**Clarketech Main Points**

* Dark Matter Technology
* Black Hole Technology
* Cheating Reality
* Adjust the probability of events
* Teleportation
* Worm Holes
  + Hammer Space
  + Anti-Gravity (Graviton Manipulation)
  + Mass Gravity Manipulation (Inertial Mass, Active Gravity Mass, Passive Gravity Mass)
* Reactionless Drive
* Micro Star
* Micro Black Hole
* Photo Neutrionics (Neutrino Energy Panel)
* Physics Law and Constant Manipulation
* Cold Computation (Landauer limit Manipulation)
* Speeding Up Time
* Pocket Universe
* Memory Event Technology
* Mass Energy Converters
  + Perfect Energy Conversion
  + Energy to Mass Conversion
* Frictionless Surfaces
* Perfect Mirrors
* Anti-Inertia
* Force Fields

Tech is extremely rare, reward or exotic trader only, as rare as archotech stuff.

**Clarketech Class – Probability Manipulation**

* **Isotope Decay Probability Generator (I.D.P. Generator)**

**Small I.D.P. Generator - 1000w  
Large I.D.P. Generator - 2000w**

A machine capable of effecting and manipulating the half life decay of a very stable and long lived radioisotope that fuels the generator. At the flip of the switch, the machine is able to manipulate and force the isotope to decay and captures the energy from this decay. When turned off, the machine prevents this decay and thus generates no energy and conserves the fuel.   
The fuel rods appear to have the energy potential to last hundreds of years but the remaining inner workings of the generator is a complete mystery.

**Clarketech Class – Energy Generation**

* **Photo Neutrionics** **(Interacting with Neutrinos)**

**Neutrino Panel – 1400w**

A ‘solar’ panel that is able to interact with neutrinos, converting some of their kinetic energy into electricity. Neutrinos permeate almost all matter in the universe and most pass through the entire planet’s surface and core without impacting anything. This allows this panel to collect neutrinos regardless of what matter stands between it and the source (such as an eclipse). The composite material that allows the interaction of these neutrinos is completely foreign to all rim scientists and is barely understood.

**Clarketech Class – Santa Claus Machines**

* **Energy to Mass Converters**

A machine able to replicate and manufacture various items from only energy, typically referred to as a Santa Claus Machine. While the inner working of the machine are a complete mystery, the machine does appear to only be able to print items so quickly.  
  
Food Replicator (1000w) – 2 Packaged Survival Meals per Time

Component Replicator (1250w) – 1 Unit per Time

Steel Replicator (750w) – 5 Units per Time

**Clarketech Class – Anti-Inertia**

* **Anti-Inertia Helmet**
* **Anti-Inertia Flak Vest**
* **Anti-Inertia Body Armour**
* **Anti-Inertia Flak Pants**

Body armour and gear lined with an unknown composite material that is capable of removing most of the kinetic energy from matter that interacts with the armour. Projectiles that hit the material seem to simply crush themselves upon impact with the gear, like a car crashing into a mountain.  
While it appears to remove most kinetic energy impacts, matter is still able to interact with the armour in certain areas less dense to this unknown material, especially around joints. This makes the armour very effective against sharp and blunt attacks but still having areas of vulnerability where such attacks could slip through. While comfortable and evidently expertly crafted, the gear has some oversights and lacks decent protection against thermal attacks. It is completely unknown how the material almost perfectly negates kinetic energy or exactly what its composition is.

Sharp Protection - 150% (Normal Quality) (Varies slightly per gear)  
Blunt Protection - 70% (Normal Quality) (Varies slightly per gear)  
Heat Protection - 15% (Normal Quality) (Varies slightly per gear)  
Cold Help – 12.5 Degrees (Varies per gear)  
Hot Help – 6.0 Degrees (Varies per gear)

**Clarketech Class – Pocket Dimensions**

* **Hammerspace Backpack**

An ordinary looking bag that contains a relatively large pocket dimension. This dimension allows an absurdly large amount of materials to be placed in the bag, far more then what the bag from the outside would appear to be able to hold. Additionally, the dimension appears to contain the weight and the wearer feels no effect from the materials inside the bag, only the weight of the bag itself. Interestingly, while the wearer isn’t affected by the weightlessness, research pilots have often noted that their vehicles handled poorly when tested with these bags in stow, possibly an interaction between the pocket dimension at high speeds.  
  
It is completely unknown by even the brightest of minds how the bag works or why materials aren’t simply lost forever or out of reach when placed in the bag, instead, always appearing within reach and items near the bottom been brought within reach as if supported by a spring.

While this allows the wearer to ‘carry’ significantly more than they could ordinarily, the bag, or perhaps pocket dimension, do seem to have a capacity that can be reached.

Carry Capacity - +300KG

**Clarketech Class – Cold Computation**

* **Cold Computation Hi-Tech Research Bench**

A modified high tech research bench that requires no external electricity to run, instead, the research bench appears to break the Landauer Limit and computations require an almost immeasurably small amount of energy to run. A small internal plutonium battery appears to power all the computations and electronic measurements needed for high tech research. The internal processes are completely unknown but the battery isn’t overly advanced and nor is the research support equipment. The battery is estimated to last somewhere between forty to fifty years before it may need to be replaced but with the limited understanding of how this device works; anything’s possible.

Power Needed – 0w  
Research Speed – 100%

**Clarketech Class – Energy Storage**

* **Matter Energy Conversion Battery (MEC Battery)**

A battery that is able to take any energy input into it and store that energy as anti matter. This allows the battery to have an incredible energy density. This does have drawbacks however as the battery isn’t highly efficient in capturing energy due to the conversion process and despite heavy shielding that helps reduce energy loss, if the battery is destroyed, it will result in a very large explosion similar to that of an antigrain warhead.

While anti matter technology isn’t new, especially on glitterworlds, manufacturing anti matter usually requires massive facilities. It is a complete mystery how this relatively small battery is able to do so let alone use it as an energy storage medium.

Power Storage – 5400wd  
Efficiency - 50%  
Self discharge – 3w

* **Perfect Mirror Battery**

A battery that while charging, converts the electrical current into electromagnetic radiation and fires it into what is basically a box that is surrounded by perfect mirrors. Any bounce of radiation on a non perfect mirror results in a loss of energy; however this isn’t the case when the mirror is perfect. This allows the box to capture the radiation permanently and release it only when it is needed. When the energy is needed, the battery converts this radiation back into electrical current so it can be used conventionally.

Despite leaking no energy from decay, the conversion from electrical current into electromagnetic radiation and vice versa does result in some wastage and efficiency loss, albeit small. While perfect mirrors do exist, mainly in glitterworld solar highways, due the fact the speed of light is so fast, miniaturising them to such an extent was always thought to be near impossible.

Power Storage – 1800wd  
Efficiency - 70%  
Self discharge – 0w

**Clarketech Class – Force Fields**

* **Clarketech Shield Pack**

Radius – 5.9 Cells  
Duration - 90 Seconds  
Power (Recharging) - 200w  
Recharge time - 3 Days

* **Clarketech Low Shield**

Power – 1900w  
Radius – 19.9 Cells  
Power up delay – 1 day

* **Clarketech High Shield**

Power – 1100w  
Radius – 19.9 Cell  
Power up delay – 1 day