

Default Known Blueprints

Skill: **Biochemist** · 7 blueprints · 12/06/2026

BP-140 **Radscrub** (IT-140)

Medical

Tier III

FRONT DESCRIPTION

Removes one level of Radiation Sickness

INGREDIENTS

×1 Oligonucleotides (IT-242)

×1 Liposomal Scavengers (IT-250)

BP-141 **NexRad Biocleanse** (IT-141)

Medical

Tier IV

FRONT DESCRIPTION

Removes all levels of Radiation Sickness

INGREDIENTS

×1 Pyrimidine (IT-252)

×1 Biocompatible Hydrogels (IT-247)

×1 Liposomal Scavengers (IT-250)

BP-199 **Programmable Genetic Manipulator** (IT-199)

Consumable

Tier IV

FRONT DESCRIPTION

A fluid which can be programmed with targeted DNA modifications.

INGREDIENTS

×1 Oligonucleotides (IT-242)

×1 Graphene Oxide Nanoparticles (IT-243)

×1 Indole (IT-254)

BP-200 **Memory Modification Compound** (IT-200)

Consumable

Tier IV

FRONT DESCRIPTION

A fluid which can be programmed to modify up to one hour of an imbibers memories.

INGREDIENTS

×1 Bioconjugates (IT-246)

×1 Benzodiazepine Core (IT-253)

×2 Alcohol Solution (IT-195)

BP-201 **Cybernetic Rejection Inhibiter** (IT-201)

Consumable

Tier IV

FRONT DESCRIPTION

A fluid which prevents the effects of Cybernetic Overload for up to an hour.

INGREDIENTS

×1 Oligonucleotides (IT-242)

×1 PEGylated Lipids (IT-244)

×1 Molecularly Imprintable Polymers (IT-251)

BP-205 **Purified Blood** (IT-205)

Medical

Tier II

FRONT DESCRIPTION

A unit of blood which has been purified to nullify any biological contaminants.

INGREDIENTS

×1 Blood (IT-128)

×1 Medical Sterilisation Fluid (IT-168)

BP-215 **Aerosol Decontaminant** (IT-215)

Medical

Tier II

FRONT DESCRIPTION

An aerosol spray inhalant. Used to clear someone's lungs after inhaling something nasty.

INGREDIENTS

×1 Propellant (IT-007)

×1 Liposomal Scavengers (IT-250)

Default Known Blueprints

Skill: **Chemical Synthesis** · 8 blueprints · 12/06/2026

BP-036 **Sealing Spray** (IT-036)

Consumable

Tier II

FRONT DESCRIPTION

Single Use - Seals small holes or damage. Does not work on kinetic armour.

INGREDIENTS

×1 Rubber (IT-059)

×1 Propellant (IT-007)

BP-194 **Acid Solution** (IT-194)

Chemical

Tier II

FRONT DESCRIPTION

A unit of a strong Acid solution.

INGREDIENTS

×1 Any berry (IT-150)

BP-195 **Alcohol Solution** (IT-195)

Chemical

Tier II

FRONT DESCRIPTION

A unit of an alcohol solution.

INGREDIENTS

×1 Any herb (IT-148)

BP-203 **Purified Water** (IT-203)

Material

Tier II

FRONT DESCRIPTION

A unit of water which has been purified to nullify any potent chemicals or biological material.

INGREDIENTS

×1 Charcoal (IT-255)

BP-207 **Bio-Fuel** (IT-207)

Consumable

Tier II

FRONT DESCRIPTION

A unit of combustible fuel, made from biological matter.

INGREDIENTS

×1 Natural Fibres (IT-032)

×1 Glass Vial (IT-074)

BP-208 **Lubricant** (IT-208)

Material

Tier II

FRONT DESCRIPTION

A unit of lubrication oil.

INGREDIENTS

×1 Gelatinous Compound (IT-153)

×1 Petrochemical (IT-256)

BP-253 **Preservative** (IT-151)

Chemical

Tier I

FRONT DESCRIPTION

A general purpose preservative solution.

INGREDIENTS

×1 Any herb (IT-148)

BP-274 **Gelatinous Compound** (IT-153)

Chemical

Tier I

FRONT DESCRIPTION

A single unit of Gelatinous Compound.

REAR DESCRIPTION

Used in creating many kinds of chemicals, Gelatinous Compound is an inert gel which can absorb other chemicals.

INGREDIENTS

×1 Any berry (IT-150)

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)

Default Known Blueprints

Skill: **Cybernetics Engineer** · 9 blueprints · 12/06/2026

BP-101 **Fine Motor Gimbals - "Nimble"** (IT-101)

Cybernetic

Tier IV

FRONT DESCRIPTION

A "Nimble" Cybernetic implant which enhances fine motor control. (2 NL)

REAR DESCRIPTION

Improves scrapping and surgery success odds.

INGREDIENTS

×1 Biological Interfacing Probes (IT-115)

×1 Carbon Fibre (IT-003)

×1 Coil (IT-064)

×1 Wiring (IT-002)

BP-103 **Pain Receptor Inhibitor - "Block"** (IT-103)

Cybernetic

Tier III

FRONT DESCRIPTION

A "Block" Cybernetic implant installed in the brain which temporarily blocks pain receptors. (1 NL)

REAR DESCRIPTION

Allows the complete block of pain for 1 minute. 1 charge / 1 hour recharge.

