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ANARCHIST'S NAPALM

3 Homemade "Napalm" cocktails utilizing the rules laid out on page 114 of Armory. Specifically, five successes grant a damage of 3 and two extra uses. These items use the standard rules for Fire listed on page 247 of the Blue book and on page 243 of the Red book.

Size:

1

Damage:

3

Detailed Mechanics:

Regarding "clinging fire" mentioned in the core Red book, the victim of this attack suffers 1 lethal per round (agg for Kindred) unless actions are taken to put out the fire. This can be done through total immersion, stop drop and roll, etc. Furthermore, if the user pulls a 1 during their attack, they take full damage (3) until they put themselves out.

This item cannot be used against PCs.

APC (DECOMMISSIONED)

Durability:	10
Size:	19
Structure:	29
Acceleration:	7 (9 mph/turn)
Safe Speed:	51 (35 mph)
Max Speed:	73 (50 mph)
Handling:	-2
Occupants:	2 + 11

ANTI-MATERIAL RIFLE

Damage

+4L (9 again)

Range

300/600/1200

Ammo Capacity

5+1

Strength

3

Armor Piercing

6

Cost

Accessories:

Bipod: Reduces penalty for shots at Medium/Long Range by 1

Telescopic Sights: no range penalties at short/medium range. range penalties at long range are halved.

BOLAS**{Thrown weapon, +2, 0 Bashing, Grapple}****Dex + Athletics + 2 weapon - targets Defense**

Please note, targets armor does not apply as this weapon is designed to tangle the feet of a victim and not do damage, but the targets defense does apply as it is a thrown attack.

This Bolas is made with 3 golf balls and 600lb test saltwater fishing line. As that weight line holds up to 600lbs it has an equivalent of strength 5 for the purposes of the following grapple test.

Should the attacker score a success with the thrown attack above the victim of this attack is tangled in the Bolas. The victim must spend the next round attempting to get out of the *grapple* of the Bolas.

If a penalty to the shot is made, and the user aims for the target's legs, then the target is both *prone* and *Grappled* and has to try to get out of the grapple as normal.

The Bolas pulls with a base of 5 strength

The target draws (Strength + Brawl - 5) in order to break free of the Bolas entanglement.

BOLAS (SEPERATE TYPE)

Type	Damage	Size	Cost	Special
Bola	2(b)	2	2	****

A Bola is a thrown weapon, as such the Test Pool is Dex + Athletics + weapon. The Bola it's self inflicts no damage, instead it entangles the legs of the target. Each success scored removes one step from the movement rate of the target, as well it prevents the target from running or charging while it continues to effect them. Further, due to the nature of the attack, armor does not subtract from the pool of this attack. This will last until the target spends an Instant Action removing it. If a 1 is drawn while using a Bola, the Bola has entangled the user and follows the same rules as though they were attacked.

BLESSED NAILS

Seven blessed nails, one for each Chakra. The Nails have no bonus traits, but use their own resonance to inflict aggravated damage on the possessing entity.

So they are a +0 Lethal Weapon - +0 Aggravated against Possessng Spirits. The Nails have to actually penetrate flesh in order to damage the Entity inside, Which means at least one lethal must be inflicted by each Nail in order to damage the Entity.

As a more ritualistic basis to the items the following would be pronounced as each nail was inserted into the Vessel in order to disrupt the identity of the possessing Entity.

BOOK OF THE TRINITY

The book is enhanced item for ritual or coil casting. It gives +2 dice pool for ritual or coil casting. You must have the book in hand when you cast your ritual or used a coil. To activate this book you must cast the following at the same time on holy ground at Sunrise:

- A Lancea casting Damned Radiance
 - A Crone casting Feeding the Crone
 - An Ordo Sun's Forgotten Kiss
- You only have to activate it once.

CHAIN WHIP (JIUJIEBIAN)

Damage:

1 (L)

Size:

1*

Cost:

Special: The jiujiebian is a clumsy weapon in the hands of the inexperienced. Users without the "Chain whip" specialty cannot use the Quick Draw merit, the Two-Weapon Fighting merit, the Disarm merit, or the Weaponry Dodge merit with this weapon, and takes a -2 on all attacks made with it.

Also, the jiujiebian can be used especially well to disarm opponents. When attacking with the intent to disarm an opponent, the wielder of this weapon gains a +2 on attack challenges.

** The size of the jiujiebian is not an accurate measure of its striking potential. While it can be concealed in a pocket easily enough, it can also extend to reach as far as seven feet away.*

CHOPSTICKS OF SU MAO

Cost:

6xp

Low Approval (Awakening)

Top Approval (all other venues)

Each chopstick is effectively a size 0 stake (-1 size [1 dot]), which grants a +5 to staking pulls (+4 [2 dots], as opposed to the standard +1 for a stake). The chopsticks come in a set, and each may only be used in one successful staking (the power is not used up if the staking attempt fails, only if it succeeds).

COMPOUND BOW

Damage:	2
Ranges:	30/60/120
Clip:	1
Strength:	3
Size:	3
Cost:	***

Bow requires one full turn to reload. If the Quick Draw merit is purchased for Arrows, the Bow may be loaded and fired in a single turn. A character may use a bow to attempt to stake a creature with a targeted shot (-4 penalty and a minimum of 3 points of damage must be inflicted in a single attack).

CUSTOM ARMOR

This Armour was made for by a true master in making Armour, with Crafts beyond mortal abilities (Crafts 6+).

Rating 3/2, Str 2, Init -2, Speed -2

CUSTOM AXE

Fire axes are common among fire and police personnel, but can be purchased for home use, as well. These axes can be used in forcible entry, crash extractions and impromptu ventilation in heavy smoke areas. Fire axes can also be used to chop trees, behead animals or lop off an adversary's limbs with a hard swing. While a fire axe isn't meant for combat, its sole purpose is to cause damage. As such, the fire axe is balanced for powerful strikes and doesn't suffer any penalty for being an improvised weapon.

Due to the strength of its titanium alloy, this fire axe's complete stats are thus:

Damage:	3(L)
Min Strength	2
Size	2
Durability	4
Structure	6

CUSTOM SWORD

According to the Armory book, a Masamune sword is far better than that of a normal sword maker. Made for defense purposes, to protect and not to kill, they were far more adept when keeping the peace than your average blades. The designer of this blade is not Masamune, but is still a master craftsman well above any living mortal. Of comparable quality, these swords are masterpieces.

Made of True Damascus Steel, an art lost to the annals of time, these blades are near unbreakable (+1 Durability) and virtually priceless. They are the pinnacle of form and function in one. In addition to their flawless nature and rarity, they also are designed to work in conjunction with one another far better than any normal pair of swords. Together, they are natural defenders.

Mechanics

Wakizashi:

Damage	2 (L)
Durability	5
Size	2

Katana:

Damage	3 (L)
Durability	5
Size	3

In addition, when both blades are welded together, the pairing provides a +1 defense.

This blade can only be used in defense of oneself or the defense of another. Any attempts to outright attack someone with this weapon will suffer an automatic -5 penalty to the wielder's attack pool due to the fact that malicious use of this blade goes against its very nature. In addition, any blow from this weapon (intentional or otherwise) that would cause the final death of a subject will cause the blade to automatically break. A break that occurs in this fashion cannot be mended by any means.

Weapons of this sort are only available through national level or higher plotkits that are directly linked to said weapons.

CUSTOM DRUG - BURN

The drug's effects when taken by a Kindred directly are nil; the drug has to be ingested in human blood like any other drug, and mere exposure to the pill without being ingested by a living body has no effect whatsoever. This drug is clearly noticeable in blood when concentrated (one full dose per blood trait), and can be discerned in blood when diluted (one full dose per two blood traits) if the character has Heightened Senses or another sense-sharpening ability active for the sense of taste or smell, or have ever tasted Burn in blood before.

When ingested into a vampire via means of a living vessel, the dose received has a cumulative effect for every two blood traits ingested (round up). This is based off the standardized assumption of ten blood traits per human, and one pill per human, so this may have a more concentrated effect when that human is overdosing (multiple pills increase the effect in a linear fashion) or when it is ingested via animal blood (less blood in the system per pill means higher dose per trait of blood).

For each two traits of blood ingested, a cumulative penalty of -1 to all tests of Composure and Resolve is noted by the vampire; the drug is very readily attuned to vampires to 'tweak' on, so it is very hard for them to control themselves while they are using Burn. Additionally, as the ability to control or resist Frenzy is dependent upon the traits of Composure and Resolve, the affected Kindred is at an additional -2 penalty to resist or ride Frenzy for the duration of the dose.

This effect lasts one hour per two traits of blood ingested, round up; the number of hours affected should equal the cumulative -1 penalty, and that penalty fades at the rate of one hour per -1 penalty... by the time the Burn works through their system they should be clear-headed and able to comport themselves as per usual. At the end of the drug's effect, however, a second effect is noted: as the drug works its way out of their system, they begin to "feel the Burn", an unpleasant burning sensation within their blood and distributed throughout their body that burns away with a Toxicity effect, dealing one Lethal damage a round for a number of rounds equal to the cumulative penalty noted above as the drug finally works its way out of their system.

Note that replacing blood entirely should dilute this effect, so in the case of truly unusual amounts of exposure a Kindred can expunge their blood from their body to get the toxin out and replace it with fresh blood to weaken or even nullify this effect. Likewise, vampires can heal as this toxic effect kicks off, so it would take truly prodigious amounts (or otherwise existing damage) to cause noteworthy effects such as torpor or death. There is a natural limit to how concentrated a dose may be ingested in a single unit of blood, due to the deleterious effects of Burn on the human body, it should be difficult or outright fatal to introduce more than two doses of Burn simultaneously, and a dead body does not meet the requirements for fully metabolizing this drug in order to pass its dose on to a Kindred subject.

