

## GURPS Equipment

**GURPS Ultra-Tech** A Sourcebook of Weapons and Equipment for Future Ages. Equipment up to Tech 10 can be easily found. Tech 11 equipment is priced at 150% of base cost. Some Tech 12 technology is available at twice standard cost. Tech 13+ equipment is merely experimental or simply a dream. Consult the book for item's description. Translate Cr, dollars or yuan (Chinese currency) to Standard Credits. To understand the Tech levels; the US is currently at Tech 8-9, Fusion and gravity power starts at Tech 10; which is where Trinity is set (this is not cannon). If there is a conflict between the *Traveler Equipment List* and the *GURPS Ultra-Tech* list the Traveler List applies; our technology is not as high as in *Ultra-Tech*.

Item	Weight	Cost in Credits
Flashlight	0.113	8
Biphase Rope	2 lbs/10 meters	30
Excoskeletons (See armor)		
Fire Extinguisher Tube	0.02	10
Large	0.9	50
High Power Drill	1.81	120
Bit	0.01	40
Laser Torch (works like a laser pistol if used as a weapon)	2.27	250
Tool Kits (see the Traveller Equipment page)		
Portable Shop; Armoury/Mechanic (5 cubic meters)	1,360.78	4,000
Electronics (5 cubic meters)	45.36	1,200
Engineer (4 cubic meters)	1,360.78	4,000
Basic Tool Kit; Armory/Electronics (0.25 cubic meters)	45.35	1,200
Engineer/Mechanic (0.5 cubic meters)	136.07	800
Portable Tool Kit Engineer/Mechanic	9.07	600
Armory/Electronic	4.54	900
Mini-Toolkit	0.91	400
Construction Foam	9.98	100
Spare Tank	6.35	40
Cybertek	362.87	30,000
Monowire (100 meters and supports 226.8 kg)	0.23	1,000
Power Glove (see excoskeleton armor)		
Sonic Probe	0.11	1,500
Readout screen	0.11	300
Bioplastic (not available)		
Minfac 1 hour/Cr 500 value to manufacture (5 cubic meters)	226.8	110,000
Robofac (not available)		
Viral Solvent	0.45	200
Tailored Solvent	0.45	400
Industrial Replicator (not available)		
Living Metal (not available)		
Molecular Bonded (not available)		
Universal Tool (not available)		
<b>Sensors, Viewing Aids and Scientific Gear</b>		
<b>Sensors</b>		
Chemsniffer (1 cubic meter)	0.91	700
Larger "walk-in-models"	907.19	10,000
Seismic Sensor	1.36	1,000
X-Ray Scanner	1.08	2,000

<b>Sensors</b>	<b>Weight</b>	<b>Cost in Credits</b>
Medscanner (not including drugs)	0.01	200
Scanner; Radscanner, added to other scanner	+0.01	+500
Chemscanner, added to other scanner	+0.01	+200
Bioscanner	0.45	1,000
Multiscanner	2.27	5,000
Biohound	0.91	2,000
Ultrascanner (0.1 gig of memory/cubic meter scanned)	4.54	8,000
<b>Viewing Gear</b>	<b>Weight</b>	<b>Cost in Credits</b>
Anti-Glare Goggles	0.23	150
Light-Intensifier Contacts	---	300
Mult-View Goggles	0.68	1,200
Telev viewers	0.91	300
Infrared Contact Lenses	--	800*
Nightshades	0.23	600
Sensor Visor	0.91	1,500
Macrovisor (not available)		
<b>Scientific and Survey Tools</b>	<b>Weight</b>	<b>Cost in Credits</b>
Film Badge	--	1
Radiation Alarm	0.11	50
Wristwatch Rad Counter	0.11	100
Inertial Compass	0.45	250
Tracer Needle	--	10
Bisampler	0.45	500
Scanners; Radscanner, added to other scanner	+0.01	+500
Chemscanner, added to other scanner	+0.01	+200
Bioscanner	0.45	1,000
Multiscanner	2.27	5,000
Timescanner (not available)		
<b>Exploration Gear</b>	<b>Weight</b>	<b>Cost in Credits</b>
Autograpnel	2.72	400
Biphase Rope	2 lbs/10 meters	30
Depth Gauge	0.11	40
Inertial Compass	0.45	250
Rocket Piton	0.91	40
Wet Suit	2.27	200
Military Wet Suit	2.72	2,500
Modular Cage	90.72	5,000
Environmental Cage	272.16	50,000
Monowire (100 meters and supports 226.8 kg)	0.23	1,000
Spinneret	3.18	300
Line	0.45	100
Slick Suit	0.45	1,000
Gravpack	6.8	2,000
<b>Survival Gear</b>	<b>Weight</b>	<b>Cost in Credits</b>
Envirobag	2.72	75
Temperature Control Unit	0.45	50
Enviro-Bubble and Inflator	2.27	800
Filtration Canteen	0.45	175
Full Canteen	1.36	175
Filter (replace after filtering 100 quarts)	--	25
Pressure Tent (Personal) one man tent	6.80	500