INGREDIENTS

×1 Biological Interfacing Probes (IT-115)

×1 Sedatives (IT-172)

×1 Glass Vial (IT-074)

BP-104 **Nerve Inhibitor - "Sturdy"** (IT-104)

Cybernetic

Tier III

FRONT DESCRIPTION

A "Sturdy" Cybernetic implant installed at the base of the neck that prevents flinching. (1 NL)

REAR DESCRIPTION

Provides a call of RESIST against FORCE. 1 charge / 1 hour recharge.

INGREDIENTS

×1 Biological Interfacing Probes (IT-115)

×1 Muscle Relaxant (IT-171)

×1 Glass Vial (IT-074)

BP-105 **Cortex Derstriction - "Empower"** (IT-105)

Cybernetic

Tier III

FRONT DESCRIPTION

An "Empower" Cybernetic implant installed in the brain that derestricts muscular control. (1 NL)

REAR DESCRIPTION

Provides a call of FORCE on a strike. 1 charge / 1 hour recharge.

INGREDIENTS

×1 Biological Interfacing Probes (IT-115)

×2 Emitter (IT-062)

×1 Energy Cell (IT-001)

BP-106 **Energy Reservoir - "Boost"** (IT-106)

Cybernetic

Tier IV

FRONT DESCRIPTION

A "Boost" Cybernetic implant installed in the arm that provides a small energy store. (1 NL)

REAR DESCRIPTION

Instantly recharges a piece of equipment. 1 charge / 1 hour recharge.

INGREDIENTS

×1 Biological Interfacing Probes (IT-115)

×1 Battery (IT-061)

×1 Cable (IT-067)

×1 Power Convertor (IT-068)

BP-107 **Bioscrubbing Nanites - "Scrubber"** (IT-107)

Cybernetic

Tier III

FRONT DESCRIPTION

A "Scrubber" Cybernetic implant installed in the kidney which powers blood-scrubbing nanites. (1 NL)

REAR DESCRIPTION

Ignore one infection or radiation med card each day.

INGREDIENTS

×1 Biological Interfacing Probes (IT-115)

×1 Battery (IT-061)

×1 Carbon Fibre (IT-003)

×1 Pump (IT-066)

BP-109 **Discharge Electrodes - "Short"** (IT-109)

Cybernetic

Tier III

FRONT DESCRIPTION

A "Short" Cybernetic implant installed in the feet which absorbs electricity. (1 NL)

REAR DESCRIPTION

Provides a call of RESIST against SHOCK. 1 charge / 1 hour recharge.

INGREDIENTS

×1 Biological Interfacing Probes (IT-115)

×2 Coil (IT-064)

×1 Sensor (IT-065)

BP-111 **Subdermal Injector - "Jab"** (IT-111)

Cybernetic

Tier III

FRONT DESCRIPTION

A "Jab" Cybernetic implant installed in the wrist which can store and deliver a vial through a retractable needle. (1 NL)

REAR DESCRIPTION

Allows the storage and on-demand application of a stored vial of liquid.

INGREDIENTS

×1 Biological Interfacing Probes (IT-115)

×1 Glass Vial (IT-074)

×1 Pipe (IT-072)

BP-248 **Robotic Limb** (IT-259)

Cybernetic

Tier III

FRONT DESCRIPTION

A standard Robotic Limb. (1 NL)

REAR DESCRIPTION

"Break a leg..."

INGREDIENTS

×1 Circuit Board (IT-075)

×1 Battery (IT-061)

×1 Cable (IT-067)

×1 Carbon Fibre (IT-003)

Default Known Blueprints

Skill: **Equipment Tech** · 20 blueprints · 12/06/2026

BP-025 **Atmospheric Filtration Mask** (IT-025)

Equipment

Tier III

FRONT DESCRIPTION

Filters hazards from breathable air for the wearer.

INGREDIENTS

×2 Synthetic Fabric (IT-119)

×1 Air Filter (IT-069)

×1 Strap (IT-071)

BP-026 **Portable Medical Scanner** (IT-026)

Equipment

Tier III

Physician

FRONT DESCRIPTION

Used to collect medical data on a subject.

INGREDIENTS

×2 Circuit Board (IT-075)

×1 Battery (IT-061)

×2 Sensor (IT-065)

BP-027 **Portable Scientific Scanner** (IT-027)

Equipment

Tier III

Field Scientist

FRONT DESCRIPTION

Used to collect scientific data from the local environment.

INGREDIENTS

×2 Circuit Board (IT-075)

×1 Battery (IT-061)

×1 Sensor (IT-065)

×1 Emitter (IT-062)

BP-028 **Auto-Life Preserver** (IT-028)

Medical

Tier III

FRONT DESCRIPTION

Single Use - When entering critical state, the auto-life preserver automatically stabilises the welder for 90 seconds.

INGREDIENTS

×1 Circuit Board (IT-075)

×1 Energy Cell (IT-001)

×1 Pump (IT-066)

×1 Synthetic Fabric (IT-119)

BP-030 **Emergency Universal Recharger** (IT-030)

Consumable

Tier III

FRONT DESCRIPTION

Single Use - Instantly recharges a piece of equipment.

