

ANDROID SETTING  
COMPATIBLE

# GEAR & GADGETS

*Everyday and Specialized Tech*



**Chris  
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SCIENCE FICTION RULES SUPPLEMENT



GENESYS  
FOUNDRY



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*Like most geeks, I'm a huge sci-fi fan. Yes, I love both Star Wars and Star Trek, but there are just so many flavors of science-fiction to enjoy. I've really enjoyed delving into the setting of **ANDROID: SHADOW OF THE BEANSTALK**. The cyberpunk genre in general is popular and for good reason. In our current computer-driven age, we can now more easily identify with many of its themes. In fact, we now have to stretch our imaginations even further, as the things we consider sci-fi now, will likely be on store shelves within a decade. I hope you enjoy this little glimpse of the future, and I hope it helps flesh out the world a bit for your players!*

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## COOL STUFF

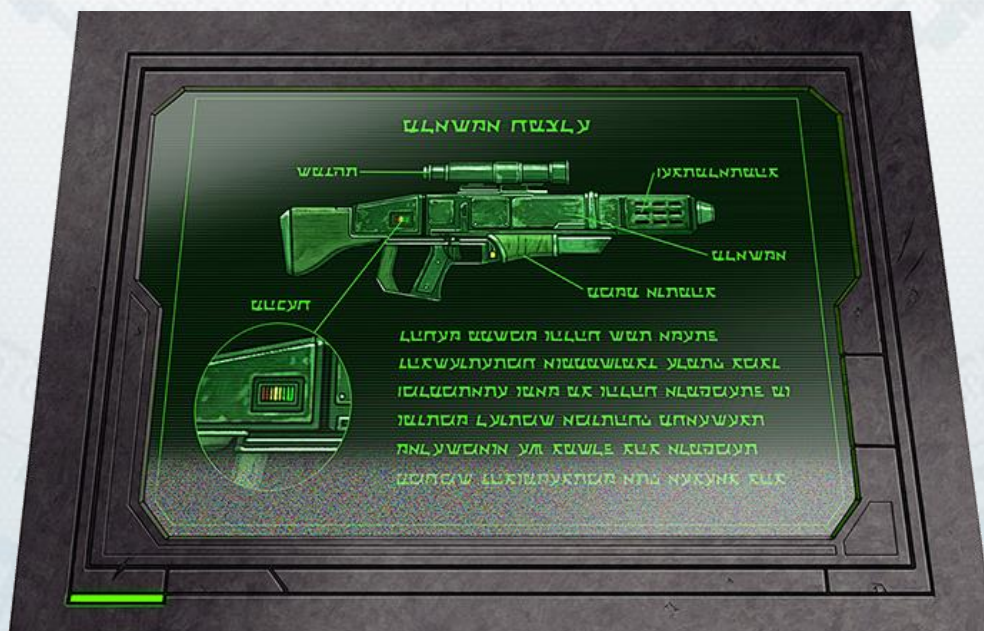
Who doesn't want more cool stuff? One of the best things about roleplaying in a futuristic setting is speculating on all the new, exciting technology characters can use and find in the setting. While the **ANDROID: SHADOW OF THE BEANSTALK** sourcebook has an impressive list of such armor, weapons, gear, and vehicles, who doesn't want more to choose from?

## INSPIRATION

In years past, I've run sci-fi campaigns myself in various RPG systems. A constant struggle was just coming up with some of the day-to-day technology a character would encounter just to help set the mood and give them a feel for the setting. Such gadgets and gear can really help with the immersion of players inside your game. Over the years, I've constantly added to my list of such items to include. While happy to see many of them show up in various game systems, I wanted to share some of those I've used in the past that haven't yet shown up in the **ANDROID** setting.

## GEAR UP!

While a table is provided in the back of the book, important information will also be listed under each entry. Dive in, check out the new gear, and get ready to immerse your players even deeper into Android and New Angeles!





## GEAR

**G**ear is important to the average New Angelino. This section lists additional common tools, electronics, and other gear available for sale within the city.

### CARRYING AND STORAGE

While backpacks, belts, and bags are common enough, there are other ways to carry gear.

