

Survival and Field Equipment

(from Traveler Central Supply Catalog)

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 grave power starts at Tech 10; which is where Trinity is set (this is not cannon).

Item	Mass	Cost
• Space and Hostile Environments (page 154)		
Cold Weather Clothing	1.0	Cr 200
Filter Mask	0.1	Cr 10
Goggles/Shades	0.1	Cr 20
Mask, Combination	0.1	Cr 150
Mask, Face	0.1	Cr 20
Mask, Environment	0.1	Cr 50
Oxygen/Air Tanks (two tanks lasts 6 hours)	4.0	Cr 500
Refill	--	Cr 20
Respirator	0.1	Cr 100
Dive Suit	0.1	Cr 60
Rebreather (6 hours of breathable air)	10.0	Cr 250
Suit, Protective	0.1	Cr 1,000
Suit, Protective, toughened	0.1	Cr 1,400
Geiger Counter	0.1	Cr 250
Radiation Suit	3.0	Cr 5,000
Mask, Life Support (1 hour)	0.1	Cr 500
Purification, Tablets	--	Cr 5
Rescue Ball	1.0	Cr 150
Thrust Pistol (3 minutes of thrust)	1.25	Cr 1,000
Artificial Gill	0.1	Cr 4,000
Deep Diving Suit	8.0	Cr 20,000
Dive Suit, Heated	4.0	Cr 650
Environment Suit	2.5	Cr 500
Heatproof Suit	4.5	Cr 100
Heatsuit	3.75	Cr 750
NBC Suit	3.0	Cr 250
Vacc Suit Emergency Kit	1.0	Cr 500
Desert Suit, Advanced	2.0	Cr 1,000
Portable Airlock	10.0	Cr 1,000
Rescue Bubble	4.0	Cr 600
Purification Tablets, Improved	--	Cr 15
Thrust Pack	1.25	Cr 2,000
Bulkhead, Patches	0.1	Cr 150
Cold Weather Clothing Advanced	2.0	Cr 500
Complete Hydro-Reclamation Suit	2.0	Cr 15,000
Hydro Collector	8.0	Cr 1,500
Thrust Pack, Long-Range	1.5	Cr 28,000
Tools and Field Supplies (page 157)		
Boots, Hiking	1.5	Cr 50
Ice Terrain Kit, Personal	1.5	Cr 50
Snowshoes	1.0	Cr 30

Item	Mass	Cost
• Tools and Field Supplies Continued (page 157)		
Grapnel and Cable	1.25	Cr 35
Tool Set, Carpentry	12.0	Cr 50
Axe, Ice	0.5	Cr 50
Backpack	0.1	Cr 45
Canteen	0.5	Cr 30
Compass, Magnetic	0.02	Cr 30
*Compass, GPS	0.1	Cr 75
Field Kit, Personal	0.2	Cr 100
Pocket Magnet (lifts 1 kg)	0.5	Cr 20
Skis	3.0	Cr 75
Spade/Shovel	3.0	Cr 5
Swimming Equipment; fins, mask and snorkel	3.25	Cr 200
Tool Set, Excavation	12.0	Cr 30
Tool Set, Combat Engineering	15.0	Cr 500
Tool Set, Interrogation	5.75	Cr 250
Tool Set, Weapon Engineering	12.0	Cr 1,000
Chain, Medium 10 meters	6.0	Cr 100
Climbing Kit, Basic	1.25	Cr 100
Parachute (Round with fairly random landing)	4.0	Cr 250
Pitons	0.5	Cr 5
Piton Hammer	0.5	Cr 10
Return Mirror	1.0	Cr 500
Scientist's Field Kit	6.0	Cr 100
Slaplock	0.03	Cr 40
Wrist Watch	--	Cr 10 to Cr 1,000
Water Dye (phosphorescent dye)	0.01	Cr 75
Attaché Case	2.0	Cr 75
Cutting Torch	5.0	Cr 500
Desert Kit, Individual	2.25	Cr 75
Fire Extinguisher	1.5	Cr 50
Flare, Illuminating (parachute or free standing)	0.75	Cr 50
Flare, Whistling (parachute with whistle)	0.75	Cr 6
Generator, Internal Combustion, 10 kilowatt	9.0	Cr 6
Refill; fossil fuel	0.76	Cr 10
Ice Terrain Kit, Vehicular (+1 to all Drive skills on ice)	3.5	Cr 1,000
Rope (holds up to 150 kilograms)	2.0	Cr 20
Welding Kit, Electric	4.0	Cr 1,500
Water Purification Kit	0.5	Cr 8
Tool Set, Mechanical	12.0	Cr 1,000
Tool Set, Metalwork	12.0	Cr 3,000.
Chain Saw	6.0	Cr 500
Duct Tape	0.05	Cr 5
Flare, Distress	0.05	Cr 12
Janitorial Kit	6.0	Cr 100
Pocket Saw (12 cm x 6cm x 6 cm)	0.05	Cr 25
Survival Kit, Personal	0.75	Cr 50
Disguise Kit	0.75	Cr 1,000
Grapnel Launcher (25 meter range)	2.0	Cr 100
Parawing	6.0	Cr 400
Squirrel Suit (flying suit)	5.0	Cr 500

