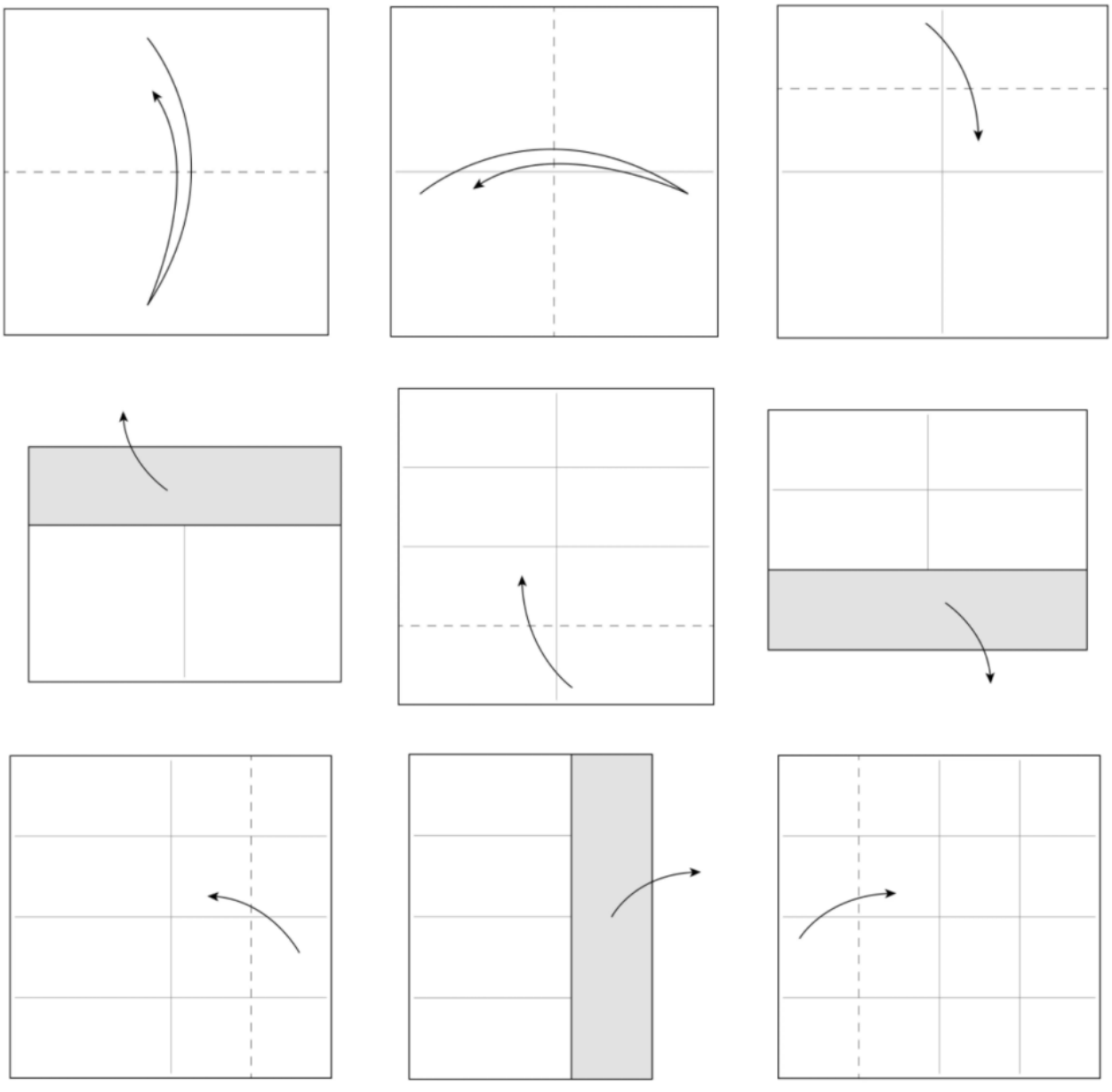
LEGENDA:

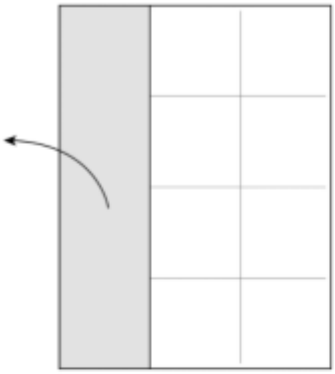
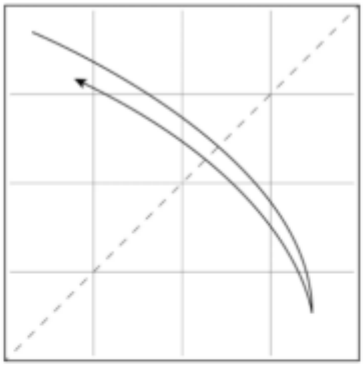
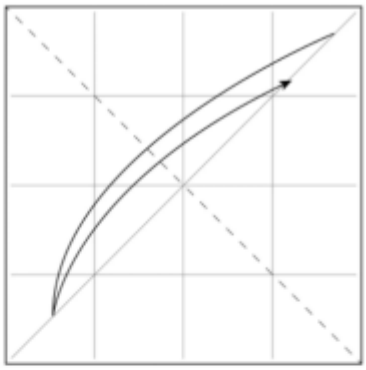
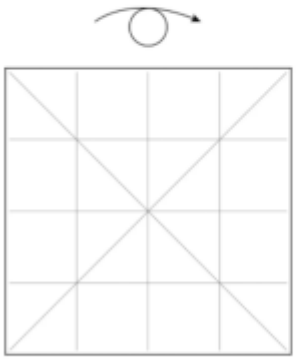
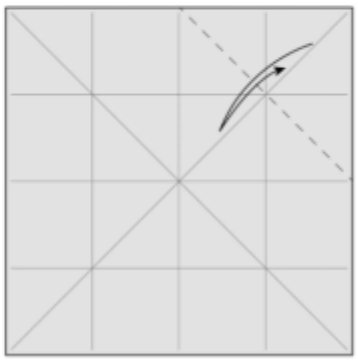
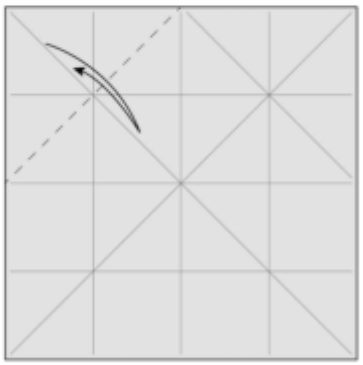
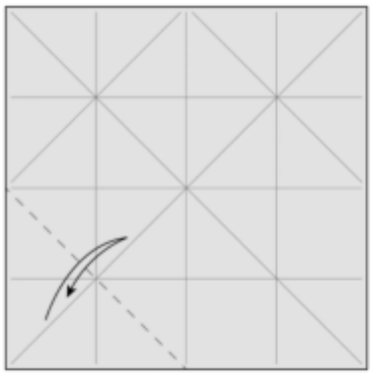
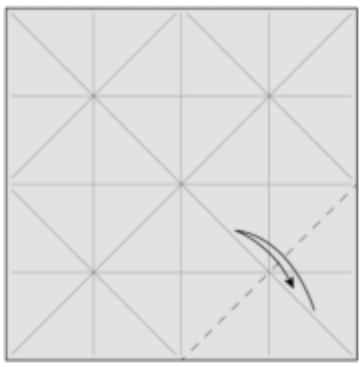
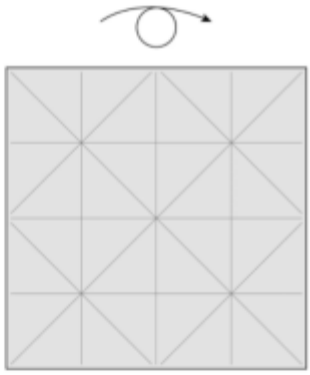
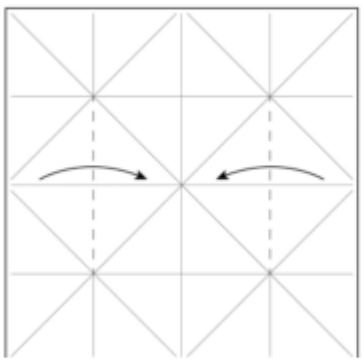
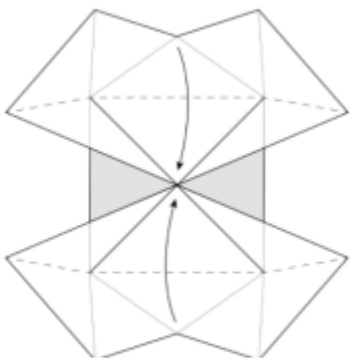
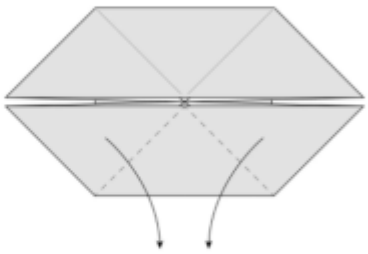
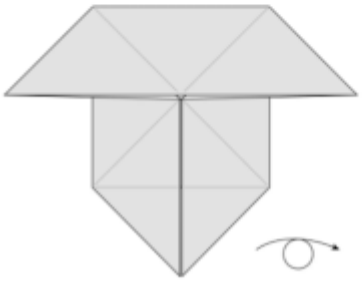
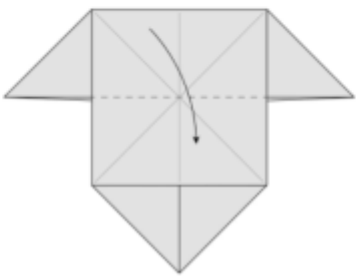
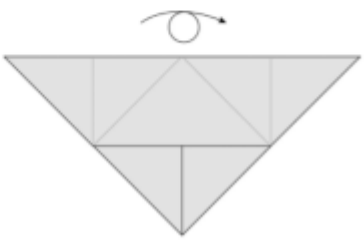
Semilavorato:	qualunque prodotto che non abbia un utilizzo proprio e sia usato esclusivamente come parte di un'altra lavorazione. Es. Acido forte, sostanza neutra inerte.
Lavorazione semplice:	qualunque prodotto derivante dalla lavorazione di due componenti base e può essere utilizzato per ulteriori lavorazioni, pur avendo anche un utilizzo proprio. Es. Sintopelle, balsamo lenitivo.
Lavorazione avanzata:	qualunque prodotto derivante da una lavorazione che contenga almeno un composto semplice. Può essere utilizzato per ulteriori lavorazioni, pur avendo anche un utilizzo proprio. Es. Granata, antinfestante.
Lavorazione complessa:	qualunque prodotto derivante da una lavorazione che contenga almeno un composto avanzato. Può essere utilizzato per ulteriori lavorazioni, pur avendo anche un utilizzo proprio. Es. Protesi Arto inferiore Standard

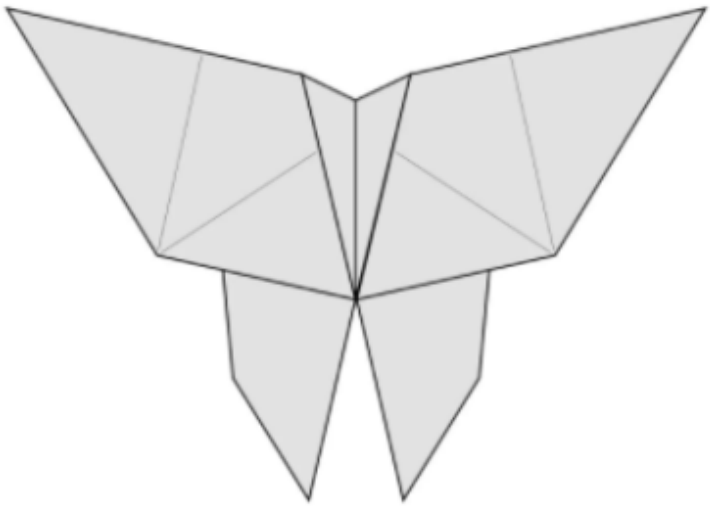
Legenda:
[…]C — semilavorato/componente da lavorazione chimica
[…]M — semilavorato/componente da lavorazione meccanica
[…]E — semilavorato/componente da lavorazione elettronica

PRONTUARIO LAVORAZIONI SEMPLICI

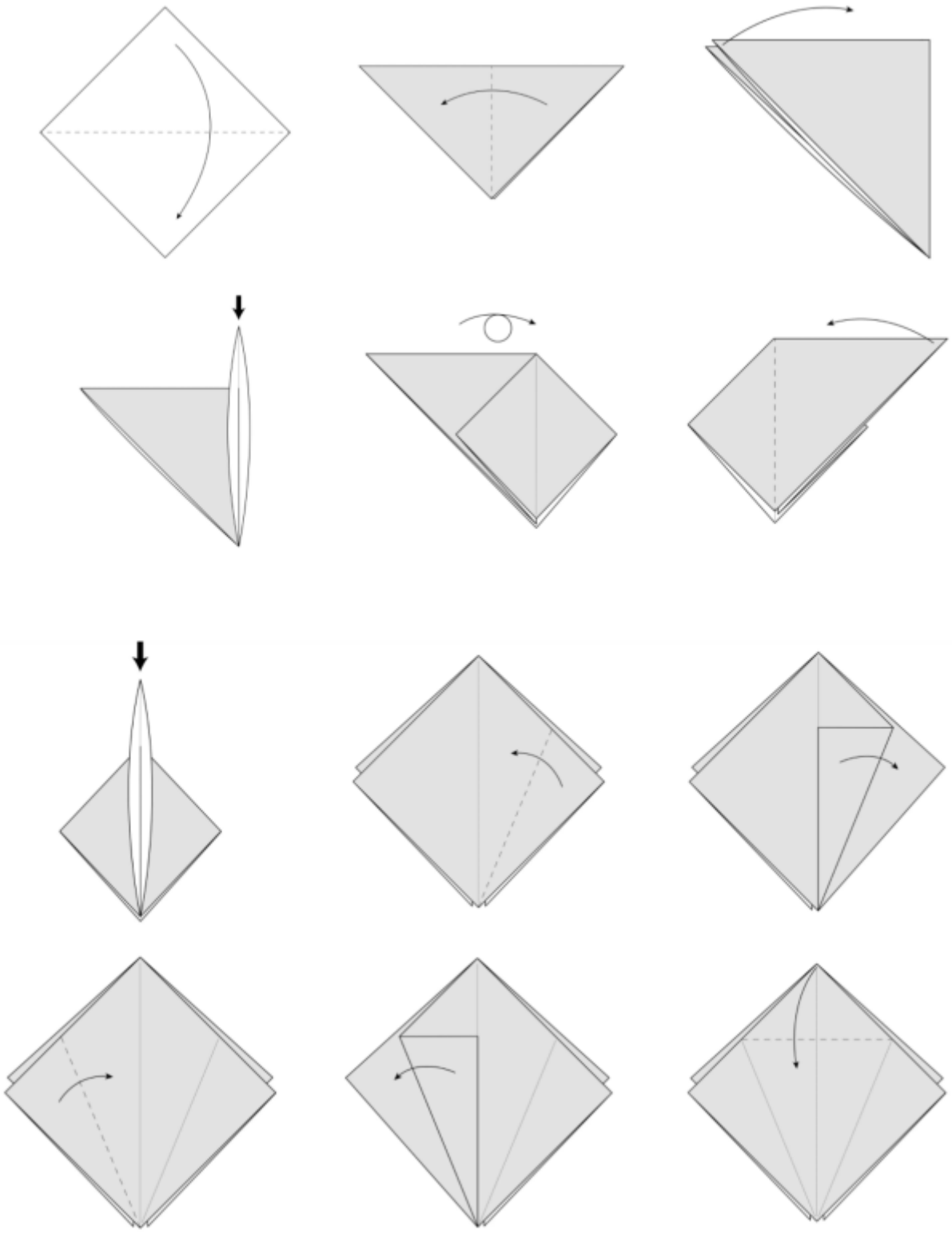
Nome Prodotto: Super Fascio Conduttore
Caratteristiche: Semilavorato. Sistema avanzato trasporto dati/energia.
Materiali richiesti: Fibre Conduttrici x 2

