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Basic Crafting Lists

The Following are things that everyone with the appropriate skills will know once they attain that skill rank. E.G. Someone with 2 Tiers of Medicae will know how to build anything that is in the Tier 1 & Tier 2 Med Tech Lists.

Vrede Tech

Those Players who have a Vrede Character will in addition to the standard lists also know the appropriate levels of Vrede Tech as well. E.G. If you had Tier 1 Engineering You'd know the Standard Tier 1 Engineering items as well as the Tier 1 Vrede Tech items

Engineering

Tier 1

Name	Effect	EWP	Compiled Materials	Maintenance Period	Maintenance EWP	Maintenance Components
Marksman Round	Required for use of the Marksman skill.	1	1 x Gunpowder 1 x Metal	N/A	N/A	N/A
Medical Systems Analyser ("Medispec")	Required for Analysis actions using Medicae A Medicae user may contribute MWP in place of EWP toward this project as part of a building team. Genetically keyed so that it can only be used by its owner, and will deactivate permanently on their death.	4	1 x Wiring 2 x Circuit board 1 x Metal	N/A	N/A	N/A
Multispectrum Systems Analyser ("Multispec")	Required for Analysis and Hacking actions using Engineering Genetically keyed so that it can only be used by its owner, and will deactivate permanently on their death.	4	1 x Wiring 2 x Circuit board 1 x Metal	N/A	N/A	N/A
Prosthetic Limb	A simple prosthetic, replaces function but cannot be upgraded.	1	1 x Composites 1 x Gears	N/A	N/A	N/A
Rifle Bipod	Weapon Upgrade - One 1 Weapon Upgrade can be attached to a regular weapon. Can only be attached to a Rifle or Heavy Weapon Reduces time required for calls made using the Marksman skill by 5 seconds. Bipod must be deployed on a solid surface for use.	3	1 x Gunparts 1 x Gears 1 x Metal 1x Tubing	4 Events	1 EWP	1 x Gears
Standard Salvage Kit	Allows 2 common components used to make an item to be recovered from that item, even if broken or expired. Usable once per day.	6	1 x Circuit board 1 x Fabric 2 x Metal 1 x Oil 1 x Tubing 1 x Wiring	4 Events	1 EWP	1 x Oil

Name	Effect	EWP	Compiled Materials	Maintenance Period	Maintenance EWP	Maintenance Components
Basic Laboratory	Required for MedTech research, grants no MWP bonus. This laboratory can be used for one research project a day. A Medicae user may contribute MWP in place of EWP toward this project as part of a building team, but the project must be led by an Engineer.	4	1 x Organic circuit 1 x Glass 1 x Tubing 1 x Fabric 1 x Metal 1 x Oil	8 Events	1 EWP	1 x Oil
Basic Workbench	Required for Engineering research, grants no EWP bonus. This workbench can be used for one research project a day.	4	1 x Battery 1 x Gear 1 x Composites 1 x Oil 1 x Metal 1 x Circuit board	8 Events	1 EWP	1 x Oil
Cybernetic Limb	Can have 1 active Cybernetic Upgrade.	6	1 x Organic circuits 1 x Gears 1 x Wiring 1 x Metal 1 x neural Interlocutors 1 x Uncoded Nanites	8 Events	1 EWP	1 x Gears
Disposable Masks x 3	Protects against Gas effects for 1 battle / skirmish / combat encounter, is then discarded. Not salvageable.	2	2 x Fabric 1 x Oil	N/A	N/A	N/A
Frag Grenade	Calls Zone Blast 4, after being thrown.	2	1 x Gunpowder 1 x Tubing 1 x Metal	N/A	N/A	N/A
Light Energy Shield	Grants 2 armour hits.	8	1 x Emitter unit 2 x Battery 2 x Radio Transmitter 4 x Circuit board 4 x Wiring	4 Events	2 EWP	1 x Battery 1 x Wiring
Light Patterned Armour	Light armour that provides 4 armour hits	8	2 x Refined oil 8 x Fabric 6 x Metal 8 x Composites	8 Events	3 EWP	2 x Fabric 2 x Composites

Name	Effect	EWP	Compiled Materials	Maintenance Period	Maintenance EWP	Maintenance Components
Static Turret Mount	When placed on a static base, allows use of a heavy weapon without the skill. Mount can be moved, requires extreme effort and manpower to do so.	3	1 x Gunparts 1 x Motor 3 x Gears 2 x Composites 2 x Oil 2 x Metal	4 Events	1 EWP	1 x Oil 1 x Gears
Shot Selector	Weapon Upgrade - One 1 Weapon Upgrade can be attached to a regular weapon. Can be attached to a Pistol, Rifle or Heavy Weapon. Allows use of Special Ammunition in this weapon.	4	1 x Gunparts 1 x Gears 1 x Tubing 1 x Oil	4 Events	1 EWP	1 x Oil
Patterned Pistol	Pistol that can fit 2 Weapon Upgrades	8	1 x Gunparts 1 x Gears 1 x Tubing 1 x Oil 2 X Composites 2 x Metal	4 Events	1 EWP	1 x Oil

