

## Headset

Headsets allow up to a dozen people to exchange video and audio transmissions in real time. A curved holoscreen hovers at eye level, permitting you to see what the tiny cameras on your teammates' headsets are seeing.

You manipulate its controls and settings with nearly imperceptible head motions. With a flick of your neck, you fire up or close the screen. You can zoom in or out and, through a connection to your ship's computer, conduct analysis of what you see with the Imaging ability.

Models of headset preferred by Lasers usually incorporate tethers.

*Ashen Stars, p. 125*

**Cost:** standard

## Personal Bluffer

This small chip, which can be attached to a piece of jewelry or another piece of technology, emits a beam that interferes with video and audio recording devices. It reduces to a pixelated mess the input of stationary cameras, headsets, and other surveillance tech.

*Ashen Stars, p. 124*

**Cost:** Preparedness 6

## Transmit Modder

This technology, found either as part of a ship's comms console or as a plug-in to a handheld device, allows the user to break into a transmission and alter its content in real time. A skilled operator is required to manipulate its dizzyingly complex set of simulation algorithms to realistically compensate for the actions of the subjects.

Using the device tests *Communications Intercept* against a Difficulty ranging from 4-8, depending on the extent of the modification required.

*Ashen Stars, p. 125*

**Cost:** 2

## Meglight Whacker

This is a meglight (a 25th century flashlight) mounted in a baton. Its beam is as fully manipulable as the standard meglight, with the touch controls located in the handle of the baton. Like an ordinary baton, its damage modifier is -1.

A meglight is capable of emitting a light beam bright enough to be seen from orbit. On the other end of the intensity scale, it can fill a room with diffuse, barely perceptible light. You can also adjust the color of the light (even to ultra-violet and infra-red). When a living creature appears in the beam, the meglight alters its intensity to prevent eye damage.

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**Cost:** Standard

## Rosetta Chip

Like anyone who moves between worlds and cultures, you have a tiny earpiece surgically implanted in your ear. It translates alien languages so automatically that its users tend to forget it's even in place. Translation algorithms have their quirks. Certain races seem to speak with distinct accents, for example. Aside from that, you'd never know there was another language in the galaxy other than Comblish. Or Rrk-Rrk, or whatever your mother tongue might happen to be.

*Ashen Stars, p. 126*

**Cost:** standard

## Meglight

A meglight is a 25th century flashlight. The light is typically housed in a small chrome cylinder. A dial-less touch surface allows the user to adjust the beam's scope and intensity. Pattern detecting sensors analyze movements in the beam. When a living creature appears in the beam, the meglight alters its intensity to prevent eye damage. Otherwise, it is capable of emitting a light beam bright enough to be seen from orbit. On the other end of the intensity scale, it can fill a room with diffuse, barely perceptible light. You can also adjust the color of the light, even to ultra-violet or infra-red.

*Ashen Stars, p. 135*

**Cost:** Standard

## Unireader

Though often found as a standalone device looking like a high-tech set of spectacles, your unireader is probably a plugin that interfaces with your headset. It allows you to decode any documented written script. Through its lenses or holographic screen display, the words appear to you in Comblish.

You can always switch to a natural view if for some reason you need to examine the actual letter or glyph forms.

*Ashen Stars, p. 126*

**Cost:** standard

## Bioprocess Suspenders

A shot of this viral serum, administered with an osmotic puncher arrests the condition of a dead body, preventing it from undergoing further decomposition. It works on biological persons or on animals. Any insects, parasites, microbes or other biological scavengers feeding on the corpse are killed and also preserved in their current condition as of the administration of the bioprocess suspender.

*Ashen Stars, p. 133*

**Cost:** standard

## Espresso

This device delivers a tiny electric jolt when applied to the skin of any humanoid organism. The jolt stimulates the patient's nervous system, causing an immediate awakening from sleep or unconsciousness caused by non-lethal disruption damage. If out as the result of a failed Unconsciousness roll, the recipient wakes up with 1 point in her Health pool. For up to half an hour afterwards, the subject feels highly stimulated, as if under the effect of four or five espresso shots - hence the name. The espresso exerts no effect on subjects who are already conscious when the jolt is applied.

