

**CHART A (20-Int)**

Pistols  
Rifles  
Energy Weapons  
Grenades  
Bombs  
Missiles  
Defensive Armor  
Portent  
Energy Cloak  
Control Baton  
Communications Sender  
Anti-gravity Sled  
UV/IR Goggles  
etc

**CHART B (25-Int)**

Offensive Armor  
Combustion Vehicles  
Turbine car  
Hover car  
Flit car  
Medi-kit  
Energy cell charger  
Rejuv-chamber  
Stasis chamber  
etc

**CHART C (30-Int)**

Environmental car  
Bubble car  
Permanent Cyb. inst.  
Think tank  
Life ray  
Main building computer  
Broadcast power station  
etc

Depending on what chart the artifact belongs to, take the chart number (see above) and subtract the character's intelligence from it. This becomes the player's goal number.

The player start at 5.

The player will then pick either “higher”, “lower” or “the same” and then roll a d10.

If the player guessed correctly, then they get to try again. If he or she is wrong then the player must start back at the first try and reset back to 5. The person trying to identify the artifact will do this until he or she has guessed correctly consecutively the number of times that matches his or her goal number.

Every 5 rolls takes an hour of tinkering.

If the character has an ability or anything that earns him or her a “-2 to your artifact identifying rolls” he or she can adjust the number rolled by 2 in either direction.

On every third guess, if the player guessed wrong, have the player roll an intelligence check. If this fails then the character has accidently hurt him or herself or others around the character (if the item has the capability to cause harm).

Optional rule: After failing 3 times have the player roll an intelligence check to see if the item has caused harm to the character or others around him or her.

If a player decides to take a break from tinkering make sure they note how many consecutive successes they have had, since they will be allowed to start where they left off.