Engineering

Tier 2

Name	Effect	EWP	Compiled Materials	Maintenance Period	Maintenance EWP	Maintenance Components
Infra Red Goggles	Reduces time needed to use the Awareness skill by 5 seconds.	6	1 x Battery 2 x Fabric 2 x Glass 1 x Metal 1 x Organic circuit	4 Events	1 EWP	1 x Glass
Medium Energy Shield	Grants 4 armour hits.	10	Light energy shield 1 x Powerpack 1 x Thermoplasma 2 x Battery 2 x Radio transmitter 1 x Liquid gas 1 x Motor 4 x Circuit board 4 x Wiring	4 Events	3 EWP	1 x Battery 1 x Circuit Board 1 x Wiring
Medium Patterned Armour	Medium armour that provides 6 armour hits	14	4 x Refined oil 8 x Metal 4 x Oil 4 x Fabric 6 x Composites	8 Events	3 EWP	2 x Composites 2 x Oil
Mine Detector	2 uses per day. Detects mines as Awareness 2 during 1 encounter after 30 seconds of roleplay.	10	1 x Scanner 1 x Fabric 1 x Metal 1 x Wiring 1 x Battery	4 Events	1 EWP	1 x Wiring
Respirator	Protects against gas effects while worn.	6	1 x Fabric 1 x Glass 1 x Metal 1 x Tubing 1 x Liquid Gas	4 Events	1 EWP	1 x Glass

Name	Effect	EWP	Compiled Materials	Maintenance Period	Maintenance EWP	Maintenance Components
Advanced Laboratory	<p>Required for MedTech research, grants 2 MWP bonus to research.</p> <p>This laboratory can be used for one research project a day.</p> <p>A Medicae user may contribute MWP in place of EWP toward this project as part of a building team, but the project must be led by an Engineer.</p>	14	Basic laboratory 1 x Scanner 1 x Sensor 2 x Battery 2 x Liquid gas 2 x Organic circuits 2 x Refined oil 1 x Motor 3 x Glass 2 x Composites 2 x Oil 2 x Fabric 2 x Tubing 1 x Metal 1 x Wiring 1 x Circuit board	8 Events	2 EWP	1 x Liquid Gas 1 x Glass 1 x Oil 1 x Fabric
Advanced Workbench	<p>Required for engineering research, grants 2 EWP bonus to research.</p> <p>This workbench can be used for one research project a day.</p>	14	Basic workbench 1 x Scanner 1 x Sensor 2 x Battery 2 x Motor 2 x Radio Transmitter 2 x Gun parts 1 x Liquid gas 3 x Gears 2 x Composites 2 x Oil 2 x Metal 2 x Tubing 1 x Fabric 1 x Wiring 1 x Circuit board	8 Events	2 EWP	1 x Battery 1 x Gears 1 x Oil 1 x Fabric

Name	Effect	EWP	Compiled Materials	Maintenance Period	Maintenance EWP	Maintenance Components
Scope	Weapon Upgrade - One 1 Weapon Upgrade can be attached to a regular weapon. Can only be attached to a Rifle or Heavy Weapon Reduces time needed for calls made with the Marksman skill by 5 seconds. Allows use of the Marksman skill with Heavy Weapons.	6	1 x Gun parts 2 x Tubing 2 x Glass 2 x Metal	4 Events	1 EWP	1 x Glass
Stun grenade	Calls Zone Stun, after being thrown.	2	2 x Gunpowder 1 x Wiring 1 x Circuit board	N/A	N/A	N/A
Cybernetic Torso	Grants 1 point of Armour Can have 1 active Cybernetic Upgrade.	10	1 x Organic circuits 1 x Gears 1 x Wiring 2 x Metal 2 x Composites 1 x neural Interlocutors 2 x Multicode Nanites	8 Events	1 EWP	1 x Gears
Heavy Weapon Expanded Magazine	Weapon Upgrade - One 1 Weapon Upgrade can be attached to a regular weapon. Can only be attached to a Heavy Weapon. Allows a Heavy Weapon to have up to 100 Round Capacity	6	1 x Gunparts 1 x Refined Oil 2 x Metal 2 x Composites	4 Events	1 EWP	1 x Oil
Patterned Rifle	Rifle that can fitted with 2 Weapon Upgrades	12	2 x Gunparts 2 x Gears 2 x Tubing 2 x Refined Oil 2 x Composites 2 x Metal	4 Events	1 EWP	1 x Oil
Patterned Shotgun	Shotgun that can be fitted with 2 Weapon Upgrades	12	2 x Gunparts 2 x Gears 4 x Tubing 1 x Refined Oil 2 x Composites 3 x Metal	4 Events	1 EWP	1 x Oil