INGREDIENTS

×1 Battery (IT-061)

×1 Cable (IT-067)

BP-035 **Welding Torch** (IT-035)

Equipment

Tier III

Engineer I

FRONT DESCRIPTION

Used to assemble or attach metallic parts to each-other.

INGREDIENTS

×2 Pipe (IT-072)

×1 Battery (IT-061)

×1 Container (IT-060)

×2 Propellant (IT-007)

BP-037 **Personal Access Device** (IT-037)

Equipment

Tier III

Hacking

FRONT DESCRIPTION

Used to interface with computer systems.

INGREDIENTS

×2 Circuit Board (IT-075)

×1 Battery (IT-061)

×1 Cable (IT-067)

BP-038 **Audio Generator** (IT-038)

Equipment

Tier III

FRONT DESCRIPTION

Used to generate an amplified audio signal.

INGREDIENTS

×1 Electronics (IT-004)

×1 Battery (IT-061)

×1 Wiring (IT-002)

BP-040 **Cybernetics Scanner** (IT-040)

Equipment

Tier III

Cybernetics S or E

FRONT DESCRIPTION

Used to perform scans to identify the presence and functionality of cybernetics.

REAR DESCRIPTION

(Can be used by characters with either Cybernetics Surgeon or Cybernetics Engineer)

INGREDIENTS

×2 Circuit Board (IT-075)

×1 Battery (IT-061)

×1 Sensor (IT-065)

BP-041 **Neural Imager** (IT-041)

Equipment

Tier III

Neurologist

FRONT DESCRIPTION

Used to perform neural scans to identify neural chemistry and activity of patient and diagnose tier III mental afflictions.

INGREDIENTS

x2 Circuit Board (IT-075)

x1 Battery (IT-061)

x2 Sensor (IT-065)

x1 Lens (IT-063)

BP-042 **Electrical Diagnostic Tool** (IT-042)

Equipment

Tier III

Engineer I

FRONT DESCRIPTION

Used to investigate the behaviour of electrical systems.

INGREDIENTS

x2 Circuit Board (IT-075)

x1 Battery (IT-061)

x1 Power Converter (IT-068)

x1 Sensor (IT-065)

BP-043 **Medical Diagnosis Nanites** (IT-043)

Equipment

Tier III

Surgeon

FRONT DESCRIPTION

Specially designed Nanites, used to diagnose tier III physical injuries.

INGREDIENTS

x1 PEGylated Lipids (IT-244)

x2 Sensor (IT-065)

x2 Energy Cell (IT-001)

x1 Biological Interfacing Probes (IT-115)

x1 Emitter (IT-062)

BP-045 **Bio-electric Tissue Repair Stimulator** (IT-045)

Equipment

Tier III

Physician

FRONT DESCRIPTION

Used to heal wounds. Patient restored to full hits after 5 minutes.

INGREDIENTS

x1 Circuit Board (IT-075)

x1 Battery (IT-061)

x1 Emitter (IT-062)

x1 Coil (IT-064)

BP-048 **Environmental Sensor Array** (IT-048)

Equipment

Tier III

Field Scientist

FRONT DESCRIPTION

Used to detect presence of dangerous environmental effects.

INGREDIENTS

×1 Circuit Board (IT-075)

×1 Battery (IT-061)

×1 Pump (IT-066)

×2 Sensor (IT-065)

BP-050 **In-Static Containment Vessel** (IT-050)

Consumable

Tier III

FRONT DESCRIPTION

Single Use - Used to capture and store a matter sample. Preserves contents indefinitely.

INGREDIENTS

×1 Sample Containment Vessel (IT-049)

×1 Battery (IT-061)

×1 Pump (IT-066)

BP-051 **Handcuffs** (IT-051)

Equipment

Tier III

FRONT DESCRIPTION

Used to bind up to 2 limbs.

INGREDIENTS

×2 Strap (IT-071)

×2 Metal (IT-118)

BP-053 **Microsurgery Tools** (IT-053)

Equipment

Tier III

Surgeon

FRONT DESCRIPTION

Used to perform surgical procedures.

INGREDIENTS

×2 Glass Vial (IT-074)

×3 Metal (IT-118)

×1 Lens (IT-063)

×1 Plastic (IT-006)

BP-085 **Spatial Tracker** (IT-085)

Equipment

Tier III

Comms Usage

FRONT DESCRIPTION

A small tracker which provides a periodic location ping over short distances for up to 24 hours.

INGREDIENTS

×1 Energy Cell (IT-001)

×1 Coil (IT-064)

×1 Electronics (IT-004)

×1 Wiring (IT-002)

BP-163 **Breathing Apparatus** (IT-163)

Medical

Tier III

Surgeon

FRONT DESCRIPTION

A mask that partially covers the face to aid breathing.

REAR DESCRIPTION

Used to aid those under the effects of Anaesthesia or who are otherwise unable to breathe unaided.

INGREDIENTS

×1 Oxygen Tank (IT-164)

×1 Tubing (IT-165)

×1 Pump (IT-066)

BP-227 **Geiger-Müller Counter** (IT-227)

Equipment

Tier III

Field Scientist

FRONT DESCRIPTION

A Geiger-Müller counter used to measure levels of radiation activity.

