

900x500

SHIP ENGINE

Engine for the new and improved Dawnchaser

BASE BLUEPRINT STATS

Engineering

Materials: 200g of Engineering Materials

Difficulty: 60%

Inspiration: 5%

Completion: 4000

BASE ITEM STATS

Materials: 200kg of Engineering Materials

Labor: 120h Manual, 100h Skilled

Requirements: Forge

Creates an engine specifically fitted for the Dawnchaser.

Designed to consume **Fuel Cells**.

- Allows the ship to maintain an **average speed of 15kmph**.
- Consumes **20 Fuel Cells** per hour of travel.
- Has additional space for potential improvements with some portion dedicated to speed of vessel **Improvement Capacity (75/100)**.

FINAL BLUEPRINT STATS

Engineering

Materials: 200g of Engineering Materials

Difficulty: 60%

Inspiration: 5%

Completion: 4000

FINAL ITEM STATS

Materials: 200kg of Engineering Materials

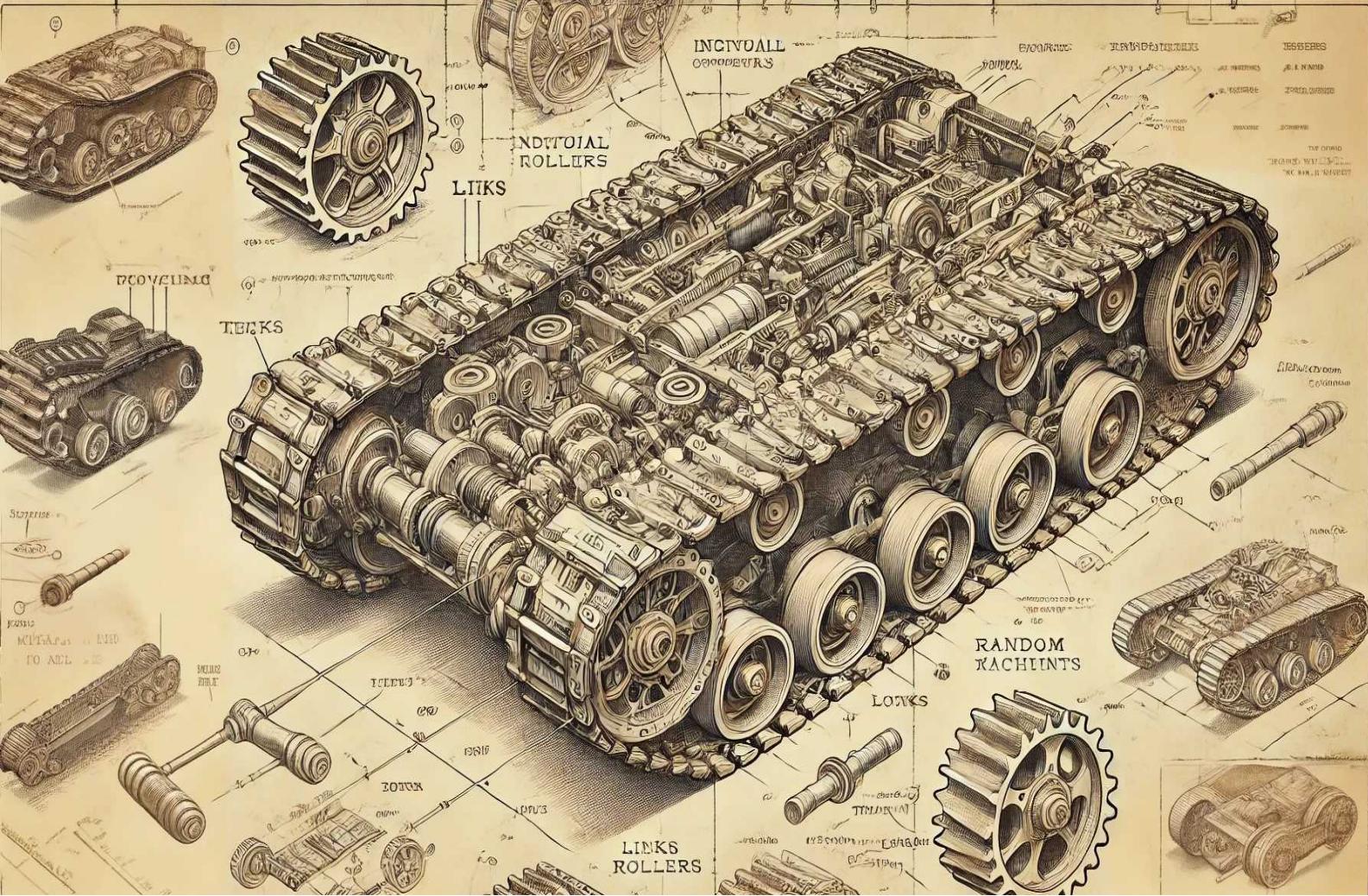
Labor: 120h Manual, 100h Skilled

Requirements: Forge

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- Allows the ship to maintain an **average speed of 15kmph**.
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ALL-TRACK PALETTES

A set of wheels and tracks to turn the Dawnchaser into an all terrain, wind independant vehicle.

BASE BLUEPRINT STATS

Engineering

Materials: 1500g of Engineering Materials

Difficulty: 65%

Inspiration: 1%

Completion: 2700

BASE ITEM STATS

Materials: 250kg of Engineering Materials

Labor: 70h Manual, 40h Skilled

Requirements: Forge, Engine, Reinforced hull, Drydock

A set of wheels and tracks to turn the Dawnchaser into an all terrain, wind independant vehicle.

- Allows the ship to maintain an **average speed of 13kmph on Sand**.
- Allows the ship to maintain an **average speed of 13kmph on Flatland**.
- Speed will be modified based on the terrain difficulty.
Treated as human travel.