<b>Survival Gear</b>	<b>Weight</b>	<b>Cost in Credits</b>
Pressure Tent, Two man tent	13.67	1,500
Eight man tent	68.04	5,000
Vapor Canteen	0.97	450
Full	1.81	450
1 cubic meter version, 5 quarts/min. in 50% humid.	136.08	3,000
Biosampler	0.45	500
Pestguard	0.91	1,300
Extra Neutralizer (2 required)	0.11	130
Survival Cocoon	2.72	8,000
Survival Module	1.81	600
Survival Foam	0.91	1,050
Umbrella Field	1.81	2,200
Gravity Mat (not available)		
<b>Life-Support Equipment</b>	<b>Weight</b>	<b>Cost in Credits</b>
Air Tanks (2 full tanks)	4.54	100
Refill	--	5
Air Mask	0.91	100
including 10 minute mini tank of air	+0.45	+50
Filter Attachment	0.45	100-1,000
Heat Suit	2.67	150
Rebreather	+0.45	+200
Vacc Suits		
Standard Vacc Suit	4.54	1,000
Heavy Duty Vacc Suit	9.07	1,500
Armored Vacc Suit	36.29	4,000
Vacc Suit Accessories		
HUD	+0.05	+500
Helmet Light	+0.05	+30
Water/Food Rations	+0.1	+500
Waste Relief System	+0.1	+500
Video Recorder	+0.23	+250
Computer	See computers	See computers
Reflective Coating +2 Armor vs. Radiation	+0.01	+300
Extra repair patches	+0.01	+10 each
Magnetized Plates	+0.23	+100
Radiation Protection +2 Armor vs. Radiation	+9.07	+1,000
Radiation Protection +5 Armor vs. Radiation	+18.14	+2,000
Exoskeleton for heavy-duty and armored suits	+4.55/kg	+1,000/Str
Reducing Respirator	2.27	500
Respirator	1.36	300
Skinsuit Vacc Suit (uses regular helmet)	1.36	450
Zero-G Worksuit (Str +4 & laser gauntlet as torch)	68.04	15,000
Exploration Suit (+2[2] Armor)	3.63	3,000
Biosuit (+2[2] Armor)	1.36	7,500
Forcelock (not available)		
Life-Support Belt (not available)		
Second Skin (not available)		
<b>Personal Equipment</b>	<b>Weight</b>	<b>Cost in Credits</b>
Attache Case	0.97	80
Pocket Pack	0.23	20
Imprint Circuits; chronometer, calculator, artistic design	--	100

<b>Personal Equipment</b>	<b>Weight</b>	<b>Cost in Credits</b>
Imprint Circuits; cell phone	--	200
Varicloth (Smart Clothing)	1.36	3x normal
Clothing Belt (Holobelt)	0.91	1,000
Sonic Shower Head	4.54	400
<b>Computers (Hardware)</b>	<b>Weight</b>	<b>Cost in Credits</b>
Personal	0.91	1,000
Minicomputer	13.61	15,000
Minicomputer Knapsack	13.61	30,000
Microframe	90.72	4,000
Extra computer stations	+0.5	+2,000
Mainframe	226.8	200,000
Extra computer stations	+0.5	+1,000
Megacomputer	2,000.0	2,000,000
Sentient Computers (not available)		
The AI Battlecomp (not available)		
Ghostcomps (not available)		
Neural Interface Jack and Neural-Induction Helmet (not available)		
Optical Systems	2x	5x
Peripherals		
Printer	1.81	100
Paper (100 sheets)	0.23	1
Text Scanner	0.91	40
Mass Storage (per Terrabyte)	+0.1	+50
Removable Media (10 gigabyte storage)	+0.1	+50
Rewriteable Media	0.01	5
<b>Computers (Software)</b>	<b>Complexity</b>	<b>Cost in Credits</b>
Accounting	2	1,000
Astrogation (Sol Solar System)	2	500
Astrogation (Colony World)	2	1,000
Damage Control	2	2,000
Datalink	1	400
Electronics Repair (-1 DC)	2	500
Engineering	2	5,000
Environmental Analysis (-1 DC)	3	3,000
Expert System; 1 knowledge Ability (-1 DC)	3	10,000
Expert System; 1 knowledge Ability (-2 DC)	4	20,000
Expert System; 1 knowledge Ability (-3 DC)	5	50,000
Gunner	4	45,000
Internal Security	3	2,500
Interpreter	4	100
Intrusion Worm Agent	3	25,000
Intrusion Security Agent (+1 Failsafe)	2	30,000
Intrusion Targeting	1	1,000
Intrusion Defense Passive Agent (+1 Failsafe)	3	5,000
Intrusion Defense Active Agent (+3 Failsafe)	6	30,000
Intrusion Virus	2	1,000
Intrusion Target Virus	3	10,000
Medical	4	250,000
News Agent	1	500
Optical Recognition Security	4	20,000
Routine Vehicle Operations; Surface Vehicle	2	3,000