DE HAVILLAND MOSQUITO

Type - Twin Engined Plane

Durability	2
Size	21
Structure	23
Acceleration	18 (21mph)
Safe Speed	367 (250mph)

Max Speed	499 (340mph)
Handling	0
Occupants	2+14

Note: 2 extra passengers may be carried rather than 4,000lb of cargo

"DEMON HIDE" COAT

It is a trench coat made from (what the character is calling, even if it actually is NOT) demonhide.

It has the same stats as a Light flak vest 1/2 armor, but repairs itself. This is a roleplay effect and does not otherwise impact the mechanics.

Though this item is 'mundane' in mechanics, its nature means that it remains Global approval for any other PC to obtain one, rather than the usual mid approval for a duplicate.

This item offers no protection against fire above and beyond that which is offered by other 1/2 armor.

ELEGANT RAPIER

This item functions as a rapier, on p. 232 of the Mind's Eye Theatre book, with the following modifications:

- The weapon has a +3 bonus to attack instead of +2.
- Because of the exquisite balance and craftsmanship, this weapon may be used for two weapon fighting even though it has a +3 bonus on attacks. Like any other weapon, if it receives any additional bonus beyond this (such as from Legionnaire's Blessing) it becomes invalid for such fighting styles.
- To retain its unusually high bonus, the weapon requires monthly maintenance. Each month, the weapon needs at least 5 successes on a Dexterity + Crafts roll. Each roll requires one downtime action. Failure to accumulate sufficient maintenance in any month means that the weapon now functions as a normal rapier until such time as it is maintained once more.

This weapon is not magical. It has no special benefit against supernatural creatures and has no supernatural resilience against breakage, disarming, or effects that would damage or destroy it.

EXORCISM DAGGER

This enchanted dagger, allegedly used to slay more than a dozen of those possessed by ghosts, has a special ability all its own now, perhaps by dint of its history - it confers a +5 equipment bonus to all attempts at exorcism, as outlined in the MET core book. It also, of course, functions as a normal dagger.

FLASH BANG GRENADES

A defensive grenade that is typical in SWAT entry teams. It is a simple concussion grenade that gives off a loud sound and bright flash to cause disorientation in the targets. At most if it does any damage would be a 1 bashing from the blast if it was right at someones feet (within 5ft or less of them). The blast though would cause a minus on trageting for those affected and would be such that could deafen and/or blind subjects for a brief period of time (no more than 3 rounds reduced by the number of Successes on a stamina check) Example: Grenade tossed down a hall and goes off. The person with heighten senses up is under the penalties for the sound/blast per the rules in Auspex. Those w/o those up would make stamina roll and based on the number of succes subtracted from 3 rounds would be disoriented/stuned for that period. Of course can be modified on that roll by the ST based on enviornmental conditions as well as equipment.

The basic stats would be a 1 for the grenade. Throw would be based on athletics (not weaponry) and dex. A single succ will get it in the area of the target and if you get 3 or more succ you land it at their feet (thus can cause actual damage of the 1 bashing).

This weapon is ment to be defensive in nature not agressive thus why does not do much damage. The effects will not stack with itself. Thus if you are under the effects of the grenade already a 2nd grenade will not increase the time. To toss the grenade is a full action. and has a max range of actual strength rating x10 ft (strength of 5 gives max of 50 ft) Radius for the disorientation is 15ft.

FLASH BANG GRENADES (SEPERATE TYPE)

Damage:	Stun 1(B)
Blast Area:	5
Force:	2
Size:	1/S
Cost:	**
Effects:	Knockdown, Stun

Stun grenades, sometimes referred to as "flash bangs," are not designed to do serious bodily harm. Instead, they are used to disorient, distract or incapacitate targets. When detonated, a stun grenade gives off a blinding light and deafening loud bang but produces no fragments. Stun grenades are commonly used in assault entries, and SWAT and counter-terrorist teams train to enter a room and neutralize targets as soon as the flash bangs go off.

Stun: Kindred are not effected by the "Stun effect" instead the test for Rotschreck. Three successes are required to not frenzy. If the Kindred were surprised the frenzy check is at a minus one. Situational modifiers should be applied by the Story Teller as applicable, IE a small enclosed space might impose a penalty while a kindred who is at the edge of the blast area in a large open area might get a bonus.

Knockdown: Target makes a Dex + Athletics vs Attacker's Dex + Athletics + 2 (the Force of the Flash Bang) If the Attacker nets more successes the target is knocked down.

Targets that are stunned or knocked down still have use of Defense. This item can not be used as the sole means of gaining a coup de grace.

This item can never inflict more than one point of Bashing damage. It can not be used to start fires. This item is intended to subdue targets and allow shock teams to move into position not kill people.

Heightened Senses: Such potent sensitivity can have its drawbacks. When a vampire actively uses any level of Auspex save the fifth (Twilight Projection), he runs the risk of his delicate senses being overwhelmed by excessive stimuli. Sudden or severe occurrences such as a gun report or flash bulb in the eyes can distract the character unless the player succeeds on a Resolve roll. Failure disorients the character, making him effectively unaware of his surroundings until the end of the following turn.

FLARE GUN

Damage:

-1 Agg, Lethal to non-Kindred (this means that a -1 is applied to all tests to use this weapon)

Range:

20/40/80 (beyond this range hitting an intended target becomes an automatic chance draw due to the flare's highly irregular flight pattern)

Capacity:

1 Shot

Size:

1

Flares, when launched into the air, can be seen from up to one mile away in daylight and up to 10 miles away at night.

Flares are blunted and thus will not penetrate a target (unless one is aiming for something particularly soft.) While the flare will bounce off virtually whatever it hits, if that surface is flammable it CAN, at ST discretion, cause it to light on fire. Also note that a flare will burn in almost any environment and they last for approx. 6 seconds (2 rounds.) It does not need oxygen and can burn under water so putting a flare out once it has been lit is no easy task.

Use of this weapon amongst kindred will invoke a fear frenzy that requires 3 successes to overcome. Any of these kindred who are surprised by the flare gun's effects are at the standard -1 to these resistance tests.

The user of this weapon also must test for frenzy if they are kindred but does not receive the negative (unless the gun manages to go off on it's own, of course, in which case the user would be VERY surprised.)"

FLARES

As per Armories.

GAVIN'S MIRROR

Imbued Item *****

Size 3, Durability 2, Structure 2

Gavin's Mirror has two persistent magical effects on it, separated by a Fate-based target exemption. Only one effect functions at a given time. The powers automatically affect anyone looking at their reflection in the mirror.

Characters suffering from any Flaw (be it normal flaw, a Clan flaw, or some supernatural affliction), or who are just plain ugly to begin with, fall under the effects of a Potency 7 casting of "Image of Striking Beauty" (Life 3+Mind 2), granting them a +5 modifier to all Presence and Manipulation rolls made to use his looks to his benefit for the remainder of the scene. The specific aspects of the change are up to the player, but generally the form shown reflects the character's ideal body, or how they were seen (or are seen) by the person who loves them most.

Characters with Striking Looks, or currently under the effects of an appearance-altering superpower that would make them appear as beautiful, are affected inversely by a Potency 7 casting of "Rotting Flesh" (Death 4). While they take no damage do to a Fate exemption, they do suffer a -4 to all social rolls where their appearance would be of benefit or hindrance. This penalty does not apply in situations where the character is not being interacted with directly (such as over the phone, or online). This effect lasts for one scene. The character's appearance changes to a more sickly, cadaverous form, with terrible scars and mottling of flesh. Some may even appear decayed.

Characters who are neither ugly nor beautiful (have no flaws that would make them ugly, and no merits or powers that would make them beautiful) are unaffected by the Mirror's powers.

GREEK SHIELD

Defense

+2

Cost

Strength

3

A shield in the Greco style, utilizing the curved style for protection against incoming attacks. The use of a shield applies a penalty for attacking of -2, this penalty can be further reduced to -1 by use of the Ambidextrous or Shield-bearer merits (or +0 with both).

A person using this shield counts as being substantially concealed, and, therefore, all ranged attacks made against him suffer a -3 penalty. This can be negated by use of armor piercing rounds.

If the wielder is only using a shield, he can add a further +1 to his defense (total +3).

Characters can attempt to attack with a shield. Shields are heavy and can be used to bash or batter an opponent. Generally, attacks made with a shield are done at a -1 penalty, and cause bashing damage if successful.

A shield is a held item and does not count as worn armor.

H-50 GUIDE GUN (HUNTING RIFLE)

Damage:	4
Ammo:	7
Strength:	4
Size:	3
Range:	220 ft
Reload:	5 turns

LONG AGO, IT IS SAID, LOVERS GAVE EACH OTHER TOKENS SO THAT WHEN THEY WERE APART, THEIR HEARTS COULD STILL BEAT AS ONE. SO, TOO, DID SOME OF THESE TOKENS EXIST FOR VAMPIRES, WHOSE MAGIC AND ETERNAL DEVOTION IMPRINTED UPON THEIR ITEMS, GIVING THEM A RESONANCE BEYOND WORDS. THERE ARE LEGENDS OF A MAKER OF SUCH TOKENS, NOW LONG LOST TO TIME - BUT THE WORK REMAINS.

