



CHAPTER 7

EQUIPMENT IN PLAY

Equipment in play answers four operational questions:

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- 01 Function: What does the item actually permit or provide?

- 02 Access: Who owns it, controls it, and may legally use it?

- 03 Limits: What ratings, supplies, training, and conditions govern it?

- 04 Continuity: What happens when it is damaged, lost, or replaced?

Equipment permits an action, supplies a rating, changes an Attack Profile, provides protection, or establishes access. It does not automatically become part of the character's permanent advancement.

This chapter supplies the complete equipment interface needed for ordinary play. It supports superheroes, covert operatives, emergency personnel, alien-expedition teams, investigators, soldiers, scientists, and characters who depend upon extraordinary devices. The Equipment and Technology Guide contains the full 2026 catalogues, exact prices, specialized ammunition, vehicles, battlesuits, artificial intelligence, invention, modification, maintenance, SpaceX-era and off-world systems, and super-science construction.

1. What Equipment Does

An item may do one or more of five things:

- 1 Permit: supply the necessary physical means to attempt an action.
- 2 Assist: provide a justified column shift or supporting function.
- 3 Substitute: supply a listed rating used instead of the character's own rating.
- 4 Protect or attack: create a complete Protection or Attack Profile.
- 5 Establish access: provide credentials, communication, data, transportation, containment, or another required connection.

Equipment never supplies unstated knowledge, authority, immunity, automation, or action economy. Possessing surgical instruments does not grant Clinical Medicine. Holding a security badge does not grant the identity encoded on it. Carrying a firearm does not grant Firearms Talent. Owning a spacecraft does not make the character a pilot.

1.1 Capability, Access, and Ownership

Keep three questions separate.

Question	Meaning
Can it perform the function?	The item's design and ratings permit the effect
Can this character operate it?	Training, interface, physical requirements, authorization, and conditions permit use
May this character possess or use it?	Ownership, license, orders, jurisdiction, and current Legal Status permit access

A yes to one question does not answer the others. A stolen armored vehicle may function perfectly while remaining inaccessible to its intended systems, difficult to operate, and illegal to possess.

2. Equipment Categories

Classify equipment by its relationship to the character, not by how impressive it looks.

2.1 Incidental Equipment

Incidental equipment is ordinary background gear that needs no profile until opposed or consequential: clothing, a common phone, keys, personal supplies, ordinary furniture, or an available consumer tool.

Do not inventory harmless daily life. Record the item only when scarcity, concealment, legality, access, damage, or a ranked function matters.

2.2 Ordinary Equipment

Ordinary Equipment is acquired through Resources, Contacts, institutions, events, Holdings, or the campaign's starting allowance. It can be lost, lent, restricted, damaged, replaced, sold, or made obsolete without refunding Karma because Karma did not purchase it.

"Ordinary" describes its mechanical relationship to the character. A military rifle, experimental sensor, or alien medical kit can still be Ordinary Equipment if it was obtained through the world rather than purchased as part of the character's permanent Power build.

2.3 Signature Equipment

Signature Equipment supplies one or more character-defining capabilities recorded as Equipment-Based Powers. It is part of the character's permanent mechanical identity and advances through the Power rules.

Signature Equipment remains a physical object when its form permits. It may be stolen, disabled, broken, suppressed, recalled, repaired, or separated. Restoring or replacing the same established signature item does not require purchasing its Powers again. Creating a second simultaneously usable copy requires an explicit duplicate, companion, creation, or additional-device capability.

2.4 Institutional and Borrowed Equipment

Institutional Equipment belongs to a team, employer, military, agency, sponsor, university, emergency service, corporation, temple, or other organization. Borrowed Equipment belongs to another person or Holding.

Access exists only for the approved purpose and duration. The equipment may be tracked, audited, recalled, reassigned, remotely restricted, or unavailable when the issuing authority changes. It never becomes the personal property of every user.

2.5 Integrated Systems

Integrated equipment is built into the character's ordinary body or standard form. Cybernetics, prosthetics, artificial organs, internal tools, and body-mounted systems may be Integrated without granting a Power.

Record only actual mechanical functions. A lifesaving cybernetic reconstruction does not secretly grant armor, enhanced Strength, computer control, sensors, or immunity. An extraordinary Integrated capability is recorded as an Integrated Power under Chapter 3.