Engineering

Tier 3

Name	Effect	EWP	Compiled Materials	Maintenance Period	Maintenance EWP	Maintenance Components
Expert Salvage Kit	Allows any 2 components used to make a Tech item to be recovered from an item, even if broken or expired. Usable once per day.	12	1 x Scanner 1 x Organic circuit 1 x Fabric 2 x Metal 1 x Refined oil 1 x Tubing 1 x Wiring	4 Events	1 EWP	1 x Refined Oil
Heavy energy shield	Grants 6 armour hits.	12	Medium energy shield 1 x Emitter 2 x Thermoplasma 2 x Battery 2 x Radio transmitter 1 x Liquid gas 1 x Motor 4 x Circuit board 4 x Wiring	4 Events	4 EWP	1 x Battery 1 x Radio Transmitter
Heavy Patterned Armour	Heavy Armour with 8 armour hits on all locations.	22	4 x Refined oil 4 x Motor 9 x Metal 7 x Oil 8 x Composites	8 Events	3 EWP	2 x Metal 2 x Oil
Laser Sight	Weapon Upgrade - One 1 Weapon Upgrade can be attached to a regular weapon. Can only be attached to a Rifle or Heavy Weapon Reduces time required for calls made using the Marksman skill by 10 seconds. Allows use of Marksman skill with Heavy Weapons.	8	2 x Gun parts 2 x Tubing 2 x Glass 2 x Metal	4 Events	1 EWP	1 x Glass

Name	Effect	EWP	Compiled Materials	Maintenance Period	Maintenance EWP	Maintenance Components
Expert Laboratory	<p>Required for MedTech research, grants 4 MWP bonus to research.</p> <p>This laboratory can be used for one research project a day.</p> <p>A Medicae user may contribute MWP in place of EWP toward this project as part of a building team, but the project must be led by an Engineer.</p>	16	<p>Advanced laboratory</p> <p>2 x Thermoplasma</p> <p>1 x Powerpack</p> <p>1 x Emitter unit</p> <p>2 x Liquid gas</p> <p>2 x Organic circuits</p> <p>2 x Refined oil</p> <p>1 x Motor</p> <p>3 x Glass</p> <p>2 x Composites</p> <p>2 x Oil</p> <p>2 x Fabric</p> <p>2 x Tubing</p> <p>1 x Metal</p> <p>1 x Wiring</p> <p>1 x Circuit board</p>	8 Events	2 EWP	<p>1 x Liquid Gas</p> <p>2 x Glass</p> <p>1 x Oil</p> <p>1 x Fabric</p> <p>1 x Tubing</p>
Expert Workbench	<p>Required for Engineering research, grants 4 EWP bonus to research.</p> <p>This workbench can be used for one research project a day.</p>	16	<p>Advanced workbench</p> <p>2 x Thermoplasma</p> <p>1 x Powerpack</p> <p>1 x Emitter unit</p> <p>2 x Motor</p> <p>2 x Radio transmitter</p> <p>2 x Gun parts</p> <p>1 x Liquid gas</p> <p>3 x Gears</p> <p>2 x Composites</p> <p>2 x Oil</p> <p>2 x Metal</p> <p>2 x Tubing</p> <p>1 x Fabric</p> <p>1 x Wiring</p> <p>1 x Circuit board</p>	8 Events	2 EWP	<p>1 x Battery</p> <p>2 x Gears</p> <p>1 x Oil</p> <p>1 x Fabric</p> <p>1 x Wiring</p>