Item	Mass	Cost
Tools and Field Supplies Continued (page 157)		
Survival Kit, Vehicle (for 4 people)	4.0	Cr 8,000
Tool Set, Electronic	12.0	Cr 2,000
Water Purification/Distillation Kit	1.5	Cr 25
Tool Set, Rescue	15.0	Cr 2,000
Breaching Charge	1.0	Cr 100
Climbing Hoist	3.5	Cr 175
Climbing Kit, Advanced	2.75	Cr 500
Generator, Microturbine (10 kw/h using 2 liters/hour)	6.0	Cr 170
Refil; fossil fuel	0.76	Cr 10
Personal Re-Entry Kit	9.0	Cr 15,000
Personal Re-Entry Kit Computer	1.0	Cr 2,500
Rad-Blanket	2.5	Cr 150
Rope, Improved (10 meters)	0.75	Cr 50
Cable, Cargo (10 meters)	0.75	Cr 100
Cutting Gear, Laser	1.5	Cr 4,000
Inertial Locator	0.5	Cr 1,200
Laser Drill	1.75	Cr 7,500
Laser Drill Tripod	0.75	Cr 250
Laser Drill Powerpack	1.5	Cr 3,000
Protein Tap (+1 DM to Survival skill chance to find food)	0.75	Cr 1,000
Generator, Fusion	5.0	Cr 500,000
Iris Valve Opener	10.0	Cr 2,000
Laser Scalpel	0.7	Cr 2,000
Parachute, Grav	6.0	Cr 2,500
Solar Vaporator	4.0	Cr 1,250
Welding Kit, Advanced	2.0	Cr 5,000
Tool Laser	0.6	Cr 1,000
Tarpaulin	4.5	Cr 10
Tent	4.75	Cr 2,000
Sleeping Bag	3.0	Cr 50
Pre-Fabricate Cabin	1,000.0	Cr 2,000
Pressure Tent	15.0	Cr 2,000
Advanced Base, Unpressurized	550.0	Cr 7,500
Habit Module	750.0	Cr 10,000
Tent-Barracks	10.0	Cr 500
Advanced Base, Pressurized (4 unpowered units)	850.0	Cr 75,000
Advanced Base, Extra Mod. Pressurized and Powered	900.0	Cr 10,000
Advanced Base, Extra Mod. Unpowered	600.0	Cr 5,000
Habitat Module, Pressurized (sustain 6 occupants for 1 week)	800.0	Cr 20,000
Tent-Barracks, Pressurized, no airlock	40.0	Cr 5,000
Options for Tents and Habitats		
Armored	+2.5	+Cr 2,500
Rad Shielding, per 100 cubic meters	+2.5	+Cr 3,000
Self-Assembling	+3.5	+Cr 5,250
Chameleon Fibers	+0.5	+Cr 16,000
Torch	1.0	Cr 1
Gas or Oil Lamp	3.25	Cr 10
Fuel to refill		Cr 1
Binoculars, Optical	1.75	Cr 75
Electric Torch	3.5	Cr 10

