

# INFINITE GALAXIES

## Character Equipment

### Multi-Use Items

<b>Item</b>	<b>Tags</b>	<b>Price</b>	<b>Notes</b>
<i>Digital Encyclopedia</i>	3 Uses, 1 Weight	2	Add +1 forward to Understand histories or societies.
<i>JetPack</i>	2 Uses, Volatile, Worn, 2 Weight	3	Fly a short distance or hover for a short period of time.
<i>Metamorph Disguise System</i>	3 Uses, Training, 0 Weight	4	Add +1 to impersonate someone or disguise your appearance.
<i>Scanning Module</i>	3 Uses, 1 Weight	1	Add +1 forward to Understand an environment.
<i>Space Rations</i>	3 Uses, 1 Weight	1	Food.
<i>Specialized Tools (Demolition)</i>	3 Uses, Volatile, 1 Weight	2	Required for certain moves.
<i>Specialized Tools (Hacking)</i>	3 Uses, 1 Weight	3	Required for certain moves.
<i>Survival Gear</i>	3 Uses, Worn, 2 Weight	1	Contains medium-sized, player-defined items.
<i>Tallic Incense</i>	3 Uses, 0 Weight	2	Add +1 forward to Build Reserve.
<i>Utility Belt</i>	3 Uses, Worn, 1 Weight	1	Contains small-sized, player defined items.

### Medical Items

<b>Item</b>	<b>Tags</b>	<b>Price</b>	<b>Notes</b>
<i>Accelerated Recovery Injections</i>	2 Uses, 0 Weight	1	Target recovers 4 Vitality. Must be used out of combat.
<i>Automated Medic</i>	2 Uses, 2 Weight	3	Target recovers 4 Vitality.
<i>Full-Spectrum Immunity Tablets</i>	Consumable, 0 Weight	1	Instantly removes effects of disease.
<i>Genetic Cyclor</i>	Consumable, 0 Weight	3	Restores 8 Vitality and removes a Debility.
<i>Medic Gear</i>	3 Uses, 1 Weight	1	Used in conjunction with certain healing moves.
<i>Metabolic Tonic</i>	Consumable, 0 Weight	2	Restores 8 Vitality.
<i>Toxin Antibodies</i>	Consumable, 0 Weight	2	Instantly removes effects of poison.

### Repair Items

<b>Item</b>	<b>Tags</b>	<b>Price</b>	<b>Notes</b>
<i>Repair Module</i>	Consumable, 1 Weight	2	Restores 4 Vitality or 1 Wound to a robot or 8 Hull or 1 Critical to a vessel.
<i>Specialized Tools (Robot)</i>	3 Uses, 1 Weight	2	Required for certain moves.
<i>Specialized Tools (Starship)</i>	3 Uses, 1 Weight	2	Required for certain moves.

**Miscellaneous Items**

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

**Robot Items**

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

**Social Items**

<b>Item</b>	<b>Tags</b>	<b>Price</b>	<b>Notes</b>
<i>Chantarii Smoke</i>	Consumable, 0 Weight	1	Add +1 forward to Negotiate when shared between the two parties.
<i>Cylinder of Chantarii Ale</i>	Consumable, 4 Weight	2	Add +1 forward to Celebrate.
<i>Falsified ID</i>	0 Weight	2	Used for certain sneaky moves.
<i>Fancy Clothing</i>	Worn, 0 Weight	2	Used to impress people in a social scene.
<i>Military Uniform</i>	Worn, 0 Weight	2	Used to impress military people in a social scene.

## Character Weapons

### Ammo Weapons

<i>Item</i>	<b>Tags</b>	<b>Price</b>	<b>Notes</b>
<i>Chantarii Neutron Caster</i>	3 Ammo, Far, Near, Two-Handed, 1 Weight	2	
<i>Cluster Missile Rifle</i>	3 Ammo, +1 Damage, Far, Near, Two-Handed, 2 Weight	2	
<i>Flamethrower</i>	3 Ammo, Area, Close, Near, Volatile, 2 Weight	3	Inflicts fire damage.
<i>Grenade Launcher</i>	Far, Near, 2 Weight	3	Effect as grenade used; ammo as grenade.
<i>Heavy-Duty Flamethrower</i>	3 Ammo, Area, Close, Military, Near, Two-Handed, Volatile, 3 Weight	4	Inflicts fire damage.
<i>Heavy Matter Pistol</i>	3 Ammo, +1 Damage, Military, Near, 1 Weight	2	
<i>Heavy Matter Rifle</i>	3 Ammo, +2 Damage, Far, Military, Near, Two-Handed, 2 Weight	3	
<i>Matter Pistol</i>	3 Ammo, Near, 1 Weight	2	
<i>Matter Rifle</i>	3 Ammo, +1 Damage, Far, Near, Two-Handed, 2 Weight	2	
<i>Power Crossbow</i>	3 Ammo, +1 Damage, Far, Near, Two-Handed, 3 Weight	1	

