SHADOWPUNK

Adapted for HERO
by
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RULES

LIMITS

Characteristics	40
SPD	10
CV	13
rDEF/DEF	10/30

CHARACTER CREATION

Characters in the Shadowpunk game are built on 100 points with 75 points worth of Disadvantages, no single category of Disadvantage worth more than 25 points, *plus* 10 points of any Background Skills. All characters are subject to Normal Characteristic Maxima by default. All characters have all standard characteristics, and start with an additional characteristic called Essence. Essence starts at 60 and cannot be increased. Essence can go down however, by implantation of cyberware and other means. For every 30 Essence lost, the player and GM must decide upon a special disadvantage for the character equaling -10 points. The disadvantage can be from Dependence, Dependent NPC, Distinctive Features, Enraged/Berserk, Psychological Limitation, or Social Limitation. It is meant as a role-playing tool to reflect the effect Cyberware has on a user's psyche. The character gets no extra points from this disadvantage. Also, for every 1 point of Essence lost, the magician loses 1 point from his Magic attribute. All characters also have a new figured characteristic for Mental Defense. The base is calculated as EGO/5, with each +1 costing 1 point (to a maximum of 8).

Characters may also choose to be a human character or become one of 4 metahuman races: Dwarf, Elf, Ork, or Troll (costs and abilities below). Characters that choose a race with Disadvantages get no extra points for the associated Disadvantages (they are already factored into the racial package).

RACE
A character should choose their race first. Humans are the default and have no special bonuses or disadvantages.

Dwarf
Dwarves are shorter than humans, averaging around 4 and a half feet tall, but seem to have quite a bit more muscle mass. They are built solidly and have natural resistances to diseases and toxins. They also possess natural thermographic vision. Because of their shorter legs, they are unable to run as quickly as humans.

Ability	Cost
+5 STR; STR Max 25	6
+3 CON; CON Max. 23	6
+3 BODY; BODY Max 23	6
+3 EGO; EGO Max 23	6
Infrared Vision	5
+6 Power Defense (Only against toxins and diseases, –1)	3
Disadvantages	
-1" Running; Running Max 9"	-2
Distinctive Features: Dwarf (Concealable)	-10
Social Limitation: Racism (8-, Severe, Not Limiting in Some Cultures or Societies)	-10
Total Cost	**10**

Elf
Elves in Shadowpunk tend to be taller than humans and far more slender and dexterous. They are elegant and exotic in appearance, and seem to naturally draw attention. Elves naturally possess low-light vision and because of their long limbs, are able to run slightly faster than humans.

Ability	Cost
+3 DEX; DEX Max 23	9
+5 PRE; PRE Max 25	5
Ultraviolet Vision	5
+1" Running; Running Max 11"	2
Disadvantages	
Distinctive Features: Elf (Easily Concealed)	-5
Total Cost	**16**

Ork
Orks are tough and hardy, with muscular bodies possessing a lot of raw natural strength. Their bodies are covered with thick hair over deeply tanned or gray skin. They are slightly taller than humans, and their face is human-like, except that they have oversized lower canine teeth which protrude from their bottom lip.

Ability	Cost
+5 STR; STR Max. 25	5
+5 CON; CON Max. 25	10
+10 BODY; BODY Max. 30	18
Ultraviolet Vision	5
Disadvantages	
-3 INT; INT Max 17	-3
Distinctive Features: Ork (Concealable)	-10
Social Limitation: Racism (11-, Severe, Not Limiting in Some Cultures or Societies)	-15
Total Cost	**10**

Troll
Similar to the ork in skin tone and body hair but standing almost 10 feet tall, the troll also has dermal deposits all along the outer portions of their skin, giving them an almost armored appearance. Besides the oversized lower canines, trolls are also known to have dermal deposits upon their head forming horns.

Ability	Cost
+10 STR; STR Max 30	10
+10 CON; CON Max. 30	20
+15 BODY; BODY Max 35	30
+15 PRE (Only for PRE Attacks, -1)	8
Stretching 1"	4
Infrared Vision	5
Armor +1 rPD	2
Disadvantages	
-3 DEX; DEX Max 17	-9
-5 INT; INT Max 15	-5
Distinctive Features: Troll (Not Concealable)	-15
Social Limitation: Racism (11-, Severe, Not Limiting in Some Cultures or Societies)	-15
Total Cost	**35**

MAGIC
All magician characters must pay for a talent that represents their magical ability as listed below.

Talent	Cost
Full Mage	30
Full Shaman	30
Sorcerer (Aspected Magician, Hermetic or Shamanic)	20
Hermetic Conjurer (Aspected Magician)	20
Shamanic Conjurer (Aspected Magician)	20
Adept (Aspected Magician of the Somatic Way)	20

The talent includes all abilities granted to the type of magician as stated in the Magic Section. A magician starts with a Magic Attribute of 60 and can be increased through Initiation, and decreased by implantation of Cyberware or Bioware, or through Magic Loss. A magician character must still purchase the skills Sorcery, Conjuring, Aura Reading, Enchanting, or Centering (for Initiates) separately.

CHARACTERISTICS, SKILLS, TALENTS, & PERKS
Points may be spent on characteristics, skills, talents and perks in any fashion the character wishes, though the perk of wealth is a special case and is detailed below.

STARTING MONEY
Characters begin the game with money to spend on equipment, vehicles, cyberware, bioware, weapons and anything else the GM deems appropriate based on the amount of points they spend on the Wealth Perk. A character that spends no points on Wealth starts with 5,000¥ to spend on Gear. For every 1 point spent in character creation for wealth the character has 25,000¥ to spend on Gear with a maximum of 1,000,000¥.

SKILLS

Skill	Type	Base Roll	Base/+1 Cost
Acrobatics	Agility	9+(DEX/5)	3/2
Acting	Interaction	9+(PRE/5)	3/2
Analyze	Intellect	9+(INT/5)	3/2
Animal Handler	Interaction	9+(PRE/5)	3/2
Aura Reading	Magical	9+(EGO/5)	3/2
Autofire Skills	Combat	--	--
Accurate Sprayfire	Combat	--	5/-
Concentrated Sprayfire	Combat	--	5/-
Rapid Autofire	Combat	--	5/-
Skipover Sprayfire	Combat	--	5/-
Breakfall	Agility	9+(DEX/5)	3/2
Bribery	Interaction	9+(PRE/5)	3/2
Bureaucratics	Interaction	9+(PRE/5)	3/2
Centering	Magical	9+(EGO/5)	3/2
Climbing	Agility	9+(DEX/5)	3/2
Combat Driving	Agility	9+(DEX/5)	3/2
Combat Piloting	Agility	9+(DEX/5)	3/2
Combat Skill Levels	Combat	--	--
Any Single Attack	Combat	--	2/2
Three Maneuvers/Tight Group	Combat	--	3/3
HTH, Ranged, Related Group, or DCV Only	Combat	--	5/5
All Combat	Combat	--	8/8
Computers	Intellect	9+(INT/5)	3/2
Concealment	Intellect	9+(INT/5)	3/2
Conjuring	Magical	9+(EGO/5)	3/2
Contortionist	Agility	9+(DEX/5)	3/2
Conversation	Interaction	9+(PRE/5)	3/2
Cramming	Intellect	--	5/-
Criminology	Intellect	9+(INT/5)	3/2
Cryptography	Intellect	9+(INT/5)	3/2
Deduction	Intellect	9+(INT/5)	3/2
Defense Maneuver I	Combat	--	3/-
Defense Maneuver II	Combat	--	+2/-
Defense Maneuver III	Combat	--	+3/-
Defense Maneuver IV	Combat	--	+2/-
Demolitions	Intellect	9+(INT/5)	3/2
Disguise	Intellect	9+(INT/5)	3/2
Divining	Magical	9+(EGO/5)	3/2
Electronics	Intellect	9+(INT/5)	3/2
Enchanting	Magical	9+(INT/5)	3/2
Fast Attack	Combat	--	5/-
Fast Draw	Agility	9+(DEX/5)	3/2
Forensic Medicine	Intellect	9+(INT/5)	3/2
Forgery	Intellect	9+(INT/5)	3/2
Gambling	Intellect	9+(INT/5)	3/2
High Society	Interaction	9+(PRE/5)	3/2
Interrogation	Interaction	9+(PRE/5)	3/2
Inventor	Intellect	9+(INT/5)	3/2
Knowledge Skill	Background	11*	2/1*
Language	Background	--	1/1
Lipreading	Intellect	9+(INT/5)	3/2
Lockpicking	Agility	9+(DEX/5)	3/2
Martial Arts	Combat	--	Varies
Mechanics	Intellect	9+(INT/5)	3/2
Mimicry	Intellect	9+(INT/5)	3/2
Navigation	Intellect	9+(INT/5)	3/2
Oratory	Interaction	9+(PRE/5)	3/2
Paramedics	Intellect	9+(INT/5)	3/2
Penalty Skill Levels	Combat	--	--
Single Attack	Combat	--	1.5
Three Maneuvers/Tight Group	Combat	--	2
All Attacks	Combat	--	3
Persuasion	Interaction	9+(PRE/5)	3/2
Professional Skill	Background	11*	2/1*

Skill	Type	Base Roll	Base/+1 Cost
Riding	Agility	9+(DEX/5)	3/2
Science Skill	Background	11*	2/1*
Security Systems	Intellect	9+(INT/5)	3/2
Seduction	Interaction	9+(PRE/5)	3/2
Shadowing	Intellect	9+(INT/5)	3/2
Skill Levels	--	--	--
One Skill/Characteristic Roll	--	--	2
Three Related Skills	--	--	3
Similar Skills	--	--	5
All Non-Combat Skills	--	--	8
Overall	--	--	10
Sleight of Hand	Agility	9+(DEX/5)	3/2
Sorcery	Magical	9+(EGO/5)	3/2
Stealth	Agility	9+(DEX/5)	3/2
Streetwise	Interaction	9+(PRE/5)	3/2
Survival	Intellect	9+(INT/5)	3/2
Systems Operation	Intellect	9+(INT/5)	3/2
Tactics	Intellect	9+(INT/5)	3/2
Teamwork	Agility	9+(INT/5)	3/2
Tracking	Intellect	9+(INT/5)	3/2
Trading	Interaction	9+(PRE/5)	3/2
Transport Familiarity	Background	--	2/-
Two-Weapon Fighting	Combat	--	5/-
Ventriloquism	Intellect	9+(INT/5)	3/2
Weapon Familiarity	Combat	--	2/-
Weaponsmith	Intellect	9+(INT/5)	2/2

*: Characters can base these skills on a Characteristic (usually INT).

EVERYMAN SKILLS
Area Knowledge: Home Country or Region 8-
Acting 8-
Climbing 8-
Computer 8-
Concealment 8-
Conversation 8-
Deduction 8-
Language: Native (4 points worth, includes Literacy)
Paramedics 8-
Persuasion 8-
Professional Skill 11-
Shadowing 8-
Stealth 8-
Transport Familiarity: Car or Bike
WF: Clubs
WF: Unarmed Combat

Detailed below is a new category of skill type, Magical Skills, and the individual skills that fall within this type. Also detailed below are a list of skills that fall under the Inventor category.

MAGICAL SKILLS
This is a new category of skills that are available to magician characters. Though the skills are not all based upon the same characteristic, they can be improved and affected as a whole by skill levels or other effects that target a specific type of skills. The Magical Skills include:

> Aura Reading
> Centering
> Conjuring
> Divining
> Enchanting
> Sorcery

AURA READING
This skill is meant for use while Astrally Perceiving and is 9+(INT/5) for 3 points, +1 for 2 points. Astrally perceiving characters can assense auras to learn things about the astral signature or presence. Astral presences are often very hazy or vague in the astral plane, and it can be difficult to determine the exact nature of the presence right in front of you. Magicians skilled in Aura Reading are better able to determine the nature and specifics of astral presences. Each level of success for the

aura reading skill roll gives the reader one of the following details about the aura:

- General state of subject's health (healthy, injured, ill, etc.)
- The subjects general emotional state or impression (happy, sad, angry, etc.)
- Presence or absence of cyberware or bioware
- The class of magical subject (fire elemental, manipulation spell, power focus, etc.)
- Whether the subject is mundane or awakened.
- If the character has seen the aura before he will recognize it, regardless of disguises or alterations.

If the character makes a critical success roll (making the skill roll under ½), then the character learns the following information:

- Exact Essence, Magic Attribute, and Force of the subject
- Location of any implants
- Accurate diagnosis of any disease or toxin affecting the subject
- The exact emotional state and cause for it (a murder, riot, religious ceremony, etc.)
- Presence and general cause of any astral signatures upon the subject (combat spell, illusion spell, hearth spirit, etc.)

Note: All magicians with Astral Perception have this as an Everyman skill at 8-.

CENTERING

This skill is used to reduce the endurance cost of casting spells or summoning elementals or as a complimentary skill to sorcery and conjuring. It is 9+(EGO/5) for 3 points, +1 for 2 points. Centering is available only to characters that are initiates. A character must choose for each magical action if he wishes to use Centering to compliment his sorcery or conjuring, or to reduce endurance for the spell cast or conjuring. To reduce endurance, he must make a Centering skill roll modified by the Active Points of the power after rolling his sorcery or conjuring skill roll. Otherwise, use the rules for complimentary skills. The physical representation of centering could be a wide variety of actions, though is most often something that is calms or steadies the character, such as meditation, martial arts forms, singing, folk dances, etc.

CONJURING

This skill is used to conjure elementals or nature spirits by magicians and is 9+(EGO/5) for 3 points, +1 for 2 points. Conjuring is also the skill roll used when attempting to banish elementals or nature spirits. The roll is modified by –1 per 10 Active Points in the summoning or dispelling power.

DIVINING

This skill is used by magicians to determine or divine the future. It is 9+(EGO/5) for 3 points, +1 for 2 points. This skill is only available to magicians who are Initiates.

ENCHANTING

This skill is used to enchant foci for use by magicians. It is 9+(INT/5) for 3 points, +1 for 2 points. This skill does not automatically bond a focus to the magician, it only allows him to build them. The skill is modified by –1 per 10 Active Points in the focus.

SORCERY

This skill is used by magicians to resist drain from spells. It is 9+(EGO/5) for 3 points, +1 for 2 points. Sorcery is also the skill roll used when attempting to dispel active spell effects.