**Computers (Software)**

Routine Vehicle Operations; Airborne/Water vehicle	2	4,000
Routine Vehicle Operations; Space	2	8,000
Targeting (-1 DC)	1	1,000
Translation	1	100
Word Processing	2	850

**Complexity Cost in Credits****Databases (Software)**

Technical

**Complexity Cost in Credits**  
1/gigabyte 1,000/gigabyte**Communications**

Implant (including surgery to implant)

**Weight Cost in Credits**

Short-Range; 10 miles

Medium Range; 100 miles

with Video Display

with Holo Display

Long Range; 1,000 miles

with Video Display

with Holo Display

Com Scrambler

Com Scrambler (burst mode)

Planetary Communications per minute

with Video

with Holo

Interplanetary Communications per minute

with Video

with Holo

Interstellar Communications per minute

with Video

with Holo

Vidcom (ties into OptiNet)

Holocom (ties into OptiNet)

Neural Interface Jack (not available)

Neural-Induction Helmet (not available)

Neutrino Communicator (not available)

Neutrino Receiver (not available)

Gravity Ripple Communicators (not available)

Tachyon Communicators (not available)

Interplanetary T-Com (not available)

Transtellar T-Com (not available)

**Communications**

Digital Camera

Helmet Video (shoots video from the helmet)

Newscam with parabolic microphone and laser range finder

Reader

Recorder, Audio only

Text Scanner

**Weight Cost in Credits**

0.91 500

0.22 100

3.18 2,500

0.91 100

0.45 175

0.91 40

**Holographic and Recording Equipment****Weight Cost in Credits**

Holo Camera

Holomotion Camera

Holo Projector

Holo visoin

Holo visoin with Interactive Capabilities; no neural interface

Recorder Implant (not available)

2.27 200

0.57 500

3.63 750

0.45 500

0.75 2,500

<b>Teaching and Learning Technology</b>	<b>Weight</b>	<b>Cost in Credits</b>
Sleep Teacher	1.81	12,000
Teaching Suit; interactive	9.07	60,000
Instaskill (not available)		

<b>Entertainment Technology</b>	<b>Weight</b>	<b>Cost in Credits</b>
Holoventure	0.01	150/day
Dreamgames (not available)		
Interactive Holoprojector (not available)		

**Armory** (skip this chapter and use Trinity Projectile Weapons Table)

**Melee Weapons** (skip this chapter and use Trinity Melee Weapons Table)

<b>Weapon Accessories</b>	<b>Weight</b>	<b>Cost in Credits</b>
Laser Sight	0.01	200
Space-Proofing	+0.01	200
Anti-Theft System; fingerprint	+0.01	100
Anti-Theft System; laser key	+0.01	250
Articulated Weapon Harness	2.27	600
D-Tag	+0.01	20
Designator; Active	+0.91	1,000
Designator; Active, underwater	+0.91	1,200
Passive Designator	13.61	20,000

**Head-Up Display** (use the ones from the Armor Table)

Power Holster	2.27	1,000
Powerpacks (not needed; modern batteries hold enough power)		
Sniper Mirror	0.45	50
Weapon Mount (not available)		
Finger Mount (not available)		
Personal Transponder	+0.01	100
Safety	+0.01	50
Recognition Pad	+0.23	250

