

FRAG GRENADE

ITEM 0+

CONSUMABLE GRENADE TECH

Source [Player Core pg. 280](#)

Bulk L

Activate  [Area Fire](#)

These fragmentary grenades explode in a cloud of shrapnel and deal piercing damage in a burst with a [basic](#) Reflex save.

FRAG GRENADE (TACTICAL)

ITEM 2

Source [Player Core pg. 280](#)

Price 80 credits

Critical 1d4 persistent bleed damage

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The burst radius is 10 feet, and the piercing damage is 2d8.

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SPELL GEM

ITEM 1+

CONSUMABLE MAGICAL

Source [Player Core pg. 286](#)

Usage held in 1 hand; Bulk L

These latticed gemstones are suspended in a silicon casing and encoded with the magical script necessary to cast a single, specific spell. Casting a spell from a *spell gem* requires holding the gem in one hand and activating it with a Cast a Spell activity using the normal number of actions for that spell. The spell must appear on your spell list. Because you're the one Casting the Spell, use your spell attack modifier and spell DC. The spell must be of your spellcasting tradition. The spell in a *spell gem* can be cast only once, and the *spell gem* is destroyed as part of the casting. *Spell gems* can't contain cantrips or rituals. The traits for this item vary based on the spell it contains.

Activate Cast a Spell; Effect You Cast the Spell at the indicated rank

ENHANCE WEAPON

SPELL 1

CONCENTRATE MANIPULATE

Source [Player Core pg. 329](#)

Traditions [arcane](#), [divine](#), [occult](#), [primal](#)

Range touch; Targets 1 weapon that is unattended or wielded by a willing creature

Duration 1 minute

You infuse the weapon with magic allowing it to safely operate beyond its normal parameters. If the target is a commercial or tactical weapon, it becomes an advanced weapon, gaining a +1 item bonus to attack rolls and increasing the number of weapon damage dice to two.

CARBON SHIELD

ANALOG

Source [Player Core pg. 251](#)

Price 25 credits; AC Bonus +2; Speed Penalty —

Bulk 1; Hardness 5; HP (BT) 20 (10)

This durable yet lightweight defensive plate comes in a variety of shapes and sizes, and it's often customized with LED displays that broadcast personal insignia or an organization's colors and symbols.

GLARECASTER

UPGRADE 5

UNCOMMON MAGICAL TECH VISUAL

Price 1,600 credits
Usage installed in weapon; Bulk L

Mimicking the glare of sunlight on ice, a *glarecaster* creates a blinding flash when fired. On a critical hit, the target is dazzled for 1 round.

 THERMAL CAPACITOR

TECH

Source [Player Core pg. 268](#)
Usage installed in armor; Bulk L

ITEM 1+

THERMAL CAPACITOR (TACTICAL)

ITEM 6

Source [Player Core pg. 268](#)
Price 1800 credits
Bulk L

You're protected from severe cold and severe heat.

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