#### PORTABOX

When stored, this pocket-sized advanced plastic cube from **Omnicorp** takes up little space. However, when a small power cell is inserted, the portabox unfolds into a rigid storage locker that is a cubic meter in dimensions. It is airtight with an electronic lock keyed to a supplied keycard. Defeating the lock requires a **Hard (◆◆◆) Skulduggery skill** check. When collapsed, it has an effective Encumbrance of 0. When expanded, it can hold up to an Encumbrance 5 worth of gear securely (though if carried, it is as encumbering as the gear placed in it). It is usually used to secure items in a vehicle or stow them securely until they can be retrieved. **1000, Rarity 6.**

### CLANDESTINE AND BLACK OPS

Infiltrators, spies, criminals, and other shady characters use a variety of specialized gear. Here are a couple of additions to the arsenal.

#### DISGUISE KIT (ADVANCED)

While a normal disguise kit contains wigs, hairpieces, makeup and other prosthetics, these advanced kits from **Urban Adventures** contain biometric spoofers such as customizable retinal mimic contact lenses, false fingerprint fingerpads, and even various genetic spoofers for more advanced security measures. Using an advanced disguise kit should add **■** or **■■** to related checks (as determined by the GM). Encumbrance 4, **500 (R)**, Rarity 7.

#### INVISO-BRACER

While not as convincing as their Chameleon optical camouflage suit, this device uses similar technology. **ProTek's** Inviso-Bracer requires the wearer to be wearing clothing of roughly the same fiber types to be effective (most

who use these also used hoodies). Activating the bracer turns the fabric capable of displaying a sophisticated holographic image much as the Chameleon suit does. However, it does not possess the sound baffles or radiation shielding, so multi-optics can still identify the wearer. Someone trying to spot the character adds **■■** to the check. The bracer isn't quite as effective as the much more expensive suit, but it is useful (and just as rare). Encumbrance 1, **350 (R)**, Rarity 7.



#### LOCKGUN

A step above a lockpick set, these “guns” by **White Mountain Security** insert into a mechanical lock. One squeeze of the handle simulates the manual process of picking a lock but much more quickly. Like lockpicks, the police are quick to judge someone with this device on their person. When making a **Skulduggery** check to open a mechanical lock or latch while using a lockgun, your character adds **★** to the results. Encumbrance 1, **150 (R)**, Rarity 5.

#### MEDS

While **Harmony Medtech** is a giant in the field of medicine, **Akamatsu** is known for more illicit substances. Some new examples of both are included in this section. New Angeles can be a dangerous place and preparation is key.



## BIO-SCANNER

The Pocket Doc bio-scanner from **Harmony** is a hand-held diagnostic tool. It can read a variety of biological data including blood pressure, body temperature, oxygen level and much, much more, especially when using disposable test strips to analyze fluids. Using a bio-scanner adds ■ to any **Medicine skill** check. Encumbrance 1, 200, Rarity 4.

## COMBAT PHEROMONES

A wide variety of combat pheromones are used by different prisec groups with a lot of regularity. **Akamatsu** makes a variety more commonly available to the masses. As an incidental, a character can activate these to add ■ to their **Cool** and **Discipline** checks for the duration of an encounter. The GM may spend a ✳ on a check the character makes during the encounter to indicate they have worn off and must be refreshed with another dose to keep the benefit. Encumbrance 0, 100 (R), Rarity 3.

## HYPG-GUN

Like the bio-scanner, the hypo-gun is from **Harmony**, and can be pre-loaded with a variety of different meds stored in the handle. The dispensed med is selected and with a pull of the trigger, expertly injected into the patient. Using a hypo-gun adds ■ to any **Medicine skill** check. Encumbrance 1, 100, Rarity 4.



## LAZARUS PATCH

A **Harmony** Lazarus patch can (as its namesake implies) possibly revive a character who has suffered the “Death” Critical Injury if administered within one round of expiring. The patch is a one-use emergency medical item equipped with an AI controlled micro bio-scanner and a variety of built-in stimulants and even a defibrillator! A character

using a Lazarus patch may make an **Average (◆◆) Medicine check** (it is designed to be used by those without much medical knowledge) to revive a deceased character and heal up to one wound (if the GM agrees the use of such a patch has a chance of doing so). Like a slap-patch, it consists of a synthskin backing and a bioadhesive to bond the patch to the patient’s skin. Encumbrance 0, Price 1000, Rarity 6.

