

QUANTEK USER GUIDE

Flavour of Quantek

Quantek is not understood by modern CORE society. The Mi-Compilers might know more about it, but they are not telling. Thus, Quantek devices are rare gems, tightly regulated by CORE Command. They are not allowed in civilian hands and any device lost will be recovered at any cost. High-powered items such as Buster Guns are only assigned on a temporary basis - they are too valuable to be tied down in one place for a long time. Implants are of course different. They are used to build "special" agents with powers beyond that of a mere mortal.

Using Quantek Items

Whenever a Quantek item requires a skill check, use either the required skill or the Quantek skill, whichever is lower. This represents the inherent "alienness" of these devices. In order to use a quantek device, one has to have an empty Quantek interface slot left. Thus, in order to use a buster gun and a Quantek-powered sensor helmet at the same time, an agent without implants would need a cpx of 2 in Quantek skill.

Implanting Quantek

For every basic item other than armour, weapons, and really bulky stuff, there exists a Quantek implant. These implants can be used at will but take a Quantek skill roll of 4+ to activate. It is possible to leave an implant active all the time but this increases its detection chance.

- Weapons take up Quantek slots based on their Threat Value.
- Armour takes up one slot per x points of armour.
- Alternative movement modes take up x slots per 10 m/round.
- Tractor beams are built like a weapon and have the same slot cost.