INGREDIENTS

×1 Sensor (IT-065)

×1 Battery (IT-061)

×1 Metal Plate (IT-121)

×1 Circuit Board (IT-075)

Default Known Blueprints

Skill: **Explosives** · 7 blueprints · 12/06/2026

BP-012 **EMP Grenade** (IT-012)

Grenade

Tier III

Grenades

FRONT DESCRIPTION

Calls MASS DRAIN on impact.

REAR DESCRIPTION

MASS - Affects everyone within 3 metre radius of the target.

DRAIN - If the target has a personal shield, this is reduced to zero hits.

INGREDIENTS

×1 Emitter (IT-062)

×1 Energy Cell (IT-001)

×1 Metal (IT-118)

BP-013 **Shock Grenade** (IT-013)

Grenade

Tier III

Grenades

FRONT DESCRIPTION

Calls MASS SHOCK on impact.

REAR DESCRIPTION

MASS - Affects everyone within 3 metre radius of the target.

SHOCK - This call stuns the target in place for 5 seconds.

INGREDIENTS

×1 Coil (IT-064)

×1 Energy Cell (IT-001)

×1 Metal (IT-118)

BP-014 **Fragmentation Grenade** (IT-014)

Grenade

Tier III

Grenades

FRONT DESCRIPTION

Calls MASS BLAST on impact.

REAR DESCRIPTION

MASS - Affects everyone within 3 metre radius of the target.

BLAST- Deals two points of Kinetic Damage.

INGREDIENTS

×1 Explosive (IT-033)

×1 Energy Cell (IT-001)

×1 Metal (IT-118)

BP-015 **Breaching Charge** (IT-015)

Consumable

Tier III

Explosives

FRONT DESCRIPTION

Used to explosively breach through most things on a programmable timer. Calls MASS BLAST on detonation.

REAR DESCRIPTION

MASS - Affects everyone within 3 metre radius of the target.
BLAST- Deals two points of Kinetic Damage.

INGREDIENTS

x2 Explosive (IT-033)

x1 Energy Cell (IT-001)

x1 Electronics (IT-004)

x1 Wiring (IT-002)

BP-033 **Explosive** (IT-033)

Material

Tier II

Explosives

FRONT DESCRIPTION

A small explosive charge.

INGREDIENTS

x1 Fertiliser (IT-228)

x1 Wiring (IT-002)

x1 Adhesive (IT-005)

BP-039 **Signal Flare** (IT-039)

Consumable

Tier II

FRONT DESCRIPTION

Single Use - Used to fire a signal flare that stays aloft for 2 minutes.

INGREDIENTS

x1 Natural Fibres (IT-032)

x1 Propellant (IT-007)

BP-120 **Force Grenade** (IT-120)

Grenade

Tier III

Grenades

FRONT DESCRIPTION

Calls MASS FORCE on impact.

REAR DESCRIPTION

MASS - Affects everyone within 3 metre radius of the target.
FORCE - This calls knocks back, or down, the target.

INGREDIENTS

x1 Propellant (IT-007)

x1 Energy Cell (IT-001)

x1 Metal (IT-118)

Default Known Blueprints

Skill: **Fabrication** · 26 blueprints · 12/06/2026

BP-024 **Repair Patch** (IT-024)

Consumable

Tier II

FRONT DESCRIPTION

Single Use - Repairs kinetic armour to max hits instantly.

INGREDIENTS

×1 Metal (IT-118)

×1 Adhesive (IT-005)

BP-049 **Sample Containment Vessel** (IT-049)

Consumable

Tier II

FRONT DESCRIPTION

Single Use - Used to capture and store a matter sample. Does not provide a preservation effect.

INGREDIENTS

×1 Container (IT-060)

×1 Plastic (IT-006)

BP-060 **Container** (IT-060)

Material

Tier II

FRONT DESCRIPTION

A small container.

INGREDIENTS

×1 Metal (IT-118)

×1 Adhesive (IT-005)

BP-061 **Battery** (IT-061)

Material

Tier II

FRONT DESCRIPTION

A small battery.

INGREDIENTS

×1 Energy Cell (IT-001)

×1 Wiring (IT-002)

BP-062 **Emitter** (IT-062)

Material

Tier II

FRONT DESCRIPTION

A signal emitter.

INGREDIENTS

×1 Electronics (IT-004)

×1 Wiring (IT-002)

BP-063 **Lens** (IT-063)

Material

Tier II

FRONT DESCRIPTION

A focusing lens.

INGREDIENTS

×1 Glass (IT-008)

×1 Adhesive (IT-005)

BP-064 **Coil** (IT-064)

Material

Tier II

FRONT DESCRIPTION

A small electric coil.

INGREDIENTS

×1 Metal (IT-118)

×1 Electronics (IT-004)

BP-065 **Sensor** (IT-065)

Material

Tier II

FRONT DESCRIPTION

A sensor.

INGREDIENTS

×1 Electronics (IT-004)

×1 Wiring (IT-002)

BP-066 **Pump** (IT-066)

Material

Tier II

FRONT DESCRIPTION

A small pump for fluids or gases.

