

EVERYDAY TECH	Complexity/GP	Description
Breather	Min/1	Converts CO <sub>2</sub> into oxygen or provides 2 hours of air.
Cold Suit	Min/1	Protects against -100 C.
Ecto	Min/1	External version of mesh inserts, minus the internal medical sensors.
Grip Tape	Min/1	Sticky nanotape used to adhere gear to any surface.
Holographic Projector	Min/1	Projects 3D, HD, ultra-realistic images/video. +20 to Perceive as fake w/in 20 m.
Micrograv Shoes	Min/1	Shoes w/ velcro or magnetics to walk in micrograv.
Nuclear Battery	Min/1	Power from radio-isotope decay for years.
Portable Sensor	Mod/2	Portable/wearable sensor system of one type (lidar, radar, x-ray, etc.).
Smart Clothing	Min/1	Can change color, texture, and cut. +10 Infiltrate, +30 covered and stationary.
Solar Charger	Min/1	Portable unit unfolds into solar panels for (re)charging electronics/batteries.
Specs	Mod/2	Glasses/goggles that provide enhanced vision. +10 Perceive.
Standard Battery	Min/1	Rechargeable, good for hundreds of hours.
Tools (Kit)	Min/1	Portable, applies to specific skill.
Tools (Shop)	Mod/2	Fits into large vehicle, applies to specific skill.
Tools (Facility)	Maj/3	Non-mobile, applies to specific skill.
Utilitool	Min/1	All-purpose smart-material tool.
Viewers	Mod/2	Long-range version of specs. 50x magnification, directional microphone. +10 Perceive.
Wireless Energy Transmitter	Min/1	Charges devices within 20 m.