Name	Effect	EWP	Compiled Materials	Maintenance Period	Maintenance EWP	Maintenance Components
Multi Spectrum Goggles	Reduces time needed to use the Awareness skill by 10 seconds.	8	2 x Glass 1 x Scanner 1 x Battery 1 x Organic circuits 1 x Fabric 1 x Composites 1 x Wiring	4 Events	1 EWP	1 x Glass, 1 x Fabric
Cybernetic Skull	Grant 1 point of Armour Can have 1 active Cybernetic Upgrade.	18	1 x Organic circuits 1 x Metal 1 x neural Interlocutors 1 x Uncoded Nanites 1 x Nucleaic Adaptors 1 x Universal Biobonders	8 Events	1 EWP	1 x Gears
Dynamic Recoil Venting	Weapon Upgrade - One 1 Weapon Upgrade can be attached to a regular weapon. Can only be attached to a Pistol, Rifle or Shotgun. Allows 1 additional use of a per encounter call granted by the relevant weapon skill	8	1 x Composites 1 x Metal 1 x Wiring 1 x Organic Circuits 1 x Battery 1 x Sensor	4 Events	1 EWP	1 x Battery
Patterned Heavy Weapon	Heavy Weapon that can be fitted with 2 Weapon Upgrades	14	2 x Gunparts 2 x Gears 4 x Tubing 2 x Refined Oil 4 x Composites 4 x Metal	4 Events	1 EWP	1 x Refined Oil 1 x Gears

Med-Tech

Tier 1

Name	Delivery	Effect	MWP	Expiry	Maintenance Period	Maintenance MWP	Maintenance Components	Compiled Materials
Dermograft (Dermograft Patch)	Dermal Patch	Pharmacological. Grants the Stabalise call	2	N/A	N/A	N/A	N/A	1x Endocrine Analogs 1x Universal Bioplasma
NBC Pills (Reversal Pills)	Oral - Pills	Pharmacological. Grants the Remove call against the effects of any Standard pharmaceutical or Standard disease affecting the target.	4	4 Events	N/A	N/A	N/A	1x Protease Analogs 1x Recombinant Serum
Pacification Gel (Stunning Blade Venom)	Weapon Poison	Pharmacological. Applied to dagger / melee weapon / arrows. Next 2 hits call Stun. Effect wears off weapon after 2 hours, or when weapon is sheathed / dropped / put down.	4	2 Events	N/A	N/A	N/A	1x Enzymatic Extracts 1x Synaptic Augments
Senacilin Syringe (Healing Syringe)	Injection	Pharmacological. Grants the Restore Endurance 1 call on target instantly	2	8 Eventss	N/A	N/A	N/A	2x Pharmacological Essences
Tactical enhancement accelerator (TEA) (Courage Serum)	Oral - Solution	Pharmacological. Resist next Fear call. Does not stack with other Courage Potions. If more than one taken per day, will have a negative effect.	4	4 Events	N/A	N/A	N/A	1x Pharmacological Essences 1x Synthetic Hormones
Teloxatine (Healing Serum)	Oral - Solution	Pharmacological. Grants the Restore Endurance 2 call on target 30 seconds after use.	4	8 Events	N/A	N/A	N/A	1x Pharmacological Essences 1x Protease Analogs 1x Synaptic Augments

Name	Delivery	Effect	MWP	Expiry	Maintenance Period	Maintenance MWP	Maintenance Components	Compiled Materials
Redundant Neural Pathways	Gene Therapy	Gene Therapy - Max 2 Gene Therapies on a character. Grants the call "Resist Stun" once per day.	14	Death	N/A	N/A	N/A	2x Recombinant Serum 2x Stable Mutagenics 1x Synthetic Proteins 2x neural Interlocutors 1x Synaptic Augments 2x Universal Bioplasma
Reticular Focus	Gene Therapy	Gene Therapy - Max 2 Gene Therapies on a character. Grants the call "Repel" once per day with a Dagger or Melee Weapon.	14	Death	N/A	N/A	N/A	2x Recombinant Serum 2x Stable Mutagenics 1x Skeletal Stimulants 2x neural Interlocutors 1x Synaptic Augments 2x Universal Growth Medium
Sythetic Platelets	Bionic	Bionic Upgrade - not compatable with Cybernetic Systems During your first death count of the day, when you hit 60 reset your death count as though stabalised.	10	N/A	4 Events	4	1x Multicode Nanites 1x Enzymatic Extracts 1x neural Interlocutors	1x Protean Zygotes 1x Multicode Nanites 1x Synthetic Proteins 1x Universal Growth Medium

Name	Delivery	Effect	MWP	Expiry	Maintenance Period	Maintenance MWP	Maintenance Components	Compiled Materials
Neural Switching	Gene Therapy	Gene Therapy - Max 2 Gene Therapies on a character. Grants the call "Resist Pain" once per day.	14	Death	N/A	N/A	N/A	2x Recombinant Serum 2x Stable Mutagenics 1x Distilled Pharmacologicals 2x neural Interlocutors 1x Synaptic Augments 1x Enzymatic Extracts 1x Uncoded Nanites
Subdermal Weave	Bionic	Bionic Upgrade - not compatible with Cybernetic Systems Grants +1 Armour Not compatible with Subdermal Plating	10	N/A	4 Events	4	1x Multicode Nanites 1x Protease Analogs 1x Endocrine Analogs	1x Protean Zygotes 1x Multicode Nanites 1x Universal Growth Medium 1x Protease Analogs 1x Endocrine Analogs 1x Synthetic Hormones

