**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
  + E~~nergy to Mass Conversion~~
* Frictionless Surfaces
* Perfect Mirrors
* A~~nti-Inertia~~
* Force Fields

Tech is extremely rare, less than or at least 1% of chance to obtain. Cannot be made, only bought or rewards.

**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 generates 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 – Perfect Materials**

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

**Neutrino Solar 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 (the sun or an eclipse). The composite material that allows the interaction of these neutrinos is completely foreign to all rim scientists and 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 otherwise the heat generation from the machine destroys the item it is trying to print.   
  
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**
* **Anti-Inertia Gloves (VRE)**
* **Anti-Inertia Boots (VRE)**

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 near perfect against sharp and blunt attacks but still having areas of vulnerability where they can get 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 - 120% (Normal Quality) (Varies slightly per gear)  
Blunt Protection - 120% (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 different 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.  
  
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 high tech and nor is the research support equipment. The battery is estimated to last somewhere between forty to fifty years before it will need to be replaced.

Power Needed – 0w  
Research Speed – 100%