## NANO-STITCH

Like the Lazarus patch, this **Harmony** device is a one-use emergency medical item. It also has an AI controlled micro bio-scanner but also contains a number of surgical nanobots. Like a Lazarus or slap patch, it consists of a synthskin backing and a bioadhesive to bond the patch to the patient’s skin. Once applied, the AI disperses the short-lived nanobots (later expelled as waste) into the patient’s body to repair the most critically damaged vitals. A character using the nano-stitch may make an **Average (◆◆) Medicine check** (it is designed to be used by those without much medical knowledge) as one-time portable clinic kit to heal Critical Injuries without penalty. Encumbrance 0, Price 400, Rarity 4.

## ZAP

This knock-off cheap painkiller is made by **Akamatsu** and works similar to a standard painkiller (as on page 94 of the **GENESYS CORE RULEBOOK**), but the user also suffers 1 strain after taking this capsule (in addition to healing 5 wounds). Encumbrance 0, 15 (R), Rarity 2.

## TOOLS AND GENERAL GEAR

Without the right tools, even an expertly-skilled character can find a routine task daunting. A variety of gear exists to assist characters. **Omnicorp** (or any of its various subsidiary brands) is one of the chief manufacturers in this category.

## BINOCULARS

Whether optical or digital, this device allows a character to see details as if they were much closer. Using this device adds ■ to **Perception** checks. Encumbrance 1, 25, Rarity 1.

## BINOCULARS (MULTI-OPTICS)

This device functions much as the above, but adds multi-optics such as thermal, night-vision and other sensory modes depending on model. Using this device increases



your character's ranks in **Perception** by 1 (for such a check while used) and removes ■ caused by smoke or darkness on any checks they make. Encumbrance 1, 250, Rarity 3.

## FLASHLIGHT (TACTICAL)

Like a typical flashlight, a tactical flashlight provides light, but it removes up to ■■ added to checks due to darkness. It still provides light out to medium range. Encumbrance 0, 25, Rarity 2.

## GYRO BELT

This belt provides an external point of balance to make it far easier for a character to find their gravitational center. Regardless of the character's motions, the belt attempts to remain stable, providing stabilizing force to the user as they move. It adds ■■ to **Coordination** checks while activated. Encumbrance 1, 250, Rarity 4.

## HOLO-CHIP

A holo-chip is often used for signage, displaying a set video or static hologram. However, clever characters could use this device to create a hologram of themselves, or some other image, to fool the eye of observers (if they leave the chip somewhere). Of course, multi-optics can easily discern the images as false. Encumbrance 1, 50, Rarity 2.

## METATOOL

A metatool is a small but powerful handheld power tool which has many functions from socket to screwdriver, drill, rotary saw, and others. It adds ■ to most **Mechanics** skill checks as it is often "the right tool for the job". Encumbrance 1, 100, Rarity 3.

## POWER CELLS

Power cells come in a variety of sizes and power levels. **Astrapo Corporation** is a recognized leader in this tech. Most small electronics and personal items (such as those already mentioned) will use a small power cell (Encumbrance 0, 5, Rarity 1). Most larger home appliances or electronics suites will use medium power cells (Encumbrance 1, 10, Rarity 1). Vehicles and large devices use large power cells (Encumbrance 2 [though already factored into a vehicle], 50, Rarity 2).

## RATIONS

Packaged meals that are ready-to-eat (or MRE's) have come a long way since they were first used by the military. Advances in dehydration and other tech have made these

meals smaller in size, better in quality, and easier and faster to prepare. A week's worth of rations comes with a small, short-term use handheld rehydrator good for use with all meals. Encumbrance 1 (for the week), 40, Rarity 2.

## SOLAR CHARGER

The portable **Astrapo** solar charger uses solar energy to replenish power cells of any size. The larger the power cell, the more time it takes to recharge, but the device is relatively quick. Encumbrance 2, 150, Rarity 2.

## SURVIVAL KIT

This standard, belt-worn kit contains a myriad of useful items: fire lighter, water filter, knife, thermal blanket, micro-fold tarp, small flashlight, transmitting beacon, and a mem card full of useful survival information. The use of a survival kit may add up to ■■ to **Survival skill** checks (as decided by the GM). Encumbrance 1, 300, Rarity 4.