Name	Delivery	Effect	MWP	Expiry	Maintenance Period	Maintenance MWP	Maintenance Components	Compiled Materials
Auxillary Gills	Bionic	Bionic Upgrade - not compatable with Cybernetic Systems May call Resist to all gas weapons	10	N/A	4 Events	4	1x Stable Mutagenics 1x Synthetic Hormones 1x neural Interlocutors	1x Protean Zygotes 1x Multicode Nanites 1x Universal Growth Medium 1x Synaptic Augments 1x Enzymatic Extracts 1x Synthetic Hormones
Medical Systems Analyser ("Medispec")	N/A	Required for Analysis actions using Medicae A Medicae user may contribute MWP in place of EWP toward this project as part of a building team. Genetically keyed so that it can only be used by its owner, and will deactivate permanently on their death	4	N/A	N/A	N/A	N/A	1 x Wiring 2 x Circuit board 1 x Metal

Med-Tech

Tier 2

Name	Delivery	Effect	MWP	Expiry	Maintenance Period	Maintenance MWP	Maintenance Components	Compiled Materials
Flyoxitine (Healing Serum)	Oral - Solution	Pharmacological. Grants the Restore Endurance 3 call on target 30 seconds after use.	3	8 Events	N/A	N/A	N/A	1x Distilled Pharmacologicals 1x Endocrine Analogs 1x Pharmacological Essences 1x Universal Bioplasma
Tranq (Tranquiliser Patch)	Dermal Patch	Pharmacological. Grants the Sleep 10 call on application to an unresisting target	4	4 Events	N/A	N/A	N/A	1x Distilled Pharmacologicals 2x Endocrine Analogs 1x Enzymatic Extracts 1x Pharmacological Essences 1x Synthetic Hormones
Methanamin Syringe (Healing Syringe)	Injection	Pharmacological. Grants the Heal Wound call on target instantly	4	8 Events	N/A	N/A	N/A	1x Pharmacological Essences 1x Protease Analogs 1x Synaptic Augments 1x Uncoded Nanites
Naval NBC pills (Reversal Pills)	Oral - Pills	Pharmacological. Grants the Remove call against the effects of any Advanced pharmaceutical or Advanced disease affecting the target.	6	4 Events	N/A	N/A	N/A	1x Distilled Pharmacologicals 1x Recombinant Serum 1x Universal Bioplasma

Name	Delivery	Effect	MWP	Expiry	Maintenance Period	Maintenance MWP	Maintenance Components	Compiled Materials
Neuroflux Catalayse (Crippling Blade Venom)	Weapon Poison	Pharmacological. Applied to dagger / melee weapon / arrows. Next 2 hits call Cripple. Effect wears off weapon after 2 hours, or when weapon is sheathed / dropped / put down.	6	2 Events	N/A	N/A	N/A	1x Stable Mutagenics 1x Synthetic Proteins 1x neural Interlocutors 1x Pharmacological Essences 1x Synaptic Augments 1x Synthetic Hormones
Thyroid Stimulator Compound (TSC) (Courage Serum)	Oral - Solution	Pharmacological. Resist next 2 Fear call. Does not stack with other Courage Potions. If more than one taken per day, will have a negative effect.	4	4 Events	N/A	N/A	N/A	1x Pharmacological Essences 1x Protease Analogs 1x Synthetic Hormones 1x Universal Bioplasma
Vax Shot (Pharmacological Protection Serum)	Injection	Pharmacological. Induces severe stomach pains and headache for 60 seconds. Call Resist to any use of pharmacologicals or disease exposure for the next hour.	3	4 Events	N/A	N/A	N/A	1x Enzymatic Extracts 2x Pharmacological Essences 1x Recombinant Serum
Adrenal Booster	Bionic	Bionic Upgrade - not compatable with Cybernetic Systems Grants 1 call of Resist Wound per day	16	N/A	4 Events	6	1x Stable Mutagenics 1x Recombinant Serum 1x Enzymatic Extracts 1x Synthetic Hormones	2x Protean Zygotes 1x Recombinant Serum 2x Universal Growth Medium 2x Endocrine Analogs 1x Enzymatic Extracts 2x Protease Analogs 2x Synthetic Hormones