2.6 Mixed Items

One physical object may contain several categories. Powered armor may supply Signature Equipment-Based Powers while carrying an ordinary radio, borrowed mission software, institutional ammunition, and incidental lights. Classify each function according to how it was obtained and what happens when access changes.

3. Complete Equipment Profile

Record only fields that become relevant.

Field	Record
Name	Recognizable item, model, system, or broad category
Category	Incidental, Ordinary, Signature, Institutional, Borrowed, Integrated, or mixed
Owner	Person, team, institution, Holding, unknown party, or disputed claimant
Access	Who may operate, carry, requisition, unlock, or authorize it
Availability	Market and setting access class
Cost	Resource Intensity when acquisition is uncertain
Material Strength	Resistance to breaking, penetration, and structural damage
Functions	What the item physically enables
Ratings	Function, sensor, security, movement, protection, or other exact scores
Attack Profile	Accuracy, Damage, Form, Range, color effects, and limitations
Capacity	Ammunition, charges, fuel, passengers, storage, data, or operating duration
Readiness	Ready, Stowed, Bulky, Fixed, or another stated state
Requirements	Hands, body type, Talent, credential, interface, power, network, maintenance, or facility
Condition	Ready, Low, Impaired, Disabled, Empty, Destroyed, missing, or another clear state
Replacement	Purchase, issue, repair, Contact, sponsor, fabrication, quest, or other established path

Do not assign a rating merely because a blank exists. A flashlight needs no Power rank unless its illumination is opposed. A steel case may need Material Strength without needing a sensor rank. A secure computer may need separate Material Strength, system function, and Security ranks.

4. Availability Before Cost

Money does not make an unavailable item appear.

Resolve acquisition in this order:

- 1 Confirm that the item exists in the setting and at the current technological or mystical level.
- 2 Identify a legitimate, institutional, professional, controlled, illicit, recovered, or extraordinary access channel.
- 3 Confirm required credentials, authority, location, time, supply, secrecy, and legal conditions.
- 4 Determine Cost and make the Resource FEAT from Chapter 5 only if payment remains uncertain.
- 5 Record ownership, obligations, tracking, maintenance, and replacement.

4.1 Availability Classes

Availability	Access meaning
Common	Open civilian market or routinely present
Professional	Legitimate trade, workplace, license, or professional supplier required
Controlled	Regulated purchase, permit, identity check, prescription, or accountable issue required
Restricted	Limited to defined institutions, jurisdictions, missions, or specially authorized users
Military or Classified	Government, treaty, command, clearance, or equivalent extraordinary authority required
Unique	One known item, irreplaceable provenance, singular prototype, artifact, or person-specific construction
Alien, Mystical, or Exotic	Access depends on a nonordinary culture, realm, material, tradition, or supply chain

Availability is not a Cost rank. A Common luxury may be extremely expensive. A low-cost classified component may remain unavailable to the public.

4.2 Acquisition Channels

Equipment may come from:

- personal Resources or Reserves;
- an approved team or sponsor budget;
- employment, command, or institutional issue;
- a Contact acting within Reach and limits;
- a Holding that already contains the item;
- legal rental, lease, loan, or requisition;
- salvage, seizure, evidence custody, recovery, or discovery;
- fabrication or repair using an explicit capability; or
- theft, smuggling, fraud, coercion, or another unlawful method.

The channel determines consequences. A successful Resource FEAT does not erase permits, export controls, evidence rules, ownership, secrecy, or criminal exposure. A Contact may arrange access without paying the Cost. An institution may pay while imposing orders, logs, return dates, and oversight.

4.3 Starting Equipment

A starting character receives reasonable personal clothing and ordinary daily gear. Occupation, Legal Status, Holdings, and institutional affiliation may justify routine professional equipment.

Starting equipment does not silently include extraordinary weapons, armor, vehicles, restricted systems, or a headquarters. Record such assets through Resources, Holdings, institutional access, or Signature Equipment. When uncertain, ask whether the item is expected, replaceable, and supported by the character's established life.

5. Equipment Ratings

An item's highest number does not govern every interaction. Separate its ratings.

Rating	Governs
Function	The strength, precision, reach, or reliability of one listed operation
Material Strength	Structural resistance to breaking or penetration
Protection	Damage forms reduced while coverage applies
Complexity	Difficulty of diagnosis, modification, duplication, or fabrication

Rating	Governs
Security	Resistance to bypass, unauthorized control, spoofing, or intrusion
Movement	Speed and movement mode from Chapter 3's Movement Table
Cost	Economic burden under Chapter 5

Do not substitute one for another. A high-Cost phone may have Poor Material Strength. A hardened vault door may have Excellent Material Strength and only Typical electronic Security. A brilliant artificial-intelligence model may operate on physically fragile hardware. Destroying that hardware does not prove the attacker understood or defeated the software.

