

# COLONIST GEAR (1-2)

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## Thunderstrike Sonic Pistol

Sonic pistols have a stocky barrel capped with a concave resonating chamber that amplifies and directs its sonic blast. They use high-intensity sound to shake molecules apart.

**Level 4; Price 2,300**

**Damage 1d8 So; Range 40 ft.; Critical deafen**

**Capacity 20 charges; Usage 2**

**Bulk L; Special —**

## Tremor Boomer Rifle

The long, rippled barrel of a boomer rifle focuses the sound of several shells ignited simultaneously into a wave of sonic energy. These weapons arose on Akiton as a wayward Veskarian battalion beset a series of scrappy outposts. When lighter rifles failed to pierce the advanced vesk armor, residents used sonic weapons to overwhelm their foes. Tremor and rumbler boomer rifles use low and damaging sonic frequencies. Concussive and shock wave versions also produce a jolt that can knock a target prone.

**Level 2; Price 520**

**Damage 1d8 So; Range 40 ft.; Critical deafen**

**Capacity 12 shells; Usage 3**

**Bulk 1; Special analog**

## Tactical Baton

A baton is a thin, solid metal shaft, usually with a textured rubber grip. A tactical baton can be used to inflict precise bludgeoning blows.

**Level 1; Price 90**

**Damage 1d4 B; Critical —**

**Bulk L; Special analog, operative**

## Mark II Serum of Healing

Serums are vials of magic liquid that you can imbibe as a standard action or carefully trickle down the throat of a helpless or unconscious creature as a full action. Serums are normally 1 ounce of liquid (though it is possible to make serums with larger volumes, these are no more effective than standard serums), and lose potency if they are mixed with any other material. A serum can be used only once. Regardless of a serum's actual item level, all serum vials have their hardness and Hit Points calculated as if they were 1st-level items.

*Mk. II serums of healing* restore 3d8 hit points.

# COLONIST GEAR (3-4)

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## Rumbler Boomer Rifle

The long, rippled barrel of a boomer rifle focuses the sound of several shells ignited simultaneously into a wave of sonic energy.

**Level 6; Price 4,100**

**Damage 2d6 So; Range 40 ft.; Critical deafen**

**Capacity 12 shells; Usage 4**

**Bulk 1; Special analog**

## Lattice Resonant Pistol

The crystalline structure inside a resonant pistol comes from the same synthetic material used in the resonant gauntlet. An electrical current can be directed through a long, conical barrel fitted with layers of the crystal, causing the material to reverberate with a devastating ultrasonic frequency. These weapons are noted for their ease of use, since they create no recoil. The only indication that these weapons have fired is a faint, high-pitched beep.

**Level 7; Price 6,100**

**Damage 1d6 So; Range 40 ft.; Critical deafen**

**Capacity 40 charges; Usage 2**

**Bulk L; Special boost 1d6**

## Tactical Baton

A baton is a thin, solid metal shaft, usually with a textured rubber grip. A tactical baton can be used to inflict precise bludgeoning blows.

**Level 1; Price 90**

**Damage 1d4 B; Critical —**

**Bulk L; Special analog, operative**

## Mark II Serum of Healing

Serums are vials of magic liquid that you can imbibe as a standard action or carefully trickle down the throat of a helpless or unconscious creature as a full action. Serums are normally 1 ounce of liquid (though it is possible to make serums with larger volumes, these are no more effective than standard serums), and lose potency if they are mixed with any other material. A serum can be used only once. Regardless of a serum's actual item level, all serum vials have their hardness and Hit Points calculated as if they were 1st-level items.

*Mk. II serums of healing* restore 3d8 hit points.

# ARMORY (1 - 2)

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## Recovery Aegis

**Level 3; Price 1,350; Bulk —**

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### Description

The Aspis Consortium partners with the Starfinder Society to deliver recovered relics to the churches of Desna, Iomedae, Sarenrae, Weydan, and Yaraesa. In exchange, mystics of these divinities provide magic items to support field agents. The recovery aegis is a talisman commonly produced as part of this arrangement. These necklaces take many shapes, but each has a jeweled pendant. The amulet counts as a worn magic item unless you install it in armor, taking up one upgrade slot. While wearing a recovery aegis, you gain a +1 enhancement bonus to saving throws against effects you are already suffering, such as a disease, poison, or an ongoing damage effect; this bonus doesn't apply to initial saving throws against such effects. In addition, at any point when you have the dying condition, you can use the recovery aegis to stabilize without spending Resolve Points, and you can then spend 1 Resolve Point to stay in the fight during the same round. The jewel in the recovery aegis crumbles to dust if you use it to stabilize in this way, and the amulet loses its powers, becoming nonmagical. If you use a recovery aegis to stabilize, you can't do so with another recovery aegis for 24 hours.

## Holographic Sashimono

**Level 1; Price 300**

**Capacity 20; Usage 1/hour**

**Hands —; Bulk L**

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### Description

This lightweight, shoulder-mounted hologram projector displays the image of a banner or crest in the air above and slightly behind you. Some use these to broadcast their beliefs, while others employ them as personal advertisements. Most holographic sashimono display images up to 2 feet wide and 3 feet tall, and these images can be programmed to be static (such as a military insignia) or short looping animations (such as roaring flames). A holographic sashimono grants you a +2 insight bonus to Profession checks to earn a living.

This holographic sashimono displays an image of a black helmet.

