

Inventory

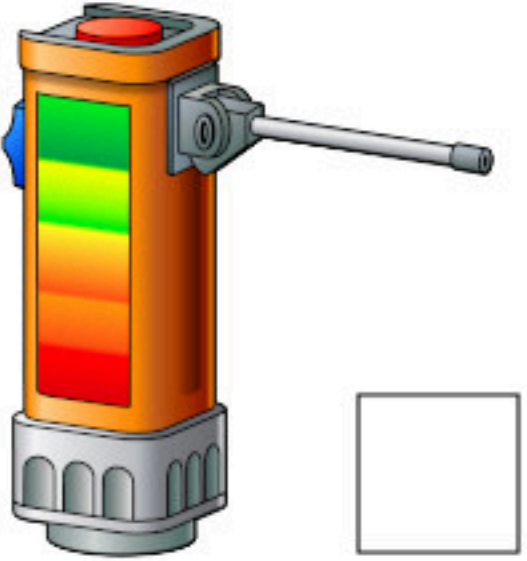
Heal & Restore



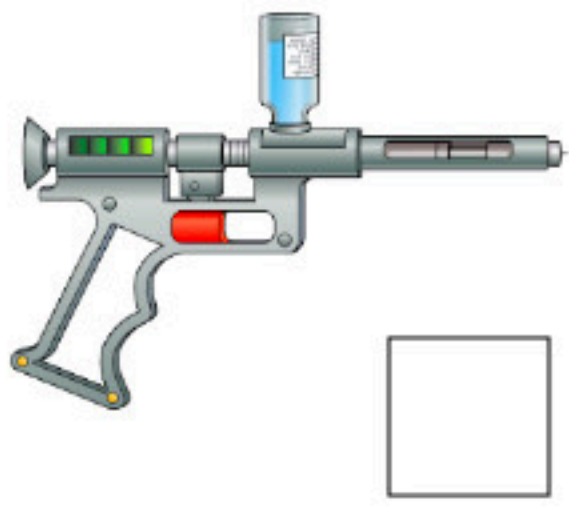
Med Kit
Consumed on use. Restores 2d4 health. Can't be used in Combat.



Repair Kit
Consumed on use. Removes the 'Malfunction' condition.

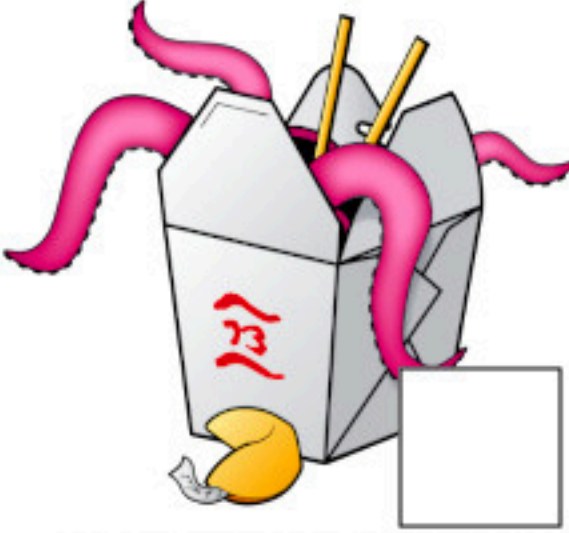


Wound Sealant
Consumed on use. Removes injuries inflicted from death.



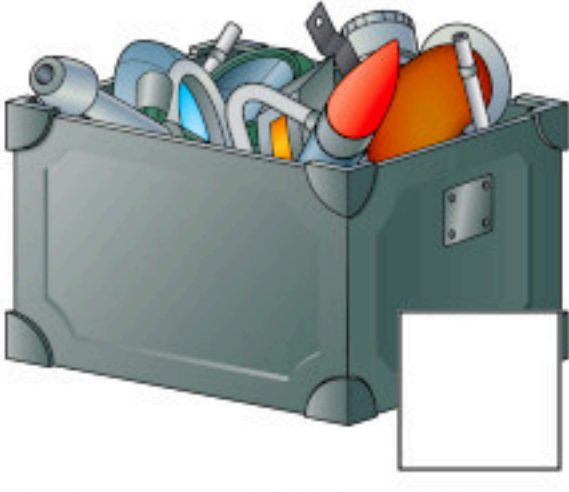
Antidote
Consumed on use. Removes the 'Infected' condition.

