

## TEQ / ARTIFICE Rank ONE-

### Sample Artifice

**Cogotic Vibration Detector:** Detects the telltale vibrations of Artifice in operation within 30'. Also aids in determining nature of device's function. 07 charges. Cost: \$17.50

**Remote Clamp Lock:** Once in place, the Artificer may travel up to 10' from the lock before activating the remote. The lock holds any door shut for 3 Turns unless more powerful Artifice is used to open it (including those built into the door system). 07 charges. Cost: \$35.00

**Soniphosphic Bulb:** Using sound to agitate a confined body of argonated water, the bulb begins to emit a steady and continuous glow of one candlepower which sheds its light up to 25' distant. The bulb is often atop a walking stick, but may be held safely in the hand for it gives off no appreciable heat. Cost is per 07 Turns of illumination-power. Cost: \$35.00

**Precision Kinetic Egressor:** A handy device for opening virtually any door. 07 charges. Cost: \$70.00

**Deobfuscator:** Surrounds invisible objects/persons, as well as hidden seams and concealed areas within 10' in an eerie purplish glow for 1d sixths of a Round. 07 charges. Cost: \$140.00

**Neural Blaster:** Inflicts 2 + 3 on a single living target within 250'. It does not affect inanimate objects in any appreciable manner. Using more than one charge at a time is possible, adding 2 + 3 each charge. Range does not increase. 07 charges. Cost: \$210.00

**Electrochemical Whetstone:** Doubles basic attack die roll for one dagger or sword it is used on for one Turn. Using more than one charge per blade extends the duration by one Turn each. 07 charges. Cost: \$175.00

**Panic Projector:** Projects a 'beam' of high-frequency sound waves that cause panic in most creatures – rage in others. The first target in the 50' beam has its (INT + LCK + CHR) total compared to 30. If the target's total exceeds 30, the individual becomes enraged with the operator, and will attack him to exclusion. Those who succumb to the effects flee in mortal terror. 07 charges. Cost: \$175.00

**Matriculator:** An instructional device which teaches undergraduates of

Artifice (commonly referred to by the derogatory 'Hack') one device template which the instructor has designed. It holds only one template at a time. 07 charges. Cost: \$105.00

**Artificialculator:** In the hands of an Artificer, this device allows the gadgeteer to shave one Cog off the device per 'level' of ability he or she possesses above that of the difficulty of the device being constructed. Improved Riggers gain half the benefit stated above, while this device is beyond a Hack. Either type must make a L1 INT SR to operate the Artificialculator correctly. No more than  $(INT * 02)$  Cogs-worth of savings may be performed before the internal workings wear down from constant use. Cost: \$70.00