

Skill Consumables			
Skill consumables are available to be used by any character with the relevant Skill. Consumables are single use items and unless stated otherwise the effect is instant.			
Name	Cost	Description	Skill
Dampening Field	5	Adds Mass to use of VANISH. Requires 10 seconds prep to use. To benefit from the effect characters must remain within mass (3m) Range. This does not remove the remove the Cover requirement.	Exploration
Smoke Grenade	2	Provides Temporary cover to allow use of VANISH call	Exploration
Tandem Harness	2	Allows one additional character to Drop/extract with you when using Drop Trooper	Exploration
Explosive Device	1	One Explosive Device	Explosives
Disposal Kit	2	Automatic Success on Next Demolitions draw.	Explosives
Prayer Ribbon	2	Recover 1HP Meditate over the Ribbon for 5 seconds	Integrity
Autosurgeon	2	Automatic Success on Next Surgery draw.	Medicae
Detox	2	Removed Poisoned Effects and any other Drug related effects from target	Medicae
Doze	1	Use on Target that is under the effect of SUBDUE to keep them unconscious for 1 hour.	Medicae
Psykout	2	Psyker cannot use powers until purged or 1 hour has passed. (Only usable on restrained or willing target)	Medicae
Promethium Injector	2	Reduces cost of RAMMING SPEED to 0 HP	Piloting
Automated repair tools	2	Automatic Success on Next draw for Mechanics challenge.	Technical
Security Spike	2	Automatic Success on Next draw for Security challenge.	Technical
Cooperative Data Sprite	2	Automatic Success on Next draw for Cog Hacking challenge.	Technical
Auto Injector	5	Ignore First Trauma Card	Toughness

Trait Consumables			
Trait consumables are available to be used by any character. Consumables are single use items and unless stated otherwise the effect is instant. the relevant Trait.			
Name	Cost	Description	Trait
Prayer Focus	3	Regain 1 use of a Psychic Ability	Psyker/Mutant/Navigator
Machine Focus	3	Regain 1 use of a Tech Priest Ability	Tech Priest
Volatile Cocktail	3	Reduce cost of single use of a Mutation ability to OHP	Mutant
Emperor's Totem	3	Reduce cost of single use of a Faith ability to OHP	Faith
Warp Lense	3	Reduce cost of single use of a Navigator ability to OHP	Navigator

General Consumables		
General consumables are available to be used by any character regardless of skills. Consumables are single use items and unless stated otherwise the effect is instant.		
Name	Cost	Description
Klot	2	Call STOP BLEED. Requires 10 seconds of RP to use. (Cannot be used on Self)
Azoth	4	Calls HEAL. Requires 5 seconds to use
Imperial Emblem	4	Recover 1HP Meditate over the Ribbon for 5 seconds
Ablative Plates	2	Gain 1 Max Body during next Linear

Narcotics			
Narcotics can be used by any character, but unlike other consumables Narcotics have both positive and negative effects.			
Name	Cost	Benefit	Side effects
Reflex	2	Gain 2 Free Dodge calls during next Linear (Dodges not usable againes PSYCHIC calls)	Treat all PSYCHIC calls as STUN while under the effects of Reflex
Kalma	2	Can Resist FEAR 3 times for no HP cost during next Linear	While under the effects of Kalma call NO EFFECT to INSPIRE calls
Barrage	3	Can call NO EFFECT to KNOCKDOWN calls during next linear	Drop to 0 Body and start Bleed count once combat ends
Frenzon	3	Immune to FEAR calls during next Linear	While under the effects of Frenzon you must charge at any target that making a FEAR call
Spur	3	Gain 2 Body and 2 minute bleed count for next linear	Reduce max Body hits by 2 and bleed count by 2 minute for 60 minute once the effects of Spur end
Klay	3	During Challenges (including surgery) draw twice from the success deck every minute for the next 60 minutes	Once the effects of Klay end, no Challenges (including surgery) can be undertaken for 60 minutes

Ranged Consumables		
Ranged Consumables CALLs can only be used in weapons capable of making the CALL. If your character already has the relevant CALL provided by the consumable there is no HP cost for using the consumable.		
Name	Cost	Description
Rubber Ammo	0	Load into a ranged weapon. That weapon can only call SUBDUE
Jangler Ammo	2	Load into a valid Ranged weapon. Allows a single use of STUN for 2HP.
Ripper Ammo	3	Load into a valid Ranged weapon. Allows a single use of MAIM for 2HP.
High Calibre Round	2	Load into a valid Ranged weapon. Allows a single use of KNOCKDOWN for 2HP.
Anti Material Round	2	Load into a valid Ranged weapon. Allows a single use of HEAVY for 1HP.
Blessed Ammo	10	Load into a valid Ranged weapon. Allows a single use of FATAL for 3HP.

Melee Consumables		
Ranged Consumables CALLs can only be used in weapons capable of making the CALL. If your character already has the relevant CALL provided by the consumable there is no HP cost for using the consumable.		
Name	Cost	Description
Mono Sharpening	3	Load onto a valid Melee weapon. Allows a single use of MAIM for 2HP.
Repulsor Field	3	Load onto a valid Melee weapon. Allows a single use of DISARM for 1HP.
Power Dampener	0	Load onto a Melee weapon. That weapon can only call SUBDUE
Shock Charge	2	Load onto a valid Melee weapon. Allows a single use of STUN for 2HP.
	2	Load onto a valid Melee weapon. Allows a single use of KNOCKDOWN for 2HP.
Blade Blessing	10	Load onto a valid Melee weapon. Allows a single use of Fatal for 3HP.