Name	Delivery	Effect	MWP	Expiry	Maintenance Period	Maintenance MWP	Maintenance Components	Compiled Materials
Sensorum Versatility Revision	Gene Therapy	Gene Therapy - Max 2 Gene Therapies on a character. Grants the call "Awareness 1" 3 times per day after 30 seconds of roleplay as per the skill.	22	Death	N/A	N/A	N/A	1x Genetic Transcriptors 1x Nucleaic Adaptors 2x Distilled Pharmacologicals 2x Multicode Nanites 1x Endocrine Analogs 1x Enzymatic Extracts 1x Synaptic Augments 1x Synthetic Hormones 2x Universal Bioplasma
Synaptic Redundancy	Bionic	Bionic Upgrade - not compatable with Cybernetic Systems 2 calls of Resist Hallucinate or Resist Befriend per day	16	N/A	4 Events	6	1x Multicode Nanites 1x Synthetic Proteins 2x Synaptic Augments	2x Protean Zygotes 1x Multicode Nanites 1x Synthetic Proteins 2x Universal Growth Medium 1x Endocrine Analogs 1x Enzymatic Extracts 2x Neural Interlocutors

Name	Delivery	Effect	MWP	Expiry	Maintenance Period	Maintenance MWP	Maintenance Components	Compiled Materials
Causitic Expression Glands	Bionic	Bionic Upgrade - not compatabile with Cybernetic Systems Twice per day may coat a dagger or melee weapon with an excreted venom (10 seconds roleplay) Next strike with that weapon calls Through	16	N/A	4 Events	6	1x Multicode Nanites 1x Recombinant Serum 1x Protease Analogs 1x Synthetic Hormones	2x Protean Zygotes 1x Stable Mutagenics 1x Synthetic Proteins 2x Universal Growth Medium 1x Enzymatic Extracts 1x Protease Analogs 1x Synthetic Hormones 1x Universal Bioplasma

Med-Tech

Tier 3

Name	Delivery	Effect	MWP	Expiry	Maintenance Period	Maintenance MWP	Maintenance Components	Compiled Materials
"E.A.G.L.E" (Enemy Agent Gross Lethargy Enforcer) (Paralysing Blade Venom)	Weapon Poison	Pharmacological. Applied to dagger / melee weapon / arrows. Next 2 hits call Paralyse. Effect wears off weapon after 2 hours, or when weapon is sheathed / dropped / put down.	6	2 Events	N/A	N/A	N/A	1x Refined Pharmacologicals 1x Enzymatic Extracts 1x Neural Interlocutors
Counteragent 17 (Reversal Pills)	Oral - Pills	Pharmacological. Grants the Remove call against the effects of any Expert pharmaceutical or Expert disease affecting the target.	6	4 Events	N/A	N/A	N/A	3x Distilled Pharmacologicals 1x Enzymatic Extracts 1x Neural Interlocutors 1x Synthetic Hormones 1x Universal Bioplasma
Diamond Mind (Possession Proofing)	Dermal Patch	Pharmacological. For the rest of the day you are immune to the call of possession from any source. You feel over confident, self-assured and full of energy.	8	2 Events	N/A	N/A	N/A	1x Refined Pharmacologicals 1x Multicode Nanites 1x Neural Interlocutors 1x Synaptic Augments 1x Synthetic Hormones 1x Universal Bioplasma

Name	Delivery	Effect	MWP	Expiry	Maintenance Period	Maintenance MWP	Maintenance Components	Compiled Materials
Keroxitine syringe (Healing Syringe)	Injection	Pharmacological. Grants the Heal Wound and Restore Endurance 2 calls instantly on target	6	8 Events	N/A	N/A	N/A	1x Distilled Pharmacologicals 1x Endocrine Analogs 1x Enzymatic Extracts 1x Uncoded Nanites
Special operations group fast med compound (SOGFMC) (Healing Serum)	Oral - Solution	Pharmacological. Grants the Restore Endurance 5 call on target 30 seconds after use.	4	8 Events	N/A	N/A	N/A	1x Distilled Pharmacologicals 2x Endocrine Analogs 1x Synthetic Hormones
The Cure (Compound 101) (Omega Resist Serum)	Oral - Solution	Pharmacological. Immune to ALL Focus Powers / Effects for the rest of the day, and cannot use Focus powers.	8	2 Events	N/A	N/A	N/A	1x Refined Pharmacologicals 1x Stable Mutagenics 1x Endocrine Analogs 2x Neural Interlocutors 1x Protease Analogs 1x Synaptic Augments 1x Uncoded Nanites 1x Universal Bioplasma
VX10 (Damaging Serum)	Oral - Solution	Pharmacological. Causes a Wound to the torso 30 seconds after being consumed. This bypasses all Armour.	6	2 Events	N/A	N/A	N/A	1x Refined Pharmacologicals 1x Distilled Pharmacologicals 1x Neural Interlocutors 2x Protease Analogs 2x Synthetic Hormones 1x Universal Bioplasma

