

# JEREMIAH'S BOUNTY HUNTING GEAR

by Doug McArthur

*A dark, middle-aged man sits at the bar of a run-down tavern on Persephone. He's got his back to the room, but as you approach you know he's aware of you—and could probably take your gorram arm off if you did anything rash. Instead, you mosey on up next to him and slide over a slim bar of platinum. He palms it, turns away from the bar, and heads out the door. As you watch him leave in the bar mirror, you realize he'd seen the whole room in its reflection.*

*You give him a minute, then follow out the door and head to the port. There the man waits at the airlock of a nondescript freighter and motions you inside.*

*"So yer lookin' fer some hardware? Can't say I'm generally in the merchant business, but times been a might bit slow lately and can't get by on Yee Yan. So step on over to the locker n' have a look-see. Yer coin seems shiny so methinks we can do some tradin'."*

Bounty hunting's an ancient and honorable profession often taken up by old, dishonorable folk. There's coin to be made, no doubt, and some of it legal, so if you're up for the task you might think about getting some specialized gear. Some bounties specify dead-or-alive so two barrels is good enough. However, many want their quarry alive, and even some of the DOA bounties pay more if they're still kickin' when you bring 'em in.

Here's an assortment of non-lethal tools of the trade that can prove invaluable when you need to bag the mark without dropping him dead. Refer to the table at the end of this article for specific game statistics.

## Netgun

*"This here's one of my favorites. I designed it m'self and it's come in handy on more than one tussle. She's not for getting 'em from far off, but up close and personal. Best of all's you can get more than one, even if you don't get 'em all with the shot. Har har! It ain't quiet, cause you gotta use*

*shotgun shells to fire it. I needed to keep the power for the shocker, see. But it'll get the job done right enough."*

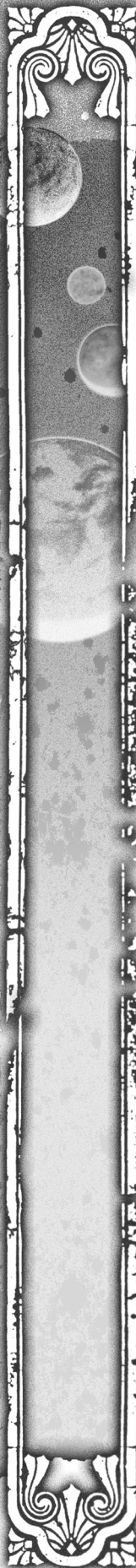
This jury-rigged contraption looks like a small bazooka. It consists of a 4-foot long, 6-inch diameter tube containing a compressed duramesh net. Four weights load into the front of four smaller tubes surrounding the main barrel. The net connects to a battery pack at the base of the main tube by a spool of wire 40' long. A small pistol grip is located at the midpoint of the main tube, which is hoisted up on the shoulder before firing. Shotgun shells, one for each of the four weights, are discharged simultaneously when the trigger is pulled. They launch the weights at a shallow angle, pulling out the net and the wire from the spool as it expands. Maximum range is about 40 feet, but it is generally only effective at about 20. A second pull on the trigger sends a strong jolt of power down the cord from the battery, stunning anyone in contact with the surface of the net.

It is a HARD Agility + Athletics action to escape from the net after being struck successfully or a HEROIC Feat of Strength (Strength + Strength) check to break the net.

## Triox-9 Gas

*"The Alliance goons don't rightly like me having this stuff, seein' as they call it a controlled substance, but it's saved my Shiang Jing several times 'n I don't go without it. Mostly I use it on Silver Star as a deterrent if those that I take get riled up. It bein' a gas makes using it in the open a waste of good cred. Best of all it ain't lethal, though it'll leave 'em one gorram good headache, so's you don't lose a valuable mark."*

Triox-9 is an aerosol-dispersed chemical that attacks the nerve receptors in the brain. Usually a defensive measure installed in airtight passageways and chambers, it is loaded into grenades, though any wind quickly disperses the gas and renders it ineffective. The Alliance developed Triox-9 during the Unification War and it's still considered a military weapon, though select security firms and corporations





Weapon	Damage	Range Increment	Cost (Credits/Platinum)	Weight	Availability
Netgun	d6 S	10ft (40 max)	35/80	20	E
Triox-9	3d6 S	20ft	10/18 per canister	4	I
Revlonis-3	3d8 S	—	10/18 per application	1	I
Sleep Salt	4d8 S	—	6/15 per application	1	I
Charge Cuff	d6 S	—	5/12	1	E

have a license to use it. Certain individuals have made a pretty coin selling “surplus” canisters on the black market. A single canister is enough to fill 1200 cubic feet (such as a typical hallway or medium sized room).

## Revlonis-3 Knockout Poison

*“This one’s more limited in use. Ya see, it’s gotta come in contact with exposed flesh to work, the more porous the better. I know one lady, though I hesitate to call ‘er that—he winks. “That uses it in her lipstick. Calls it her “goodnight kiss,” she does. The trick is to get it on the lips, or maybe the eyes, where it can pass quickly into the system. Bare skin works, but it takes a mite longer that way. Ya gots to be careful though, since it doesn’t care whose skin it gets on!”*

Revlonis is a contact poison, passing through dermal layers and into the bloodstream where it induces a semi-comatose state. The biggest danger to the user is that any exposed skin is vulnerable. A clear sealant may be applied beforehand to protect the user from accidental poisoning, though you’ll need to be careful when applying it.

It’s an EASY Agility + Covert action to apply the poison without accidentally dosing yourself. It’s a HARD Alertness + Perception action to spot the toxin on bare skin with protectant. It’s a FORMIDABLE Alertness + Perception action to spot it if it is masked in something such as lipstick.

## Sleep Salt

*“I don’t use this much. Probably wouldn’t use it at all if it weren’t so gorram effective. Nothing works faster if you can get it in a mark, but that’s the problem. See, this stuff needs to be eaten and it’s far from subtle on the taste buds. Unless the mark really likes*

*the salt on his food they’ll probably spit it out before you get any use from it. Best target for this stuff are spacers, since they tend to love any seasoning they can get for their protein mash.”*

Sleep Salt is an ingested poison. It works extremely fast, but it has a highly noticeable salty taste that makes it obvious in anything other than food covered in salt. Once swallowed it deals Stun damage within 60 seconds.

It’s an EASY Alertness + Perception action to notice the taste when applied to food where salt is not normally used. The Difficulty changes to FORMIDABLE when mixed into heavily salted food. Success means you’ve detected it before toxic amounts have been ingested; so long as you drink a lot of water, you’ll be fine. An Extraordinary Success means you haven’t ingested any at all.

## Charge Cuffs

*“So ya caught yer mark. Now what? Can’t keep ‘em drugged to the eyeballs duhn ruhn . . . too expensive. And ‘til you can get ‘em in a secure room or cage you gotta move ‘em without them making too much of a ruckus. These little beauties do the trick every time! ‘Bout the same size as regular cuffs, but with added fun. With the push of a button ye give ‘em a little shock to remind ‘em who’s lao buhn now.”*

These manacles feature a thin band of conductive material around the inside of the cuffs connected to a small battery pack located on the 4 inch bar between the cuffs. A small control device (often worn on a utility belt or harness) delivers a jolt of electrical power. This jolt is painful and, while generally not strong enough to knock a person out, strong enough to make a person drop anything in their hands. It definitely gets their attention.