

less environments, of course, so GPS units are primarily used in the wilderness or areas without wireless coverage.

Hazmat Suit: The hazmat suit covers the whole body and includes an internal air tank with 4 hours of air. As long as it is not damaged, it provides the user with a chemical seal (see p. 317) and protects contact and inhalation vector toxins (see Toxin Protection, p. 245). Even if breached, it still provides several points of chemical protection (gamemaster's discretion).

Light Stick: Bend, snap, and shake it for a couple of hours of chemical light.

Micro Flare Launcher: The flare launcher can shoot colored flares about 200 meters into the air, illuminating an area the size of a city block for a couple of minutes and negating the modifier for poor or low lighting. If wielded as a weapon, use Exotic Ranged Weapon skill; the micro flare deals Fire damage (see p. 155).

Magnesium Torch: Activate for 5 minutes of bright torchlight.

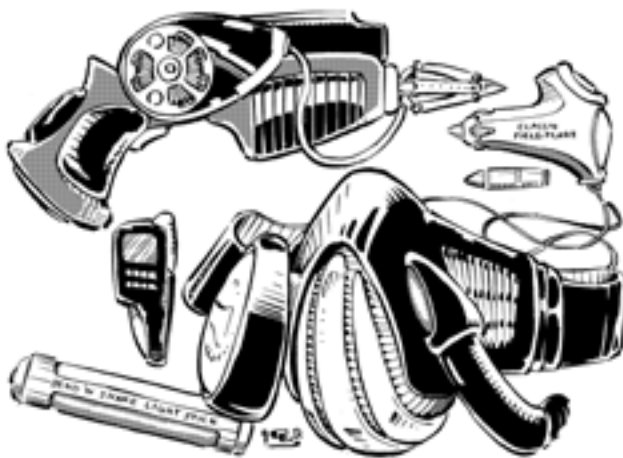
Rappeling Gloves: These gloves are made of a special fabric that allows the wearer to get a tighter grip on a grapple line, giving her a +2 Strength bonus on all tests to hold her grip on the line. These gloves are necessary in order to use ultrathin microwire.

Respirator: A respirator is a filtering device worn over the mouth and nose that protects against inhalation-vector toxins (see *Toxic Substances*, p. 245). The respirator adds its ratings to toxin resistance tests.

Survival Kit: An assortment of survival gear in a rugged bag. Includes a knife, lighter, matches, compass, lightweight thermal blanket, several days' worth of ration bars, a water-purification unit, and more.

Grapple Gun

This gun can shoot a grappling hook out to 75 meters. It comes equipped with an internal winch, to pull back the grapple (or pull up small loads). Use Exotic Ranged Weapon skill to wield this as a weapon; grapple gun attacks are resisted with Impact armor.



Survival Gear	Avail	Cost
Chemsuit (Rating 1–6)	Rating x 2	Rating x 100¥
Climbing Gear	—	200¥
Diving Gear	6	2,000¥
Gas Mask	—	100¥
Gecko Tape Gloves	12	250¥
GPS	3	200¥
Hazmat Suit	8	1,000¥
Flashlight	—	25¥
Light Stick	—	5¥
Magnesium Torch	—	20¥
Micro Flare Launcher	—	50¥
Micro Flares	—	25¥
Rappeling Gloves	—	70¥
Respirator (Rating 1–6)	Rating x 2	Rating x 100¥
Survival Kit	4	100¥

Grapple Gun

Grapple Gun	8R	500¥
Catalyst Stick	8F	120¥
Microwire	4	50¥ per 100 m
Myomeric Rope	10	200¥ per 10 m
Standard Rope	—	50¥ per 100 m
Stealth Rope	8F	85¥ per 100 m

Exotic Ranged Weapon	Damage	AP	Mode	Ammo
Micro Flare Launcher	3P	—	SS	1 (ml)
Grapple Gun	5S	—	SS	1 (ml)