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**Cost: standard**

## Osmotic Puncher



This device looks like a pen attached to a serum bottle. This futuristic equivalent of a hypodermic needle sends vaccines and serums, including viral treatments, directly into the bloodstream without breaking the skin. The puncher is most often placed on the patient's upper arm. Any thick muscle will do.

The osmotic puncher leaves a tiny depression which can be detected on a Forensic Anthropology examination.

*Ashen Stars, p. 133*

**Cost: standard**

## Deflector

A device the size of a ping-pong ball emits a field of inertiadampening energy. Gyroscopic sensors shut it on and off throughout any hand-to-hand fight. When you attack, the inertia effect cuts out. When you're hit, it switches on, deflecting some of the blow's force.

Your Hit Threshold against Scuffling attacks and projectiles increases by 1.

It is ineffective versus Disruptor attacks.

*Ashen Stars, p. 133*

**Cost: 1**

## Foiler

A foiler is a small translucent strip installed on the roof of your mouth. It renders you immune to the effects of electro-muscular disruption weapons, such as the 21st century taser. Foilers are more than just standard effector equipment. They're ubiquitous throughout the Bleed, and have been ever since the Combine first encountered the durugh. The foiler thwarts a then-common Durugh weapon. Kids get their first foilers as a part of regular dental treatment.

*Ashen Stars, p. 133*

**Cost: standard**

## Holomask

The holomask is a lightweight mesh of artificial fibers worn over one's clothes. When activated, it produces an obscuring hologram that follows your movements, effectively altering your appearance.

Your assumed form appears credibly real from a distance. Up close, any trained eye can spot the telltale glitches and defects in a holomask display.

If you have the Imaging ability, you can spot a holomask at a distance of 4m or less. On a 1-point spend, you can spot them within 10m; on a 2-point spend, at any visual distance.

*Ashen Stars, p. 134*

**Cost: 4**

## Pheroalarm

This device emits an visual and/or auditory alarm when a vioware user emits an enhanced pheromone within 50m. The alarm may sound directly or give off a flashing light, or feed an otherwise inaudible signal to the user's headset. Alarm output can be streamed to any number of linked headsets.

A user in physical contact with the pheroalarm can then use Energy Signatures to pinpoint the individual emitting the pheromone.

*Ashen Stars, p. 134*

**Cost: Preparedness 4**

## Pheroblocker

This device performs as a pheroalarm and matches its physical characteristics. It also emits a harmonizing brainwave pattern granting all humanoids within 50m immunity to the effects of pheromone-based vioware effects.

PCs spend 1 Energy Signatures point to activate the canceling effect and keep it active for one interval.

This alarm emits an visual and/or auditory alarm when a vioware user emits an enhanced pheromone within 50m.

*Ashen Stars, p. 134*

**Cost: 2**

## Pherodetector

This device looks like a hypodermic needle and syringe with attached electronic readout. It is used to draw and test blood samples for signs of pheromone influence. When used by someone with the Forensic Anthropology ability, it reveals whether the subject has been exposed to vioware-enhanced pheromones during the last 24 hours. If the subject succumbed to influences he might otherwise have resisted, the readout may reveal that as well - possibly pinpointing the time of exposure, give or take thirty minutes.

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**Cost: Preparedness 4**

## Popper

This consumable device channels sudden bursts of energy into a micro-generated quantum flux dimension. Most often worn on an armband, it looks like a futuristic version of a blue bicycle light encased in a shiny chrome housing.

When you are struck by NLD energy, the device neutralizes its effects. Your Hit Threshold remains as is; you are considered not to have been hit by NLD fire.

Poppers burn out after a single use. A burned-out popper can't be repaired, only replaced.

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**Cost: standard/1 per 3**

## Snower

This small device, when attached to a piece of communications equipment, prevents it from broadcasting. Cybernetically implanted comm devices are deactivated with a snower unit built into a shackle or damage-resistant armband.