**Explosives and Grenades** (use the ones from the Projectile Weapons Table)

**Biochemical Weapons** (use Medication and Drugs)

**Defense** (use the Armor Table)

<b>Other Defenses</b>	<b>Weight</b>	<b>Cost in Credits</b>
Anit-Tangler Aerosol	0.91	100
Bionic Reconstruction (not available)		
CBR Filter	0.45	200
New Cartridge	0.11	40
Decontamination Aerosol	5.44	200
Spare Tank	0.68	200
Single Use	0.68	30
Neurovine (see Medication and Drugs)		
Prism Aerosol (same as smoke grenades)		
Infrared Cloaking	+2.27	+1,500
Laser Sensors	+0.91	+2,000
Pestguard	0.91	1,300
Purge (not available see Medication and Drugs)		
Sonic Screen	1.36	1,000
Nuclear Damper (not available)		
Stasis Web (not available)		
Stasis Cube (not available)		
Stasis Chamber (not available)		

<b>Other Defenses</b>	<b>Weight</b>	<b>Cost in Credits</b>
Stasis Grid (not available)		
Stasis Belt (not available)		
Reality Stabilizer (not available)		
Heavy Stabilizer (not available)		
Portable Reality Stabilizer (not available)		
<b>Other Defenses</b>	<b>Weight</b>	<b>Cost in Credits</b>
Stasis Key (not available)		
Tau-Field Generator (not available)		
<b>Covert Operations</b>	<b>Weight</b>	<b>Cost in Credits</b>
<b>Criminal Equipment and Burglar's Tools</b>		
Flashlight	0.113	8
Autograpnel	2.72	400
Biphase Rope	2 lbs/10 meters	30
Credcard Cracker	0.91	5,000
Electronic Lockpick	1.36	1,500
High Power Drill	1.81	120
Bit	0.01	40
Light-Intensifier Contacts	--	300
Mini-Toolkit	0.91	400
Plastex (see C-4 from the Projectile Weapons Table)		
Monowire (100 meters and supports 226.8 lbs)	0.23	1,000
Sonic Probe	0.11	1,500
Readout screen	0.11	300
Spinneret (holds 500 lbs)	3.18	300
Line	0.45	100
Viral Solvent	0.45	200
Tailored Viral Solvent	0.45	400
<b>Surveillance Equipment</b>	<b>Weight</b>	<b>Cost in Credits</b>
Com Tap	1.81	3,000
Laser Listening Device	5.44	1,200
Programmable Bug	0.23	500
Nanobug	--	500
Hidden Compartments (not available)		
Flesh Holster (not available)		
Radscanner Shielding	+0.01	+500
Stealth Capsules	408.23	25,000
<b>Chameleon Technology</b>	<b>Weight</b>	<b>Cost in Credits</b>
Chameleon Armor	+4.54	+1,850
Chameleon Cloak	1.81	4,000
Distort Belt	1.36	2,200
Holobelt	1.81	1,100
Intruder Suit	5.44	12,000
Living Disguise Kit	4.54	5,000
Sonic Screen	1.36	1,000
<b>Security</b>		
<b>Security Systems</b>	<b>Weight</b>	<b>Cost in Credits</b>
Security Sensors	0.45	500
Pressure Sensor	0.45	100
Extra square	0.45/square	50/square
Beam Sensor; nonlethal	4.54	400
Beam Sensor, lethal x-ray	6.8	2,000

	<b>Weight</b>	<b>Cost in Credits</b>
<b>Security Systems</b>		
Sonic Sensor	0.25	1,000
Additional Squares	+0.1/square	+200/square
Surveillance Camera	0.23	150
Automated Scanner	1.0	1,500
Electronic Locks	0.5	200
Electronic Locks, advanced (+1 DC)	0.5	400
<b>Scanlocks</b> (all require data linked computer running internal security software)		
Voice-Print Analyzers	0.23	100
Facial Scanner	1.81	1,000
Genetic Scanners	0.45	1,000
Palm Scanners	0.45	200
Retina Scanners	0.91	200
<b>Automated Defenses</b>	<b>Weight</b>	<b>Cost in Credits</b>
Defense Globe	22.98	6,600
Gas Canister	2.27	300
Pestguard	0.91	1,300
extra neutralizers	0.06	130
Doorward	1.36	1,100
Paralysis Grid	4.54	10,000
extra square	0.5/square	1,000/square
<b>Counter-Surveillance Gear</b>	<b>Weight</b>	<b>Cost in Credits</b>
Bug Detector	0.45	500
Bug Stomper	0.91	1,200
Distortion Mesh	4.54	5,000
extra square	0.5	500
Privacy Field	1.81	5,000
<b>Law-Enforcement Equipment</b>	<b>Weight</b>	<b>Cost in Credits</b>
Anti-Theft System; fingerprint	+0.01	+100
Anti-Theft System; laser key	+0.01	+250
Chemsniffer	1,814.37	10,000
Crediline (see Medication and Drugs)		
Criminology Kit	2.72	3,000
D-Tag	+0.01	+20
Electronic Handcuffs	0.23	40
Strobe Mines (not available)		
Tracer Needle	--	10
X-Ray Scanner	1.81	2,000
Construction Foam	9.98	100
Spare Tanks	6.35	40
Warbler Grenades (not available)		
Biohound	0.91	2,000
Memory Beta (see Medications and Drugs)		
Neuronic Handcuffs	0.11	200
Remote control unit	0.45	100
Stasis Chamber (not available)		
<b>Medical</b>	<b>Weight</b>	<b>Cost in Credits</b>
Emergency Medkit	0.45	300
Plastiskin	--	10/6" square
Pneumospray	0.11	125
Replacement Air Cartridges	0.06	10
X-Ray Scanner	1.81	2,000