## TELESCOPING POLE

This carbosteel pole from **Urban Adventures** retracts to a 20-centimeter baton and extends and locks into a 3 meter pole which can bear as much as 2,000 kilograms in weight. Encumbrance 1, 50, Rarity 2.

## THERMAL FLARE

A thermal flare is a small, one-shot device which shoots a small (but bright and hot) burning flare which is easily visible at long range (extreme range if the observer is flying). In desperation, it can be used as a one-shot weapon, though if used in this way is only accurate to short range (Ranged; Damage 4, Critical 3, Range [Short]; Burn 2). Encumbrance 1, 25, Rarity 3.

## UNIVERSAL TRANSLATOR

This item is actually software which can be loaded into a PAD (SotB, page 98) or another device. Developed by **Armitage Software**, these programs can translate a multitude of languages in real time and state the translation through a speaker, headphones, or implant of another device. Likewise, it can do the same for the language spoken by the user. It can even handle translations when languages are mixed in spoken speech. Encumbrance 0, 250, Rarity 3.

## HOLO-UNIT



## HOUSEHOLD GEAR

**Omnicorp** is the dominant manufacturer of household items designed to make everyday life a little easier. These items are handy around the house, though many luxury vehicles or offices have variants of these as well. While most of these devices are used with power from the grid, many have models which can also use power cells as an option.

### BEV DISPENSER

Bev dispensers (such as the EZ-Bev 50 below) commonly hold dozens of micro-pods to make a variety of different steaming hot or ice-cold beverages on demand. Most are voice-operated and allow saving various concoctions including such favorites as **Yucabean Coffee** with the desired amount of cream and sugar. Encumbrance 2, 100, Rarity 2.



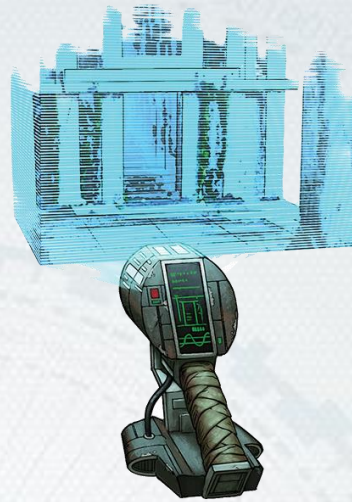
### DRY CLEANER

This device washes and dries even heavily stained or soiled clothing using chemical reactions and sonic energy versus water. There are many varieties with a wide array of additional features, but the information here applies to an average model. Encumbrance 8, 200, Rarity 2.

### FOOD PROCESSOR

Most food preparation units are little more than rehydrators. However, even the average model has the same capabilities as the more primitive microwave ovens (though much faster) but with micro-pod capability (similar to the Bev Dispenser) for basic meals such as synth-meat and rehydrated hydroponic vegetables. A variety of these units exist from basic to gourmet, but the average model is given here. Encumbrance 3, 200, Rarity 2.

A holo-unit is a small holographic projector. While usually used for infotainment, it can also be used to display the results of a Las-Scanner (SotB, page 102). Encumbrance 2, 50, Rarity 1.



### INFOTAINMENT SYSTEM

An infotainment system is a holo-unit taken to the next level. Regardless of whether meant for home, vehicles or other uses, units typically range in the same price range due to the costs of miniaturization and ranges in sound and visual quality. Capable of multiple holographic displays, rich sound, and in some models, even olfactory simulation, these units are the “boob tube” of New Angeles and indeed, the world. Listed information is for an average model, but they can range widely in price and quality. Encumbrance 3, 200, Rarity 2.





## **THERMAL CUP**

Appearance-wise, these insulated cups appear much the same as their antique counterparts. The main difference is the bottom of the cup features a device to instantly heat or chill whatever beverage (or soup, stew, etc.) it contains. It is a relatively simple device, but a comforting one. Encumbrance 1, 20, Rarity 1.





# DRONES

Drones are so ever-present in New Angeles the average New Angelino takes little notice of their existence. While most drones are not “smart” enough to operate on their own, the two presented here do have limited AI to help them in their primary functions, though they are often commanded by an operator.

## EN4-CR (RIVAL)

Haas-Bioroid’s EN4-CR (Enhanced Neural-net (series) 4 Combat Robot) or “Enforcer” is sometimes used by the NAPD and prisec organizations for situations where a flying drone may not be desirable or practical (such as when doors need to be opened). While a human operator often controls the drone, it does have limited AI to continue standing orders. The EN4-CR is far cheaper than a Bioroid but is more versatile than a typical drone. Some versions include built-in weapons but often they simply wield weapons similar to natural officers or prisec personnel.



