

SPELL AMP, CELLULAR STIMULANT (1ST)

ITEM 1

CONSUMABLE MAGICAL

Price 30 credits

Hands 1; **Usage** held in 1 hand; **Bulk** L

Activate—Inject ◆ (manipulate) **Effect** You Cast the Spell at the indicated rank

Known on most worlds as “spell amps,” spell ampoules are ready-to-use magic injections that confer the benefits of a spell of the specified rank.

CELLULAR STIMULANT

SPELL 1

CONCENTRATE MANIPULATE VITALITY

Targets 1 willing living creature that isn't fatigued or quickened

Duration 1 round

You vitalize and stimulate the target at a cellular level, giving it a temporary burst of energy that unfortunately takes an exhausting toll. The target gains the quickened condition and can use the extra action to Stride or Strike. After that round ends, the target becomes fatigued until it can rest for 10 minutes.

SPRAYFLESH

ITEM 1

CONSUMABLE

Price 30 credits

Hands 1; **Usage** held in 1 hand; **Bulk** L

Activate ◆ (manipulate)

A canister sprays neutral biomass into a wound or area of concern (such as a clearly diseased or poisoned section of the body). For 1 hour, or until the creature fully recovers to their maximum Hit Points, you can attempt Medicine checks to Treat Wounds on the target creature even if they're temporarily immune to Treat Wounds.

MEDPATCH, COMMERCIAL

ITEM 1

CONSUMABLE

HEALING

TECH

Price 30 credits

Hands 1; **Usage** held in 1 hand; **Bulk** L

Activate ◆ (manipulate)

Medpatches accelerate the body's natural healing. You regain 1d6 Hit Points and gain a +1 item bonus to saving throws against diseases and poisons for 10 minutes.

MEDKIT, COMMERCIAL

ITEM 1

Price 50 credits

Hands 1; **Bulk** L

A medkit is a toolkit. These contain analgesics, bandages, sterile gauze, and suturing tools necessary for Medicine checks to Administer First Aid, Treat Disease, Treat Poison, or Treat Wounds.

SPELL AMP, JUMP (1ST)

ITEM 2

CONSUMABLE MAGICAL

Price 60 credits

Hands 1; **Usage** held in 1 hand; **Bulk** L

Activate—Inject ◆ (manipulate) **Effect** You Cast the Spell at the indicated rank

Known on most worlds as “spell amps,” spell ampoules are ready-to-use magic injections that confer the benefits of a spell of the specified rank.

JUMP

SPELL 1

MANIPULATE MOVE

Your legs surge with strength, ready to leap high and far. You jump 30 feet in any direction without touching the ground. You must land on a space of solid ground within 30 feet of you, or else you fall after using your next action.

DREAMLINK SERUM

ITEM 2

UNCOMMON CONSUMABLE SERUM

Price 50 credits

Hands 1; **Bulk** L

Activate ◆ (manipulate)

A glossy purple syrup swirled with streaks of black and green. After drinking this serum, your mind drifts and latches onto psychic impressions from the Newborn, granting you esoteric knowledge and alien wisdom at the expense of your current awareness. You gain a +2 item bonus to Occultism and Religion checks for 10 minutes. Once during the duration, you can roll a check to Recall Knowledge twice and use the better result (this is a fortune effect); if you roll a 1 or a 20 twice using this fortune effect, you glimpse the silhouette of a mysterious figure in the corner of your eye and become frightened 1.