Item	Mass	Cost
Tools and Field Supplies Continued (page 157)		
Cold Light Lantern	2.25	Cr 20
Goggles, Infrared	0.5	Cr 500
Goggles, Light Intensifier	0.5	Cr 500
Binoculars, Electronic	1.5	Cr 750
Combination Viewer	1.75	Cr 1,250
Personal HUD	1.0	Cr 1,500
Calibrating Personal HUD	--	Cr 100
Binocular, PRIS	1.5	7,000
• Electronic and Medical Equipment (page 166)		
First Aid Kit, Basic	1.25	Cr 10
Field Surgical Kit	1.5	Cr 1,000
First Aid Kit, Improved	1.25	Cr 125
Adhesive Bandages (10 uses)	0.1	Cr 75
Field Medical Kit	3.25	Cr 500
Medikit (w/EEG, EKG and X-Ray)	5.0	Cr 1,500
Medikit (w/EEG, EKG, X-Ray and MRI)	8.0	Cr 10,000
Trauma Pack	3.0	Cr 1,500
Cryoberth	350.0	Cr 50,000
Automedic, Personal	50.0	Cr 2,250
Mediscanner, Personal	2.0	Cr 1,000
Mediscanner, Portable	1.0	Cr 2,000
Security Equipment (page 170)		
Handcuffs	0.02	Cr 25
Lock Pick, Mechanical	0.01	Cr 10
Intrusion Kit, Basic	0.5	Cr 300
Lock Pick Set, Electronic	0.75	Cr 200
Intrusion Kit, Improved	0.75	Cr 500
Laser Microphone	2.5	Cr 475
Perimeter Alarm	1.25	Cr 1,000
Intrusion Kit, Advanced	1.25	Cr 2,000
Communications and Electronic Equipment (page 171)		
Signal Mirror	0.1	Cr 10
Bug; Audio/Visual/Data (Active or Passive)	0.01	Cr 550
Bull-Horn	1.0	Cr 120
Camera, Film	0.1	Cr 30
Radiation Counter	1.25	Cr 250
Transceiver/Computer 50 kilometer range	0.5	Cr 250
Transceiver/Computer 5,000 kilometer range	0.75	Cr 2,000
Communicator, Personal ("Comm") Audio/Visual	0.4	Cr 500
Depth Gauge	0.2	Cr 25
Metal Detector	2.25	Cr 300
Radio Jammer, Portable 10 kilometer range	4.5	Cr 5,000
Radio Jammer, Stationary 100 kilometer range	8.0	Cr 20,000
Tactical Relay Network, Audio/Visual/Transponder/Computer	1.0	Cr 200
Tactical Relay Network A/V/Transponder/Computer/Medical	1.0	Cr 700
Atmosphere Tester	0.75	Cr 150
Chemical Alarm	0.75	Cr 250
Chemical Analysis Unit	1.5	Cr 10,000
Motion Sensor, 6 meter radius	0.5	Cr 1,000
NBC Alarm	0.5	Cr 250

