GALACTICPROSPECTOR.COM

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Galactic Prospector is a site for you who want to explore the edges of the known universe, brave the wildlife of your home world or just want to have some real quality tools for all situations. Here you’ll find a diversity of items that will help you in any aspect of your endeavor. Products are paid for through credit transaction only.

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| WEAPONS |
| NAME | **CLIP** | **F. RATE** | **DAMAGE** | **PRICE** |
| Knife | - | 1/2 | 1d6+str | 1.000 |
| Sword | - | 1/2 | 3d6+str | 5.000 |
| Chainsaw | - | 1/2 | 5d6+str | 10.000 |
| Pistol | 10 | 1/2/4 | 1d10 | 2.000 |
| Assault Rifle | 30 | 1/3/spray | 1d10 | 6.000 |
| Machine Gun | 60 | 1/3/spray | 2d10 | 10.000 |
| Shotgun | 8 | 1/2 | 2d10x4 | 6.000 |
| Laser Cannon | - | 0.5 | 1d10x20 | 15.000 |

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| EXPLOSIVES |
| NAME | **B. RADIUS** | **DAMAGE** | **COST** |
| Frag Grenade | 5 m | 1d10x10 | **1000** |
| EMP Grenade | 15 m | Electronics | **3000** |
| Plastic exp. | 5 m/unit | 1d10x5/unit | **3000** |
| Mine | 10 m | 1d10x10 | **2000** |

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| AMMUNITION CLIPS |
| WEAPON | **ROUNDS** | **PRICE** |
| Pistol | 10 | 1000 |
| Assault Rifle | 30 | 2000 |
| Machine Gun | 60 | 3000 |
| Shotgun | 8 | 2000 |

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| SUITS |
| NAME | **STR** | **O. PHYS** | **ENERGY** | **SHIELD** | **PRICE** |
| CA-I | +5 | +1 | 100 | 50 | Sold out |
| CA-II | +6 | +2 | 100 | 70 | 5.000 |
| CA-III | +7 | +3 | 100 | 90 | 10.000 |
| WA-C | +8 | +4 | 120 | 100 | 15.000 |
| C-R-Y | +0 | +0 | 80 | 150 | 3.000 |

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| MODS |
| NAME | **DESCRIPTON** | **ENERGY** | **PRICE** |
| Aiming system | Automatically hit an attack at the energy cost. | 5 | 2.000 |
| Ammo forge | A small, portable forge which can make surplus ammunition out of scrap metal. 10 weight units provide 1 clip. | 10/clip | 5.000 |
| Automatic feeding | Machinery installed in the wrists of the armor continuously feed the gun with ammo, exterminating the need to reload | 5/clip loaded | 2000 |
| Bio circuit | The suit is directly linked to the wearer’s nervous system. The wearer acts first in all situations, regardless of initiative, | - | 5.000 |
| Biomass armor | Armor is made from synthetic biomass and merged with the body of the wielder. Converting energy to shield is made at a 1-for-2 exchange, though running out of energy or shield results in immediate death. | - | 6000 |
| Dagger | In-built knife that is guaranteed to never be dropped. Can be charged with energy for doubled damage. | 5/charge | 2000 |
| Encyclopedia | Includes 200 TB of information on most known places, species and everything that is worth to know. Irreplaceable in locations without reception.  | 2/search | 15.000 |
| Energy output | Makes it possible to transfer energy from the suit to another suit or piece of technology. | 1-to-1 | 5.000 |
| Extra charge | Provides a backup energy storage that will restore all suit energy upon use. | - | 10.000 |
| Mechanical limbs | Hands, arms, legs and feet of suit can point at any chosen direction and rotate. This is done without harm to the wielder, although the dislocation of limbs is required to enter suit. | - | 4000 |
| Medikit | Complete medikit with spare blood, sedatives, wound-knitter and heart starter (uses double energy). | 5/10 | 4.000 |
| Overpower | Automatically succeed any phys-based challenge (except attacks) | 20 | 4.000 |
| Recorder | In-built recording device for recording audio and visuals, both still pictures and moving pictures, Comes with a hefty 2 TB of memory. | 1/round | 3.000 |
| Sensor module | An upgrade to both visor and body armor. The sensors will indicate current temperature, basic compositions of the air, water or other substances surrounding your suit. Warmth detector can be switched on. | -/2 | 10.000 |
| Shell | Special armor isolation that makes it impervious to EMP and to take halved damage from sources such as fire, explosions and laser. | - | 5.000 |
| Storage XL | Doubles your carry weight as long as suit is active | - | 5.000 |
| Substance capsules | Suit has capsules of adrenaline, morphine and zenith, a sense-enhancing drug used to enhance battle prowess, ready to be injected to user. Adrenaline cancels one otherwise lethal blow on use, morphine cancels stress and pain reactions and zenith bestows +10% on all combat actions and -10% on all non-combat actions. | 10/use | 7000 |
| Thrusters | These jet thrusters make it possible to maneuver through vacuum and even fly short distances through air. | 1/10 per round hovering | 4.000 |
| Toolkit | Inbuilt toolkit which includes a weld, a wrench, an automatic hammer, a laser cutter and a screwdriver. A number of screws are included. | 5/use | 5.000 |
| Vacuum Carapace | Armor Shield infused with vacuum-like properties. Shield will not take damage from heat-based damage such as laser and fire. | - | 5.000 |
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