Over the years, I've written up inventions, namely weapons and/or defensive items, for use by characters and/or NPCs. I figure I might as well post some of them here. If any of you guys feel like posting, feel free. Here's the first batch.

ARMOR-TECH:

Bullet Resistant Fabric: Developed by the US government for use by law enforcement, diplomats, and the US military, the fabric is composed of a light weight synthetic material that provides 4-8 points of Invulnerability to the wearer, depending on the amount of material used in the manufacturing of the garment being worn. Some common applications are bullet resistant suits for diplomats, and law enforcement personnel, or tactical vests worn by the US military.

TECHNOLOGICAL RANGED WEAPONS:
Ammunition -

Armor Piercing Ammo: +2 points damage.
Explosive Ammo: 1d10 damage. 1" burst radius
Heat Seeking Ammo: +4 to hit
Mercy Rounds: Target is affected as though they were hit with a Paralysis Ray attack.
Taser Ammo: Carrier for a 1d12 electrical attack.

Chem-Weaponry -

Acid Spray: Attacks as Chemical Attack. 1d12 damage. R=2", damage from the spray affects targets as though they were hit by a Disintegration Ray.

Choke Dust: Attacks as Chemical Power. The victim must save vs. END, or begin gasping for air, as though they were choking, being able to perform no other actions.

Confusion: An odorless, colorless gas that attacks as Emotion Control. The victim must save vs. INT or become disoriented, confused, unable order to concentrate and form complete thoughts. If save is failed, the victim losses that action stumbling around trying to shake off the gas' effects.

Fluid Gun: R=A/2. Consists of a backpack, hose, and high-pressure dispenser. The "gun" (the dispenser) is used to dispense a number of liquids. Some examples are:

a) **Sticky Foam**: Covers a surface with a super-sticky foam like substance that traps the character in place. The character must make a % save. vs. STR to break fee.
b) **Slippery Foam**: An Anti-Traction Material (ATM), "that renders surfaces as slippery as wet ice." Anyone coming into contact, with the affected area, would have a 5% chance to remain standing, or loose their footing (as per the falling in darkness rules). Vehicles would loose control and crash, etc.
c) **Endothermic Foam**: An inert gel, that when applied to a surface, and activated, will cause that object to freeze solid. Metal will become brittle enough that it can be shattered from a strong impact.
d) **Exothermic Foam**: An inert gel, that when applied to a surface, and activated, will burn through solid metal.
e) **Corrosive Acid**: A highly corrosive acid, that when sprayed on metal, plastic, wood, etc. it'd eat through it like Disintegration Ray. Attacks as Chemical Powers, and does 2d8 vs. the item's, SR.
f) **OC Foam**: Attacks as Chemical Power. OC spray suspended in a foam base. When struck, the victim must save vs. END, or they are effective blinded, as though struck by a Flash attack.

Paralytic Nerve Gas: Attacks as Poison/Venom. A colorless, orderless, gas that when released, causes paralysis in its victims. The victim(s) must save vs. END, or become paralyzed, and unable to move, for 1d4 hours. Victim is allowed normal save, every 15 mins, to attempt to overcome the gas' effects.

Paralytic Neurotoxin: Attacks as Poison/Toxin. When exposed the poison, the victim must save vs. END, or is affected as though they were attacked with Paralysis Ray, and is completely immobilized. Normal "wake up" rolls apply, to overcome the effects, with the victim gaining a +1 bonus for every 15 minutes that passes.

Tranq Gun: (Poison/Venom Device): Wrist launched darts. Victim must save vs. END on d100 or fall a sleep as though hit with a Paralysis Ray attack. +3 to hit, R=Agility.

FIREARMS:
Blood Seekers: Small barbed "smart darts" fired from a wrist mounted projectile weapon. Autofire weapon. Fires a "burst" of 3 darts. +4 to hit, but only when target is bleeding, 1d4 damage per dart. R=AGLx3. 15 shots.

BRAWLING WEAPONS:
High-Tech Melee -

Beam Knife: A wrist mounted laser energy blade used for cutting. +2 to hit, HTH+1d4 damage.

Monofilament Garrote: +4 to hit, HTH +1d6 damage.

Electro-Shock Bolas: +3 to hit, HTH +1d3 damage; Carrier attack for Paralysis Ray Attack, 6 charges.

Razor Discs: +3 to hit, HTH+1d4. R=AGL.

Shock Stick: +3 to hit, 1d12 damage; Attacks as Lightning Control, 8 charges.

ELECTRONIC DEVICES:

Comm Descrambler: It would allow you to break into, and monitor scrambled communications like radio transmissions and video. I figure it could be worn on the wrist like a little TV monitor.