Item	Mass	Cost
Communications and Electronic Equipment Continued (page 171)		
Commsat, Standard, 6 month duration	10.0	Cr 150,000
Sonar Rangefinder	1.0	Cr 1,000
Beacon, Navigational	1.0	Cr 500
Bio-Analysis Unit	1.0	Cr 70,000
Camera, Digital	0.3	Cr 25
Gun Camera	0.2	Cr 150
Rescue Transponder 200 km range	0.5	Cr 200
Satellite Ground Station, doesn't include launch capability	9.25	Cr 5,000
Scanner, Comms	0.5	Cr 250
Scrambler Unit	1.25	Cr 200
Translator	0.01	Cr 10
Translator Language Chip	--	Cr 500
Battle Computer w/Map display	5.0	Cr 100,000
Beacon, Emergency	1.0	Cr 750
Biohazard Alarm	1.0	Cr 1,000
Chemical Sniffer	0.75	Cr 2,500
Communicator, Personal, Advanced	0.1	Cr 300
Commsat, Short-Term (4-8 weeks)	15.0	Cr 25,000
Field Surveillance Radar, 500 kilometer range	12.0	Cr 5,000
Map Box	6.0	Cr 3,000
Planet Map Chip	0.01	Cr 150
Blank Chip	0.01	Cr 30
Navsat	15.0	Cr 35,000
Satellite Launcher, Field (low orbit only)	350.0	Cr 10,000
Additional Booster (2 needed for geosynchronous orbit)	20.0	Cr 50,000
Anti-Personal Equipment Scanner	1.0	Cr 10,000
Combination Analysis Unit (Biological/Chemical)	0.75	Cr 25,000
Commdot (tiny communication device, 10 meter range)	--	Cr 10
Electromagnetic Probe "Bug Detector"	0.75	Cr 1,000
Holographic Projector	0.75	Cr 1,000
Survey Satellite (3-5 years duration)	8.0	CR 150,000
Biosnifer	0.5	Cr 40,000
Bug Detector	0.75	Cr 1,500
Bugging Kit (10 Audio/Video Bugs)	0.5	Cr 1,500
Options		
HUD	0.01	Cr 250
3 scanner feeds	0.01	Cr 500
5 scanner feeds	0.02	Cr 1,500
Computers and Software (See the Trinity Tech Manual)		
Pets, Livestock and Heavy Equipment		
Companion Animal, Medium (dogs)	7.0	Cr 10 to Cr 1,000
Companion Animal, Small (dogs and cats)	6.0	Cr 1 to Cr 1,000
Food Animal, Large (cow)	30.0	Cr 100 to Cr 5,000
Food Animal, Medium (pig)	9.0	Cr 25 to Cr 1,000
Food Animal, Small (chicken)	3.0	Cr 1 to Cr 500
Riding Horses	18.0	Cr 1,500
Cargo Hoist	5.0	Cr 5,000
Cargo Robot, Basic	15.0	Cr 75,000
Handler Drone	15.0	Cr 3,500
Dozer Drone	200.0	Cr 50,000

Item	Mass	Cost
Pets, Livestock and Heavy Equipment		
Loader Robot	25.0	Cr 80,000
Recon Drone	25.0	Cr 45,000
Cargo Walker (4,000 kilogram capacity)	50.0	45,000
Janitorial Robot	15.0	Cr 5,000
Minesweeper Drone	15.0	Cr 95,000
Prowlerbot	15.0	Cr 10,000
Spotter Drone, self guided	0.25	Cr 12,000
*Spotter Drone, piloted	0.1	Cr 1,200
Cargo Robot, Improved	15.0	Cr 112,500
Personal Drone	8.0	Cr 3,000
Medi-shell	30.0	Cr 110,000
Probe Drone (500 kilometer range)	9.0	Cr 15,000
Repair Robot	10.0	Cr 15,000
Options		
Additional Manipulation	+15%	+15%
Armor	+5%	+25%
Integral System	+25%	+50%
Self-Destruct	+2%	+25%
Personal Augments (Price does not include the cost of the surgery)		
Prosthetic, Functional	varies	Cr 500 to Cr 1,000
Cardiotrigger Detonator, plastic 10 meter blast radius	0.01	Cr 120
Combat Prosthetic Arm	1.0+weapon	Cr 25,000+weapon
Combat Prosthetic Arm Power Cell (30 hours)	0.25	Cr 25
Enhanced Mobility, legs	1.0	Cr 20,000
Autonomous Locomotion Rig	6.25	Cr 15,000
Cockpit Sensory Suite	0.1	Cr 50,000
Smuggling Container (1/2 kilogram capacity)	0.01	Cr 15,000
Additional Manipulator, extra hand	2.5	Cr 75,000
Asian Cyber-claw, retractable	0.25	Cr 20,000
Neural Comm	0.01	Cr 250
Shriekerbox	0.01	Cr 18,000
Subdermal Armor 1[1]	1.25	Cr 50,000
Subdermal Armor 2[2]	1.35	Cr 150,000
Hidden Weapon (doesn't include the mass or price of the weapon)		
Dagger	0.1	Cr 5,000
Taser	0.2	Cr 10,000
Autopistol	0.75	Cr 12,000
Laser Pistol	0.75	Cr 25,000
Combat Arm, Improved	2.35	Cr 45,000
Enhanced Mobility, Improved	2.75	Cr 15,000
Venom Glands (not including the cost of the poison)	0.02	Cr 10,000
Advanced Subdermal Armor 3[3]	2.5	Cr 500,000
Ballistic Tracking Lenses; +1 to Ranged Accuracy	--	Cr 40,000
Soldier Organ Package		
Tri-Lung; 15 minutes of extra air	0.75	Cr 3,000,000
Bi-Liver; Immunity to Alcohol and some poisons	0.75	Cr 3,000,000
Adrenometer; awake for 36 hours straight	0.75	Cr 3,000,000
Quad-Kidney Cycle; survive on 1/2 normal water intake	0.75	Cr 3,000,000
Aortal Heart Bud; +1 to Stamina	0.5	Cr 3,000,000
Complete Soldier Organ Package	3.5	Cr 14,000,000

