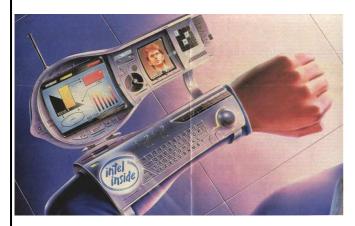
# HAND COMPUTER



## **CUSTOMISING NOTES:**

#### **EQUIPMENT STATISTICS**

	TL Type	Vol	Wt	Price
0	11 Hand Computer-11	0.2 litres	0.5 kg	Cr1,000
0	13 Hand Computer -13	0.2 litres	0.5 kg	Cr1,000
0	15 Hand Computer -15	0.1 litres	0.3 kg	Cr1,000
0	16 Hand Computer -16	0.1 litres	0.1 kg	Cr1,000

## **SUPPLEMENTAL STATISTICS (OPTIONAL)**

		Charge	Operating	Power	
	TL	Duration	Noise	Usage	Comments
0	11	7 days	soft clicks	1W	Mem 100M words
0	13	4 weeks	silent	1W	Mem 500M words
0	15	8 weeks	silent	1W	Mem 1,000M words
0	16	12 weeks	silent	1W	Mem 5.000M words

#### **USAGE RECORD (OPTIONAL)**

Each square represents 7 days of usage

0	TL11: ∐
О	TL13:
О	TL15:
0	TL16:

## **DESCRIPTION**

The hand computer is a powerful supercomputer (equivalent to a Model/1 in computing power) that is small enough to be worn on the wrist. The hand computer handles the storage, retrieval and processing of vast quantities of data (text, graphics, sounds and images) with remarkable speed and accuracy.

The computer also includes a data communications link for hooking into world computer nets available in most urban areas of TL 8+worlds, or globally from any point on the world's surface on most TL 11+ worlds. The computer link allows sending and receiving electronic mail, or contacting any other hand computer user for direct voice and/or visual communication. Aboard ship, it can serve as a computer terminal.

Due to its many powerful features, the hand computer is essentially a portable assistant, extending the capabilities of its user in many ways.

## **TASK LIBRARY - USAGE**

To use a hand computer for data retrieval:

Routine, Computer, EDU, 5 sec (unskilled OK)

Referee: Time duration applies to a keyword lookup. For a general search, modify the time increment by up to 1 hour.

To gain skill augmentation using a hand computer:

Routine, [skill], EDU, 1 min

Referee: If the character is unskilled in the task to be augmented, make this task Formidable. On success at this task, grant a +1 on the next task using the augmented skill; for exceptional success grant a +2.

If successful at an unskilled augmentation, grant a temporary skill-0.

The [skill] refers to the skill being augmented – thus the more skilled a character is, the easier it becomes to augment that skill with a hand computer. Use INT if unskilled.

Only obviously technical tasks which use EDU and are not uncertain can benefit from hand computer augmentation.

## **TASK LIBRARY - REPAIR**

To repair a damaged hand computer:

[varies], Electronics/Computer Engineering/Computer-2, EDU, [varies] *Referee*: Difficulty depends on the damage level: use the standard damage and repair guidelines. Time increments for shop repair are as follows:

superficial damage 1 min minor damage 10 min major damage 5 hrs destroyed 40 hrs

For field repair, double the time increment, in addition to other standard increases.