

Item Card

Freely Transferable

Omni-gel

One unit of Omni-gel. Consumed when used.

Systems Alliance TANGO ZULU

06 April 2013

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Medi-gel

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Manufacturer: Sirta Foundation



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Kuwashii Light Pistol

High Quality Light Pistol
Manufacturer: Ariake Technologies



WEAPON: Requires ability: Light Pistol
PHYSREP: Jolt or Triad

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Kuwashii Light Pistol

High Quality Light Pistol
Manufacturer: Ariake Technologies



WEAPON: Requires ability: Light Pistol
PHYSREP: Jolt or Triad

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Paladin Heavy Pistol

Experimental Heavy Pistol
Manufacturer: Systems Alliance Skunkworks



WEAPON: Requires ability: Heavy Pistol
PHYSREP: Vortex Diatron

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Edge Light Pistol

Cheap Light Pistol
Manufacturer: Elkoss Combine



WEAPON: Requires ability: Light Pistol
PHYSREP: Eliminator

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Karpov Heavy Pistol

Exquisite Heavy Pistol
Manufacturer: Rosenkov Materials



WEAPON: Requires ability: Heavy Pistol
PHYSREP: Vortex Vigilon

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Kessler Light Pistol

Standard Light Pistol
Manufacturer: Hahne-Kedar



WEAPON: Requires ability: Light Pistol
PHYSREP: Maverick or Strongarm

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Avalanche Shotgun

High Quality Shotgun
Manufacturer: Armax Arsenal



- Incendiary Ammo: You may fire *one* **Incinerate** shot. Call **Incinerate** when firing. **RECHARGE.**

WEAPON: Requires ability: Shotgun
PHYSREP: Patrol Gun

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Raikou Heavy Pistol

High Quality Heavy Pistol
Manufacturer: Ariake Technologies



WEAPON: Requires ability: Heavy Pistol
PHYSREP: Vortex Proton

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Armageddon Shotgun

Exquisite Shotgun
Manufacturer: Kassa Fabrication



- Warp Ammo: You may fire *one* **Shockwave** shot. Call **Shockwave** when firing. **RECHARGE.**

WEAPON: Requires ability: Shotgun
PHYSREP: Roughcut 2x4

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Ragnarok Heavy Pistol

Exquisite Heavy Pistol
Manufacturer: Kassa Fabrication



WEAPON: Requires ability: Heavy Pistol
PHYSREP: Vortex Vigilon

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Claymore Shotgun

Experimental Shotgun
 Manufacturer: Systems Alliance Skunkworks



- Incendiary Ammo: You may fire one Incinerate shot. Incinerate when firing. **RECHARGE.**

WEAPON: Requires ability: Shotgun
PHYSREP: Roughcut 2x4

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Avenger Assault Rifle

Cheap Assault Rifle
 Manufacturer: Elkoss Combine



WEAPON: Requires ability: Assault Rifle
PHYSREP: Speedload 6 or Recon

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Crossfire Assault Rifle

High Quality Assault Rifle
 Manufacturer: Armax Arsenal



WEAPON: Requires ability: Assault Rifle
PHYSREP: Vortex Praxis

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Lancer Assault Rifle

Standard Assault Rifle
 Manufacturer: Hahne-Kedar



WEAPON: Requires ability: Assault Rifle
PHYSREP: Deploy or Alpha Trooper

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Breaker Assault Rifle

Exquisite Assault Rifle
 Manufacturer: Kassa Fabrication



WEAPON: Requires ability: Assault Rifle
PHYSREP: Retaliator

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Kovalyov Assault Rifle

Exquisite Assault Rifle
 Manufacturer: Rosenkov Materials



WEAPON: Requires ability: Assault Rifle
PHYSREP: Modded Longshot or Retaliator

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Raptor Assault Rifle

Standard Assault Rifle
 Manufacturer: Devlon Industries



WEAPON: Requires ability: Assault Rifle
PHYSREP: Longstrike or Recon

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Naginata Sniper Rifle

High Quality Sniper Rifle
 Manufacturer: Ariake Technologies



- You may call "3 Damage" with each shot.

WEAPON: Requires ability: Sniper Rifle
PHYSREP: Modded Nitefinder or Firestrike

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Hammer Sniper Rifle

Cheap Sniper Rifle
 Manufacturer: Elanus Risk Control



- You may call "2 Damage" with each shot.

