

Utility Tarp: This paper-thin sheet of opaque, waterproof composite measures a little over three meters on a side, with a small three-state control strip along one edge. In its first state, the tarp is limp and can be folded into a fist-sized bundle. In its second state, the tarp becomes semi-rigid and can be molded into any desired shape. In its third state, the tarp hardens to support as much as five hundred kilos of weight and cannot be shaped. Anyone able to reach the control can change the tarp's state. Eight points of damage will break a utility tarp and render it useless.

Vacc Suit, Pretech: These suits are uncommon, as most trans-stellar traffic with the core worlds took place through the orbital habitats. Still, some have been found in equipment dumps intended for interstellar shipment.

The suits are effectively skin-tight and transparent by default, though they respond to Link commands to change colors and outlines. The wearer's head is bubbled by an unseen tension field that maintains pressure while allowing eating and drinking. The suits can be worn beneath armor and normal clothing without difficulty, and are quite comfortable to wear for extended periods of time. So long as they remain powered, they recycle air and water for the user and render them immune to gases, contact toxins, and radiation weaker than once-per-minute saves. The suits self-seal if torn. A single type A power cell fuels a vacc suit for one day.

Water Filter: Every hunter worth his spear knows the usual tricks for purifying tainted water with charcoal and certain types of Old Terran cloth, but a proper Old Terran water filter is far more reliable. A single filter can clean up to 10 rations of dirty water per day.

STIMS

<i>Stim</i>	<i>Cost</i>	<i>TL</i>
Cure	100	5
Cyst	50	4
Lifestyle	30	4
Patch	25	4
Morph	100	5
Purge	100	5
Rage	100	5
Rush	50	5
Stims weigh a negligible amount.		

Stims were ubiquitous in the world before the Scream. These small skin-spray applicators were sold over the counter and in unwatched corners, elaborate cocktails of exotic bioactive nanites and alien pharmaceuticals used to soften the rough edges of a day, provide quick physical adjust-

ments, or handle medical problems. Stims and related medical tech were some of the few examples of cutting-edge Mandate technology that were commonly allowed among the populace. The following are just a handful of the more common varieties found in ruins and long-lost caches.

Many stims are found in their original packaging, giving even illiterate characters a good idea of their function. Those characters with active Link implants can always identify a stim and its function. Other stims are found loose and can only be identified by the same methods used to identify Enigmatic devices.

Almost all stims were designed around a basic, reliable medical core. Developers found it easier to simply reuse this common framework as the vector for whatever special effect they wished to produce- not only was it predictable in its effects, but it also helped ensure that the user would be treating any drastic medical emergency even if they didn't realize their danger. Only a few black market or experimental combat stims omitted this basic framework.

All stims require an action to apply, either to oneself or another, and a character can only use one stim per round. Every stim heals 4 hit points of damage plus the subject's Constitution modifier. If the subject has been mortally wounded within the past six rounds, the

stim will wake them with 1 hit point, and they will be able to act normally on their next turn.

Using a stim to heal or revive a mortally wounded character adds 1 point of System Strain to the user, as explained in the Mutations chapter. If the strain would exceed the target's Constitution score their body simply cannot handle the stress of additional medical modifications and the stim has no effect. If a character simply applies a stim while having no need for healing this cost is not incurred.

A subject can be under the effect of multiple stims at once, but the bonus from any given stim is only applied once.

Cure Stim: A broad-spectrum panacea for almost any illness, a Cure stim application adds 1 additional System Strain point and immediately cures any conventional disease. Against gengineered bioweapons, a Cure stim simply allows for an automatic reroll on the next failed save to throw off the sickness. A Cure stim will also repair 1d4 points of Constitution lost to radiation damage. Cure stims were common in the world before the Scream. Unfortunately, they were also some of the most widely used stims, resulting in their rapid depletion and modern scarcity.