Dazzlers: A small device that emits a series of blinding flashes. Attacks as a Light Control "Flash" emitting a flash every round for 6 rounds.

Holo-Discs: Small metallic discs that display a life like hologram (Illusions A), for a as long as the power supply will last (I'd suggest no longer than 15 minutes). The hologram can be set to activate on impact, time delayed, motion sensitive, or voice activated.

Leechers: Small devices, that could be attached to electrical devices. They'd act like a Devitalization Ray attack, draining 3d6 power for the device for 3 turns, more than one device can be attached.

Scramblers: Small devices that when attached to an electronic device, and activated, they disrupt them for 2d4 turns.

Wireless Data Scanner: A small data retrieval and storage device, that can be attached to data storage devices, without a hardline, to scan their content, and download it. The device is roughly the size of a deck of cards, and is capable of holding up to 5 terabytes of data.

Voice Modulator: An electronic device used to disguise a characters voice, effectively allowing the character to mimic the voice patterns of anyone the device is programed for.

I've got more, but I'm still tinkering with the write-ups for the X-Ray contact lenses, Strobe Grenades, and a few others. And once again, if you guys want to contribute, feel free.

INFILTRATION/STEALTH TECH:

Stealth Suit: Effectively makes the character invisible to electronic forms of detection. Attempts to use normal senses to detect a character wearing a Stealth Shit are at 50% effectiveness, rounded down.

EXPLOSIVES:

Blackout Grenades: when detonated, they create a 2"x2" area of darkness.

Detonation Tape: Det Tape is a high powered explosive carried in a portable container, that dispenses strips of explosives, like a roll of tape. An adhesive covers on side of the tape, allowing it to be attached to objects. A standard strip detonates with the same force as a hand grenade (1d10 damage, 1" Blast Radius).

Disc Grenades: +2 to hit, 1d10 damage, R=Ax2, 2" blast radius. Agility roll to "bounce" grenades off of solid objects.

Electro Magnetic Pulse (EMP) Grenades: When detonated, they disrupt all electrical/electronic devices within a 3" blast radius for 3 turns. Cars shut down, computer screens go blank, the lights go out, etc.

Flame Cloud Grenade: Attacks as Flame Powers. Creates a 2"x2" flaming cloud, that attacks as Flame Control, for 1d12 damage. The cloud burns for 1 turn.

Frost Grenade: Attacks as Ice Powers. Freezes objects within a 2"x2" area, inflicting 1d12 damage.

Gravity Mines: Small "mines" that would act as Gravity Control, in a 2" radius, for 5 turns, when activated. They can be pre-programmed to increase or decrease Gravity by a factor of 10.

Hover Mines (The mimes hover approximately 1" off surface) Motion activated - equipped with a proximity fuse. +2 to hit. 1d10 damage. 2" Blast Radius.

**Mini-Grenades**: 1d4 damage, 1" Blast Radius

Photon Grenades: +2 to hit, 2d8 damage, Carrier attack for Blind Flash. Attacks as Light Control.

Plasma Grenade: When detonated, they attack as a Disintegration Ray attack, inflicting 1d20 damage to everything within its 1" blast radius.

Repulser Mine: Anything triggering this mine is immediately away from the mine at a velocity of 300-1/2 weight of the person being pushed. Range 10"

Thermite Grenade: Attacks as Disintegration Ray, 1d12 damage. No blast radius.
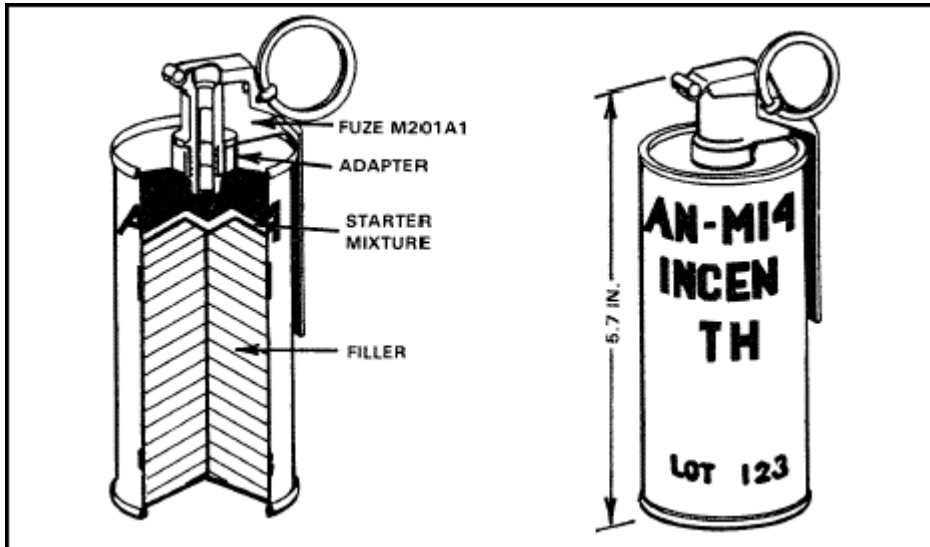
Thermobaric Grenade: 2d8 damage in a 2" blast radius. The damage inflicted =% chance of collapsing small structures such as single story buildings.