MODIFIED SKILLS

All of the standard Hero skills have their place in the Shadowpunk world though many are treated differently in regards to their use in the game world. These differences are detailed below.

COMPUTERS

This Intellect skill is the primary skill for deckers and determines how successful they are while running the matrix. It is 9+(INT/5) for 3 points, +1 for 2 points. Almost every task within the matrix utilizes the computers skill. This skill replaces Computer Programming.

ELECTRONICS

Electronics takes the place of Lockpicking for many attempts to bypass locks and locked doors. Most doors these days are locked with magnetic sealing locks (or maglocks) and regular lockpicks are completely useless for bypassing them. The difficulty of bypassing maglocks is determined by their level, and several test may be required to avoid setting off an alarm.

- An Electronics skill test is required to crack the case of any electronics device. Base time for this is 5 minutes (move one level up the time chart for every 2 successes). Failure means that the case has not been breached in the base time and another test is required. Rolling an 18 means that the device malfunctions (typically locking the system in place)
- A Security Systems skill test is required simultaneously with the Electronics test to disable any alarms. The base time for this is 5 minutes (modified as above). Failure means that the alarm has not been disabled. Failure by more than 3 means that the alarm has been triggered. Rolling an 18 could mean a further complication depending upon the situation and GM's decision.
- Another Electronics (or Computers, Systems Operation, or Security Systems) Roll is then required to bypass the system. The base time for this is 5 minutes (modified as above). Failure means that the system has not been bypassed in the base time and another test is required. Rolling an 18 means that the system is locked in its current state.

FAST ATTACK

Formerly known as Rapid Attack, this skill allows the character to perform Autofire Skills or any 1 phase combat maneuver as a ½ phase action. It costs 5 points and applies to both ranged and hand-to-hand combat.

FORGERY

As most every type of important documentation in the Shadowpunk world is in electronic format, the Forgery skill represents a characters ability to forge authorization or otherwise fake electronic documentation. Most often used with forged credsticks, this skill can also represent a character's ability to make a fake identification card and insert the faked identity into a secure locations database and make it believable. It is an invaluable skill for deckers.

INVENTOR
Computer Design
Deckers make use of Inventor with Computers (Computer Design) to design, modify, or build their cyberdecks. It is important to deckers who wish to have a deck perfectly suited for their needs.

Spell Design
Mages make use of Inventor to design their own spells. They still must use character points to learn the spell, but it costs nothing to design a brand new spell.

Vehicle Design
Riggers and Mechanics use this Inventor skill when building new vehicles from scratch or when attempting to build something not normally done on vehicles.

LOCKPICKING
As mentioned above, most locks in the Sixth World are electronic in nature, but not all are, and the Lockpicking skill can still be needed in times when standard, old-fashioned tumbler-style locks are involved.

SYSTEMS OPERATION
Systems Operation tests are not necessary when operating standard equipment under ideal situations. When the skill becomes important is when attempting to jam communications, attempting to use ECM or ECCM. Such circumstances require a Skill vs. Skill roll with each side using their Systems Operations. GMs may wish to make the tests in secret if it is important to know whether the tests succeed or not.

TRANSPORT FAMILIARITIES

The following list includes all the Transport Familiarities in the Shadowpunk game. It's been simplified in some respects to make it more appropriate to the genre, but that simplification has been made up for with an increase in the cost. Each of the Transport Familiarities cost 2 points and there are no group rates.

Ground Vehicles	Air Vehicles
Bike	Rotor Aircraft
Car	Vectored-Thrust Aircraft
Hovercraft	Winged Aircraft
Tracked	Lighter-Than-Air Aircraft

Water Vehicles
Motorboat
Ship
Sailboat
Submarine

TWO-WEAPON FIGHTING

This skill offsets the –2 OCV penalty to the primary handed weapon. This makes the first attack –0 OCV and the second attack –2 OCV (the second attack can never be offset). The skill must be bought separately for Ranged and Hand-to-Hand attacks.

WEAPON FAMILIARITIES

The following list includes all the weapon familiarities in the Shadowpunk game. It's been simplified in some respects but that simplification has been made up for with an increase in the cost. Each of the Weapon Familiarities cost 2 points and there are no group rates. Taking Combat Skill Levels with these counts as a 3-point level.

Melee Weapons	Heavy Weapons
Axes	Flamethrowers
Blades	Grenade Launchers
Clubs*	Launch Weapons
Cyber-Implant Weapons	Machine Guns
Polearms	
Unarmed Combat*	**Other Weapons**
Whips	Cannons
	Railguns
Projectile Weapons	Artillery
Bows	Anti-Aircraft
Crossbows	
Thrown Weapons	**Vehicle Weapons**
	Vehicle Small Arms
Small Arms	Vehicle Heavy Weapons
Needle Weapons	Vehicle Anti-Aircraft
Pistols	Vehicle Artillery
Rifles	Vehicle Cannons
Shotguns	Vehicle Railguns
Submachine Guns	

* Characters have these familiarities for free

WEAPONSMITH

A character can build weapons according to his Weaponsmith skill. It requires a skill roll at -1 per 10 Active Points of the weapon and a number of days equal to the Real Cost of the weapon. The cost for materials is the Active Points x 10 nuyen. Ammunition can be made at -1 per 20 Active Points of the effective power (for example: 9mm ammo is 1d6+1 RKA, 20 Active Points, so the roll would be at -1). It takes 1 day to make 25 rounds of ammunition.

SKILL GROUPINGS

The following lists are used for 3-point skill levels. Any of the skills listed in a grouping can be combined in a 3-point skill level with appropriate Knowledge Skills.

Athletic Group
Acrobatics, Breakfall, Climbing, Concealment, Contortionist, Fast Draw, Riding, Sleight of Hand, Stealth

Negotiation Group
Acting, Animal Handler, Bribery, Bureacratics, Conversation, High Society, Interrogation, Oratory, Persuasion, Seduction, Streetwise, Trading

Security Group
Bugging, Concealment, Cryptography, Disguise, Forensic Medicine, Forgery, Lipreading, Lockpicking, Mimicry, Security Systems, Shadowing, Tracking, Ventriloquism

Technical Group
Bugging, Computers, Cramming, Cryptography, Demolitions, Electronics, Forensic Medicine, Forgery, Inventor, Lockpicking, Mechanics, Science, Security Systems, Systems Operation, Weaponsmith

Vehicle Group
Combat Driving, Combat Piloting, Computers, Electronics, Inventor, Mechanics, Navigation, Riding, Science, Shadowing, Systems Operation

COMBAT

RAPID ATTACK MANEUVER

With this maneuver the character may attack twice with a weapon as a ½ phase action with both attacks being at –2 OCV. Firearms must be Semi-Auto or Autofire to use Rapid Attack. The extra attack costs an additional 1 END. A character cannot rapid attack with autofire unless he has the Rapid Autofire Skill.

TWO-WEAPON FIGHTING MANEUVER

With this maneuver the character may attack with a weapon in each hand as a ½ phase action. The primary weapon attack is at –2 OCV and the secondary weapon is at –2 OCV. Off-Hand penalties apply. The attack with the second weapon costs END for the STR used (or the weapon with the higher STR Min) plus an additional 1 END.

TWO-WEAPON RAPID STRIKE MANEUVER

With this maneuver the character attacks twice with a weapon in each hand. The player should choose which weapon attacks first, and then each weapon alternates attack rolls. The first attack is at –2 OCV, second at –2 OCV, third at –4 OCV, and the fourth at –6 OCV. If the character has the Two-Weapon Fighting Skill, the first attack is at –0 OCV. Off-hand penalties apply. The attack maneuver costs END for the STR used (or the weapon with the higher STR Min) plus an additional 1 END per additional attack.

AUTOFIRE SKILLS

When using these skills the character is only at -2 DCV instead of ½ DCV.

WEAPON JAMMING

Single Shot (SS) Weapons do not Jam.
Very Reliable Semi-Auto (SA) Weapons do not Jam.
Very Reliable Autofire (AF) Weapons Jam on a natural 18.
Normal Semi-Auto (SA) Weapons Jam on a natural 18.
Normal Autofire (AF) Weapons Jam on a 17-18.
Unreliable Semi-Auto (SA) Weapons Jam on a 17-18.
Unreliable Autofire (AF) Weapons Jam on a 16-18.

Jamming means that the weapon does not fire that turn and requires a Weaponsmith: Appropriate Weapon Type to clear the jam as a ½ phase action (or a DEX-Roll as a full phase action). The bright side is that the character pays no END for the STR Min for the attack.

AUTOFIRE STRENGTH MINIMUM

The STR Minimum for a weapon firing on Autofire increases by 1 per shot made except where noted in the weapon description (most minigun style weapons are noted as having ½ recoil penalties, meaning the STR Minimum increases by 1 per 2 shots).

TALENTS

Talent	Cost
Absolute Range Sense	3
Absolute Time Sense	3
Ambidexterity	3/6/9
Bump of Direction	3
Combat Sense	15/1
Danger Sense	15+
Double-Jointed	4
Eidetic Memory	5
Environmental Movement	1-4
Lightning Calculator	3
Lightning Reflexes	Varies
Lightsleep	3
Perfect Pitch	3
Resistance	3+
Simulate Death	3/1
Speed Reading	4+
Universal Translator	20/1

CONTACTS

The following list is an example of some of the more useful and common contacts available in a Shadowpunk game, as well as a basic cost to buy them. These are not set in stone, and any option can be added (or taken away) to make them more (or less) useful.

ARCHETYPE
Any of the Archetypes may be taken as a contact and provide their abilities as a contact would.
Archetype: Contact 11- (2) useful skills/resources (+2)
Cost: 4 points

BARTENDER
Don't underestimate the knowledge of the Bartender, for he (or she) overhears information from people too drunk to keep their mouths shut. Almost any useful piece of information can be found from the Bartender, and a little cred on the side ensures that you're the only one to know it.
Bartender: Contact 11- (2)
Cost: 2 points

CORPORATE EMPLOYEE
An employee in a corporation often has information on experimental technology, corporate finances, current projects, or whatever else their particular area of expertise is. They often have the same information about their competitors, and can be invaluable sources of insight.
Corporate Employee: Contact 11- (2), useful skills/resources (+1), access to major institution (+1)
Cost: 4 points

DECKMEISTER
To get the latest tech for your cyberdeck, or to get information on the Matrix, the Deckmeister has everything for your needs. He (or she) can build it, program it, install it, or point you to someone who can.
Deckmeister: Contact 11- (2), useful skills/resources (+1)
Cost: 3 points

FIXER
The fixer is the go-to man (or woman) whenever you need something that isn't really available off-the-shelf. The fixer is the one who can get that hard to find gear, find that important info, find a job for you, or hook you up with someone who can do the job for you.
Fixer: Contact 11- (2), very useful skills/resources (+2), significant contacts of his own (+1)
Cost: 4 points

GOVERNMENT EMPLOYEE
Though the government doesn't hold as much power as it used to, it still knows more about what's going on in its territory than just about any other source. Government employees can be anything from FBI agents, CIA agents, to military soldiers and leaders.
Government Employee: Contact 11- (2), extremely useful skills/resources (+3), significant contacts (+1), access to major institution (+1)
Cost: 7 points

MAGICAL GROUP
A group of magically-active people that follow a particular creed or code, or have a similar goal. Magical groups have a greater range of skills, abilities, and knowledge than any single member, and are very useful resources for those interested in the magical society.
Magical Group: Contact 11- (2), very useful skills/resources (+2), Organization (x3)
Cost: 12 points

MECHANIC
If you've got a hot ride and want to keep it running, the Mechanic is the one you go to. He (or she) is the one who can obtain the hot parts, install them for you, and show you how to use them. If it pertains to vehicles, the Mechanic is the man you speak to.
Mechanic: Contact 11- (2), useful skills/resources (+1)
Cost: 3 points

MR. JOHNSON
A Corporate counterpart to the fixer, the Mr. Johnson can find you jobs, gear, people, and information. Just make sure that you aren't asking for something his corp bosses would frown upon or you might find yourself the target of a shadowrun.
Mr. Johnson: Contact 11- (2), extremely useful skills/resources (+3), significant contacts of his own (+1), access to major institutions (+1)
Cost: 7 points

ORGANIZED CRIME
The character may not necessarily be part of organized crime, such as the Mafia, Yakuza, or Triads, but he has friends that are, or has done them a favor in the past. This is enough to grant you an audience, and usually that is all you need. If a character only has a single contact that is part of organized crime, use the second listing.
Organized Crime: Contact 11- (2), extremely useful skills/resources (+3), significant contacts (+1), Organization (x3)
Cost: 18 points
Member of Organized Crime: Contact 11- (2), useful skills/resources (+1), significant contacts (+1)
Cost: 4 points

POLICE/SECURITY OFFICER
A member of the police or security is almost always knowledgeable on the latest goings on in the shadows, and can often give insight as to security measures in particular areas. For the right price, a "dirty" officer can delay police or security response to give the runners a little more time to escape.
Police/Security Officer: Contact 11- (2), useful skills/resources (+1)
Cost: 3 points

TALISMONGER
The one who knows the ways of magic, sells fetishes, foci, conjuration materials, or whatever else your magic-wielding hands need. The Talismonger can put you in touch with the people you need when magic is involved, and knows the ins and outs of the mystical subculture.
Talismonger: Contact 11- (2), useful skills/resources (+1)
Cost: 3 points

FRINGE BENEFITS

The following a list of possible fringe benefits available to characters, and GMs may require a character to pay points for other useful abilities.

Cost	Fringe Benefit
1	License to practice a profession (Law, Medicine, etc.)
1	Low-Level Corper
1	Low-Level Military
1	Low-Level Organized Crime Member
1	Passport
1	Press Pass
1	SINner
1	Weapon Permit
2	Low-Level Government Employee
2	Magical Group Member
2	Mid-Level Organized Crime Member
2	Police Officer
2	Security Officer
2	Private Investigator License
3	Federal Police Officer
3	Mid-Level Corper
3	Mid-Level Military
4	Mid-Level Government Employee
5	International Police Officer

DISADVANTAGES

CYBERWARE/BIOWARE REJECTION

A non-magician character can take this special Disadvantage that does not count toward the maximum of 75 points. This puts "absolute norms" on par with other character types. It is a disadvantage giving the character 25 extra points to spend on skills, talents, perks and attributes. A character with this disadvantage has a body that automatically rejects any implanted augmentations. The character gains no benefit from the augmentation, and if it is not surgically removed, the character may die (2d6 BODY per hour, as Susceptibility). The effects of this disadvantage are immediately obvious after any procedure. Chemical and gene treatments are available that allows a character to overcome this disadvantage, but are expensive and time consuming (1 month of constant medical attention, with the procedure costing 625,000¥; or the character can buy off the disadvantage for 25 points).