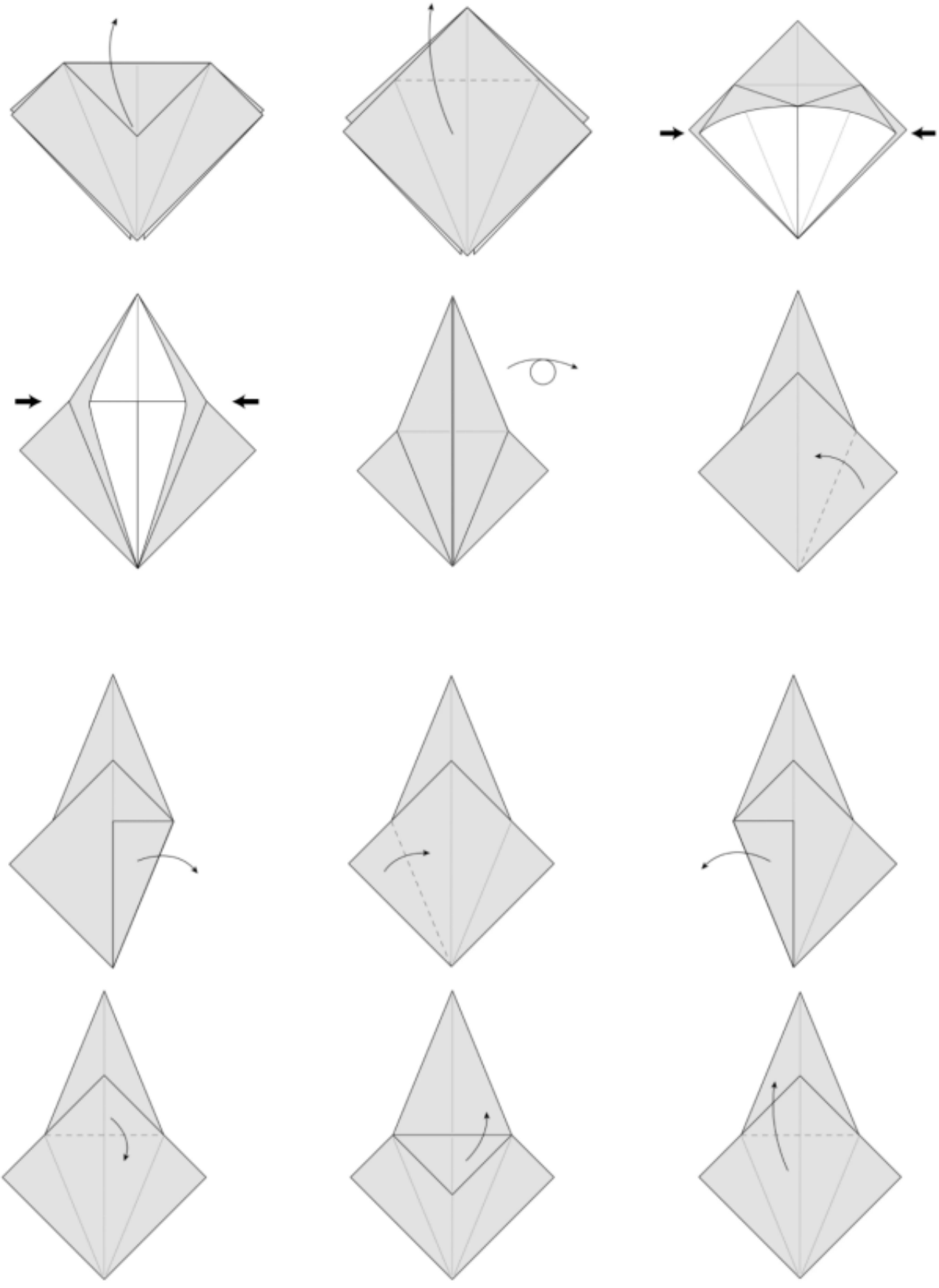


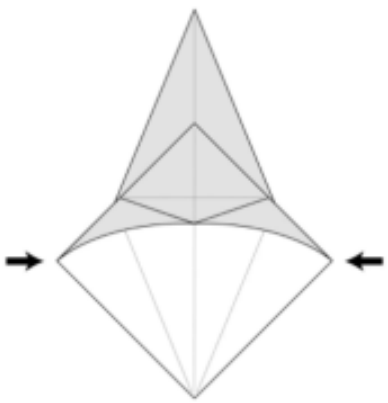
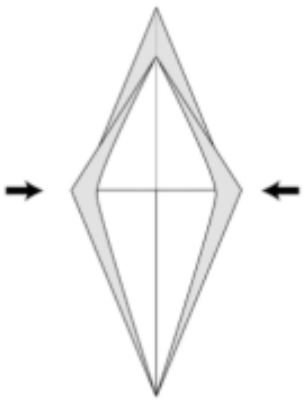
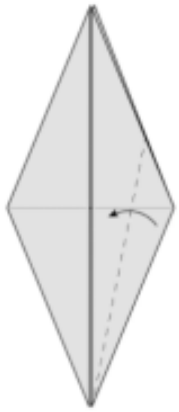
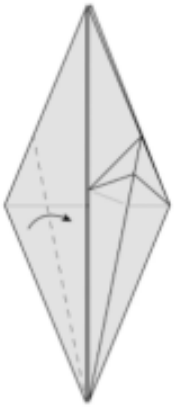
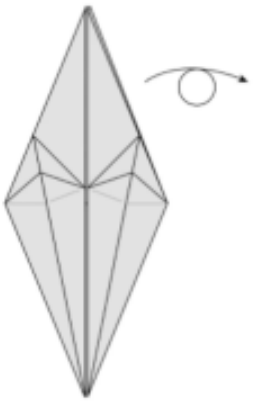
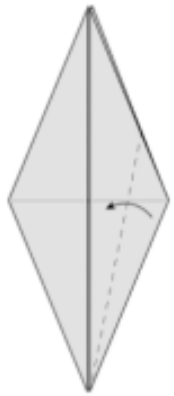
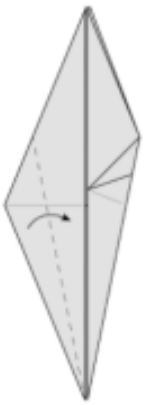
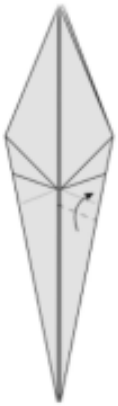
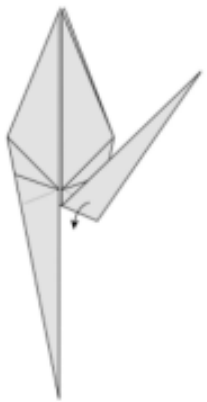
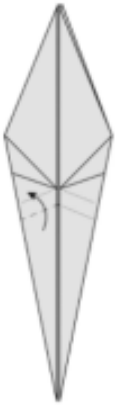
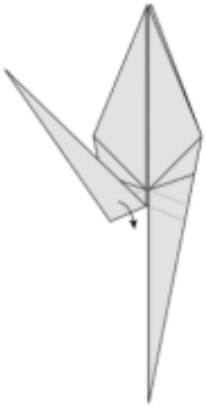
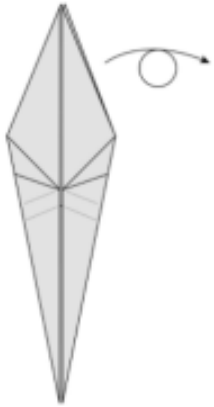
















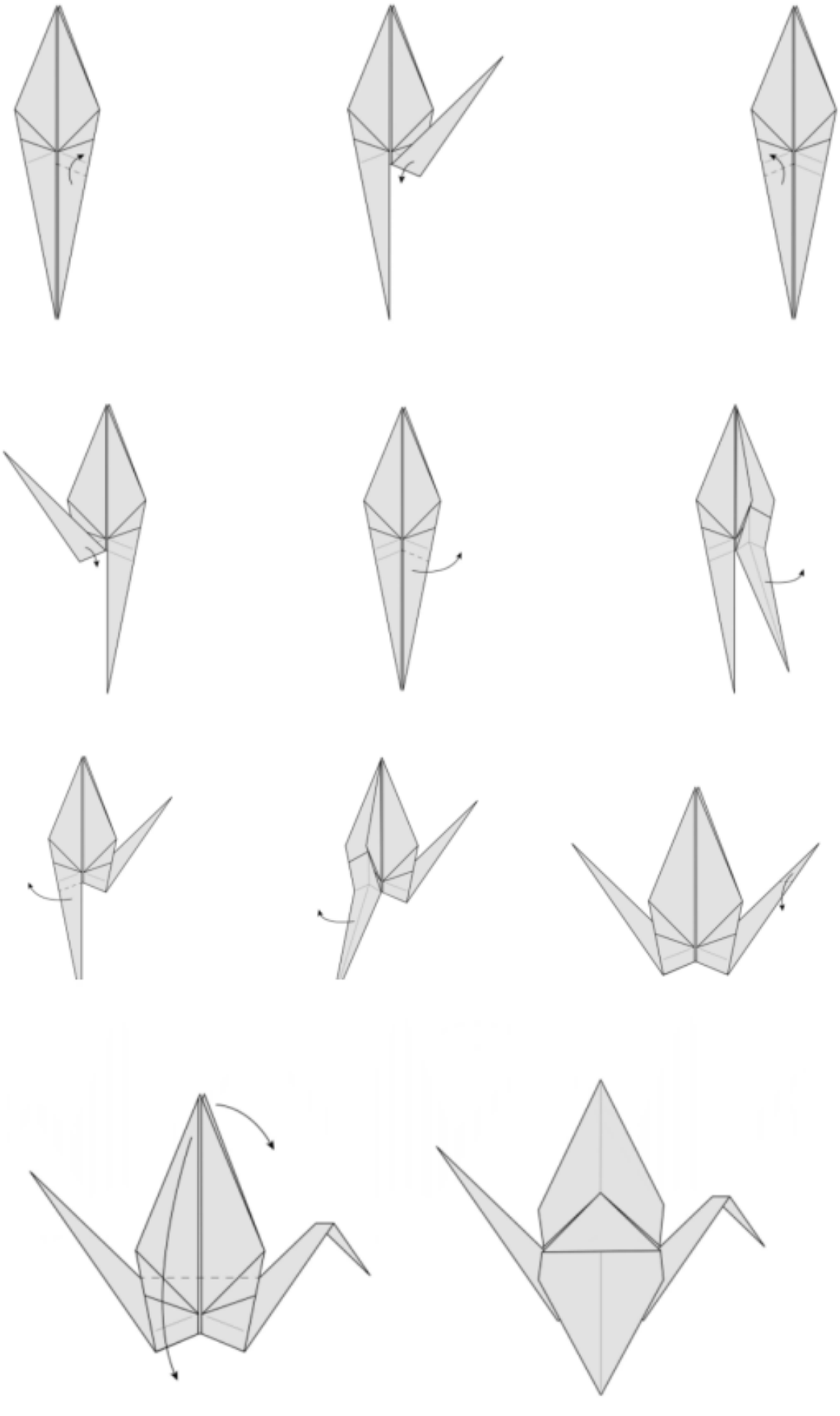


Nome Prodotto: Comando impulsi/Transistor
Caratteristiche: Semilavorato. Componente per regolazioni di varie funzioni all'interno di un sistema.
Materiali richiesti: Fibre Conduttrici + Chip Standard Multifunzione