5.1 Generic Function Scale

When no catalogue entry exists, rate only the function currently opposed.

Equipment function	Typical rank
Fragile, crude, makeshift, or severely limited aid	Feeble 1 to Poor 3
Ordinary consumer or household function	Typical 5
Professional, emergency, industrial, or high-quality civilian function	Good 8
Heavy professional, tactical, precision, or advanced commercial function	Excellent 16
Specialized military, exceptional laboratory, or advanced prototype function	Remarkable 26
Super-science, alien, mystical, or unique extraordinary function	Incredible 36 or higher

This is a fallback, not permission to inflate equipment. A professional tool may permit a task without substituting its rank for Reason. Use the item as a rating only when its profile expressly says to do so.

5.2 Quality and Condition

Superior quality normally provides one justified +1CS when the item's construction directly affects the FEAT. Poor quality, damage, contamination, or inappropriate scale may impose -1CS or prevent the attempt.

Quality does not increase weapon Damage, armor Protection, Material Strength, Power rank, or movement unless the specific profile lists the higher value. Apply at most one quality shift from equipment to the same FEAT.

6. Material Strength and Objects

Material Strength measures resistance to breaking, cutting, crushing, tearing, penetration, and structural damage. It does not measure value, complexity, protection to the user, or every property of the material.

6.1 Broad Material Benchmarks

Rank	Broad examples
Feeble 1	Paper, thin glass, brittle disposable components
Poor 3	Light household plastics, weak wood, fragile casings
Typical 5	Ordinary wood, common furniture, consumer housings, interior construction
Good 8	Hardwood, reinforced polymer, quality tools, light structural metal
Excellent 16	Structural steel components, heavy machinery, reinforced barriers, tactical-grade construction
Remarkable 26	Armored plate, exceptional composite, advanced hardened system
Incredible 36	Rare super-science alloy, major alien or mystical construction
Amazing 46 or higher	Explicit extraordinary materials and setting-defining structures only

Use the object's actual construction and weakest relevant layer. A steel door with ordinary hinges does not gain one undifferentiated rank against every method. A reinforced case may protect from impact while remaining vulnerable to heat, corrosion, electromagnetic disruption, software attack, or removal of its power supply.

6.2 Attacking and Breaking Equipment

Use Combat Section 18.1.

- 1 Roll an attack only if hitting, reaching, or precisely targeting the item is uncertain.
- 2 Confirm that the method can affect the material or function.
- 3 Compare Damage with Material Strength using the object-damage ladder.
- 4 Apply the declared scale: a bullet may pierce a panel without destroying a vehicle; a hammer may break a sensor without collapsing the machine.
- 5 Record the resulting condition and any continuing hazard.

Damage two or more ranks below Material Strength cannot break the object without a vulnerability, leverage, repeated-task permission, weak point, or different method. Repeating an impossible attack does not eventually work.

6.3 Components and Weak Points

A component may have a lower Material Strength or different defense than the main body. Reaching it requires credible access and may require Precision, Covert Entry, Engineering, Security Systems, or another applicable capability.

Weak-point knowledge is an Enabler, not automatic damage. It permits an attack against the relevant component; it does not invent an exposed fuel line, override armor everywhere, or turn any Red result into total destruction.

6.4 Cover Is Not Worn Armor

An object between an attack and a target provides cover. The attack must penetrate or bypass the covering material before it can affect the protected target.

Cover does not become personal Protection against attacks that originate inside it, go around it, ignore the material, target another channel, or exceed its geometry. A vehicle body, desk, shield, wall, and projected barrier each protect only what they actually interpose.

7. Readiness, Carrying, and Concealment

Use meaningful states instead of counting every pocket.

State	Meaning
Ready	In hand, worn, mounted, powered, or immediately accessible for its normal use
Stowed	Carried but requires a Primary Action or credible preparation to retrieve and ready under pressure
Bulky	Occupies both hands, impairs movement or concealment, requires a carrier, or creates another recorded limit
Fixed	Installed in a site, vehicle, platform, or facility and unavailable away from it
Secured	Locked, sealed, safed, credentialed, or otherwise unavailable until access is established

Drawing a common item from a prepared holster, sheath, belt, or open kit may be incidental to the action that uses it. Retrieving a buried, packed, locked, or unfamiliar item is a Primary Action. Reloading, assembling, calibrating, donning, or activating uses the item's profile.

