

Capt. Mitch Mitchel
Inventory

****FINANCE****

26700.3 Credits

200 Plat

56,200 Credits banked for ship upkeep.

****ON HIS PERSON****

Holster, Tactical

Pistol, Heavy ROF: 2, mag 12 damage: d8 w, range: 120

Shotgun, automatic ROF 3, mag 10, damage d10 w, Range 40

****STORED ON THE SHIP****

-Space Pot x 0 oz (consumes .5oz per gaming session)

-Hand Grenade x4

-Stun Grenade / flashbang x1

-Cutting Torch x1 +1 Skill Step bonus

-Drink, Good Whisky x2

-Foodstuffs (each feeds 1 person for 1 week) x55

-Gun cleaning kit

-lockpicks +1 Lockpicking Skill Step bonus,

-mag charge x1

-Mining Charge x1

-sealed electronic lockpicks +1 Electronic Lockpicking Skill Step bonus,

-Scuba Gear Kit (Contains wet suit, two tanks w/valves, regulator, mask w/communications and a built-in headlight, fins, weights, and underwater multi-band) +1 Diving Skill Step bonus

-Diving Sled - an underwater hover mule with a 250lbs payload limit

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****Ship supplies****

Owed on ship: 0

Current Fuel: 575 Total Fuel 575

-Seeds for Grow room

anti-venom x9

anti-psychiotc x9

Antidote x9

anti-rejection x9

-Ships Papers