

## Watson International Technology Systems Equipment List Version 1.1

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I really appreciate any user feedback. If you noticed any errors, or have questions or comments about these statistics, please let me know by sending a clearly labeled (i.e. - won't be mistaken for Spam) e-mail to: [MSHAGLibrarian@wmconnect.com](mailto:MSHAGLibrarian@wmconnect.com).

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### **Summary & Description:**

Watson International Technological Systems offers the latest and greatest in high technology. Whether you need armor, weapons, vehicles, or some other variety of high-tech equipment, WITS is on the cutting edge of the gadgets market. If you need gear there's no other supplier more respected than WITS. If it can be made, they can make it.

The following is a list of "Standard" equipment, i.e. mass-produced market-ready items that are sold to the "general public." Custom equipment - or Standard equipment with custom intensities - is available for special order at a higher price. Some equipment – including nearly all weapons – requires permits and licenses from various government agencies and WITS will not sell to unauthorized individuals.

Obviously equipment doesn't do you much good unless you are wearing (or otherwise operating) it, so loss of equipment equals loss of any of the equipment's powers. It should be equally obvious that some items are either not reusable (grenades) or must be reset or reloaded after being used (guns, nets). Use common sense in

determining the use and effect of the equipment; a hand grenade is intended to be thrown, not worn to provide powers.

### **Equipment Intensity**

If a number appears in parentheses after an item's name, this is the Equipment Intensity. Equipment Intensity is generally the same as the highest intensity of any power the equipment possesses. Sometimes the Equipment Intensity represents the intensity of all of the equipment's powers. A suit of Powered Armor 15, for example, would use intensity 15 for all its listed powers, unless otherwise noted. Equipment Intensity is used for a couple things during the game, such as determining the creation difficulty and figuring the opposition score during combat. Material Strength should be listed for every item. If an item does not have a Material Strength listed, the item intensity can be used to determine opposition to break an item.

Material Strength represents the physical strength of the item in question. In order to break most normal items your hero must make a successful average Strength (Material Strength) action; however, certain items are much more difficult to break. Magical items or any item composed of Adamantium, Vibranium, or any other material of Material Strength 20+ are usually at an increased difficulty to break (Superhuman at the very least). Some items have the *unbreakable* property: breaking an *unbreakable* item is always at least an impossible Strength (Material Strength) action.

Another important game concept related to Material Strengths is *Reinforcement*. Reinforcing materials can make them much stronger than either of its component properties alone. To figure out how strong a reinforced material is, take the Material Strength of the stronger material and add to it the Equipment Bonus of the weaker material. For example, let's take some industrial-grade ceramics (11/+2) and some Laminex plastic laminate (8/+2). The ceramics is the stronger substance, so we take its Material Strength 11 and add to it the plastic laminate's Equipment Bonus of +2, giving us a finished product of Material Strength 13. Adding in Resistant to Heat and Magnetism to simulate the ceramics' natural properties, we see where MagnetPruf came from.

### **Grenades**

Grenades are thrown as an action, and they explode as a contingent action during the exchange that they were thrown. Dodging an explosion from a grenade is a Challenging Agility (Grenade Intensity) action.

## Materials

Listed after each type of material is its Material Strength (denoted as a number between 1 and 30), with anything of Material Strength 20 or above being considered virtually unbreakable. After Material Strength, a number appears (denoted as Equipment +X) stating how effective physical equipment made from the material is. Physical equipment includes standard non-powered and non-magical striking weapons, body armor, and shields. Please note that while this number provides a solid base to start from, the design and size of equipment can shift it up or down the scale. This means that items made from the same material will always have the same Material Strength, but could have varied offensive or defensive bonuses.

For example weapons-grade steel is Material Strength 12, so it would make Equipment +3. A short sword made from this steel would be a +3 weapon. A knife made from this steel would be a +2 weapon, because of its small size. However, a typical longsword made from the same steel would be a +4 weapon, because of its large size. Similarly, on defense, this same material would make Chainmail +2, Platemail +3, or a Shield +3.

Item Name	Description
<p><b>4-S Steel™ Synthetic Steel Polymer</b> (Material Strength 24 / Equipment +6, Limit: Degradable {loses 1 point of Material Strength each round when exposed to Electricity, Heat, or Magnetism.})</p>	<p>Super Strong Synthetic Steel (4-S Steel, for short) is the product of experiments into the polymerization of metals. The result was the hardest synthetic metal known to man. 4-S steel surpasses the strength of even pure adamantium. 4-S steel gets its strength from its unique molecular design. The molecules of 4-S steel form into tightly packed strands of varying size and shape. The result is a molecular chain in the shape of a geodesic dome (the strongest architectural shape known). Ironically, the amazing design that gives the metal its strength is also its greatest weakness. The molecules lose their shape, rapidly weakening the metal, when exposed to certain types of energy.</p>
<p><b>Augmentium™ Plastic Polymer</b> (Material Strength 14 / Equipment +3)</p>	<p>This super-durable plastic polymer is an excellent next-generation replacement for Kevlar. Stronger than steel and lighter than Kevlar, Augmentium is quickly becoming the material of choice in the construction of body armor and military vehicles.</p>
<p><b>Bomb Safe™ Foam</b> (Material Strength 0, Absorption {Kinetics} 12)</p>	<p>This amazing foam expands on contact with the air. This material was designed to encase explosive devices in a protective shell so that they can be detonated safely.</p>

