tape	10-yard roll of airtight cloth patching	2c
Purification crystals	Prepares 20 gallons of water to drink	1c
Trash incinerator	Portable unit that disposes of organics	9c
CAD board	Design and schematic display	30c
Cutting torch	Cuts through most metal	6c
Gravcart	Can carry up to one ton	520c
Scrapper's gel	Used to cut sheet metal, etc.	3c
Tool kit, basic	Full set of basic hand tools	16c
Tool set, electronic	Used for computers, etc.	144c
Tool set, mechanic	Moderately well-furnished workshop	290c
Surveyor's box	Uses sound waves to scan area	250c

FOOD

Crop supplements	Fertilizer/tech chemicals (5 acres)	300c
Drink, fine wine	One case of good stuff	7c
Drink, good whiskey	One bottle	6c
Food, canned	Avg. cost for 1 person/week	5c
Food, fresh	Avg. cost for 1 person/week	8c
Food, luxury	Avg. cost for a small container	2c
Food, nutribars	Case of 100 bars	570c
Food, protein packs	Avg. cost for 1 person/week	3c
Spices, common	1/2 lb. package	2c
Spices, rare	1/2 lb. package	7c

CLOTHING/EMERGENCY GEAR

Ballistic mesh	Covers torso, -1w	46c
Chameleon suit	Matches color to area, -1w	50c
Helmet, infantry	Head gear, -1ale, -4w	16c
Helmet, squad	Head gear, communicator, -2ale, 4w	35c
Mask, NBC	Gas mask, -3 ale, -2w	10c
NBC body suit	Airtight suit, -2agi, -2ale, -2w	35c
Plate vest	-1agi, -4w	35c
Riot gear	-1agi, -1ale, -3w, full coverage	95c
Monitoring suit	Monitors bodily stats remotely	28c
Tactical armor	-2agi, -5w, noisy, hard to get	120c
Vacuum suit	-2w, -2agi, -2ale	70c
Basic outfit	Standard, nondescript clothes	4c
Fancy outfit	Tuxedo, suit or nice store-bought dress	12c
Jumpsuit	No nonsense attire	3c

HAND TO HAND WEAPONS AND WEAPON AMMUNITION

Baton, security	basic stick, collapsable, d2s	2c
Baton, stun	cattleprod, d2s+1	12c
Brass knuckles	converts stun to wound damage	1c
Club	d6b (split between wound/stun)	1c
Hatchet	d6w, basic item	16c
Knife, combat	d4w, thrown or wielded, long blade	2c
Knife, utility	d2w, paring or pocket knife	1c
Machete	d4w, broad, heavy knife/blade	4c
Sword, combat	d6w, weighted weapon	24c
Sword, gentleman's	d4w, ornamental dueling weapon	28c
Basic ammo cost	1c per 25 shots (varies greatly)	1c

EXPLOSIVES

ChemPlast charge	3d12w, shaped explosive w/ timer	7c
Grenade, concuss.	4d6b (split), small blast radius	2c
Grenade, flashbng	2d6b, stun for 1 turn, dc15 survival	1c
Grenade, frag	Big blast radius, 5d6w	2c
Grenade, smoke	d4s, +8 attack difficulty	1c
Grenade, gas	3d6s, knocks out opponents, dc15	2c
Mining charge	5d10b, remote detonator	18c
Seeker missile	Heat/motion sensing, 2d8w	95c
Squadkiller	buried motion sensing bomb, 4d12w	50c

COMMUNICATIONS & SECURITY EQUIPMENT

Barrier field	large projector pillars, 50damage	1,200c
Commpack, LR	Backpack device for long-range comm	45c
Commpack, SR	Encrypted, short range pack	60c
Distress beacon	750-mile range	31c
Fedband scanner	Reads most official frequencies	25c
Gun scanner	Standing security device	150c
Earbud transmitter	4-mile range communicators	80c
Handheld xmitter	70 mile range, unencrypted	30c
Motion sensor	Redeployable security system	25c
Signal blocker	Comm jamming unit	20c

MEDICAL EQUIPMENT

Cryo chamber	Suspended animation unit, skilled	1,300c
Dermal mender	Newtech wound-sealing equipment	800c
Doctor's bag	Simple case with tools, supplies	30c
Doctor's bag, pro	Full set of MedAcad tools	200c
First aid kit	Disposable basic tools	3c
Immunization packet	Short-lived inoculation	3c
MedComp	Vital status diagnostic computer	310c
Operating theater	Base camp or ship infirmary	360c

COVERT OPS GEAR

Debugger	Short-range scrambler (15 feet)	22c
Disguise kit	Limited use, full supplies	68c
Eavesdrops	Four bugs, transmitter receiver	50c
Fake IdentCard	Very hard to obtain	4,000c
Laserlight mist	One can	2c
Lock picks	Required for mechanical locks	18c
Lock picks, elect.	Required for electronic locks	40c
Mag charge	Shorts out electronic devices	28c
Optical bomb	Wide-spectrum, may disable cams	20c
Poison, kortine	Debilitating dose	12c
Poison, cyanol	Lethal dose	15c

COMPUTERS & SOFTWARE

Cortex term., blk box	Illegal cortex terminal	760c
Cortex term. personl	Basic access terminal	110c
Cortex term. public	Basic access terminal, bulky	60c
Data library, std.	Basic encyclopedia	25c
Data library, prof.	Expanded and tech. info	94c
Databook	Basic low-storage display unit	30c
Data disc	Stores data	.5c
Dedicated srcbox	Cortex access, but also a hub	160c
Subkelvin 3.0	Security-destroying software	40c
Xer0 security 7.0	Computer security software	10c

Created by Josh Awtry, (www.awtry.com/rpg), and summarized from the Serenity Role Playing Game. (www.serenityrpg.com)