<b>Medical</b>	<b>Weight</b>	<b>Cost in Credits</b>
Automedic	276.8	50,000
Automedic, Advanced (tech 11)	181.44	75,000
Drug Pack Refill	22.68	5,000
Diagnosis Table	113.4	12,000
Freeze Tube	340.19	55,000
Medscanner	0.45	900
Mechanical Memory Storage Device	362.87	40,000
Brainwire Equipment (not available)		
Neural Inhibitor	0.11	200
Smart Bandage (not available)		
Electronic Ecstasy	1.25	500
Micromed (not available)		
Sensa-Skin	--	75
Face Mask	0.06	1,000
Full Body Disguise	0.11	10,000
Survival Foam	0.91	1,050
Clone Tanks (not available)		
Regen Ray (not available)		
Chrysalis Machine (not available)		
Braincorder (not available)		
<b>Wonder Drugs</b> (see Medication and Drugs)		
<b>Biotechnological and Medical Techniques</b>	<b>Weight</b>	<b>Cost in Credits</b>
Bodysculpt, minor change/Appearance reduction	--	500
Bodysculpt, major change	--	25,000
Bodysculpt, remove Overweight Flaw	--	5,000
Bodysculpt, custom alien features	--	20,000
Brain Transplant (not available)		
Cloning (not commercially available, human cloning is illegal)		
Braintaping (not available)		
Panimmunity (not available)		
Suspended Animation (see Medication and Drugs; Fast Drug)		
Genetic Reconstruction (not available)		
Regeneration (not available)		
<b>Body Modifications</b>		
<b>Bionics</b> (not available)		
<b>Implant</b>	<b>Weight</b>	<b>Cost in Credits</b>
Advanced Implant Communicator (not available)		
Bionic Gill	0.01	5,000
Flesh Holster (not available)		
Recorder Implant (not available)		
Silver Tongue (not available)		
<b>Illegal Implants</b>	<b>Weight</b>	<b>Cost in Credits</b>
Cortex Bomb	0.01	500
Dermal Armor +1[1] to existing armor	0.1	20,000
Finger Mount (not available)		
Finger Talons, hands/toes	0.01	8,000
Stingers (max of two and each one is a one use item)	--	2,000
Time-Release Toxin	--	10x drug
Wonder Gland	--	3,000
<b>Brain Implants</b> (not available)		

<b>Transportation</b>	<b>Weight</b>	<b>Cost in Credits</b>
Aquasled	27.22	2,000
Backpack Parawing	9.07	400
Dragonfly	31.75	4,025
Smartcar	668.6	21,2420
Underwater Propulsion Pack	9.07	600
Zero-G Thrusters (Hand Thruster)	1.81	50
Extra cylinder	0.45	10
Thruster Pack	20.41	2,000
Extra cylinder	4.54	30
Drop Capsule	362.87	10,000
Zero-G Worksuit	68.04	15,000
Fusion Flight Pack (20 minute flight)	34.02	24,000
Spare fuel tank	9.07	500
Fusion Flight Pack, Reactionless (1 hour flight)	9.07	750
Nightwing Ultralight (loaded)	444.52	539,750
<b>Contragravity Equipment</b>	<b>Weight</b>	<b>Cost in Credits</b>
Contragrav Chute	9.072	5,000
Contragrav Cycle (Hovercycle)	158.76	100,000
Contragrav Platform	317.52	8,000
Contragrav Belts (not available)		
Con tragravity Modules (not available)		
Gravity Cloak (not available)		
<b>Teleportation</b> (not available)		

NOTES:

\* = Price differs because of a difference in the Traveller Equipment List