<p><b>BreakPruf™ Plastic Polymer</b> (Material Strength 18 / Equipment +4)</p>	<p>The toughest and strongest plastic on the market, BreakPruf is the most coveted material among builders of powered armor. Not only is the material stronger than most metals, it's also non-ferrous, making it highly resistant to magnetic attacks.</p>
<p><b>Coriaceum™ Synthetic Stone</b> (Material Strength 22)</p>	<p>This unique synthetic stone is nearly unbreakable. It is used to build bunkers, fortresses, and other reinforced compounds. This material is prohibitively expensive, and can only be obtained under government license.</p>
<p><b>Duoprene™ High-Impact Plastic</b> (Material Strength 8, Resistance +4 to Kinetics)</p>	<p>Similar to Kevlar, this plastic material features a unique design that disperses kinetic energy and softens impact. Its high resistance to physical attacks makes it perfect for body armor.</p>
<p><b>DuraCloth 1.0™ Fabric</b> (Material Strength 7 / Equipment +1)</p>	<p>This fabric was revolutionary for its time. DuraCloth has the consistency of cotton, but is nearly as strong as traditional Kevlar. This made the product ideal for use in making form-fitting armored undergarments and 'covert' body armors that appear to be normal clothing. Now outclassed by recent innovations, this product is still in use by many military and law enforcement groups. DuraCloth garments are now available to the general public, making them a favorite among budget conscious groups with a need for protection, such as paramedics, reporters, and Red Cross volunteers.</p>
<p><b>DuraCloth 2.0™ Fabric</b> (<i>Unstable Molecules</i>, Material Strength 7 / Equipment +1)</p>	<p>DuraCloth 2.0 is identical to the original DuraCloth except that it has been upgraded to feature Unstable Molecules. This new feature made DuraCloth 2.0 very popular among military and paramilitary groups with superpowered members, such as Retribution, Incorporated.</p>
<p><b>DuraCloth 3.0™ Fabric</b> (Material Strength 10 / Equipment +2)</p>	<p>With version 3.0, the DuraCloth line of fabrics revolutionized the industry again. With a material as soft and supple as before, but with even greater protection, DuraCloth 3.0 was the lightest and toughest lightweight body armor ever made.</p>
<p><b>DuraCloth 4.0™ Fabric</b> (<i>Unstable Molecules</i>, Material Strength 10 / Equipment +2)</p>	<p>With all the features of DuraCloth 3.0 and the added bonus of Unstable Molecules, DuraCloth 4.0 became the new standard material for lightweight armored uniforms.</p>

<p><b>Impervium™ Polymerized Multi-Steel Alloy</b> (Material Strength 23 / Equipment +5)</p>	<p>Made from a combination of alloys (including vanadium, osmium, and carbon), this multi-steel alloy is lightweight, durable, and incredibly hard. Unfortunately, it is also unbelievably expensive, with an average price of over \$10,000 per ounce, making it unsuitable for use in large quantities.</p>
<p><b>Kevlar™ Aramid-reinforced Fabric</b> (Material Strength 8 / Equipment +2)</p>	<p>Kevlar is a unique and ingenious blend of fabric reinforced with stiff strands of a polyamide plastic. Used primarily in making body armor, Kevlar is also used in building boats, aircraft, and reinforced tires. “Bulletproof Vests” are made with this fabric and reinforced with blocks of the same plastic material.</p>
<p><b>LaminAll™ Plastic Laminate</b> (Material Strength 6 / Equipment +1)</p>	<p>Unique Trait: A plastic laminate is intended to laminate existing equipment. One or more thin layers of plastic coat the existing product, enhancing its defensive value and Material Strength. This type of material is used to make ordinary windows bullet resistant. It is used primarily in armored vehicles, but is also used in banks and other high-security locations.</p>
<p><b>Laminex™ Plastic Laminate</b> (Material Strength 8 / Equipment +2)</p>	<p>Unique Trait: A plastic laminate is intended to laminate existing equipment. One or more thin layers of plastic coat the existing product, enhancing its defensive value and Material Strength. This type of material is used to make ordinary windows bullet resistant. It is used primarily in armored vehicles, but is also used in banks and other high-security locations.</p>
<p><b>MagnetPruf™ Plastic Laminated Ceramic</b> (Material Strength 13 / Equipment +3, Resistance +10 to Heat and Magnetism)</p>	<p>Made completely from non-ferrous materials, this advanced ceramic is sandwiched between many layers of high-strength plastics to overcome the fragility inherent to most ceramics. Lightweight and highly resistance to heat and magnetism, this material is suitable for making anti-magnetic weapons, armor, and vehicles. It is also used to convert an area of an existing building into an anti-magnetic zone. For example, the control room of a particle accelerator might be lined with MagnetPruf bricks.</p>
<p><b>Negative Impact™ Foam</b> (Material Strength 2, Absorption {Kinetics} 8)</p>	<p>This foam material is used to absorb kinetic energy. It is used primarily in the manufacture of seats for aircraft and spacecraft, because it can absorb much of the gravitational force exerted on the pilots of those vehicles.</p>

