



A Corporate Publication for Alliance  
Citizens



CATALOGUE



# Serenity LRP

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# Serenity LRP

### Exchange Rate

1 Credit (℄) = 25 Dollars (\$) = 2 Platinum (₱)

### Starting Money

Each player begins play with equipment up to a value dependent upon their **Sophistication**. Any unspent money from this equipment allocation will be placed in the character's bank account or given to them physically depending upon their origin and background.

Sophistication	Starting Credits
1	℄50
2	℄100
3	℄150

**Core** worlders will have Credits and **Border/Frontier** worlders will have Platinum or Dollars unless requested otherwise beforehand.

A character with the **Assets** merit has an additional 100 Credits (2500 Dollars or 200 Platinum) with which to purchase starting equipment.

### Starting Equipment

The following is a list of items that may be purchased at start up. Some items listed here have roleplayed IC effects (such as a first aid kit) and are of value, some have actual effects (such as vision enhancement goggles) but are sufficiently rare IC to have a cost despite their effects not having a rules mechanic. Other items listed have either an IC mechanic or actual effect but are of negligible IC cost so are listed simply to remind players they may possess these items. Interesting gadgets and gizmo's are encouraged.

You will be able to purchase most items from local traders once play begins but the prices will vary from world to world depending on the local supplies.

Name / Description	Cost
Non-Combat	
<b>Torch</b>	Negligible
Illuminates a dark area.	
<b>Rope</b>	Negligible
Allows you to tie things together.	
<b>Two-way Radio</b>	Negligible
Allows you to communicate with other radios.	
<b>Vision-enhancement Goggles</b>	Ⓢ10
Items such as night-vision goggles.	
<b>Bulletin Flexi</b>	Negligible
A flexible display screen that has pre-programmed or independently updated data content. Used across the Allied planets to deliver news bulletins and other information.	
<b>Interface Flexi</b>	Ⓢ30
A flexible display screen that operates by touch input. Similar to a present day laptop, it is capable of receiving and transmitting data to the local cortex source and storing information. It cannot write data to a physical storage media.	
<b>Handheld Computer</b>	Ⓢ50
Similar to the Interface flexi in function, it resembles a present day palm top. The Handheld has an edge over the flexi in that it may write data to a physical storage medium such as a disc or card.	
<b>Case Computer</b>	Ⓢ30
Similar to the Handheld in function it resembles a present day tower system. They are large and require an outside power source in order to operate. The difficulty in finding a power source and transporting these systems makes them unpopular amongst those on the move.	

Name / Description	Cost
<b>Lock-picks</b>	€10
For use when attempting to pick a mechanical lock using the <b>Open Lock</b> skill.	
<b>System-bypass Tools</b>	€40
For use when attempting to pick an electronic lock using the <b>Open Lock</b> skill.	
<b>Spacesuit</b>	€50
For use in deep space salvage missions during downtime. Those who attempt to enter abandoned vessels without the protection of a space suit do so at their own risk.	
<b>Mechanic's tools</b>	€50
For use with the <b>Mechanic</b> skill.	
<b>Armour Repair Kit</b>	€20
For use with the <b>Armour [Light]</b> , <b>Armour [Heavy]</b> and <b>Mechanic</b> skills to repair lost armour.	
Medical	
<b>Immunisation Packet</b>	€5
Immunises against common disease and infection for six months.	
<b>First Aid Kit</b>	€20
For use when stabilising a bleeding character with the <b>First Aid</b> skill.	
<b>Field Medical Kit</b>	€35
For use when stabilising a bleeding character using the <b>Medicine</b> skill.	
<b>Doctor's Bag</b>	€50
For use when stabilising a bleeding character using the <b>Medicine</b> skill and for providing continued care to heal a wounded character with the <b>Medicine</b> skill.	

Name / Description	Cost
<b>Surgeon's Tools</b>	⌘50
For use when operating on a character using the <b>Surgery</b> skill.	
Combat	
<b>Light Armour</b>	⌘30
For use with the <b>Armour [Light]</b> skill.	
<b>Heavy Armour</b>	⌘50
For use with the <b>Armour [Heavy]</b> skill.	
<b>Assault Clip</b>	⌘5
A clip of ammunition for an assault weapon.	
<i>Note: All heavy weapons come with a complimentary single load of ammunition.</i>	
<b>Machine Gun</b>	⌘150
A heavy weapon for delivering vast quantities of lead towards your enemies. Requires the <b>Heavy Weapons</b> skill.	
<b>Machine Gun Clip</b>	⌘15
A clip of ammunition for a machine gun.	
<b>Rocket-propelled Grenade Launcher</b>	⌘200
A heavy weapon for delivering explosives over large distances at high speeds. Requires the <b>Heavy Weapons</b> skill.	
<b>Rocket-propelled Grenade</b>	⌘20
A single rocket, for use with a launcher.	
<b>Sniper Rifle</b>	⌘200
A long-barrelled rifle for delivering bullets over great distances with precision. Requires the <b>Heavy Weapons</b> skill.	
<b>Sniper Clip</b>	⌘10
A clip of ammunition for use with a sniper rifle.	

Name / Description	Cost
<b>Laser Pistol</b>	<p data-bbox="1203 371 1278 405">€150</p>
<p data-bbox="236 360 1086 394">A laser-pistol for vaporising your target. Requires the <b>Pistols</b> skill.</p> <p data-bbox="236 416 1086 483"><i>Note: It is illegal to own and operate a laser pistol without a license.</i></p>	
<b>Battery Cell</b>	<p data-bbox="1203 566 1273 600">€30</p>
<p data-bbox="236 600 999 633">A battery cell for use in a laser pistol, sold with full charge.</p>	
<b>Cell Charger</b>	<p data-bbox="1203 680 1278 714">€100</p>

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