## Microgoggles

**Level 2; Price 900**

**Capacity 20; Usage 1/hour**

**Hands —; Bulk —**

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### Description

This bulky set of goggles functions as a lighted magnifying glass or microscope, allowing you to see exceptionally small details with adjustable levels of magnification. Microgoggles provide a +2 insight bonus to any skill use that benefits from exceedingly close vision, such as detecting complicated forgeries or crafting drugs or medicinals.

## Regimental Dress I

Regimental dress is the light armor counterpart to ceremonial plate. Often stylized to the extreme, regimental dress comes in as many variations as there are military forces, militias, and private security details. Regimental dress uses advanced fibers and strategically placed ceramic plates to avoid ruining the design lines of the uniforms. A force field projector concealed in the collar activates as needed to provide life support and protection for the head. Integrated holographic imaging projects rank insignia, medals, and ribbons, and supports gesture-activated informational displays for each honor.

**Level 3; Price 1,450; Category Light**

**EAC Bonus +2; KAC Bonus +3; Max. Dex Bonus +5**

**Armor Check Penalty —; Speed Adjustment —**

**Upgrade Slots 1; Bulk L**

## Reinforced EVA Suit II

Although designed for extravehicular activity in hazardous conditions, reinforced EVA suits function as durable, if clunky, heavy armor. This full-body suit has a rigid shell covering the back and chest, with heavy gloves, padded boots, and rugged fabric rounding out the ensemble. A wide helmet design provides good visibility and includes a retractable glare shield. The suit's excellent air recycling makes for a more comfortable environment than many more battle-worthy designs.

**Level 3; Price 1,300; Category Heavy**

**EAC Bonus +4; KAC Bonus +8; Max. Dex Bonus +1**

**Armor Check Penalty -3; Speed Adjustment -5 ft.**

**Upgrade Slots 1; Bulk 3**

# ARMORY (3 - 4)

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## Recovery Aegis

**Level 3; Price 1,350; Bulk —**

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### Description

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The Aspis Consortium partners with the Starfinder Society to deliver recovered relics to the churches of Desna, Iomedae, Sarenrae, Weydan, and Yaraesa. In exchange, mystics of these divinities provide magic items to support field agents. The recovery aegis is a talisman commonly produced as part of this arrangement. These necklaces take many shapes, but each has a jeweled pendant. The amulet counts as a worn magic item unless you install it in armor, taking up one upgrade slot. While wearing a recovery aegis, you gain a +1 enhancement bonus to saving throws against effects you are already suffering, such as a disease, poison, or an ongoing damage effect; this bonus doesn't apply to initial saving throws against such effects. In addition, at any point when you have the dying condition, you can use the recovery aegis to stabilize without spending Resolve Points, and you can then spend 1 Resolve Point to stay in the fight during the same round. The jewel in the recovery aegis crumbles to dust if you use it to stabilize in this way, and the amulet loses its powers, becoming nonmagical. If you use a recovery aegis to stabilize, you can't do so with another recovery aegis for 24 hours.

## Holographic Sashimono

**Level 1; Price 300**

**Capacity 20; Usage 1/hour**

**Hands —; Bulk L**

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### Description

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This lightweight, shoulder-mounted hologram projector displays the image of a banner or crest in the air above and slightly behind you. Some use these to broadcast their beliefs, while others employ them as personal advertisements. Most holographic sashimono display images up to 2 feet wide and 3 feet tall, and these images can be programmed to be static (such as a military insignia) or short looping animations (such as roaring flames). A holographic sashimono grants you a +2 insight bonus to Profession checks to earn a living.

This holographic sashimono displays an image of a black helmet.

## Clearsight Goggles

**Level 5; Price 2,750**

**Hands —; Bulk —**

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### Description

Those who explore environments obscured by fog, foliage, smoke, and other vision-impairing elements value clearsight goggles, a set of tight-fitting eyewear that can be worn under a helmet or even other eyewear. While you wear the goggles, fog, smoke, and similar gases don't grant targets concealment from you, and vegetation doesn't either. The trinket provides no benefit against a target with total concealment.

## D-Suit I

Disembarkment suits, or d-suits, are designed for spacefarers who expect to leave their ship and visit a planet's surface. Most d-suits are jumpsuits or flight suits worn under reinforced breeches, heavy boots, and a thick jacket. A helmet or rebreather and a utility belt with an attached holster complete the outfit.

**Level 5; Price 2,980; Category Light**

**EAC Bonus +5; KAC Bonus +6; Max. Dex Bonus +5**

**Armor Check Penalty —; Speed Adjustment —**

**Upgrade Slots 1; Bulk L**

## Enforcer Armor I

The faceless, slate-gray design of enforcer armor blends intimidation and anonymity. This heavy armor's design echoes the aegis series' personal tank approach, albeit with markedly inferior protection. Enforcer armor often towers a full foot over the wearer's natural height, with most of the wearer's head safely sheltered behind the breastplate and sensory input handled through projected video and audio feeds. Criminal organizations use enforcer armor to keep their hired muscle impersonal and enigmatic.

It is difficult to distinguish different models of enforcer armor visually, so as not to betray the armor's capabilities outside of battle. However, the lack of distinguishing features often makes enforcer armor seem like a blank canvas to warriors who cover their individual suits in unit markings, personal slogans, illustrations of mascots, and even graffiti.

**Level 5; Price 3,100; Category Heavy**

**EAC Bonus +9; KAC Bonus +10; Max. Dex Bonus +2**

**Armor Check Penalty -4; Speed Adjustment -10 ft.**

**Upgrade Slots 2; Bulk 3**