7.1 Carrying Capacity

Use Strength and Chapter 3's Mass scale when load becomes consequential. Ordinary personal gear does not require accounting. A load near the character's limit may be carried but becomes Bulky and can prevent climbing, swimming, stealth, Passive Evasion, rapid movement, or safe use of both hands.

Containers organize and protect what they plausibly hold; they do not erase mass or volume. Dimensional storage, instant retrieval, or weightless carrying requires an explicit Power or item function.

7.2 Concealment and Searches

Concealment depends on item size, clothing, container, posture, sensors, search method, and observer. Use Stealth or another applicable Field when skill matters. Use Intuition or a sensor rating for the search. Security procedures may require surrender, scanning, inventory, or inspection without any opposed roll.

A concealed item's legality and danger affect consequences after discovery, not the chance to notice it unless those facts change the search.

8. Tools, Laboratories, and Facilities

A tool may permit, assist, or substitute. State which before rolling.

- A required tool permits an action that bare hands cannot perform.
- An appropriate professional tool may grant one justified +1CS.
- A rated diagnostic, sensor, autopilot, targeting, or fabrication system may substitute its listed Function rank.
- A full facility may establish scale, containment, power, staff, sterility, data, or safety that no portable kit can provide.

Do not count the same equipment twice. A laboratory that permits the task and supplies +1CS does not also provide several shifts for its microscope, database, clean room, and ordinary instruments unless different characters use genuinely separate functions.

8.1 Missing or Inadequate Tools

Missing tools may:

- make the action impossible;
- raise the required color through an established difficulty or Intensity;
- impose -1CS for a credible improvised substitute;
- increase time or required Progress Marks; or
- change the stakes by risking contamination, evidence loss, injury, or equipment damage.

The Judge states the consequence before the roll. A Red result cannot perform surgery without a viable method, fabricate a processor from scrap metal, or retrieve data from hardware that contains no recoverable data.

8.2 Digital Tools and Artificial Intelligence

Ordinary use of a smartphone, navigation service, office application, search system, or consumer artificial-intelligence assistant is part of the 2026 baseline. It may provide access to information or automate routine presentation. It does not replace professional judgment, verify truth, grant a Talent, create authority, or supply secret data.

Rate separate layers when they matter:

- physical Material Strength;
- device and network access;
- Security rank;
- data quality and provenance;
- model or software Function rank;
- available sensors and input; and
- the user's Talent and Reason.

An AI system may substitute a listed rating for one defined automated task. It does not become a universal Reason score, autonomous Contact, sapient ally, or additional action unless its profile explicitly establishes those functions.

9. Weapons and Attack Profiles

Every weapon used repeatedly receives a complete Attack Profile under Chapter 6 and Combat Chapter 8. The weapon supplies its listed Damage and effects. Talents shift applicable attack FEATs; they do not increase Damage.

9.1 Generic Weapon Profiles

Use these profiles only when immediate play matters and no catalogue entry exists.

Category	Accuracy	Damage	Form	Normal color effects
Light impact weapon	Fighting	Good 8	Impact	Yellow Slam; Red Stun

Category	Accuracy	Damage	Form	Normal color effects
Heavy impact weapon	Fighting	Excellent 16	Impact	Yellow Slam; Red Stun
Light edged weapon	Fighting	Good 8	Edged	Yellow Injury; Red Lethal Threat
Heavy edged weapon	Fighting	Excellent 16	Edged	Yellow Injury; Red Lethal Threat
Ordinary sidearm	Agility	Good 8	Projectile	Yellow Precision; Red Lethal Threat
Long arm	Agility	Excellent 16	Projectile	Yellow Precision; Red Lethal Threat
Heavy tactical weapon	Agility or stated system	Remarkable 26	Profile-defined	State Area, armor, explosive, or other effect separately
Nonlethal restraint device	Agility or stated system	Good 8 effect	Restraint or Energy	Yellow Held or Staggered; Red Held or Stunned

Close weapons use Fighting. Ranged and thrown weapons use Agility unless their profile says otherwise. Firearms, Melee Weapons, Archery and Thrown Weapons, Heavy Weapons, Powered Combat, and related Talents apply only within their actual scope.