Notes:

* = not found in the book, but original idea

Use of orbital steel decreases the weight by 15% and increases the cost by 30% consult the Storyteller for which items can be made with orbital steel.

Equipment from Space Master Tech Master and Space Master Companion

Adapted for use in Trinity Aeon: Copyright by Iron Crown Enterprises

Spacemaster is written for over 1,000 years in the future where Aeon Trinity is set 100 years into the future. Therefore not all the items available in the book are available in the game and the weight will increase in some cases.

Item	Mass	Cost in Cr
Personal Items		
Calculator Unit (1)	0.1	10
Elmonit Card = Electronic Bank Card	0.2	5
Ident Disk (ID like dog tags)	0.2	200
Light Rod (1)	1.2	10
Makeover Kit (1) x2	2.0	45
Personal EW Generator (2)	1.5	2,500
Scanners		
Multiscanner (2)	3.0	800
Repair Scanner (2)	3.0	700
Tactical Scanner (1)	2.0	300
Field Medical Equipment		
Medical Scanner (2)	2.0	2,400
Arterial Sealer (1)	0.5	800
Instasplint	0.8	50
Instacast	1.0	30
Infirmary Equipment		
Scanner Bed	400.0	40,000
Laser Scalpel	0.7	2,000
Survival Equipment		
MRE (Meals, Ready to Eat)	1.0	15
Water Accumulator (1)	1.0	25
Power Cells		
Utility Cell	0.01	5
Utility Cartridge	0.2	30
Utility Pack	0.4	100

Notes:

(1) = Power Cell that weights 0.01 kilograms and holds a charge for about 1 year

(2) = Power Cartridge that weighs 0.2 kilograms and holds a charge for about 6 months

Personal Items

Calculator Unit: Scientific calculator

Electronic Bank Card: A thick credit card that carries an electronic balance on the card itself. When used at an authorized transaction machine the balance is deducted from the card and the balance in the bank is deducted from the card by a telephone transaction. The advantage of this system is that personal information is not tracked. The difficulty is that if the card is stolen there is no way to prove which card is yours.

Ident Disk: A data chip that can be worn like a set of dog tags. It is embossed with the person's name address and a tracking number; like a driver's license number. It also

carries any special information like allergies. The chip itself contains the same information as well as medical information. The card is electronically linked to the police, local government administration and hospitals. The idea is that with this card all a person's data is available if needed for medical reason, or if a Law Enforcement Officer stops them. The card can be read by a standard clipboard style card reader. Most citizens carry one.

Light Rod: An electric tube that can be focused into a flashlight or set to emit light all around similar to a torch.

