

Notable Equipment - Rush

Hanzo – Lesser Rune Katana

- I.Q. 15.
- Taoist (Good) alignment.
- Communicates through limited telepathy; range is 700 feet for two-way communication.
- Damage: 4D6 M.D.
- Mostly indestructible; blade never dulls or dents.
- Magically linked to owner (Rush Kazemori). Each can sense the other's presence and general direction within a four mile radius if separated.
- Owner gets a +1 to all saving throws.
- Can only be handled by a person of Good alignment. Those of incompatible alignment who attempt to physically touch the weapon (even with body armor on) take 1D8 S.D. or 3D6 M.D. (if a mega-damage creature).

M.D.C. Uniform

- **M.D.C.:** 30
- **Weight:** 12 lbs.
- **Mobility:** Very good
- **Cost:** 20,000 credits.

JA-12 Laser Rifle

Recently put into development, the JA-12 is a recreation of a pre-Rifts German design meant primarily for Juicers. The JA-12, like the JA-11, has an energy canister in addition to a normal E-Clip. More importantly, however, the weapon was optimized for both sniping and assault purposes. Not only can the laser fire accurate single shots, it can also fire multiple-pulse bursts (losing its targeting capabilities), and it also has a grenade launcher. Since it went into production, the JA-12 has been known as "the one-man-army rifle." The main shortcoming of the JA-12 is that it does not have a variable frequency setting (the multiple pulse system cannot be reset), making it less effective against Glitter Boys and similar laser resistant vehicles or robots.

Weight: 13 lbs. (5.85 kg).

Damage: A single shot inflicts 4D6 M.D. A triple-pulse shot does 1D6x10+10 M.D. (counts as one melee attack, but does not get the special targeting bonuses). Each grenade inflicts 3D6 M.D. to a 10 foot (3 m) radius.

Rate of Fire: Standard.

Effective Range: *Laser:* 4,000 feet (1220 m); *Grenade:* 2,000 feet (610m).

Bonuses: +1 to strike on aimed/called shots, cumulative with other bonuses. No bonus for auto-pulse or grenades.

Payload: Standard E-Clip: 10 shots; long E-Clip: 30 shots. Energy canister (cannot be removed but is rechargeable) holds an additional 30 energy shots. The grenade launcher has a four-shot pump magazine and can be reloaded by hand.

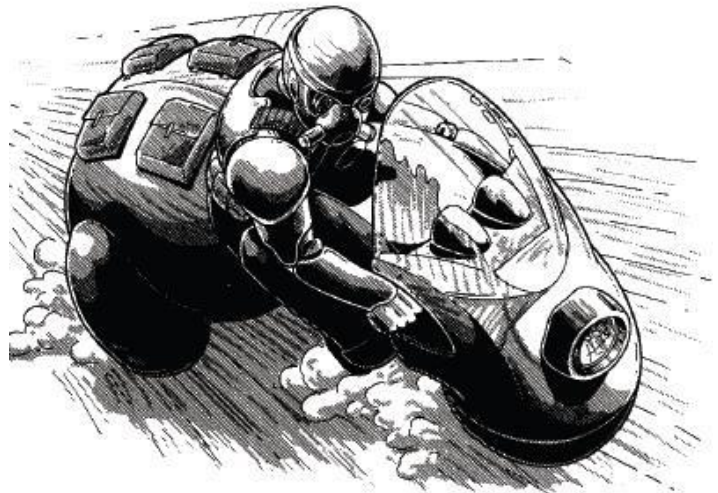
Black Market Cost: 50,000 credits.

Armatech Hovercycle

Produced by Armatech, this is one of the fastest, most maneuverable and affordable hovercycles on the market. It is fairly quiet, extremely reliable (can take a beating and keep on going), requires very little maintenance, and is capable of Vertical Take-Offs and Landings (VTOL), hovers in mid-air, and handles like a dream. Armatech's masterful sales campaign, the vehicle's unique styling, excellent handling and frequent special promotions (typically 2-4 times a year) offering the vehicle at a 10-20% discount (for a limited time only!) and/or with an easy payment plan, have made it common throughout Japan, outselling the nearest competitor 4 to 1.