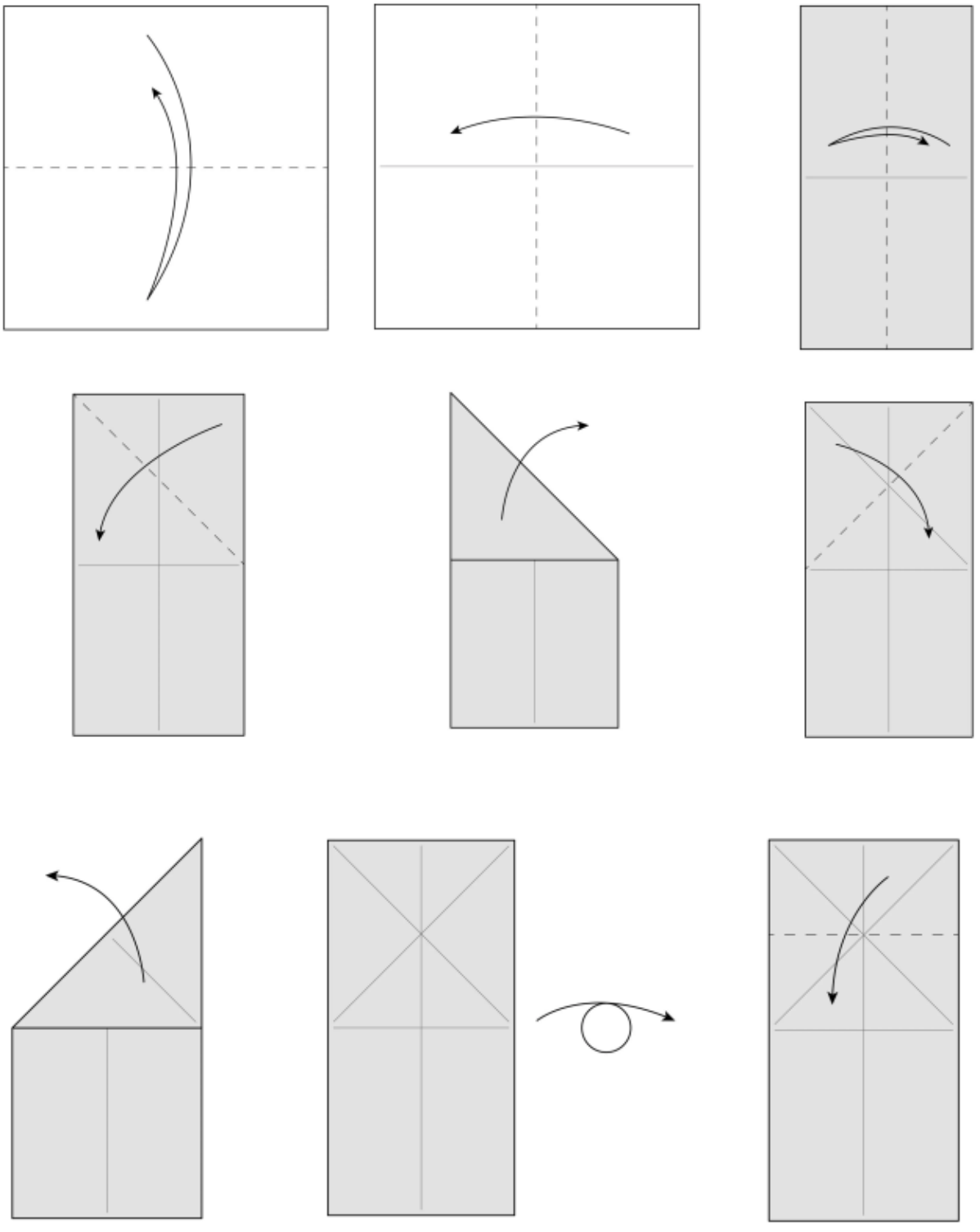


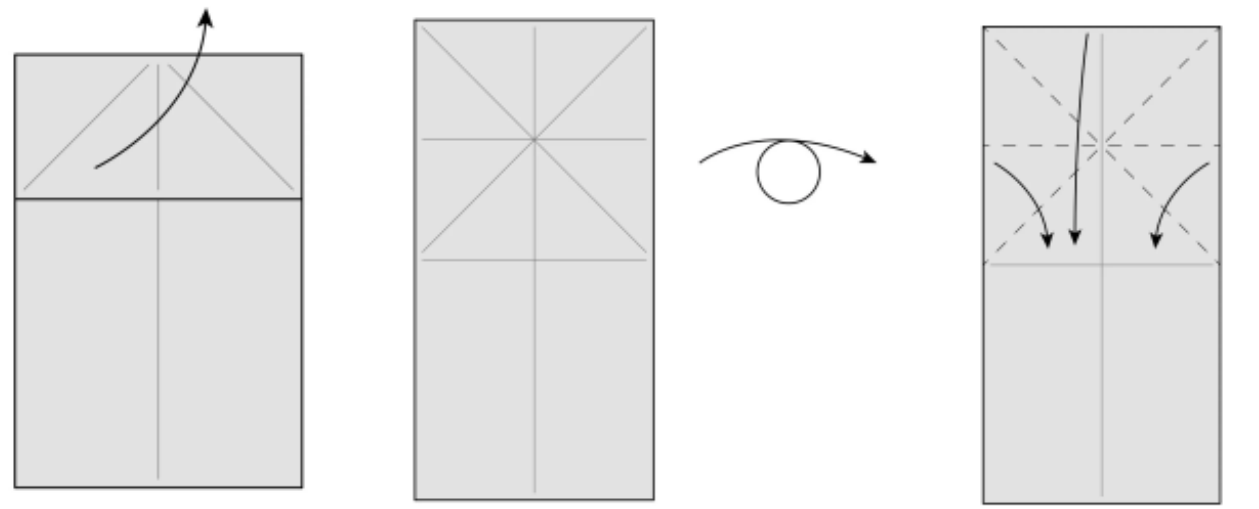


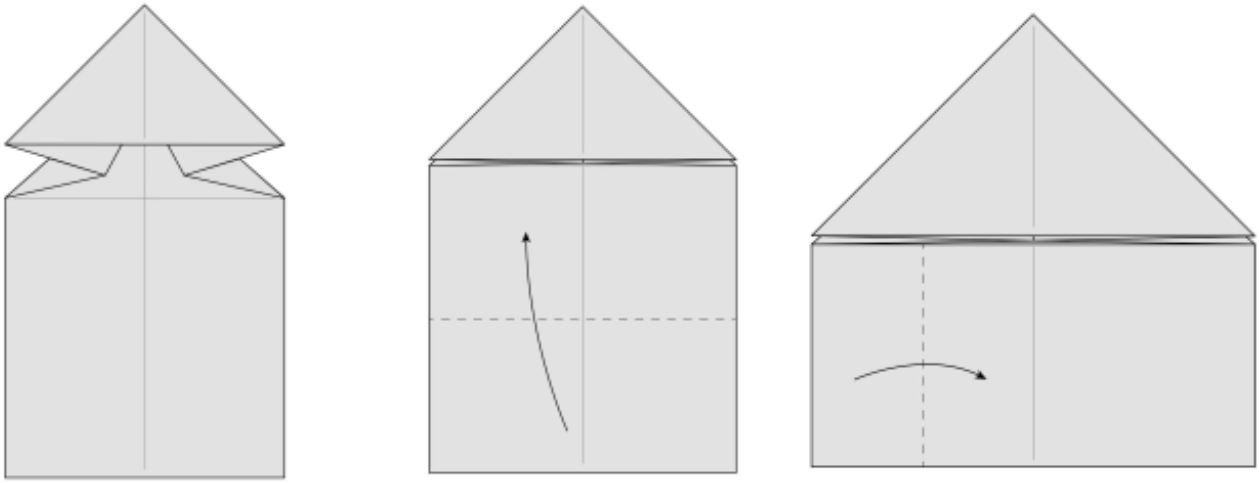













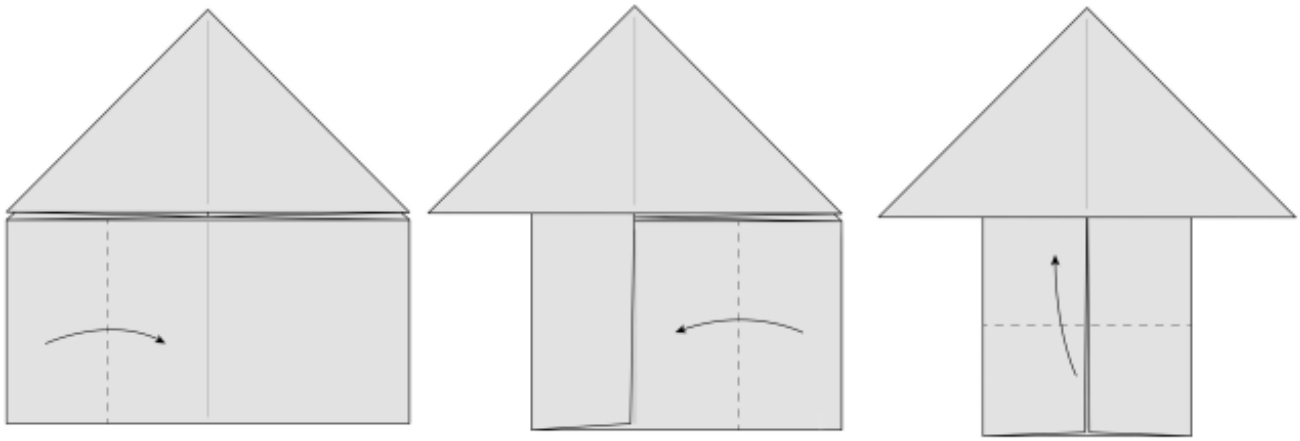


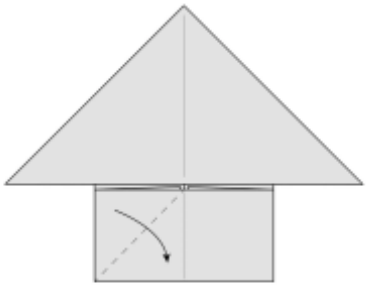
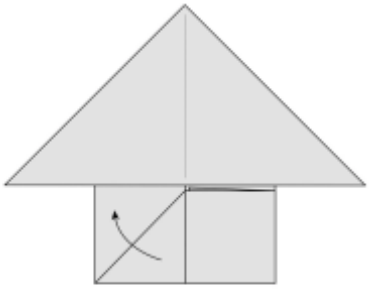
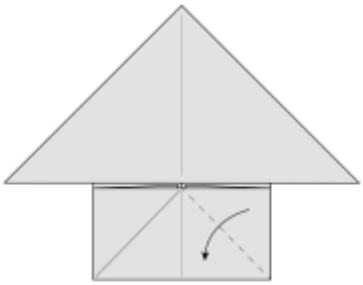
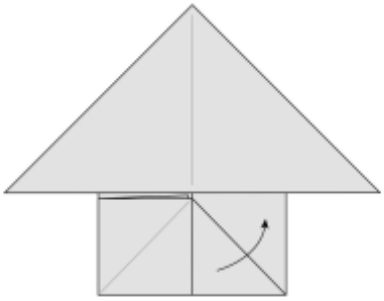
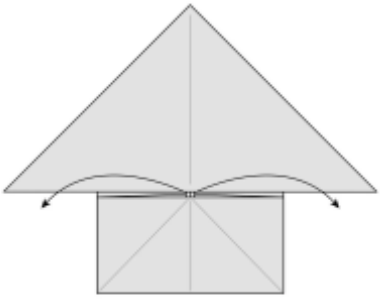
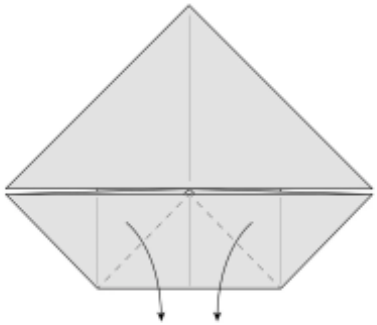
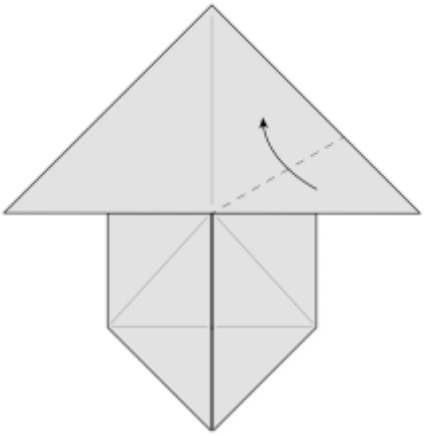
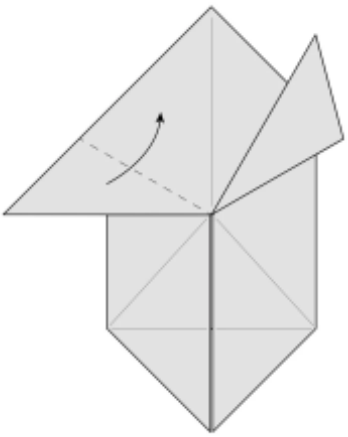
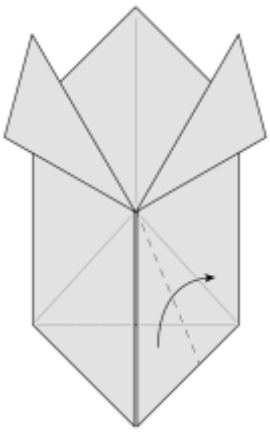
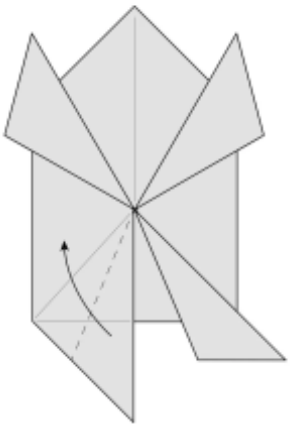
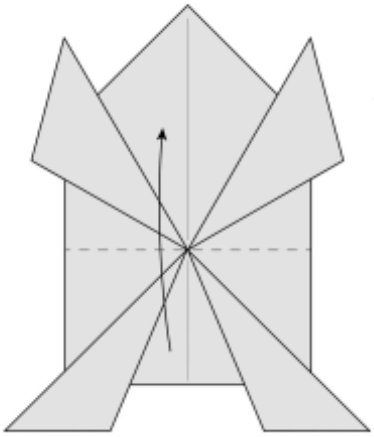
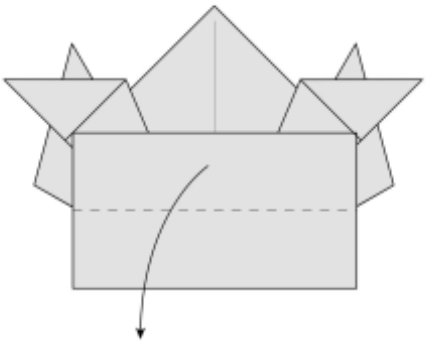
Nome Prodotto: Super Magnete
Caratteristiche: Semilavorato. Super magnete ad elevata potenza, necessita di alimentazione.
Materiali richiesti: Fibre Conduttrici + Magnete al Neodimio