FINAL BLUEPRINT STATS

Engineering

Materials: 1500g of Engineering Materials

Difficulty: 65%

Inspiration: 1%

Completion: 2700

FINAL ITEM STATS

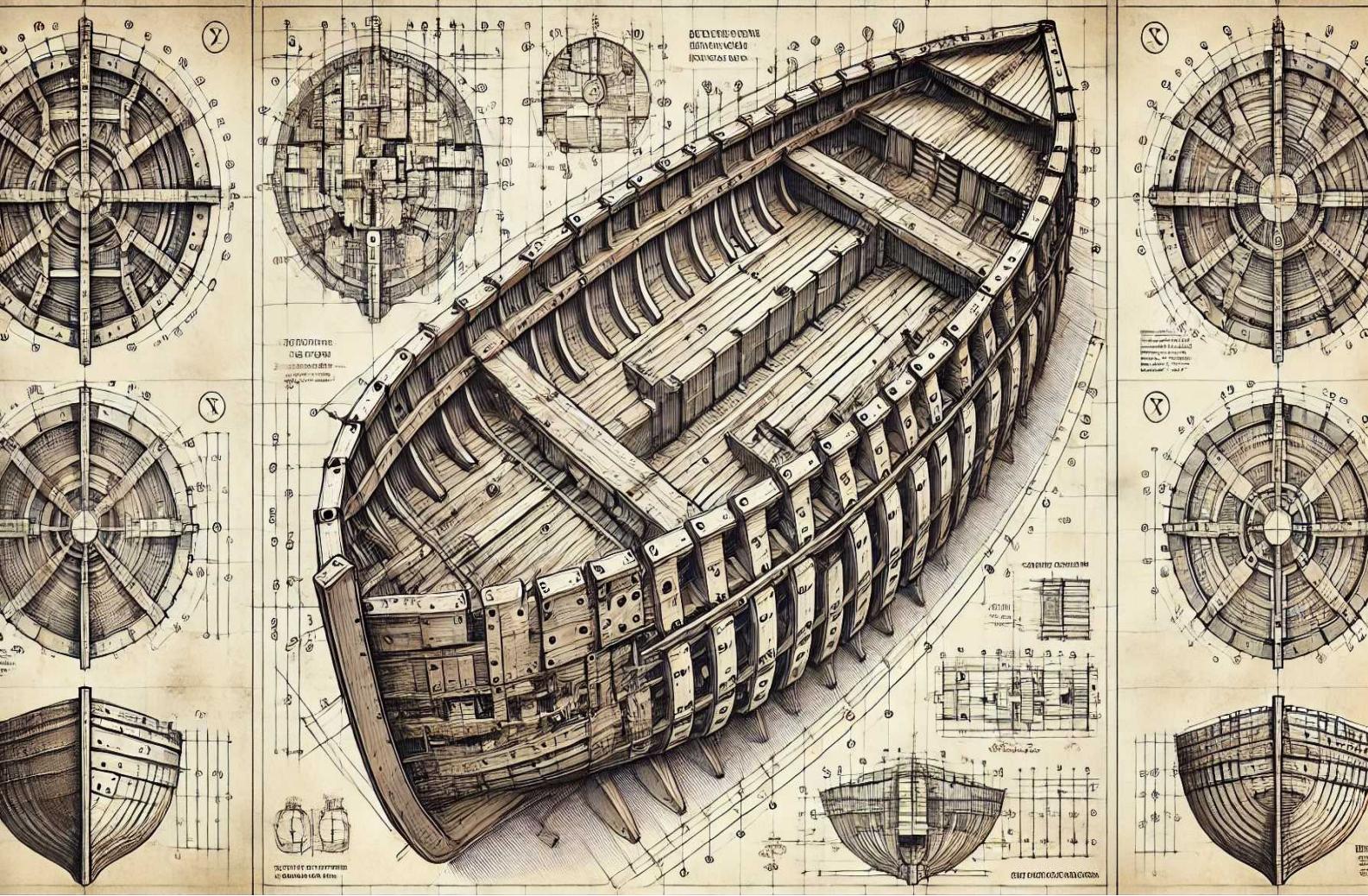
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Treated as human travel.



REINFORCED HULL

Armor and structural support to further improve the Dawnchaser.

BASE BLUEPRINT STATS

Engineering/Armor Maintenance

Completion score doubles when worked on by an **Engineer/Armorsmith**.

Materials: 1500g of Engineering Materials

Difficulty: 75%

Inspiration: 3%

Completion: 2500

BASE ITEM STATS

Materials: 400kg of Engineering Materials

Labor: 200h Manual, 50h Skilled

Requirements: Forge

Armor and structural support to further improve the Dawnchaser.

- Extends the internal *Improvement Space* by **1000 units**.
- Increases the *Durability cap* of the Dawnchaser by **50 units**.
- Increases the *Armor Value* of the Dawnchaser by **1**.

FINAL BLUEPRINT STATS

Engineering/Armor Maintenance

Completion score doubles when worked on by an **Engineer/Armorsmith**.