WEAPON: Requires ability: Sniper Rifle
PHYSREP: Modded Nitefinder

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Equalizer Sniper Rifle

Standard Sniper Rifle
Manufacturer: Haliat Armory



- You may call "3 Damage" with each shot.

WEAPON: Requires ability: Sniper Rifle
PHYSREP: Modded Nitefinder

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Volkov Sniper Rifle

Exquisite Sniper Rifle
Manufacturer: Rosenkov Materials



- You may call "4 Damage" with each shot.

WEAPON: Requires ability: Sniper Rifle
PHYSREP: OMW-Modded Nitefinder

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Savant Biotic Amp

Exquisite Biotic Amp
Manufacturer: Serrice Council



- Hard Barrier: The 'Barrier' ability grants you 5 SP instead of 3. **BIOTIC.**
- Your armor's SP value is increased by 1 while you are also equipping this tool.
- Taking cover will restore wearer to 3 HP, or their max HP, whichever is lower.
- Medi-gel can be used for HP healing. Medi-gel used in this way heals 5HP per unit. This can restore someone to consciousness from 0 HP. All HP healed from a single dose of Medigel must be used within 15 seconds, on targets within ZoC of the medic.

TOOL: Can only equip one tool at a time
BIOTIC AMP: Requires at least one innate
BIOTIC ability to use.

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Unity Biotic Amp

Cheap Biotic Amp
Manufacturer: Sirta Foundation



- Taking cover will restore wearer to 3 HP, or their max HP, whichever is lower.
- Medi-gel can be used for HP healing. Medi-gel used in this way heals 3HP per unit. This can restore someone to consciousness from 0 HP. All HP healed from a single dose of Medigel must be used within 15 seconds, on targets within ZoC of the medic.

TOOL: Can only equip one tool at a time
BIOTIC AMP: Requires at least one innate
BIOTIC ability to use.

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Solaris Biotic Amp

Cheap Biotic Amp
Manufacturer: Aldrin Labs



- Hard Barrier: The 'Barrier' ability grants you 5 SP instead of 3. **BIOTIC.**
- Your armor's SP value is increased by 1 while you are also equipping this tool.
- Medi-gel can be used for HP healing. Medi-gel used in this way heals 2HP per unit. This can restore someone to consciousness from 0 HP. All HP healed from a single dose of Medigel must be used within 15 seconds, on targets within ZoC of the medic.

TOOL: Can only equip one tool at a time
BIOTIC AMP: Requires at least one innate
BIOTIC ability to use.

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Prodigy Biotic Amp

High Quality Biotic Amp
Manufacturer: Armali Council



- Double Throw: You can use the 'Throw' ability twice before needing to take cover. **BIOTIC.**
- Medi-gel can be used for HP healing. Medi-gel used in this way heals 4HP per unit. This can restore someone to consciousness from 0 HP. All HP healed from a single dose of Medigel must be used within 15 seconds, on targets within ZoC of the medic.

TOOL: Can only equip one tool at a time
REQUIRES ABILITY: Throw
BIOTIC AMP: Requires at least one innate
BIOTIC ability to use.

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Polaris Omnitool

Exquisite Omnitool
Manufacturer: Kassa Fabrication



- Bypass Technician: You have the ability to bypass locked doors, wards, and decking challenges.
- Double Incinerate: You can use the Incinerate ability twice before needing to take cover. **TECH.**
- Omni-gel can be used for AP repair. Omni-gel used in this way repairs 7AP per unit. All AP restored by a single use of Omni-gel must be used within 15 seconds, on targets within ZoC of the user.

TOOL: Can only equip one tool at a time
REQUIRES ABILITY: Incinerate
OMNITOOL: Requires at least one innate
TECH ability to use.

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Savant Omnitoool

Exquisite Omnitoool

Manufacturer: Serrice Council



- Bypass Technician: You have the ability to bypass locked doors, wards, and decking challenges.
- Your armor's SP value is increased by 1 while you are also equipping this tool.
- Wearer can choose one *single-use* Tech ability each time they Take Cover. That ability can be used one additional time.
- Omni-gel can be used for AP repair. Omni-gel used in this way repairs 7AP per unit. All AP restored by a single use of Omni-gel must be used within 15 seconds, on targets within ZoC of the user.

TOOL: Can only equip one tool at a time
OMNITOOL: Requires at least one innate
TECH ability to use.