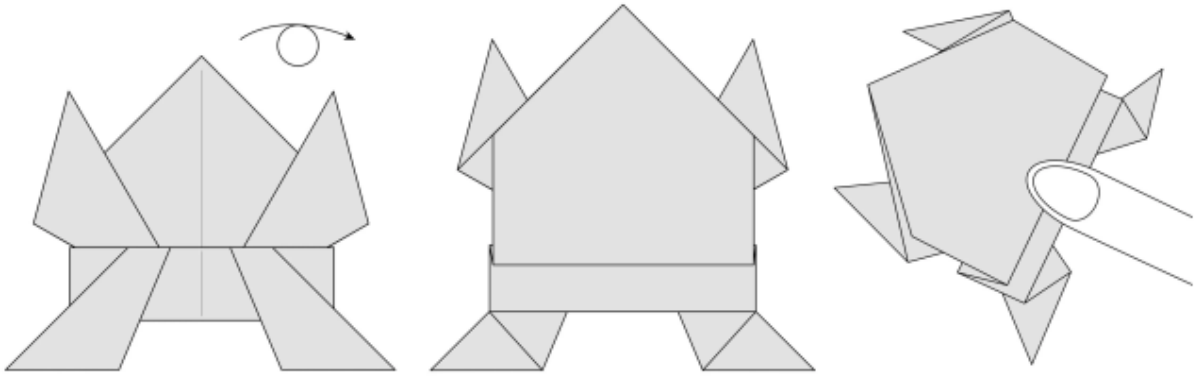




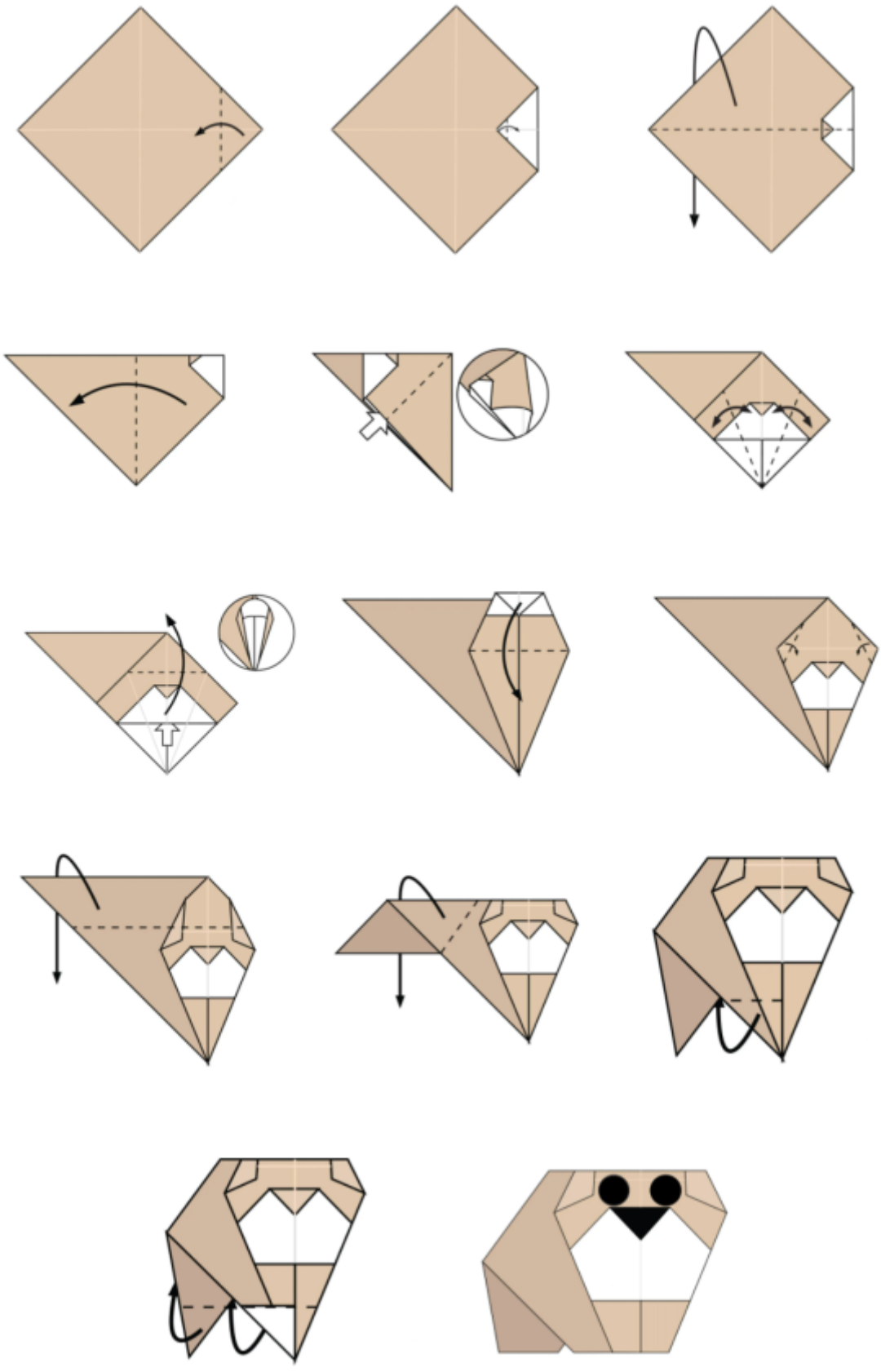




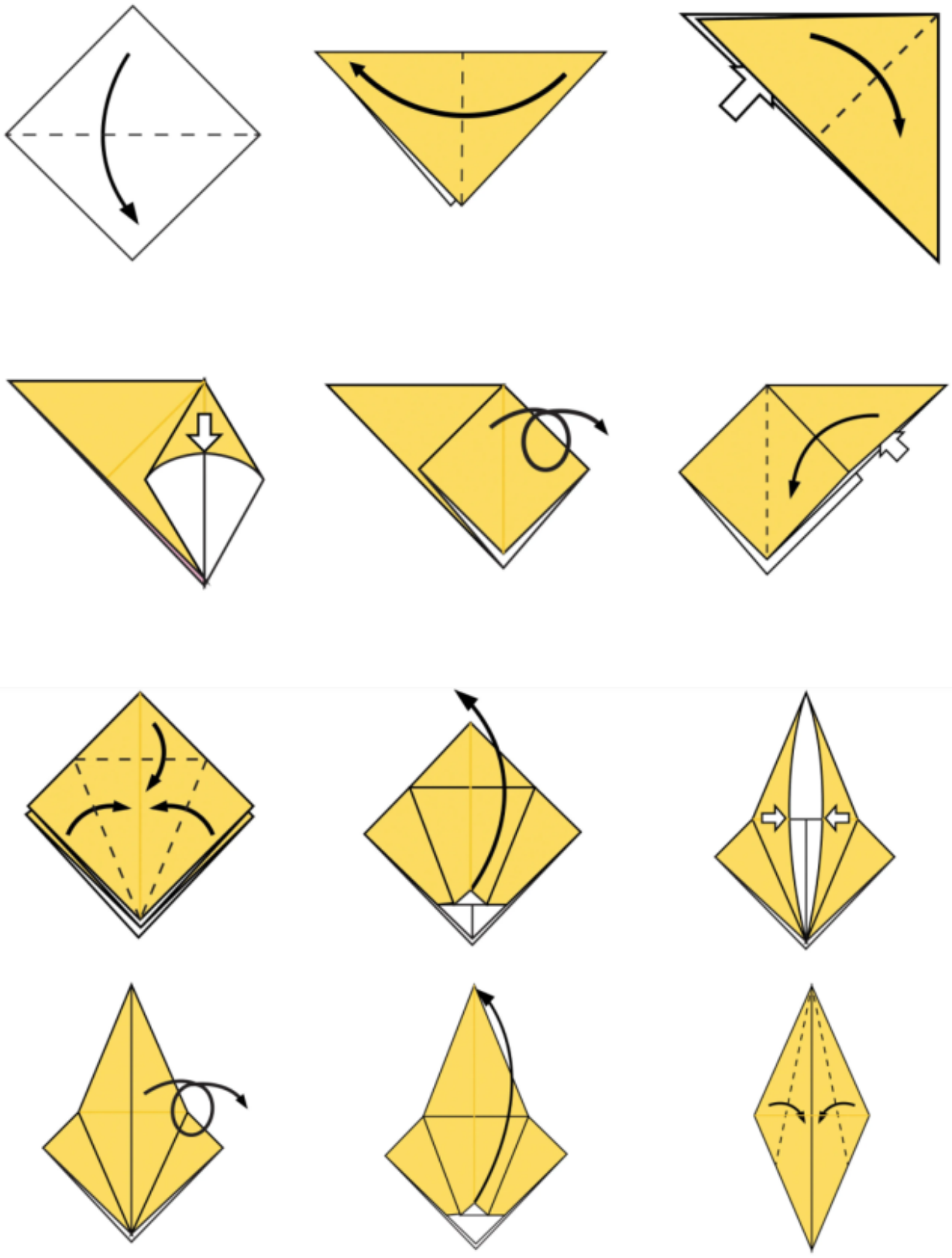













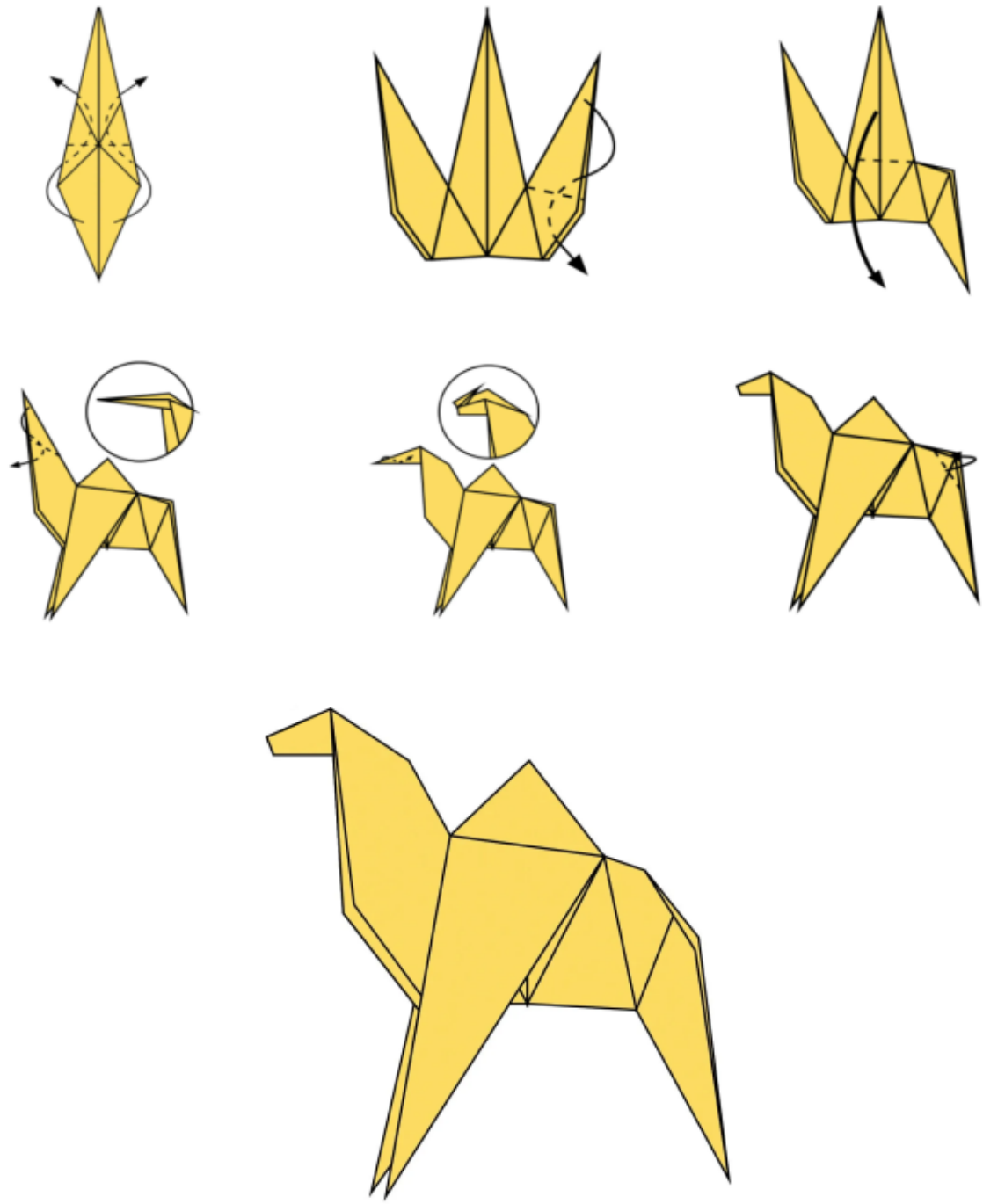


Nome Prodotto:	Sistema Energetico Ausiliario
Caratteristiche:	Semilavorato. Batteria autonoma, atta al supporto energetico di un sistema.
Materiali richiesti:	Fibre Conduttrici + Condensatore/Induttanza

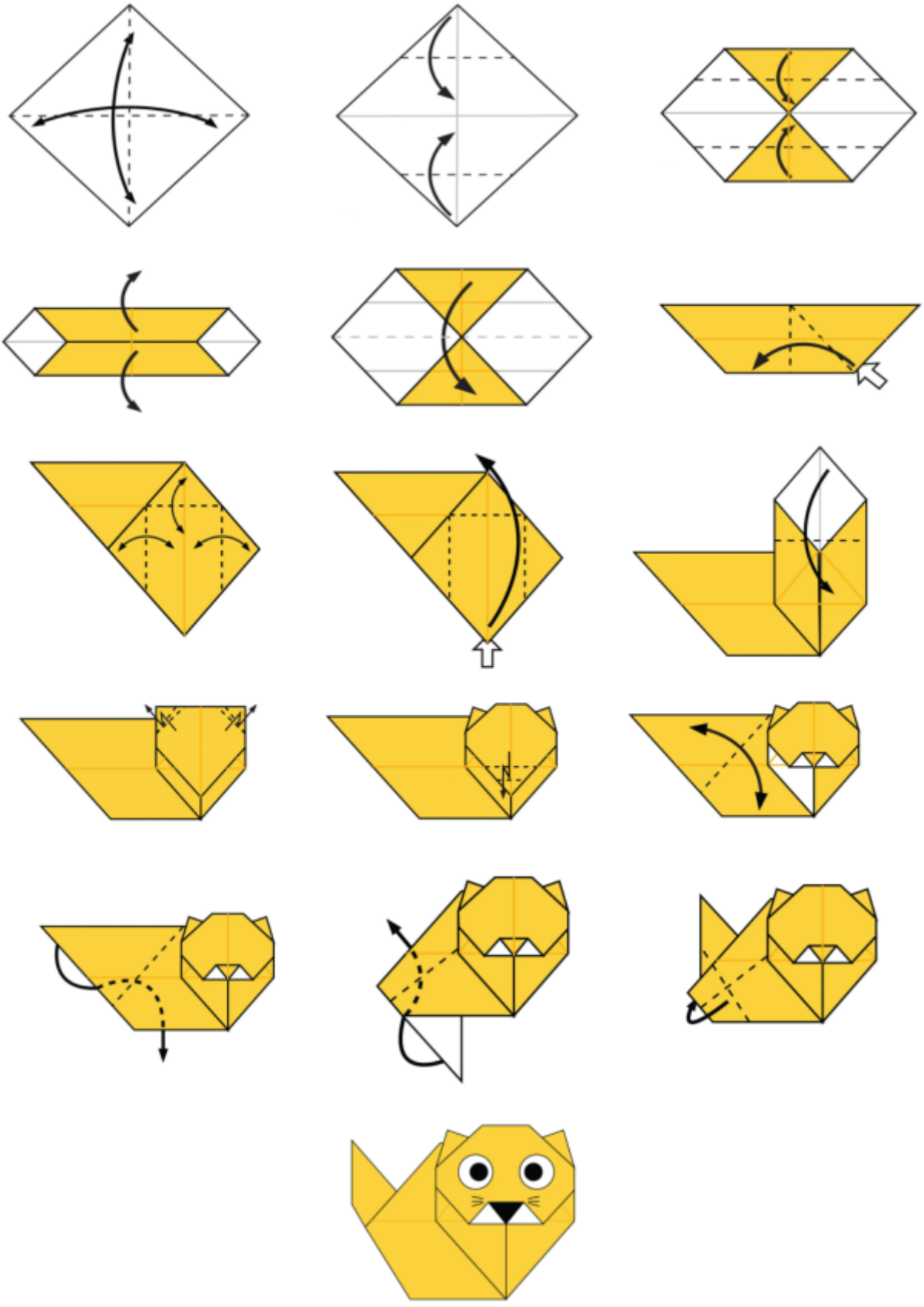


Nome Prodotto: Circuito Complesso
Caratteristiche: Semilavorato. Circuito adattabile alle più svariate lavorazioni
Materiali richiesti: Chip Standard Multifunzione x 2

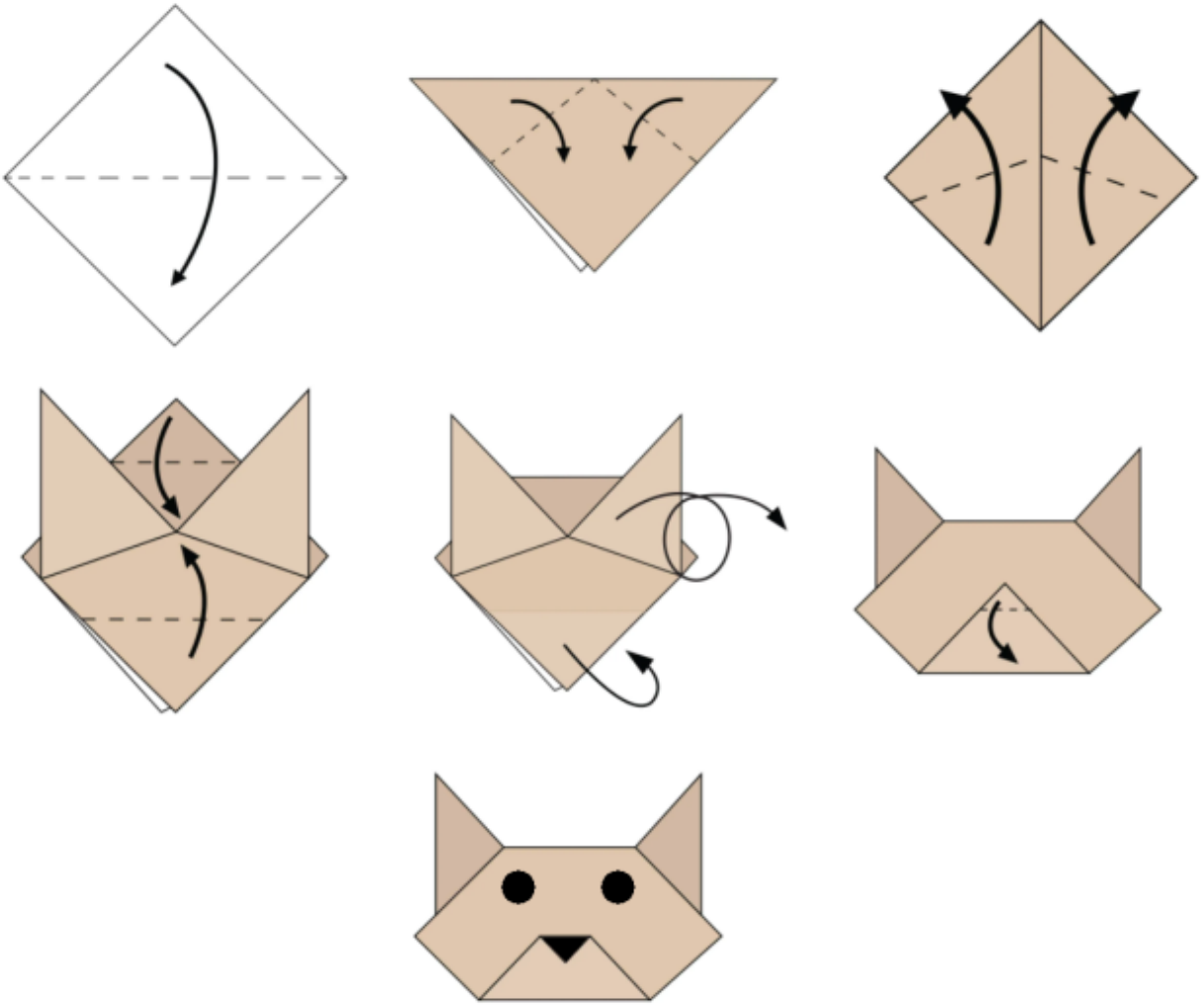




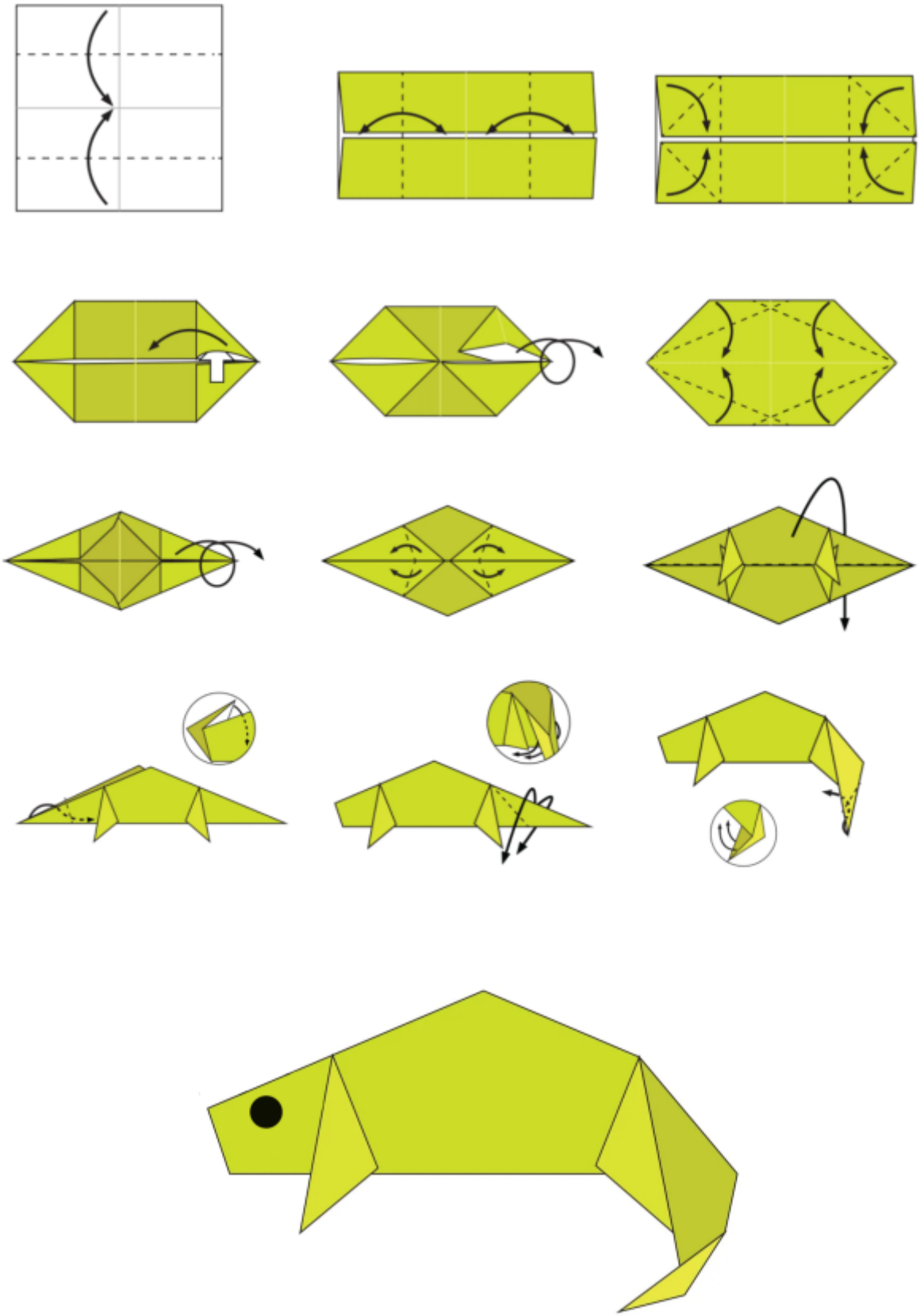
Nome Prodotto:	Memoria Magnetica
Caratteristiche:	Semilavorato. Sistema di imagazzinamento dati a base magnetica, può interfacciarsi con diversi tipi di supporto.
Materiali richiesti:	Chip Standard Multifunzione + Magnete al Neodimio



