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| **Society Subdermal Graft**  System – Hand, Level 1  This implant rests underneath the skin of the palm of one hand, or at the end of a tentacle or similar appendage in species that lack hands. The augmentation can be activated or deactivated mentally as a swift action. Activating the implant causes a rendition of the Starfinder Society’s symbol to glow underneath the skin. This augmentation acts as a mark, letting others know you are a member of the Starfinder Society. It also increases the light level within 5 feet by one step while active.  *(Guidance)* | **Society Subdermal Graft**  System – Hand, Level 1  This implant rests underneath the skin of the palm of one hand, or at the end of a tentacle or similar appendage in species that lack hands. The augmentation can be activated or deactivated mentally as a swift action. Activating the implant causes a rendition of the Starfinder Society’s symbol to glow underneath the skin. This augmentation acts as a mark, letting others know you are a member of the Starfinder Society. It also increases the light level within 5 feet by one step while active.  *(Guidance)* | **Society Subdermal Graft**  System – Hand, Level 1  This implant rests underneath the skin of the palm of one hand, or at the end of a tentacle or similar appendage in species that lack hands. The augmentation can be activated or deactivated mentally as a swift action. Activating the implant causes a rendition of the Starfinder Society’s symbol to glow underneath the skin. This augmentation acts as a mark, letting others know you are a member of the Starfinder Society. It also increases the light level within 5 feet by one step while active.  *(Guidance)* |
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| **Flight Suit Stationwear**  Light Armor, Level 1  +0 EAC, +1 KAC, +6 Max Dex  0 ACP, 0 Speed Adj.  0 Upgrade Slots, L Bulk  Many types of reinforced clothing afford protection without sacrificing comfort or fashion. The prevalence of this kind of light armor on Absalom Station has led to the colloquial term “stationwear.”  *(Mission 2)* | **Flight Suit Stationwear**  Light Armor, Level 1  +0 EAC, +1 KAC, +6 Max Dex  0 ACP, 0 Speed Adj.  0 Upgrade Slots, L Bulk  Many types of reinforced clothing afford protection without sacrificing comfort or fashion. The prevalence of this kind of light armor on Absalom Station has led to the colloquial term “stationwear.”  *(Mission 2)* | **Tactical Baton**  Basic One-Handed Melee Weapon  1d6 B Damage, No Critical  L Bulk, Level 1  Analog (Immune to abilities that target technology.)  A baton is a thin, solid metal shaft, usually with a textured rubber grip.  *(Mission 2)* |
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| **Pulsecaster Pistol**  One-Handed Ranged Small Arm  1d4 E nonlethal Damage, No Critical  Capacity 20 charges, Usage 1  Range 30 ft., L Bulk, Level 1  A smaller version of an arc pistol, the pulsecaster sends a low-energy blast at its target. The blast stuns the target without dealing serious damage.  *(Mission 2)* | **Pulsecaster Pistol**  One-Handed Ranged Small Arm  1d4 E nonlethal Damage, No Critical  Capacity 20 charges, Usage 1  Range 30 ft., L Bulk, Level 1  A smaller version of an arc pistol, the pulsecaster sends a low-energy blast at its target. The blast stuns the target without dealing serious damage.  *(Mission 2)* | **Frostbite-Class Zero Rifle**  Two-Handed Ranged Longarm  1d8 C Damage, Crit Staggered  Capacity 40 charges, Usage 2  Range 60 ft., 1 Bulk, Level 4  On a critical, the target must make a Fortitude DC 12 + Dex or be staggered for 1 round. (Staggered = move or standard, not both.)  Zero rifles have long, bulky barrels and tend to be front heavy. A heavy tank over the barrel stores the rifle’s coolant supply.  *(Mission 2)* |
| **Datajack**  System – Brain, Level 2  This cybernetic includes a programmable data port that allows you to access different types of computers and digital storage media. Any handheld computer can be inserted directly into the port, while larger systems need to be connected by an adapter cable. Having the system connected directly to your nervous system obviates the need for an interface to access data on a system. Actually operating the system requires you to use the Computers skill as usual. Some closed systems don’t allow data access or require you to do some rewiring to connect with a datajack (usually an Engineering check).  *(Mission 2)* | **Charge Cloak**  Level 1 Magic Item, L Bulk  A *charge cloak* can power devices that depend on electrical charges as if it were a battery. The cloak produces 4 charges each day, but they must be used as a single unit. Thus you could power a single attack from a yellow star plasma sword, which has a usage of 4, but you could also make only a single attack with a sub zero pistol, which has a usage of 1. The item must be one which uses charges or a battery, rather than petrol, rockets, rounds, or other forms of ammunition or power. You must be wearing or touching the item to be charged. You cannot use this item to recharge a battery or item; it can only be used to directly power an item for a single usage.  *(Mission 3)* | **Battery**  Level 1  This battery has 20 charges.  Batteries charge powered weapons, but they can also be used to power an array of items. Batteries have a standardized size and weight, and items that take batteries all have a slot into which they fit, regardless of the item’s actual size. Weapons that use batteries list the highest capacity battery they are capable of using as well as how many charges from the battery that each shot consumes.  *(Mission 3)* |
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| **Flashlight**  Level 1, One-Handed, L Bulk  Capacity 10 charges, Usage 1/hour  A flashlight increase the light level by one step within a 20 ft. cone.  *(Mission 3)* | **Flashlight**  Level 1, One-Handed, L Bulk  Capacity 10 charges, Usage 1/hour  A flashlight increase the light level by one step within a 20 ft. cone.  *(Mission 3)* | **Medpatch**  Level 1, One-Handed, L Bulk  Capacity 1, Usage 1  A medpatch is a simple, all-in-one, disposable medical device designed to be slapped onto a wound or area of concern (such as a clearly diseased or poisoned section of the body) with little skill required. A medpatch allows you to attempt a Medicine check untrained with a +10 circumstance bonus, but only for the first aid, long-term stability, treat disease, and treat drugs or poison tasks.  *(Mission 3)* |
| **Medpatch**  Level 1, One-Handed, L Bulk  Capacity 1, Usage 1  A medpatch is a simple, all-in-one, disposable medical device designed to be slapped onto a wound or area of concern (such as a clearly diseased or poisoned section of the body) with little skill required. A medpatch allows you to attempt a Medicine check untrained with a +10 circumstance bonus, but only for the first aid, long-term stability, treat disease, and treat drugs or poison tasks.  *(Mission 3)* | **Basic Iridishell Armor**  Heavy Armor, Level 2  +3 EAC, +5 KAC, +2 Max Dex  -2 ACP, -5 ft. Speed Adj.  0 Upgrade Slots, 2 Bulk  These gleaming metal plates lock together to form a suit of heavy armor reminiscent of an insect’s shell. Although the iridshell was initially designed for shirrens, it’s beauty and functionality makes it a popular choice for many.  *(Mission 3)* | **Incendiary Grenade I**  Explode (1d6 F, 1d4 burn, 5ft.)  Capacity drawn  Range 20 ft., L Bulk, Level 2  Explosives have the explode special property, which lists the amount of damage the explosion deals, the damage type, special effects (with a duration, if necessary), and the radius of the explosion. When you attack with this type of weapon or ammunition, aim at a grid intersection. Each creature within the blast radius takes the listed damage but can attempt a Reflex saving throw for half damage (DC = 11 + Dex). If the explode special property has any special effects other than damage, they are negated with a successful saving throw.  *(Mission 3)* |
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