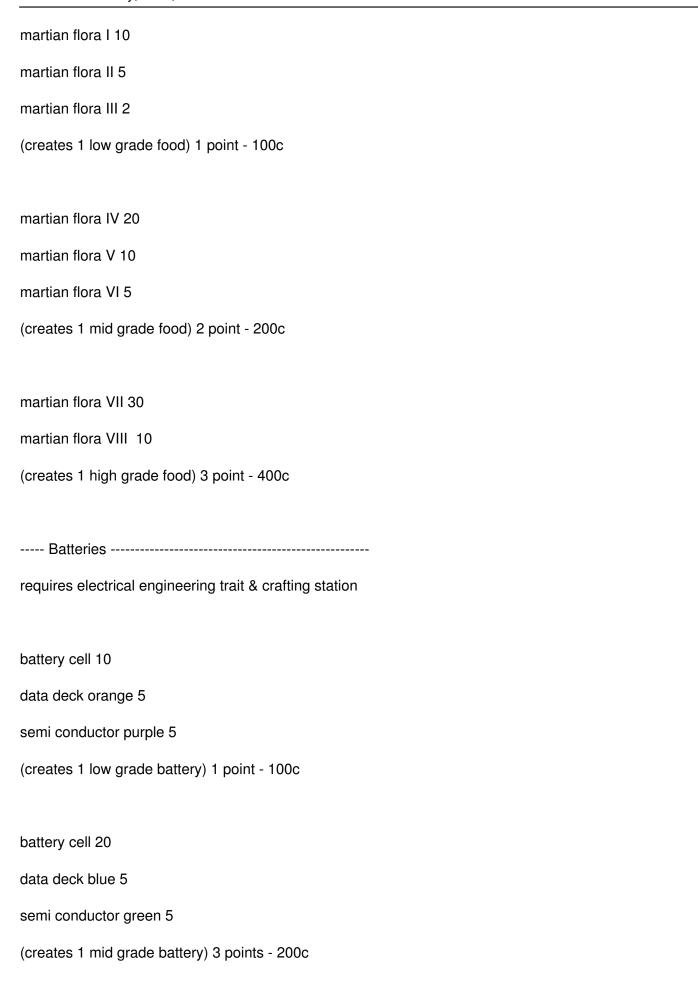
VASC - MARS

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Crafting Recipes Posted by stark - 26 Jan 2012 20:41
Recipes represent crafted material for the different departments. The Recipes require that the appropriate items be collected and a skill test roll which determines the success of the crafted item. Some crafted recipes require research credits.
Water
Requires water processing trait & H20 processor
low grade ice 10
mid grade ice 5
high grade ice 2
(creates 1 low grade water) 1 point - 200c
low grade ice 20
mid grade ice 10
high grade ice 5
(created 1 mid grade water) 3 points - 400c
low grade ice 40
mid grade ice 20
high grade ice 10
(creates 1 high grade water) 6 points - 800c
Food
requires cooking trait & food processor



battery cell 30 data deck black 5 semi conductor blue 5 (creates 1 high grade batter) 8 points - 400c battery cell 40 data deck black 10 semi conductor black 5 cyber deck A 2 (creates one full charge battery) full points - 1000c ----- Drugs -----Requires pharmaceutical trait & pharmaceutical station Roboxin - Martian Flora Ix5, IIx5, IIIx5 (+5% Hack, Security, Barter)A Kotrel - Martian Flora Ix8, IIx10, IIIx5, IVx2 (+10% Sneak, Science) R1 Cyprexa - Martian Flora Ix20, IIx20, IVx18 (May reconfigure attributes priorities) R4 Hypogen - Martian Flora IIx10, IVx10 (+10% medical, science, pilot)R2 ProMatrix - DNA Samples Ix10, Vx20, VIx16 (+25% Charisma, +10% Barter)R3 Stratliform DNA Samples IIx15, IVx22, VIIIx32 (Be put back into rotation w/ wounds) A TransliDerm DNA Samples IIx20, IIIx18, VIIx25 (Reroll failed roll instant) R4 Repligraf - DNA Samples Vx15, VIIx14, VIIIx30 (+50% to Prestige passed checks) A