Materials: 1500g of Engineering Materials

Difficulty: 75%

Inspiration: 3%

Completion: 2500

FINAL ITEM STATS

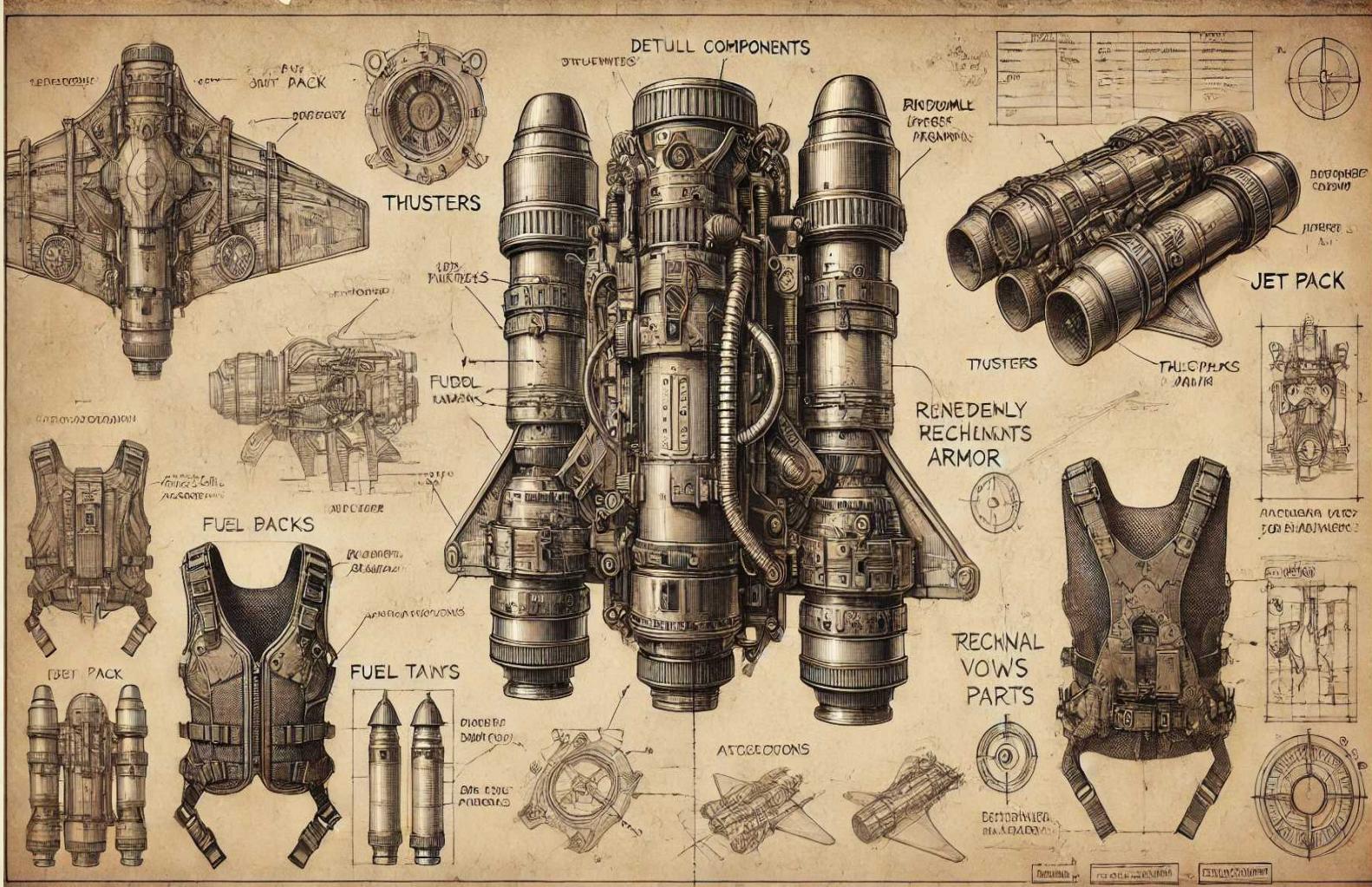
Materials: 400kg of Engineering Materials

Labor: 200h Manual, 50h Skilled

Requirements: Forge

Armor and structural support to further improve the Dawnchaser.

- Extends the internal *Improvement Space* by **1000 units**.
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- Increases the *Armor Value* of the Dawnchaser by **1**.



PAVEL'S AFTERBURNER

Armor attachment to propel the user forward in a burst of speed.

BASE BLUEPRINT STATS

Engineering

Materials: 200g of Engineering Materials

Difficulty: 50%

Inspiration: 2%

Completion: 1500

BASE ITEM STATS

Materials: 8kg of Engineering Materials

Labor: 12h Skilled

Armor attachment to propel the user forward in a burst of speed.

- Propels the user by **6m in a straight line**, ignoring **Opportunity Attacks**.
- Has a **14% Misfire chance**. On misfire, propels the user in a random direction including straight up.
- Can be used **1 times per turn**.
- Requires **1 Fuel Cell** to activate.
- Requires **1 AP** to activate.