These are game categories, not forensic claims that every weapon of a type is identical. The Equipment and Technology Guide supplies exact models, range, rate, capacity, ammunition, legality, and special effects.

9.2 Strength and Melee Weapons

A listed weapon uses its listed Damage unless its profile expressly scales with Strength. A Strength-driven improvised impact attack normally inflicts Strength damage, capped by what the object can survive and transmit. Using excessive Strength may break the weapon without increasing the delivered damage beyond the method.

An edged weapon does not automatically gain the wielder's full Strength as Edged damage. Extraordinary Strength, reinforced construction, powered assistance, or a special weapon receives a specific profile.

9.3 Range, Rate, and Area

Record measured Range when it matters. A weapon cannot attack beyond its profile because the scene is abstract. Range does not supply line of sight, target identification, a clear firing path, or safe background.

Rate of fire does not grant additional Primary Actions. Burst, suppression, spread, linked fire, or Area attack must appear in the profile or be established as a stunt, maneuver, or specific equipment function.

Explosives and Area weapons attack an Area rather than each occupant. Record blast Area, Damage, damage form, placement method, fuse or trigger, and consequences for structures, allies, fuel, pressure, fire, and secondary hazards.

9.4 Weapon Safety and Legality

Safe handling, storage, transport, and identification may require a Talent, license, armory, or procedure even when ordinary firing uses Agility. Restricted use may change Legal Status, Standing, employment, trust, or the Character Code.

Lethal method remains lethal method. Declaring an intention not to kill does not remove Injury or Lethal Threat from a blade, firearm, explosive, or destructive system.

10. Armor, Shields, and Protective Equipment

Every protective item states:

- Protection rank;
- covered damage forms;
- body or Area coverage;
- whether it is worn, carried, projected, sealed, or fixed;
- activation and readiness;
- Material Strength when the item itself is targeted;
- environmental limits; and
- bypass conditions.

10.1 Generic Protection

Category	Typical Protection
Reinforced clothing or light protective gear	Typical 5
Professional protective equipment	Good 8
Heavy tactical armor	Excellent 16
Advanced powered or super-science armor	Remarkable 26 or higher; normally Signature Equipment

Protection applies only to stated forms. Ballistic protection is not automatically heat, electricity, radiation, pressure, vacuum, toxin, disease, drowning, mental, mystical, or dimensional protection.

10.2 No Automatic Armor Stacking

Use the highest applicable Protection rather than adding armor layers. A second layer matters when it covers a different damage form, protects the first layer as a separate object, or the profile expressly defines interaction.

A shield normally supplies cover or an active defensive method. It does not add its Material Strength to worn armor. Powered armor may also supply Strength, movement, senses, life support, weapons, or other Equipment-Based Powers, but each function requires its own entry.

10.3 Seals and Environmental Protection

Sealed equipment protects only within its recorded pressure, temperature, duration, filtration, radiation, chemical, biological, or life-support limits. Body Armor does not imply a seal. A gas mask does not provide oxygen. An air supply does not protect from pressure. Thermal insulation does not block flame unless its profile says so.

11. Ammunition, Charges, Fuel, and Supplies

Track exact units when capacity creates meaningful choices: scarce ammunition, concealed magazines, limited antidote, battery endurance, fuel range, oxygen, one-use countermeasures, or reload time.

Otherwise use three states:

- Ready: ordinary use remains available;
- Low: one more demanding use, scene, or complication may exhaust the supply; or
- Empty: the function cannot operate until replenished.

11.1 Consumption

A White result does not automatically consume extra ammunition, drain a battery, jam a weapon, or break an item. Consumption follows the declared use and recorded capacity. A failure consequence may cause depletion only when the risk was established before the roll.

Reloading, refueling, recharging, repressurizing, replacing a cartridge, or changing a power cell requires the recorded supply and access. Creating electricity does not automatically recharge an incompatible device. A battery does not become ammunition for every Energy Power.

11.2 Recovering Supplies

Common supplies may be restored through ordinary Resources and access. Controlled, alien, mystical, classified, custom, or obsolete supplies retain their Availability gate. Signature Equipment restoration does not create unlimited ordinary ammunition unless that ammunition is itself part of the purchased Power.

12. Equipment Conditions and Damage

Use one clear condition for each affected function.

