

Equipment and Supplies

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High-Tech Gun Scopes and Optics

All of these optic systems are available as gun scopes for both pistols and rifles, as well as goggles and binoculars. As many as four different optics can be combined in a single scope (add the cost of each plus 15 - 25% to determine the total cost of the final multi-optic system).

Cross Hair Sight: Targeting cross hairs for better aim. When the cross hairs are centered over the desired subject, the aim is on target.

Bonus: +1 to strike. This bonus is not applicable to wild shots, or when another targeting system (such as laser targeting) is engaged.

Black Market Cost: 500 - 2000 credits

Infrared Scope: Although this pre-rifts technology is inferior to other passive optical enhancements, it is inexpensive and therefore quite popular among cash conscious adventurers and those down on their luck. The scope emits a narrow beam of infrared light that is invisible to human eyes. However, the light beam is visible to other characters using infrared vision, including most bots, power armour, and a number of D-Bees! Those who can see the light can avoid it or even follow it back to its source, thus showing the user's location. Furthermore, the narrowness of the light beam limits the available viewing area to about seven feet (2.1m).

Maximum Effective Range: 2000ft (610m)

Black Market Cost: 500 - 2500 credits

Laser Targeting Scope: The scope emits a narrow beam of laser light that paints a small dot on the target. While laser targeting cannot be used in conjunction with a cross hair sight, it can be used with optical enhancements such as the telescopic scope or thermo-imager. Note that less expensive systems are prone to breaking down, especially after rugged action in the field.

Maximum Effective Range: 4000ft (1200m)

Bonus: +3 to strike on an aimed shot, but only when the laser targeting system is turned on and functioning properly.

Black Market Cost: 2500 - 50,000 credits

Light Filters: Simple transparent lens covers designed to filter sunlight and reduce glare.

Black Market Cost: 25 - 150 credits each.

Passive Nightvision Scope: This system amplifies existing *ambient* light to provide vision in darkness. It is also known as a "starlight" scope because it can amplify the light from stars and the moon to see when outdoors. If in absolute darkness such as an underground tunnel, it is rendered useless; it must have some source of ambient light.

Maximum Effective Range: 2000ft (610m)

Black Market Cost: 5,000 - 50,000 credits

Telescopic Scope: Works like a pair of binoculars or camera lens to bring distant objects into closer view.

Magnification: 3x, 5x, 7x, 10x, or 20x

Maximum Effective Range: typically 2000ft to 6000ft (610m to 1830m)

Black Market Cost: 500 - 2500 credits

Thermo-Imaging Scope: A thermo-imager converts the infrared radiation of warm objects into a visible image. The operator can see heat as represented by bands of colour and enables him to see in darkness, shadows, and through smoke with 20/20 vision.

Maximum Effective Range: 2000ft (610m)

Black Market Cost: 10,000 - 50,000 credits

Ultraviolet Sight: A optic system that allows the user to see into the ultraviolet range of light radiation.

Maximum Effective Range: 1000ft (305m)

Black Market Cost: 1000 - 5000 credits

Mega-Pepper

"So, you kilt yerself a monster eh? and a mightee fine one it is... Now hold on boy don't go puffin' yerself up yet. I don't care how long yeh've been a scout, yer still green in my neck o' the woods. Yeh haven't even started preparing the body yet, yeh... WHAT DO YOU MEAN FOR WHAT?! Fer eatin' yeh idjut. Now get out yer vibro-knife and start cuttin' the meat into slabs... would ya shut up kid, I know our jaws ain't tough enough to gnaw through a magic critter like that over yonder. That's what this's fer, Cletus's Mega-Pepper Sauce. We's just gotta soak this meat in it fer a day or two it'll break down the structure of the meat, and it'll be tender as a possum... Now don't git sick on me boy, That's how us Wilderness Scouts git by in the Dinosaur Swamp... NO!! Don't cut the stomach out ya idjut, that's fer later..."

Since before the coming of the Rifts, people joked that a Cajun would eat anything. The Wilderness Scouts of the Dinosaur Swamp take this practice very serious. If they kill a supernatural monster, a mundane animal, or hell, even one of their companions who gets out of hand; it's a damn good bet they're going to eat them. For years more refined Wilderness Scouts laughed as these "backwoods" Scouts who claimed to regularly eat and enjoy MDC creatures. Of course they all thought it was the tall tales of a bunch of drunk Yokels. However the Wilderness Scouts in The Dinosaur Swamps have found an amazing natural product that breaks down the mega structure in MDC tissue. It comes from the seeds of a mutated pepper found only in the Dinosaur Swamps. In all respects it looks like a purple two foot long Jalepeno pepper. After about 48 hours of soaking in the sauce made from the Mega-Pepper, the MDC meat is changed into an SDC meat that tastes exactly the same, thus making it edible for swamp residents.

A Wilderness Scout raised in the Dinosaur Swamps is never found without a bottle of Mega-Pepper sauce, or at least a pouch full of it's seeds.

Mega-Pepper

A Mega-Pepper plant consists of 3D6 vines that are about 50 feet long. The vines wrap around trees, and grow in tangles along the ground. The actual peppers are 2 feet long on average and are evenly spaced across the vines; an average plant yields about 40 peppers. They have a unique effect on living/organic MDC matter, in which it slowly breaks down the structure of the matter until it becomes SDC, making it perfect for cooking! If SDC meat is soaked in the pepper sauce it will break it down as well until the meat is nothing but a gooey meaty jelly. The peppers will not harm an MDC or SDC creature if it touches them (the contact is not nearly long enough, and it's the seeds that carry most of the chemical). Also it will not harm them if they ingest the peppers; the digestive system breaks it down too quick to do any damage, however it will give MDC beings severe gas problems for about 24 hours and any poor bastard that is an SDC being will be confined to the nearest bathroom for 24 hours and will have severe gas for the next 24.

