



## DOCUMENT TITLE: EQUIPMENT

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### **Starting Equipment**

You have already completed the “bridge” episode between the Iron Kingdoms Campaign and the Tides of Change Campaign. Congratulations on that! However, you have begun the new campaign in quite a predicament, and things are probably going to get worse before they get better, sorry to say. Therefore, starting equipment will have the limitation of not being able to pick anything from the Very Expensive Items sections on the lists between page 240 and 254. There will be no exceptions to this. Due to the nature of who your group is and where they have been calling “home” for the past year, you will be able to choose items from both the Fantasy and Science Fiction tables. All characters will also be beginning the game with a single Cypher, randomly generated and assigned by the GM. Nothing out of the ordinary will be allowed for your characters at the start, so don’t try sneaking in that super laser sword or repeating blaster cannon. Bad things will happen if you do. *{Evil Grin}*

### **Future Equipment**

The range of equipment you can find beginning in Episode 9 is enormous. Much like other Cypher System games, Tides of Change will be a grand adventure primarily about exploration, investigation, and discovery. That includes all kinds of very cool weapons, armors, gadgets, treasures, oddities, and everything in between. You may be starting off somewhat lean – but that will change in short order.

### **Cyphers/Artifacts**

Characters will find cyphers on a somewhat consistent basis, depending of course on the party’s ability to circumvent the world and locate these enormously fun items. I suggest you don’t horde them or save them for a rainy day. When the proper moment presents itself, pull these suckers out and use them. That’s what they are there for. Artifacts will be quite rare finds that will be worth the wait when you do uncover them.

### **The Hallowed Eve**

The starship you found yourself on as Episode 8 began will be with you (off and on) throughout the Tides of Change Campaign unless of course you manage to lose it. Or break it. Or crash it. Barring those things however, you should be able to call this your ‘base of operations’ when it is convenient to do so. This will vary throughout the campaign as you weave your way through the fluid and emergent storyline that you will help direct.

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## **The Signal Beckons**



# The Tides of Change Campaign