FINAL BLUEPRINT STATS

Engineering

Materials: 200g of Engineering Materials

Difficulty: 50%

Inspiration: 2%

Completion: 1500

FINAL ITEM STATS

Materials: 8kg of Engineering Materials

Labor: 12h Skilled

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- Can be used **1 times per turn**.
- Requires **1 Fuel Cell** to activate.
- Requires **1 AP** to activate.



SPIDERSILK ARMOR

Unusually light armor made from a silk like material. Durable yet flexible.

BASE BLUEPRINT STATS

Armor Maintenance

Materials: 600g of Armor Maintenance Materials + 200g of Spidersilk

Difficulty: 50%

Inspiration: 5%

Completion: 2525

BASE ITEM STATS

Materials: 8kg of Armor Maintenance Materials + 2kg of Spidersilk

Labor: 20h Skilled, Loom

Unusually light armor made from a silk like material. Durable yet flexible. Specifically made to be repaired by mundane materials.

- **Armor Class(Light), Armor Value(6), Soak Pool(60).**
- Can be repaired with **2xArmor Maintenance Materials** more than usual.

BASE BLUEPRINT STATS

Armor Maintenance

Materials: 600g of Armor Maintenance Materials + 200g of Spidersilk

Difficulty: 50%

Inspiration: 5%

Completion: 2525

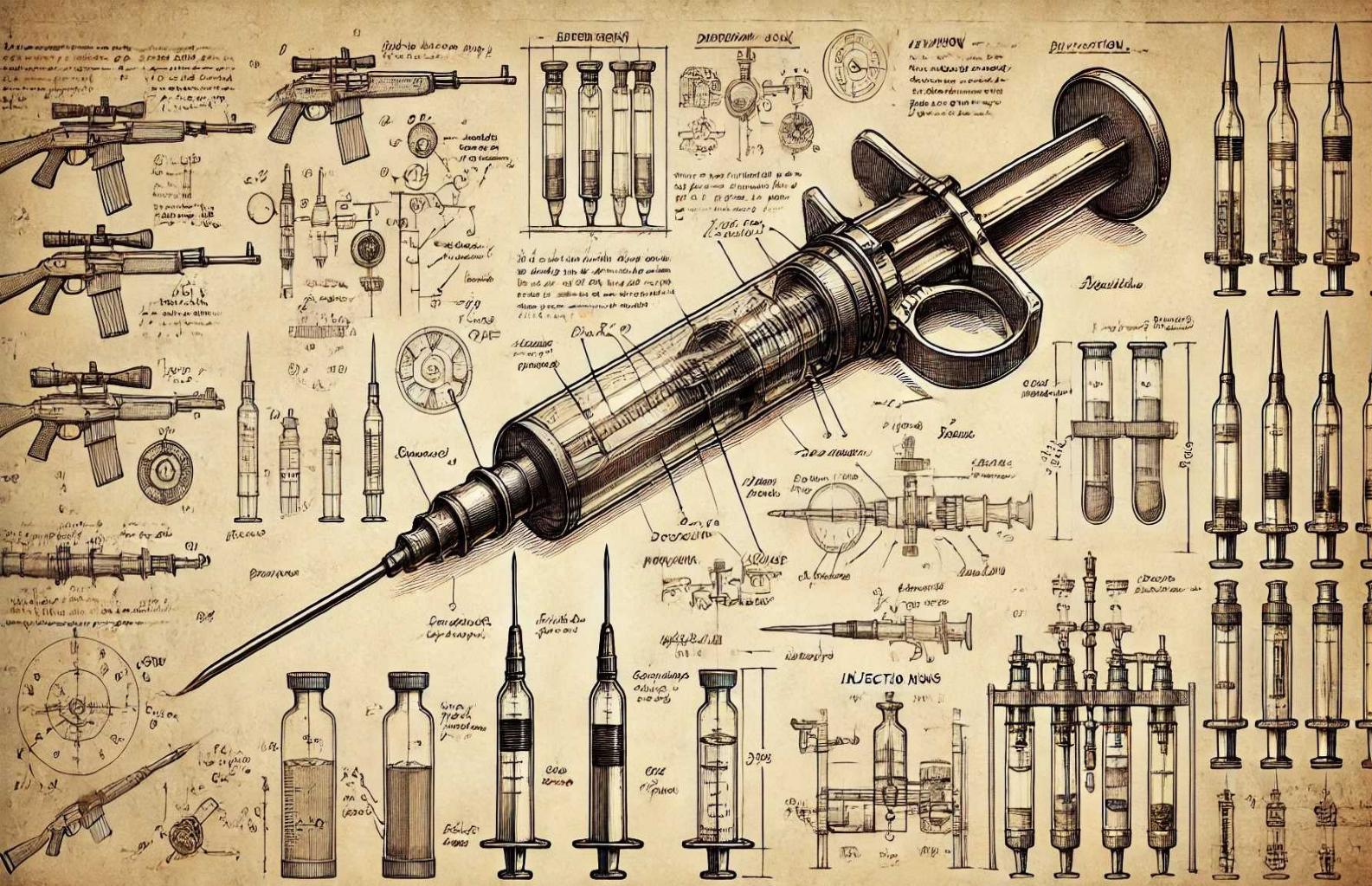
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- **Armor Class(Light), Armor Value(6), Soak Pool(60).**
- Can be repaired with **2xArmor Maintenance Materials** more than usual.