INGREDIENTS

×1 Electronics (IT-004)

×1 Plastic (IT-006)

BP-067 **Cable** (IT-067)

Material

Tier II

FRONT DESCRIPTION

A length of power cable.

INGREDIENTS

×1 Wiring (IT-002)

×1 Rubber (IT-059)

BP-068 **Power Convertor** (IT-068)

Material

Tier II

FRONT DESCRIPTION

A power convertor.

INGREDIENTS

×1 Electronics (IT-004)

×1 Battery (IT-061)

BP-069 **Air Filter** (IT-069)

Material

Tier II

FRONT DESCRIPTION

A portable air filter.

INGREDIENTS

×1 Container (IT-060)

×1 Pump (IT-066)

BP-070 **Rope** (IT-070)

Material

Tier II

FRONT DESCRIPTION

A length of rope.

INGREDIENTS

×2 Natural Fibres (IT-032)

BP-071 **Strap** (IT-071)

Material

Tier II

FRONT DESCRIPTION

A flexible strap.

INGREDIENTS

×2 Synthetic Fibres (IT-034)

BP-072 **Pipe** (IT-072)

Material

Tier II

FRONT DESCRIPTION

A pipe for fluids or gasses.

INGREDIENTS

×2 Plastic (IT-006)

BP-073 **Strut** (IT-073)

Material

Tier II

FRONT DESCRIPTION

A metal strut for reinforcing structures.

INGREDIENTS

×2 Metal (IT-118)

BP-074 **Glass Vial** (IT-074)

Material

Tier II

FRONT DESCRIPTION

A glass vial for containing fluids or specimens.

INGREDIENTS

×2 Glass (IT-008)

BP-075 **Circuit Board** (IT-075)

Material

Tier II

FRONT DESCRIPTION

A circuit board.

INGREDIENTS

×1 Electronics (IT-004)

×1 Glass (IT-008)

BP-119 **Synthetic Fabric** (IT-119)

Material

Tier II

FRONT DESCRIPTION

A unit of Synthetic Fabric.

INGREDIENTS

×2 Synthetic Fibres (IT-034)

BP-121 **Metal Plate** (IT-121)

Material

Tier II

FRONT DESCRIPTION

A unit of Metal Plating.

INGREDIENTS

×2 Metal (IT-118)

BP-164 **Oxygen Tank** (IT-164)

Equipment

Tier II

INGREDIENTS

×1 Propellant (IT-007)

×1 Pump (IT-066)

BP-177 **Splint** (IT-177)

Medical

Tier II

First Aid

FRONT DESCRIPTION

A Splint, used to support an injured limb.

INGREDIENTS

×1 Any Fibres (IT-160)

×1 Metal (IT-118)

×1 Foam (IT-178)

BP-185 **Natural Fabric** (IT-185)

Material

Tier II

FRONT DESCRIPTION

A unit of Natural Fabric.

INGREDIENTS

×2 Natural Fibres (IT-032)

BP-242 **Charcoal** (IT-255)

Material

Tier I

FRONT DESCRIPTION

A unit of Charcoal

INGREDIENTS

×1 Natural Fibres (IT-032)

BP-250 **Tubing** (IT-165)

Material

Tier II

FRONT DESCRIPTION

A unit of Hollow Tubing made of a flexible material.

INGREDIENTS

×1 Plastic (IT-006)

BP-254 **Tourniquet** (IT-179)

Medical

Tier II

First Aid

FRONT DESCRIPTION

Single Use - After spending ten seconds applying to a character in the Critical State, applies a Stabilisation effect (suspending death count). Effect ends if they take any further hits.

INGREDIENTS

×2 Any Fibres (IT-160)

Default Known Blueprints

Skill: **Herbalist** · 9 blueprints · 12/06/2026

BP-156 **Herb Poultice** (IT-156)

Medical **Tier II** **First Aid or Herbalist**

FRONT DESCRIPTION

A simple herb poultice dressing. Restores 2 hits after application (30 seconds).

REAR DESCRIPTION

A dressing impregnated with plants and herbs to aid in would healing.

INGREDIENTS

x1 Any Fibres (IT-160) **x1** Any herb (IT-148) **x1** Any berry (IT-150)

BP-228 **Fertiliser** (IT-228)

Material **Tier I**

FRONT DESCRIPTION

A packet of high quality plant food, for growing plants... and other uses.

INGREDIENTS

x1 Any herb (IT-148) **x1** Any mushroom (IT-149) **x1** Any berry (IT-150)

BP-257 **Sedatives** (IT-172)

Medical **Tier III** **Surgeon**

FRONT DESCRIPTION

Makes the recipient drowsy and their movements and reactions slow.

INGREDIENTS

x1 Thalume (IT-132) **x1** Stubby Brittlebill (IT-123)

BP-264 **Painkillers** (IT-161)

Medical **Tier II** **First Aid**

FRONT DESCRIPTION

A single dose of Painkillers.

INGREDIENTS

x2 Synthmint (IT-130) **x1** Orbis Berries (IT-136)

BP-266 **Local Anaesthetic** (IT-173)

Medical

Tier II

Surgeon

FRONT DESCRIPTION

Provides localised pain relief and loss of feeling to an area of the body upon injection.

