

DIVING GEAR

by [Amy Luther](#)

BREATHING GEAR

Blue Champagne Enterprises "Bubbler" Emergency Air Supply (100eb)

Essential for the skindiver and handy for the gilled, this compact breathing unit consists of a mouthpiece connected to two semi-circular tanks which close around the neck, each containing fifteen minutes of oxygen. An infrared sensor clips to the ear, and the air can be supplied on demand or when blood color changes enough to indicate that it is needed. Availability: Common.

Diving Unlimited International Oxygen Scuba (1500eb)

DUI's closed-circuit pure-oxygen scuba is meant for professional use only! A diver using this scuba breathes one hundred percent pure oxygen and becomes totally immune to the effects of both nitrogen narcosis and decompression sickness. Because of the dangers of oxygen toxicity, the pure-oxygen scuba should only be used at a depth of 10m for periods less than 75 minutes. Each 10m increase in depth decreases dive time by 20 min, so the maximum allowable dive is 30m for 15 min. Availability: Rare.

Blue Champagne Enterprises "Dolphin" TAV (1700eb)

New from BCE, and touted as "the next best thing to cybergills," the Dolphin TAV is similar in design to the BCE Bubbler, but the collar-tanks are replaced by a semi-circular gas extraction unit which removes a breathable mixture of oxygen and nitrogen from the water in the same way that a standard TAV does. Suction on the Dolphin's mouthpiece simultaneously delivers a refreshing breath of air and pulls water in through the collar, where the breathing mix is extracted and prepared for the diver's next breath. Like standard TAV's, recommended diving depth is 50 feet, but the Dolphin's filter only needs to be replaced about once a year, making it capable of indefinite underwater function, just as cybergills are. The

Dolphin expels a stream of tiny, champagne-like bubbles of CO₂ behind it. Replacement filters cost 100eb. Availability: Rare. Note: Tankless Air Valve units (TAVs) can be found in *Sub-Attica*.

WET SUITS

Spandex Wet Suit (50eb)

A simple, light, compact one-piece suit, ideal for work in tropical waters (80 degrees F) or as a thin undergarment worn beneath heavier suits. Provides no SP protection. Availability: Common.

Thermoplastic Wet Suit (100eb)

These versatile warm-water suits have a layer of heat-retaining thermoplastic sandwiched between two layers of spandex. They are thin and are designed for use between 75 degrees F to 85 degrees F. You can wear a thermoplastic suit beneath a neoprene suit for extra warmth. Windproof, neutrally buoyant. Also available in plush-lined versions for an additional 50eb, reducing working temperatures to 70 degrees F. Provides no SP protection. Availability: Common.

Foam Neoprene Wet Suit (200eb)

The most common form of protective clothing in use, these suits contain thousands of tiny, insulating air bubbles which provide excellent, lightweight heat retention down to 60 deg. F. This type of suit is naturally buoyant and requires weights. Minor repairs are a snap with wet suit cement (10+ Diff), but note that neoprene is not windproof and has a long drying time. Provides 2 SP of protection. Availability: Common.

Wet Suit Heat Pack (50eb)

These contoured plastic containers fit into integral wet suit pockets or exterior strap-on pouches and contain a nontoxic, reusable chemical that heats to about 130 degrees F, providing that extra bit of warmth when you most need it. Heat lasts for 30

mins, and must be dormant for 1 hour before re-use. Availability: Poor.

DRYSUITS

Foam Neoprene Drysuit (400eb)

These suits are similar to their wetsuit cousins, but are designed for dives where expected water temperature is below 60 degrees F. They are lined with waterproof nylon, and come with integral seals at wrists and neck, attached dry boots, and a water- and pressure-proof zipper. Form fitting, streamlined, and windproof, these suits are ideal for deep-water or arctic diving. They are buoyant and require weights, and are difficult to repair if torn (20+ roll). Provides 2 SP of protection with no EV. Availability: Poor.

Shell Drysuits (500eb)

These are standard foam neoprene drysuits coated in a rubberized fabric shell, making them as easy to repair as wet suits (10+) and about twice as durable. They are fast drying, light, and provide 3 SP of protection with an EV of +1. Availability: Poor.

Crushed Neoprene Drysuit (500eb)

Move a step up from foam neoprene! Crushed neoprene is more durable, easier to repair (15+), long-lasting, and less buoyant than foam neoprene. Provides 4 SP of protection, but is bulkier than normal drysuits (+2 EV) and provides less thermal protection. Availability: Poor.

OTHER DIVING SUITS

Skinsuits (2500eb)

Adapted from the original orbital design to do underwater duty, these suits are skintight, tough, rubberized coveralls with a simple helmet and 40-60 minute air supply. The foam-like inner skin is pressure-resistant to 40 atm, and affords protection from temperatures down to 45 deg. F with ease. Below 45 deg, the temperature regulation will begin to fail and become useless after 10 min. These are handy for quick EVA from underwater habitats. They cannot be adapted for scuba, but

they can be used with fins. Availability: Poor.