BREW-BULLET

A hollow core, syringe-like bullet capable of injecting its contents into the target.

BASE BLUEPRINT STATS

Powdertinkering

Materials: 400g of Powdertinkering Materials

Difficulty: 65%

Inspiration: 2%

Completion: 1800

BASE ITEM STATS

Materials: -

Labor: -

A hollow core, syringe-like bullet capable of injecting its contents into the target.

- You learn a new **Coat: Brew-Bullet**.
- You learn a new **Tip: Brew-Bullet**.
- You learn a new **Core: Brew-Bullet**.
- Combining the **3 recipes** and **1 Brew** allows you to create **1 Sniper-rifle ammunition** capable of delivering the effects of the brew to a target.

BASE BLUEPRINT STATS

Armor Maintenance

Materials: 400g of Powdertinkering Materials

Difficulty: 65%

Inspiration: 2%

Completion: 1800

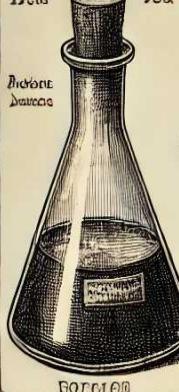
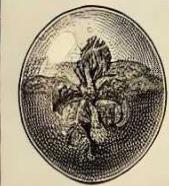
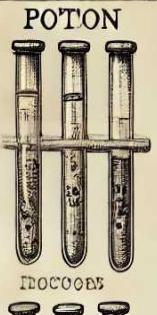
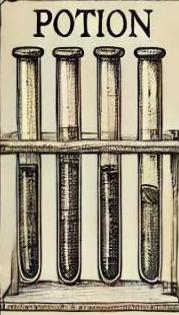
BASE ITEM STATS

Materials: -

Labor: -

A hollow core, syringe-like bullet capable of injecting its contents into the target.

- You learn a new **Coat: Brew-Bullet**.
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PROTETIVE
RESISTANCE
RESISTENCE
Against Poisons



Protective
against Poisons

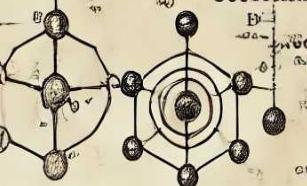
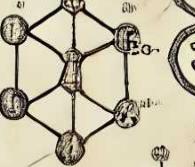
Resective
on Cells



