Equipment & Resources

Weapons - Riddick’s arsenal is ever-changing and often improvised, but a few stand-outs

Twin Ulak Blades:

Curved knives of Necromonger origin, which he picked up during the Crematoria escape. These became his signature melee weapons – he wields them with surgical brutality. The Ulaks are short scythe-like blades ideal for close combat and throwing.

Shivs and Daggers:

He is almost never without a shiv (a sharpened shank or knife). In every prison, he crafted or stole blades. He carried a dagger on M6-117, and on "Not-Furya" he fashioned knives from the bones of alien creatures. Blades are his comfort weapon.

Firearms:

While not his preference, Riddick is skilled with guns. He has used shotguns, rifles, and pistols when needed. For instance, he commandeered Johns’s sniper rifle in "Not-Furya" to pick off mercs from a distance, displaying excellent marksmanship. He’s also used Necromonger energy weapons (in 2583, he shoots a Necromonger rifle to cover Kyra’s escape). If armed with heavy firepower, he can be as lethal as any soldier – he just usually opts for a more hands-on approach.

Bow and Poisoned Bolts:

On the “Not-Furya” world, Riddick constructed a makeshift bow and dipped bolts in Mud Demon venom to silently take down mercenaries. This ingenuity shows he can adapt weapons based on environment.

Teacup:

Worth mentioning as legend – on Kublai Khan, Riddick kills a fierce creature using a metal teacup, and on Crematoria he threatens to do the same to a merc. It underscores that literally anything can be a weapon in Riddick’s hands.

Vehicles - Riddick doesn’t own vehicles long-term; he acquires them as needed:

He has piloted various spaceships – from small skiffs to huge Necromonger capital ships. After escaping Butcher Bay, he stole a ship (which led into the Dark Athena incident). To escape M6-117, he took the old skiff to leave the planet. In order to leave "Not-Furya", he departs in a mercenary dropship (with Johns and Dahl aboard). During his time as Lord Marshal, he had command of the Necromonger flagship and fleet, though he left it behind when searching for Furya. Riddick is a competent pilot but often just hijacks whatever transport is available.

On land, he’s used whatever ground vehicles come up – e.g., On "Not-Furya", the mercs had Warthogs (hoverbikes/ATVs); he told Boss Johns: "I'll ride it like I stole it." He is also perfectly content on foot, with endurance to trek for miles over rough terrain.

Tools/Gadgets

Goggles:

His most iconic personal gear. The goggles are modified welding goggles that shield his eyes. They’re practically part of him; he keeps them around his neck when not in use.

Utility Straps:

Riddick often wears belts or straps that hold lock-picks, throwing knives, or small pouches. In prison, he hid tools on his person to aid escapes.

Necromonger tech (briefly):

As Lord Marshal, he had access to their advanced technology – for example, he wore their armor with HUD displays and used their ident discs. However, after betrayal, he lost most of that.

Boot knives and hidden blades:

He commonly keeps a knife in his boot or behind his back. One example: on Crematoria, even when captured, he had a blade to pick his cuffs.

Holographic Beacon:

While on "Not-Furya", he managed to activate a remote emergency beacon to signal mercs by powering up an old mercenary station. Not exactly a gadget he carried, but shows his ability to use technology around him.

- Generally, Riddick is low-tech: his greatest “tool” is his body and senses rather than fancy gadgets.

Important Personal Items

Riddick travels light. Beyond his weapons and goggles, he has few personal mementos:

Possibly the knife Jack/Kyra had (she carried a shiv possibly given by him; after her death, he may have kept it, though it’s not shown).

He once wore Imam’s rosary beads for a short time after Imam’s death as a token of respect. Otherwise, sentimentality is rare for him.

The Necromonger crest ring or emblem of the Lord Marshal might have been in his possession, but if so he likely discarded it when betrayed. Riddick’s philosophy is that “the chain that you can’t see can hold you down” – he won’t encumber himself with items that could be liabilities.

Financial Resources:

Virtually none. As a fugitive, Riddick doesn’t maintain bank accounts or wealth. Any money he took (like merc bounties or loot) would be spent on supplies or bribes quickly. During his brief rule of the Necromongers, he technically had an empire’s resources at his command, but he never got to utilize them for personal gain.

Once on his own again, he lives off the grid entirely – stealing fuel, weapons, and necessities on the move. The concept of currency is almost irrelevant to him; in one instance he paid for an illegal surgery with cigarettes, not credits. His self-sufficiency is his resource. The only time he was “rich” was as Lord Marshal, and he abandoned that position in pursuit of Furya. Now, his “resources” amount to whatever he can scavenge or the rare help an ally might provide (e.g., Johns providing transport).