

Notable Equipment – Wilhelm Von Traeger

Mega-Light Cell Laser Rifle (Light Bio-Weapon)

These Light Cell Rifles are just bigger versions of the Light Cell Pistol, firing a slightly stronger beam of light at a greater range.

Weight: 8 lbs (3.6 kg).

Damage: *Two mega-damage settings:* a light 2D8 M.D. blast (4D8x2 M.D. after upgrades), or a heavy duty 5D8 M.D. blast (10D8x2 M.D. after upgrades). *Special damage settings:* 1D8x10 S.D. per blast, or a harmless beam of pure white light.

M.D.C.: 60.

Maximum Effective Range: 2,000 feet (610 m).

Rate of Fire: Each blast counts as one melee attack/action.

Payload: Effectively unlimited, since these are energy based weapons.

Bonus: +1 to strike on an aimed shot.

Trade Value: 10,000 credits.

Bio-Enhancements:

Total Bio-E Spent: 85 points

Targeting Sight: This is the basic Bio-Tech optical enhancement. The Targeting Eye is similar to an Advanced Eye. It can recognize a face or read a small sign up to one mile away, and it also possesses passive nightvision with a range of 2000 feet (600 m), and a polarized filter. The eye has a tighter peripheral field of vision than a normal eye in order to help the shooter focus on a specific target, plus the eye superimposes a small red dot in the center of the image that acts as the crosshair. This is one of the most popular upgrades for firearms since it drastically enhances the marksmanship skills of the wielder.

The eye can be mounted anywhere on the top, bottom, or sides of the weapon. It is locked forward in a fixed position and is perfectly calibrated to the weapon's trajectory (even heavy damage will not misalign the sight). Once the wielder takes hold of the grip, he can see through this eye as if it were his own. This design actually makes it even more useful than a high-tech rifle scope. The wielder can fire from the hip, over his shoulder, stick his weapon around corners and over obstacles while remaining protected, and still fire with complete accuracy.

There are multiple visual enhancements available for a Targeting Eye, but each eye can only receive one type of enhancement. In order to modify a weapon with multiple types of optics, it must be equipped with multiple eyes. Each eye possesses an eyelid, so the wielder can close the other eyes with a simple mental command when he wants to use a specific type of vision.

Bonuses: +3 to strike on an aimed shot. +2 to strike when shooting wild.

Bio-E Cost: 20 points, but only 10 points for each additional Targeting Eye.

Prerequisite: None.

Trade Value: 2000 credits

Double Tap: This enhancement was designed as an inexpensive substitute for the Mega upgrade. Instead of doubling the power of each individual shot, this upgrade makes the weapon fire two shots within milliseconds of each other whenever the wielder mentally "pulls the trigger." Like the Mega upgrade, this upgrade doubles the base damage inflicted by the ranged weapon, but each blast uses two shots. If the wielder wants to conserve ammunition, he or she can switch back and forth between single and double blasts with a simple mental command (does not count as a melee attack). The Double Tap upgrade can only be applied to energy weapons. Note: This upgrade can actually be used in conjunction with the Mega Upgrade for an insanely powerful attack.

Bio-E Cost: 15 points.

Prerequisite: Only energy weapons can receive this enhancement.

Trade Value: 1500 credits.

Mega: This enhancement doubles the base damage inflicted by any ranged weapon.

Bio-E Cost: 50 points.

Prerequisite: None.

Trade Value: 5000 credits

High Frequency Scalpels (5)

All High Frequency Blades are stabbing weapons surrounded by a series of invisible, high frequency energy fields that makes them M.D. capable. Unlike normal high frequency blades, these scalpels create a stable field that does not rip and tear into flesh. Instead, the scalpels make clean incisions and can be used for dissection or delicate surgery, as well as combat. As a result, wounds caused by the scalpels heal at normal rates.

Weight: A quarter pound (0.12 kg) each.

Damage: 1D6 M.D.

M.D.C.: One M.D.C. each, but the weapon only takes damage when an attacker is specifically trying to damage/destroy it.
Trade Value: 200 credits for each scalpel.

Miracle Fiber Lab Coat w/ Boots

Weight: 12 lbs.

Mobility: Superior; no penalties.