Meals



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

Ship Repair

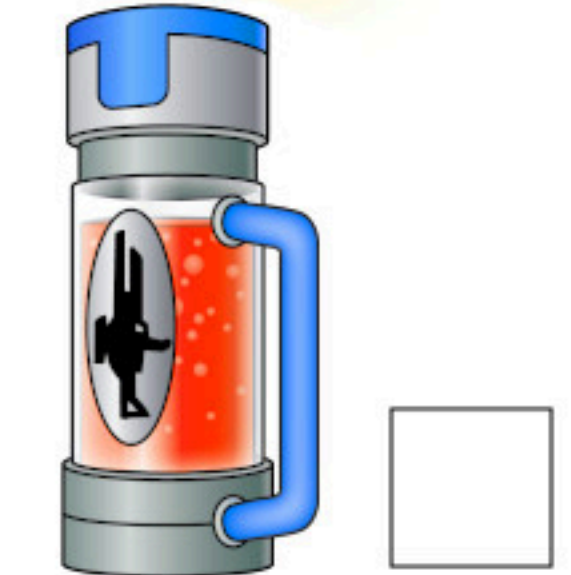


Ship Parts
Consumed on use. Restores 1 point of Integrity to any ship compartment.

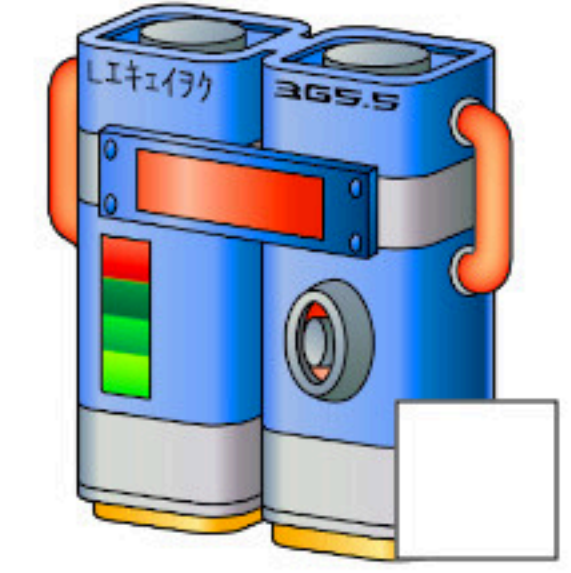
Combat Boosters



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

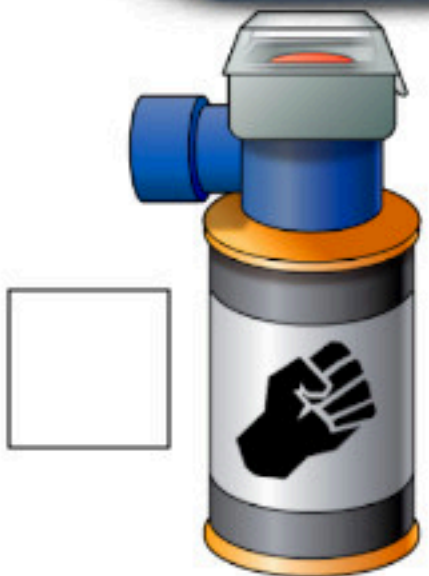


Combat Tonic
Consumed on use. Add d4 to all Attack rolls on a page.