PURCHASING GEAR

Characters typically purchase gear through their contacts, and those contacts that can find the gear for them are typically fixers (for just about anything), arms dealers (for hard to find weapons), mechanics (for vehicles and the equipment that goes on them), cyberdoc or street doc (for cyberware and bioware), deckmeister or technician (for cyberdecks and utilities).

The base chance for the character's contact to get the item is equal to the contact roll. The Persuasion skill is a complimentary skill to this and will improve the overall chances of the contact finding the equipment.

The contact roll is modified by the Availability of the item. The availability is broken into 2 sections. The first part is the contact roll modifier, which represents how rare or difficult to obtain the particular item is. The second part represents how long it normally takes to acquire the item. Every 2 points the contact roll is made is the level of effect. Divide the base time by the level of effect to determine the actual time it takes to acquire the item.

After the item is acquired, the character and contact must agree on a price. This is usually accomplished through a Trading vs. Trading (or INT) skill roll with the base price as a starting point. Determine the level of success, and modify the base price up or down by 5% per level of success. Sometimes, a contact will be more likely to help a character out if he doesn't negotiate too hard or is willing to pay full price. Also,

some contacts who are favorably inclined toward a character may not increase the price of items. GMs are also allowed to modify the contact roll to acquire items if a character offers more than the base price from the beginning.

- A character can gain a +1 contact roll per +10% item base price, up to a maximum of +3.
- The item will eventually become available (unless the contact roll was an 18 or the roll fails by more than 5).
- If the item has an Availability of –5 or higher, for every 2 points the contact roll failed, it requires another span equaling the base time (an item that requires 14 days to acquire fails by 4, so it will become available after 42 days at the base price).
- For items with an Availability of –4 or less, for every 2 points the contact roll failed, increase the cost by 30% (an item that costs 1000 nuyen fails by 4, so it can be purchased for 1600 nuyen, the contact found the item, but it cost more to obtain).

STARTING CHARACTERS

Starting character may purchase any gear that has Availability of –1 to –4. Characters are assumed to have the equipment at the start of the game (they do not need to wait for the item to arrive, have it implanted, etc.). Items with Availability of –5 or more must be purchased in-game with all the usual rules for acquiring it.

RACIAL MODIFICATIONS

Some gear is not designed "out of the box" for certain metatypes to use. When buying gear that needs modification, which includes most weapons, armor, and vehicles, for a dwarf-sized character modify the price by +10%. For gear modified for a troll character, modify the price by +25%.

GEAR LEGALITY

To summarize the legal ramifications of getting caught in possession of a restricted item, *Shadowpunk* uses the Legality Code. The first part of the code, shown as a number, represents the severity of the restriction, with the lower the number the lower the restriction level.

In any casual encounter with law enforcement officials, or security personnel empowered to act as law enforcement officials, make a test using the officer's PS: Police Officer or PS: Security Guard modified by the restriction level (if the item is concealed, first make a Perception or Concealment Roll to determine of the officer notices it). Typically, if the officer just makes his skill roll, he may only issue a warning. If the officer makes the roll by more, he may ask for a permit or attempt to arrest the character.

Severity of restriction is relative depending on the level of law enforcement. In low-enforcement areas, the roll may be modified downward as the officer "looks the other way". In high-enforcement areas, the roll may be modified upwards as the police try especially hard to promote the law.

If the restriction level is followed with a "P", then characters may be able to get permits to legally possess, transport and/or use certain items. Permits also make acquiring that gear easier. See Permits below.

The second part of the Legality Code lists the restriction category under which the object falls. The punishments for possession, use, transport, etc. are listed in the Fines and Punishment table below.

SHADOWPUNK—RULES

PERMITS

To obtain a permit for an item, the character must make a Beaurocratics roll, modified by the Availability of the item, with a further –2 modifier. The paperwork requires a valid SIN, and may also require proof of employment, as well as adequate reasons why the permit is necessary. Permits are not available to those with criminal SINS (or SINless). If the person is using a fake ID to purchase a permit, the ID must beat a rating 6 verification system.

Permits make purchasing that gear on the street easier. Add a +2 modifier to the contact test to acquire the item when the character possesses and appropriate permit.

CONCEALABILITY

When attempting to conceal items upon their person, the gear that a character is attempting to conceal has a Concealability Rating. This is expressed as a bonus (for hard to conceal items) or a penalty (for easy to conceal items) to a searcher's Perception Roll. This roll is modified by distance and other normal Perception Roll factors, as well as any items that would give a bonus to the roll (such as a Long Coat or Concealable Holsters). Succeeding in a roll allows the searcher to note that there is something concealed. Further inspection is needed to reveal the exact item attempting to be concealed.

ADVANCEMENT

Training in a skill requires an amount of days equal to the number of points paid. This applies to all skills, skill levels, combat skill levels, penalty skill levels and skill enhancers. Martial Arts, because of the intense study and time required to master them, require 2 days per point to learn maneuvers. This training need not be continuous; it can be done at different intervals. Increasing characteristics follows the same 1 day per point formula as above representing study, physical training, and whatever the GM deems appropriate to increase the attribute.

FINES AND PUNISHMENT

Category	Possession	Transport	Threat	Use	Intent
A – Small Blade	100	500	1000	2000/2 months	5000/6 months
B – Large Blade	200	800	2000	5000/4 months	10000/8 months
C – Blunt Weapon	150	650	1500	3000/3 months	7000/8 months
D – Projectile	300	1000	2000	3000/4 months	5000/8 months
E – Pistol	500	1500	5000	10000/1 year	10000/2 years
F – Rifle	1000	3000	8000	8000/18 months	8000/3 years
G – Automatic Weapon	5000	10000	10000/6 months	10000/2 years	10000/4 years
H – Heavy Weapons	10000	20000	20000/1 year	20000/4 years	20000/10 years
J – Explosives	10000	40000	40000/1 year	40000/4 years	40000/10 years
K – Military Weapon	10000/6 months	10000/1 year	10000/2 years	10000/8 years	10000/20 years
L – Military Armor	1200				
M – Military Ammunition	3000		Class A Cyberware/Equipment refers to items of a paralegal nature		
N – Class A Cyberware	5000/3 years		Class B Cyberware/Equipment refers to security-grade and law enforcement gear		
Q – Class B Cyberware	15000		Class C Cyberware/Equipment refers to military-grade gear		
R – Class C Cyberware	15000/3 years		Class D Matrix Tech refers to all unregistered cyberdecks and software		
S – Class D Matrix	8000/2 years		Class E Magic refers to unregistered spells, spirits, and foci		
T – Class E Magic	10000/1 year		Controlled substances are classified as either chemical or pharmaceutical (Class A), neural electronics such as BTLs		
U – Class A Equipment	2000		(Class B), and biological agents (Class C)		
V – Class B Equipment	4000				
W – Class C Equipment	8000/2 years				
X – Class A Controlled	500/1 month				
Y – Class B Controlled	2000/1 month				
Z – Class C Controlled	Federal				

ARCHETYPES

THE ADEPT

The Adept is a magically active individual who follows the somatic way. Instead of casting spells, he uses his magic internally to develop his mind and body to its utmost potential, physically, mentally, and spiritually. His ability to inflict damage by using his body as a weapon has been intensified, as has his ability to take damage without faltering. His magic has also improved his speed and reflexes. Combined with his agility, the adept can play the role of ninja, spy, or thief with ease.

The adept is more than an expert killing machine, however; he is also an enlightened student of magic, philosophy, art, and language. He wields control over his mind as frequently as he does control over his body, through the art of meditation. In addition to shadow-work, he sidelines as a bodyguard, where his skills of patience, alertness, and control are constantly tested.

Cost	Skill/Talent/Perk	Roll
3	Acrobatics (DEX)	13-
0	Acting (PRE)	8-
3	Breakfall (DEX)	13-
3	Climbing (DEX)	13-
0	Concealment (INT)	8-
0	Conversation (PRE)	8-
15	CSL: +3 with HTH	
0	Deduction (INT)	8-
5	Defense Maneuver II	
20	Martial Arts	
0	Paramedics (INT)	8-
0	Persuasion (PRE)	8-
0	Shadowing (INT)	8-
9	SL: +3 with Concealment, Shadowing, Stealth	
3	Stealth (DEX)	13-
3	Streetwise (PRE)	11-
0	TF: Car or Bike	
0	WF: Clubs	
0	WF: Unarmed Combat	
5	Perk: Contacts	
20	Talent: Adept	
	Background Skills	
2	AK: Home Region	12-
2	KS: Magic	11-
2	KS: Martial Arts	11-
2	KS: Meditation	11-
2	Language: Chinese (Fluent Conversation)	
0	Language: Native (4 points, Fluent)	
0	PS: Bodyguard	11-
Cost	**Disadvantages**	
-20*	Physical Limitation: Subject to Magic Loss (All the Time, Greatly) *Does not count toward 75 point maximum	
69	**Total Package Cost**	

Cost	Adept Powers	END
(6)	CSL: +2 with Unarmed Combat	0
(13)	Increased Reflexes +2 (SPD +2)	0
(30)	Killing Hands: 2d6 HKA	3
(3)	Mystic Armor +2 rPD	0
(8)	Pain Resistance: Resistance +4 EGO, +4 CON (to resist Stunning)	0

COMBAT DECKER

While most deckers prefer to undertake runs from several miles away, providing overwatch, legwork and security cover for their team through the Matrix, the Combat Decker prefers to be where the action is. He's ideal for runs that require direct penetration and on-site computer access. Sure he can sneak in, bypass electronic security and get the hacking done quickly and efficiently, but he is just as capable of going toe to toe with goons or security if it comes to that.

Just because he's big, chromed and wired for speed and close combat, doesn't mean he's bad at decking. He lives for the rush of the Matrix. When not on a run, the combat decker keeps tabs on what's going down in the sprawl for his teammates.

Cost	Skill/Talent/Perk	Roll
0	Acting (PRE)	8-
3	Analyze Hacking (INT)	13-
3	Bugging (INT)	13-
0	Climbing (DEX)	8-
3	Combat Driving (DEX)	12-
7	Computers (INT)	15-
3	Concealment (INT)	13-
0	Conversation (PRE)	8-
10	CSL: +2 with Cybercombat	
5	CSL: +1 with HTH	
0	Deduction (INT)	8-
3	Electronics (INT)	13-
0	Paramedics (INT)	8-
0	Persuasion (PRE)	8-
0	Shadowing (INT)	8-
12	SL: +4 with Computers, Computer Design and Analyze Hacking	
8	SL: +4 with Streetwise, Conversation, and Persuasion (Only in the Matrix, -.5)	
3	Stealth (DEX)	12-
3	Streetwise (PRE)	11-
0	TF: Car or Bike	
0	WF: Clubs	
2	WF: Cyber-Implant Weapons	
2	WF: Pistols	
0	WF: Unarmed Combat	
5	Perk: Contacts	
40	Perk: Wealth 1,000,000¥ (712,750¥ remaining)	
	Background Skills	
1	AK: Home Region	11-
2	AK: Seattle Corporate Hosts	11-
3	KS: Data Havens (INT)	13-
3	KS: Jackpoint Locations (INT)	13-
2	KS: Matrix Gangs	11-
0	Language: Native (4 points, Fluent)	
0	PS: Security Decker	11-
123	**Total Package Cost**	

Ess	Cyberware/Bioware	Nuyen
1.8	Datajack, Standard (Alphaware) (Mindlink: Computers)	2000
5.3	Internal Memory 200Mp (Alphaware)	60000
4	Radio Transceiver (Alphaware) (Radio Perception/Transmission)	5000
15	Obvious CyberArm*	65000
3.7*	SmartLink (Alphaware) (+2 with All Ranged)	30000
6.6*	Cyberspurs (Alphaware) (1½d6 HKA)	12500
14.7	Wired Reflexes 1 (Alphaware) (SPD +3, LR +4)	110000
2.7	Reflex Trigger (Alphaware) (SL: +4 Concealment for Wired Reflexes)	24000
43.5	**Total Essence Cost**	**308500**

COMBAT MAGE

The Combat Mage exists to deal out death and destruction, whether physically or magically. He is big, loud, and intimidating, and is primarily useful for dragging his teammates out of tight spots. The combat mage is no light-weight bookworm of a magician. He craves the excitement of combat, whether fighting with his guns or repertoire of single-target and area-effect spells. He can crack your neck just as easily as he can crackle your brain when he hits you with the full force of his Manabolt spell.

There's more to shadowrunning than killing people, however, so he can take down targets without killing them (sometimes you need info more than another casualty) as well as magically heal wounded comrades afterwards. If spells don't cut it, the combat mage can use intimidation and his street-born skills to get him out of tight spots.

Cost	Skill/Talent/Perk		Roll
0	Acting (PRE)		8-
0	Climbing (DEX)		8-
0	Concealment (INT)		8-
3	Conjuring (EGO)		13-
0	Conversation (PRE)		8-
5	CSL: +1 with All Ranged		
0	Deduction (INT)		8-
0	Paramedics (INT)		8-
3	Persuasion (PRE)		11-
0	Shadowing (INT)		8-
9	SL: +3 with Aura Reading, Conjuring, Sorcery		
5	Sorcery (EGO)		14-
0	Stealth (DEX)		8-
3	Streetwise (PRE)		11-
0	TF: Car or Bike		
2	WF: Blades		
0	WF: Clubs		
2	WF: Submachine Guns		
0	WF: Unarmed Combat		
30	Talent: Full Mage		
5	Perk: Contacts		
4	Perk: Wealth 100,000¥		
	Background Skills		
2	AK: Home Region		12-
2	AK: Redmond Barrens		11-
2	KS: Gang Identification		11-
2	KS: Magic		11-
2	KS: Organized Crime		11-
0	Language: Native (4 points worth, Literacy)		
0	PS: Corporate Mage		11-
	Spells	**AP**	**END**
7	Heal 6d6	60	6
7	Manaball 1d6+1 RKA	60	6
7	Manabolt 2d6 RKA	60	6
6	Powerball 1d6+1 RKA	50	5
7	Stunbolt 6d6	60	6
Cost	**Disadvantages**		
-20*	Physical Limitation: Subject to Magic Loss (All the Time, Greatly) *Does not count toward 75 point maximum		
91	**Total Package Cost**		

Cost	Magical Abilities	END
0	Astral Projection	3
0	Astral Perception	0
0	Dispelling 20d6	10
0	Banishing 20d6	10
0	Conjure Elementals	14
0	Sorcery	By spell
0	Spell Defense	0
0	**Total**	

COVERT OPS SPECIALIST

The Covert Ops Specialist is a master of infiltration and unauthorized access. Her skills and gear allow her to survey targets and gather intelligence. Using her Electronics skill, sequencer and retinal duplication, she can bypass security systems and alarms like a megacorp evading a tax.