THIS FLOWER, SMALL AND DELICATE, DOES NOT BETRAY THE GREAT DEPTH OF EMOTION IT CAN CONVEY. THE INDIVIDUAL WHO GIVES IT IN TRUE FAITH AND LOVE - OF ANY SORT - CONNECTS HER SOUL WITH THE RECEIVER, ATTACHING THEMSELVES AS THOUGH THROUGH THE SYMPATHIES OF BLOOD. BOTH GIVER AND RECEIVER HAVE THE CAPACITY TO FEEL ONE ANOTHER THROUGH BLOOD TIES AS THOUGH THEY WERE SIRE AND CHILDE - BUT MORE, THE EMOTIONS CONVEYED DO NOT HAVE TO BE SHOCKING OR INTENSE ONES. EVEN SMALL ONES CAN REFLECT THROUGH THE HEARTFLOWER, ALLOWING THEM TO THINK OF ONE ANOTHER AND 'FEEL' AN EMOTIONAL RESPONSE - NO MATTER WHERE THEY ARE IN THE WORLD. THE ROLL TO ACTIVATE ANY EMOTION, LARGE OR SMALL, AT THE WILL OF THE HOLDER OF THIS ITEM IS AS PER BLOOD SYMPATHY. IT MAY BE UTILIZED IN THIS MANNER ONCE PER SCENE TO CONVEY ANY EMOTION THAT THE RECEIVER IS FEELING, SENDING THAT EMOTION TO THE GIVER OF THE HEARTFLOWER IN A PERMANENT EMPATHIC BOND.

BUT THE HEARTFLOWER DOES NOT ENFORCE LOVE. SHOULD THE RECEIVER GIVE AWAY THE FLOWER IN DUE TROTH, WITH EMOTION ATTACHED, TO ANOTHER - THEN HE BECOMES THE GIVER, THAT INDIVIDUAL BECOMES THE RECEIVER, AND THE LINK TO THE FIRST GIVER IS SEVERED. A NEW BOND BEGINS BETWEEN THE NEW COUPLE, AND THE HEARTFLOWER WORKS UPON THEM, AND THEM ALONE. THE GIVER FEELS ONLY THE SUDDEN SHOCK OF THE BOND BREAKING, AS THOUGH HER HEART WERE SHATTERED... AND NOTHING MORE.

THE HELPING HAND AKA GAMBLER'S STASH AKA GENTLEMEN'S HELPER

This Item is strapped to the forearm of the user and is easily hidden under your Duster or coat. If you are not wear long sleeves it is as easy to see as a

tattoo on your arm.

This item would give the wearer the a functional equivalent of the quick draw merit (without the requirement to draw and attack as the same action) for the item loaded into it. Only small/tiny items can be loaded. Once properly loaded the wearer can trigger it and pop the item into his/her hand. To properly load, Dex or Wits + Crafts or Larceny only one success is required. When activated the user makes a chance draw on a one the item launches away from the user (1-10 feet). If the item was not properly loaded it malfunctions on a 1 or 2.

The hand can instead be used to give a +2 item bonus to slip the item into you hand. In this case if it malfunctions the item springs out in the case of a light item, squeaks giving others a +2 bonus to detect you sneaky self in the case of a heavy item.

After any melee combat, make a chance draw on a critical fail the item is broken and will not function until repaired.

HIP SWIVEL HOLSTERS

These holsters are worn on the hips and designed to allow the wear to fire without pulling the pistols from the holster. The intent was, while you are staring down your opponent you get the drop on him because he has to pull his pistol from the holster. You simply push down on your handle and fire.

In a duel you gain +2 equipment bonus to initiative. However you take a -2 on your test to hit. The damage test does not suffer this penalty.

When not facing off with your opponent like a man, one could if they was such a yellow bellied dog, use the holster to get the drop on someone, (your first attack counts a surprise you still take a -2 to hit) but this trick only works once. If they have seen or heard what a yellow dog you are you can't get the drop on them unless you find some other way to sneak up on em.

Insult and injury:

In addition to any other effects you suffer if you critical fail while firing from your holster you damage the holster and it can't be used to swivel again until repaired or replaced. You suffer a -2 to your initiate when pulling your weapon from a damaged holster.

KALIKA

Item

Articulated Ring (hinged and covering an entire finger, ending in a sharp 'claw')

KALIKA (CUSTOM STIGMATICA)

This artifact and its associated discipline allows the bearer to cause energy to be drawn from wounds at the Chakra points of others. With a single breaking of skin by the dagger the bearer seems to imbue the target with a sense of greater enlightenment and oneness with the Divine Essence of the Great Mother, Kali. This sense of ecstasy in the target manifests as wounds are opened. The bearer, or any other, who imbibes the blood from these wounds discovers that along with any nourishment gained, certain special abilities are passed along. In most cases, the blood augments the drinker's Strength, Stamina or Dexterity, but the enhancements from some wounds can be less visible, though no less substantial.

The word chakra is Sanskrit for wheel or disk and signifies one of seven basic energy centers in the body. Each of these centers correlates to major nerve ganglia branching forth from the spinal column. In addition the chakras also correlate to levels of consciousness, archetypal elements, developmental stages of life, colors, sounds, body functions, and much, much more.

Kalika is known to work only upon Mortals. To use the powers of this object the bearer need only break the skin of the target in the area described in each power and spend a Willpower point. (Making such contact invokes the "Touching an Opponent" rules, or combat rules, assuming the subject resists. If the subject does not resist, touch can be assumed to be automatic if within reach.) The Willpower is still lost if the activation roll for the power fails.

The exertion passes a spark of Kali's Divine Nature from the bearer to the target, whose body is overwhelmed with the spiritual transference of the Dark Mother; blood begins to flow from the Charka points, even though the wounds inflicted with the dagger are shallow. The experience is a traumatic one for kine, who not only endures pain, but loses a significant amount of blood. The flow provides certain benefits to vampires or ghouls who drink it, depending on the location of the wound and how much of the blood is consumed. Typically, the number of successes achieved on the Kalika roll determines how many Health points a victim loses to lethal harm. After the equivalent in Vitae has bled, the wounds begin to heal normally. If they are re-opened by anything other than subsequent use of Kalika, any blood is considered normal and confers no special benefit.

The bearer may not conceal the wounds inflicted with Kalika by licking the wounds after taking his fill. The injuries remain evident and can be healed only naturally or via a supernatural curative proffered by someone or something other than one of the Damned.

A victim of Kalika is not necessarily forced in acquiescence to feeding. The horror and excessive blood loss of the event can allow him to struggle to survive. For a mortal to resist this kind of Kiss, two or more successes must be achieved on a Resolve + Composure roll.

Regardless of how much Health a victim loses -- how many successes are rolled for the Bearer -- the victim does not shed more than the equivalent of one vitae per turn. If five successes are achieved on the Kalika roll, the victim suffers five lethal damage and bleeds for five turns. Thus, no more than one Vitae per turn can be consumed from the victim by means of this power. If blood lost is not consumed in the same turn, it loses its supernatural efficacy. After that point, it is a powerless liquid. It will not even restore spent Vitae if consumed later.

The special benefits gained from drinking empowered blood last for the remainder of the evening, vanishing with sunrise. If the bearer awakens during the daylight hours, he does not retain any special powers gained from the night before.

Any vampire or ghoul, including the Bearer, who drinks the blood from a Kalika wound may gain its benefits. Only one blood-drinker may do so in a single turn. So, a victim could be passed from drinker to drinker from turn to turn for multiple Kindred to enjoy the results. A mortal victim can be subject to only one Kalika power at a time (assuming he survives the first.)

No more than one of the Drinker's physical traits may be enhanced by the power at a given time. A drinker might increase his strength multiple, cumulative times in an evening by consumption of mystical blood. But if his strength is currently heightened and he consumes blood ushered that will increase his Dexterity, he loses all bonuses to strength, and gains only the benefit from the second power. The most recent drinking takes precedence over previous ones where physical attribute increases occur. No attribute can be increased beyond the limit allowed by a character's current Blood Potency as a result of drinking Kalika empowered Vitae, unless they have first raised their base Blood Potency with the level five Kalika power.

THE FOLLOWING MODIFIERS CAN APPLY TO USE OF KALIKA:

- +5 Victim is a practitioner of self-mutilation for religious reasons.
- +4 Victim is especially prone to experience super natural phenomenon (Sees ghosts, has ESP, has done magic).
- +3 Victim has been frequently subject to Kalika.
- +2 Performed in a holy or supernaturally powerful place.
- +1 Victim is particularly religious or has already been subject to Kalika.
- 1 Victim is a fervent agnostic.
- 2 to -4 Performed in an unsuitable or irreverent circumstances.

*** KISS OF EARTH**

"Earth, Physical identity, oriented to self-preservation

Located at the base of the spine, this chakra forms our foundation. It represents the element earth, and is therefore related to our survival instincts, and to our sense of grounding and connection to our bodies and the physical plane. Ideally this chakra brings us health, prosperity, security, and dynamic presence."

The Bearer wields the Kalika to create a wound across the victims back at the base of the spine. The bleeding can be enough to render the Victim unconscious and possibly even result in death. The blood that seeps from the wound is not ordinary. Not only can it provide the sustenance that kindred , but it's imbued with a mystical power that supernaturally fortifies the Stamina of the Kindred or ghoul that consumes it, providing the kind of endurance that Kali Maa used to defeat the Demon Raktabija. This power can not be used on kindred or ghouls.

COST: 1 Willpower

DICE POOL: Stamina + Intimidation + Kalika

ACTION: Instant for activation of the power, though the full effect of the blood is conferred only after each turn of drinking. Devouring the blessed blood of the Mother requires an action each turn.

Failure: No excess blood flows from the shallow wound, no benefits or Vitae are gained from blood consumed, although a successive attempt may be made with the expenditure of another Willpower point.

