

NANOTECH GEAR	Complexity/GP	Description
Ego Bridge	Mod/2	Upload from/download to biological brains.
Healing Vat	Maj/3	Heal/cure biomorphs, customize/augment morph.
Med Scanner	Min/1	Scans health, diagnosis w/Medicine: Forensics/Paramedic/Veterinary at 60, detect nanobots as nanodetector.
Nanobandage	Mod/2	Heals 1d10 damage an hour or 1 wound per day.
Nanodetector	Min/1	Detects nanobots, Exotic Skill: Nanobot Detection 40 (70 w/active swarm), Know: Nanotech 60.

HIVES	Complexity/GP	Description
General Hive	Maj/3	Can produce any swarm w/blueprints.
Specialized Hive	Mod/2 or Maj/3	Makes/maintains one swarm type.

NANOFABRICATORS	Complexity/GP	Description
Small Fabber	Min/1	Fab very small items.
Medium Fabber	Mod/2	Fab small items.
Large Fabber	Maj/3	Fab medium items.
Minifac	Rare/—	Industrial-scale nanofab.

SPECIALIZED FABBERS	Complexity/GP	Description
Autocook	Min+/1+	Fab food and drink only.
Specialized Fabber	Min/1	Fab 1 specific item type only.