Physical obstacles are bypassed through the use of her athletic ability, and guards can be fast-talked or take out physically if necessary. Once inside, she can sneak quietly about, communicate silently via headware radio, and use her cybered senses and radio scanners to keep an eye out for trouble. Anything she sees or hears through her amplified senses can be recorded and stored in headware memory.

The specialist maintains a strict cover identity that she uses to conceal her true identity and goals, as well as to lure unsuspecting targets into her confidence. She's a valued teammate, either as an information gatherer or as an advance scout.

Cost	Skill/Talent/Perk	Roll
3	Acrobatics (DEX)	13-
0	Acting (PRE)	8-
3	Breakfall (DEX)	13-
3	Bureaucratics (PRE)	14-
3	Climbing (DEX)	13-
3	Computers (INT)	
0	Concealment (INT)	8-
0	Conversation (PRE)	8-
5	CSL: +1 with Ranged	
0	Deduction (INT)	8-
3	Electronics (INT)	13-
10	Martial Arts: Ninjutsu	
0	Paramedics (INT)	8-
3	Persuasion (PRE)	14-
0	Shadowing (INT)	8-
9	SL: +3 with Acrobatics, Climbing, and Stealth	
6	SL: +2 with Computers, Electronics, Mechanics	
5	Stealth (DEX)	14-
3	Streetwise (PRE)	14-
0	TF: Car or Bike	
0	WF: Clubs	
2	WF: Pistols	
0	WF: Unarmed Combat	
6	Perk: Contacts	
16	Perk: Wealth 400,000¥ (206,500¥ remaining)	
	Background Skills	
2	AK: Home Region (INT)	13-
4	KS: Corporate Politics (INT)	14-
2	KS: Japanese Culture	11-
3	Language: Japanese (Fluent with Accent)	
0	Language: Native (4 points worth, Literacy)	
0	PS: Covert Operative	11-
2	SS: Psychology	11-
96	**Total Package Cost**	

Ess	Cyberware/Bioware	Nuyen
4.5	Boosted Reflexes 1 (SPD +1, LR +1)	20000
1.6	Cyberears (Alphaware) (Reduce Cyber-Audio damage 20%)*	4000
3.2*	Level Damper 8 (Alphaware) (Flash Defense: Hearing +8)	16000
3.8*	Hearing Amplification 6 (Alphaware) (Hearing PER +6)	24000
1.2*	Recorder (Alphaware) (Eidetic Memory: Sound)	5000
1.6	Cybereyes (Alphaware) (Reduce Cyber-Optic damage 20%)*	4000
1.1*	Camera (Alphaware) (Eidetic Memory: Vision)	5000
3.2*	Flare Compensation 8 (Alphaware) (Flash Defense: Sight +8)	16000
2*	Low-Light Vision (Alphaware) (UV Vision)	2500

2*	Retinal Duplication (Alphaware) (SL: Disguise +5)	30000	
4*	Thermographic Vision (Alphaware) (IR Vision, Discriminatory)	2500	
1.8	Datajack (Alphaware) (Mind Link: Computers)	2000	
5	Internal Memory 150Mp	15000	
4	Radio Transceiver (Alphaware) (Radio Perception/Transmission)	5000	
4	SmartLink (Alphaware) (+2 with all Ranged)	30000	
33	**Total Cost**	**181000**	

DRONE RIGGER

In the paranoid, ultra-security mindset of the mid-twenty-first century, the services of the Drone Rigger are in high demand. With his skills and machines, he provides an anonymous and often undetectable method of surveillance, protection, or attack. Everyone from media snoops and pirate tridcasters to detectives and shadowrunners need the drone rigger on their side. Even corporate execs looking to get the dirt on a rival will pay good cred for surveillance footage.

But the drone rigger isn't just an information gatherer. He's willing and able to jump into any combat situation. He runs his drones as if they were extra runners on a mission. He can provide multiple fields of fire and cover the team's back. He can also pilot vehicles for the quick getaway. During downtime, he can be found scouring every known junkyard in the sprawl for replacement parts for his "babies."

Cost	Skill/Talent/Perk	Roll
0	Acting (PRE)	8-
0	Climbing (DEX)	8-
3	Combat Driving (DEX)	12-
3	Combat Piloting (DEX)	12-
3	Computers (INT)	13-
0	Concealment (INT)	8-
0	Conversation (PRE)	8-
15	CSL: +3 with Ranged Combat	
0	Deduction (INT)	8-
3	Electronics (INT)	13-
3	Mechanics (INT)	13-
3	Navigation (INT)	13-
0	Paramedics (INT)	8-
0	Shadowing (INT)	8-
18	SL: +6 with Combat Driving, Combat Piloting, Navigation	
15	SL: +5 with Computers, Electronics, and Mechanics	
0	Stealth (DEX)	8-
7	Systems Operation (INT)	15-
0	TF: Car	
2	TF: Rotor Aircraft	
2	TF: Vectored-Thrust Aircraft	
3	Vehicle Design (INT)	13-
0	WF: Clubs	
2	WF: Pistols	
0	WF: Unarmed Combat	
2	WF: Vehicle Small Arms	
2	WF: Vehicle Heavy Weapons	
5	Perk: Contacts	
16	Perk: Wealth 400,000¥ (189,500¥ remaining)	
	Background Skills	
3	AK: Home Region (INT)	14-
2	AK: Safehouse Locations	11-
3	AK: Seattle Junkyards (INT)	14-
2	KS: Computers	11-
0	Language: Native (4 points worth, Literacy)	
0	PS: Security Rigger	11-
117	**Total Package Cost**	

Ess	Cyberware/Bioware	Nuyen
1.6	Cybereyes (Alphaware) (Reduces Cyber-Optic damage 20%)*	4000
4*	Thermographic Vision (Alphaware) (IR Vision, Discriminatory)	2500
3.2*	Flare Compensation 8 (Alphaware) (Flash Defense: Sight +8)	16000
4.8	Wide Range Radio Transceiver (Alphaware) (HRRP)	6000
1.8	Datajack (Alphaware) (Mind Link: Computers)	2000
2.7	Internal Memory 100Mp (Alphaware)	30000
4	Smartlink (Alphaware) (+2 with all Ranged)	30000
11.6	Vehicle Control Rig 2 (Alphaware) (SPD +3, LR +12, SL: Vehicle Skills +3)	120000
28.7	**Total Cost**	**210500**

THE FACE

The Face is the gilded-tongued warrior of the shadows. In her mind, it's not about guns, magic, or even cyberware. It's all about style and charisma. Whether it's negotiating a contract, interrogating a captive, or talking her way past a security checkpoint, she's the social chameleon. There is nothing that fazes the face. She is able to hange tough with go-gangers an dmingle with high society figures with equal ease.

She can talk at length about politics, literature and art, or bewilder her subjects with bizarre trivia. But make no mistake, she's still a warrior, the thrill of the shadowrun is in her blood. Her abilities to blend in and impersonate others (enhanced by her voice modulator and retinal duplication) make her ideal for undercover ops. And her endless number of contacts and numerous safehouses mean she can disappear without a trace, which is always helpful if things don't go down just right.

Cost	Skill/Talent/Perk	Roll
3	Acting (PRE)	14-
3	Bureaucratics (PRE)	14-
3	Bribery (PRE)	14-
0	Climbing (DEX)	8-
0	Concealment (INT)	8-
3	Conversation (PRE)	14-
0	Deduction (INT)	8-
3	Disguise (INT)	12-
3	Forgery (INT)	12-
3	High Society (PRE)	14-
3	Interrogation (PRE)	14-
0	Paramedics (INT)	8-
3	Persuasion (PRE)	14-
3	Seduction (PRE)	14-
0	Shadowing (INT)	8-
20	SL: +4 with All PRE Skills	
4	Stealth (DEX)	15-
3	Streetwise (PRE)	14-
3	Trading (PRE)	14-
0	TF: Car	
3	Well-Connected Skill Enhancer	
0	WF: Clubs	
2	WF: Pistols	
0	WF: Unarmed Combat	
5	Perk: Contacts	
12	Perk: Wealth 300,000¥ (212,500¥ remaining)	
Cost	**Background Skills**	**Roll**
0	AK: Home Region	8-
2	KS: Elven Society	11-
3	KS: Megacorporate Politics	12-
2	KS: Seattle High Society	11-
2	KS: Underworld Politics	11-
0	Language: Native (4 points worth, Literacy)	
3	Language: Sperethiel (Fluent with Accent)	
0	PS: Fixer	11-
94	**Total Package Cost**	

Ess	Cyberware/Bioware	Nuyen
1.8	Datajack (Alphaware) (Mind Link: Computers)	2000
1.2	Ear Recorder (Alphaware) (Eidetic Memory: Sound)	5000
4	Internal Memory 150Mp (Alphaware)	45000
1.2	Retinal Clock (Alphaware) (Absolute Time Sense)	1500
2.5	Retinal Duplication (SL: Disguise +5)	15000
2.8	Sound Editor 4 (Hearing PER Rolls +4, only offset penalties)	8000
6.8	Voice Synthesizer (Images: Hearing)	11000
20.3	**Total**	**87500**

THE INVESTIGATOR

The Investigator (or detective, gumshoe, or private eye) is a throwback to the days before the Awakening. His skills are practiced and valued by everyone in the shadows—digging up dirt, chasing down leads, and working his contacts. Just because he seems out of place doesn't mean that he is, as he makes sure to stay on top of the latest advances. Despite a lack of cyber, he's no slouch with his fists, although he'd rather use his street smarts to get out of trouble. His weapon of choice is state-of-the-art surveillance gear—which he's used to take down more than one opponent.

The investigator is in the shadows for the little guy—those who can't stand up for themselves. The investigator takes their jobs even if the pay is low, and pursues them with a jaded and dogged stubbornness. He walks the thin line of the law, and if justice isn't meted out by those with authority, he'll dispense his own through a quick portfolio download to various shadow databases and media outlets—or worse.

Cost	Skill/Talent/Perk	Roll
0	Acting (PRE)	8-
3	Bugging (INT)	12-
3	Combat Driving (DEX)	12-
3	Computers (INT)	12-
3	Concealment (INT)	12-
5	Conversation (PRE)	13-
10	CSL: +2 with Ranged Combat	
0	Deduction (INT)	8-
3	Electronics (INT)	12-
3	Forensic Medicine (INT)	12-
3	Forgery (INT)	12-
3	Interrogation (PRE)	12-
3	Persuasion (PRE)	12-
3	Security Systems (INT)	12-
3	Shadowing (INT)	12-
15	SL: +3 with All PRE Skills	
15	SL: +3 with All INT Skills	
3	Stealth (DEX)	12-
3	Streetwise (PRE)	12-
0	TF: Car	
0	WF: Clubs	
2	WF: Pistols	
0	WF: Unarmed Combat	
6	Perk: Contacts	
4	Perk: Wealth 100,000¥	
	Background Skills	
2	AK: Home Region	11-
2	KS: Chemistry	11-
2	KS: Gang Identification	11-
2	KS: Underworld Politics	11-
0	Language: Native (4 points worth, Literacy)	
0	PS: Police Procedures	11-
2	SS: Medicine	11-
	Disadvantages	
-25*	Cyberware/Bioware Rejection (All the Time, Fully) *Does not count towards 75 point maximum	
85	**Total Package Cost**	

THE MERCENARY

The Mercenary can be described in two words: "professional warrior." He has his own beliefs and his own agenda, but the bottom line is that he has the training, the skills, and the experience to take on any job at the time—and he will if the price is right. He is a veteran of numerous wars and conflicts, from guerrilla warfare waged by Yucatan rebels in Aztlan to the Desert Wars, where the megacorporations give their troops combat training by pitting them against each other in ravaged regions of Africa. His past work and travels have left him well-connected with access to military gear, information and medical necessities.

His training means that the mercenary is skilled in heavy weaponry—the mil-spec stuff that you don't find on every street corner. As a fast and stealthy troll, he's ideal for a team needing mobile firepower.

Cost	Skill/Talent/Perk	Roll
0	Acting (PRE)	8-
3	Climbing (DEX)	12-
3	Combat Driving (DEX)	12-
3	Concealment (INT)	12-
0	Conversation (PRE)	8-
24	CSL: +3 Overall	
0	Deduction (INT)	8-
3	Paramedics (INT)	12-
0	Persuasion (PRE)	8-
3	PSL: +1 vs. Range with All Attacks	
0	Shadowing (INT)	8-
3	Stealth (DEX)	12-
3	Streetwise (PRE)	12-
0	TF: Car or Bike	
0	WF: Clubs	
2	WF: Grenade Launchers	
2	WF: Launch Weapons	
2	WF: Machine Guns	
2	WF: Pistols	
2	WF: Rifles	
0	WF: Unarmed Combat	
5	Perk: Contacts	
18	Perk: Wealth 450,000¥ (84,500¥ remaining)	
	Background Skills	
2	AK: Home Region (INT)	12-
2	AK: Mercenary Hot Spots	11-
0	Language: Native (4 points worth, Literacy)	
2	KS: Desert Wars	11-
2	KS: Mercenary Groups	11-
2	KS: Military Weaponry	11-
0	PS: Mercenary	11-
88	**Total Package Cost**	

Ess	Cyberware/Bioware	Nuyen
4.5	Boosted Reflexes 2 (Alphaware) (SPD +1, LR +3)	70000
8	Vision Magnification 8 (Telescopic: Sight +8)	6000
2.6	Flare Compensation 8 (Alphaware) (Flash Defense: Sight +8)	16000
2.9	Muscle Replacement 2 (Alphaware) (STR +8)	40000
4	SmartLink (Alphaware) (+2 with all Ranged)	30000
6.7	Titanium Bone Lacing (Alphaware) (+1 rPD, +3d6 HA, BODY +8, +15 Kg. Encumbrance)	150000
28.7	**Total**	**365000**

SPRAWL GANGER

The urban sprawl is the ganger's home—every back alley, booze house, abandoned building, and burned-out car. This hombre is pure street muscle and he's got the chummers, the rap sheet, and the bruises to prove it. His life is filled with violence and chunks of pure intimidation. As long as he's the one dishing out the punishment, he stays on top of the heap of street scum—one small misstep and he'll quickly be crushed with the rest of the garbage. Whether enforcing the neighborhood protection racket or going "big time" with some mob-connected soldiers, his strength, skills, and terrorizing demeanor are in demand. He rarely uses his gun—to a ganger, firearms are a good back-up; but if you can't crack someone's skull with your bare hands (yeah, implants, chains, or a simple lead pipe count), then you don't belong in the sprawl.