Success: The mortal bleeds, losing a number of Health to lethal damage equal to the successes achieved on the activation roll. For each Vitae consumed by a Kindred or Ghoul, the individual receives an additional dot of Stamina that lasts until sunrise. That also means a temporary increase in the character's Health dots. Rules for dealing with this increase and what happens to injuries sustained when the benefit vanishes are detailed in the "Temporary Health Dots" sidebar on p173 of the World of Darkness Rulebook.

**** KISS OF FIRE**

"Fire, Ego identity, oriented to self-definition. This chakra is known as the power chakra, located in the solar plexus. It rules our personal power, will, and autonomy, as well as our metabolism. When healthy, this chakra brings us energy, effectiveness, spontaneity, and non-dominating power."

In the same fashion as the first, the mortal wounded in the solar plexus watches in rapt horror as blood flows from the shallow wound. If this blood is ingested, the recipient discovers a miraculous vigor lent to his limbs. This power can not be used on Kindred or Ghouls.

COST: 1 Willpower

DICE POOL: Strength + Intimidation + Kalika

Action: Instant for activation of the power, though the full effect of the blood is conferred only after each turn of drinking. Devouring the blessed blood of the Dark Mother requires an action each turn.

Failure: No excess blood flows from the shallow wound, no benefits or Vitae are gained from blood consumed, although a successive attempt may be made with the expenditure of another Willpower point.

Success: Each success achieved inflicts one point of lethal damage and releases the equivalent of one Vitae per turn thereafter. Each of these Vitae consumed provides a Kindred or Ghoul with an additional dot of Strength for the remainder of the night. Note that a drinker's Speed increases accordingly. The injuries make it difficult for the victim to perform actions, a -2 penalty is applied until the wounds are healed.

***** KISS OF WATER**

"This chakra, located in the abdomen, lower back, and sexual organs, is related to the element water, and to emotions and sexuality. It connects us to others through feeling, desire, sensation, and movement. Ideally this chakra brings us fluidity and grace, depth of feeling, sexual fulfillment, and the ability to accept change."

Victims who experience this Kalika wound are crippled, so great is the agony that courses from their bloodied abdominal area. For those who partake of the resulting blood, the experience is one of ecstasy and sexual fulfillment. The drinker is able to move with more agility than ever before. The Kiss of Water Chakra can not be used on Kindred or ghouls as victims.

COST: 1 Willpower

DICE POOL: Dexterity + Empathy + Kalika

Action: Instant for activation of the power, though the full effect of the blood is conferred only after each turn of drinking. Devouring the blessed blood requires an action each turn.

Failure: No excess blood flows from the shallow wound, no benefits or Vitae are gained from blood consumed, although a successive attempt may be made with the expenditure of another Willpower point.

Success: Each of the victim's lower limbs rendered useless and blood flows from the wound at the abdominal Chakra point, leaving him unable to support his own weight. Each success rolled inflicts a point of lethal damage and liberates the equivalent of one Vitae per turn thereafter. The victim's Speed is

reduced by two for every Health point lost, to a minimum of zero due to temporary paralysis until the wounds heal. Each Vitae consumed lends an additional dot of Dexterity to the drinker until sunrise. The result increases the drinker's speed and Initiative accordingly, with a possible increase in Defense.

**** KISS OF AIR

"Air, Social identity, oriented to self-acceptance. This chakra is called the heart chakra and is the middle chakra in a system of seven. It is related to love and is the integrator of opposites in the psyche: mind and body, male and female, persona and shadow, ego and unity. A healthy fourth chakra allows us to love deeply, feel compassion, have a deep sense of peace and centeredness"

The Bearer by the creation of a shallow cut over the victim's heart chakra causes the victim to experience a rush of pain. In some cases, only a small trickle of blood seeps forth, but sometimes the bleeding is profuse, causing unconsciousness or worse. A kindred or ghoul who consumes this blood is granted by the Dark Mother a sense of unearthly calm. This power can not be used on Kindred or ghouls.

COST: 1 Willpower

Dice Pool: Composure + Intimidation + Kalika

Action: Instant for activation of the power, though the full effect of the blood is conferred only after each turn of drinking. Devouring the blessed blood of the Mother requires an action each turn.

Failure: No excess blood flows from the shallow wound, no benefits or Vitae are gained from blood consumed, although a successive attempt may be made with the expenditure of another Willpower point.

Success: The Victim responds as if wounded to the heart. They suffer a number of points of lethal damage equal to the successes achieved on the Kalika roll, and an equal number of Vitae are shed, one per turn. Each Vitae consumed from these wounds by a Kindred or ghoul provides an additional dot of Composure that vanishes at dawn. Both a drinker's Initiative and Willpower are enhanced by this increase. For each Health point lose, the victim also suffers a -1 penalty to all challenges until the wound heals. If more than three successes are gained on the Kalika roll, the victim must succeed at a stamina pull to avoid a heart attack.

***** KISS OF KALI'S BLISS

"Thought, Universal identity, oriented to self-knowledge. This is the crown chakra that relates to consciousness as pure awareness. It is our connection to the greater world beyond, to a timeless, spaceless place of all-knowing. When developed, this chakra brings us knowledge, wisdom, understanding, spiritual connection, and bliss."

The last and most dramatic of the blessings of the Dark Mother is her Kiss of the Bliss of understanding and power of Her Wisdom. The Bearer must make a shallow cut along the scalp of the crown of the victim's head. Those who take Vitae from such a wound experience an ecstasy unlike any other as they revel in Her power and Divine Essence strengthening their own Divine Spark or Soul. Kindred find their own blood far more potent, while ghouls discover their physical Disciplines suddenly amplified.

COST: 1 Willpower

DICE POOL: Wits + Occult + Kalika

Action: Instant for activation of the power, though the full effect of the blood is conferred only after each turn of drinking. Devouring the blessed blood requires an action each turn.

Failure: No excess blood flows from the shallow wound, no benefits or Vitae are gained from blood consumed, although a successive attempt may be made with the expenditure of another Willpower point.

Success: The wound on the victim's scalp bleeds profusely, widening dramatically, causing lethal damage equal to the successes pulled +2. A number of Vitae equal to the total health lost is also shed, one per turn. In addition to sustenance gained for each Vitae consumed, a vampire's Blood Potency increases by one for each three Vitae ingested. So, if three Vitae are drunk, three Vitae are gained and Blood Potency increases by one. If five Vitae are consumed, five Vitae and two Blood Potency are gained. If a ghoul drinks the blood, his highest physical Discipline is increased by one dot for every three Vitae swallowed. These effects last until the first rays of the sun appear.

BLOOD POTENCY MODIFICATION CHART:

1-3 Vitae Consumed	+1 Blood Potency
4-6 Vitae Consumed	+2 Blood Potency
7-9 Vitae Consumed	+3 Blood Potency
10-12 Vitae Consumed	+4 Blood Potency

Increased Blood Potency allows a recipient of this power to gain higher Attributes and Skills than before (at least till sunrise), but higher Discipline powers can not be acquired. The drinker is limited to Discipline powers based on his normal Blood Potency. Even if a Kindred were to use this power to drink Vitae for months, she would be unable to master a Discipline that required a Blood Potency higher than what she officially has. She is able to spend more Vitae per turn, however, and to have more Vitae in her system over all.

Extra Blood Potency gained by a vampire is not conferred to one who diablerizes him. The victim's original Blood Potency determines any rewards of diablerie.

ITEM OWNERSHIP:

1. If the item is removed - either stolen or given - to another character, it 'reattunes' itself to that character after one night of being 'away' from its owner. This reattunement can only happen once per calendar month, however. The character who then has the item for at least one night (on her) acquires the first five dots of the power.
2. If the character wishes to use the item during a given night (e.g. at a session, game, etc), she MUST carry it openly when she is amongst other Kindred. It can't be Obfuscated or concealed itself, e.g. under heavy clothing. However, if the bearer is obfuscated, it goes along, hidden as the rest of the bearer and the objects they are carrying.
3. Use of the item at a game/session is based entirely on the supervising Storyteller's permission. Understandably, some STs get twitchy when very powerful items - especially such as this one, which invites conflict - enter their games. NOT ALL VENUE THEMES/ MOODS/ PLAY STYLES WORK WITH THIS ITEM. As such, the player must ask for permission from the session's supervising Storyteller prior to bring it to that session, and prior to using it.

CAVEAT FROM THE MST:

This item is only appropriate in the hands of a responsible player. If, at any point, the character in possession of the item is found guilty of any cheating or similar transgression against the Camarilla's rules, the item will return to the Master Storyteller's office and become reassigned.

1. Any new bearer upon taking possession of this item must enter a Master Level Approval in order to retain it.
2. If it is obtained by a VST or DST, they may never use the item within their own Domain.
3. This item may never be obtained or used by any of the following offices: RST, ARST Requiem, NST, ANST Requiem. Those storytelling levels (High and Top) are usually seen as 'the powers that be' in a nation and need to be above reproach.
4. The Master Storyteller, AMSTs and AAMSTs cannot obtain this item and/or use it for their own characters. Again, same as 3, but even worse as this was auctioned off by the Master Storyteller.

VISIBLE EFFECTS:

The object calls no special attention to itself when not being actively used against a victim for the effects of the power. It appears as a normal silver articulated ring with a sharp 'claw' end. When it is in use against a victim it is visibly magical, and screams for investigation, appearing to special sights as brightly magical and powerful object. For individuals choosing to investigate the object itself:

1. Normal vision - nothing special
2. Normal vision attempting Wits + Occult (up to 2 successes): When the object is in use, confirms its magical nature.
3. As above with 3 successes: It's magical and if currently active in creating 'empowered' blood, shows very brightly
4. As above with more than 3 successes: Magical, active, used by its carrier for 'strength' and 'power'.
5. If Spirit's Touch is used on it: brief flashes of insight from the item's historical write-up, at ST's discretion. Its specific 'power-granting' becomes glaringly apparent.
6. Magical types of perceptions are used on it: ideas about the type of magic coming from it, i.e. its historical and mythological meaning. With a successful Wits + Occult and at least 3 successes after such perception, an observer can deduce how it's granting powers to its user (but never WHAT powers).