Torpedo: +5 to hit, 2d20 damage, blast radius: 5" (8" in water), with a maximum range in water of 500".
Source - Dsummer

Torpedo: Battle Range 60" inches/turn, Damage: 4d20, Attack: HTH +5
* Torpedoes can track targets. They last for three turns after launch, travel 60" inches per turn on the battle board, have an Agility of 15 and turn up to 60^ degrees per action. They have a structural rating of 10 and can take 20 hits before blowing up.
*Source - **"From the Depths of Space"**, Part 2 - B. SPACESHIPS, under Battles in Space*

Vibro-Mines: Vibro-Mines mines emit a series of pulsed vibrations that attack as Vibratory Powers, inflicting 1d12 points of damage to all structures, in a 5" radius. Characters within the affected radius, must save vs. AGL, or loose their footing, and fall.

MEDICAL INNOVATIONS:

Adrenalizine : Designed as a sort term chemical stimulant that will boost a character's Power Score by 1d4x5 points per dose (Up to a 4 doses). The compound is highly addictive, and continuous use will have adverse affects on the body. If more than one dose is taken at a time, the character must make a save vs. END, with each additional dose, increasing the chance of failure by 1, or the character passes out, and go into shock.

In addition to the addictive effects of the drug, other side effects, of long term use include, increased aggressiveness (after two to three days of use, the character must begin making saves vs, intelligence to remain calm in high stress situations). For every 3-6 months of continuous use (roll 1d4), the character will lose 1 point of END from the stress being placed on their bodies (the points can be recovered through medical treatment - rehab, and training). After 1 year of use, a maximum of 3 points may be recovered through this manner, and all other END damage is permanent. In the event the character sustains enough damage, to his END score, that it drops to 0, the character will die, as his body has succumbed to the effects of long term drug use.

Anti-Toxin: Overcomes the effects of Neurotoxin. A single dose will completely reverse the affects of a neurotoxin within 3 minutes.

Bio-Scanner: An electronic medical device that can be used for the following purposes:

a) To determine whether the person being scanned is human, superhuman, or an extraterrestrial.
b) To determine basic medical information such as heart rate, blood pressure, body temp, etc.
c) To determine the extent of any injuries, such as broken bones, heart attacks, lacerations, burns, etc. and how serious they are.
d) In the event an injury is detected, to recommend a course of action.

Drug NZT: Increases Intelligence 3d10, allows user to utilize 100% of brain capacity. Does not give psychic abilities, but does give access to everything the user has ever seen or heard. Highly addictive, 1 dose last 8 hours. Continued use will cause dependence. Discontinuing use will result in withdrawals, including headaches, vomiting, eventually unconsciousness and death.

Plasti-Flesh: A small spray can of chemicals, that when sprayed on wounds, bonds with human skin on contact and accelerates the healing process by providing a layer of artificial skin to seal the wound. The person treated with the chemicals automatically recovers 2 hit points, and their healing rate is doubled for the next 24 hours.

Regen: A bio-engineered chemical that greatly increases healing, by doubling a character's normal healing rate, for a short period of time (1d4 days). Only one dose may be taken at a time, and only one dose per a 7 day period, or serious side effects could occur (1d4 damage, and the character acts as though fatigued for 1d4 days).

Stasis Chamber: Places anyone inside the chamber into a state of suspended animation, where their heart rate, and brain activity hover just above death. While in this state, the person will age at a greatly reduced rate, and wounds will slowly be allowed to heal (The exact rate they will heal at, is left up to the GM to determine, but I'd suggest 1/5 to 1/10 the normal rate).

PSI-TECH:

Neural Scramblers: Small electronic devices, that when attached to the base of the skull, prevent the victim from forming coherent thoughts, and using mental abilities. The victim must save vs. INT or CHR (which ever is higher) to fight off the effects.

Psychic Chaff: Prevents the use of Telepathy, and related mental abilities, by producing "mental static".

Psychic Dampers: Electronic devices that prevent the use of psionic/mental abilities within a certain radius.