<p><b>NeoSteel™ Steel Alloy</b> (Material Strength 14 / Equipment +3)</p>	<p>A strong and durable steel alloy, NeoSteel is stronger than conventional steel, and is used in all the same ways.</p>
<p><b>Polyurethane Memory Foam</b> (Material Strength 1, Absorption {Kinetics} 4)</p>	<p>This foam material is used to absorb kinetic energy. It is now used primarily to make pillows and bedding, but in the past had been used in manufacturing military and government vehicles. Recently, the material has broken into the luxury vehicle market.</p>
<p><b>ResiLight™ Synthetic Resin</b> (Material Strength 7 / Equipment +1)</p>	<p>An extremely durable synthetic resin, ResiLight is used mainly in the construction of patio furniture. The materials became popular for its low weight and comparatively high resistance to weather conditions such as wind, rain, and sunlight.</p>
<p><b>Spectra™ Ultra-High Molecular Weight Polyethylene Fiber</b> (Material Strength 7 / Equipment +1)</p>	<p>An extremely durable synthetic resin, ResiLight is used mainly in the construction of patio furniture. The materials became popular for its low weight and comparatively high resistance to weather conditions such as wind, rain, and sunlight.</p>
<p><b>Tenaceum™ Ceramic</b> (Material Strength 15 / Equipment +3)</p>	<p>A strong and durable ceramic compound, Tenaceum is both harder and lighter than most metals, making it ideal for use in boats, aircraft, and other vehicles where weight matters.</p>
<p><b>Titanium 2™ Synthetic Titanium</b> (Material Strength 28 / Equipment +7, Limit: Degradable {loses 1 point of Material Strength each round when exposed to Electricity, Heat, or Magnetism.})</p>	<p>Titanium 2 Synthetic Titanium is one of the hardest man-made materials known. Unfortunately it also unstable; its structural integrity degrades when exposed to certain types of energy.</p>
<p><b>Tritonium™ Polymerized Ceramic</b> (Material Strength 18 / Equipment +4; Resistance +3 to Cold, Corrosion, Heat, and Kinetics; Hindrance: Fatally Vulnerable to Magnetism)</p>	<p>A strong and durable ceramic compound, Tritonium is resistant to many of the common weaknesses of metals, such as temperature, wear, and deformation. Unfortunately it does have an Achilles' heel: its structure is easily broken down by strong magnetic fields.</p>

## Standard Equipment, Weapons, & Gear

Item Name	Description
<b>Binoculars (4)</b> (Enhanced Senses {Vision Only} 4 {Telescopic Vision })	Standard equipment for everyone from bird-watchers to special forces, these are your average pair of military-grade binoculars.
<b>Binoculars, High-Powered (8)</b> (Enhanced Senses {Vision Only} 8 {Telescopic Vision})	These high-powered binoculars let you see much farther and with much better detail than standard binoculars.
<b>Blast Gloves</b> (Energy Blast 8)	Worn on the hands like normal gloves, these “blast gloves” have a high-impact energy weapon built into the fingertips or palms, allowing the wearer to fire an energy blast.
<b>Bulletproof Vest (8)</b> (Body Armor +2, Material Strength 8)	This is Kevlar upper body armor. Similar to the standard issue in law enforcement circles, but lighter. There is some slight bulging when worn under clothing, but this is mostly unnoticeable to the untrained eye.
<b>Dolphin™ Diving Gear (6)</b> (Waterbreathing 3 {Limit: 3 hours only}, Resistance +3 to Cold and Pressure)	This is standard diving gear, including everything a hero needs to stay submerged for up to 3 hours (wetsuit, fins, air tanks, and a mask).
<b>DuraSkin™ Uniform v0.5 (2)</b> (Unstable Molecules)	These uniforms are feather-light and cloth-thin, fitting the wearer like a second skin. They offer no more protection than standard clothing, except that they feature Unstable Molecules and so they adjust to the user’s powers.
<b>DuraSkin™ Uniform v1.0 (7)</b> (Body Armor +1)	These durable uniforms are feather-light and cloth-thin, fitting the wearer like a second skin. They offer minimal protections themselves, but are thin enough to wear beneath heavier armor. This model does not feature Unstable Molecules and so does not adjust to powers.
<b>DuraSkin™ Uniform v2.0 (7)</b> (Body Armor +1, Unstable Molecules)	These durable uniforms are feather-light and cloth-thin, fitting the wearer like a second skin. They offer minimal protections themselves, but are thin enough to wear beneath heavier armor. This model does feature Unstable Molecules and so is able to adjust to the powers of the wearer.
<b>DuraSkin™ Uniform v3.0 (10)</b> (Body Armor +2)	The second generation of DuraSkin uniforms is as light and thin as the first, but tougher than ever. They offer as

	<p>much protection as a Kevlar vest and are still thin enough to wear beneath heavier armor. This model does not feature Unstable Molecules and so does not adjust to powers. Needless to say, the improved protection also increases the cost.</p>
<p><b>DuraSkin™ Uniform v4.0 (10)</b> (Body Armor +2, Unstable Molecules)</p>	<p>The second generation of DuraSkin uniforms is as light and thin as the first, but tougher than ever. They offer as much protection as a Kevlar vest and are still thin enough to wear beneath heavier armor. This model does feature Unstable Molecules and so is able to adjust to the powers of the wearer. Needless to say, the improved protection also increases the cost.</p>
<p><b>Energy Tracker (10)</b> [Detection (Energy) 10]</p>	<p>This device can follow energy trails and identify its specific type of energy (X-rays, Nuclear Exhaust, etc.). The tracker can scan out to a half-mile radius.</p>
<p><b>Flight Boots, Magnetic (8)</b> (Flight 5D {Limit: Low Altitudes only}, Magnetic Control 5 {Limit: Attraction only})</p>	<p>These Flight Boots are worn on the feet like standard boots, but allow the wearer to fly using magnetic repulsion with a top speed of approximately 90 miles per hour. At this speed, a flight suit is recommended. Aside from granting flight, these boots also allow the user to stick to metal surfaces. (Can hold on to metal surfaces at Strength 5, Wall-Crawling 5 on Metal Surfaces, Flight 5) <i>Limit: Low Altitudes only: the wearer can only fly up to a maximum height of firing distance from the ground (approx. 300 feet).</i></p>
<p><b>Flight Boots, Rocket Powered (5)</b> (Flight 4X)</p>	<p>Flight Boots are worn on the feet like standard boots, but allow the wearer to fly using rocket-powered propulsion. <i>Stunt: Flash Your hero can burn an enemy by putting the boot's flight rockets against an opponent and blasting off in the opposite direction. This is an average Flight (Strength) action. If your hero is wrestling with your opponent, this action is easy. An aimed attack against your opponent's face results in blinding.</i></p>
<p><b>Flight Boots, Subsonic (8)</b> (Flight 8D)</p>	<p>These boots use an unknown means of propulsion. Maximum flight speed is sub-sonic, but – at approximately 400 mph – they are much faster than standard boots. At this flight speed, a flight suit is required to avoid skin damage. Users with superhuman strength (Strength 11+) have skin tough enough to ignore this limit.</p>