In other words, it is only 'active' and attractively brightly magical to others when being used as Kalika powers against a target victim to produce empowered 'blood'.

KISH 1024 ENCRYPTION MICROPROCESSOR

Devices that use a custom silicon chip to handle encryption and decryption of a digital signal. These chips would be manufactured in specific lots, and all chips that are meant to interact together must be manufactured at the same time. The chips are manufactured by Adapa Development, and a cash fee must be paid to the company of at least \$500,000 setup costs plus \$5,000 per chip in the lot to be manufactured.

The chips use dual 1024-bit polymorphic encryption with rotating keys. That is, the chip will encrypt the digital signal using a 1024-bit key that's hard-coded into the silicon chip, and then encrypts the signal again using a second 1024-bit key and a different algorithm. Then, coordinated by a proprietary signal, each chip will change keys every few minutes, rotating through 1024 different possible keys, with the encryption algorithm also changing based on the key being used.

In practical terms, this signal would be impossible to decrypt without using a device with a chip from the same lot. This provides no assurance that such a device could not be stolen, that a person privy to the information did not share it (or have it taken from his mind), or that the encrypted information would not otherwise be accessed, but it would prevent a third party from intercepting the signal in transit and cracking the code.

Each chip also has a unique serial number, and is programmed to lock up if a deactivation signal for itself is received. The device can then be rebooted, but since the deactivation signal can be rebroadcast every few seconds indefinitely, it effectively allows a particular device to be taken offline if it is compromised. The deactivation signal must be encrypted using a chip from the same lot, but not all devices are able to broadcast such a signal.

If a chip within a lot is compromised and cannot be recovered or destroyed, it is recommended that all chips in the lot be replaced. Most devices using such an encryption chip are designed so that the chips themselves can be easily replaced without replacing the entire device, much like putting a new processor into a PC. This incurs the same costs as manufacturing a new lot of chips.

In game mechanics, there would be no test to use any general cryptography skill or device to crack a signal encrypted with these chips. The signal could be decrypted by stealing a device with a chip from the same lot and either using the device as intended (if nobody sends the deactivation signal), or deciphering the silicon pathways on the chip to reverse engineer the algorithm and key (taking several months under an electron microscope).

Note that the existence of these chips is known to the US government Department of Defense, CIA, NSA, and other appropriate agencies, as well as many major corporations. In fact, some of these organizations purchase devices using these chips for their own use, given a need for encryption pressing enough to justify the budget.

KNUCKLEDUSTERS

Knuckledusters are a weapon offering a +1 weapon bonus on attack rolls, doing bashing damage.

Use of Knuckledusters employs the brawl rather than weaponry skill, and is combinable with boxing and martial arts, but not with two weapon fighting.

The individual employing the knuckledusters is considered 'unarmed' for the purposes of interacting with 2 Weapon fighting, and a Rapier's defence bonus.

Knuckledusters can not be disarmed. Use of knuckledusters do not count as a weapon for the purposes of two weapon fighting or boxing. It is not possible to use Theban Sorcery on knuckledusters.

'Knuckleduster' refers to any rigid, hard surface covering the hands of the user - be they traditional brass knuckles, a gauntleted fist, or any other form of reinforcement. Storytellers should emplot a -1 on dexterity tests relating to fine manipulation whilst the weilders hands are bound.

Concealibility - Generally pocker, although in the case of gauntlets' None' is probably closer.

LAMIA ESPADA (VAMPIRIC BLADE)

This weapon seems, on the outside, to be a beautifully crafted, bell hilted rapier. The edge is reddened as if with the hint of blood within the steel. Rippling waves within the steel give credence to a long tempering process non-existent within the Florentine era of the design's origin. While handled by a novice, the blade remains just that, an extremely sharp weapon, with no special qualities other than its extraordinary craftsmanship. When handled by a master however, (someone with a specialty in blades or swords) it reveals its true nature. The steel sings to those masters, calling upon them to part with their will and devote themselves to the blade. Those who give into the song of the steel may expend a willpower point to activate the blade's special properties.

Damage:

3(L)(Rapier damage +1 for exceptional quality)

Size

2

Piercing

1

Special ability

Cost: 1 wp

Action: Reflexive when drawing the blade.

Effect: When the willpower point is spent and the blade is in hand, sharp fangs sprout from the hilt and bite into the user's hand and wrist. The user must immediately take a frenzy check. If they remain in control, the user can then choose to feed the sword a number of blood points equal to a maximum of half their unmodified blood pool. One of these blood points may be spent each round to cause damage dealt by the weapon to become aggravated. Blood not used by the end of the scene is lost. If the weapon is disarmed while activated the fangs rip free dealing one point of aggravated damage to the wielder.

LE MAT

Ammo Type	Dam	Range	Cap	STR	Size	Cost
Revolver	3	20/40/80	6	3	1/J	***
Shotgun	4	10/20/40	1			

Notes

There are NO speed loaders for this firearm. All reloading must be at the standard reload times set in Armory pg 55 (Com+1 bullets loaded per round).

Loading the Shotgun will take an additional round due to the different ammo and relative hardness to get the shell in.

Shotgun is 16-gauge so no 'special loads' can be used in fire arm.

When shot gun option is used, will take an action to resight a target before firing with the revolver OR trying to reload due to recoil.

"LESS THAN LETHAL" SHOTGUN

As per shotgun out of the book, but does bashing damage.

As for the shells, they're actually referred to as beanbag shells. The reason why is that they're nylon bags filled with lead pellets. They hurt more than most people can imagine, but they do not cause lasting damage. In very VERY rare incidents, they can harm people (broken ribs puncture lungs, etc), but less than one such incident is reported a year.

The down side to these rounds is that once these shotguns are modified for "less than lethal" rounds, they CAN NOT fire normal shotgun rounds without changing the barrel (an operation that takes SEVERAL minutes at least, and knowledge of the gun you are working on). Trying to do so would shed the barrel, and ruin the gun as a whole. You can still fire most other types of "less than lethal" shot (such as rubber rounds, rubber buckshot, etc) but those types are more likely to harm a suspect than beanbags.

LIGHT CAVALRY SABRE

Damage 3(L), Size 2

Special: This lightweight sword may be wielded by someone of Strength 1 or greater.

Due to the softness of the Aluminium blade, the Sabre breaks or is otherwise rendered unusable on a Botch.

Furthermore, if used by someone of 4 Strength or Greater, this weapon will make its attack and damage test as normal, but will then twist out of shape on a roll of 10, reflecting that it is being put through strain beyond its intended design.

If Vigour is used with the sword, it will twist on a roll of 9 as well as 10.

MACHINE PISTOL - BERETTA MODEL 93R*

Damage:

2

Ranges:

20/40/80

Capacity:

20+1

Strength:

2/(3/-)*

Size:

1/J

Cost:

Beretta developed the machine pistol variant of the Model 92 as a sidearm for police officers and soldiers entering CQB situations. The Model 93 is slightly longer than its parent design and features a fold-down grip hinged just in front of its trigger guard for two-handed operation. The Model 93 is limited to three-round bursts rather than fully automatic fire (no medium or long bursts). This pistol can be fitted with a detachable stock and can accept the standard 15-round magazines of the Model 92.

Using:

AP1 Ammo

Options:

Sights, Laser

Durability 1, Size 1, Structure 2, Cost **

Laser sights improve accuracy at short and medium range, but are ineffective at long range, as the laser dissipates and becomes useless. At short range, a shooter can add +1 to her attack roll. At medium range, she may halve the standard -2 modifier, making it -1 instead. At long range, the normal -4 penalty still applies. Laser sights do not work with medium burst or long burst autofire. However, laser sights do still provide benefit when using a short burst, as the sights still allow for easier initial target acquisition. The red dot from a laser sight is visible, however. The target of a surprise attack using a laser-sighted weapon gains a +1 bonus to his Wits + Composure roll to avoid surprise (see p. 151, the World of Darkness Rulebook). If conditions are foggy or dusty, the laser becomes even easier to see, because the airborne debris illuminates the entire beam of light (which is normally hidden). In such circumstances, the bonus to avoid surprise increases to +2. A variation (Cost ***) uses an Infrared laser beam. The infrared dot can normally be seen only by using night vision sights or goggles. Characters using infrared laser sights and a night vision scope benefit from both.

Suppressor

Durability 3, Size 1, Structure 4, Cost ***

Discreet killers wishing for total silence when using a suppressor might be surprised at how much noise is still present when firing. A suppressor works by dissipating some of the builtup pressure that comes from discharging a bullet down a slim barrel. The suppressor allows some of the gas to escape before the bullet exits the barrel, thus dampening the noise. Unfortunately, most bullets still travel 1,100 feet per second or more, and they still break the sound barrier with a sonic pop. While a suppressor muffles the sound of the bullet leaving the barrel, a suppressor can't silence sonic booms. The trick is to use subsonic ammunition. Smaller caliber rounds or specially made bullets can be subsonic: they travel just under the speed of sound, and while they have less power, they also make next to zero noise. (Though the bullet still makes a faint sound on impact.) All guns make noise, no matter what kind of suppressor or ammunition is being used. However, bystanders nearby (within 50 yards) have a -4 penalty to their Wits + Composure roll when attempting to notice the sound from a suppressed subsonic bullet. Bystanders have an easier time hearing a suppressed supersonic bullet, however. Witnesses within 100 yards may hear the shot, suffering only a -2 penalty to their Perception roll. Note that suppressors also diminish muzzle flash. Characters attempting to pinpoint where a bullet came from do so at a -3 penalty if the shooter uses a suppressor. Contrary to popular belief, suppressors can be made for all firearms, including shotguns and revolvers. However, revolvers are difficult to silence effectively, and bystanders have only a -2 penalty to their roll.

