

LOAD ☐ 3 light ☐ 5 normal ☐ 6 heavy (*Italics don't count for load*)

MECHANIC ITEMS

- ☐ **Fine Hacking Rig:** Visualization goggles, unpublished exploits, overclocked non-market chips, optical vampire taps.
- ☐-☐ **Fine Ship Repair Tools:** Power-assisted wrenches, a sonic drill, testing probes, power calibrators, a rivet gun.
- **Small Drone:** *Small, remote-controlled drone with cameras. May be able to carry something light.*
- ☐ **Vision-Enhancing Goggles:** Eyewear with settings for thermal and ultraviolet, and magnification levels in the thousands.
- ☐ **Spare Parts:** Usually for ship repairs and electronics. Often forgotten in a pocket or tool belt.
- **Genius Pet:** *Incapable of speaking, but can understand language and assist with basic tasks. Likes you. Really cute. Anticipates your actions.*

STANDARD ITEMS

- ☐ **Blaster Pistol:** A pistol that shoot bolts of hot plasma at high speeds. Accurate only at close range. Makes "pew pew" noises (mandatory).
- ☐ **2nd Blaster Pistol**
- ☐ **Melee Weapon:** Sharp. Blunt. Pointy. Stabby. Slicy. All different sizes. Some come with laser edges. Some vibrate...ooh. Batteries included.
- ☐-☐ **Heavy Blaster:** Can do considerable damage to vehicles, heavy armor, and constructions like unshielded doors. Has about a dozen shots.
- ☐ **Detonator:** Extremely deadly explosive weapon. Fits in the palm of your hand and can be thrown. Takes care of those shielded doors that heavy blasters can't handle. Illegal. You shouldn't have this. No, really.
- ☐ **Hacking Tools:** Deck, splicing pliers, plugs and ports, keypad crackers, specialized software, custom-modified chips, rainbow dictionaries, automated exploits. What every growing hacker needs.
- ☐ **Repair Tools:** Things you need to fix ship engines, speeders, hovercars, and the like. Also, tools to hot-splice consoles and tweak machinery. Hammers, a welder, screwdrivers, wrenches, battery chargers, spray-painters.
- ☐-☐ **Medkit:** Blood for a few common races, gauze, anti-radiation injector, laser scalpel, antiseptics, thread, painkillers.
- ☐ **Spy Gear:** Disguises, voice modulators, mini-cameras, thermal scanners, false thumbprints, and audio filters.
- **Illicit Drugs:** *What's your poison, space cowboy?*
- **Communicator:** *Has a few bands, likely even a few encrypted. Works only when within orbit.*
- ☐-☐ **Armor:** Really unsubtle, full body stuff. Stops a few bolts. Will shrug off a knife without noticing. Powered. Assists in movement.
- ☐-☐ **Spacesuit:** Some radiation protection, survival in toxic atmospheres, EVA. Half a day of oxygen (or other substance you breathe).