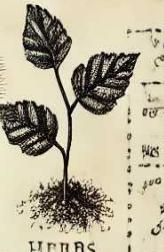
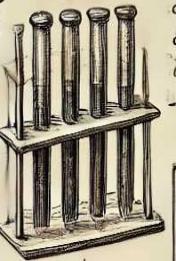
Protective Effects
on Cells in
the bloodstream
neutralizing toxins



PROVIDIVE
RESISTANCE
AGAINST
POISONS



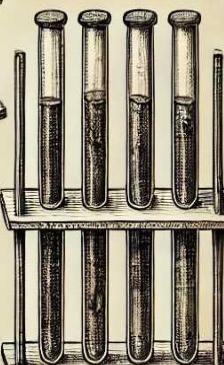
Blood Effects
using toxins



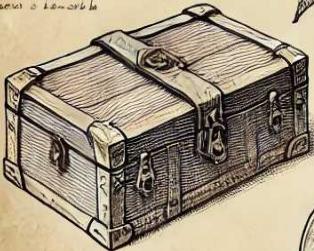
PROTECTIVE
AGAINST
POISONS



PROTECTIVE
against
poisons

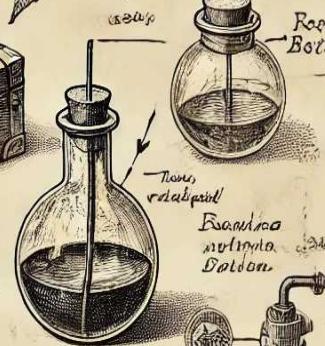
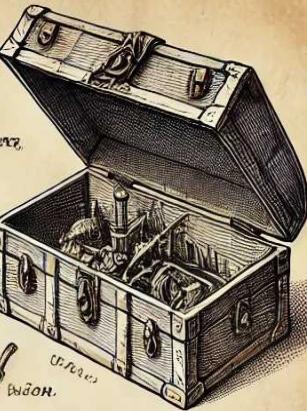
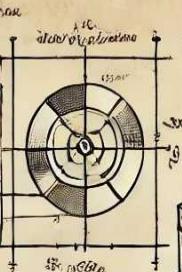


Umano ad un triste e più forte o meno
conosciuto per le sue proprietà di cura
e di guarigione. Non è vero che questo
è solo un po' di cura per le malattie
ma anche per le malattie croniche.
Per questo motivo non è stato
possibile trovare una cura per le
malattie croniche.

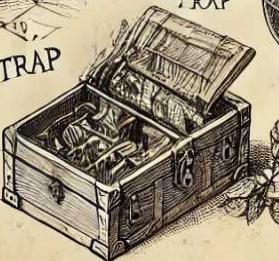
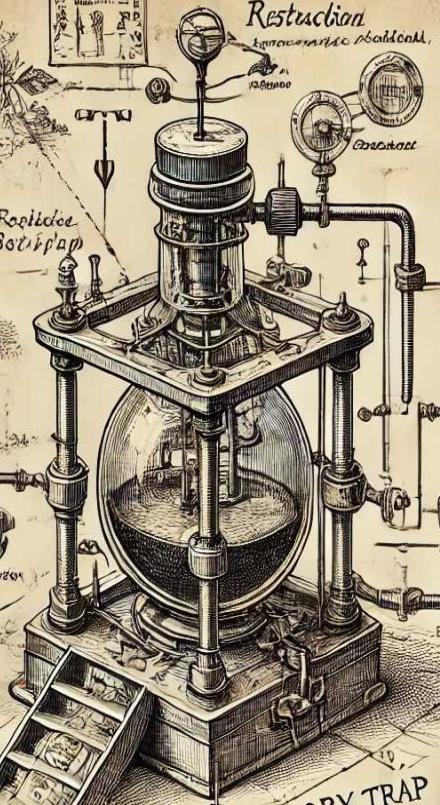
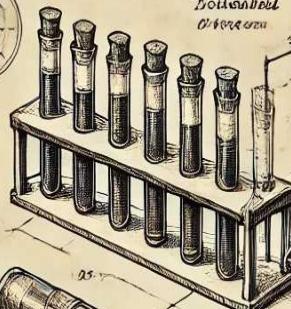


Restraction
Intracranial Abdominal
Pneumothorax

Abdominal
Chest



Barometric
Volumetric
Dialysis



Diagnoses

Intracranial Abdominal Pneumothorax
is a disease that affects the brain and lungs.
It can cause pain, fever, and respiratory distress.
Treatment includes surgery and medication.
It is a serious condition that requires immediate medical attention.