INGREDIENTS

×1 Cryosage (IT-131)

×1 Synthmint (IT-130)

BP-269 **Antiseptic** (IT-152)

Medical

Tier II

First Aid

FRONT DESCRIPTION

Used to disinfect wounds.

INGREDIENTS

×3 Any herb (IT-148)

BP-270 **Stimulants** (IT-155)

Medical

Tier II

FRONT DESCRIPTION

A single dose of Stimulants.

INGREDIENTS

×1 Helion Seeds (IT-137)

×1 Goldstalk (IT-126)

×1 Orbis Berries (IT-136)

BP-271 **Antidote** (IT-144)

Medical

Tier III

FRONT DESCRIPTION

A single dose of Antidote. Removes all effects of poisons.

INGREDIENTS

×1 Myrix Pearls (IT-139)

×1 Orbis Berries (IT-136)

BP-272 **Anti-Venom** (IT-158)

Medical

Tier III

FRONT DESCRIPTION

A single dose of Anti-Venom. Removes all effects of Venom.

INGREDIENTS

×1 Creature Venom (IT-159)

×1 Myrix Pearls (IT-139)

Default Known Blueprints

Skill: **Pharmacist** · 7 blueprints · 12/06/2026

BP-146 **Antibiotics** (IT-146)

Medical

Tier II

FRONT DESCRIPTION

A single dose of Antibiotics.

INGREDIENTS

×1 Preservative (IT-151)

×1 Any herb (IT-148)

×1 Any mushroom (IT-149)

BP-152 **Antiseptic** (IT-152)

Medical

Tier II

First Aid

FRONT DESCRIPTION

Used to disinfect wounds.

INGREDIENTS

×1 Gelatinous Compound (IT-153)

×2 Any herb (IT-148)

BP-155 **Stimulants** (IT-155)

Medical

Tier II

FRONT DESCRIPTION

A single dose of Stimulants.

INGREDIENTS

×1 Preservative (IT-151)

×1 Helion Seeds (IT-137)

×1 Goldstalk (IT-126)

BP-171 **Muscle Relaxant** (IT-171)

Medical

Tier II

Physician

FRONT DESCRIPTION

A unit of Muscle Relaxant.

INGREDIENTS

×1 Pyrimidine (IT-252)

×1 Biocompatible Hydrogels (IT-247)

BP-186 **Bio-Foam** (IT-186)

Medical

Tier II

First Aid

FRONT DESCRIPTION

Expanding foam used to fill and seal wounds.
Restores 2 hits after application (30 seconds).

INGREDIENTS

×1 Foam (IT-178)

×1 Medical Sterilisation Fluid (IT-168)

×1 Antiseptic (IT-152)

BP-263 **Painkillers** (IT-161)

Medical

Tier II

First Aid

FRONT DESCRIPTION

A single dose of Painkillers.

INGREDIENTS

×1 Preservative (IT-151)

×1 Synthmint (IT-130)

BP-265 **Local Anaesthetic** (IT-173)

Medical

Tier II

Surgeon

FRONT DESCRIPTION

Provides localised pain relief and loss of
feeling to an area of the body upon injection.

INGREDIENTS

×1 Preservative (IT-151)

×1 Cryosage (IT-131)

Default Known Blueprints

Skill: **Pharmacologist** · 10 blueprints · 12/06/2026

BP-093 **Rage Bait** (IT-093)

Medical

Tier III

FRONT DESCRIPTION

The recipient becomes overly aggressive for 5 minutes, and gains three calls of FORCE on strikes.

INGREDIENTS

×2 Static Dill (IT-134)

×1 Neurobasil (IT-129)

BP-094 **Brickdust** (IT-094)

Medical

Tier III

FRONT DESCRIPTION

The recipient becomes painless for 5 minutes. This does not prevent damage, and can still enter critical state.

INGREDIENTS

×1 Datura (IT-135)

×1 Synthmint (IT-130)

BP-095 **Redline** (IT-095)

Medical

Tier III

FRONT DESCRIPTION

The recipient gains three calls of RESIST for 5 minutes. After 5 minutes, immediately enters critical state.

INGREDIENTS

×2 Helion Seeds (IT-137)

×1 Static Dill (IT-134)

BP-096 **Neon** (IT-096)

Medical

Tier III

FRONT DESCRIPTION

The recipient feels able to connect with technology for 5 minutes, partially disconnecting from reality and their senses.

INGREDIENTS

×2 Chromafennel (IT-133)

×1 Neurobasil (IT-129)

BP-097 **Black Ice** (IT-097)

Medical

Tier III

FRONT DESCRIPTION

The recipient loses any sense of fear for 5 minutes, but store no memories of what happened during that time.

INGREDIENTS

×1 Datura (IT-135)

×1 False Morel (IT-125)

BP-098 **Staydown** (IT-098)

Medical

Tier III

FRONT DESCRIPTION

The recipient becomes unconscious for 5 minutes, and wakes with an awful hangover.

INGREDIENTS

×1 Cryosage (IT-131)

×1 Slippery Jack (IT-122)

BP-100 **Patch** (IT-100)

Medical

Tier III

FRONT DESCRIPTION

The recipient restores all hit points, but becomes very hungry.