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Wayland Armory Kit

Exquisite Armory Kit

Manufacturer: Kassa Fabrication



- Warp Ammo: You may fire *one Shockwave* shot. Call **Shockwave** when firing. **RECHARGE.**
- Omni-gel can be used for AP repair. Omni-gel used in this way repairs 5AP per unit. All AP restored by a single use of Omni-gel must be used within 15 seconds, on targets within ZoC of the user.

TOOL: Can only equip one tool at a time
ARMORY KIT: Usable by all classes

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Chameleon Omnitoool

Cheap Omnitoool

Manufacturer: Sirta Foundation



- Bypass Technician: You have the ability to bypass locked doors, wards, and decking challenges.
- Double Freeze: You can use the Freeze ability twice before needing to take cover. **TECH.**
- Omni-gel can be used for AP repair. Omni-gel used in this way repairs 3AP per unit. All AP restored by a single use of Omni-gel must be used within 15 seconds, on targets within ZoC of the user.

TOOL: Can only equip one tool at a time
REQUIRES ABILITY: Freeze
OMNITOOL: Requires at least one innate
TECH ability to use.

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Aikage Armory Kit

High Quality Armory Kit

Manufacturer: Ariake Technologies



- Breach: You may expend 3 Omni-gel to deactivate a ward.
- Omni-gel can be used for AP repair. Omni-gel used in this way repairs 4AP per unit. All AP restored by a single use of Omni-gel must be used within 15 seconds, on targets within ZoC of the user.

TOOL: Can only equip one tool at a time
ARMORY KIT: Usable by all classes

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Aikage Armory Kit

High Quality Armory Kit

Manufacturer: Ariake Technologies



- Breach: You may expend 3 Omni-gel to deactivate a ward.
- Omni-gel can be used for AP repair. Omni-gel used in this way repairs 4AP per unit. All AP restored by a single use of Omni-gel must be used within 15 seconds, on targets within ZoC of the user.

TOOL: Can only equip one tool at a time
ARMORY KIT: Usable by all classes

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Molotov Omnitoool

Exquisite Omnitoool

Manufacturer: Rosenkov Materials



- Bypass Technician: You have the ability to bypass locked doors, wards, and decking challenges.
- Double Grenade: You can use the Grenade ability twice before needing to take cover. **TECH.**
- Omni-gel can be used for AP repair. Omni-gel used in this way repairs 7AP per unit. All AP restored by a single use of Omni-gel must be used within 15 seconds, on targets within ZoC of the user.

TOOL: Can only equip one tool at a time
REQUIRES ABILITY: Grenade
OMNITOOL: Requires at least one innate
TECH ability to use.

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Buzz Medical Kit

High Quality Medical Kit

Manufacturer: Armali Council



- Social media is no obstacle to you.
- Medi-gel can be used for HP healing. Medi-gel used in this way heals 3HP per unit, partitioned as the user wishes. This can restore someone to consciousness from 0 HP. All HP healed from a single dose of Medigel must be used within 15 seconds, on targets within ZoC of the medic.

TOOL: Can only equip one tool at a time
MEDICAL KIT: Usable by all classes

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Nightingale Medical Kit

Cheap Medical Kit

Manufacturer: Sirta Foundation

- Given 24 hours and an RV, you can hold a blood drive.
- Medi-gel can be used for HP healing. Medi-gel used in this way heals 3HP per unit, partitioned as the user wishes. This can restore someone to consciousness from 0 HP. All HP healed from a single dose of Medigel must be used within 15 seconds, on targets within ZoC of the medic.



TOOL: Can only equip one tool at a time
MEDICAL KIT: Usable by all classes

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Caduceus Module Armor Module

Cheap Armor Module

Manufacturer: Sirta Foundation

- Taking cover will restore wearer to 2 HP, or their max HP, whichever is lower.



MODULE: Only functions when attached to Light or Medium Armor. Takes a 10-count to attach or detach. Unless otherwise stated, only one module may be attached to an item.

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Caduceus Exoskeleton Armor Module

Cheap Armor Module

Manufacturer: Sirta Foundation

- Taking cover will restore wearer to 3 HP, or their max HP, whichever is lower.



MODULE: Only functions when attached to Medium or Heavy Armor. Takes a 10-count to attach or detach. Unless otherwise stated, only one module may be attached to an item.