Cyst Stim: These large red stims were uncommon, usually kept in emergency first aid kits or in the equipment of Old Terran security staffers. They augment the standard medical framework with a number of boosted repair protocols and stabilization subroutines. When applied to a subject, the target immediately falls into a coma as a crusty, translucent amber cyst forms around them. The cyst remains for 12 hours before crumbling away and awakening the subject with all hit points restored. Any injury done to the subject before that time is up will awaken them immediately and negate the benefits of the stim. Use of a Cyst stim is stressful to a subject's body, and adds 2 additional System Strain points. The stim only works on cooperative or unconscious subjects.

Patch Stim: The Old Terran equivalent of aspirin, these simple stim tabs were favored for every headache, minor laceration and surge of dyspepsia that a citizen might experience. They provide the usual effects of a stim along with a mild sense of well-being for six hours.

Lifestyle Stim: These relatively common stims served as vectors for a host of lifestyle-oriented products. Most of them have minor effects that are difficult to predict without the History or Business skill and knowledge of long-lost advertising campaigns and popular product lines. When it matters, the GM might choose or roll an effect from the following table.

LIFESTYLE STIM EFFECTS	
1d10	Result
1	All body hair falls out, and won't grow until a Purge stim is taken.
2	Nanite scrubbers leave the character perfectly clean and fresh, and maintain this state for a week.
3	Brightly-glowing political or social affiliation tattoos form. They last for a week and emit light out to a 10 meter range when uncovered.
4	The character is wreathed in a subtle but exquisite fragrance for a week.
5	Head hair grows one meter in under a minute.
6	The character can comfortably ignore any Terran temperature or climate for a week
7	The character is put in a subtle but noticeable good mood for a week
8	Roll 1d6; on 4+ it's a contraceptive that lasts until a Purge stim is used. On a 3- it's a fertility stim that will automatically induce conception in the user or partner after their next encounter. The user is unaware of these effects unless they are equipped with a Link.
9-10	The stim has no noticeable additional effect

Morph Stim: Popular among the more decadent members of Old Terran society, morph stims were meant to allow the user to temporarily experience life in a very different shape. Depending on the brand and original marketing of the stim, it is loaded with the humanoid shape template of a pop culture figure, anthropomorphic animal, alien species, or more exotic figure. On taking the stim, the user must remain still for ten minutes as the nanites produce rapid

alterations in the user's physical form, temporarily endowing them with the shape templated on the stim.

The appearance is purely cosmetic and does not alter the user's attributes or statistics. The alteration adds 3 System Strain points to the subject and does not work on an unwilling user. The new shape lasts for 72 hours. Those with a TL5 toolkit and at least level-2 expertise in Tech/Medical or Tech/Pretech can reprogram a morph stim with DNA taken from a particular subject, granted a day's time to perform the tweak.

Purge Stim: Originally intended to cure accidental nanite poisoning, negative pharmaceutical interactions and other forms of intoxication, use of a Purge stim counts as 2 successful saving throws against any toxin currently affecting the user. If their total successful saving throws equals or exceeds the toxin's Virulence, its effects end. It also immediately cures hangovers, drunkenness, and 1d6 Toxin points for those who have eaten contaminated food. Purge stims also automatically end the effects of any current lifestyle stims.

Rage Stim: A few tabs of this illicit combat stim sometimes slipped out of the Mandate's security apparatus and could be found in the hands of rebels and black market dealers. Rage stims drive the user into a relentless, focused fury. For each round a Rage stim is in effect, the user may roll twice on all attack rolls and take the better result. Their armor class suffers a +4 penalty while this fury is in effect, though, as they grow heedless of their own personal safety. NPCs gain a Morale of 12 while under the effect of Rage. The stim lasts for 2d6 rounds and adds 1 additional point of System Strain to the user.

Rush Stim: While ostensibly intended for use in sporting events and for personal recreation, the effects of a Rush stim are also useful in combat. The stim induces an immediate feeling of euphoria and unflinching confidence. This vivid determination helps the character fight through pain and panic, granting 10 bonus hit points and a +1 bonus on all social skill checks. These benefits vanish after the stim wears off in ten minutes. If the loss of the temporary hit points would bring the character below 1 hit point, they fall unconscious for five minutes before waking up with 1 hit point left. NPCs under the effect of a Rush stim gain a +2 Morale bonus.