<p><b>Flight Goggles (6)</b> (Protected Senses {Vision Only} 6)</p>	<p>These stylish goggles protect the eyes against high-speed impacts, as well as the harsh glare of the sun.</p>
<p><b>Flight Suit, Subsonic (8)</b> [Protected Senses (Vision Only) 6, Resistance +8 to Pressure, Heat, and Cold, Optional: 1 or 2 Oxygen Tanks (2 hour air supply each)]</p>	<p>This light, flexible suit is composed of a durable, heavy-duty fiber that offers incredible protection from the extreme temperatures, pressures, and friction that flying at high speeds and high altitudes can cause. The mask has built in goggles to protect the eyes from glare, wear, and tear. It also features a high-efficiency oxygen filter to allow the breathing of thinner air, allowing the wearer to fly higher and longer than otherwise possible. To travel at the kind of cruising altitudes that airlines use, however, you'll need to take advantage of the optional oxygen system. The suit has space to hold up to two optional oxygen tanks, each of which holds enough air to fly for 2 hours at maximum cruising height.</p>
<p><b>Gecko™ Climbing Gear (4)</b> (Wall-Crawling 4}}</p>	<p>Slip on these gloves and boots and you can scale walls just like the famous climbing lizards from which the gear gets its name.</p>
<p><b>Geiger Counter (8)</b> [Detection (Radiation) 8]</p>	<p>This device can determine if an area is radioactive and determine the relative power level (intensity) of the radiation. It cannot detect other types of energy. This model can scan out to a one-mile radius.</p>
<p><b>Ghostbuster™ Ghost Tracker (10)</b> [Detection (Astral) 10]</p>	<p>This equipment is used to track incorporeal entities, such as ghosts, astrally projected heroes, and phased beings. The Ghostbuster tracker can scan out to a half-mile radius.</p>
<p><b>Grenade, Anti-Tank</b> (Energy Blast 16 {Explosion})</p>	<p>An Anti-Tank (or "AT") grenade is a very large, shaped charge grenade that is designed to penetrate the heavy armor of tanks and armored vehicles.</p>
<p><b>Grenade, Concussion</b> (Kinetic Control 8 {Explosion})</p>	<p>A concussion grenade does not emit shrapnel, but rather relies on explosive force alone to cause casualties. Upon detonation, the concussion grenade emits shock waves of tremendous force that damages all enemies within striking distance. These grenades are especially deadly in enclosed areas (+2 Bonus to Damage in enclosed areas).</p>
<p><b>Grenade, Flash-Bang</b> (Blinding 6 {Blinding Blast}, Sonic Control 8 {Limit: Sonic Scream only})</p>	<p>The flash-bang is a stun grenade that is popular among S.W.A.T. teams and military forces. Upon detonation, the flash-bang emits a blinding light and a deafening bang, stunning and disorienting all nearby people without proper</p>

	protection.
<b>Grenade, Fragmentation</b> (Energy Blast 6 {Explosion}, Shrapnel +2)	The fragmentation grenade (or “frag”) is the standard explosive hand grenade. Commonly called a “pineapple grenade” because of the shape of the case, this is the most common form of grenade. Besides an explosion, a fragmentation grenade flings shrapnel out to firing distance, injuring anyone that doesn’t dodge the blast.
<b>Grenade, Gas</b> (Poison 8 {Poison Gas})	A gas grenade emits a cloud of gas that disables enemies. Most commonly, the substance emitted is an irritant, designed to make the victims cough, itch, and flee. Sometimes a sleep-inducing agent is used. It is possible that a true poison could be used, but this is against international laws and treaties, so it is very rarely seen in combat.
<b>Grenade, Incendiary</b> (Fire Control 16 {Limit: Blast Only})	An incendiary grenade generates intense heat, and is useful for disabling vehicles or destroying weapons caches since it burns hot enough to melt most metals.
<b>Grenade, Smoke</b> (Fire Control 8 {Limit: Smokescreen Only})	A smoke grenade is a large canister that may be either fired or thrown by hand and emits a smokescreen. A smoke grenade is similar to a smoke pellet, except that it floods a much larger area. These are most often used by Law Enforcement Agencies or the Military in order to disorient or blind a target.
<b>Grenade, Stinger</b> (Energy Blast 4 {Explosion}, Stun Blast 4 {Stun Wave})	A stinger (or “sting”) grenade – also called a “Hornet’s nest” – emits rubber shrapnel that gives the target highly painful “stings,” but is generally not lethal. Stingers are most useful against unarmed opponents, since it is possible that a strong or focused opponent can withstand the blast and remain in combat-ready status.
<b>Grenade, Stun</b> (Stun Blast 8 {Stun Wave})	A stun grenade emits a wave of energy that stuns everyone within firing distance.
<b>High-Powered Blaster Pistol (10)</b> [Energy Blast 10 (Wide-Angle Beam)]	This high-energy weapon is intended to replace projectile weapons such as a standard firearm. Such weapons are just as effective and do not run out of ammunition. The blaster has two firing settings; Single and Area.
<b>High-Powered Laser Pistol (10)</b> [Light Control 10 (Limit: Laser Only)]	This weapon harnesses the harmful effects of focused, high-intensity light into a compact harmful-frequency laser. In laymen’s terms, it emits blasts of pure light