Amphibious Body Armor (5000eb)

This suit can be worn like normal clamshell body armor, but it has the added bonus of a five hour air supply, built-in fins, and special ballast compartments that enable the wearer to achieve neutral buoyancy. It weighs 21 lbs. For exotics with gills, the helmet can be modified to allow the free passage of water. As per MetalGear, SP is 25, EV +2. Depth depends on breathing apparatus attached. Availability: Rare. (Rifts Underseas 100)

ACCESSORIES

Swimming Fins (50eb)

Standard professional swimming fins. Light and flexible, they give the user +1 Swimming. All fins subtract -2 from MA for any land movement, and add +2 to underwater MA. Availability: Common.

Power Fins (75eb)

These are longer, heavier, narrower, and more rigid than swimming fins, and are designed to deliver greater power on the downstroke kick. The preferred fin for working divers, they sacrifice comfort for strength. Add +1 to Swimming and +1 to Endurance for Swimming purposes. Availability: Poor.

Liquid Breathing Medium (100eb/liter)

This superoxygenated fluid can be aspirated and used in place of normal atmospheric tank mixtures for deep sea dives. Breathing time is about the same as standard air mixtures. There is a 20% chance that a person cannot tolerate the LBM. Without a BOD save, lung irritation often results, and immediate subsequent use of the liquid (within 3 days) results in 1 point of damage to the lungs, reduces endurance tasks by 1 point in body type, and doubles damage taken from aerosol projection weapons (tear gas, etc.). Divers who do tolerate the LBM will be at -2 to BOD for an hour after the dive while his respiratory system readjusts. No speech is possible while using an LBM; the fluid prevents the larynx from functioning. Availability: Poor.

PERSONAL GEAR

Triax Depth Gauge (50eb) A basic but essential piece of gear, this little gadget is a clip-on belt gauge which calculates and displays a diver's exact depth and gives a warning beep or vibration when the diver is within 50 feet of his maximum depth tolerance. Note that the gauge is itself only pressure-tolerant up to 500 feet. Each additional 100 feet of tolerance costs an extra 100eb. Availability: Common.

Triax Skin Diver Bottom Timer (15eb) This handy device is essentially a pressure-activated stopwatch used for recording depth times. The timer is activated automatically when the diver descends below a certain depth, and turns itself off when the diver reaches the surface. Availability: Common.

Triax Wrist Compass (30eb) A small magnetic compass housed in a waterproof, pressure-resistant case, and worn on the wrist like a watch. Availability: Common.

Triax Decompression Gauge (50eb) This clip-on electronic belt or wrist meter senses pressure, depth, and dive time and compares the variables to let the diver know exactly how long he can stay down, what depth he must stop at, and how long he must wait at each stage of his ascent for proper decompression. Availability: Common.

Diving Slate (price varies) Convenient record-keeping is at your fingertips with this waterproofing binder, outfitted with thin sheets of semimatte white plastic, lightly sand-papered on both sides. Ordinary lead pencil can be used and marks rubbed off with a rubber eraser or an abrasive cleaner. Some underwater slates are equipped with a compass, depth gauge, watch, etc. mounted across the top; assume an additional 50eb for each option. Base model is 20eb.

Diver's Watch (price varies) A self-winding, pressure-resistant and waterproof watch in a shock-resistant, non-magnetic case, the diver's watch is essential for determining depth and decompression stop times. One-piece elastic bands are common, and come in a variety of designer colors. Cheap models go for as little as 30eb; top-of-the-line

models, with integral compass, depth gauge, temperature meter, and ultrasonic CO2 detector can go as high as 200eb. Availability: Common.

Diving Light (20eb) A simple, waterproof and pressure-resistant halogen lamp with a flexible clamp to allow it to be mounted on a variety of surfaces.

ANTISHARK DEVICES: The basic difficulty in dealing with sharks is that they have a high pain threshold and a relatively small brain, which precludes the delivery of a lethal blow. Standard boomsticks are effective weapons, but the noise produced by it can attract sharks within hearing distance, and the concussion may well injure the user. Huge quantities of blood result from the use of the explosive, attracting still more sharks, and the shark itself may not immediately die. In that brief span of seconds, a wounded shark can very easily kill or horrendously mutilate a diver. For that reason, most divers would prefer to arm themselves with weapons that immediately kill or incapacitate a shark on contact.

Shark Billy (20eb) MEL 0 N C 1D6+1 NA NA ST 1-2m

The oldest anti-shark device, the shark billy is a 3 to 4 ft-long wooden club, with a short spike driven through one end. It is counterweighted to facilitate underwater use and is used to fend off or stab a shark, preferably on the nose.