Vehicle Type: Hovercycle.

Crew: One rider, and one passenger can sit behind the driver, but will not be comfortable on long trips.



M.D.C. by Location:

* Rear Hover Jets (2) – 35 each

* Front Hover Jet (1) – 40

* Forward Headlight (1) – 5

Windshield (1) – 15

** Main Body – 75 (97 with deluxe armor)

* A single asterisk indicates small and/or difficult targets to hit and requires the attacker to make a “Called Shot,” and even then the attacker is -3 to strike. The rider(s), hunched down, low to the body of the hovercycle, is equally difficult to hit.

** Depleting the M.D.C. of the main body shuts the vehicle down completely, making it useless.

Special Bonuses: The NG-300 handles so well that it gives the driver a +10% bonus to his piloting skill, +1 on initiative (to take evasive action) and +1 to dodge.

Penalties: -5% on piloting skill roll when making sudden stops, trick moves and elaborate stunts or evasive action. The hovercycle is not designed to be a flyer and suffers a -5% piloting penalty for every 30 feet (9.1 m) above the ground; the higher it goes the wobblier it gets.

Maximum Speed: 220 mph (352 km).

Maximum Altitude: 120 feet (36.6 m) and can handle drops of up to 600 feet (183 m).

Maximum Range: 800 miles (1,280 km).

Engine: Typically a combustion or electric engine; nuclear is available.

Height: 4 feet (1.2 m).

Width: 3.9 feet (1.19 m).

Length: 9 feet (2.7 m).

Weight: 700 lbs (315 kg).

Weapon Systems (optional): Any. One additional weapon can be added to each side in the front and on the back of the hovercycle, each at an additional cost. However, this diminishes the aerodynamics and reduces the speed by 5% per each extra weapon. Additional weapons are *never* part of any special discount offers, and the full price applies even during sales.

Cost: 950,000 credits for nuclear with a 10 year life.

UWW Arcane Scanner ARS-500

Personal scanning equipment (PSE) in the Three Galaxies has come a long way in the last few centuries. Older equipment used to occupy a whole backpack, or was so large and clunky that a person had to hold it in both hands or with a harness around their neck. Today's PSE's are smaller and lightweight, some no bigger than a paperback book. PSE's see a variety of uses, from security and scientific functions to the medical field. The most advanced have a built-in artificial intelligence, and are able to use logic and deductive reasoning to aid their users.

Use of Scanners. There are three basic modes of operation for most scanners: passive, active, and focused.

When the scanner is in *passive mode* all ranges are reduced by half, and the Read Sensory Equipment skill is -10% for an accurate reading (less clear). The scanner does not emit any signals that might give its location away, however. All that registers is a minute power source and any halfway decent operator knows how to mask that signal. The reason for passive mode is to try and conceal the operator. Also, it is a good way to determine the range of anomalies in a reading, or readings that are too powerful to be scanned in active mode by changing between active and passive modes. The passive function can pick up signals in a 360-degree circumference. Finally, the passive mode uses the least amount of power and can be left on for the full duration of the battery.

Active mode operates within the full range of the device. Power output is higher, and the scanning resolution will be sharper and more clearly defined. Unless otherwise specified, the active mode scans 360 degrees around the operator. However, the signal of the active scan can be recognized by others and traced back to the user.

Focused mode allows the operator to double the range, but only within a 30 degree arc in front of the operator. Like the active mode, the focused operation provides sharper and clearer scans and also increases the power output. Operators have found it's worth the extra effort to keep the scanner in the focus mode and sweep the scanner around them, effectively doubling their range. Using this method will take 30 seconds to scan a 180 degree arc, so scanning 360 degrees will typically take a minute. However, the signal of the focused scan can be recognized by others and traced back to the user.