Makeover Kit: A kit used to fashion a disguise; it includes various shades of makeup, dark pencils, a programmable wig, a lighted mirror, hair color and other items.

Personal EW Generator: A belt worn device that creates an electronic field around the wearer to block radio and cell phone transmissions and to provide a holographic field that generates static around the wearer so that they can't be picked up on security cameras. The EW Generator can be set to allow a clear cell phone or radio channel. Once the field is switched on the person is covered in a field that looks like static, distorting any image of them. Both the jamming field and the holographic static can be turned on or off. With the EW Generator turned on the person can be tracked by the electronic/radio static they are emitting. With the holographic field turned on the person glows slightly and it is noticeable. Possession of a device like this is illegal.

Scanners

Multiscanner: Generates a radar and radio pulse used to map out close areas. It can check for radiation, the emission of any radio, radar or microwave radiation as well as beta, alpha and gamma radiation. It can be used to track any of this radiation. It sends a signal into an item ahead of it and it is possible to map any voids in the item. It is easy to shield against and only has a 3 meter range.

Repair Scanner: Reads electronic frequencies as well as a voltage/amperage/resistance meter. It can be used to trace electronic circuits, to locate electronic jamming and radio emissions.

Tactical Scanner: A scanner that detects infrared radiation as well as tracks the movement of air molecules within a 10 meter area. It is most useful in tracking living beings. It can be set to automatically scan and sound an alarm whenever there is movement. Its sensitivity can be set to find something as small as a rabbit or as large as an elephant. If it is set too sensitive it will generate false alarms, however it can be useful to be carried by a guard giving him an indication of what might be around them. It has a poor reputation, but it is far better than nothing. Police and private guards sometimes carry them. They can also be set over entrances to track comings and goings.

Field Medical Equipment

Medical Scanner: A portable machine that has an EEG, and EKG and a X-Ray scanner inside of it, with a display screen. It can be used to perform a range of standard medical tests; like temperature, blood pressure and check for signs of damage. It has only a 1 meter range and is usually best used when in contact with the patient. It has a small computer database to help diagnose ailments, it offers first aid advice, but any more complex treatment requires a hospital.

Arterial Sealer: A small hand-held device that can be used to stop bleeding by heating the tissue and sealing the blood vessels. It is an emergency use field expedient. Its use often means an arterial graft is needed to repair the damage. Synthetic arteries and veins can be grown in a hospital and are usually "in stock" items.

Instasplint: A set of self inflating bladders on an adjustable steel frame that can be applied to a broken leg or arm to immobilize a broken bone. The unit can be applied in only a few minutes, but requires at least 1 Medicine success to use. Those with the Medicine ability cannot use this device.

Instacast: Similar to an instasplint, but a hardening agent is added to make the instasplint more stable. The unit can be applied in 10 minutes and leaves behind a hardened cast. It requires at least one Medicine success with a +1 Difficulty.

Infirmiry Equipment

Scanner Bed: A medical bed that contains the standard medical diagnostic equipment found in a Medical Scanner with a link for remote monitoring. Inside there is a scanning head that moves under the bed providing a scan with a monitor screen at the foot of the bed.

Laser Scalpel: A small medical grade cutting instrument that used a laser to cut skin and tissue, sealing arteries and veins as it cuts. It is most useful for minor surgeries in the field. Use on major arteries or veins is very dangerous.

Survival Equipment

MRE (Meals Ready to Eat): a set of dehydrated meals that have a self-heating tab. When water is added, through a valve, and the tab is pulled the package heats up cooking the meal so a separate heater or stove is not needed. Of course holding the meal while it is heating can cause minor burns.

Water Accumulator: A fold up foil lined trap that can be connected to a canteen to draw water into it. The accumulator uses a small electric charge to attract the water out of the air.

Power Cells

Utility Cell: Similar to a 20th century button battery. It is rechargeable or replaceable.

Utility Cartridge: Similar to a 20th century 9 volt battery. It is rechargeable or replaceable.