*Ashen Stars, p. 135*

**Cost: Preparedness 5  
(shackle Preparedness 7)**

## Spacesuit

Environmental suits to protect humanoids from space's cold vacuum are lighter and more durable than the original designs created during the first jaunts into space, but the basics are still in place: helmet, padded body suit, and breather system. Attachments and modifications make them suitable either for spacewalks, or for groundbound activities on planets without atmospheres, or whose air is too toxic to safely breathe. Your ship's lockers contain plenty of each.

Most activities with a physical component become harder when wearing a spacesuit.

*Ashen Stars, p. 135*

**Cost: standard**

## Holo Layout

A holo layout is the playback mechanism for any holographic recording, or holo. It consists of a console mechanism, about the size of an early 21st century netbook, which includes the stored media and a wireless broadcaster. Three or more chrome pole-like structures are arranged in a large empty space.

To stage a full-scale recreation of the recorded events, you need as much floorspace as the original scene. Alternately, you can downscale the holo playback so that miniature versions of the participants appear on a shrunken staging area.

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**Cost: Standard**

## Snails

Snails are holographic recording devices, housed in polyplastic casings that often resemble spiral shells. They record audio and video data. For holographic reproduction, you need to place at least three snails at specific angles in the location you're placing under surveillance. Blind spots where the snails fail to triangulate may leave empty or distorted spaces in your later holographic recreation.

In addition to the standard shell-shaped device, you can acquire snails disguised to look like everyday objects. These require Preparedness tests.

*Ashen Stars, p. 135*

**Cost: Standard/Prep. 4**

## Tether

Your main tool as you unravel the mysteries of the Bleed is your tether, a virtual handheld device consisting of an interactive holographic display. Lasers fully integrate their tethers with their headsets.

The tether display is a curved screen floating in empty air. You can shrink, enlarge or reshape the screen as you require. Think of it as a non-physical computer screen operated by gesture.

The tether is the omnipresent device of 25th century technology.

*Ashen Stars, p. 136*

**Cost: Standard**



## Mor Sohn

A mor sohn weighs 250 g and looks like a complicated child's ball. It consists of a series of tiny chrome globes arranged to form a larger ball.

While in use its translucent fibers connecting the balls fill with diffuse, cloudy steam. The fiber glows in a quickly shifting pattern of colors.

*Ashen Stars, p. 145*

**Cost: 1 (replacement)**



## Arc-Zapper Disruption Accessory



When you hit a target with a lethal disruption blast, its excess energy leaps to the humanoid standing nearest to your target. Roll a die; on an odd result, the secondary target takes a non-lethal disruption blast.

You may turn this option on or off from one shot to the next without penalty.

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**Cost: 1**

## Aversionizer

### Disruption Accessory



An additional brainwave frequency appended to the beam modulation of your non-lethal disruption blast imprints a post-hypnotic suggestion in the mind of any target you hit. For the remainder of the scenario, the target feels a profound aversion to any act of direct physical violence against you, or anyone he associates with you. In your case, this means your Laser crew. The target may arrange for harm to come to you second hand, but can't take part in person, or be present for any subsequent rough stuff.

*Ashen Stars, p. 144*

Cost: 1

## Baton

Batons are the Bleed's clubbing weapon of choice. They come in various configurations, sizes, and designs.

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Cost: Standard

## Beaconator

### Disruption Accessory



A Beaconator kit modifies the frequency of your disruption beam so that it serves as a genetic scanner, transmitting information on a successfully struck target back to your gun. It then homes in on the identified DNA signature. When you hit any organic creature, its Hit Threshold drops by 1 against you for the remainder of the combat. You can transmit this targeting information to anyone whose headset is connected to yours. Anyone else in your headset loop also fires against the lowered Hit Threshold value, provided that they're also firing disruption weapons.

*Ashen Stars, p. 144*

Cost: 2

## Crick-Cracker

### Disruption Accessory



If you strike a target wearing multiple poppers, all of them burn out at once. The target gains the protective benefits of only one popper.

*Ashen Stars, p. 144*

Cost: 1

## Disruption Grenade

This baseball-sized weapon emits a burst of non-lethal disruption energy after it is set and thrown. As your action in a combat, make an Athletics test against the Hit Threshold of a target within 30m. If successful, the target is struck by NLD fire. All organic creatures within 3m of the target make Difficulty 6 Athletics tests or take an NLD hit. All organic creatures who are more than 3m but less than 10m from the target make Difficulty 4 Athletics tests or suffer the same effect.

