

## Freeze Capsules

Freeze capsules are typically introduced at TL9 and cost \$55,000, weigh ½ a ton (full), and take up 2 cubic yards. At one TL higher they cost \$27,500, weigh 0.3 tons (full), and take up 2 cubic yards. At two higher TL's or more they cost \$13,750, weigh 0.2 tons (full), and take up 2 cubic yards. At higher tech levels other systems such as stasis may be introduced.

## Required Crew

At higher tech levels less crew may be needed as more advanced computers, more efficient and durable equipment, and robot repair systems (such as the cybertek) are introduced. Automedics and other automated medical systems may reduce the number of required medical personnel. An advanced sentient computer system could perform many jobs and reduce the need for large numbers of command crew. Cybertek repair robots could replace general maintenance personnel, and maybe even engineers!

## *Stasis Capsules*

With the advent of stasis technology at TL15+ (or whenever you choose to introduce it) the freeze capsule can be replaced with the stasis chamber (Ultra-Tech pg. 112). It is roughly the same size and weight yet has none of the side effects of the freeze capsule.

For example, when the chamber is deactivated you emerge in the same condition you went in. Unlike the freeze capsule, where you are likely to feel groggy and sluggish until the affects of the drugs and freezing wear off.