Cost	Skill/Talent/Perk	Roll
0	Acting (PRE)	8-
3	Breakfall (DEX)	13-
3	Climbing (DEX)	13-
7	Combat Driving (DEX)	15-
0	Concealment (INT)	8-
3	Conversation (PRE)	11-
15	CSL: +3 with HTH	
10	CSL: +2 with Ranged Combat	
0	Deduction (INT)	8-
5	Mechanics (INT)	12-
0	Paramedics (INT)	8-
3	Persuasion (PRE)	11-
0	Shadowing (INT)	8-
9	SL: +3 with Breakfall, Climbing, and Stealth	
0	Stealth (DEX)	8-
5	Streetwise (PRE)	12-
0	TF: Bike	
0	WF: Clubs	
2	WF: Cyber-Implant Weaponry	
2	WF: Pistols	
0	WF: Unarmed Combat	
2	WF: Whips	
5	Perk: Contacts	
2	Perk: Wealth 50,000¥ (4,500¥ remaining)	
	Background Skills	
3	AK: Home Region	13-
2	KS: BTL Dealers	11-
2	KS: Gang Identification	11-
3	KS: Gang Turf	12-
0	Language: Native (4 points worth, Literacy)	
0	PS: Enforcer	11-
86	**Total Package Cost**	

Ess	Cyberware/Bioware	Nuyen
1.2	Dermal Plating (+2 rPD)	40000
8.4	Cyberspike (1d6 AP HKA)	5600
9.6	**Total**	**45600**

STREET MAGE

The Street Mage is the most balanced of the shadowrunning magicians. She prefers the thrill of life on the streets, but can easily melt into mainstream society. Her skills and spells reflect this balance and cover a wide range of magical abilities, from offense to illusion to health.

Magic is the center of her life and all aspects of it intrigue her, but this does not get in the way of her working with shadowrunners. She does more than her share of the duty, from astral over watch and staying alert for any surprises to sustaining disguise spells for an infiltration team. When the going gets tough, she can always call on her elementals to wreak havoc. Magical threats and magicians who practice "black arts" are also interesting to her, and she may take risks to capture a specimen or get a closer look at an astral signature.

Cost	Skill/Talent/Perk		Roll
0	Acting (PRE)		8-
3	Aura Reading (INT)		12-
0	Climbing (DEX)		8-
0	Concealment (INT)		8-
3	Conjuring (EGO)		13-
0	Conversation (PRE)		8-
0	Deduction (INT)		8-
0	Paramedics (INT)		8-
3	Persuasion (PRE)		13-
0	Shadowing (INT)		8-
15	SL: +5 with Aura Reading, Conjuring, and Sorcery		
3	Sorcery (EGO)		13-
6	Stealth (DEX)		14-
3	Streetwise (PRE)		13-
0	TF: Car or Bike		
0	WF: Clubs		
2	WF: Pistols		
0	WF: Unarmed Combat		
5	Perk: Contacts		
4	Perk: Wealth 100,000¥		
30	Talent: Full Mage		
	Background Skills		
2	AK: Home Region		12-
2	KS: Magic		11-
2	KS: Magical Groups		11-
2	KS: Magical Threats		11-
2	KS: Named Spirits		11-
0	Language: Native (4 points worth, Literacy)		
0	PS: Oracle		11-
	Spells	AP	END
2	Armor: +10 rPD/+6 rED	24	2
2	Detect Enemies +10 PER	21	2
6	Control Thoughts: 9d6	56	6
7	Heal 6d6	60	6
4	Levitate 8"	40	3
7	Mana Bolt 2d6+1 RKA (Reusable Fetish)	60/70	6
Cost	**Disadvantages**		
-20*	Physical Limitation: Subject to Magic Loss (All the Time, Greatly) *Does not count toward 75 point maximum		
98	**Total Package Cost**		

Cost	Magical Abilities	END
0	Astral Projection	3
0	Astral Perception	0
0	Dispelling 20d6	10
0	Banishing 20d6	10
0	Conjure Elementals	14
0	Sorcery	By spell
0	Spell Defense	0
0	**Total**	

STREET SAMURAI

The Street Samurai is more than an urban predator or partial cyborg, he is a freelance operative who follows a strict code of street honor. He is as learned in the ways of the traditional samurai warrior as he is in the practice of security procedures. The samurai tries to stay one step ahead of the dishonorable scum in the sprawl by upgrading his body with cyberware, always walking the line of insanity as he loses more and more flesh to the surgeon's knife.

He sells his skills, training, and cyberware for profit, but he is not an amoral killer and will refuse jobs that he considers dishonorable. His experience and leadership qualities often place him in charge of shadowrunner groups and operation, as he is perceptive in detailing mission plans and objectives. His cyberware enhancements give him an edge on his competition; those who underestimate him as a lowly street punk soon regret such a lethal mistake.

Cost	Skill/Talent/Perk	Roll
0	Acting (PRE)	8-
3	Acrobatics (DEX)	13-
3	Breakfall (DEX)	13-
3	Climbing (DEX)	13-
0	Concealment (INT)	8-
0	Conversation (PRE)	8-
16	CSL: +2 with All Combat	
0	Deduction (INT)	8-
10	Martial Arts: Karate	
0	Paramedics (INT)	8-
0	Persuasion (PRE)	8-
0	Shadowing (INT)	8-
3	Stealth (DEX)	13-
3	Teamwork (DEX)	13-
0	TF: Car or Bike	
2	WF: Blades	
0	WF: Clubs	
2	WF: Cyber-Implant Weaponry	
2	WF: Pistols	
2	WF: Submachine Guns	
0	WF: Unarmed Combat	
40	Perk: Wealth 1,000,000¥ (347,500¥ remaining)	
	Background Skills	
2	AK: Home Region	12-
2	KS: Bushido Philosophy	11-
2	KS: Gang Identification	11-
2	KS: Japanese Society	11-
2	KS: Megacorporate Security	11-
0	Language: Native (4 points worth, Literacy)	
0	PS: Soldier	11-
89	**Total Package Cost**	

Ess	Cyberware/Bioware	Nuyen
1.6	Cybereyes (Alphaware) (Reduces Cyber-Optic damage 20%)*	4000
3.2*	Flare Compensation 8 (Alphaware) (Flash Defense: Sight +8)	16000
2*	Low-Light Vision (Alphaware) (UV Vision)	2500
4*	Thermographic Vision (Alphaware) (IR Vision, Discriminatory)	2500
3.2	Level Damper 8 (Alphaware) (Flash Defense: Hearing +8)	16000
1	Dermal Plating (Alphaware) (+2 rPD)	80000
3.8	Hearing Amplification 6 (Alphaware) (Hearing PER Rolls +6)	24000
12	Obvious Cyberarms (Alphaware) (STR +5, Gripping STR +10, +3d6 HA, 25% Resistant DR vs. STUN, +2 rPD)*	130000
3.7*	SmartLink (Alphaware) (+2 with all Ranged)	30000
6.6*	Retractable Cyberspurs (Alphaware) (1½d6 HKA)	12500
12	Obvious Cyberarms (Alphaware) (STR +5, Gripping STR +10, +3d6 HA, 25% Resistant DR vs. STUN, +2 rPD)*	130000
3.7*	SmartLink (Alphaware) (+2 with all Ranged)	30000
6.6*	Retractable Cyberspurs (Alphaware) (1½d6 HKA)	12500
1.5	Reaction Enhancer 1 (LR +2)	3000
21.3	Wired Reflexes 2 (Alphaware) (SPD +4, LR +8)	330000
59	**Total**	**652500**

STREET SHAMAN

The Street Shaman follows Rat, and lives on and among society's castaways, in the sewers and tunnels of the infamous Ork Underground. The shaman needs little to get by, and can scavenge anything she needs. She guards the sewers, using spells, spirits, and stealth to detect intruders, and harassing them with magic and traps until they leave. (Of course, she'll be sure to use her spells to take anything valuable they have first.)

Sure, the sewers are nothing but sludge, poison, and waste to you; but the street shaman knows the balance of the life cycles of the sewers better than any other. From this, she knows much about the surface dwellers above, including their strengths and weaknesses. Combined with her stealth and magic, such knowledge makes her a natural at penetrating security and accessing installations, and therefore invaluable no matter what kind of shadowrun you are on.

Cost	Skill/Talent/Perk	Roll
0	Acting (PRE)	8-
3	Aura Reading (INT)	12-
0	Climbing (DEX)	8-
0	Concealment (INT)	8-
3	Conjuring (EGO)	13-
0	Conversation (PRE)	8-
5	CSL: +1 with All Ranged	
0	Deduction (INT)	8-
3	Electronics (INT)	12-
0	Paramedics (INT)	8-
3	Persuasion (PRE)	12-
0	Shadowing (INT)	8-
15	SL: +5 with Aura Reading, Conjuring and Sorcery	
5	Sorcery (EGO)	14-
3	Stealth (DEX)	13-
3	Streetwise (PRE)	12-
3	Survival: Urban (INT)	12-
0	TF: Car or Bike	
0	WF: Clubs	
2	WF: Pistols	
0	WF: Unarmed Combat	
30	Talent: Full Shaman	
5	Perk: Contacts	
	Background Skills	
2	AK: Home Region	12-
2	AK: Seattle Ork Underground	11-
2	KS: Magic	11-
2	KS: Magical Threats	11-
0	Language: Native (4 points worth, Literacy)	
0	PS: Fortune Teller	11-
2	SS: Ecology	11-

Cost	Spells	AP	END
7	Acid Stream 2d6 RKA	60	6
4	Analyze Device +0 PER, +5 Skill Levels	60	6
7	Chaos −1 to Rolls, 4" Radius	60	6
2	Detect Life +10 PER Roll	21	2
3	Invisibility	25	3
3	Magic Fingers 10 STR	25	3
3	Silence 4" Radius	25	3

Cost	Disadvantages		
-20*	Physical Limitation: Subject to Magic Loss (All the Time, Greatly) *Does not count toward 75 point maximum		
102	**Total Package Cost**		

Cost	Magical Abilities	END
0	Astral Projection	3
0	Astral Perception	0
0	Dispelling 20d6	10
0	Banishing 20d6	10
0	Conjure Elementals	14
0	Sorcery	By spell
0	Spell Defense	0
0	**Total**	

THE TECH-WIZ

The Tech-Wiz is a new breed of decker, one that can not only access the Matrix but is also the master of all things electronic. He can find a way to splice into the Matrix and aid the team from afar or he can tag along on the run and disable the latest electronic security devices the corp has just installed. He has the skills, the tools, and the technology to handle all the team's tech needs.

The tech-wiz trusts machines and is probably better able to understand them than the people he's around. He's not anti-social, but he is rather suspicious of people—and the time he spends in datahaven conspiracy forums doesn't help. But when he finds people he trusts, the tech-wiz can give excellent strategic advice and invent quick solutions to potentially nasty problems, especially if they involve any type of machine.

Cost	Skill/Talent/Perk	Roll
0	Acting (PRE)	8-
0	Climbing (DEX)	8-
5	Computers (INT)	14-
5	Computer Design (INT)	14-
0	Concealment (INT)	8-
0	Conversation (PRE)	8-
10	CSL: +2 with Cybercombat	
3	CSL: +1 with Pistols	
0	Deduction (INT)	8-
3	Electronics (INT)	13-
3	Mechanics (INT)	13-
3	Paramedics (INT)	13-
3	Persuasion (PRE)	13-
0	Shadowing (INT)	8-
25	SL: +4 to All INT Skills	
8	SL: +4 to Streetwise, Persuasion, and Conversation (Only in the Matrix, -.5)	
3	Stealth (DEX)	12-
3	Streetwise (PRE)	13-
0	TF: Car or Bike	
3	Weaponsmith (INT)	13-
0	WF: Clubs	
2	WF: Pistols	
0	WF: Unarmed Combat	
5	Perk: Contacts	
16	Perk: Wealth 400,000¥ (306,000¥ remaining)	
	Background Skills	
2	AK: Home Region (INT)	13-
3	KS: Matrix Topology (INT)	13-
3	KS: Data Havens (INT)	13-
0	Language: Native (4 points worth, Literacy)	
0	PS: Electronics Technician	11-
2	SS: Cybertechnology	11-
2	SS: Engineering	11-
3	SS: Physics	13-
115	**Total Package Cost**	

Ess	Cyberware/Bioware	Nuyen
1.8	Chipjack (Alphaware)	2000
1.8	Datajack (Alphaware)	2000
8	Headware Memory 300Mp (Alphaware)	90000
11.6	**Total**	**94000**

TRIBAL SHAMAN

The Tribal Shaman follows the call of Raven, and lives in the wild under the open sky. Her understanding of the world stems from her experience with the flow of nature. While she can be involved in the politics of her tribe, she prefers to disrupt matters with pranks and mischief rather than offer any political agenda, for Raven is the trickster and the harbinger of chaos. Her strengths lie under the wide open skies where moonlight can play tricks on you.

Many runners underestimate the tribal shaman in the sprawl, but her magic revolves around chaos, and what can be more chaotic than the urban blight of the city? She prefers outdoor runs, of course, especially those in run-down or decaying areas. She can protect and aid wounded team members as well as distract and engage the opposition. She also expects to be well rewarded for her services, preferably with a good meal.