MAGIC ITEM - IMMUNITY TO DISCIPLINE

1. It is a magical item that bestows immunity from the effects of a Discipline's powers (and Devotions including that Discipline's powers) upon the user. This power is defined once, at its 'inception.' This is chosen once by the owner (who chose Nightmare) and cannot be redefined later. If the item is removed - either stolen or given - to another character, it 'reattunes' itself to that character after one month of being 'away' from its owner and being carried by its new owner. This reattunement can only happen once per calendar year, however (meaning if it's stolen a second time, it won't work for the new owner until the start of the next calendar year). The character who then has the item for at least one week (on her) acquires the same immunity (against Nightmare), as defined by its initial, very first owner (the auction winner).
2. If the character wishes to use the item during a given night (e.g. at a session, game, etc), she MUST carry it openly when she is amongst other Kindred. It can't be Obfuscated or concealed, e.g. under heavy clothing. This is, as should be apparent, an invitation for other characters to look at it, perhaps deduce its power, and potentially seek to steal it to use its might for themselves. It is therefore a wandering plot item that creates its own plot -- giving powers, enticing others to take it for themselves. It is, after all, quite... precious.

3. Use of the item at a game/session is based entirely on the supervising Storyteller's permission. Understandably, some STs get twitchy when very powerful items - especially such as this one, which invites conflict - enter their games. As such, the player must ask for permission from the session's supervising Storyteller to use it to that session.
4. The effects of the item are as follows: Touching it with any Auspex-related revelatory powers shows that it is magical. Use of magical sight beyond Auspex (of any sort, e.g. the Crones' power) reveals a nightmarish magical aura. The attuned user of the item, whilst wearing it, becomes immune to the effects of Nightmare: Any powers involving Nightmare directed at this character (including area affects) automatically fail to sway him or her in any way.

MEAT GRINDER

The machine in total would be 10' x 15' x 10' and would have an opening of 4' x 4'. It would as long as it was properly maintained be able to grind through bone, however it would be subject to possibly jamming up.

This device can not be used in combat in any way. The person or object being placed in it must first be fully subject to incapacitation and be susceptible to a killing blow for this device to function. If placed in this device the subject will take a total of three lethal every six seconds as flesh, muscle, and bone is ground away.

If bone is placed in the grinder then a card should be drawn and if an Ace is pulled the grinder halts and must be repaired before it can be used again.

If any thing other than an Ace is pulled the device continues to operate as normal.

MEKHET INFORMATION DATABASE

The same servers which power the Mekhet email list also store an information database for the Mekhet clan. It is subject to the same security as the email list.

Information from this resource is only available ICly to characters with Mekhet status 1+.

MINI GARGOYLE

Description:

The Gargoyle is a small, man-shaped creature that looks like its namesake architectural features. It has minimal intelligence, being mostly designed for the purposes of serving a master or sorcerer. Indeed, some gargoyles truly are architectural features, perching atop their masters' havens and coming down only when beckoned or when they have seen something about which a master might wish to know. Gargoyles are unliving automatons, crafted from stone or some other substance.

Gargoyles are dense, heavy creatures, with rocky skin and features.

Not being truly alive, gargoyles are immune to being knocked out, bleeding to death, disease and wound penalties caused by damage.

Size: 2

Attributes: Intelligence 1, Wits 3, Resolve 1, Strength 1, Dexterity 3, Stamina 1, Presence 2, Manipulation 1, Composure 1

Skills: Occult 1, Stealth 1

Merits: Danger Sense

Willpower: 2

Initiative: 4

Defense: 3

Running Speed: 5 (species factor 1)

Size: 2

Weapons/Attacks: None

Health: 3

MOTORCYCLE - MODIFIED 1955 INDIAN CHIEF

Durability	2
Size	7
Structure	9
Acceleration	22 (30 mph/turn)
Safe Speed	147 (100 mph)
Maximum Speed	117 (190 mph)
Handling	4
Occupants	1+1

MOTORCYCLE - MODIFIED BMW R1150GS ADVENTURE

Durability	2
Size	7
Structure	8
Acceleration	20 (27 mph/turn)
Safe Speed	88 (60 mph)
Maximum Speed	103 (70 mph)
Handling	5
Occupants	1+1

MOLOTOV COCKTAIL

Damage

-1 (L) +2

Size

2

This item takes at least 2 full rounds to use. One round is spent lighting the molotov cocktail during which no other action can be performed. A test can be made at storyteller discretion to see if the molotov cocktail actually lights on the first try with standard modifiers being applied for things such as wind, stressful situations (hands shake when one is nervous), etc. A second round is spent throwing the item requiring a standard Dex + Athletics test with a -1 penalty for being unweildy/non-aerodynamic (Strength can be substituted in cases where the subject is going for distance as opposed to exact placement.) Appropriate modifiers should be applied for distance, stressful situations, wind interference, etc.

In between these two necessary rounds, the weilder may choose to hold onto the molotov cocktail for a short time since it won't blow up right away. Up to 5 rounds can be spent holding the item once it is lit to wait for the right time to throw it before it explodes on it's own.

If a target is in the blast radius of a molotov cocktail at any time while it is burning, they will suffer an automatic 2 points of damage per round. The flame generated by a molotov cocktail is the equivalent of a small bonfire.

Any kindred in the presence of the molotov cocktail when first lit will risk frenzying. The 'wick' on a molotov cocktail is the equivalent of a small torch. This requires 2 successes to overcome and, if the person lighting it happens to be a kindred, they too must test. In such a situation appropriate modifiers may be applied to grant a bonus to their Rotschreck test as they obviously know it is coming.

Any kindred in the presence of the blast or resulting fire including the weilder must test again to resist Rotschreck. This resistance test requires 4 successes to overcome. This fire will last for 10 rounds unless somehow stifled. For a list of appropriate modifiers to frenzy checks, see PG. 256 of the VtR: WoD book.

The blast radius of this item is approx. 5 paces meaning that a normal human can generally move away from it's affected area within a single turn. Note, however, that this does not mean they will not still be on fire once they leave the blast radius. Gasoline splashes and a chance draw can be made at storyteller discretion to determine the latent affects of having been in the molotov cocktails blast radius at the moment of impact.

MYRON'S GLOVE

Soul Inheritance *****

Assigned Attribute

Physical (*Page 108-109 Reliquary WoD*)

Derangement

Fixation (Mild)

Attribute Dot Sacrificed

1 dot of Manipulation plus 1 Willpower dot.

NECROTIC POISON

Level 6 Toxin (As per Toxin Rules)

For six turns after the toxin is put into the system the victim needs to make a Stamina + Composure (+Resilience if any) draw minus the level of the Toxin (-6). One level of lethal damage is caused for every failed draw.

This poison must enter the body through broken skin, although it is enough of a paste to have a single dose coated on a blade.

OBERON CLASS SUBMARINE

A single Oberon class submarine with upgraded SONAR and acoustic tiling and a full compliment of ELINT gear and processing equipment. Due to the absence of fire control and weapons systems, the normal crew of 71 would be reduced. Slight improvements to the engines and propulsion system, as well as reduced friction surface treatment, along with the lack of weapons payload would increase top speed to 19 knots (13 knots when surfaced). Range without refueling is just over 10,000 nautical miles. Tested depth is 650 feet.

Four of the original six forward torpedo tubes are functional, but the lack of fire control prevents the use of the tubes with torpedoes, though they can still be loaded with other torpedo-tube operated devices such as sensor pods and decoys. The other two forward torpedo tubes are sealed to be airtight, but can be accessed from inside or outside the submarine with the proper electronic codes; each can serve as a comfortable safe haven for a single vampire about the size of a traditional coffin, and can even covertly pump water out of the compartment without alerting the crew. The two rear torpedo tubes and their ordinance compartments are taken over by computer equipment to power the ELINT gear.

This submarine would be able to freely operate in US waters so long as its movements are registered with the appropriate authorities, allowing other PCs or NPCs to learn of its location through allies or contacts with the appropriate US military organizations. Its presence under those conditions can be approved by the DST (or RST if there is no Camarilla domain).

Operation in US waters without such notification must also be approved by the ANST: Requiem and entail at least some risk of a hostile confrontation with the US Navy if operating in US waters.

Operation in international or foreign waters must be approved by the appropriate DPOM ST and/or affiliate NST with the understanding that international waters are generally safe so long as major military formations are avoided, and that foreign waters entail risk of hostile naval confrontations.

Note that this is an ocean-going vessel, and would be generally unable to submerge in any but the deepest water ports.

This unarmed vehicle has no combat statistics and cannot engage in any offensive actions. Adjudicating the results of any attack on the submarine would be at storyteller discretion.

PARTY SUBMARINE

Type: Houseboat (Submarine)

Durability	3
Size	23
Structure	26
Acceleration	2 (3 mph/turn)
Safe Speed	15 (10 mph)
Max Speed	44 (30 mph)
Handling	-1
Occupants	1 + 7
Cost	*****

Type: Personal Watercraft (Minisub)

Durability	2
Size	6
Structure	8
Acceleration	22 (30 mph/turn)
Safe Speed	44 (30 mph)
Max Speed	88 (60 mph)
Handling	4
Occupants	1 + 1
Cost	N/A

POISON - HEMOTOXIN

Type:

Injection

Toxicity:

4 (Turn based)

Capability:

Hemotoxin (Blood Destroy / Damage)

One dose of poison can cover a size 2 or smaller weapon.

