

Default Known Blueprints

Skill: **Chemist** · 8 blueprints · 12/06/2026

BP-168 **Medical Sterilisation Fluid** (IT-168)

Medical

Tier II

FRONT DESCRIPTION

A single unit of Medical Sterilisation Fluid used to sterilise medical equipment.

REAR DESCRIPTION

Can be used to sterilise medical tools and equipment. Single use.

INGREDIENTS

×1 Petrochemical (IT-256)

×1 Acid Solution (IT-194)

BP-170 **Embalming Fluid** (IT-170)

Medical

Tier III

Coroner

FRONT DESCRIPTION

A unit of Embalming Fluid used to preserve body parts or entire corpses.

INGREDIENTS

×2 Preservative (IT-151)

BP-196 **Solvent Gel** (IT-196)

Chemical

Tier II

FRONT DESCRIPTION

A gel with solvent properties which can break down inorganic compounds.

INGREDIENTS

×2 Acid Solution (IT-194)

BP-197 **Cryogenic Fluid** (IT-197)

Consumable

Tier III

FRONT DESCRIPTION

A fluid which has cryogenic properties. When applied to a melee weapon, the next weapon strike calls SHOCK.

INGREDIENTS

×1 Cryosage (IT-131)

×1 Gelatinous Compound (IT-153)

×1 Preservative (IT-151)

BP-202 **Refined Acidic Compound** (IT-202)

Consumable

Tier III

FRONT DESCRIPTION

A fluid which has highly acidic properties.
When applied to a melee weapon, the next weapon strike calls THROUGH.

INGREDIENTS

×1 Gelatinous Compound (IT-153)

×2 Acid Solution (IT-194)

BP-204 **Metallic Reinforcing Agent** (IT-204)

Consumable

Tier III

FRONT DESCRIPTION

A gel with material restorative properties.
When applied to armour, the armour repairs to full hits +2.

INGREDIENTS

×1 Gelatinous Compound (IT-153)

×1 Metal (IT-118)

×1 Synthetic Fibres (IT-034)

BP-206 **Super Putty** (IT-206)

Consumable

Tier III

FRONT DESCRIPTION

A unit of Super Putty, which can take and hold any physical shape for up to an hour.

INGREDIENTS

×2 Adhesive (IT-005)

×2 Petrochemical (IT-256)

BP-244 **Heat Pack** (IT-214)

Medical

Tier II

FRONT DESCRIPTION

A heat pack typically found in a medical kit used for warming someone up.

INGREDIENTS

×1 Petrochemical (IT-256)

×1 Plastic (IT-006)