

Inventory

Heal & Restore



Med Kit

Consumed on use. Restores 2d4 health. Can't be used in Combat.



Repair Kit

Consumed on use. Removes the 'Malfunction' condition.



Wound Sealant

Consumed on use. Removes injuries inflicted from death.



Antidote

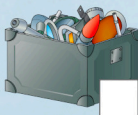
Consumed on use. Removes the 'Infected' condition.

Meals



Meal Rations

Consumed on use. Needed if you can't find food and water.



Ship Repair

Ship Parts

Consumed on use. Restores 1 point of Integrity to any ship compartment.

Combat Boosters



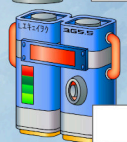
Solar Grenade

Consumed on use. Add d4 to all Damage rolls on a page.



Combat Tonic

Consumed on use. Add d4 to all Attack rolls on a page.



Shield Battery

Consumed on use. Add +2 Defense for the page.

Trait Boosters



Strengtheners Rx

Consumed on use. Adds d4 to Strength for the page.



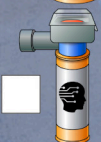
Adrenaline Rx

Consumed on use. Adds d4 to Dexterity for the page.



Fortifier Rx

Consumed on use. Adds d4 to Constitution for the page.



Stimulant Rx

Consumed on use. Adds d4 to Intellect for the page.



IntuiSense Rx

Consumed on use. Adds d4 to Wisdom for the page.



Relaxant Rx

Consumed on use. Adds d4 to Charisma for the page.