Cost	Skill/Talent/Perk	Roll
0	Acting (PRE)	8-
3	Aura Reading (INT)	12-
1	Breakfall (DEX)	8-
3	Climbing (DEX)	12-
3	Concealment (INT)	12-
3	Conjuring (EGO)	14-
0	Conversation (PRE)	8-
8	CSL: +1 Overall	
0	Deduction (INT)	8-
3	Paramedics (INT)	12-
0	Persuasion (PRE)	8-
0	Shadowing (INT)	8-
15	SL: +5 with Aura Reading, Conjuring and Sorcery	
3	Sorcery (EGO)	14-
3	Stealth (DEX)	12-
3	Survival: Temperate Forests (INT)	12-
0	TF: Car or Bike	
2	WF: Bows	
0	WF: Clubs	
0	WF: Unarmed Combat	
30	Talent: Full Shaman	
5	Perk: Contacts	
2	Perk: Wealth 50,000¥	
	Background Skills	
2	AK: Home Region	12-
2	KS: Magic	11-
2	KS: Tribal Politics	11-
0	Language: Native (4 points worth, Literacy)	
0	PS: Medicine Man	11-
2	SS: Anthropology	11-
2	SS: Zoology	11-

Cost	Spells	AP	END
7	Chaos –1, 4" Radius	60	6
7	Heal 6d6	60	6
7	Flamethrower 4d6 RKA	60	6
6	Control Thoughts 10d6	56	6
7	Lightning Bolt 1d6	60	6
5	Physical Barrier 10 rPD, 6" x 1"	47	5

Cost	Disadvantages	
-20*	Physical Limitation: Subject to Magic Loss (All the Time, Greatly) *Does not count toward 75 point maximum	
116	**Total Package Cost**	

Cost	Magical Abilities	END
0	Astral Projection	3
0	Astral Perception	0
0	Dispelling 20d6	10
0	Banishing 20d6	10
0	Conjure Elementals	14
0	Sorcery	By spell
0	Spell Defense	0
0	**Total**	

VEHICLE RIGGER

If it can be driven or flown, the Vehicle Rigger can drive or fly it. If he doesn't know how to pilot what you've got, he'll give it a shot anyway. He's part barnstormer, part test pilot, part daredevil, and even part mechanic. Even if you don't have a vehicle, it's likely the he just happens to have a little souped-up number that's armed and armored and ready for a road test. And don't sweat it breaking down—he's got the tools and skills to repair it.

The vehicle rigger excels in vehicle combat, whether it's a high-speed chase through downtown streets, and aerial dogfight, or extracting the team from a hot LZ. If his heavy guns and missiles don't cut it, he can bring in a drone or two for support. The vehicle rigger is also useful for smuggling runs, as he knows what border spots are hot and where to lie low and make repairs during the run.

Cost	Skill/Talent/Perk	Roll
0	Acting (PRE)	8-
0	Climbing (DEX)	8-
3	Combat Driving (DEX)	13-
3	Combat Piloting (DEX)	13-
0	Concealment (INT)	8-
3	Conversation (PRE)	11-
15	CSL: +3 with Ranged Combat	
0	Deduction (INT)	8-
7	Electronics (INT)	14-
3	Mechanics (INT)	12-
0	Paramedics (INT)	8-
3	Persuasion (PRE)	11-
3	Shadowing (INT)	13-
9	SL: +3 with Combat Driving, Combat Piloting, and Mechanics	
0	Stealth (DEX)	8-
3	Streetwise (PRE)	11-
0	TF: Car	
2	TF: Hovercraft	
2	TF: Rotor Aircraft	
2	TF: Vectored-Thrust Aircraft	
5	Vehicle Design (INT)	14-
0	WF: Clubs	
2	WF: Vehicle Heavy Weapons	
2	WF: Vehicle Small Arms	
2	WF: Shotguns	
0	WF: Unarmed Combat	
5	Perk: Contacts	
40	Perk: Wealth 1,000,000¥ (368,000¥ remaining)	
	Background Skills	
2	AK: Home Region (INT)	13-
2	KS: Gang Identification	11-
2	KS: Smuggler Havens	11-
3	KS: Smuggler Routes (INT)	13-
0	Language: Native (4 points worth, Literacy)	
0	PS: Corporate Rigger	11-
123	**Total Package Cost**	

Cost	Cyberware/Bioware	Nuyen
1.8	Datajack (Alphaware)	2000
4	SmartLink (Alphaware)	30000
19.3	Vehicle Control Rig 3 (Alphaware)	600000
25.1	**Total**	**632000**

WEAPONS SPECIALIST

The Weapons Specialist is proficient at using and repairing just about any weapon you've ever seen and quite a few you've never even heard of. She is ideal for runs that require variety, skill, and improvisation. She instinctively knows what weapons need to be used in every situation. And if a situation arises where she doesn't have that weapon handy, she can improvise something that's close enough or find a dealer to provide it.

Her skills and collected weaponry combine with lethal precision, but it's her command of the tactical that gives her the advantage. As a veteran of multiple war zones, she doesn't need to become a cybered street samurai to get the job done. She's unlikely to get involved in any exchange without a plan and a clear advantage. She also stays on top of current developments, and may be a valuable information source on military technology.

Cost	Skill/Talent/Perk	Roll
0	Acting (PRE)	8-
0	Climbing (DEX)	8-
0	Concealment (INT)	8-
0	Conversation (PRE)	8-
15	CSL: +3 with Ranged Combat	
0	Deduction (INT)	8-
3	Demolitions (INT)	13-
3	Paramedics (INT)	13-
3	Persuasion (PRE)	11-
3	PSL: +1 vs. Range with All Attacks	
0	Shadowing (INT)	8-
3	Stealth (DEX)	13-
3	Streetwise (PRE)	11-
3	Tactics (INT)	13-
0	TF: Car or Bike	
3	Weaponsmith (INT)	13-
2	WF: Assault Rifles	
2	WF: Blades	
2	WF: Bows	
0	WF: Clubs	
2	WF: Machine Guns	
2	WF: Pistols	
2	WF: Rifles	
2	WF: Shotguns	
2	WF: Submachine Guns	
2	WF: Throwing Weapons	
0	WF: Unarmed Combat	
16	Perk: Wealth 400,000¥ (267,750¥ remaining)	
	Background Skills	
2	AK: Home Region (INT)	13-
2	KS: Arms Dealers	11-
2	KS: Firearm History	11-
2	KS: Military Tech Manufacturers	11-
0	Language: Native (4 points worth, Literacy)	
0	PS: Arms Dealer	11-
2	SS: Ballistics	11-
83	**Total Package Cost**	

Cost	Cyberware/Bioware	Nuyen
10.5	Boosted Reflexes 2 (SPD +1, LR +3)	35000
1.6	Cybereyes (Reduces Cyber-Optic damage 20%)*	2000
4*	Flare Compensation 8 (Flash Defense: Sight +8)	8000
2.5*	Low-Light Vision (UV Vision)	1250
4*	Vision Magnification 8 (Telescopic: Sight +8)	6000
4	SmartLink (Alphaware) (+2 with all Ranged)	30000
8	Targeting Computer 4	50000
29.6	**Total**	**132250**

MAGIC

All magical characters must pay for a talent that represents their magical ability. The Talents and their cost are listed below.

Talent	Cost
Full Magician (Hermetic or Shamanic)	30
Aspected Magician (Hermetic or Shamanic Conjurers and Sorcerers)	20
Adept (Aspected Magician of the Somatic Way)	20

All Magicians also have a required Disadvantage: Subject to Magic Loss (All the Time, Greatly, -20). This does not count toward the limit of –75 points in disadvantages. The effects of Magic Loss are described below.

GENERAL RULES

Magic Attribute
All magician characters have a Magic Attribute. This magic attribute starts at 60, but can be reduced by implantation of cyberware or bioware, or if a character takes a deadly wound. The Magic Attribute is important as it is the upper limit of Active Points in Spells that the magician can cast. If the Active Points of a spell is higher than the Magic Attribute, the Drain is applied to the character's BODY instead of STUN. The character can increase his Magic Attribute through Initation, described below.

Cyberware and Bioware
For each point of Essence lost to cyberware or for each point of Bio Index spent on bioware, the magical character loses 1 points of magic, and for every 10 full points of magic lost this way, suffers a -1 to all magical skills (Sorcery, Conjuring, Aura Reading).

Magic Loss
If a magical character is ever reduced to 0 BODY or lower, he has taken a deadly wound. This can cause Magic Loss. Make a CON roll. If the roll succeeds, the character loses no magic. If the roll fails, reduce the Magic Attribute by 1 per point the roll was missed. Magic Loss can occur through other means as well, and is mentioned when appropriate.

MAGICIAN POWERS

Magicians have many powers available to them depending on their tradition and how naturally talented they are in the magical realm. Full magicians are those who have the most talent, and are able to have access to all magical powers for their tradition. Full magicians can either be hermetic (magicians who cast spells and conjure elementals based on scientific ritual and magical formulae) or shamanic (magicians who cast spells and conjure elementals based on their ties to a totem creature, a magical spirit that grants powers). Aspected magicians are those who are talented, but not completely in control of their magical abilities. Aspected magicians can either be Sorcerers (in either the hermetic or shamanic tradition) or Conjurers (in either the hermetic or shamanic tradition). Adepts are magicians that follow the Somatic Way, a method of tapping magical powers to supplement their natural abilities, typically in a physical way. The powers available to magicians are listed below.

ASTRAL PROJECTION
With this power, the magician projects his spirit into the astral plane. The astral plane is basically a mirror image of Earth, overlaid on the real world. Everything on earth has a presence on the astral plane, but only living things and magic have a physical presence. Characters who project into the astral plane have a change in their characteristics as detailed below.

Astral STR	=	Normal PRE
Astral DEX	=	Normal INT
Astral CON	=	Normal EGO
SPD	=	SPD + 2

The following general rules apply to astral projection:

- Characters that astrally project lose 10 Essence per hour in the astral plane. Once they return to their body, the essence returns at 10 per minute. If their Essence reaches 0, the character dies.
- All spells cast while Astrally Projecting cause BODY Drain.
- Shamans who summon nature spirits while astrally projecting must resist Physical (BODY) Drain instead of STUN.
- Astrally Projecting characters are able to fly at a combat rate of 10" and a non-combat rate of 6400" (4 km/Phase), with Noncombat Acceleration/Deceleration (meaning it takes no time to build up speed).
- While in the astral plane, a character can assense all astral presences just as if they were using *Astral Perception* (see below).
- A character in astral space cannot read anything written on the physical plane (it shows as incomprehensible symbols), but can understand any emotional content the writing conveys.
- A character in astral space can be noticed from the physical plane with a successful Sight Perception roll (-8 for mundane, -6 for magically active)
- A character that astrally projects leaves his physical body behind at the point where he or she astrally projected. They are considered to be 0 DCV and unaware. Astrally projecting characters are aware of damage to their physical body. If the body is killed while the magician is astrally projecting, their astral form lives on until they've used up their essence. If their body is moved, they are aware that their body is moving, but they do not necessarily know where it is being moved to. They can track down their physical body by making an Ego Roll (modifiers based on how well hidden the body may be). The base time to find the body is 20 minutes, and characters may take extra time to help the skill roll.

ASTRAL PROJECTION
Power: Extra-Dimensional Travel to Any point in the Astral Plane; **Adv**: None; AP: 25; **Lim**: Can be seen but not physically affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5); Cannot take equipment except magical foci (-1); Character leaves body behind (-1)
Real Cost: 6 points

ASTRAL PERCEPTION
This ability allows the magician to shift him or herself partially into the astral plane. This allows the magician to look into the astral to see astral presences, to assence auras, and to see magical auras. While astrally perceiving, the character suffers a -5 to all perception rolls in regards to the physical plane.
The following general rules apply to astral perception:
- An astrally perceiving character can see any astrally present auras. Astrally present auras are: Dual-natured beings (spirits, dragons, vampires, etc.), astrally perceiving characters, astrally projecting characters, magic foci, magic spells.
- An astrally perceiving character may cast spells or take any astral action against astrally present auras.
- An astrally perceiving character may assense auras. An Aura Reading skill roll is made. Each level of success for the perception roll or skill gives the reader one of the following details about the aura.

- General state of subject's health (healthy, injured, ill, etc.)
- The subjects general emotional state or impression (happy, sad, angry, etc.)
- Presence or absence of cyberware or bioware
- The class of magical subject (fire elemental, manipulation spell, power focus, etc.)
- Whether the subject is mundane or awakened.
- If the character has seen the aura before he will recognize it, regardless of disguises or alterations.

If the character makes a critical success roll (making the skill roll under ½), then the character learns the following information:

- Exact Essence, Magic Attribute, and Force of the subject
- Location of any implants
- Accurate diagnosis of any disease or toxin affecting the subject
- The exact emotional state and cause for it (a murder, riot, religious ceremony, etc.)
- Presence and general cause of any astral signatures upon the subject (combat spell, illusion spell, hearth spirit, etc.)

Note: All magicians with Astral Perception have this as an Everyman skill at 8-.

ASTRAL PERCEPTION

Power: Detect: Astral Plane and Auras, Discriminatory, Tracking; **Adv**: None; AP: 25; **Lim**: Extra Time: ½ Phase to Turn on (-.25); Character may be targeted by Astral Forms (-.5); Side Effect: -5 Perception Rolls for Physical Plane (-1)
Real Cost: 9 Points

DISPELLING AND BANISHING

A magician may attempt to dispel magic already in place, magic about to be cast, or magical foci. The magician may also attempt to banish spirits. For dispelling and banishing, the following general rules apply:

- Each attempt at dispelling is a Full Phase action.
- The magician must make a Sorcery skill roll at -1 per 20 Force of the dispel (default is -5)
- Roll the effect dice and compare it to the force of the spell. If the dispelling total equals or exceeds the spell or summon, then it is dispelled. If the total does not equal or exceed the spell, it is still active. The magician may attempt again next action, and the total is added to the previous one. Determine results as above.
- Multiple magicians can combine their results to determine dispelling effect.
- A magician may dispel an incoming spell if he or she has a Held Full Phase action.
- Dispel costs 1 END per 10 Active Points.