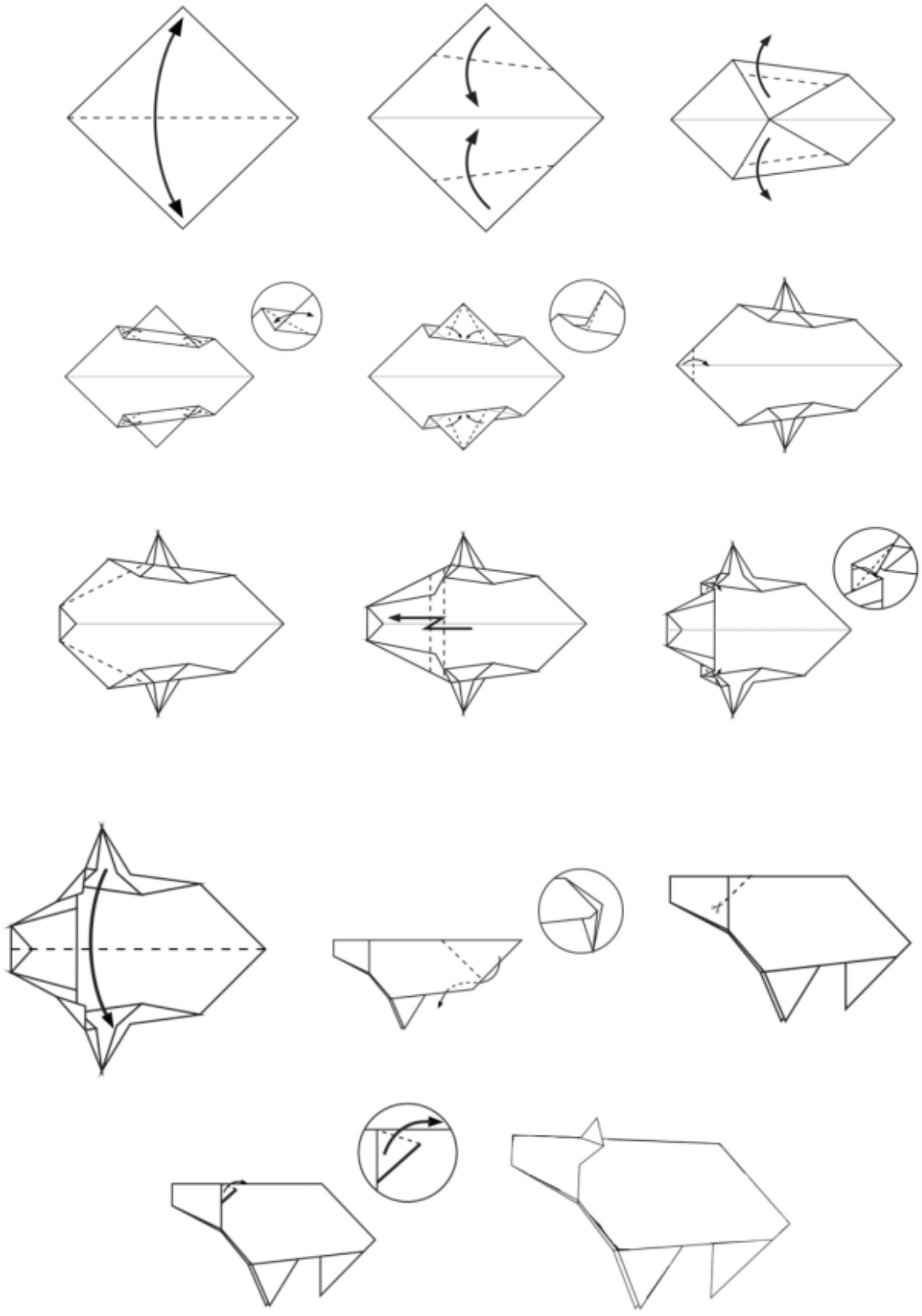
Nome Semilavorato:	Regolatore di Flusso Energetico
Caratteristiche:	Semilavorato. Componente per la gestione di energia all'interno di un sistema, supporta una programmazione basilare.
Materiali richiesti:	Chip Standard Multifunzione + Condensatore/Induttanza



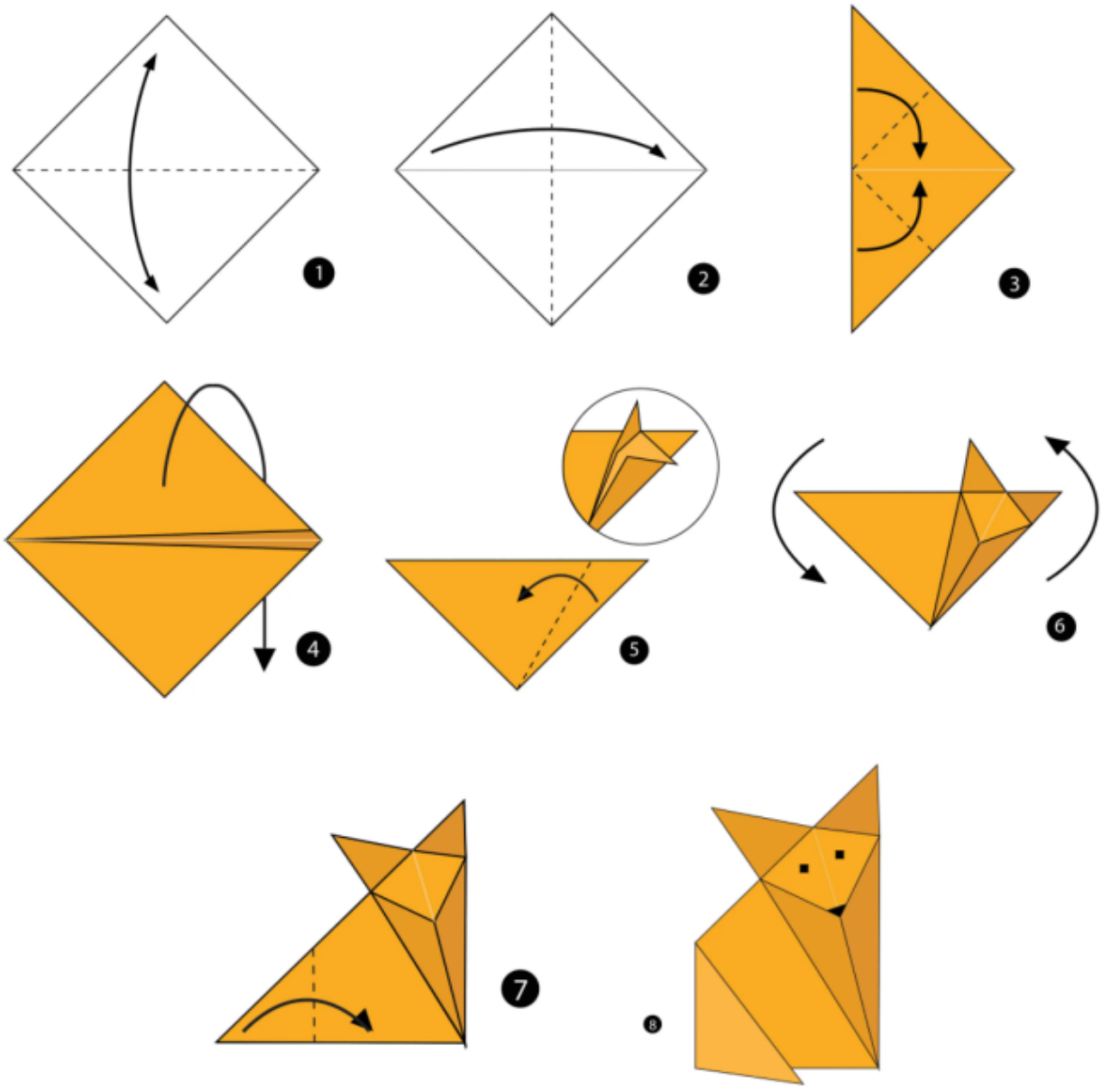
Nome Prodotto:	Generatore Energetico Magnetico
Caratteristiche:	Semilavorato. Sistema di piccole dimensioni che sfrutta l'interazione fra due componenti magnetiche per trasformare energia cinetica in energia elettrica.
Materiali richiesti:	Magnete al Neodimio x 2



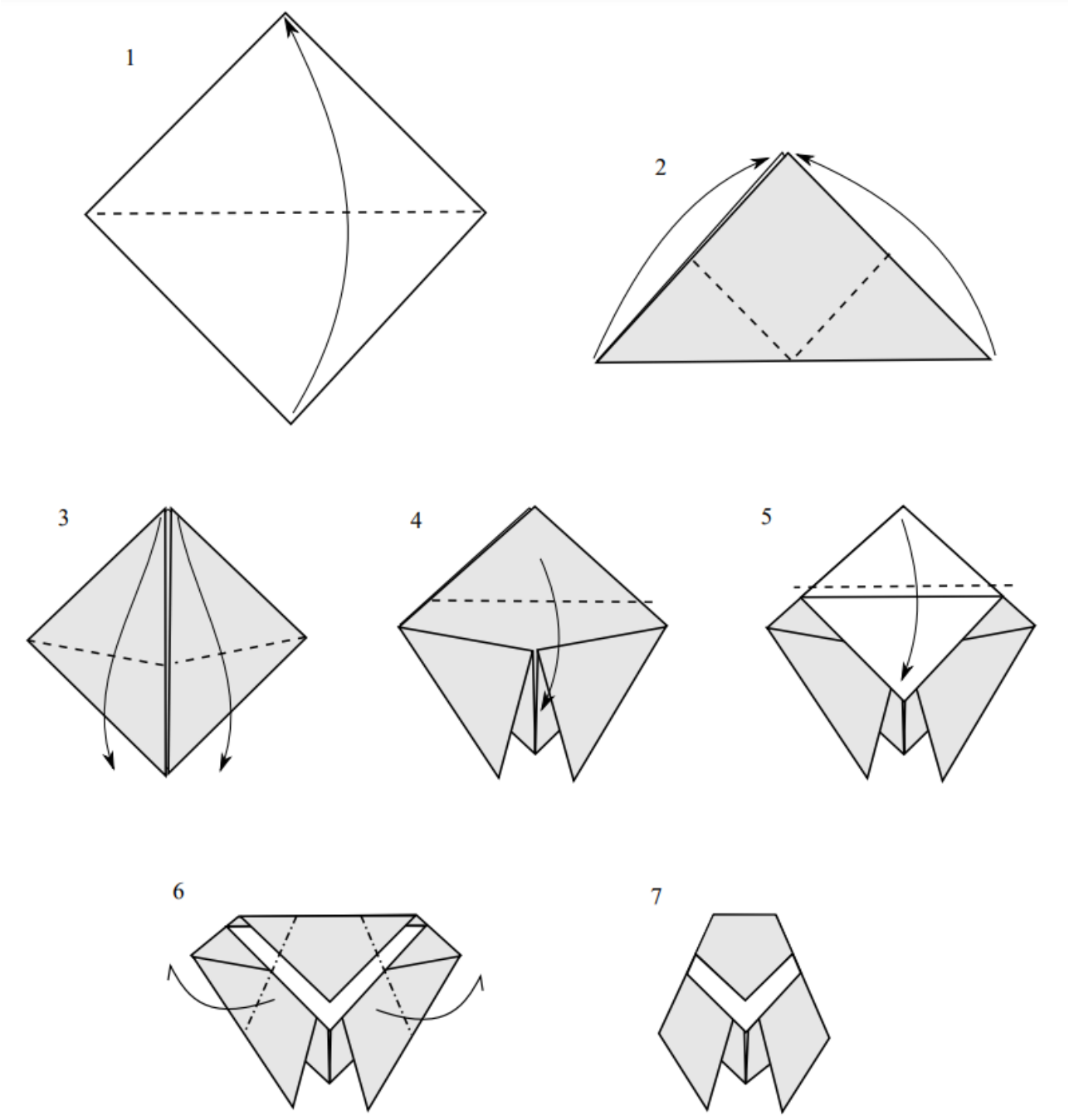
Nome Prodotto:	Batteria Rapida
Caratteristiche:	Semilavorato. Batteria a ricarica rapida, portatile ed esterna al circuito a cui è collegata. Alla creazione contiene 5 cariche.
Materiali richiesti:	Magnete al Neodimio + Condensatore/Induttanza



Nome Prodotto:	Fusibile ad Alte Prestazioni
Caratteristiche:	Sistema di emergenza costruito per assorbire lo shock in casi di sovralimentazione. Può essere inserito in uno slot armatura.
Effetto:	L’armatura dichiara "IMMUNE" alla prima chiamata "DISTRUTTO".
Materiali richiesti:	Condensatore/Induttanza x 2

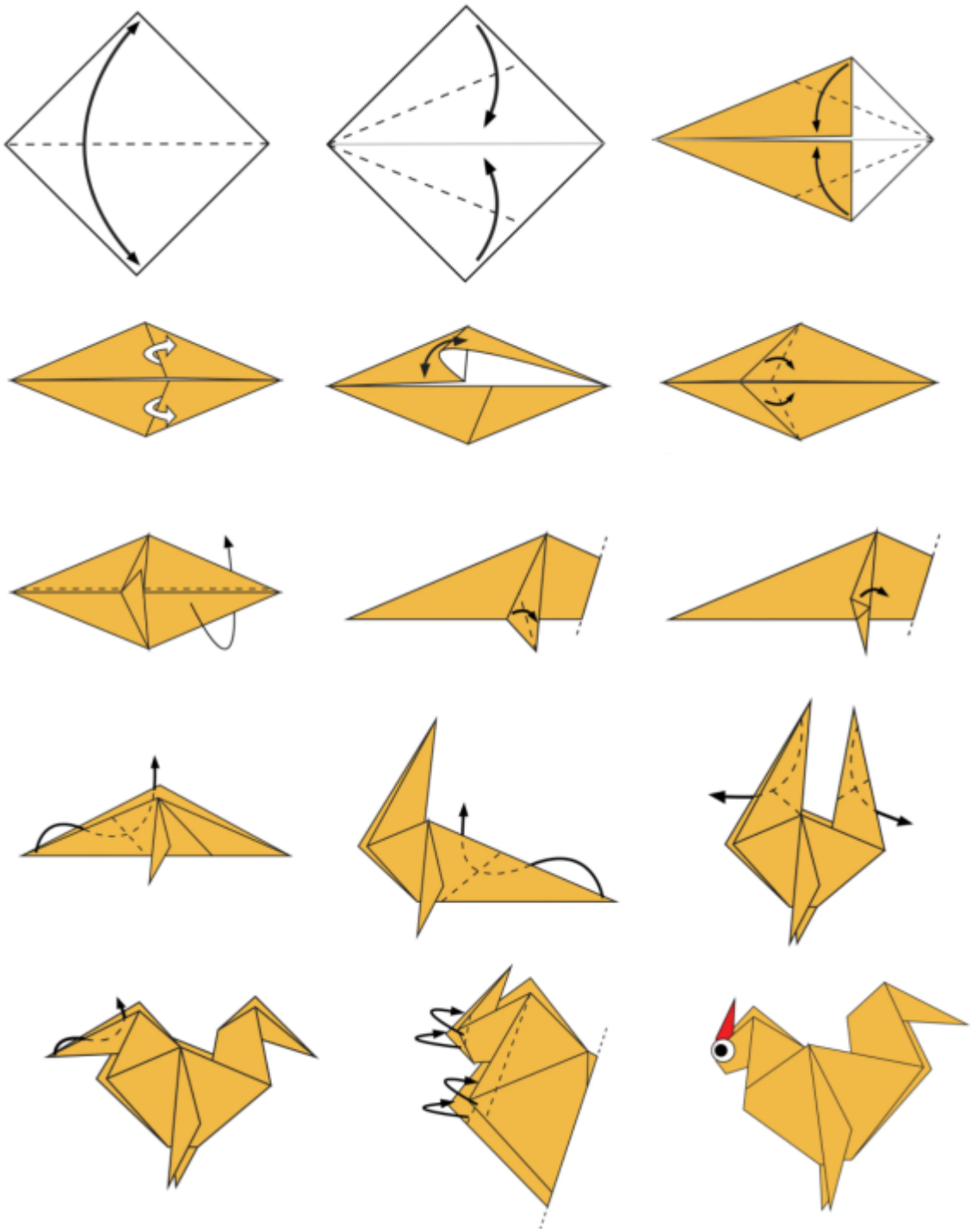


Nome Prodotto:	Generatore di campo d’emergenza
Lavorazione:	Lavorazione Base. Configurare il chip in modo che in emergenza allinei il campo magnetico in maniera tale da deviare, anche di poco, una lama o un’ogiva. Quando attivato, l’energia si esprime a picco, “bruciando” il chip e rendendo inerte il magnete.
Caratteristiche:	Aggiunge 1 Punto Protezione ad ogni locazione, che durano fino a fine combattimento. Monouso. Ad attivazione.
Componenti:	Magnete al neodimio + Chip standard