The sauce that is used by wilderness scouts is made up primarily of Mega-Peppers, and most scouts in the Dinosaur Swamp know how to make Mega-Pepper sauce, so there are hundreds of different varieties out there: they can be sour, sweet, extra spicy, or anywhere in-between, but in any case it will still have a nice spicy kick in it's aftertaste. Many MDC creatures enjoy eating the peppers by themselves, or pickled. They have become the latest food rage across Atlantis and a single pepper can go for as high as 100 credits.

Handheld Gravitic Scanner

Hand Held Equipment: Handheld Gravitic Scanner

The engineers in Three Galaxies have developed equipment that would be considered incredible when compared to the equipment available on Rifts Earth. An example is the Handheld Gravitic Scanner. It fills the same role as ultrasonic scanning does now, plus much more. It is useful for detecting hidden objects and compartments, stress cracks, and even invisible targets. The system can even be used for mapping spaces

and gives exact dimensions. Up to 48 hours of scan data can be stored before the system runs out of storage space. The system can plug into an Holographic Personal Computer and most other computer systems.

Two types are available: a civilian and a military version. The military version has the same features and abilities, but is able to take much sturdier than the civilian model.

Scanning Range: 164 feet (50 meters)

Weight: Civilian: 2.2 lbs (1 kg), Military: 3.3 lbs

M.D.C.: Civilian: 10, Military: 25

Bonuses: +10% to detect concealment, electrical skills, mechanical skills, and demolitions disposal skills. +5% to medical skills. Allows the detection of invisible targets unless they are invisible against gravitic sensors.

Market Cost: Civilian: 10,000 credits , Military: 20,000 credits

Enhanced Contact Lenses

Phase World Wearable Equipment: Enhanced Contact Lenses

Unlike twentieth century contacts, these enhanced lenses augment the wearer's vision far beyond the normal human range. The enhanced contact lenses are micro-sandwiches of highly advanced electronics. Just like normal contact lenses, these lenses are placed in the eye but they have special automatic cleaning systems that allow the wearer to keep them in their eyes for months at a time. The lenses are not noticeable except under careful examination of the persons eyes. Many features activate automatically but special optics are activated by making a twisting motion with the wearer's optic muscles.

Billboard Lenses: These lenses simply transmit data from another close range system and work almost like computer monitors placed in your eyes. These are used for the simple transmission of data, special enhancing displays, virtual reality, and even weapon targeting. The only damage is that the transmission of the other equipment can be picked up at very close ranges. Cost: 6,000 per pair.

Light Amplification Lenses: These lenses work by collecting ambient light so that a person can see in dark conditions. They will not work in absolute darkness because they must have some light to work properly. These lenses automatically activate when the conditions require them and shut down when conditions are too bright. Cost: 8,000 per pair.

Polarized Lenses: The glare of bright light and sunlight is filtered as well as a normal pair of polarizing sunglasses. The lenses automatically compensate and require no trigger from the wearer. The person wearing the contact lenses can look directly into the sun. Cost: 3,000 per pair.

Telescopic Lenses: These lenses enable the wearer to magnify objects up to 8 times their normal size for better long range vision. These lenses are activated by the wearer of the lenses. Cost: 5,000 per pair.

Thermal Imager Lenses: These lenses work like an optical heat sensor and convert infrared radiation into a visible heat source. The person can see in darkness, shadows, and even smoke. Note that these lenses are not true light amplification. The wearer must trigger the lenses to activate them. Cost: 8,000 per pair.

Underwater Lenses: These lenses compensate for the distortion underwater. The lenses automatically compensate for being in the water and require no trigger from the wearer but in order to focus for different water conditions they must be controlled by the wearer. Cost: 5,000 per pair.

Hearing Enhancement Plugs

Phase World Wearable Equipment: Hearing Enhancement Plugs

In many ways, these are similar to amplified hearing implants but are very small and fit completely within the ear canal with no surgery needed. The plugs may have up to three systems built into them (increase the cost by 50% due to the greater micronization of the electronics).

Amplified Hearing: Special sound amplifiers that give the character the ability to hear almost inaudible sounds and recognize specific sounds and voices at 35% + 5% per level. It also gives +1 to Parry, +2 to Dodge, and +6 to Initiative. Cost: 1,000 per pair of plugs.

Communication Plugs: These plugs have a built-in long range wideband radio transmitter and receiver that can transmit a whisper and voices of other people up to 6 feet (1.8 m) away. It has a range of 20 miles (32 km), but can be increased to 100 miles (160km) with an additional antenna that hangs out of the ear like a cable. Cost: 1,200 per pair of plugs, plus 500 for the additional antenna.

Sound Filtration Plugs: Protects the ears from potentially damaging sounds by either filtering or blocking the sound. Cost: 500 per pair of plugs.

Ultra-Ear Plugs: Allows the wearer to hear in the ultrasonic range. This ability can be turned on or off at will by the character. Cost: 2,000 per pair of plugs.

Language Translator Plugs: This system translates spoken languages into a language that the wearer can understand. Note that these plugs do not help the person be understood by anyone else. The translation system can store up to 30 languages. Cost: 3,000 per pair of plugs.