This poison is made with Int+Science. It requires access to several herbs, poisonous snakes and lab to brew.

The poison has a shelf life of 21 days.

The poison takes 3 days to brew. Mechanics wise, making this poison takes 1 down time action.

Knowledge of how to make this poison take a high approval and science 2.

RESEARCH COMPUTER CLUSTER

A cluster of computers located at the Adapa Research offices in Hillsboro, Oregon (the home of Adapa Research) which continually spider various academic databases, obtain white papers, thesis presentations, and other research documents, and then index them for rapid search and retrieval.

The data and search functions can be accessed over the Internet by anyone with a username and password (it uses standard 128-bit encryption and a custom software client. To make use of it, the user needs at least 3 dots of Intelligence, 2 dots of computer skill (to know how to manipulate a database effectively) and at least 3 dots of the skill being used in the challenge affected (to have enough peripheral knowledge to know what related terms to search for and so forth).

The read-only interface is hackable with a target of 10 successes), though on-site access is required to modify the database back-end itself.

In no case does this library benefit research into any subject that may be a breach of the Masquerade, as such subjects are not included or indexed.

EXACT TESTING BONUSES ARE LEFT TO THE ST HANDLING THE TEST. As a reminder, no equipment bonus may be higher than +5, and available systems permutations are on pages 181-184 of the MET book.

ROAD FLARES

As per Armories, p39

RUBY

It's a blood red ruby about the size of your fist. Engraved upon the top of the ruby is the name 'Alexandre'. Upon spending a point of vitae (which requires the user to physically allow vitae to enter the gem - usually by cutting the inside of a hand, or other such motion), a Willpower, and making successful presence + persuasion + 5 roll versus a Blood Potency + Composure, the user may target an individual.

This person immediately, for the duration of the scene, must fulfill their vice, gaining no willpower for doing so. This is not a horrifying display, but does heavily influence their actions. A glutton may gorge themselves upon a dozen times the blood they actually require. Someone overcome with lust will strive to fulfill it, even forcefully, but will not rape animals and children in order to satiate their debauched desires, etc.

Willpower may not be spent to control this effect. The only way to overcome it is to ride out the effect. The effect does not register as use of a power - it's merely amplifying that which is already there.

If a player is not portraying the effect to the satisfaction of their local ST, the supervising ST is encouraged to take control of the player's character for the scene, in much the same way they would a character overcome with frenzy.

SAWN-OFF DOUBLE BARREL SHOTGUN

Damage:	1 (2 if both barrels fired)
Ammo:	2
Strength:	4
Size:	2
Cost:	2
Range:	15 ft

Takes 3 rounds to break open and reload both chambers.

Due to its recoil it can only be fired once every 2 turns.

SCOURGE (MELEE WEAPON)

This is a cat o' nine tails with barbs at the end of each of the tails attached to a short handle. Given the nature of the weapon, it does lethal damage when striking and requires both strength and dexterity to properly wield.

Damage:	2 (L)
Size:	2
Cost:	**

SILVER BULLETS

This ammunition works as standard bullets. In addition, they do aggravated damage to werewolves.

A clip of this ammunition costs \$20,000.

SILVER DAGGER

Mechanics as per standard dagger, MET p232.

This dagger suffers a -1 penalty to hit and to do damage. It deals aggravated damage to Werewolves.

SILVER RAPIER

Damage	2 (L)
Size	2
Armor Piercing	1
Durability	1

Does Aggravated Damage to Werewolves

Does not have a negative strength modifier to low strength.

Made with

- Crafts x 5
 - Specs: Metal smithing (weapons), leather working
- Science x 3
 - Metallurgy
- Occult x 3
 - Geomancy, alchemy

This item can not be used for purposes of two weapons fighting style.

SNAKE EATER SHOTGUN

Damage	4
Ammo	2
Strength	4
Size	2 (can hide in bulky clothing)
Range	20 ft

SPEAR

Damage	3 (L)
Size	4
Cost	*

Special: +1 Defense if fighting unarmed opponents due to its reach

Special: This weapon requires two hands to wield.

Special: This weapon is capable of staking vampires if made of wood.

SPIRIT DEFENCE SHIELD

It is a small, wooden shield of ancient native American construction from the fight against the Beshilu. It was found in an Azlu temple, and grants the bearer the protection of giving a -5 to all tests made by "Beshilu spirits only" to use Numina on them.

Physical stats as per shield from Armories.

SPIRIT SWORD

Description:

The sword is unlike anything most have ever seen when it comes to weapons. Being that it is extremely old, and from a region that stopped making swords that look like it several hundred years ago, its construction seems outright bizarre to most people.

The 'handle' of the weapon seems too short, and ends in a small cross guard that would do little to protect against another weapon. A second section of the sword, where the blade would normally begin, is made of the same metal as the sword, but is round rather than sharpened. This portion is the actual handhold, and it ends in a more protective guard than the first, though it is far less ornate. The blade itself, which starts after the second cross guard, is just shy of five long, making the weapon nearly seven feet long in total.

There are a few other abnormalities about the sword as well. The first thing that one notices when looking at the sword is the Arabic writing that nearly covers one entire side of the blade. The text itself is very small, and seems to have been engraved on the blade when it was created. (Anyone who can read Arabic in-character would note that it seems to be a long list of random names.)

The second oddity is part of the metal itself. From up close, the metal seems to have a swirling pattern to its color, lighter and darker areas swirling together all down the length of the metal. To a seasoned metalworker, this is an indication of the steel known as Damascus steel, a metal that hasn't been produced since around the mid 18th century, and which is highly valued by sword collectors everywhere. The steel is lighter and stronger than normal steel and the odd construction of the blade and hilt section makes the sword extremely well balanced, despite its size.

Mechanical Benefits:

Because of the sword's special construction, it has a +1 to its Structure (Damascus Steel weapons are generally considered to be the best and longest lasting weapons ever made, and this is one of those).

Furthermore, the sword is has been spirit awakened, and the subsequent spirit is moored to the weapon, the spirit being created when it was first used against the owner's father.

The spirit provides certain benefits, as per the rules for spirit awakened items. First and foremost, it protects the weapon from the ravages of time. It does not rust, or fall apart because of age. While it is still possible for the weapon to be damaged in combat, it remains in pristine condition otherwise. The spirit also repairs the weapon when damaged, having grown in power through the sword's use over the several hundred years that it has been wielded by the owner. Finally, the spirit also provides one other, rather unusual benefit. Whenever the weapon is used to strike the final blow to a target, that target's name is inscribed in small Arabic writing on the blade, adding to the list of names each time the weapon kills someone.

NOTE: Because it has been in his hands for so long, the spirit which provides the story benefits (everything but the +1 Structure) will not do its part if the sword is wielded by another person. If someone else manages to find a way to convince the sword to work for them, then it may provide those benefits when wielded by another (requiring the appropriate approval if the sword is stolen or found after the owner's death in order to get those benefits).

STONE OF SOLOMAN

Description:

Widely believed to have been one of the treasures of the biblical King Solomon of Israel, which is where this beautiful stone get its name. By international standards, the Stone of Solomon is a Paragon, both internally and externally flawless. Weighing in at 271.24 Carats, this diamond is slightly smaller than the Centenary Diamond and almost 6 times the size of the Hope Diamond.

The Stone of Solomon has a peculiar history, while well known to historians and occultists, this stone is believed to be mythical and has never passed into the hands of any known king (excluding Solomon if legends are true) nor any major auction house. Thus has never formally been appraised. The stone has been through the hands of numerous private collectors before being bought, traded or stolen to the next. It is rumored to be cursed, though experts disagree. Legend claims that it has been used as currency to alternately pay ransom for kidnapped princesses, to fund rebellions, pay assassins, bribe officials and to purchase one mouthful of water for a man dying of thirst in Saudi Arabia.

Because of the legend behind the stone and its obvious worth. The Stone of Solomon is a tremendous status symbol among secret societies which value wealth, occult or historical knowledge, or all of the above. This stone provides a Status bonus when dealing with those societies. Provided they can confirm you have the stone at some sort of private viewing. Because the diamond has never been formally registered and is believed to be mythical. The stone and the numerous thefts of it have passed completely under the radar of the authorities and will likely continue to do so. Do you want to be the one to report to the cops that you just "found" a finely cut 271.24 Carat Diamond?

The Stone of Solomon is not cursed, but players might certainly be inclined to think so. ST's are encourage to play on that fear. Divinations involving the stone tend to be murky, pointing to a bad end. This isn't because of any magical curse, but because the owner is in possession of a completely unregistered million dollar diamond. Once it gets around he has it, thieves are inevitable.

NB: The Centenary Diamond is only slightly bigger and is estimated to be worth over 100 million dollars.

Mechanics:

The stone itself, when viewed, has a static effect equivalent to a two-success "Awe". As it draws such attention to itself, attempts to obfuscate the item when it is in view of other PCs suffer a -5 penalty. The object can be obfuscated without penalty if the draw is made when it is not in view of other people.

The stone can act as an effective focus to concentration. In this it acts in an effectively equivalent manner to "Knowledge Seeker" (Reliquaries p98) - as follows:

"Some charms or relics grant good fortune with money, love, even violence. But the Stone of Solomon grants luck in a far subtler arena: Research.

Using the Stone of Solomon as a focus for concentration allows for a reduction in the time it takes to research a subject. Each research roll during the extended action represents 5 minutes of time instead of the normal 30 minutes (if the time for a roll is listed as being different than 30 minutes, you can approximately divide the research time by 6).