3	3	1	1	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		WOUND THRESHOLD		M/R DEFENSE	
4		10		0   2	

Skills: Coordination 1 , Perception 2 , Ranged 2 , Vigilance 2

Talents: None

### Abilities:

- **Mechanical** (does not need to breathe, eat, or drink, and can survive in a vacuum and underwater; is immune to poisons and toxins). having ranks in any skill equal to the controller’s ranks in that skill.
- **Telepresence** (can operate independently or can be controlled directly by an operator via wireless link; if being controlled, the Enforcer counts as having ranks in any skill equal to the controller’s ranks in that skill.

**Equipment:** Can vary. An Enforcer carries whatever weapon it is given to use.

**Price:** 8,000 credits (R), Rarity 5.









## K-9 GUARDIAN (RIVAL)

The Haas-Bioroid K-9 Guardian was designed to replace actual guard dogs and even cyberdogs in many roles. They use voice-recognition to respond to any operator they are programmed to obey and have set AI routines for given commands.



3	2	1	1	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		WOUND THRESHOLD		M/R DEFENSE	
4		8		0   0	






**Skills:** Athletics 2   , Brawl 2   , Perception 1 ,  
Vigilance 1 

**Talents:** None

**Abilities:**

- **Mechanical** (does not need to breathe, eat, or drink, and can survive in a vacuum and underwater; is immune to poisons and toxins).
- **Telepresence** (can operate independently or can be controlled directly by an operator via wireless link; if being controlled, the Enforcer counts as

- **Infrared Vision** (may remove up to  added to the K-9's checks due to darkness).
- **Silhouette**: 0
- **Takedown**: (as an action, may make an **Average** ( ) **Athletics** check targeting one engaged opponent; if successful, target is knocked prone, suffers 4 strain, and may not stand from prone during their next turn).

**Equipment:** **Electrified Metal Jaws** (Brawl; Damage 6; Critical 3; Range [Engaged]; Stun 4).

**Price:** 2,000 credits. **Rarity** 3





# VEHICLES

Vehicles are not the necessity they once were. Modern cities (and especially New Angeles) have many available modes of public travel and private drivers ready to get New Angelinos from point A to point B for a relatively small amount of credits. Still, for many, vehicles are a point of pride and independence.

## HOVERBOARD

**Heliodyne** was one of the first to market with these popular devices. Though a favorite with many younger New Angelinos, the NAPD has strict policies in place to ban their use from more posh streets and business districts. Calling it a “vehicle” may be a slight stretch, but as a driver is likely to interact with other vehicles, the stats below are needed. Unlike a traditional hopper, these devices look more like antique skateboards and have revitalized the former skater culture in many impoverished areas. Though limited to a hover height of 1 meter, these quick cheap devices are becoming a favorite means of travel in the undercity, even for older citizens.

SILHOUETTE	2	-1	DEFENSE	ARMOR
			0	0
MAX SPEED		HANDLING	HT THRESHOLD	SS THRESHOLD
			1	1

**Control Skill:** Driving (as it is close to ground).  
**Compliment:** 1 driver.  
**Passenger Capacity:** None  
**Price/Rarity:** 1,000 credits /3  
**Encumbrance Capacity:** None (other than driver)  
**Consumables:** None  
**Weapons:** None