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Cost: Preparedness 6

## Disruptor Pistol



Disruption pistols are the default ranged weapon of Combine space.

Disruption pistols may be set to disrupt (emit an NLD blast) or to kill. When set to kill, the pistol deals a die of damage on each hit. Switching to lethal mode costs you 1 Shooting point each time you do it. It never costs you to switch from lethal to disrupt.

Disruption pistols have a range of 25m.

*Ashen Stars, p. 143*

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*Ashen Stars, p. 143*

**Cost: Standard**

## Disruptor Rifle



Disruption rifles work exactly like their pistol counterparts, except that they have a longer range of 150m. They can't be concealed and must be carried or slung across the user's back.

*Ashen Stars, p. 143*

**Cost: Preparedness 4**

## Distractor Beam

### Disruption Accessory



This frequency modification alters your non-lethal disruption blasts so that they interfere with the neurochemicals governing hand-eye coordination. After being hit by a blast, the target increases the Hit Threshold of all of his Shooting attempts by 1 for the remainder of the combat. Further distractor beam hits, from you or any other combatant, do not further penalize a target's Shooting tests.

*Ashen Stars, p. 144*

**Cost: 1**

## Fritz-Baton

This high-end baton counters the Deflector protection device. When you Scuffle with an opponent wearing the device, your first successful hit using the Fritz-Baton deactivates it for the rest of the current interval. This reduces the opponent's Hit Threshold by 1.

*Ashen Stars, p. 142*

**Cost: 1**

## Gun-Nanny

### Disruption Accessory



The gun-nanny consists of a micro-camera connected to a chip running a sophisticated risk matrix algorithm. It activates when you switch your weapon to lethal mode. Whenever you aim at a target, it calculates the potential public relations risks of killing that target. If it determines the risk to be significant, it sends an unmistakable chiming sound to your headset. The chime in effect asks the question, are you sure you want to do that?

*Ashen Stars, p. 145*

**Cost: 1 (whole Crew)**

## Insureshield

An insureshield is a small electronic device which can be attached to any hand-to-hand weapon, bladed or blunt. You can also wear an insureshield as an anklet, bracelet, armband, or boot accessory, modifying your punches and kicks. An insureshield guarantees that the victim of your blows is stunned and not permanently injured or killed.

A chip in your insureshield maintains a log every time it is turned off. This log can be used as evidence to protect your reputation when you are falsely accused of using lethal force against suspects.

*Ashen Stars, p. 142*

**Cost: Standard**

**Revealer**

## Disruption Accessory



When a disguised or shape-shifting target is struck by your NLD beam, the target's true form is briefly revealed in the flash.

The revealer pierces holomasks, shows the presence of discarnate possessing entities, displays the default form of shape-changing aliens, and reveals what the subject would look like without its cybernetic or viroware enhancements.

*Ashen Stars, p. 145*

Cost: 1

**Serenitizer  
Archer-1000**

## Disruption Accessory



When your weapon hits an opponent in non-lethal mode, the blast fries the circuitry governing his own disruption weapons. They are no longer capable of firing in lethal mode.

*Ashen Stars, p. 145*

Cost: 1

**Serenitizer  
Sensei-1000**

## Disruption Accessory



When your weapon hits an opponent in non-lethal mode, a nimbus of energy surrounds the target, causing all of his Scuffling attacks for the remainder of the combat to be made as if he was using an insureshield.

*Ashen Stars, p. 145*

Cost: 1

**Stockholmer**

## Disruption Accessory



This modification adds an additional brainwave frequency to your non-lethal disruption beams. If rendered unconscious and then revived, any subject of your attacks will receive a neurochemical reward from his dopamine system by cooperating with you.

Any clues the character might be primed to dispense become available to you with the use of the Reassurance ability. When you spend Interpersonal points to gain any benefit from the character, including additional information, you regain those points at the end of the scene.

*Ashen Stars, p. 145*

Cost: 1

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