The ARS-500 is about the size of a paperback book with several unusual metallic protrusions. Instead of buttons, it is lined with semi-precious stones that activate the various functions when touched in a specific sequence and one P.P.E. point (or two I.S.P.) is expended to activate. Weight is 4 pounds (1.8 kg). Several spell-like abilities are built into the ARS-500 as follows; all spells are equal to a sixth level practitioner of magic:

- **Ley Line Sensors:** The unit can sense ley lines at a range of 1.5 miles (2.4 km), nexuses at a range of 3 miles (4.8 km) and Rifts at a range of 6 miles (9.6 km). While most mages can sense these ley line anomalies, the scanner can actually provide a distance and direction to the ley lines. Track ley lines is equal to 70%. P.P.E. Cost: 20 per hour.
- **Sense Supernatural Evil:** Useful when tracking entities, vampires, demons and other evil, supernatural beings. (Does not include dragons and other creatures of magic.) The range is limited to 450 feet (137.2 m). P.P.E. Cost: 2 per 12 minutes of use.
- **Sense Magic:** The scanner can detect magic as per the spell in a 120 foot (36.6 m) area. P.P.E. Cost: 4 per 12 minutes of use.
- **Decipher Magic:** By passing the scanner over various magic texts, the scanner has the equivalent of the Decipher Magic spell with a 72% level of accuracy. P.P.E. Cost: 10 per six minutes.
- **Presence Sense:** The scanner can detect and indicate the number of non-animal presences (humanoids and supernatural) within a 120 foot (36.6 m) radius (can be adjusted for a smaller area as necessary). P.P.E. Cost: 8 per 12 minutes of use.
- **See Aura:** The scanner is able to display on a small plasma screen a person's aura. This option works the same as the spell. P.P.E. Cost: 6 per person.
- **P.P.E. Battery:** The scanner has a rechargeable battery that powers all functions. However, like any Techno-Wizard device, the user can opt to pump their own P.P.E. into the scanner. The battery holds 50 P.P.E. (dedicated solely to the device, cannot be harnessed for other purposes), and recharges 10 P.P.E. per hour at a ley line or from whatever energy the owner puts in.
- **Sense Dimensional Anomaly:** As per the spell; a number of dimensional anomalies can be sensed. P.P.E. Cost: 30 per 12 minutes of use.
- **See Dimensional Anomaly:** As with the spell, once a dimensional anomaly is found this function allows it to be seen on the scanner's display screen. P.P.E. Cost: 30 per 12 minutes of use.

Kanbukoro (Purse of Wishes)

The purses are enchanted to provide a seemingly endless stream of food and goods. Thus, they are very highly valued. The magic purses were created as rewards for dedicated adventurers and travelers; their purpose was to ensure that the owner never lacked the basic needs and desires. However, it was not created to provide infinite wealth for the greedy. Would-be hoarders and exploiters are always foiled by the magicks of the purse.

The most powerful type is the Purse of Wishes, which contains any small ORDINARY object the wearer wishes for, from food and drink to grappling hook or a sword. **The limits** of the purse become obvious to those who try to abuse their powers. For one, only a handful of items can be brought out at any one time.

The purse of wishes can only be used three times per day. The food taken out of the Purse of Wishes can be more appetizing, but is still only enough for one meal. Money can be extracted (1D6x100 credits per use), and it can be in the form of credits, gems, and other valuables. The wish purse can also produce small, basic items such as a knife, hatchet, short sword, 10 to 100 foot (3-30.5 m) length of rope, a set of lock-picking tools, a warm blanket, a pair of sandals, a bottle of wine, and similar. Rare items, magical weapons, energy weapons, alien technologies and the like will not be provided by the purse. Furthermore, characters cannot hoard items. Every item, all the food, and any moneys taken out of the purse, must be used in the course of that day. Anything left over disappears! Thus, enough to provide for day-to-day needs is allowed, but any excess is lost. Some stories warn of terrible curses that plagued people who tried to circumvent the limitations of the purse, ranging from losing all their wealth in a rash of bad luck to worse!

G.M.'s Note: If a player tries to violate the spirit of these limitations, feel free to hose his character with curses, bad luck and mishaps. If he keeps abusing the magic powers, the purse will disappear, taking with it all small valuables the character owns!).

Cost: Rarely for sale. Shinto temples, alchemists and other places of magic sometimes offer it as a gift for some great service to them or the community.

Note: The purse only works for the one it was *given to*, so if stolen it will be useless, but if given to another person as a gift, it will work fine. Thus, these items can be passed on from generation to generation.