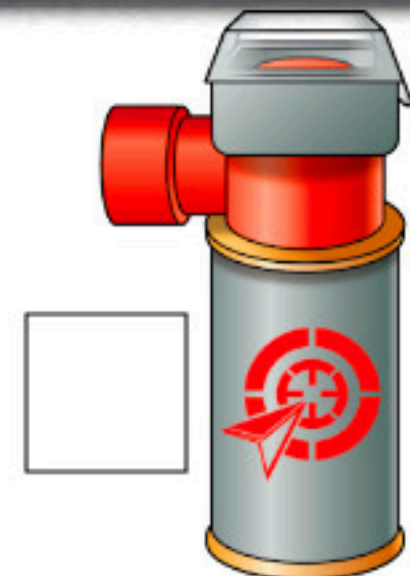


Shield Battery
Consumed on use. Add +2 Defense for the page.

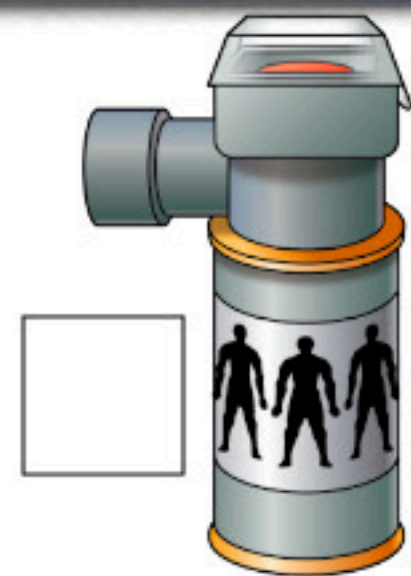
Trait Boosters



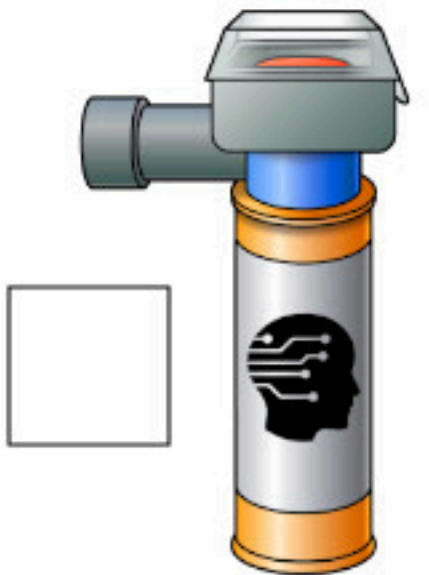
Strengthener Rx
Consumed on use. Adds d4 to Strength for the page.



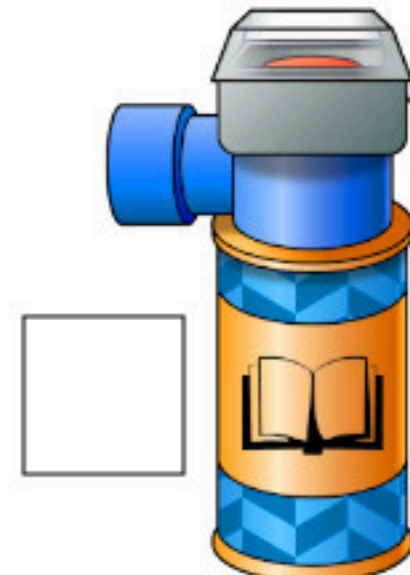
Adrenaline Rx
Consumed on use. Adds d4 to Dexterity for the page.



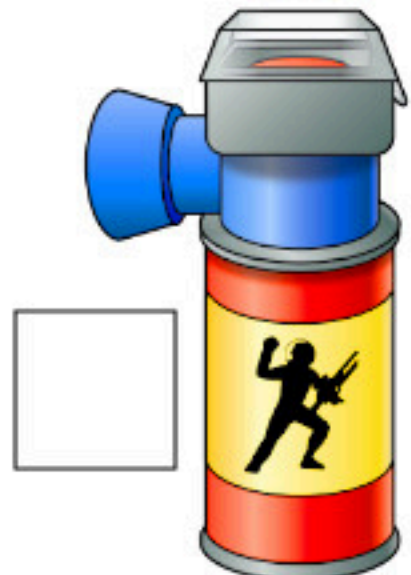
Fortifier Rx
Consumed on use. Adds d4 to Constitution for the page.



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.