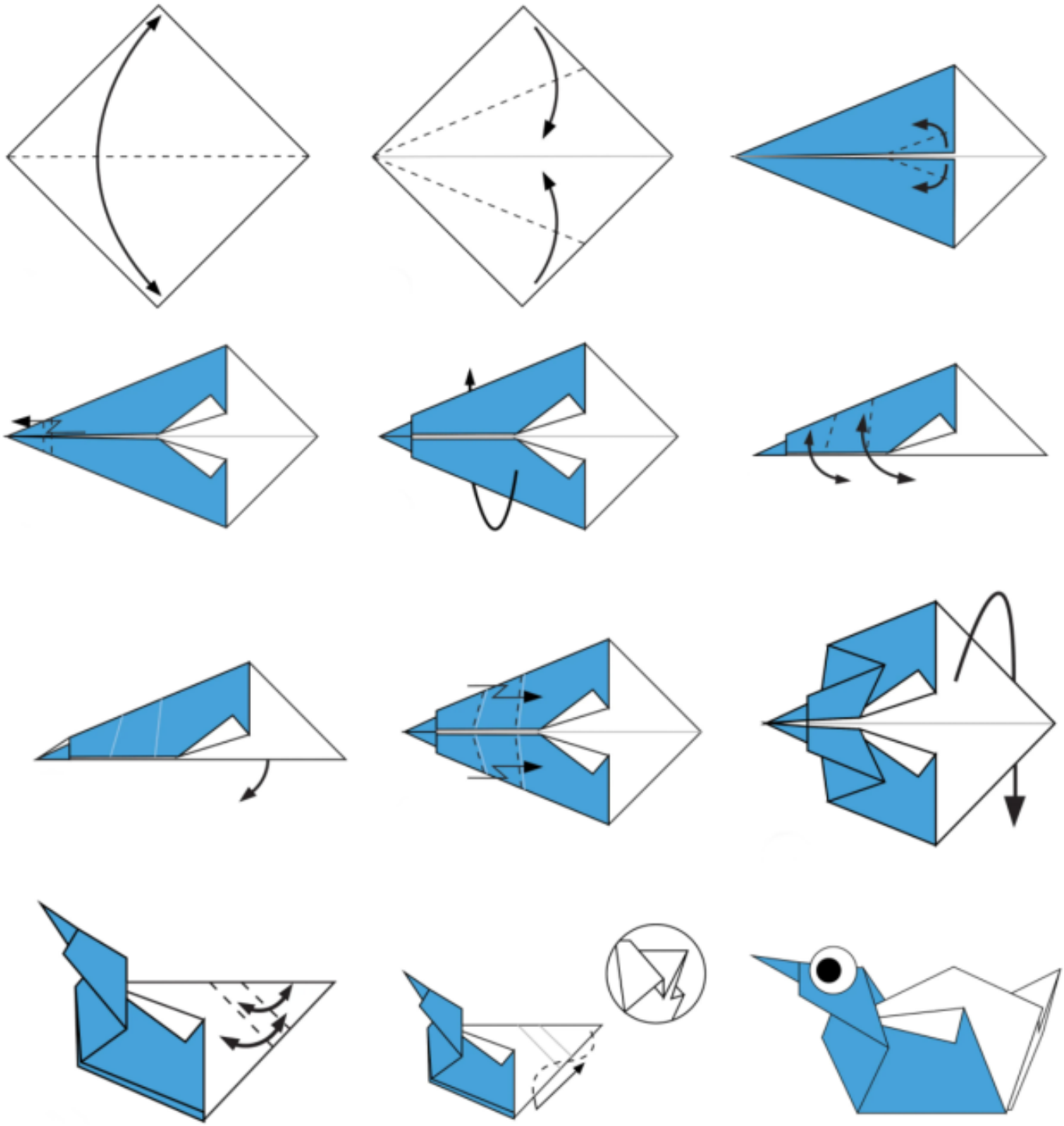


PRONTUARIO LAVORAZIONI AVANZATE

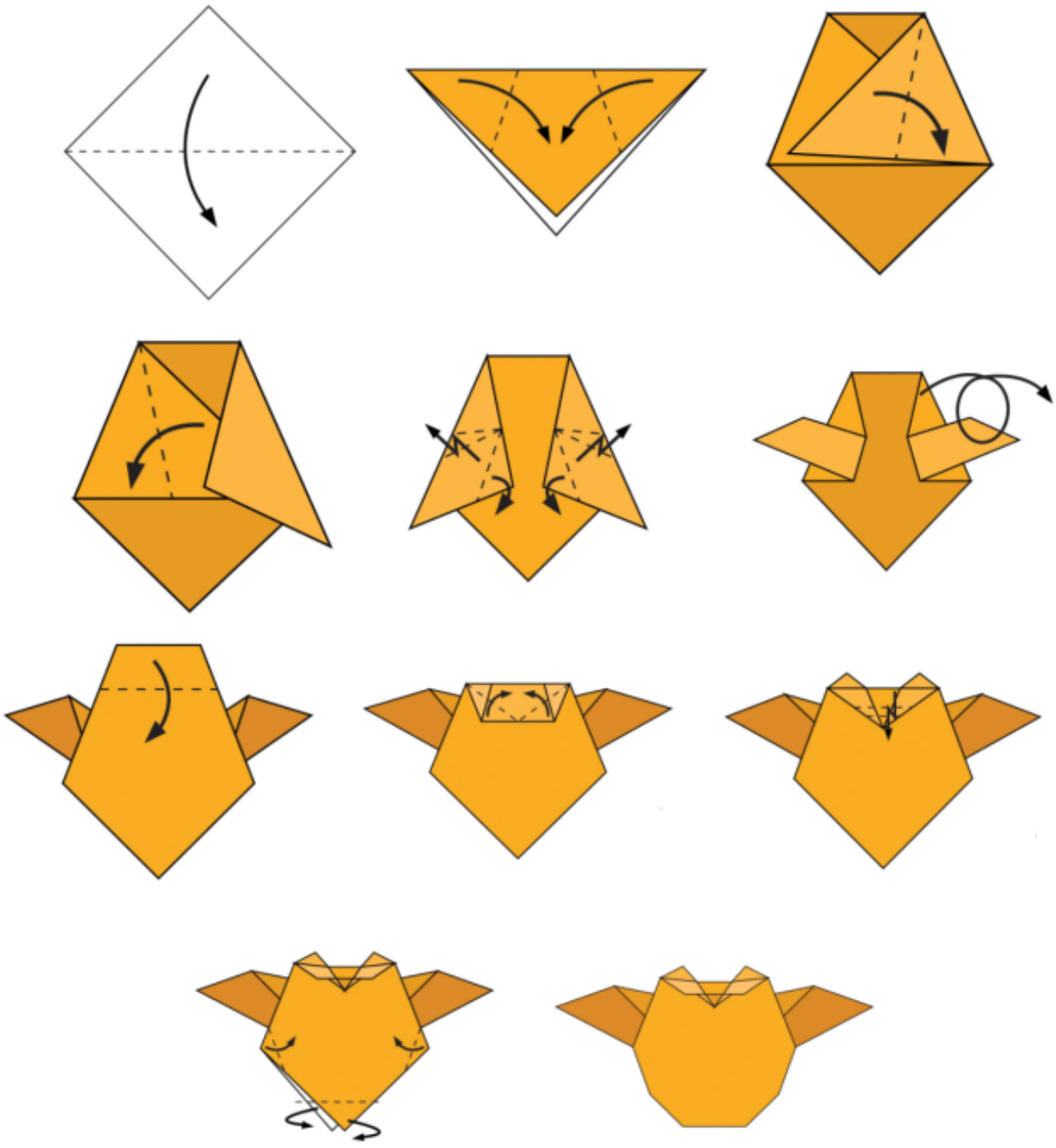
Nome Prodotto:	TRASFORMATORE - Riduttore Cinetico
Caratteristiche:	Sistema di magneti ad attivazione intermittente, da applicarsi ad armi destinate a operazioni di pacificazione. Dotazione standard per i droni di Recupero e Custodia, permette a chi impugna l'arma modificata di impiegare tutta la propria forza senza rischiare di infliggere danni permanenti al bersaglio.
Effetto:	L'arma può solo dichiarare "STORDISCI".
Materiali richiesti:	Circuito Complesso + Regolatore di Flusso Energetico



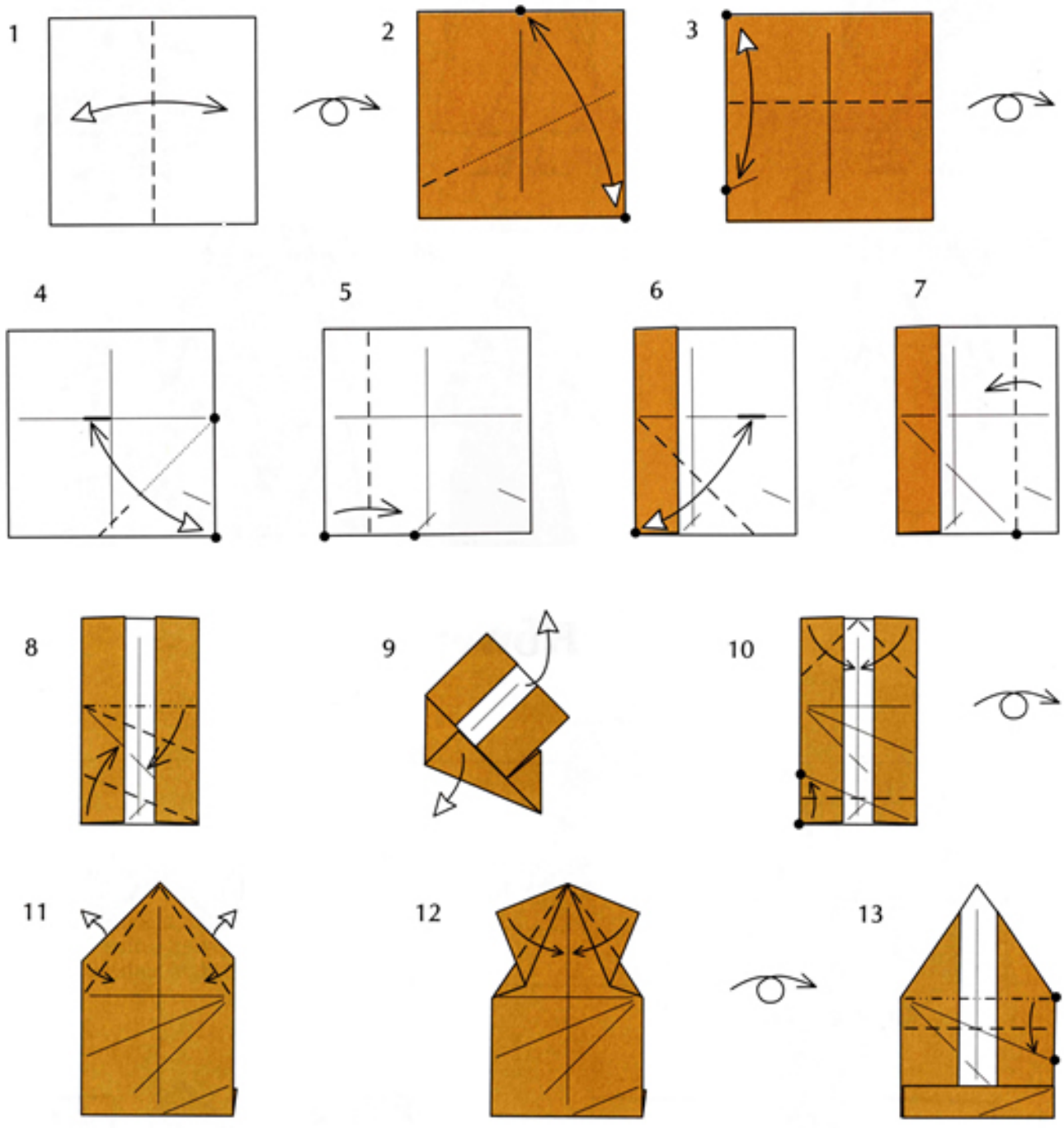
Nome Prodotto:	TRASFORMATORE - Incrementatore Cinetico
Caratteristiche:	Struttura circolare di fasci conduttori che sfrutta impulsi elettrici intermittenti per incrementare la velocità dei proiettili durante il passaggio nella canna di fuoco.
Effetto:	Incrementa di 1 il danno dell'arma da fuoco modificata.
Materiali richiesti:	Super Fascio Conduttore + Sistema Energetico Ausiliario



Nome Prodotto:	Barriera Elettromagnetica
Caratteristiche:	Barricata di facile trasporto che genera un campo elettromagnetico protettivo localizzato. Va applicata a una struttura (edifici, porte, macchinari fissi, mezzi blindati ecc.), una volta piazzata, attivata e calibrata, azione che richiede l'abilità Elettronica 1 e 30 secondi di lavoro, la barriera permette alla struttura protetta di dichiarare IMMUNE! alla chiamata OGGETTO DISTRUTTO! Ogni chiamata OGGETTO DISTRUTTO! così annullata consuma 1 carica dalla Batteria Rapida che la alimenta.
Alimentazione:	1 Batteria Rapida
Materiali richiesti:	Generatore Energetico Magnetico + Regolatore di Flusso Energetico



Nome Prodotto:	Sistema d’interfaccia Avanzato
Lavorazione:	Lavorazione Avanzata. Utilizzando i circuiti complessi di costruisce un’interfaccia di analisi atta a collegarsi ad un sistema complesso ed analizzarne il flusso di dati in modo approfondito.
Caratteristiche:	Utilizzando l’abilità “Hacking”, permette di ottenere informazioni addizionali.
Componenti:	Circuito Complesso + Circuito Complesso



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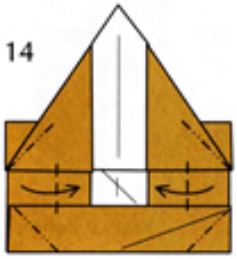

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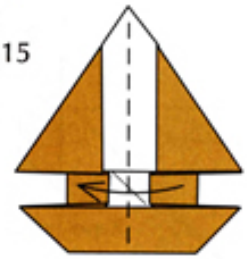

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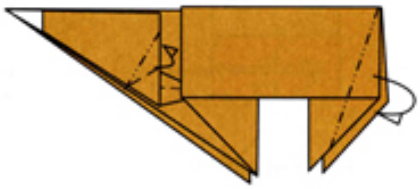

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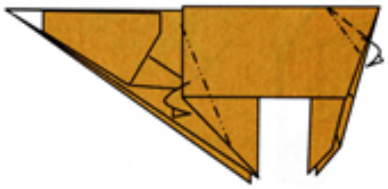

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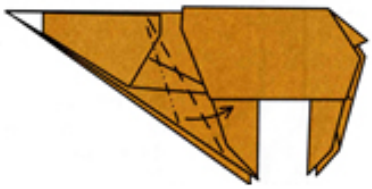

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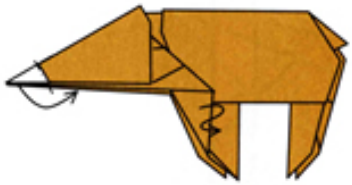

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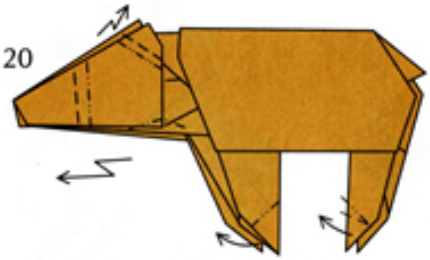