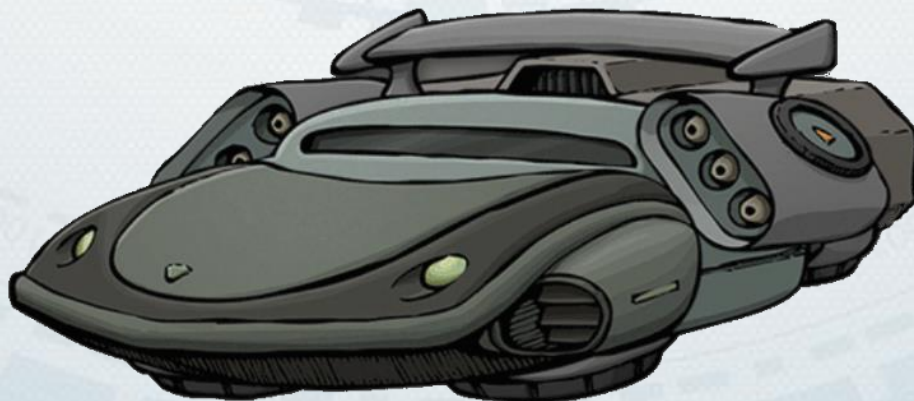
## SPORTS HOPPER

While commuter hoppers and luxury hoppers are common, some New Angelinos feel the need for speed. Many luxury hoppers feature high-performance engines, but the true aficionado goes for a sports hopper. They typically feature all the luxury features of a luxury hopper, but their primary focus is speed. Many high-end sports hoppers can even outrun police hoppers with ease. The model featured below is the **Buehrig AMG-200**, proudly built by hand, not bioroid labor.

SILHOUETTE	4	+1	DEFENSE	ARMOR
			1	0
MAX SPEED		HANDLING	HT THRESHOLD	SS THRESHOLD
			4	5

**Control Skill:** Piloting.  
**Compliment:** 1 driver.  
**Passenger Capacity:** 1  
**Price/Rarity:** 100, 000 credits /4  
**Encumbrance Capacity:** None (other than driver)  
**Consumables:** None  
**Weapons:** None

Like many luxury hoppers, the interior of this sports hopper features exotic natural and synthetic materials, a state-of-the-art infotainment system, full sensor suites, encrypted comms, and an amazing **Kent-Remerez** sound system. It has military-grade AI, but most ristics prefer the pleasure of driving such toys themselves. These rides turn heads (and collect attention).





## WEAPON CUSTOMS

While there are a variety of weapon customs listed in the *ANDROID: SHADOW OF THE BEANSTALK* sourcebook, this section covers a few more interesting additions. A variety of arms manufacturers exist, but the examples below are from **Paladin Arms**.

### COLLAPSING

This advanced custom requires completely rebuilding the weapon. However, as a maneuver, the wielder may collapse the weapon or restore it to its regular form. The weapon cannot be used in combat while collapsed. While collapsed, the encumbrance value of the weapon is reduced by two (to a minimum of one). In addition, an observer adds ■■ to checks to notice the weapon on the wielder's form or to identify its purpose. This custom can be applied to melee or ranged weapons. Adding this option costs **300 credits** and is a **Rarity of 6**.

### EXTENDING

This custom can be added to most modern-produced melee weapons. The custom makes the weapon telescopic using similar tech as the **Urban Adventures** telescopic pole. This allows the melee weapon's range to be increased from engaged to short when activated. However, when extended in this way, it also gains **Unwieldy 3**. Adding this option to a weapon costs **100 credits** and is a **Rarity of 4**. It's a novel enhancement, more popular for intimidation than practicality.

### SHOCKING

This custom can be added to most modern-produced melee weapons. This custom employs bolts of electrical energy to disturb the nervous system or disrupt a bioroid's processing. Adding this option to a weapon costs **50 credits** and is a **Rarity of 3**. When using the stun function, that function itself gains **Slow-Firing 1**, **Stun 4**.