FULL MAGICIAN DISPELLING/BANISHING

Power: 20d6 Dispel; **Adv**: All Magic (+.25); Cumulative (+.5); AP: 105; **Lim**: Gestures (-.25); Incantations (-.25); Extra Time: Full Phase (-.5); Requires a Sorcery or Conjuring Skill Roll, -1 per 20 Active Points (-.25)
Real Cost: 47 Points
Cost to increase: +1d6 Dispel for 2.5 points
Side Effect: Drain STUN/BODY (1 per 5 Active Points), Major, Always Occurs, Predefined Damage, Resistable (-.5)

ASPECTED MAGICIAN DISPELLING/BANISHING

Power: 20d6 Dispel (Spells); **Adv**: Cumulative (+.5); AP: 90; **Lim**: Gestures (-.25); Incantations (-.25); Extra Time: Full Phase (-.5); Requires a Sorcery or Conjuring Skill Roll, -1 per 20 Active Points (-.25)
Real Cost: 40 Points
Cost to Increase: +1d6 Dispel for 2 points

CONJURING

The magician has the power to summon powerful spirits to serve him. Mages summon elementals while shamans summon nature spirits. A character typically can only have 1 spirit serve him at a time, though this maximum can be increased for 1 point per extra spirit. The spirit stats are detailed at the end of the magic section.

Mages require a Hermetic Circle to summon elementals, which is a circle of runes and wards to protect the magician. Mages also require elemental conjuring materials, which are expended upon use. The following rules apply to mages for conjuring elementals:

- The cost of the Hermetic Circle is 35000¥ for a temporary circle, or 100000¥ for a permanently etched one.
- The cost of the elemental conjuring materials is 3000¥ for lesser elementals, 6000¥ for standard elementals, or 15000¥ for great form elementals.

- The process of conjuring the elemental takes 6 hours, all the while the mage is incanting, gesturing, and concentrating on making the elemental appear.
- At the end of the process the magician makes a Conjuring skill roll (-1 per 20 Force of the summon, default -4 for lesser elementals, -7 for standard elementals, and -11 for great form elementals).
- For every point the magician makes his roll, he may require 1 service from the Elemental or reduce Drain by 1 STUN.
- If the magician fails, no elemental is summoned, but the materials are wasted.
- On a particularly bad failure, an elemental may appear and attack the caster (GM discretion).
- At the end of the conjuring, the magician suffers Drain equal to 1 STUN per 10 Force (8 for Lesser Elementals, 14 for Elementals).
- A Mage may be able to summon and control more than one elemental, but each must be summoned individually, following the rules above.

Shamans need only to be in the appropriate domain for a particular type of spirit to summon them, though he does require a type of spirit fetish, which is expended upon use. The following rules apply to shamans for conjuring nature spirits:

- The process of conjuring the nature spirit takes only an extra phase, but during this time the shaman is incanting, gesturing, and concentrating on making the nature spirit appear.
- At the end of the process the magician makes a Conjuring skill roll (-1 per 20 Force of the summon, default -4 for lesser nature spirits, -7 for nature spirits, and -11 for great form nature spirits).
- For every point the magician makes his roll, he may require 1 service from the Elemental or reduce Drain by 1 STUN.
- If the shaman fails, no nature spirit is summoned, but the materials are wasted. On a particularly bad failure, a nature spirit may appear and attack the caster (GM discretion).
- At the end of the conjuring, the shaman suffers Drain equal to 1 STUN per 10 Force (8 for Lesser Nature Spirits, 14 for Nature Spirits).

CONJURE ELEMENTAL

Power: Summon Elementals (325 pt Elemental); **Adv**: Expanded Class (+.25); Devoted (+1); AP: 146; **Lim**: Concentrate to 0 DCV Throughout (-1); Extra Time: 6 Hours (-3.5); OAF: Spirit Conjuring Materials, Expendable (-1.25); Gestures Throughout (-.5); Incantations Throughout (-.5); Only in Hermetic Circle (-1); Requires a Conjuring Skill Roll (-.5); Limited Number of Services (-1); Side Effect: Drain STUN (1 per 10 Active Points), Minor, Always Occurs, Predefined Damage, Resistable (-.25)
Real Cost: 14 Points
Cost to Increase: 1 point per 2x elemental maximum (max number of elementals equal to caster's PRE/5)

CONJURE NATURE SPIRIT

Power: Summon Nature Spirit (327 pt spirit); **Adv**: Expanded Class (+.25); Devoted (+1); AP: 146; **Lim**: Concentrate to 0 DCV (-.5); Extra Time: Extra Phase (-.75); Gestures Throughout (-.5); Incantations Throughout (-.5); Limited Spirit Type defined by Area (-1); Limited Services (-1); Requires a Conjuring Skill Roll (-.5); 1 Spirit at a time (-.5); Side Effect: Drain STUN (1 per 10 Active Points), Major, Always Occurs, Predefined Damage, Resistable (-.25)
Real Cost: 22 Points

SORCERY

Sorcery is the ability to cast spells in the classical sense. The magician recalls a formula for a spell that he has learned, channels the magic through his or her body and brings it forth into the physical world. Spells are detailed later in this section. The following general rules apply to sorcery:

- The magician determines which spell to cast, then determines total Active Points in the Spell.
- Spell is targeted and attack rolls are made (as appropriate)
- Determine the effects of the spell.
- The Magician pays END as normal for the spell.
- Drain is separate from the Endurance cost of the spell. It is 1 point of STUN per 5 Active Points in the Spell. If the Active Points of

the Spell is higher than the Magician's Magic Attribute, Drain is equal to 1 BODY per 5 Active Points in the spell.

- The Magician can resist Drain by succeeding in a Sorcery Skill Roll. For every 1 point of success, the STUN or BODY cost is reduced by 1.

SPELL DEFENSE

This is a free power that allows the Full Magician (Hermetic or Shamanic) to allocate some defenses for any characters within his line of sight. A mage is considered to have his Spell Defense set at maximum unless unconscious or consciously reduces it (by casting spells, etc.). The mage can dedicate some of his entire spell defense to any target in his line of sight, and may split defenses between any targets he can see. For every +1 Spell Defense, the magician effectively lowers his Magic Attribute by 10 in regards to whether spells cause Physical (BODY) or STUN Drain. The magician can allocate +1 until his Magic Attribute is effectively 0, which prevents him from casting any spells (i.e. an Initiate may have more than +6 to allocate for Spell Defense).

Power: Armor, Mental Defense, Power Defense; **Adv**: Usable By Others at Range (+.75), Splittable (+.25); AP: 10 per +1 rPD, +1 rED, +1 MD, +1 PD (60 total); **Lim**: Only against magic attacks (-.5), Lowers Active Point Maximum available for other spells (-1)
Real Cost: 24

FULL MAGES AND SHAMANS

Full mages and shamans have access to all aspects of magical ability with the exception of Adept powers. They have access to the following abilities: Astral Projection, Astral Perception, Sorcery, Conjuring (elementals or nature spirits), Dispelling (spells), and Banishing (elementals and nature spirits), Spell Defense, and 20 points to spend on spells.

SORCERER

Sorcerers are talented only in the casting of spells, to which they excel. Sorcerers can be either hermetic or shamanic, and gain totem bonuses that apply to sorcery. Sorcerers have access only to the abilities of Astral Perception, Sorcery and Aspected Dispelling (spells only), Spell Defense, and 20 points to spend on Spells.

CONJURER

Conjurers come in both hermetic and shamanic traditions, with shamanic conjurers gaining totem bonuses that apply to conjuring. The hermetic conjurer has access to Astral Perception, Conjuring (elementals), and Aspected Banishing (elementals and nature spirits). The shamanic conjurer has access to Astral Perception, Conjuring (nature spirits), and Aspected Banishing (elementals and nature spirits), and 20 points to spend on Magic Skills, Banishing, or number of spirits he can summon at once.

INITIATION

Initiation sharpens the natural Awakened sensitivity to magic and purifies the spirit. It allows a character to find his or her capacity to wield greater magical abilities, called metamagic, and provides access to the metaplanes of astral space. Only Awakened characters (full magicians, aspected magicians, and adepts) are capable of initiating.

To initiate, a character must pay 3 points for the Initiate Talent, and purchase any one of the Metamagic Powers listed below. Initiation is measured in grades, so a grade 3 Initiate has paid 9 points for Initiation as well as the cost of three of the Metamagic Powers below. This talent raises the Active Point limit on spells by 10 points.

Adepts may initiate by spending 3 points to Raise their Magic Attribute by +10, as well as purchasing a metamatic power from Centering (which they can use on any Adept Power), Cleansing, Divining, Masking, or Shielding. When they have no further Metamagic Powers to purchase, they may spend 10 points to Initiate to the next grade.

To Initiate, the magician must spend 1 week per Grade desired (one Grade at a time) in meditative study in a Hermetic Library (Mages), Shamanic Lodge (Shamans), or in solitary study in appropriate surroundings (Adepts). See the Item List for costs.

METAMAGIC

ANCHORING

Allows a magician to attach spells to specialized foci and delays their activation until a certain event occurs.
Power: Trigger Advantage; **Adv**: None; AP: 30; **Lim**: OAF (-1); Only for Spells (-1); Requires a Sorcery Skill Roll (-.5)
Real Cost: 9 points for any spell up to 60 Active Points

CENTERING

This assists a magician in channeling magical energy.
Power: Reduced END: ½ END Advantage; **Adv**: None; AP: 15; **Lim**: Only for 1 Spell at a Time (-1); Requires a Centering Skill Roll (-.5)
Real Cost: 6 points for any spell up to 60 Active Points

CLEANSING

This ability clears away astral pollution known as background count from an area.
Power: 10d6 Dispel: Change Environment; **Adv**: Cumulative, 4x maximum points (+1); AP: 60; **Lim**: Only against background count (-2); Requires a Sorcery Skill Roll (-.5); Extra Time: 1 Turn (-1.25)
Real Cost: 13 points

DIVINING

This ability allows the magician to Read omens and signs to provide insight into future events.
Power: Clairsentience, Precognition; **Adv**: None; AP: 40; **Lim**: Requires a Divining Skill Roll (-.5); Vague and Unclear (-.5); Precognition only (-1)
Real Cost: 13 points

INVOKING

This summons powerful spirits known as great form spirits for magicians that can conjure spirits.
Invoke Great Form Elemental
Power: Summon Elementals (500 pt Elemental); **Adv**: Expanded Class (+.25); Devoted (+1); AP: 225; **Lim**: Concentrate to 0 DCV Throuout (-1); Extra Time: 6 Hours (-3.5); OAF: Spirit Conjuring Materials, Expendable (-1.25); Gestures Throughout (-.5); Incantations Throughout (-.5); Only in Hermetic Circle (-1); Requires a Conjuring Skill Roll (-.5); Limited Number of Services (-1)
Real Cost: 9 Points

Invoke Great Form Nature Spirit
Power: Summon Nature Spirit (500 pt spirit); **Adv**: Expanded Class (+.25); Devoted (+1); AP: 225; **Lim**: Concentrate to 0 DCV (-.5); Extra Time: Extra Phase (-.75); Gestures Throughout (-.5); Incantations Throughout (-.5); Limited Spirit Type defined by Area (-1); Extra Endurance x2 (-.5); Limited Services (-1); Requires a Conjuring Skill Roll (-.5); 1 Spirit at a time (-.5)
Real Cost: 13 Points

MASKING

This ability disguises the aura and penetrates such disguises used by others. This talent allows the character to use his Aura Reading skill similar to the Disguise skill to change his aura. It also gives the character the ability to penetrate such a disguise.
Power: Masking Talent; **Adv**: None; AP: 5 **Lim**: None
Real Cost: 5 points

QUICKENING

The makes the effects of a constant spell uncontrolled and costing 0 Endurance. The spell automatically turns off after one day or when any attempt is made to dispel it.
Power: Uncontrolled Advantage; Reduced END: 0 END; **Adv**: None; AP: 60; **Lim**: Requires a Sorcery Skill Roll (-.5); Only for Spells (-1); Extra Time: 1 Turn (-1.25)
Real Cost: 16 points for any constant spell up to 60 Active Point

SHIELDING
This ability provides defense against spells for the magician and allies.

Power: Combat Skill Levels: Defense; **Adv**: Usable By Others, Simultaneously, x4 Targets (+1); Ranged (+.5); AP: 12.5 per +1; **Lim**: Only against magical attacks (-1)

Real Cost: 6 per +1

ASTRAL TRAVEL

Characters traveling through the Astral Plane cannot pass through organic material or magical barriers. The Earth is considered a living creature in this case and normally cannot be moved through. Worked earth that is removed from the whole of earth is not considered to be part of Mother Earth as a whole. It is possible to move through Mother Earth, albeit at an incredibly slow rate. They may move through an amount of earth equal to their PRE/5 every 20 minutes. If he decides to stop trying to move through the earth, he may return to his starting point at his normal Astral movement rate.

ASTRAL VISIBILITY
The astral plane is lit by the auras of living beings, and is always perpetually lit by the Earth. The light level in the physical plan has no relation to the amount of visibility on the astral, though viewing the astral plane through semi-opaque things like water, fog, smoke, or fire can limit visibility.

ASTRAL BARRIERS
Astral barriers are dual-natured walls, with their astral form appearing as a hazy, solid wall that blocks all astral forms and astral perception. Dual-natured beings and items (such as active foci) cannot pass the barrier without defeating it in astral combat. Hermetic circles and Shamanic lodges form astral barriers, though the hermetic circle is only a barrier when it is used for magical purposes.

The physical forms of an astral barrier can be anything from painted runes on the floor to an actual wall, and it does not have to conform to the astral form's shape.

Astral Barriers modify all skill tests by its Active Points/5 for any magical skills attempting to cross it.

If a mundane character or item with a spell upon it passes through an astral barrier on the physical plane, the character or item passes through, but the spell is stopped.

If a character possessing a quickened spell or an item with a quickened spell on it passes through an astral barrier on the physical plane. If the spell has a higher Active Point total, it passes through. If not, it is stopped.

An initiate who knows the metamagic Masking may attempt to synchronize auras with the barrier. Make an Aura Reading skill roll modified by −1 per 5 Active Points of the barrier. If they initiate succeeds they may pass through it freely in the same way as the creator. They must make a Aura Reading test each time they wish to move through the barrier.

WARDS
A ward is an astral barrier that has no other function than to be a barrier in astral space. Any Awakened character capable of astral perception can set up a ward, given time. The maximum area that can be warded is equal to the caster's Magic attribute x 5 cubic meters. A group of characters can ward an area measuring 5 cubic meters x the sum of their Magic attributes.