Name	Delivery	Effect	MWP	Expiry	Maintenance Period	Maintenance MWP	Maintenance Components	Compiled Materials
Genetic Restoration	Gene Therapy	Removes all existing Gene Therapy effects from the target permanently.	30	Death	N/A	N/A	N/A	2x Genetic Transcriptors 1x Adaptable Nanites 1x Nucleaic Adaptors 2x Recombinant Serum 2x Endocrine Analogs 1x Neural Interlocutors 1x Protease Analogs
Reinforced Dermal Integrity	Gene Therapy	Gene Therapy - Max 2 Gene Therapies on a character. Grants +2 Endurance Not compatible with Instinctive Avoidance Enhancement	30	Death	N/A	N/A	N/A	2x Genetic Transcriptors 1x Adaptable Nanites 1x Universal Biobonders 2x Recombinant Serum 1x Skeletal Stimulants 1x Stable Mutagenics 1x Protease Analogs 1x Synthetic Hormones 1x Uncoded Nanites 1x Universal Bioplasma

Name	Delivery	Effect	MWP	Expiry	Maintenance Period	Maintenance MWP	Maintenance Components	Compiled Materials
Mnemonic Restructuring	Gene Therapy	Gene Therapy - Max 2 Gene Therapies on a character. Grants 1 call of Resist per encounter to be used against any of the following calls: Hallucinate, Possession, Befriend or Pain	30	Death	N/A	N/A	N/A	2x Genetic Transcriptors 1x Adaptable Nanites 1x Multicode Nanites 2x Recombinant Serum 2x Stable Mutagenics 1x Synthetic Proteins 1x Enzymatic Extracts 2x Neural Interlocutors 1x Protease Analogs 2x Synaptic Augments 1x Universal Bioplasma
Subdermal Plateing	Bionic	Bionic Upgrade - not compatabile with Cybernetic Systems Grants +3 Armour Not compatabile with Subdermal Weave	22	N/A	4 Events	8	2x Stable Mutagenics 1x Multicode Nanites 1x Universal Growth Medium 2x Composites	1x Universal Biobonders 1x Multicode Nanites 2x Protean Zygotes 1x Skeletal Stimulants 3x Universal Growth Medium 2x Composites

Name	Delivery	Effect	MWP	Expiry	Maintenance Period	Maintenance MWP	Maintenance Components	Compiled Materials
Synthetic Musculature	Bionic	Bionic Upgrade - not compatible with Cybernetic Systems Grants 2 calls of either Cripple or Crush per day with a Melee Weapon	22	N/A	4 Events	8	2x Synthetic Proteins 2x Protease Analogs 1x Uncoded Nanites 1x Universal Bioplasma 2x Universal Growth Medium	1x Nucleic Adaptors 2x Protean Zygotes 1x Recombinant Serum 1x Synthetic Proteins 1x Neural Interlocutors 1x Protease Analogs 3x Universal Growth Medium
Skeletal Composite Weave	Bionic	Bionic Upgrade - not compatible with Cybernetic Systems Grants 1 call of Resist Repel or Resist Knockdown per encounter	22	N/A	4 Events	8	1x Universal Biobonders 1x Skeletal Stimulants	1x Universal Biobonders 2x Protean Zygotes 2x Skeletal Stimulants 1x Universal Bioplasma 2x Universal Growth Medium 2x Composites

Vrede Tech

Tier 1

Name	Effect	EWP	Compiled Materials	Maintenance Period	Maintenance EWP	Maintenance Components
Vrede Light Energy Shield	4 Armour hits. Genetically keyed so that it can only be used by its owner, and will deactivate permanently on their death.	8	1 x Emitter unit 2 x Battery 2 x Radio transmitter 2 x Organic Circuit 4 x Wiring	N/A	N/A	N/A
Vrede Light Patterned Energy Shield	6 Armour hits. Genetically keyed so that it can only be used by its owner, and will deactivate permanently on their death. If unmaintained, this upgrade will break and this item will revert to a Vrede Light Energy Shield (4 Armour hits).	10	Vrede Light Energy Shield 1 x Powerpack 1 x Emitter unit 1 x Thermoplasma 2 x Battery 2 x Radio transmitter 1 x Liquid gas 1 x Motor 2 x Organic circuit 4 x Wiring	8 Events	2 EWP	1 x Battery 1 x Organic Circuit
Vrede Ominspec	Required for Analysis and Hacking actions using Engineering. Required for Analysis actions using Medicae. Genetically keyed so that it can only be used by its owner, and will deactivate permanently on their death.	4	1 x Organic circuit 1 x Wiring 1 x Metal	N/A	N/A	N/A
Vrede Rifle	Once per encounter may make one of the following calls: Through, Stun, Knockdown or Disable. Genetically keyed so that it can only be used by its owner, and will deactivate permanently on their death.	6	2 x Gun Parts 1 x Battery 1 x Organic circuit 1 x Metal 2 x Tubing	4 Events	1 EWP	1 x Tubing