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Rusalka Krogan Armor

Exquisite Heavy Krogan Armor

Manufacturer: Rosenkov Materials

Armor Points: 8
 Shield Points: 2



ARMOR: Requires ability to use Heavy armor.
RACIALLY RESTRICTED: Krogan Armor.

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Rusalka Krogan Armor

Exquisite Medium Krogan Armor

Manufacturer: Rosenkov Materials

Armor Points: 5
 Shield Points: 2



ARMOR: Requires ability to use Medium armor.
RACIALLY RESTRICTED: Krogan Armor.

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Silverback Turian Armor

Exquisite Medium Turian Armor

Manufacturer: Hahne-Kedar

Armor Points: 4
 Shield Points: 2



ARMOR: Requires ability to use Medium armor.
RACIALLY RESTRICTED: Turian Armor.

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Colossus Quarian Armor

Exquisite Light Quarian Armor

Manufacturer: Kassa Fabrication

Armor Points: 1
 Shield Points: 2



ARMOR: Requires ability to use Light armor.
RACIALLY RESTRICTED: Quarian Armor.

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Assassin Humanoid Armor

Cheap Medium Humanoid Armor

Manufacturer: Elkoss Combine

- Expanded Ammo Capacity: You may carry two (2) extra clips, fully loaded.
- Armor Points: 3
 Shield Points: 1



ARMOR: Requires ability to use Medium armor.
RACIALLY RESTRICTED: Humanoid Armor.

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06 April 2013

Systems Alliance TANGO ZULU
06 April 2013
item card
(turn to other side)

Item Card

Freely Transferable

Colossus Humanoid Armor

Exquisite Medium Humanoid Armor
Manufacturer: Kassa Fabrication



Armor Points: 2
Shield Points: 3

ARMOR: Requires ability to use Medium armor.
RACIALLY RESTRICTED: Humanoid Armor.

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Item Card

Freely Transferable

Mercenary Humanoid Armor

High Quality Light Humanoid Armor
Manufacturer: Ariake Technologies



Armor Points: 2
Shield Points: 1

ARMOR: Requires ability to use Light armor.
RACIALLY RESTRICTED: Humanoid Armor.

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Item Card

Freely Transferable

Colossus Humanoid Armor

Exquisite Heavy Humanoid Armor
Manufacturer: Kassa Fabrication



Armor Points: 3
Shield Points: 4

ARMOR: Requires ability to use Heavy armor.
RACIALLY RESTRICTED: Humanoid Armor.

Systems Alliance TANGO ZULU

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Item Card

Freely Transferable

Mercenary Humanoid Armor

High Quality Light Humanoid Armor
Manufacturer: Ariake Technologies



Armor Points: 2
Shield Points: 1

ARMOR: Requires ability to use Light armor.
RACIALLY RESTRICTED: Humanoid Armor.

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Item Card

Freely Transferable

Mantis Humanoid Armor

Exquisite Light Humanoid Armor
Manufacturer: Hahne-Kedar



Armor Points: 1
Shield Points: 2

ARMOR: Requires ability to use Light armor.
RACIALLY RESTRICTED: Humanoid Armor.

Systems Alliance TANGO ZULU

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Item Card

Freely Transferable

Mantis Humanoid Armor

Exquisite Heavy Humanoid Armor
Manufacturer: Hahne-Kedar



Armor Points: 3
Shield Points: 4

ARMOR: Requires ability to use Heavy armor.
RACIALLY RESTRICTED: Humanoid Armor.

Systems Alliance TANGO ZULU

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Item Card

Freely Transferable

Mantis Humanoid Armor

Exquisite Light Humanoid Armor
Manufacturer: Hahne-Kedar



Armor Points: 1
Shield Points: 2

ARMOR: Requires ability to use Light armor.
RACIALLY RESTRICTED: Humanoid Armor.

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Item Card

Freely Transferable

Titan Humanoid Armor

Exquisite Light Humanoid Armor
Manufacturer: Rosenkov Materials



Armor Points: 3
Shield Points: 1

ARMOR: Requires ability to use Light armor.
RACIALLY RESTRICTED: Humanoid Armor.

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item card

(turn to other side)

Item Card

Freely Transferable

Titan Humanoid Armor

Exquisite Light Humanoid Armor
Manufacturer: Rosenkov Materials



Armor Points: 3
Shield Points: 1

ARMOR: Requires ability to use Light armor.
RACIALLY RESTRICTED: Humanoid Armor.

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