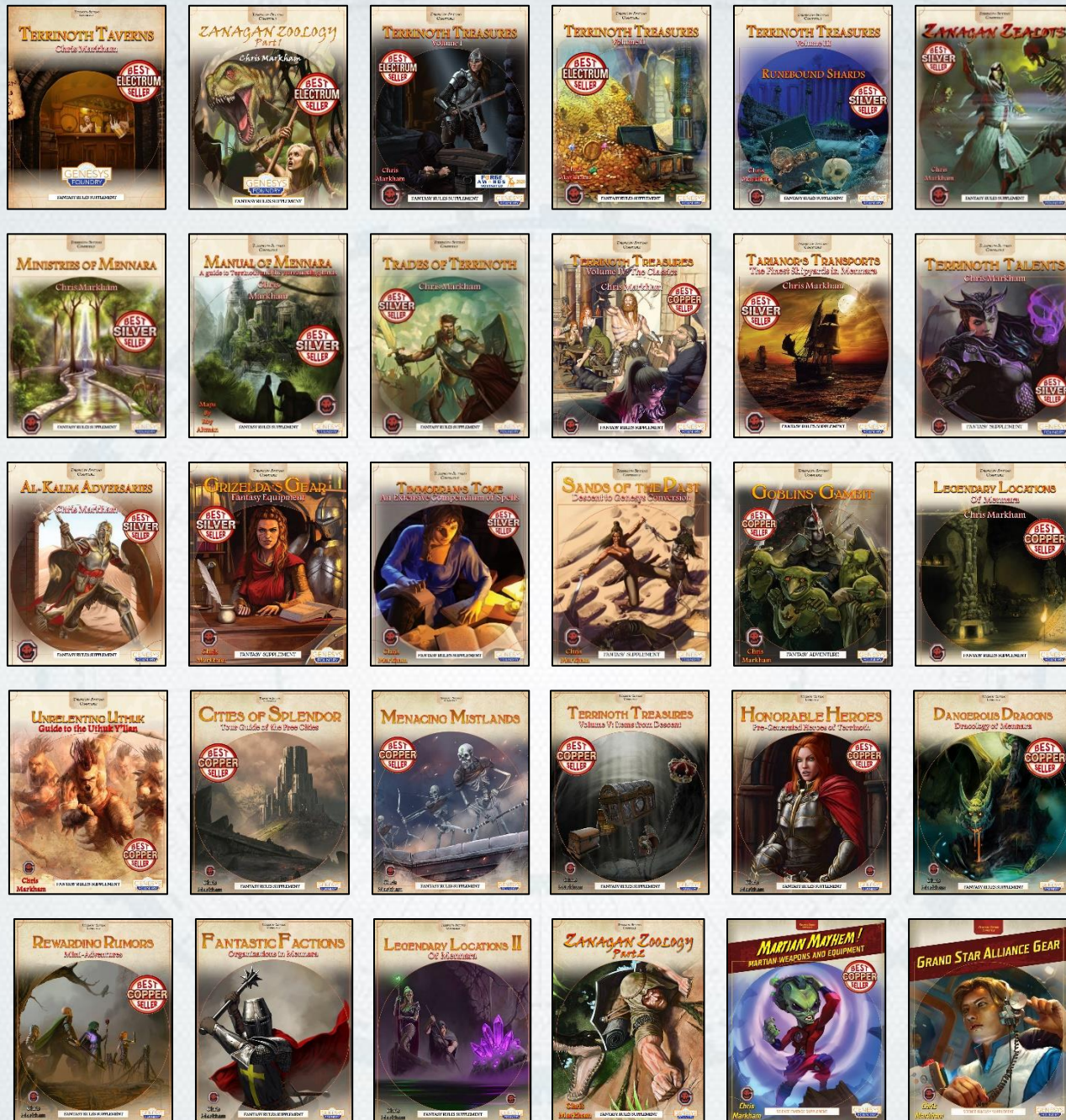
# TABLE

TABLE 1: GEAR

ITEM	ENCUMBRANCE	PRICE	RARITY
Carrying and Storage			
Portabox	0/5	1,000	6
Clandestine and Black Ops			
Disguise Kit (Advanced)	4	500 (R)	7
Inviso-Bracer	1	350	7
Lockgun	1	150 (R)	5
Meds			
Bio-scanner	1	200	4
Combat Pheromones	0	100 (R)	3
Hypo-gun	1	100	4
Lazarus Patch	0	1,000	6
Nano-stitch	0	400	4
Zap	0	15 (R)	2
Tools and General Gear			
Binoculars	1	25	1
Binoculars (Multi-optics)	1	250	3
Flashlight (Tactical)	0	25	2
Gyro Belt	1	250	4
Holo-chip	1	50	2
Metatool	1	100	3
Power Cells	0/1/2	5/10/50	1/1/2
Rations	1	40	2
Solar Charger	2	150	2
Survival Kit	1	300	4
Telescoping Pole	1	50	2
Thermal Flare	1	25	3
Universal Translator	0	250	3
Household Gear			
Bev Dispenser	2	100	2
Dry Cleaner	8	200	2
Food Processor	3	200	2
Holo-unit	2	50	1
Infotainment System	3	200	2
Thermal Cup	1	20	1



# OTHER TITLES BY GAZROK GAMES



Thank you for purchasing this product, and I sincerely hope it adds to your Genesys experience!

*Chris Markham*