INGREDIENTS

×1 Xiang Gu (IT-124)

×1 Orbis Berries (IT-136)

×1 Helion Seeds (IT-137)

BP-102 **Bleach** (IT-102)

Medical

Tier III

FRONT DESCRIPTION

The recipient removes all effects of medicines and drugs. Cannot be used in place of an antidote or anti-venom.

INGREDIENTS

×2 Synthmint (IT-130)

×1 Grass-green Russula (IT-127)

BP-255 **Slo-Mo** (IT-056)

Medical

Tier III

FRONT DESCRIPTION

Makes the user experience things in slow motion for a duration of 5 minutes.

INGREDIENTS

×1 Cryosage (IT-131)

×1 Tessra Fruit (IT-138)

BP-256 **Stasivane** (IT-057)

Medical

Tier III

FRONT DESCRIPTION

The recipient's core body temperature drops significantly, putting them into stasis for 5 minutes, reducing their detectability.

INGREDIENTS

×2 Cryosage (IT-131)

×1 Myrix Pearls (IT-139)

Default Known Blueprints

Skill: **Toxicologist** · 9 blueprints · 12/06/2026

BP-144 **Antidote** (IT-144)

Medical

Tier III

FRONT DESCRIPTION

A single dose of Antidote. Removes all effects of poisons.

INGREDIENTS

×1 Preservative (IT-151)

×1 Myrix Pearls (IT-139)

BP-158 **Anti-Venom** (IT-158)

Medical

Tier III

FRONT DESCRIPTION

A single dose of Anti-Venom. Removes all effects of Venom.

INGREDIENTS

×1 Preservative (IT-151)

×1 Creature Venom (IT-159)

BP-180 **Sudden Death** (IT-180)

Poisons

Tier III

FRONT DESCRIPTION

The recipient enters a deep sleep and appears dead for 1 hour, even under basic medical examination.

INGREDIENTS

×2 Muscle Relaxant (IT-171)

×1 Preservative (IT-151)

×2 Sedatives (IT-172)

BP-181 **Ataxis** (IT-181)

Poisons

Tier III

FRONT DESCRIPTION

The recipient experiences hallucinatory effects and a confused mental state for a duration of one hour.

INGREDIENTS

×2 Datura (IT-135)

×1 Preservative (IT-151)

×1 Stimulants (IT-155)

BP-182 **Chatterbox** (IT-182)

Poisons

Tier III

FRONT DESCRIPTION

The recipient feels compelled to tell the truth and is unable to stop talking for ten minutes.

INGREDIENTS

×1 Neurobasil (IT-129)

×1 Preservative (IT-151)

×1 Myrix Pearls (IT-139)

BP-183 **Tongue Twister** (IT-183)

Poisons

Tier III

FRONT DESCRIPTION

The recipient is unable to speak for one hour, or until treated.

INGREDIENTS

×1 Neurobasil (IT-129)

×1 Preservative (IT-151)

×1 Thalume (IT-132)

BP-251 **Ghost Glass** (IT-240)

Poisons

Tier III

FRONT DESCRIPTION

The imbiber's vision is obscured, and they are unable to make out things more than 10m away for ten minutes.

INGREDIENTS

×1 Chromafennel (IT-133)

×1 Preservative (IT-151)

BP-252 **Tingles** (IT-238)

Poisons

Tier III

FRONT DESCRIPTION

The imbiber is unable to wield or hold an item for more than 5 seconds at a time for ten minutes.

INGREDIENTS

×1 Static Dill (IT-134)

×1 Preservative (IT-151)

BP-258 **Lead Foot** (IT-239)

Poisons

Tier III

FRONT DESCRIPTION

The imbiber is unable to move continuously for more than a few seconds without stumbling over (FORCE) for ten minutes.

REAR DESCRIPTION

"I feel like my feet are made of lead..."

INGREDIENTS

×2 Thalume (IT-132)

×1 Slippery Jack (IT-122)

Default Known Blueprints

Skill: **Weapons Tech** · 10 blueprints · 12/06/2026

BP-009 **Melee Modification - Shock** (IT-009)

Modification

Tier III

FRONT DESCRIPTION

A modification for a Melee Weapon. Calls SHOCK on hit. 2 charges / 10 minute recharge.

REAR DESCRIPTION

(Requires Weapons Tech skill to apply the modification to a weapon)

INGREDIENTS

×2 Battery (IT-061)

×2 Coil (IT-064)

×1 Metal Plate (IT-121)

BP-010 **Melee Modification - Force** (IT-010)

Modification

Tier III

FRONT DESCRIPTION

A modification for a Melee Weapon. Calls FORCE on hit. 2 charges / 10 minute recharge.

REAR DESCRIPTION

(Requires Weapons Tech skill to apply the modification to a weapon)

INGREDIENTS

×2 Battery (IT-061)

×2 Emitter (IT-062)

×1 Metal Plate (IT-121)

BP-011 **Shield Modification - Force Field** (IT-011)

Modification

Tier III

Shield Usage

FRONT DESCRIPTION

A modification for a Shield. Allows the wielder to call MASS FORCE. 1 charge / 10 minute recharge.