Vrede Tech

Tier 2

Name	Effect	EWP	Compiled Materials	Maintenance Period	Maintenance EWP	Maintenance Components
Vrede Medium Energy Shield	6 Armour hits. Genetically keyed so that it can only be used by its owner, and will deactivate permanently on their death. If unmaintained, this upgrade will break and this item will revert to a Vrede Light Energy Shield (4 Armour hits).	10	Vrede Light Energy Shield 1 x Emitter unit 1 x Thermoplasma 2 x Battery 1 x Refined oil 2 x Radio transmitter 1 x Liquid gas 1 x Motor 2 x Organic circuit 4 x Wiring	8 Events	2 EWP	1 x Battery 2 x Wiring
Vrede Medium Patterned Energy Shield	8 Armour hits. Genetically keyed so that it can only be used by its owner, and will deactivate permanently on their death. If unmaintained, this upgrade will break and this item will revert to a Vrede Light Energy Shield (4 Armour hits).	12	Vrede Light Patterned Energy Shield 1 x Powerpack 1 x Emitter 2 x Thermoplasma 2 x Battery 2 x Refined oil 2 x Radio transmitter 2 x Liquid gas 1 x Motor 2 x Organic circuit 4 x Wiring	8 Events	3 EWP	1 x Battery 1 x Organic Circuit 2 x Wiring
Vrede Melee Weapon	Once per encounter may make one of the following calls: Cripple, Disable or Knockdown. Genetically keyed so that it can only be used by its owner, and will deactivate permanently on their death.	6	1 x Emitter unit 1 x Powerpack 1 x Organic circuit 3 x Metal	4 Events	1 EWP	2 x Metal
Vrede Pistol	Once per encounter may make one of the following calls: Blast or Flaming. Genetically keyed so that it can only be used by its owner, and will deactivate permanently on their death.	8	1 x Emitter unit 1 x Gun Parts 1 x Battery 1 x Organic circuit 1 x Metal 1 x Tubing	4 Events	1 EWP	1 x Tubing 1 x Metal

Vrede Tech

Tier 3

Name	Effect	EWP	Compiled Materials	Maintenance Period	Maintenance EWP	Maintenance Components
Vrede Bioscanner	Allows a Vrede to: Analyse Pharmaceuticals without the Medicae skill. Takes 60 seconds roleplay to analyse. Perform Medicae Analysis on a character. Takes 10 seconds of scanning roleplay. Genetically keyed so that it can only be used by its owner, and will deactivate permanently on their death.	8	1 x Scanner 1 x Battery 2 x Organic circuits 1 x Liquid gas 2 x Metal 2 x Wiring 1 x Glass	4 Events	1 EWP	1 x Battery
Vrede Heavy Energy Shield	8 Armour hits. Genetically keyed so that it can only be used by its owner, and will deactivate permanently on their death. If unmaintained, this upgrade will break and this item will revert to a Vrede Light Energy Shield (4 Armour hits).	12	Vrede Medium Energy Shield 1 x Emitter unit 2 x Thermoplasma 2 x Battery 2 x Refined oil 2 x Radio transmitter 2 x Liquid gas 1 x Motor 3 x Organic circuit 4 x Wiring	8 Events	3 EWP	1 x Battery 1 x Radio Transmitter 2 x Wiring
Vrede Heavy Patterned Energy Shield	10 Armour hits. Genetically keyed so that it can only be used by its owner, and will deactivate permanently on their death. If unmaintained, this upgrade will break and this item will revert to a Vrede Light Energy Shield (4 Armour hits).	14	Vrede Medium Patterned Energy Shield 1 x Powerpack 2 x Emitter 2 x Thermoplasma 2 x Battery 2 x Refined oil 2 x Radio transmitter 3 x Liquid gas 2 x Motor 3 x Organic circuit 4 x Wiring	8 Events	4 EWP	1 x Battery 1 x Organic Circuit 1 x Radio Transmitter 1 x Wiring