Condition	Effect
Ready	Operates normally
Low	Capacity is nearly exhausted
Impaired	Affected function operates at -1CS

Condition	Effect
Disabled	Affected function cannot operate
Empty	Required consumable is absent
Destroyed	Ordinary repair cannot restore the item; replacement or reconstruction is required
Missing	The item is lost, stolen, inaccessible, impounded, recalled, or otherwise absent

An item may contain separately affected functions. A vehicle may still move while its sensors are Disabled. Armor may remain protective while its flight system is Empty. Do not collapse every hit into total destruction.

12.1 Targeting Carried or Worn Equipment

An attended item uses the normal attack procedure. Passive Evasion, Dodge, cover, concealment, size, position, and Protect Another may apply. A successful hit reaches the item; it does not automatically reach the wearer unless the profile or Area effect says so.

Disarming, grabbing, cutting a strap, removing a power cell, and destroying the item are different objectives. State the objective before rolling and use the method that could actually achieve it.

12.2 Area Effects

Area effects expose equipment only when the effect can affect the material and the item's location or protection permits it. Do not roll separately for every harmless possession. Check equipment whose loss matters, whose vulnerability is relevant, or whose exposure creates a credible consequence.

An electromagnetic pulse may disable electronics without breaking their casing. Fire may destroy exposed supplies while leaving a metal tool. Water may contaminate evidence without damaging a sealed device.

13. Maintenance, Repair, and Replacement

Repair requires an applicable Talent, a viable method, adequate tools, parts or material, time, and access. The item profile or Judge identifies Complexity when opposition matters.

Condition	Normal recovery path
Low or Empty	Replenish the correct consumable
Impaired	Maintenance, field repair, cleaning, calibration, or component replacement
Disabled	Extended repair, qualified facility, major component, software restoration, ritual, or specialist access
Destroyed	Rebuild, replace, recover a backup, or restore through an explicit extraordinary effect
Missing	Locate, recover, negotiate, requisition, purchase, fabricate, or replace

13.1 Repair FEATs

Routine maintenance with proper Talent, parts, tools, and time is automatic. Roll when pressure, damage, complexity, contamination, incomplete information, hostile conditions, or limited supplies create uncertainty.

Use Reason with the appropriate Engineering, Repair and Fabrication, medical-device, artifact, or technical Field. Agility may govern delicate physical work; Intuition may diagnose an intermittent fault. Compare the acting rating with damage, Complexity, Security, or exotic-system Intensity as appropriate.

Success restores only what the method can repair. It does not improve the design, invent missing data, recharge fuel, erase evidence, restore legal ownership, or reproduce a unique Power.

13.2 Temporary Field Repair

A successful field repair may move Disabled to Impaired or Impaired to Ready for the current scene when a complete repair is impossible. Record the remaining fault. Field repair does not become permanent merely because the Issue ends.

13.3 Signature Equipment Recovery

Damage or loss creates play; it does not erase purchased character capability forever.

- The character does not receive a Karma refund.
- The Power remains on the record with the item's current condition.

- Repair or replacement of the established item follows its origin, access, and recovery path.
- The Judge may require an Issue objective, Contact, Resource FEAT, facility, rare component, or Story development proportional to the loss.
- The character does not repurchase the same Power.
- Recovery never creates a second active copy unless the build permits one.

14. Lending, Theft, and Unauthorized Use

Possession does not transfer Talent, ownership, legal authority, biometric identity, mystical attunement, passwords, command keys, or knowledge.

Another character may use ordinary physical functions that are accessible and understood. Locked, keyed, bonded, attuned, encrypted, or person-specific functions remain unavailable unless their protection is legitimately bypassed.

A stolen Signature item does not automatically grant every Power exactly as the owner used it. Record which functions belong to the device, which depend on the owner's body or mind, and which require authorization. A thief using the item is still subject to its hands, capacity, limits, vulnerabilities, and operating Talents.

Remote recall, self-destruction, tracking, failsafe shutdown, or owner-only return exists only if recorded. Do not add it after theft merely to protect the plot.

15. Equipment-Based and Integrated Powers

Equipment-Based and Integrated are Power modes under Chapter 3. Mode does not change slot cost or rank.

15.1 Equipment-Based Power Record

In addition to the normal Power entry, record:

- the physical item or system that supplies it;
- how it is readied and operated;
- Material Strength and exposed components;
- power, ammunition, maintenance, and environmental requirements;
- who can use it;
- how it can be lost, disabled, suppressed, or stolen;
- how the same item is repaired or replaced; and
- which ordinary attached functions are not Powers.