### Beam Weapons

<i>Item</i>	<b>Tags</b>	<b>Price</b>	<b>Notes</b>
<i>Faze Disruptor</i>	+2 Damage, Far, Near, Piercing (2), 3 Recharge, Two-Handed, 2 Weight	4	
<i>Faze Pistol</i>	+1 Damage, Near, Piercing (1), 2 Recharge, 1 Weight	3	
<i>Ion Disruptor</i>	Area, Electrical, Far, Military, Near, 2 Recharge, Two-Handed, 2 Weight	3	
<i>Ion Pistol</i>	Electrical, Near, 2 Recharge, 1 Weight	2	
<i>Ion-Pulse Rifle</i>	Electrical, Far, Military, Near, 2 Recharge, Two-Handed, 2 Weight	2	
<i>Laser Pistol</i>	+1 Damage, Near, 3 Recharge, 1 Weight	2	
<i>Laser Repeater</i>	Autofire, +2 Damage, Far, Military, Near, 3 Recharge, Two-Handed, 2 Weight	2	
<i>Laser Rifle</i>	+2 Damage, Far, Near, 3 Recharge, Two-Handed, 2 Weight	2	

### Grenades

<i>Item</i>	<b>Tags</b>	<b>Price</b>	<b>Notes</b>
<i>Anti-Personnel Grenade</i>	1 Ammo, Area, Piercing (1), Thrown, Volatile, 1 Weight	1	
<i>BigBang Grenade</i>	1 Ammo, Area, +1 Damage, Thrown, Volatile, 1 Weight	1	
<i>Gyro Grenade</i>	1 Ammo, Area, Thrown, Volatile, 1 Weight	1	Disorients those in area.
<i>Ion Grenade</i>	1 Ammo, Area, Electrical, Thrown, Volatile, 1 Weight	1	

## Heavy Weapons

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

## Melee Weapons

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

## Miscellaneous Weapons

<i>Item</i>	<b>Tags</b>	<b>Price</b>	<b>Notes</b>
<i>Electro-Net</i>	Consumable, Electrical, Thrown, 1 Weight	1	Paralyzes a human-sized target.
<i>Psi Disabler</i>	Consumable, 1 Weight	2	When applied, target cannot use Psionic abilities.
<i>Robot Spike</i>	Close, Consumable, 0 Weight	1	Disables a robot.

## Psionic Weapons

<i>Item</i>	<b>Tags</b>	<b>Price</b>	<b>Notes</b>
<i>Kreth Javelin</i>	Close, +1 Damage, Piercing (1), Thrown, Training, 1 Weight	3	
<i>Kreth Staff</i>	Close, +1 Damage, Reach, Training, Two-Handed, 1 Weight	3	
<i>Kreth Sword</i>	Close, +1 Damage, Training, 1 Weight	3	

## Robot Weapons

<i>Item</i>	<b>Tags</b>	<b>Price</b>	<b>Notes</b>
<i>Bot Saw</i>	Close, +1 Damage, Integral, Reach, 0 Weight	1	
<i>Flamethrower</i>	2 Ammo, Area, Close, Integral, Near, Volatile, 1 Weight	3	Inflicts fire damage.
<i>Matter Gun</i>	3 Ammo, +2 Damage, Far, Integral, Near, 0 Weight	2	
<i>Repeating Fazer</i>	Autofire, +1 Damage, Far, Integral, Near, Piercing (1), 2 Recharge, 1 Weight	3	
<i>Shoulder-Mounted Missile Launcher</i>	3 Ammo, Area, +2 Damage, Far, Integral, Near, 2 Weight	3	

## Character Armor

### Personal Armor

<i>Item</i>	<b>Tags</b>	<b>Price</b>	<b>Notes</b>
<i>Chrysalis Carapace</i>	2 Armor, Worn, 1 Weight	3	Ignores the Piercing tag on beam weapons.
<i>Explorer Armor</i>	2 Armor, Worn, 1 Weight	2	Add +1 to wearer's Load.
<i>Fireproofing Modification</i>	0 Weight	2	Armor applies vs. fire damage.
<i>Flexsteel Armor</i>	2 Armor, Military, Worn, 2 Weight	2	
<i>Flexsteel Robes</i>	1 Armor, Worn, 1 Weight	2	
<i>Flexsteel Vanguard</i>	+1 Armor, Worn, 2 Weight	2	
<i>Gas Mask</i>	0 Weight	1	Ignores attacks affecting respiratory system.
<i>Insulated Guards</i>	0 Weight	2	Armor applies vs. electrical damage.
<i>Juggernaut Powered Armor</i>	3 Armor, Military, Worn, 3 Weight	5	Armor applies vs. vessel-scale damage.
<i>Personal Shield Generator</i>	+1 Armor, Worn, 1 Weight	2	
<i>Spiked Armor</i>	1 Weight	1	Add +1 Damage you inflict on someone grappling you.
<i>SubtleTech Armor Plates</i>	+1 Armor, 1 Weight	3	Add +1 ongoing to avoid someone detecting your armor. Cannot be used with Juggernaut Powered Armor.
<i>Synthleather Hauberk</i>	1 Armor, Worn, 1 Weight	2	
<i>Synthleather Vest</i>	1 Armor, Worn, 1 Weight	2	
<i>Underwater Modification</i>	0 Weight	2	Wearer can operate normally underwater.

## Robot Defenses

<i>Item</i>	<b>Tags</b>	<b>Price</b>	<b>Notes</b>
<i>Ray Shield Generator</i>	+2 Armor (Beam Weapons Only), Integral, 1 Weight	2	
<i>Reinforced Flexsteel Body</i>	+1 Armor, 1 Weight	2	Robot only
<i>Spiked Body</i>	1 Weight	1	Robot only. Add +1 Damage you inflict on someone grappling you.
<i>Underwater Modification</i>	0 Weight	2	Robot can operate normally underwater.