	energy capable of cutting through concrete.
<a href="#">Homing Beacon (16)</a> (Detection 16)	A Homing Beacon system consists of at least two parts. The homing beacons themselves emit a special radio frequency homing signal that is detectable by its partner piece the Homing Detector when the two are both within a given radius. This particular model works within a 1,000-mile radius (that's a circle roughly the size of the U.S. from one side to the other).
<a href="#">Infrared "Night Vision" Goggles (4)</a> (Enhanced Senses {Vision Only} 4 {Infravision })	Standard equipment for special forces and police assault teams, these infrared goggles allow the wearer to see in the dark.
<a href="#">Jet Pack (7)</a> (Flight 7C, 7B w/stabilizers)	Like Flight Boots, a Jet Pack allows flight, but is worn across the back, like a backpack. The jet pack offers more stability and maneuverability than do flight boots. Some models feature optional extendible wings for additional stability in flight.
<a href="#">Lie-Proof™ Lie Detector (10)</a> [Detection (Lies) 10]	Like its older, lower-tech cousin, the polygraph machine, the Lie-Proof™ Detector detects nervousness, not lies. However, this updated model can collect relevant data silently and remotely, making it ideal for covert operations. By measuring not just vital signs and perspiration, but also thermal output, and brainwave activity, the Lie-Proof™ Detector is far more accurate than the conventional polygraph.
<a href="#">Life Signs™ Life Detector (10)</a> [Detection (Life) 10]	The Life Signs™ Life Detector is the ultimate synthesis of conventional and cutting-edge life detection technologies. Powerful enough to scan to a half-mile radius, but sensitive enough to detect an ant, the Life Signs™ detector has everything you need. It can locate and identify all life signs within the designated search parameters, and is fully customizable, allowing searches for specific species or even for a single individual. If you need both precision and power, you need a Life Signs™ detector.
<a href="#">Magic Detector Mark I: The Apprentice™ (10)</a> [Detection (Magic) 10]	This equipment is used to locate and track magic, magical beings, and magic users. It can determine if magic is within a half-mile radius, and determine if an individual is a magic user and their relative power type and level (i.e. the Power and Intensity Category, but not any stunts or limits). Relative power level is reported as "None" at 0

	Intensity, “Weak” at 1-5 intensity, “Average” at 6-9 intensity, “Moderate” at 10-14 intensity, and “Powerful” at intensity 15-20. Powers above 20 intensity register as an error, making them literally “off the charts.”
Magnesium Flares (Light Control 1 {Limit: Generation Only})	Each of these small sticks can produce enough ambient light to produce intensity 1 light out to striking distance. (One stick is enough to light a 12’x12’ room as well as three 60-watt light bulbs.)
Mutant Tracker Mark I (10) [Detection (Mutants) 10]	This equipment is used to locate and track mutants. It can determine if mutants are within a half-mile radius, and determine if an individual is a mutant and their relative power type and level (the Power and Intensity Category, but not any stunts or limits). Relative power level is reported as “No Mutant Powers” at 0 intensity, “Weak” at 1-5 intensity, “Average” at 6-10 intensity, “Moderate” at 11-14 intensity, and “Powerful” at 15-20 intensity. Powers above 20 intensity register as an error, making them literally “off the charts.” Mutant Tracking equipment can only track mutants (that is, those with mutant powers). The equipment cannot register, track, or identify powers that are non-mutant in origin (mechanical or magical, for example), even if possessed by a mutant.
Mutant Tracker Mark II: SmarTracker™ (15) [Detection (Mutants) 15]	This equipment is used to locate, identify, and track mutants. It can determine if mutants are within a half-mile radius, and determine if an individual is a mutant and their power type and level (the Power and exact Intensity, but not any stunts or limits). The tracker lists the exact intensity of the power, listing it as “Level X” where “X” equals the power intensity. Powers above 20 intensity register as an error, making them literally “off the charts.” This model has a database of “known mutants,” cataloging the names, powers, and intensities of mutants the device has scanned. This database must be updated manually or with repeated scans (it doesn’t automatically log changes to hero sheets). Mutant Tracking equipment can only track mutants (that is, those with mutant powers). The equipment cannot register, track, or identify powers that are non-mutant in origin (mechanical or magical, for example), even if possessed by a mutant.
Nullifier Cuffs, Heavy Duty (18) (Nullification 18, Power Theft 18 Limit: No one gains	These handcuffs emit an inhibitor field that lowers the superhuman powers and abilities of the wearer by the Nullification intensity but does not completely