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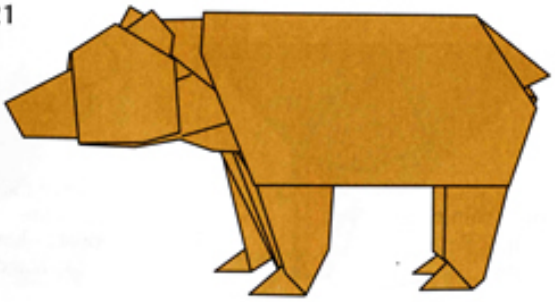
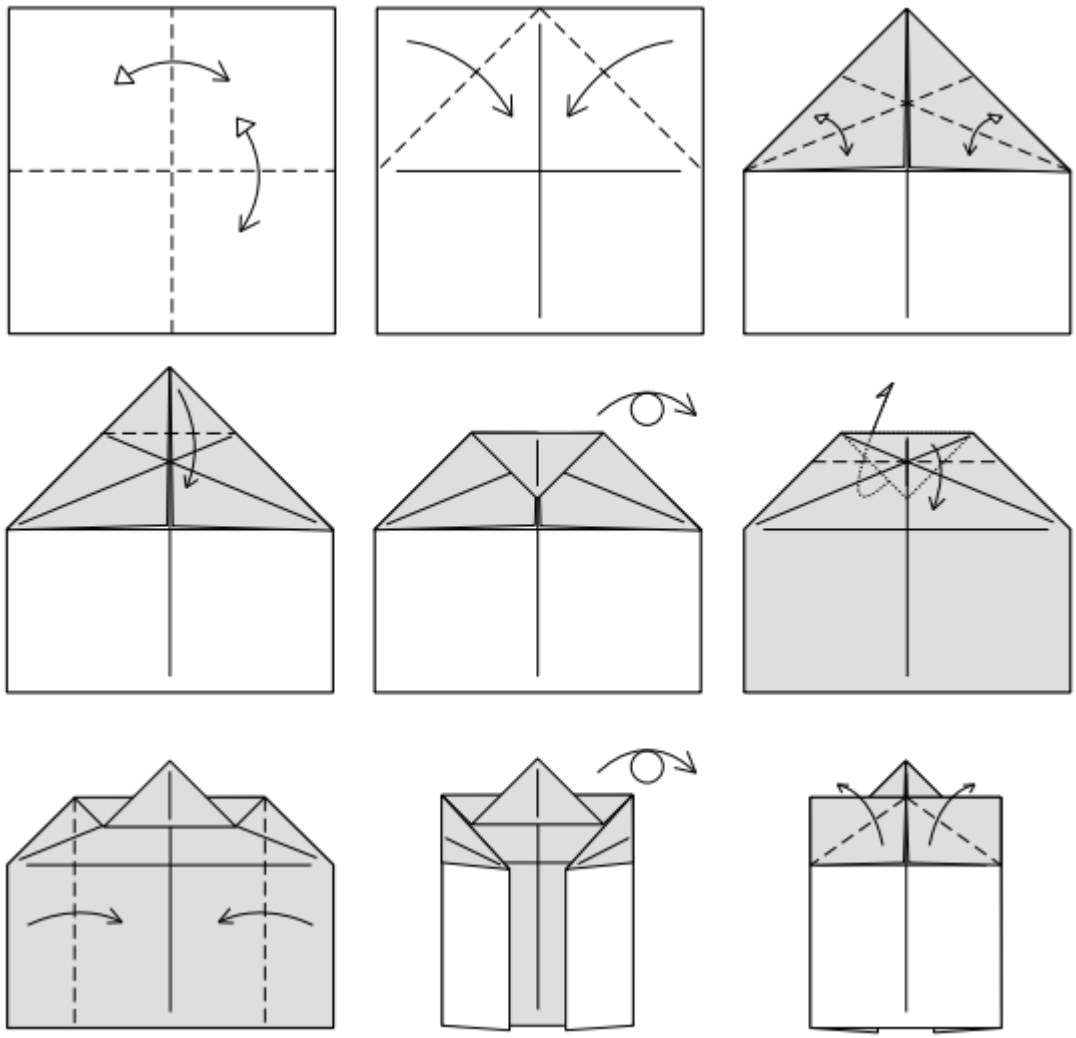
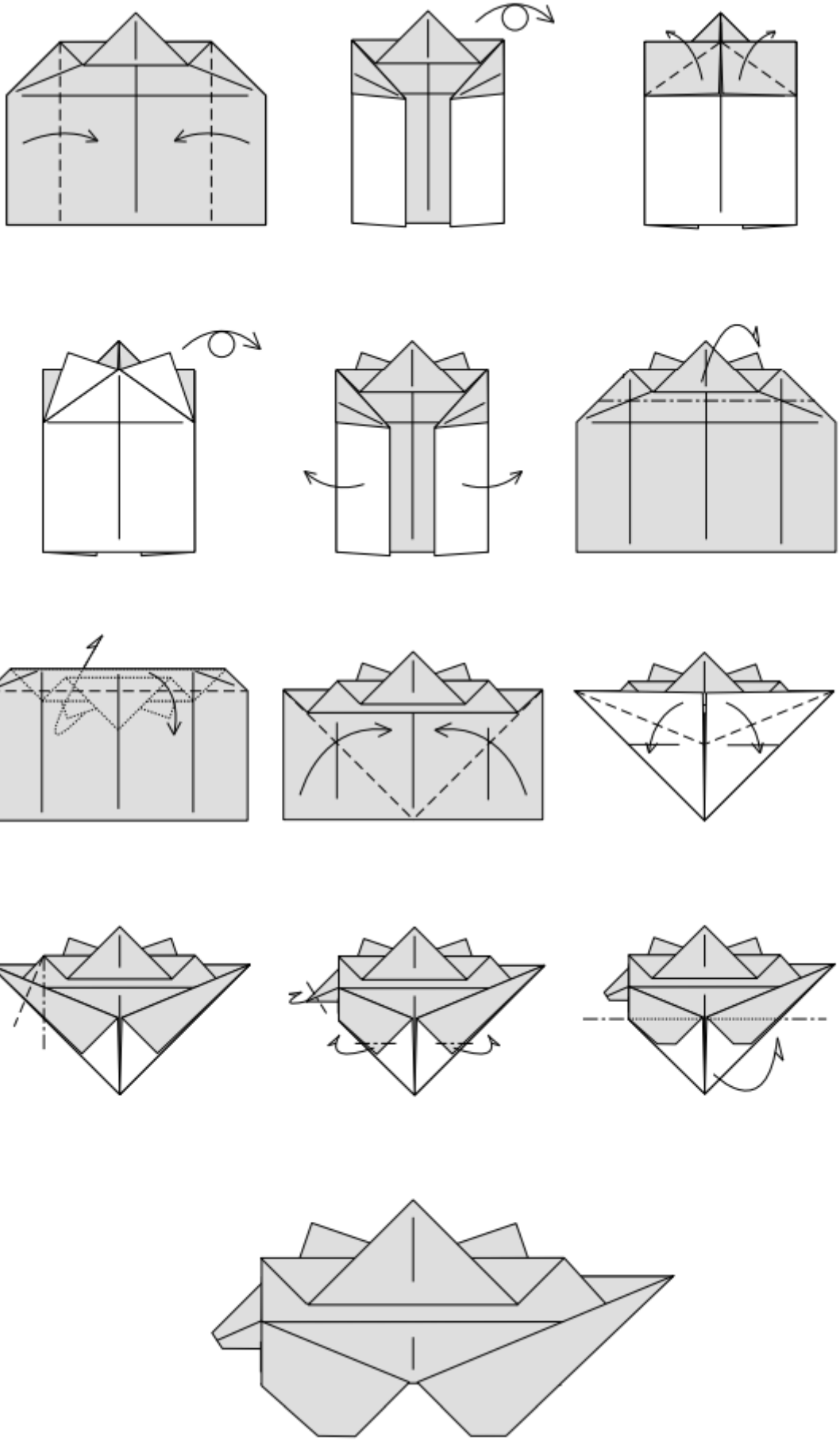
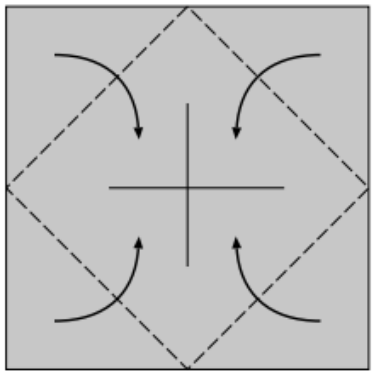


Nome Prodotto:	Sintonizzatore di Flusso Simbiontico
Lavorazione:	Semilavorato. Utilizzando il Super Fascio Conduttore si convogliano le risonanze informatoenergetiche prodotte da una fonte simbiontica e tramite il regolatore di flusso le si convoglia in una trasmissione di dati stabile e chiara.
Caratteristiche:	Semilavorato. Richiede “Simbiosi I” per essere usato.
Componenti:	Regolatore di flusso + Super Fascio Conduttore





Nome Prodotto:	Centralina di Controllo
Lavorazione:	Semilavorato. Tramite il regolatore di flusso energetico si modula l’output del sistema energetico ausiliario in modo da attivare il sistema regolato secondo le specifiche necessarie.
Caratteristiche:	Semilavorato.
Componenti:	Sistema Energetico Ausiliario + Regolatore di Flusso Energetico



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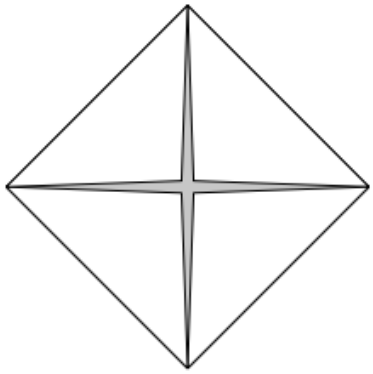

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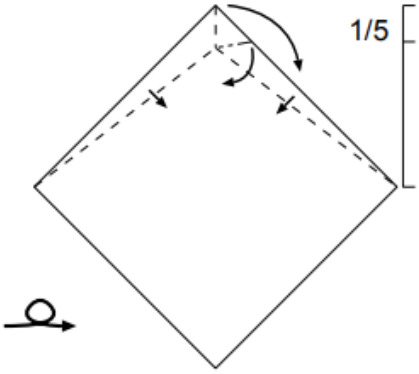

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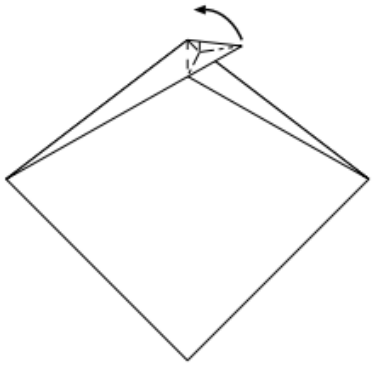

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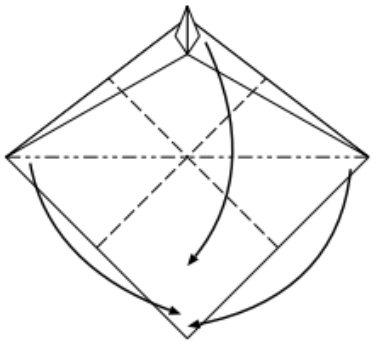

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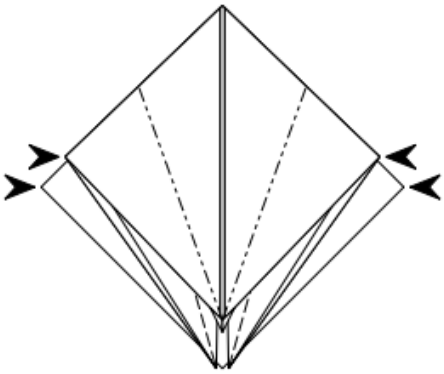

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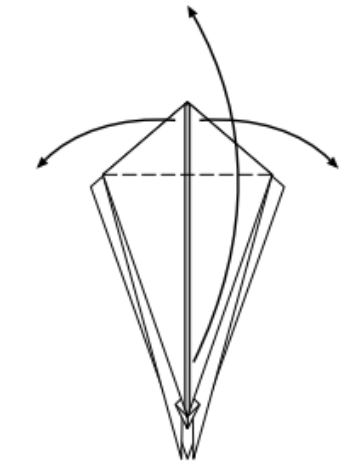

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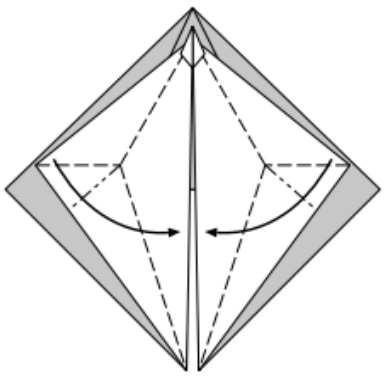

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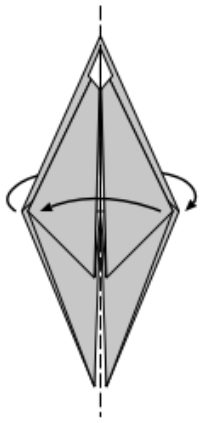

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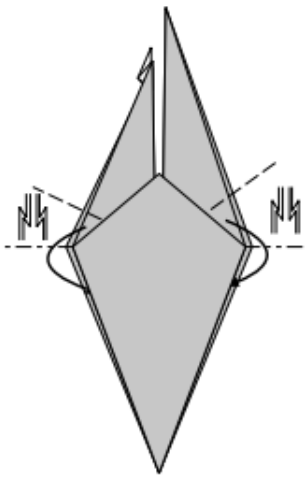

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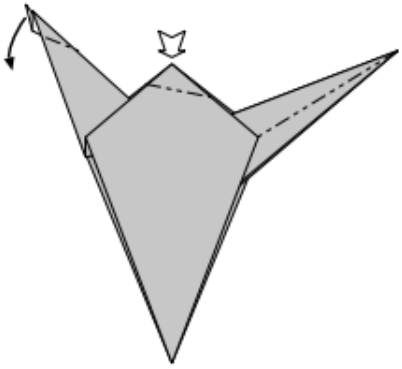

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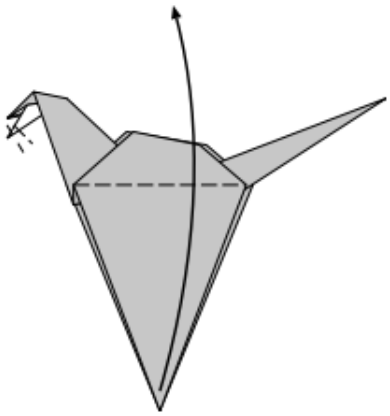

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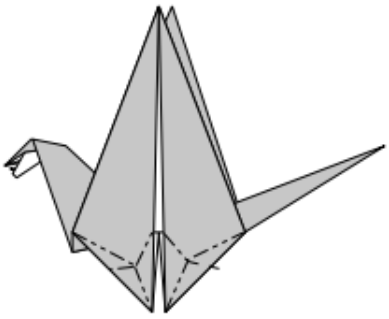

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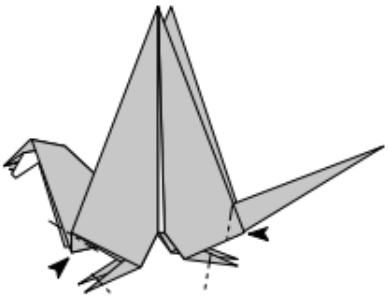

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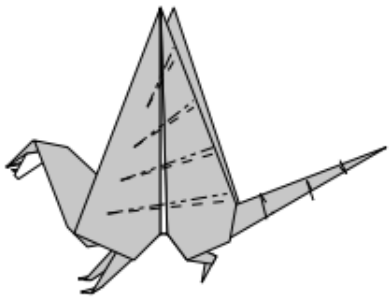