15.2 Base and Effective Ratings

Equipment-supplied Ability Enhancement changes the Effective rating while operating. It does not overwrite the Base Ability and does not repeatedly add or remove current Health or Personal Karma.

Powered Strength does not grant Fighting Talent. Targeting systems do not automatically replace Agility unless the Power or item says so. Armor Protection does not become personal Endurance. Keep every source visible.

15.3 Suppression and Failure

Power suppression affects the extraordinary capability according to source and mode. Physical damage, depleted fuel, electromagnetic disruption, software lockout, mystical severance, environmental incompatibility, and loss may affect different systems.

One failure does not disable every function unless they share the failed component. Record dependencies before they matter.

16. Vehicles and Mobile Platforms

This chapter supplies the interface for immediate vehicle use. The Equipment and Technology Guide supplies full handling, pursuit, collision, damage, maintenance, and catalogue procedures.

16.1 Vehicle Profile

Field	Record
Type and owner	Vehicle class, identity, and legal owner
Access	Keys, crew, authorization, launch permission, route, or mission restriction
Control	Handling or system rank used when the vehicle substitutes for an operator rating
Movement	Mode and speed rank from Chapter 3's Movement Table
Body	Structural Material Strength
Occupant protection	Cover, armor, seal, restraint, and environmental limits
Crew and passengers	Minimum crew, normal capacity, and stations
Systems	Sensors, communications, navigation, weapons, medical, cargo, or special functions
Capacity	Fuel, charge, range, oxygen, supplies, cargo, or mission duration
Condition	Ready, Impaired, Disabled, Empty, Destroyed, or missing functions

16.2 Operating a Vehicle

Routine operation of an ordinary familiar vehicle is automatic. Use the appropriate Vehicle Operations Talent for pursuit, combat, docking, emergency response, unfamiliar controls, difficult terrain, dangerous weather, high speed, system failure, or professional maneuver.

Agility commonly governs immediate control. Intuition governs timing and hazard recognition. Reason governs navigation, system management, remote operation, or technical procedure. The vehicle's Control system substitutes only when its profile says so.

A vehicle supplies movement, not extra actions. The driver uses a Primary Action when consequential control requires one. Other crew may operate separate stations when the vehicle actually has them.

16.3 Occupants and Vehicle Damage

Vehicle Body is not automatically worn armor for every occupant. It provides cover and any listed occupant Protection while geometry and enclosure apply. Attacks may target the vehicle, an exposed occupant, a component, cargo, or the surrounding environment.

Damage may Impair movement, Disable one system, breach a seal, expose occupants, start a hazard, or Destroy the vehicle. A damaged vehicle does not automatically explode. Explosion requires fuel, energy, ammunition, pressure, or another established source and resolves as its own hazard.

17. Improvised and Environmental Equipment

An ordinary nearby object may serve as a tool, weapon, shield, restraint, lever, anchor, container, source of cover, or component when its form permits.

Rate the actual construction and proposed use. Improvisation may:

- permit a new approach;
- provide one justified shift;
- substitute a lower but usable function;
- exchange damage for control;
- establish leverage or a weak point; or
- create a temporary objective, barrier, or escape route.

Improvisation does not grant unrelated functions, perfect engineering, several stacked bonuses, exceptional Material Strength, or free equipment ownership merely because the description is clever.

17.1 Scavenging

Finding a common plausible item may be automatic in a suitable environment. Roll when the item is scarce, hidden, damaged, contested, time-sensitive, or specifically valuable.

A search cannot find an object that is not present. A successful FEAT may instead confirm absence, locate components, identify a substitute, reveal removal, or establish what would be required.

18. Worked Example: Motive in the Evidence Vault

Dr. Malcolm Venn / Motive is a Cybernetic Humanoid with one learned Power: Object Animation - Excellent 16. His cybernetic reconstruction saved his life, but it does not generate the Power and grants no unrecorded armor, Strength, weapon, computer control, or extra action.