<p>lost statistics.)</p>	<p>incapacitate them. If this reduces a hero's powers to 0, he loses those powers for as long as the cuffs are worn. If heroes have superhuman Strength or Agility scores, these are lowered by the power's intensity to the "normal" score for a person of the same age, size, sex, and physical activity level of the hero at the Narrator's discretion, but may not lower the score by more than Nullification's intensity (this usually translates into an ability score of 4-6, but may go as high as 8). This is simply a more powerful version of the standard cuffs.</p>
<p><b>Nullifier Cuffs, Standard (14)</b> (Nullification 14, Power Theft 14 Limit: No one gains lost statistics.)</p>	<p>These handcuffs emit an inhibitor field that lowers the superhuman powers and abilities of the wearer by the Nullification intensity but does not completely incapacitate them. If this reduces a hero's powers to 0, he loses those powers for as long as the cuffs are worn. If heroes have superhuman Strength or Agility scores, these are lowered by the power's intensity to the "normal" score for a person of the same age, size, sex, and physical activity level of the hero at the Narrator's discretion, but may not lower the score by more than Nullification's intensity (this usually translates into an ability score of 4-6, but may go as high as 8).</p>
<p><b>Null-Net™ Containment Nets, Heavy Duty (16)</b> (Ensnarement 16, Nullification 16, Power Theft 16 Limit: No one gains lost statistics.)</p>	<p>WITS Null-Nets are designed to capture and disable super-powered assailants, rendering them immediately unconscious. The nets are constructed of durable fibers with the flexibility of standard rope and the tensile strength of solid steel and emit the same type of low-frequency inhibitor field as the Nullifier Cuffs. The Heavy Duty Null-Nets are fired from a launcher that is slightly larger than the standard, but has an effective range of 75 feet (figure roughly 30% of firing distance). The launcher is designed to hold a spring-loaded clip containing 5 single-fire cartridges. When fired, the cartridge opens, spreading the net and ensnaring the victim. {It is an Average Agility (Equipment Intensity) action to dodge a fired net.}</p>
<p><b>Null-Net™ Containment Nets, Standard (12)</b> (Ensnarement 12, Nullification 12, Power Theft 12 Limit: No one gains lost statistics.)</p>	<p>WITS Null-Nets are designed to capture and disable super-powered assailants, rendering them immediately unconscious. The nets are constructed of durable fibers with the flexibility of standard rope and the tensile strength of solid steel and emit the same type of low-frequency inhibitor field as the Nullifier Cuffs. Null-Nets are fired from a launcher that is about the size</p>

	<p>of a sawed-off shotgun and has an effective range of 50 feet (figure roughly 20% of firing distance). The launcher is designed to hold a spring-loaded clip containing 5 single-fire cartridges. When fired, the cartridge opens, spreading the net and ensnaring the victim. {It is an Average Agility (Equipment Intensity) action to dodge a fired net. }</p>
<p><b>Open Eyes™ Optic Enhancement Goggles (10)</b>  [Detection (Illusion, Invisibility) 10, Enhanced Senses (Vision Only, Infravision, Microscopic Vision, Penetration Vision, Protected Senses, Telescopic Vision)]</p>	<p>These goggles aren't just eyewear; they're a state-of-the-art mobile sensory station. With the world's most advanced multifunction lenses, these goggles can not only see better and farther than the competition, they can do things our competitors can only dream of. Open Eyes™ goggles feature improved versions of the standard Infrared "Night Vision" and a "Binocular" mode with 300X Zoom. But they don't stop there. They also include several WITS-exclusive modes. The 500X Microscope mode allows the wearer to magnify objects up to 500 times and features self-focusing compound lenses. The unique "x-ray" mode than can see through 10 feet of solid concrete. Mixing and matching your favorite modes is so easy, you'll be able to see in the dark through ten feet of concrete without breaking a sweat.</p>
<p><b>Owl Eyes™ Optic Enhancement Goggles (8)</b>  (Enhanced Senses {Vision Only} 8 {Infravision, Protected Senses, Telescopic Vision})</p>	<p>Preferred equipment for special forces and police assault teams, these infrared goggles also allow telescopic zooming. Comes with built-in fail-safe shutter to protect against blinding.</p>

<p><b>Phantom™ .357 Magnum Semi-Automatic Pistol +4 (14)</b> (Material Strength 14)</p>	<p>This semi-automatic handgun has many extra features compared with comparable guns on the regular market. The Phantom boasts increased accuracy with built-in laser sighting and the lowest recoil of any handgun available on the open market. The custom-designed clip holds 20 rounds instead of the usual 16. The precision-crafted firing mechanism is guaranteed to never misfire or jam. As an added bonus, the lightweight alloys used to create the gun are lighter, stronger, and more heat resistant than standard weapons-grade steel. As icing on the cake, the Phantom lives up to its name with a built-in silencer. Now available to qualified buyers (license and background check required) and with a price tag comparable to the German-crafted Glock, the American-made Phantom is perhaps the best bargain in the personal defense market.</p>
<p><b>Psionic Tracker (10)</b> [Detection (Psychic) 10]</p>	<p>This equipment is used to locate and track anyone with psionic powers (any power that allows a person to interact with another mind or place) and to register any unusual amount of psionic activity within an area. It can determine if any psionics are within a half-mile radius, and determine if an individual has psionic powers and their relative power type and level (the Power and Intensity Category, but not any stunts or limits). Relative power level is reported as “No Psychic Powers” at 0 intensity, “Weak” at 1-5 intensity, “Average” at 6-10 intensity, “Moderate” at 11-14 intensity, and “Powerful” at 15-20 intensity. Powers above 20 intensity register as an error, making them literally “off the charts.” <i>Applicable Powers: Animal Control, Astral Projection, Cosmic Awareness, Emotion Control, Empathy, ESP, Hypnosis, Illusion, Magic*, Mind Control, Plant Control, Psi-Screen, Psychic Blast, and Telepathy. *Only magical spells that simulate one of the other powers listed, or mages with intensity 10+ Magic can be tracked with such equipment. In other words, only magic or mages that are psionic in nature.</i></p>
<p><b>Rebreather (Life Support 15 {Limits: Air Only, Charged - 2.5 Hours})</b></p>	<p>A rebreather is a very compact air tank that fits into the mouth and recirculates breathed air, allowing the wearer to stay submerged in water or breathe freely in a smoky environment. A typical rebreather is about 4 inches long and allows for roughly two and one half hours of air under peak conditions, though this length may be shortened due to heightened stress or activity.</p>