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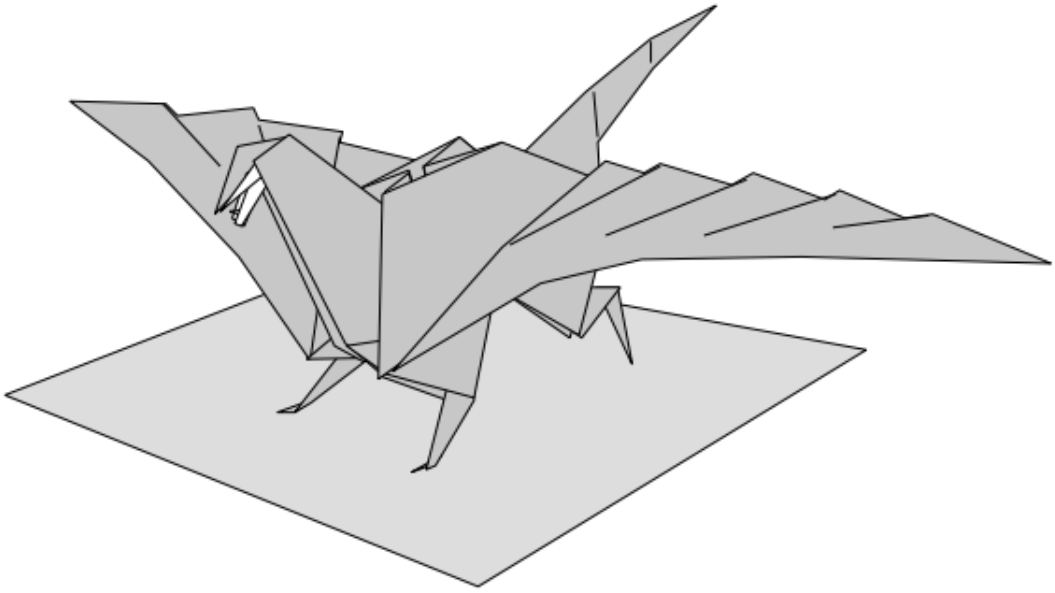
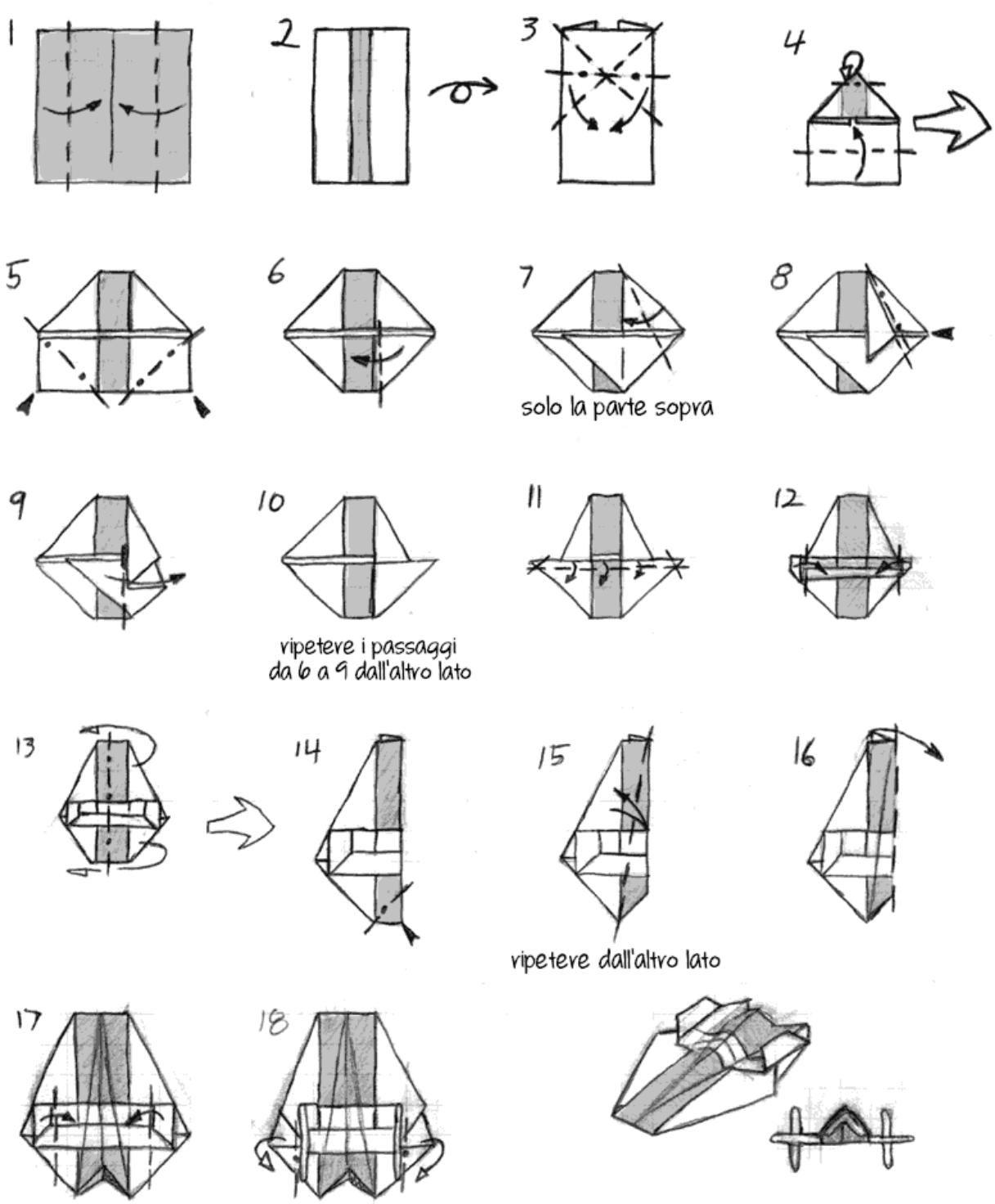
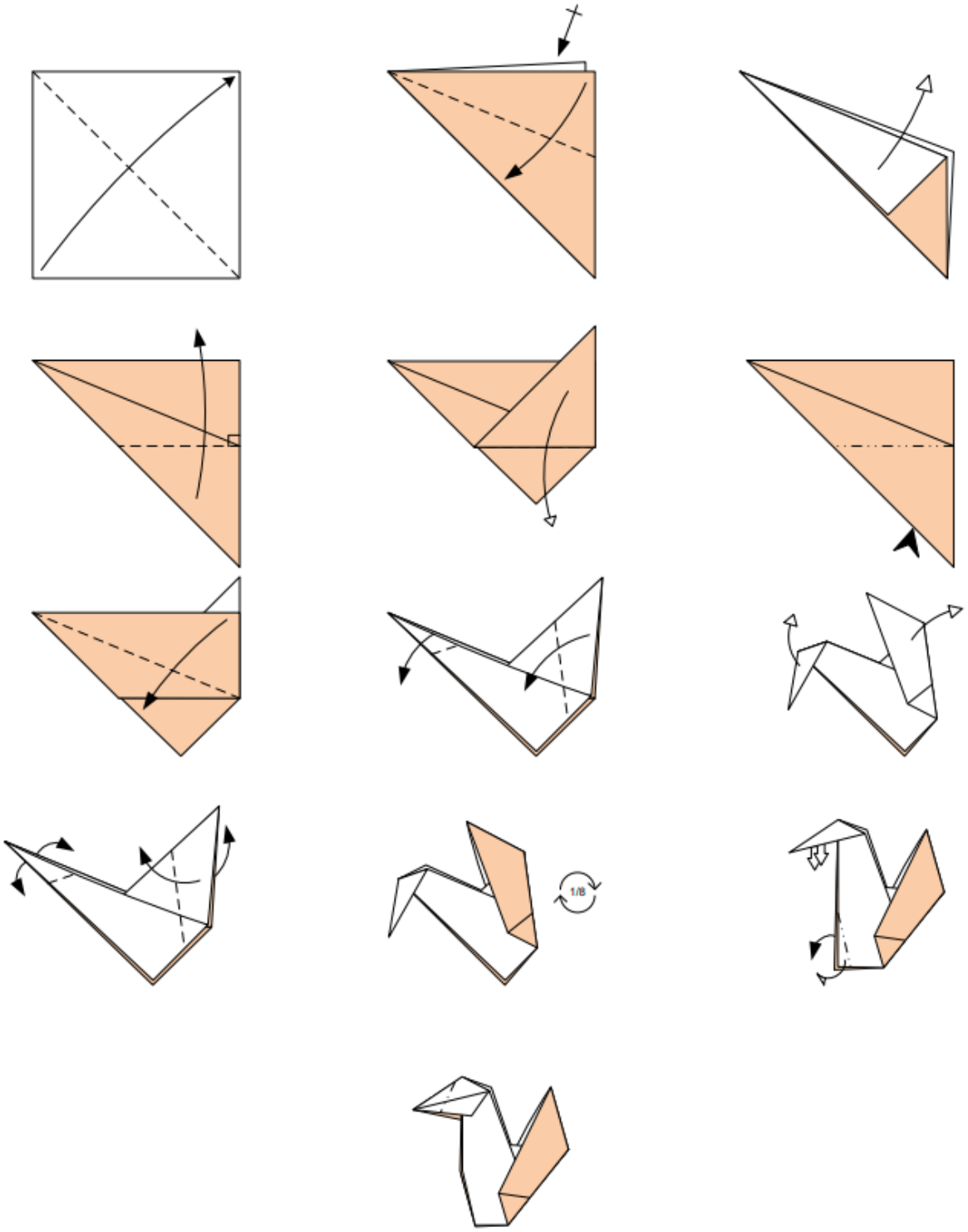


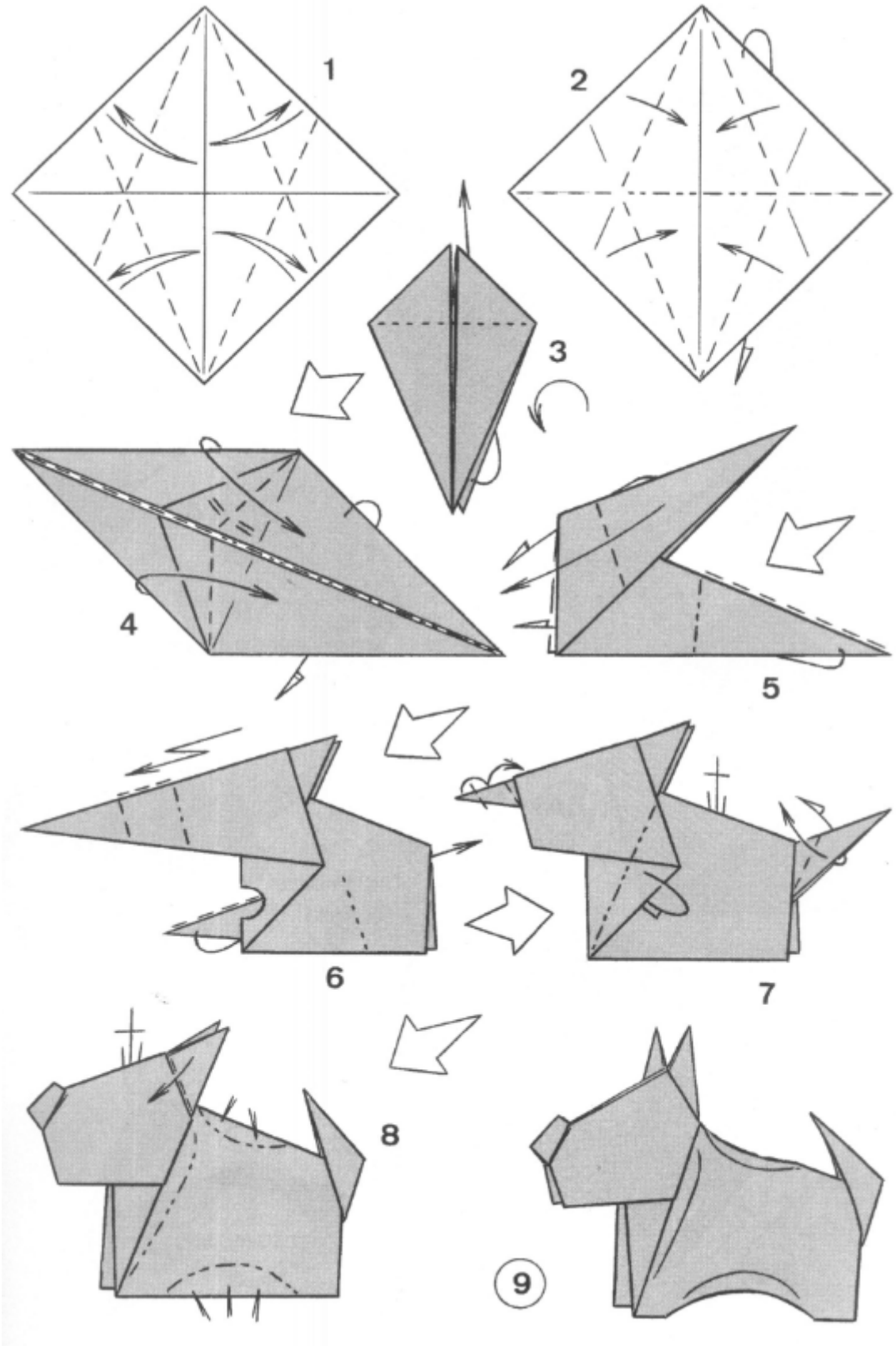
Nome Prodotto:	Sistema Analisi Simbiontica
Lavorazione:	Lavorazione Complessa. Unendo il sistema d'interfaccia al sintonizzatore si riceve il flusso dati della fonte simbiontica e se ne analizza la struttura e le informazioni in esso contenute.
Caratteristiche:	permette di analizzare il flusso di dati legato alla Simbiosi. Richiede l'abilità "Simbiosi I" per essere usato. Utilizzando l'abilità "Hacking" permette di avere informazioni addizionali se si analizza una fonte legata alla Simbiosi, come ad esempio, un Drone dotato dell'abilità Simbiosi.
Componenti:	Sistema d'Interfaccia Avanzato + Sintonizzatore di flusso simbiontico



Nome Prodotto:	Base Visore
Lavorazione:	Semilavorato. Struttura base per un visore.
Caratteristiche:	Semilavorato.
Componenti:	Centralina di Controllo + Vetroplastica

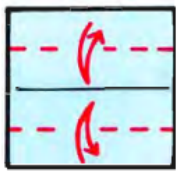


Nome Prodotto:	Visualizzatore di Campo Simbiontico
Caratteristiche:	Semilavorato. Componentistica interna per il prodotto Occhio della Simbiosi. La lavorazione richiede Elettronica III e Simbiosi IV. Queste possono essere fornite anche in collaborazione.
Componenti:	Sintonizzatore di Flusso Simbiontico + Massa Nanitica
Speciale:	La massa nanitica è un componente instabile e deve essere realizzata durante la lavorazione, richiede la spesa di 5 Punti Simbiosi.

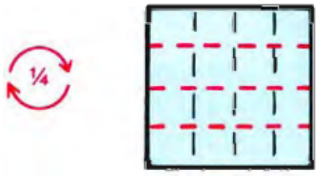


Nome Prodotto:	Occhio della Simbiosi
Caratteristiche:	Visore elettronico che copre entrambi gli occhi, il vetro protettivo ha un effetto cangiante percettibile a uno sguardo esterno, ma che non ostacola la vista una volta indossato.
Componenti:	Base Visore + Visualizzatore di Campo Simbiontico
Effetto:	Richiede "Simbiosi IV" per essere utilizzato. Strumento di Analisi. Permette di percepire dettagliatamente i flussi ed il movimento dei naniti nell'ambiente e nei corpi. Se si possiede l'abilità "Simbiosi Estesa", permette di usare i naniti per ampliare le percezioni logistico-spaziali, permettendo la mappatura tridimensionale di spazi e solidi, sia esternamente che internamente.

1 Begin with the colored side facing up. BOOK FOLD and UNFOLD: Fold your paper in half and unfold.

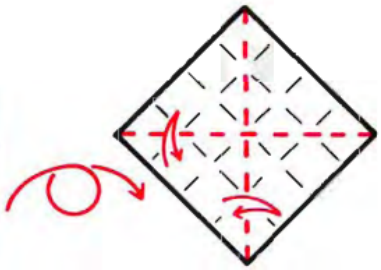


2 CUPBOARD FOLD and UNFOLD: Bring the top and bottom edges to the horizontal centerline. Crease and unfold.

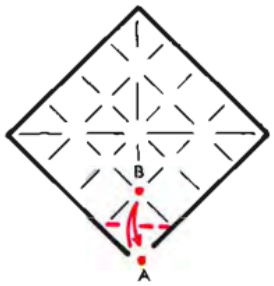


3 Rotate your paper one-quarter turn so that the creases you made are now vertical. Repeat steps 1 and 2 in this direction.

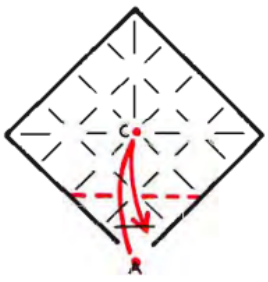
4 Your paper should now be divided into a grid of sixteen little boxes. Turn your paper over to the white side and position it so one corner is near you.



5 DIAPER FOLD and UNFOLD (two times): Bring the bottom corner up to the top corner. Crease and unfold. Rotate your paper one-quarter turn, then crease the other diagonal and unfold.

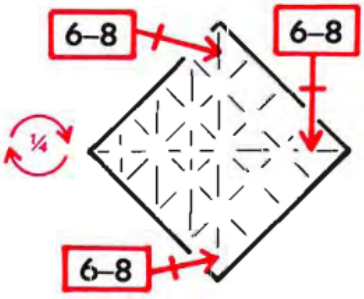


6 Locate the bottom corner (dot A). Then locate on your grid the nearest intersection of creases (dot B). Fold dot A to dot B. Crease and unfold.

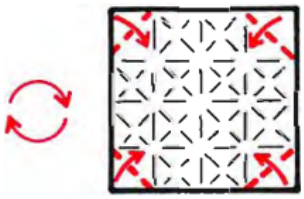


7 Locate the second nearest intersection of creases (dot C), which also happens to be the center point of your paper. Fold dot A to dot C. Crease and unfold.

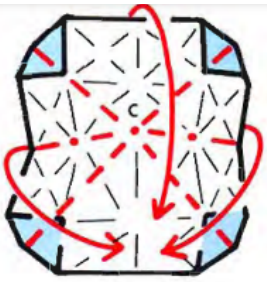
8 Locate the farthest intersection of creases (dot D). Fold dot A to dot D. Crease and unfold.



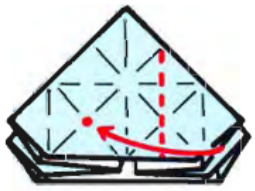
9 Rotate your paper one-quarter turn. The new bottom corner now becomes dot A. Repeat steps 6 through 8 three more times.



10 The result should be a grid of sixteen little boxes with an **X** in the center of each box. Blunt the corners of your paper by folding each outside corner in along the nearest crease.



11 Press down at C to make sure the center point pops away from you. Raise the sides along the existing mountain folds and push the sides toward each other and down to the center of the bottom edge. Flatten the model. The result is a waterbomb base with blunted corners.

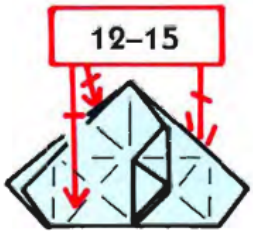


12 Notice the two small boxes that lie on the bottom edge of your paper; each has an **X** in the center. Bring the far right corner (front layer only) past the nearest **X** to the center of the second **X**.

13 Bring the same corner back to touch the folded edge you created in step 12.

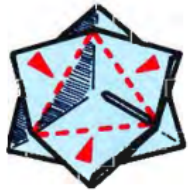
14 In step 13, you created a triangular flap. Look for the smaller triangular flap that lies along the lower edge of this one. Fold the smaller triangular flap upward. Crease firmly and unfold.

15 Put your finger inside the pocket formed by the double edge at the lower edge of the large triangular flap. Remove your finger, squeeze the pocket open, and insert the smaller triangular flap into this pocket.



16 Repeat steps 12 through 15 on the left side of your model. Then turn your paper over and repeat on the back.

17 Slightly separate the top and bottom layers of paper and blow into the opening to inflate the ball.



18 Within each diamond shape on your ball, find the valley fold and gently press inward with a finger to give the ball a faceted look.