Sea Lance (150eb) MEL 0 N C 2D6+2 (AP) NA NA ST 1-2m

A corrosion-resistant metal spear ranging from 1 to 2 meters in length, the sea lance is a simple but deadly device when outfitted with the right type of tip (see below). As a weapon in its own right, the lance can be tipped with a multitude of blades for underwater defense. Standard spear blade does damage as above; other blades (leaf, etc.) may do more (or less), GM's call. Monoblades are available for 2x normal cost. Availability: Common.

Antishark Dart (20eb/cartridge) "What happened to the shark when struck by the dart was hard to believe. Carbon dioxide was rushed under pressure into the body cavity ... This inflated it ... like an automobile inner tube, making it extremely buoyant. And, like an inner tube, it ... rose to the surface, where it died almost instantly."

"It's better to be on top of the shark, if it's at all possible, and of course his stomach is instantly blown out of his mouth. You can feel the concussion, but there's no sound that you can detect."-- Anonymous divers

These consist of a CO2 cartridge tipped with a sharp, hollow-steel needle. The cartridge can be mounted on a fixed or telescoping spear, shot from a spear gun, or held in the hand like a knife and stabbed into the target. Both lance and hand-held darts are retrieved for later use. A new cartridge can be quickly and easily inserted from a sheath strapped to the diver's leg. When the needle penetrates the shark's skin, the pressurized CO2 is injected into the shark's body cavity, where it expands rapidly and ruptures internal organs, causing almost immediate death. If the shark is not killed outright, it will be buoyed to the surface by the gas trapped inside of its body, where it will asphyxiate. Tips: When using a spear, strike downward on the top of the dorsal ridge to prevent a reflex sideways slash, and try to get close enough to the shark to strike him anywhere behind the throat valve and forward of his anal vent. The darts do 1 pt AP and 4D6 gas expansion damage which is NOT modified by BTM! Availability: Common.

Electrical Shark Dart (100eb) "When the . . . voltage hit a 12-foot tiger shark, total paralysis rendered the predator helpless. Its back hunched, the ferocious jaws locked open, and the shark sank to the bottom."--Tester, Naval Undersea Research and Development Center

These darts are capable of releasing 50 volts for intervals of one-half second at a frequency of 1500 Hertz. In its present form, the 10-inch dart is driven into the shark from a conventional sea lance, which pulls free, making it unnecessary for the user to be near the target. The dart itself consists of an insulated four-inch blade, designed to remain imbedded in the shark, connected to a housing 1.25" square which holds a battery and an electrode. When the dart hits the shark, lethal current immediately flows in a complete circuit from the uninsulated tip of the blade through the shark, then to the water, and onto the second electrode. If the shark is so huge that the voltage fails to kill it, the current paralyzes it and it sinks toward the bottom, away from its intended prey, until the battery is exhausted several minutes later. Effects upon a human are the same as those of a taser (q.v.). Availability: Poor.

Chemical Shark Repellent (50eb/cartridge) Many divers remember the notorious unreliability of late twentieth-century chemical shark repellents and would prefer a sea lance or even a boomstick over a small, inexpensive canister of white goo. However, with the development of new, naturally-occurring substances which far outstrip all previous repellents, these divers may want to think again. A milky substance called pardaxin, exuded by a type of fish called the Moses sole, found in the Red Sea, has been refined and synthesized into a safe, reliable repellent which can drive off even the most frenzied of sharks. The substance comes in small, single-use canisters which contain enough repellent to immediately drive off all sharks within a 100 yard radius of the diver, and prevent cruising sharks from being attracted to the area within a half-mile radius. The repellent lasts for 1d6+3 minutes, depending on local currents. Larger bombs are available for 50eb; these repel sharks within a half-mile radius and dissuade cruisers within a full mile (same duration, but it takes 1d6 minutes for the repellent to spread to the limits of its effectiveness). Note that though this chemical is non-toxic, high concentrations (like being in the center of a bomb burst) cause nausea and disorientation in human subjects, and can corrode artificial gill systems. Availability: Rare.

Dye Canister (15eb) A cheap yet effective way of preventing immediate shark attack, this canister releases a burst of red dye, creating a cloud six feet in diameter around the diver. Sharks cannot see through this shade of red, and a swimmer enveloped in such a cloud is (partially) protected from attack until the sea erases the dye, making him once more visible to the predator. Availability: Common.

Shark Screen (150eb) For non-divers who suddenly find themselves in shark-infested waters, the Naval Undersea Research and Development Center has come up with a large polymer bag buoyed up by inflatable rings surrounding the opening. The bag folds compactly to be carried with a lifevest or other survival gear. A downed flier or seaman abandoning a sinking ship simply inflates each of the rings, climbs into the bag, and allows it to fill with water. The underwater view of the bag is of a large, odorless, and unappetizing mass, which not only conceals the occupant from view, but holds back blood and other attractions likely to increase the chances of a shark attack. Availability: Common.