<p><b>SafeGuard™ Riot Gear +5</b> (Composed of Riot Shield +2 and Riot Suit +3 {Helmet, Kevlar Vest, and Kevlar Pants})</p>	<p>This is a full suit of Kevlar armor, similar to Standard Police-Issue riot gear, but slightly tougher. Bulletproof pants, hand-held bulletproof plastic shields, and a bulletproof helmet supplement the standard bulletproof vests. This is some of the toughest equipment readily available to public agencies. If using this armor, a hero must use one hand to hold the shield or they lose the shield's protection (-2 Defense). This means that any actions requiring two hands cannot be performed and that any natural weapons requiring two hands (such as some claws) are halved (round up). Additionally, weapons requiring two hands (such as 2-handed swords &amp; clubs, and most axes or rifles) may not be used and only one hand-held weapon (such as a pistol, nightstick, or knife) may be used at one time.</p>
<p><b>Smoke Capsules</b> (Fire Control 4 {Limit: Smokescreen Only})</p>	<p>These are small pellets that are thrown to the ground to create a smokescreen. When thrown with sufficient force, the pellet breaks open and floods the area with a chemical smoke. Helpful in making a covert getaway, smoke pellets are standard faire among ninjas and thieves, though some vigilantes use them, too.</p>
<p><b>Standard Powered Armor (10)</b> [Ability Boost (Strength), Flight 8, Body Armor +2, Energy Blast 10, Stun Blast 10, CommLink, CPU]</p>	<p>These high-tech suits are the best riot-suppression armor available to police agencies. Police can even challenge some super-powered criminals while wearing this armor.</p>
<p><b>Stun Baton +2</b> (Contingent Stun Blast 12)</p>	<p>Any successful attack with this baton causes a contingent stunning attack. This contingent stun blast cannot be dodged, but resistance and willpower lessen damage as normal.</p>
<p><b>Stun Gloves</b> (Contingent Stun Blast 8)</p>	<p>Any successful attack with these gloves causes a contingent stunning attack. This contingent stun blast cannot be dodged, but resistance and willpower lessen damage as normal.</p>
<p><b>Stun Gun</b> (Stun Blast 6)</p>	<p>Any successful attack with this stun gun causes a contingent stunning attack. This contingent stun blast cannot be dodged, but resistance and willpower lessen damage as normal.</p>
<p><b>SurvivAll™ Survival Knife +2</b> (Material Strength 14)</p>	<p>This knife is made of a Carbon-Steel Alloy so durable that it's guaranteed to never break or dull. Featuring a</p>

	<p>perfectly balanced design, it is well suited to both standard usage and throwing moves. The hilt contains finger holes so that the serrated blade can be used as a hand saw, and the handle features a built-in compass as well. (Characters can detect cardinal directions when using as compass.)</p>
<p><b>Swing Line</b> (Web-Slinging 9)</p>	<p>This is roughly two hundred feet of super-strong microfilament cable packed into a firing mechanism. Though only the thickness of fishing line, the cable can easily hold 500-600 pounds, even during the stress of swinging.</p> <p>The cable can be retracted with a powerful miniature wench as a contingent action. The wench is powerful enough to pull the maximum load upwards, making it easy to scale great heights quickly. Alternately, it may be used to pull an object (like a fleeing villain) towards the user.</p>
<p><b>Tiger Claw +3 (7)</b> (Contingent Electrical Blast 6)</p>	<p>This is a variation on a common weapon called a Taser or Stun Gun. It delivers an electrical charge when pressed against the victim. This version has been retrofitted such that they are worn on the hands like gloves and deliver the shock with each punch.</p>
<p><b>Torpedo™ Personal Watercraft</b> (Lightning Speed 4 {Limit: Only in Water})</p>	<p>A Torpedo is a small, wedge shaped platform that a diver holds onto to pull him over or through the water at high speeds. A Torpedo can reach speeds of up to 60 miles per hour along the surface and up to 45 miles per hour while submerged.</p>
<p><b>Tracking System</b> (Detection 5 {Tracer Detection, Limit: One Mile Radius})</p>	<p>This tracking system consists of at least two parts. The tracers emit a special radio frequency homing signal that is detectable by its partner piece the Detector when the two are both within a one mile radius.</p>
<p><b>Tranquilizer Rifle +0 (12)</b> [Contingent Poison 14 (soporific only)]</p>	<p>This high-powered rifle shoots tranquilizer darts, not bullets. This highly potent, yet non-lethal weapon is the firearm of choice when you want to subdue a target without injuring him.</p>
<p><b>UltraLite™ Chain Mail +3</b> (Material Strength 12)</p>	<p>A suit of lightweight but durable armor composed of small interlocking links. This is not exactly what medieval knights wore but is similar in design. This mail is made of a high-density polymerized plastic that is hard as steel. It is light and thin enough to be worn under a standard uniform without noticeable bulging.</p>