DOOBY TRAP

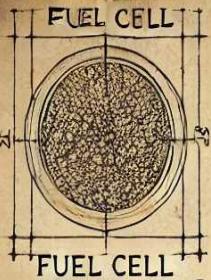


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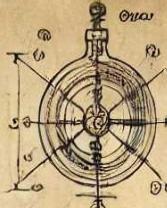
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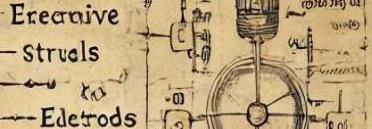
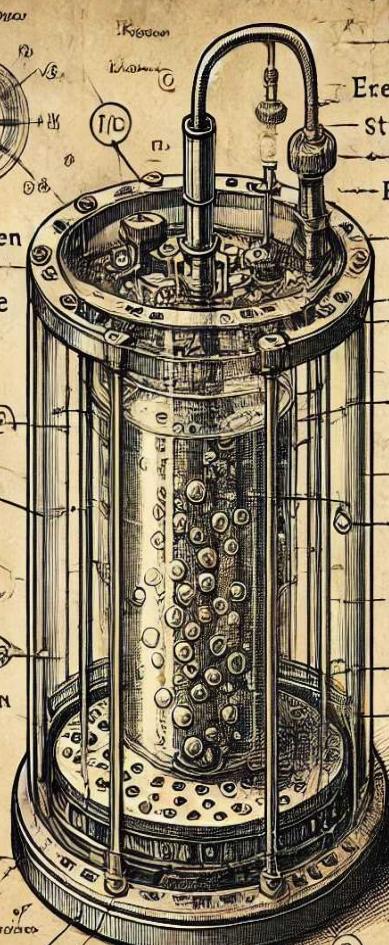
FUEL CELL



FUEL CELL



Containmen



Erective

Struds

Electrods

Recutive

Seals

Contacion

Seals

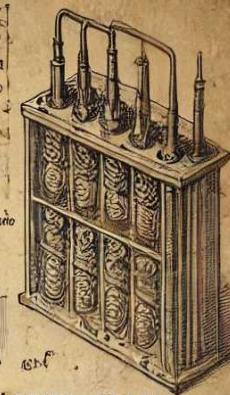
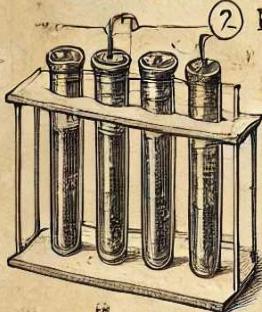
Electrodes

Containment

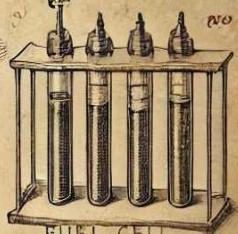
Seals

Radios

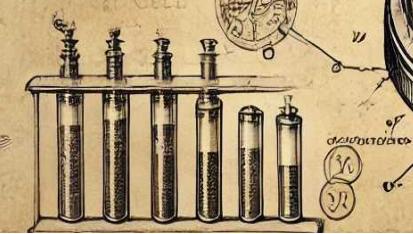
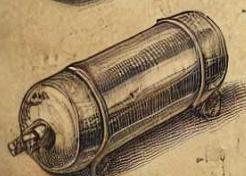
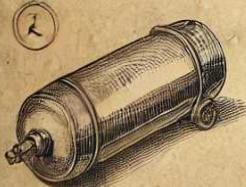
Condensers



FUEL CELL



FUEL CELL



REMOVABLE