REAR DESCRIPTION

(Requires Weapons Tech skill to apply the modification to a shield)

INGREDIENTS

×2 Battery (IT-061)

×2 Emitter (IT-062)

×1 Metal Plate (IT-121)

×1 Power Converter (IT-068)

BP-016 **Shield Modification - Protection** (IT-016)

Modification

Tier III

Shield Usage

FRONT DESCRIPTION

A modification for a Shield. On use, the user plants the shield in the ground, and the shield absorbs all energy damage from sources outside of 3m for 30 seconds. 1 charge / 10 minute recharge.

REAR DESCRIPTION

(Requires Weapons Tech skill to apply the modification to a shield)

INGREDIENTS

×1 Emitter (IT-062)

×2 Battery (IT-061)

×1 Circuit Board (IT-075)

×1 Metal Plate (IT-121)

BP-017 **2H Melee Modification - Ground Force** (IT-017)

Modification

Tier III

Two Handed Melee

FRONT DESCRIPTION

A modification for a 2H Melee Weapon. On use, the user slams the weapon into the ground, and calls MASS FORCE. 1 charge / 10 minute recharge.

REAR DESCRIPTION

(Requires Weapons Tech skill to apply the modification to a shield)

INGREDIENTS

×2 Battery (IT-061)

×2 Emitter (IT-062)

×1 Metal Plate (IT-121)

BP-018 **Federation Sidearm** (IT-018)

Ranged

Tier III

FRONT DESCRIPTION

A common, federation issue energy sidearm.

INGREDIENTS

×3 Energy Weapon Parts (IT-080)

×1 Rubber (IT-059)

×1 Plastic (IT-006)

×1 Metal (IT-118)

BP-023 **Combat Shield** (IT-023)

Shield

Tier III

Shield Usage

FRONT DESCRIPTION

A shield, which absorbs kinetic and energy damage.

INGREDIENTS

×3 Metal Plate (IT-121)

×2 Synthetic Fabric (IT-119)

×1 Rubber (IT-059)

BP-076 **Melee Weapon (2H)** (IT-076)

Melee

Tier III

Two Handed Melee

FRONT DESCRIPTION

A two handed weapon.

INGREDIENTS

×2 Metal Plate (IT-121)

×1 Synthetic Fabric (IT-119)

×2 Pipe (IT-072)

BP-077 **Bow** (IT-077)

Ranged

Tier III

Bows

FRONT DESCRIPTION

A bow or crossbow.

INGREDIENTS

×2 Plastic (IT-006)

×2 Rubber (IT-059)

×2 Strap (IT-071)

BP-083 **1H Melee Weapon** (IT-083)

Melee

Tier III

FRONT DESCRIPTION

A simple one handed melee weapon.

INGREDIENTS

×1 Metal Plate (IT-121)

×1 Synthetic Fabric (IT-119)

Default Known Blueprints

Skill: **Wearables Tech** · 7 blueprints · 12/06/2026

BP-019 **Personal Field** (IT-019)

Field

Tier III

FRONT DESCRIPTION

Absorbs 3 points of Energy damage / 10 minute recharge.

INGREDIENTS

×1 Emitter (IT-062)

×1 Electronics (IT-004)

×1 Battery (IT-061)

BP-020 **Light Kinetic Armour** (IT-020)

Apparel

Tier III

FRONT DESCRIPTION

Absorbs 2 points of Kinetic damage.

INGREDIENTS

×2 Synthetic Fabric (IT-119)

×2 Strap (IT-071)

×2 Metal Plate (IT-121)

BP-021 **Hazard Suit** (IT-021)

Apparel

Tier III

FRONT DESCRIPTION

Protection from biological, chemical and radiological effects.
Does not protect against atmospheric hazards.

INGREDIENTS

×2 Synthetic Fabric (IT-119)

×1 Air Filter (IT-069)

×1 Pump (IT-066)

BP-055 **Medium Power-Armour** (IT-055)

Apparel

Tier III

Medium Armour

FRONT DESCRIPTION

Absorbs 2 points of kinetic damage / 5 minute recharge.

INGREDIENTS

×3 Metal Plate (IT-121)

×1 Circuit Board (IT-075)

×1 Battery (IT-061)

×2 Wiring (IT-002)

BP-078 **Medium Kinetic Armour** (IT-078)

Apparel

Tier III

Medium Armour

FRONT DESCRIPTION

Absorbs 4 points of Kinetic damage.

INGREDIENTS

×3 Synthetic Fabric (IT-119)

×2 Strap (IT-071)

×3 Metal Plate (IT-121)

×3 Rubber (IT-059)

BP-079 **Heavy Kinetic Armour** (IT-079)

Apparel

Tier III

Heavy Armour

FRONT DESCRIPTION

Absorbs 8 points of Kinetic damage.

INGREDIENTS

×3 Synthetic Fabric (IT-119)

×2 Strap (IT-071)

×4 Metal Plate (IT-121)

×4 Rubber (IT-059)

BP-113 **Auto-Injector** (IT-113)

Wearable

Tier III

FRONT DESCRIPTION

While worn, can store a single application of a drug, which can be applied instantly.

INGREDIENTS

×1 Glass Vial (IT-074)

×1 Pipe (IT-072)

×1 Synthetic Fabric (IT-119)

×1 Carbon Fibre (IT-003)