M.D.C. by Location:

Main body – 60

Arms – 32 each

Upper Legs – 32 each

Boots – 32 each

Trade Value: 2,500 to 3,500.

Living Body Armor: Chitinous

Bio-E Spent: 50

Weight: 50 lbs.

Mobility: Fair. -15% penalty to skills such as Prowl, Climb, Swimming, Acrobatics, and Gymnastics. The Heavy, bulky armor also reduces running and flying speed by 20%.

Armor Regeneration: 6D6 M.D. per minute, and destroyed limbs will regenerate in 10 hours.

M.D.C. by Location:

Head: 137

Main Body: 220

Arms: 147 each

Legs: 147 each

Trade Value: 18,000-20,000 credits. Fair availability, this suit tends to be held in reserve for soldiers assigned to hazardous duty, officers and special forces.

Bonuses from Bio-Enhancements: +3 to initiative, +2 to parry, +1 to dodge, +1 to disarm, +3 roll w/ impact, and +6 to auto-dodge. Punches elbows and kicks do +2D6 damage, head butts do +1D6, and body block attacks do +3D6 damage. Gains the ability to auto-dodge.

Bio-Enhancements:

Enhanced Neurological Connections	20 Bio-E
Heat Pits	10 Bio-E
Motion Detection	15 Bio-E
Reinforced Exoskeleton	5 Bio-E

Enhanced Neurological Connections: The Host Armor's spinal cord and neurological connections to the pilot are modified to carry signals from the pilot's brain to the Host Armor's body faster than normal. This allows for faster reaction time and excellent reflexes: +2 to initiative, +1 to disarm, +2 to automatic dodge. An automatic dodge is "automatic" in the sense that it is a quick, reflex action like a parry, in which the character bends, bobs and weaves in such a way as to dodge without using up a melee attack/action. Roll 1D20 to determine if the dodge attempt succeeds as usual; do not apply other dodge bonuses to the automatic dodge. An automatic dodge can be used to try to dodge any attack, including bullets and energy blasts. This enhancement causes the pilot and Host Armor to be a bit jumpy and fidgety.

Bio-E Cost: 20 points.

Prerequisite: None.

Heat Pits: Two sunken pits, one on each side of the armor's head, are heat pits, similar to a viper's. They are sensory organs used to "feel" and "see" heat in the general area around the armor, even invisible people or objects.

Range: 30 foot (9.1 m) radius around the character.

Bonuses: The armor will sense the approach of a warm-blooded individual or active robot (or anything that radiates a measurable amount of heat) the moment it comes within sensing range (30 feet/9.1 m). Track by heat alone is 70% +2% per experience level. +1 to parry and dodge.

Bio-E Cost: 10 points

Prerequisite: None.

Motion Detection: Sensitive hairs and eardrums (or very small antennae) among other subtle modifications enable the Host Armor to pick up the slightest, but telltale signs of motion around the suit. This makes it impossible to sneak up on the wearer of the Host Armor.

Range: 30 foot (9.1 m) radius around the character wearing the Host Armor, or up to 60 feet (18.3 m) if the motion is very fast,

or creates a large disturbance in the air.

Bonuses: +1 on initiative, +1 to parry, +2 to roll with punch, fall or impact. +4 to automatic dodge. An automatic dodge is "automatic" in the sense that it is a quick, reflex action like a parry, in which the character bends, bobs and weaves in such a way as to dodge without using up a melee attack/action. Roll 1D20 to determine if the dodge attempt succeeds; do not apply other dodge bonuses to the automatic dodge. An automatic dodge can be used to try to dodge any attack, including bullets and energy blasts!

Note: High winds (30 mph/48 km plus) will negate the character's sensing abilities; no bonuses from Motion Detection enhancement.

Bio-E Cost: 15 points.

Prerequisite: None.

Reinforced Exoskeleton: An extra-thick, extra-hard, and resilient exoskeleton and bones that are difficult to break.

Bonuses: +30 M.D.C. to the main body and +7 M.D.C. to all other locations. A head butt does +1D6 M.D., a running ram/body block does an extra +3D6 M.D., and +2D6 M.D. bonus to punches, elbows and kicks from the character. +1 to roll with punch, fall or impact.

Bio-E Cost: 5 points.

Prerequisite: None.