### “Eyes Only” Equipment, Weapons, & Gear

Model Number	Statistics
<p><b>ATHENA Advanced Supercomputer</b> (Intellect 15)</p>	<p>Designed to replace the old Cray model supercomputers, the ATHENA packs much more computing power into a much smaller space. The government has ordered an unknown quantity of these computers to power their massive intelligence and surveillance network.</p>
<p><b>Concealed Camera Gun</b> (Pistol +3 {Limit: 1 Charge})</p>	<p>This unique weapon is a single-shot firing weapon cleverly concealed to look like a professional quality photographer’s camera. Noticing that the “camera” is not what it appears to be is a Challenging (12) Willpower action. This action is not attempted unless a hero has the Observation skill and/or has reason to believe that either the camera or cameraman is not legitimate.</p>
<p><b>Concealed Camera Laser</b> (Energy Blast 12 {Limit: 1 Charge})</p>	<p>This unique weapon is a single-shot laser weapon cleverly concealed to look like a professional quality photographer’s camera. Noticing that the “camera” is not what it appears to be is a Challenging (12) Willpower action. This action is not attempted unless a hero has the Observation skill and/or has reason to believe that either the camera or cameraman is not legitimate.</p>
<p><b>D-Box™ Advanced Detection Unit (20)</b> (Detection 15 [Astral, Energy, Life, Magic, Mutant, Psychic])</p>	<p>The D-Box™ is the most powerful and versatile tracking device in the WITS arsenal. It can detect, follow, and identify energy trails of multiple types. This multifunctional scanner can determine both the general (psychic mutant, radiation, etc.) and specific (X-rays, Nuclear Exhaust, etc.) types of energy of any reading. The tracker can scan out to a one-mile radius. It is fully customizable, allowing variable search parameters. The D-Box™ can perform open-ended scans, or be narrowed down to search for a specific species or even for a single individual.</p>
<p><b>Dragon Hide™ Anti-Artillery Armor v1.0</b> (Blending 4, Body Armor +2, Resistance +4 to all Energy Attacks)</p>	<p>Designed to be the toughest personal body armor available, Dragon Hide is used widely by special forces and paramilitary teams. Aside from providing standard body armor protection, Dragon Hide Armor is highly resistant to energy attacks and is self-camouflaging.</p>
<p><b>Dragon Hide™ Anti-Artillery Armor v2.0</b> (Blending 4, Body Armor +3, Resistance +6 to all Energy Attacks)</p>	<p>Designed to be the toughest personal body armor available, Dragon Hide is used widely by special forces and paramilitary teams. Aside from providing standard body armor protection, Dragon Hide Armor is highly resistant to energy attacks and is self-camouflaging.</p>

Attacks)	self-camouflaging.
<b>Dragon Hide™ Anti-Artillery Armor v3.0</b> (Blending 4, Body Armor +4, Resistance +8 to all Energy Attacks)	Designed to be the toughest personal body armor available, Dragon Hide is used widely by special forces and paramilitary teams. Aside from providing standard body armor protection, Dragon Hide Armor is highly resistant to energy attacks and is self-camouflaging.
<b>Dragon Hide™ Anti-Artillery Armor v4.0</b> (Blending 4, Body Armor +5, Resistance +10 to all Energy Attacks)	Designed to be the toughest personal body armor available, Dragon Hide is used widely by special forces and paramilitary teams. Aside from providing standard body armor protection, Dragon Hide Armor is highly resistant to energy attacks and is self-camouflaging.
<b>HOLE Maker: High Output Low Energy Laser (12)</b> (Unique Power)	This lightweight and compact laser cutting torch allows a hero to carve through up to six inches of any substance of material strength 12 or less in one exchange.
<b>Instant Armor™ Aerosol Spray</b> (Unique Power)	This amazing aerosol spray turns any clothing into instant body armor. Just evenly spray on a thin coat and the cloth will stiffen into Kevlar-quality body armor when it dries. It dries almost instantly (drying time 1 exchange), but the protection wears off quickly (lasts for 2 consecutive aura durations). While not suitable for daily use, this is great protection for a surprise meeting or while making a quick getaway.
<b>Lifeline™ Healing Serum</b> (Regeneration 7 {Limit: for an Aura Duration})	This is a single-use syringe that injects a healing serum directly into the bloodstream, supercharging the user's natural healing abilities for a short time.
<b>Tissue Regenerator</b> (Regeneration 4)	This belt emits an energy field that accelerates cellular regeneration, allowing the wearer to heal minor wounds more quickly.
<b>Utility Watch (12)</b> (Stun Blast 7 {1 charge}, Poison 6 {6 Darts}, Force Field 7 {1 charge}, Energy Blast 7 {5 charges}, Ensnarement 6 {1 mini-net}, Magnetic Control 4 {3 charges})	The legendary spy utility watch, as seen in countless James Bond movies. As per usual, this watch looks like an ordinary watch, but is packed full with gadgets for just about any occasion. It also features the classic downfall of such devices: limited charges. The internal battery holds only enough juice to power the weapons a few times, and a watch can only hold a few miniaturized physical weapons. The laser (Energy Blast) is useful for cutting through small obstacles (chains, ropes, or door locks of MS 7 or less) but can be used to blast enemies in a pinch.
<b>X-12 Personal Hover Platform</b>	While not the most graceful or speedy of aircraft, this will get

(Flight 5D)	you from point A to point B. On the plus side, this extremely low-altitude helicopter platform can easily slip in under enemy radar. It's also relatively quiet compared to traditional helicopter craft.
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### Known Custom Equipment, Weapons, & Gear

Item Name	Description
<b>CLAP: Computerized Lab Assistance Program (8)</b> (Intelligence 6 {Two Science Skills})	CLAP is a highly advanced computer program designed to run a scientific or medical laboratory with minimal human intervention. It is capable of controlling computers and other electronic equipment, including any robotic personnel the lab may have.
<b>DAD: Duration Augmentation Device (10)</b> (Unique Power)	This item allows a hero to maintain "aura duration" effects while concentrating. <i>Note:</i> Carson MacAndrews (a.k.a. Nightchylde) invented this device, and then sold the patent to Ian Watson for mass production.
<b>MOM: Mental Override Machine (10)</b> (Unique Power)	This item allows a hero to maintain "concentration duration" effects without concentrating. <i>Note:</i> Carson MacAndrews (a.k.a. Nightchylde) invented this device, and then sold the patent to Ian Watson for mass production.