Cost: 1 Willpower

Dice Pool: No roll is necessary. Upon spending the Willpower point, the concentration benefit is active for the next extended Research role the player makes for the character. NB: As the Stone of Solomon is being used to aid concentration, the character must be conducting undisturbed research.

Action: Reflexive

Once per month a character with the Vice of Greed may regain one willpower from spending thirty minutes "alone time" with the Stone of Solomon.

If openly carrying the stone, a character is -1 for non-supernatural social challenges with characters who possess the Vice of Envy. This should also be reflected in roleplay. The player whose character is in possession of the stone should quietly inform players of other characters who have the Envy vice of this effect.

TIGER CLAWS

Damage:

0 Lethal

Size:

1

Cost:

1

Special:

The knives are structured similar to brass knuckles, in that they go on the hands directly. This being said, they use the Brawl skill, not the Weaponry skill. The character may not Fighting Style: Boxing or Fighting Style: Kung Fu while using these weapons.

TOME OF LONGINUS

The "Tome of Longinus" was a hand-written tome from the earliest days fo the covenant's history. One of the original members of the covenant wrote it in the Ahramaic language.

The first time the tome is used it will provide a +5 to research anything to do with the Lancea Sanctum Covenant since its inception. The next time the tome is used, it will give a +4 to research. The next time, it will give +3. After that, it will give a +2 bonus to researching anyone/thing to do with the covenant. It will give a +3 bonus to researching the following topics: Vampiric figures who have interacted with the LS in the past (i.e. Surren-Gal, Cade, etc...); Theban Sorcery (lost rituals, significant practitioners, etc...); and lastly items of covenant note (Spear of Destiny, shroud, etc...).

TRANQUILISER DARTS

Tranquilliser darts cause no damage. A successful hit with a tranquilliser dart injects a tranquilliser toxin (toxicity 3) into the target.

When injected with a tranquilliser toxin of this type, the target must make a Stamina check for a number of turns equal to the toxicity. Failing the toxicity check sees the target become unconscious. An unmodified stamina check is made when the target is Size 5. For each size above 5, a +1 modifier is added to the check. For each size below 5, a -1 penalty is subtracted from the check.

WP may be spent for a defensive check as normal. Toxin resistance provides the usual bonus.

Tranquilliser darts only work on mortals and animals. They have no effect on supernatural creatures. A ghoul may spend a point of blood to "flush" a dose from their system.

TRANQUILISER POISON

A payload filled with standard tranqs and depressents. Xanax, Valium, BuSpar, Ativan, Chlordiazepoxide, Halcion, and Anafranil for example.

Damage:

5(B) Toxicity

Special:

If damage inflicted exceeds size then target must make a test to remain conscious.

TRANQUILISER RIFLE

Same bonus dice / stats (Bonus 4, Size 4) as rifle with the following exceptions;

Does not cause damage. Any "attack" that would normally cause damage instead delivers a single dose of injectable venom / tranquilliser.

Range is equivalent to that of a semi-automatic pistol (listed as max 50 yards/150 ft in the MET World of Darkness, p231)

Weapon is air powered and silent.

VAN - MODIFIED FORD E350 QUIGLEY 4X4 EXTENDED MODEL

Souped-up van based on the A-Team van.

6.0 Triton V-8 Twin turbo charged with duel exhaust and at the request of the buyer Nitrous systems. Also the the front and rear bumpers aswell as the frame have been reinforced. The suspension has been improved to handle the additional horse power. This will also improve the handling of the vehicle.

Van:

Durability	4
Size	15
Structure	19
Acceleration	14
Safe speed	110
Max Speed	176
Handling	2

WAR FAN**Damage:**

2 (B)

Size:

2

Cost:

Special: When being attacked with bows, crossbows, or other ranged weapons (excepting firearms), the wielder of the tessen can choose to take a round to attempt to deflect the arrows by twirling the opened tessen about himself. This action may be taken at any point in the round (like dodging). When acting thusly the wielder may make a regular attack roll with the tessen, subtracting his successes on that roll from any incoming bow or crossbow attacks rather than attacking an enemy. When acting thusly a character may take no other action, save for moving up to his Acting Speed in a single turn. If the wielder has two fans in hand while taking the above action, the roll has an additional +2 modifier.

The tessen is balanced for throwing, and can be thrown at up to long range.

WRAITH GLASS

The glass must be filled with water and a drop of blood added to the water. The blood must have come from a female who is at least 100 years old. Oddly enough vitae does not work for this purpose unless the vampire in question recently fed upon a woman who is at least a century upon the earth. When the conditions are met anyone looking through the glass can see ghosts for one scene. Only spirits on the spectral plane the glass will not reveal the astral plane or the spirit world of the werewolves. Ghosts using powers that would render them invisible to other ghosts are not revealed by the glass though powers that reveal invisibility may reveal the ghost through normal challenges.

WEARABLE PC**Mechanics**

Concealability: Jacket or similar loose clothing.

Notes:

Glasses: The glasses themselves appear to be mundane sunglasses or eyeglasses. Very close scrutiny could reveal the small sections of perforated metal for the speaker or the miniscule reflection of the monitor in the user's eyeball.

Key-Glove: The key glove is the primary data entry device for the unit. Its operation requires complex movements of the fingers to each other and the palm of the glove. This palm side is obviously abnormal, being adorned with touch-sensitive key panels, the back of the glove is black Lycra mesh. The glove can be concealed by a larger glove, but such would inhibit its functionality. A skilled wearer could place their hand in their pocket and use the glove, however, if it is used for high-volume data entry, it would be obvious that the user was moving their hand inside their pocket.

Vest: the vest is heavy black fabric over a thin metal, flexing frame. The primary parts of the item are mounted to this vest via rivets and straps. If uncovered, the user would be unmistakably odd, looking much like a high-tech tourist with wires running across their back and shoulders. The vest zippers and hooks in the front for closure.

Vulnerability:

Water: The unit is perhaps even more water-resistant than a portable computer, with cased wires and operating modules. Rain and similar elements will be unlikely to affect the operation of this item, especially if its being worn under another garment. Using the glasses could become difficult if the lenses get covered in water, as it is with ordinary glasses.

Submersion is a different story. Sensors built into the processor, power supply, and hard drive casings respond to submersion by quick-saving all active data and terminating power within less than one second (similar to the sudden-drop sensors in modern laptops). There is insufficient current to risk electrocution or shock when submersed.

Metal Detection: It is impossible for any part of this unit to normally pass through a metal detector without triggering it, although Touch of Shadow could be used to mask it. In this case, the alarm would go off, but an immediate viewer of the scanner or hand search would not see the source of the problem: the machine can't be fooled, but the operators can be in the short term. This consistent with existing ToS rules. Similar mechanics apply to X-ray, the image might appear normally, however the operator would not recognize what the machine was showing them.

EMP: An EMP would disrupt the normal operation of this device and have some negative effects on the stored data, as would a normal laptop.

Extreme Temperatures: This item is as resistant to extreme temperatures as any laptop is. In any temperature where a laptop would have difficulty operating, this unit would as well.

Impact: While this unit is very durable, designed for movement and shock absorption (including the sudden-drop safety features of modern laptops), extreme impact can damage the components.

Misc: Certainly a variety of other conditions can affect this item. In general, if a normal heavy-duty laptop would be affected, so would this item.

Functionality: This unit has the combined capabilities of the devices; anything they can perform, this unit can as well. Additionally, this unit is designed for the following:

1. Skill Checks: This item allows skill checks for any skill which would be allowed with a laptop computer, including but not limited to:
 1. Hacking
 2. Data Encryption
 3. Research
2. Skill Check Bonus: Besides being a top-of-the-line computer system, the creation and regular operation of this unique unit requires a very intimate understanding of its workings. This item will grant a +2 equipment bonus to applicable skill checks for any user with at least two ranks in Computers and one rank in a Craft or knowledge related to engineering. Such specialized knowledge is required to take full advantage of the unconventional communication and processing styles of this device.

Repair:

Repairing this unit is time consuming and particular. A working understanding of both circuitry and wiring principles is needed. The connection styles are not completely dissimilar to the manner in which most computers are configured, however there is greater concern towards mutual interference caused by the various powered communication devices, especially the wireless system.

Repairing this item takes no less than 2000\$, Computers x3, and two ranks of an appropriate Engineering-type skill. It takes 1 week per point of damage to repair this device. If reduced to zero health, this item can be recreated from scratch with no less than 5000\$, Computers x3, and two ranks in an appropriate Engineering-type skill.

WORRY MEN

A 1pt Retainer built as per "A Child from the Stones" Cruac ritual

Attributes: Intelligence 1, Wits 3, Resolve 2, Strength 1, Dexterity 5, Stamina 1, Presence 1, Manipulation 1, Composure 2

Skills: Athletics 2, Brawl 3, Larceny 1, Stealth 3, Weaponry 1

Merits: Danger Sense

Willpower: 4

Initiative: 7

Defense: 5

Running Speed: 1

Size: 0

Weapons/Attacks: Small sharp objects (Damage 0L, Test Pool 2)

Health: 1

The uses of the Worry Men are largely left to player discretion. Despite having no apparent fingers they have no trouble with fine manipulation, and thus can be useful for fixing or disassembling something very small, like a watch. They are not very strong, and it can take two or three of them to lift something even relatively light like a coin.

They are superb spies due to their tiny size and ability to hide virtually anywhere, though what they report back will be coloured by their extremely limited view of the world, as they have an almost child-like understanding of things, and very limited experiences with the world at large.

The Worry Men are extremely loyal to their owner, but are often limited in the things that they can do for them. They are easily lost as it takes them a long time to travel anywhere (even a single room with shag carpeting is like crossing a thick jungle to them) and small animals and insects have a tendency to overpower them and carry them off.