18.1 Relevant Record

Entry	Motive
Base FASERIP	Fighting Good 8; Agility Good 8; Strength Typical 5; Endurance Typical 5; Reason Typical 5; Intuition Excellent 16; Psyche Typical 5
Health and Karma	Health 26; Personal Karma 26
Power	Object Animation Excellent 16; existing nonliving objects; shared mass within Power rank; one plain standing instruction; shared Primary Action
Key Talents	Biology; Criminology; Defensive Combat; Acrobatics; Forensic Science; Genetics, Genomics, and Biotechnology; Electrical and Electronic Engineering; Radio-Frequency Engineering Specialist; Emergency Care; Security Systems
Signature Equipment	None
Integrated systems	Lifesaving cybernetic reconstruction; no free extraordinary function
Ordinary equipment	Forensic kit, evidence supplies, RF analyzer, encrypted tablet, emergency-care pouch, ordinary communications, and one tomato
Institutional access	Authorized access to selected laboratory and evidence systems only; seized contents remain institutional property

18.2 Animating Equipment

Motive enters a secured evidence vault containing a ballistic shield, microscope, inspection drone, tool case, sealed alien component, damaged armor plate, and ordinary laboratory supplies.

His Power can move these existing objects within its mass, range, and action limits. It does not change what they are.

- The shield retains its actual Material Strength and geometry.
- The microscope can be positioned but gains no eyesight, analysis, or independent laboratory Talent.
- The drone can move only through physically available functions; animation does not unlock secured software or create autonomous actions.
- A tool can apply Excellent simple force when the Power operates it, but precise repair still requires Malcolm's relevant Talent, perception, and action.
- A firearm remains a firearm with its own Attack Profile, ammunition, legality, and safe-use requirements. Animation does not create Firearms Talent or a free separate attack.
- The sealed alien component remains secured if the Power cannot overcome its lock, Security, or Material Strength through a valid method.
- None of the seized equipment becomes Malcolm's property merely because he can move it.

All animated objects from this one use share Motive's Primary Action unless a mastered stunt establishes limited autonomy. He may move several items as one coordinated operation, but he does not receive a separate attack from every object.

18.3 The Tomato Test

The tomato is Incidental Equipment: edible, fragile, cheap, legal, and wholly ordinary. Object Animation can move it because it is a nonliving object. The Power does not make it armored, explosive, poisonous, intelligent, evidence, or an extraordinary weapon.

This deliberately absurd item demonstrates the chapter's central rule:

A Power may change how equipment is used. It does not erase what the equipment actually is.

18.4 Damage, Access, and Repair

During the scene, an electrical surge disables the vault's RF analyzer without physically breaking its casing.

- 1 The analyzer becomes Disabled; its ordinary hand tools remain Ready.
- 2 Motive's Object Animation cannot repair it merely by moving its components.
- 3 His Radio-Frequency Engineering Specialty applies to diagnosis and repair.
- 4 He still requires tools, a viable replacement component, time, and authorized access.
- 5 A successful field repair may restore it as Impaired for the scene.
- 6 The analyzer remains institutional property afterward.

The example keeps Power, Talent, equipment, access, ownership, condition, and action economy separate.

19. Equipment Audit

Before an item enters regular play, answer the questions that matter.

Audit question	Complete when...
What does the item actually do?	Every relevant function is stated without implied extras
Who owns it?	Personal, team, institutional, borrowed, seized, disputed, or unknown ownership is clear
Who can access it?	Credentials, keys, interfaces, body requirements, and authorization are recorded
How was it obtained?	Resource, Contact, Holding, issue, loan, salvage, fabrication, or unlawful channel is known
Which ratings apply?	Function, Material Strength, Protection, Security, Movement, Cost, and Complexity remain separate
Is it table-ready?	Recurring attacks, protection, movement, sensors, and capacities have complete profiles
What limits it?	Hands, readiness, training, ammunition, power, legality, maintenance, and environment are visible
What is its condition?	Ready, Low, Impaired, Disabled, Empty, Destroyed, or Missing is marked by function
How is it restored?	Replenishment, repair, replacement, recall, or recovery path is established
Is it part of the build?	Ordinary and institutional gear are distinct from Signature Equipment-Based Powers

20. Equipment in One Minute

At the table, use this sequence:

- 1 Name the item and declared function.
- 2 Confirm possession, readiness, access, and required training.
- 3 Select the character rating, item Function rank, Protection, Attack Profile, or Movement rank that actually governs.
- 4 Confirm capacity, range, hands, line, target, legality, and environmental limits.
- 5 Compare against Evasion, Material Strength, Security, Complexity, hazard, or another opposition.
- 6 Roll only when uncertainty and meaningful stakes remain.
- 7 Apply the result, consumption, condition, ownership, and consequences without granting unstated functions.