



EQUIPMENT

WARNING! WARNING! WARNING!

EXPOSURE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



DAVE VALMUS

SPARE-A-CLONE BUTTON

ACTION ORDER

BRAINS +0

SMALL

LEVEL 2

Success: Legally use a replacement clone from a random player instead of using yours.

Failure: Your clone replacement shows up defective, -1 to all Stats until replaced.



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SCOTT VIGIL

SIDEEYE

ACTION ORDER

BRAINS +3

SMALL

LEVEL 2

Success: +2 Action Order every turn until scene/combat ends.

Failure: +1 Treason Star to everyone in your team (you too) for associating with a possible mutant.



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MATTHEW MOSHIER

3D PRINTER PISTOL

ACTION ORDER

VIOLENCE +3

MEDIUM

LEVEL 4

Success: Fire two printed bullets (roll for each). Note: Gun is LOUD.

Failure: Gun jams but will fire twice whenever the GM thinks it's funny or mean. Jam cannot be cleared.



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SHAI CASSUTO

IBUGU

ACTION ORDER
MECHANICS +4

SMALL
LEVEL 1

Success: Get data from target object/person, +2 Moxie and +2 to next Intimidate roll at target.

Failure: Oops, reversed the flow! -2 Moxie and +1 Treason Star for oversharing.

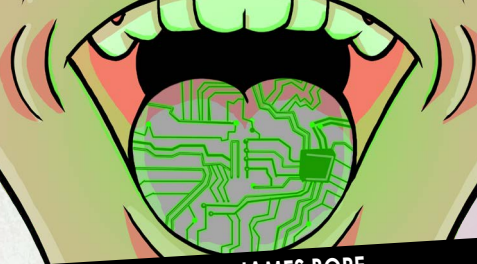


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JAMES BORE

BLOCKCHAIN TONGUE COVER

ACTION ORDER

BRAINS +2

SMALL

LEVEL 2

Success: Identify substance/device by licking it and know its owner.

Failure: -2 Moxie and roll Violence + Science to avoid throwing up everywhere.

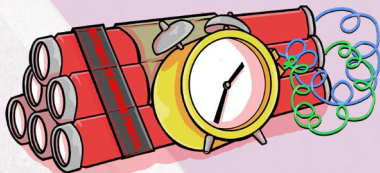


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SHAWN BAKER

PLANNED OBSOLESCENCE ENFORCER

ACTION ORDER

MECHANICS +4

SMALL

LEVEL 3

Success: One device literally falls apart and cannot be repaired ever.

Failure: One device literally explodes causing 3 wounds to all within 2 metres and 100 XP Point fine to you.

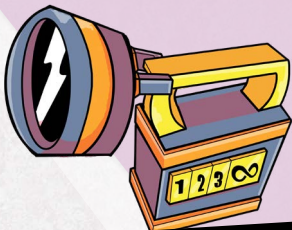


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MICHAEL MEIKE

THE [REDACTED] TORCH

ACTION ORDER

VIOLENCE +3

MEDIUM

LEVEL 3

Success: Depends on setting. 1=Kill a target; 2=Maim 2 targets; 3=Injure 3 targets; Infinity=Hurt all in front of you.

Failure: Fly backwards, get Maimed and break walls, bots, teammates, etc.



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BEARING LEVEL: ULTRAVIOLET

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TIMOTHY RASCHER

S.L.A.P.

ACTION ORDER

VIOLENCE +3

SMALL

LEVEL 3

Success: Take a random Mutant Power card. For the rest of this scene/combat, you have that power and can use it legally.

Failure: The GM draws a random Mutant Power and that power 'attacks' you.



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DJ MCGONIGAL

BENDY LIGHT WEAPONIZER

ACTION ORDER

MECHANICS +2

SMALL

LEVEL 3

Success: Any held object becomes a powered weapon until the scene/combat ends; half damage but -2 Moxie to target.

Failure: Object shatters, Hurt to everyone nearby. -3 Moxie to you.