

Loot: Ancient Earth Tech (d12)

When you loot ruins or salvage day-side operations, you might find:

1. **Data Crystal Fragment** (corrupted Earth archives, requires decryption)
2. **Medical Nanites** (heal 3 stress, one-time use, unstable)
3. **Portable Solar Charger** (powers equipment, fragile)
4. **Cryo-Preserved Seeds** (Earth crops, potential agriculture revolution)
5. **AI Core Fragment** (partial *Stellar Horizon* AI, personality intact)
6. **Atmospheric Analyzer** (detects environmental hazards, battery low)
7. **Grav-Compensator** (reduces weight of carried items, unreliable)
8. **Encrypted Communicator** (long-range, requires decryption)
9. **Thermal Regulator** (maintains body temperature, limited charges)
10. **Biometric Scanner** (identifies biological signatures, needs calibration)
11. **Holographic Projector** (displays 3D images, entertainment or communication)
12. **Weapon Prototype** (Earth-tech weapon, powerful but unstable)

Revision #6

Created 2025-11-28 13:28:41 UTC by zeruhur

Updated 2025-11-28 14:56:43 UTC by zeruhur