Equipment & Resources

- Weapons
- Armor
- Tools
- Consumables
- Loot Tables

Weapons

Close Combat

Windblade (d6-d10): Curved blade designed to cut efficiently in high winds. Light, aerodynamic, and ceremonial in some cultures.

Thermal Pike (d8-d12): Mining and combat tool. Heats on activation, effective against armor and ice. Requires thermal cells.

Netcaster (d6): Launches weighted nets to entangle opponents or secure cargo. Non-lethal.

Vibro-staff (d8): Resonance-enhanced melee weapon. Vibrates at frequencies that shatter stone and disorient enemies.

Ranged

Pressure Bow (d6-d10): Compressed air projectile weapon. Silent, reliable, no gunpowder. Bolts can be poisoned or incendiary.

Stormcaster (d10-d12): Electroshock weapon that discharges stored storm energy. Limited charges, devastating at close range.

Signal Flare (d4): Pyrotechnic device for distress signals or illumination. Can ignite flammable materials.

Thermal Lance (d10): Cutting tool that superheats target areas. Effective against equipment, doors, and armor. Requires thermal cells.

Armor

Geothermal Armor (d8): Insulated suit for thermal extremes. Protects against heat, cold, and minor impacts. Heavy but essential for day-side or deep-cave work.

Weather Shield (d6): Lightweight layered clothing with wind-deflecting panels. Keeps you mobile in storms.

Adaptive Layering (d4): Standard twilight belt attire. Adjusts insulation based on temperature. Comfortable but offers minimal protection.

Tools

Wind Compass (d6): Mechanical or psychic-enhanced device that reads wind patterns. Essential for navigation.

Resonance Crystal (d8): Amplifies psychic abilities. Used by weather workers, deep bonders, and resonance users.

Bioluminescent Markers (d4): Glowing organisms in sealed containers. Mark paths in Deep Roads or caves.

Heat-Resistant Alloys (d10): Rare materials salvaged from day-side. Used for repairs, trade, or crafting.

Climbing Kit (d6): Pitons, rope, harness. For vertical cities, ruins, or cave walls.

Comm Crystal (d6): Synced to settlement networks. Transmits voice over short-to-medium distances.

Consumables

Water Tokens: Small sealed vials of purified water. Function as currency and emergency resource. 1 token = 1 day's hydration for 1 person.

Glowcap Rations (d4): Bioluminescent fungal food. Nutritious but bland. 1 ration = 1 day's food.

Thermal Gel (d4): Salve for burns or frostbite. Provides temporary relief and prevents infection.

Med Kit: Comprehensive medical supplies. Clears 2 stress when used. Consumed entirely upon use.

Psychic Dampener (d6): Chemical or tech-based inhibitor. Suppresses psychic abilities temporarily. Used for burnout recovery or restraining rogue weather workers.

Loot Tables

When you make a loot check, roll for item type based on result (d6, d8, d10, or d12 item). Then roll or choose from the appropriate table:

d6 Items (Common)

1. Glowcap rations (3 days)
2. Water tokens (3 tokens)
3. Bioluminescent markers
4. Adaptive layering
5. Basic repair tools
6. Wind chimes (for early storm warning)

d8 Items (Uncommon)

1. Weather shield
2. Pressure bow
3. Wind compass
4. Climbing kit
5. Comm crystal
6. Thermal gel (3 doses)

d10 Items (Rare)

1. Geothermal armor
2. Stormcaster (3 charges)
3. Resonance crystal
4. Thermal pike
5. Data crystal (Earth archives fragment)
6. Water reclamation unit

d12 Items (Very Rare)

1. Thermal lance
2. Vibro-staff
3. Heat-resistant alloys
4. Psychic dampener

5. Ancient Earth tech fragment (functional)
6. Bonded creature egg (wind serpent, thermal lizard)