A ward must be placed on a non-living thing (walls, a vehicle, rocks, etc.) and cannot be moved from its physical component to another location.

The warding ritual takes 1 hour per 10 Active Points and requires no special materials. At the end of the ritual, make an INT or Aura Reading skill roll modified by −1 per 10 Active Points. A group of characters make individual rolls and determine how much they succeed by. Each point of success determines the number of weeks the ward lasts before disappearing. A ward can be made permanent by paying character points equal to 1/10th the Active Points of the ward.

Endurance for creating the ward is equal to 1 per 10 Active Points, but the maximum force you can give a ward is equal to the creators Magic Attribute. A group can create a ward with a force equal to the sum of their Magic Attributes.

A warding ritual can also increase the life span of an existing ward. Make another INT or Aura Reading skill roll modified by the Active Points, and the life span increases by the number of weeks equal to the level of success. If the roll fails, the existing ward is not harmed except on a roll of 18, which destroys the ward.

Spirit and Wards
Spirits are capable of creating wards and will do so as a service for the character that summoned them. Regular spirits can create a ward with a Force up to 75. Great form spirits can create a ward with a Force up to 150 points.

Alarm Ward
An alarm ward is difficult to detect in astral space as anything other than a faint shimmer. Character may make a PER Roll modified by −1 per 10 Active Points to detect the Alarm Ward. An alarm ward alerts its creator when an unauthorized astral entity crosses its boundaries. Initiates may synchronize their auras to fool an alarm ward the same as any other barrier. Use the same rules for creating normal wards but reduce the time by half.

ASTRAL COMBAT
Characters who astrally project are faster as noted in their changed Speed characteristic, and those who change from physical to astral or vice versa during a combat must abide by all rules for changing their Speed.

All combat in the astral plane is hand-to-hand based with modifiers for reach. Characters may use Combat Skill Levels for All Combat, Melee Combat, or Magical Attacks when in astral combat.

Astral damage is figured based upon the character's Astral Strength (PRE) in Normal Damage. If a character is using a weapon focus, the damage from the focus is normal, with the normal figuring of Stun modifier. Damage is applied against their Energy Defense. Body damage is ignored.

An astral form reduced to 0 Stun is disrupted. A disrupted astral form immediately disappears from astral space, and astrally projecting characters return to their physical bodies (regardless of any barriers separating them), while spirits vanish completely. The character is unconscious and must recover normally. A character disrupted in astral space must immediately check for Magic Loss. A spirit disrupted cannot return to astral space or the physical world for 28 days.

ASTRAL COMBAT AGAINST OBJECTS AND BARRIERS
When characters engage non-sentient items in Astral Combat, they use their normal astral attacks (usually based on Astral Strength) or their Dispelling power against the object. The object is considered to be a 0-point character with the following modifications:

It is considered to have a Strength equal to 10 + ¼ its Active Points (which figures its PD), Stun equal to 15 + ½ its Strength + ¼ its Active Points, and a Dexterity equal to 10 + ½ its Active Points divided by 3 (which figures its CV and Speed). So a Force 10 Spell has a Strength 13 (PD 3), Stun of 23, Dexterity of 11 (CV 3, Speed 2). Conversely, a 60 Active Point object would have a Strength of 25 (PD 5), Stun of 42, and Dexterity of 20 (CV 6, Speed 3). Also remember that astral presences add 2 to their effective speed (so the above examples would have a Speed 4 and Speed 5 respectively). Objects counterattack every phase they act as long as the previous action from the magician was to attack. If the magician decides to break off combat, the object does not attack and continues to function at full strength.

An object reduced to 0 Stun is effectively turned off, but will return to full Stun in 1 Turn. A character can keep the object or barrier "suppressed" by spending a full phase action every turn keeping it suppressed.

To permanently destroy an object, the object must be brought to 0 Stun, and the character must then make a PRE Roll modified by –1 per 5 Active Points of the object. Success destroys the object or barrier.

Destroying a focus in astral combat destroys its enchantment. Destroying a barrier destroys temporary barriers such as wards. Permanent barriers (like lodges, circles, and permanent wards) are rendered permanently ineffective against the character that defeated it, but are still effective against all other intruders.

BACKGROUND COUNT
The background count of an area refers to the presence of powerful magical and emotional influences that can affect the flow of mana in the astral plane.

In practice, the level of background count modifies all magical and astral rolls while in the area by –2. All spells cast in the area also suffer an additional 1 END per level of the background count.

Awakened characters that are not astrally active can still sense the presence of a background count that they enter. They can make a sight PER roll modified by –6 for a level 1, -5 for a level 2, -4 for a level 3, and so on.

TOTEMS

Each shaman has a totem. A totem is a powerful spirit that gives the shaman the magical power and knowledge. The shaman, in turn, follows the ideals represented by the totem.

A shaman's totem is chosen when the character is created. Technically, it is the *totem* who chooses the shaman. At some point in a neophyte shaman's life comes the call of a totem, in the form of a dream or vision. Often, a traumatic even brings on the call, like a serious illness, sudden shock, or near-death experience.

The environment listing determines where the shaman may set up their shamanic lodge, and also determines their most preferred surroundings.

Skill levels below may be used for the Sorcery or Conjuring skill roll or as Combat Skill Levels to attack. Penalties below apply to both the Sorcery and Conjuring skill roll and the OCV

BEAR
Bear is a totem found in cultures wherever bears are known, from North America to Europe and Asia. He is powerful, but gentle and wise. He tends to be slow moving and easy-going unless he has to move fast. Bear is slow to anger, but terrifying in battle. Bear shamans tend to be calm, cool and collected. They are healers and protectors of the natural world as they see it. A bear shaman cannot turn down someone who needs healing without giving a good reason.
Environment: Forest
Advantages: +2 Skill Levels to cast Healing spells, +2 Skill Levels to conjure Forest Spirits.
Disadvantages: Bear shamans can go berserk when wounded. Whenever a bear shaman takes Body in combat, roll to see if he goes berserk. The shaman must take this Disadvantage but gets no points for it. (Berserk, Common, 11- to go berserk, 14- to recover).

BUFFALO
Buffalo is a uniquely North American totem. She knows much medicine, which she uses to aid her people. She is kind and giving, strong and tireless in her work. The people take from Buffalo and honor her spirit for the bounty she provides. Buffalo shamans are healers and protectors; they cannot turn down an honest request for aid from someone who needs it. A buffalo shaman will lay down her life for a true friend or ally in need and will often take great risks to help others.
Environment: Plains

Advantages: +2 Skill Levels to cast Healing spells, +2 Skill Levels to conjure Prairie Spirits.
Disadvantages: -1 penalty to Illusion spells.

CAT
Cat is honored in cultures around the world. She is stealthy, sly and rather vain. Cat knows many secrets, but shares few of them. Cat shamans tend to be loners who keep their own council. They are fastidiously clean and presentable whenever possible. Cat shamans generally toy with their opponents -- threatening, taunting, and confusing – rather than going directly for the kill.
Environment: Urban
Advantages: +2 Skill Levels to cast Illusion spells, +2 Skill Levels to conjure City Spirits
Disadvantages: -1 penalty to all magical, Intellect, Background, and Interaction skills if dirty or unkempt. An unwounded Cat shaman must make an Ego roll when casting a damaging spell. If the roll fails, the shaman must cast her least damaging spell (at its minimum damage level). If the shaman is wounded, all this playing around stops.

COYOTE
Coyote the Trickster is a uniquely North American totem. He is unpredictable and ever-changing; bold one minute, cowardly the next. Old Man Coyote can be a friend or deceiver. He is intensely curious and fond of taking risks just for the fun of it. Coyote shamans are independent and refuse to be bound by anything other than their word. They live by their own rules, surviving on wit and charm.
Environment: Anywhere on land
Advantages: None
Disadvantages: None

DOG
Dog is a loyal friend honored by shamans around the world. He fights ferociously to defend his home and those under his protection. Dog shamans protect people from the harmful magic and dangerous spirits. They are loyal, generous and helpful to those who show them kindness and loyalty in return. They are single-minded, often to the point of stubbornness.
Environment: Urban
Advantages: +2 Skill Levels to cast Detection spells, +2 Skill Levels to conjure Field and Hearth Spirits.
Disadvantages: The dog shaman must make an Ego roll to change a declared course of action. The test requires a full-phase action as dog struggles to change his mind.

DOLPHIN
Dolphin is the free spirit of the sea, dancer on the waves. She is wise, yet playful, and a friend of man. Dolphin helps people against the threats of the sea (like Shark). Dolphin shamans are staunch protectors and helpers. The cannot turn down a deserving person who needs their help and must fight against all evil that threatens people or nature.
Environment: On or by the sea
Advantages: +2 Skill Levels to cast Detection spells, +2 Skill Levels to conjure Sea Spirits
Disadvantages: -1 penalty to Combat spells

EAGLE
Eagle is the highest-flying bird in the sky, considered the noble by shamans in North America, Central America and Europe. He is proud and solitary, and sees everything happening in the world he soars over. Eagle shamans are proud and noble defenders of the purity of nature. They are intolerant of those who do not share their views, and have a strong distrust of technology and its tools. Those who damage nature are Eagle's enemies, and the Eagle shamans brave great danger to defeat polluters and other evildoers.
Environment: Mountains
Advantages: +2 Skill Levels to cast Detection spells, +2 Skill Levels to conjure all Spirits of the Sky.
Disadvantages: Double essence lost caused by implanting cyberware.

GATOR

Found among shamans living near swamps and rivers, Gator also flourishes among urban shamans, since legend has it that he dwells in the sewers and storm drains of the city. He is ill-tempered and lazy, a strong fighter and a big eater. Gator shamans like big payoffs that allow them to take it easy for a while. It can take a hefty argument to talk a Gator shaman into any unnecessary exertion, but once a Gator shaman decides to do something, it is just as difficult to talk him out of it.

Environment: Swamp, river, or urban

Advantages: +2 Skill Levels to cast Combat and Detection spells. As a wilderness totem, +2 Skill Levels to conjure Swamp, Lake or River Spirits (shaman's choice). As an urban totem, +2 Skill Levels to conjure City Spirits.

Disadvantages: -1 penalty to Illusion spells. It requires an Ego roll for a Gator shaman to break off a fight, chase or other direct action.

LION

Lion is followed by shamans from the veldts of Africa to the plains of Europe. He is a brave and powerful warrior, who protects his family with his life. Lion prefers to work from surprise or ambush, but will take the direct approach when necessary. Lion shamans demand the best from themselves. They also demand respect from those around them. A Lion shaman makes a loyal friend and a deadly enemy.

Environment: Prairie

Advantages: +2 Skill Levels to cast Combat Spells, +2 Skill Levels to conjure Prairie Spirits.

Disadvantages: -1 penalty to Health spells

MOUSE

Mouse knows just where to find the right thing for every situation. She is clever and resourceful; her wisdom often helps fierce and proud totems like Lion and Wolf out of trouble, showing them the common sense they might otherwise miss. Mouse is no one's enemy and, if she has a flaw, it is that curiosity sometimes gets the better of her. Mouse shamans tend to be hoarders, collecting all manner of junk along with useless information and trivia, storing everything away "for a rainy day".

Environment: Urban or fields

Advantages: +2 Skill Levels to cast Detection and Health spells, +2 Skill Levels to conjure Hearth and Field Spirits.

Disadvantages: -2 penalty to Combat spells

OWL

Owl is wise and sees all. She rules the night sky and what she hunts, she finds. By day, she is nearly helpless. Owl is honored by cultures around the world, although some consider her appearance a bad omen. Owl shamans are nocturnal loners well-suited for life in the shadows. Their magic is weaker during the day, and the owl shamans tend to remain in the shadows even during daytime.

Environment: Anywhere

Advantages: +2 Skill Levels to Sorcery and Conjuring at night

Disadvantages: -2 penalty to all magic skills during the daytime.

RACCOON

Raccoon is a cunning bandit who can break into any trap and steal the bait. He fights when he must, but prefers strategy and trickery. Raccoon shamans are intensely curious, which often leads them into danger. They can be greedy (Raccoon is a thief totem) and many steal only the very best. Petty thefts and violent robberies are beneath a Raccoon shaman's dignity

Environment: Anywhere but the desert

Advantages: +2 Skill Levels to cast Manipulation spells, +2 Skill Levels to conjure City Spirits.

Disadvantages: -1 penalty to Combat spells.

RAT

Rat is found wherever humans are, for who else's bounty can sustain him? Rat is a stealthy thief too selfish to share anything. He is a coward who would rather run away than fight. Rat shamans tend to be dirty and unkempt. They dislike working out in the open, preferring to stick to the shadows. Rat shamans avoid fights whenever they can. When they must fight, they fight to kill.

Environment: Urban

Advantages: +2 Skill Levels to Detection and Illusion spells, +2 Skill Levels to conjure City Spirits.

Disadvantages: -1 penalty to Combat spells

RAVEN

Raven is a harbinger of trouble in cultures world-wide. He is a trickster, dark and devious, and a transformer, responsible for changes. Raven thrives off the bounty of carnage and chaos, but does not cause them. He merely knows an opportunity when he sees one. Raven shamans love to eat, and rarely refuse an offer of food.

Environment: Anywhere under the open sky

Advantages: +2 Skill Levels to Manipulation spells, +2 Skill Levels to conjure Sky Spirits.

Disadvantages: -1 penalty to all magical skills when not under the open sky.

SHARK

Shark is a cold and relentless hunter. When shark strikes, he does so without mercy, driven into frenzy by the blood of his prey. Shark shamans tend to be wanderers, always on the move. They are fierce and deadly warriors. A Shark shaman believes the only good enemy is a dead enemy. If challenged, they do not waste time with threats or boasts, but strike to kill.

Environment: On or by the sea

Advantages: +2 Skill Levels to Combat and Detection spells, +2 Skill Levels for Sea Spirits

Disadvantages: Shark shamans can go berserk when wounded or when they kill an opponent. Whenever a Shark shaman takes Body in combat or strikes the killing blow on an opponent, roll to see if he goes berserk. The shaman must take this Disadvantage but gets no points for it. (Berserk, Common, 11- to go berserk, 14- to recover). The Shark that goes berserk can continue to attack the body of his last kill instead of moving to a living target.

SNAKE

Snake is wise and knows and knows many secrets. She is a good councilor, but always exacts a price for her advice. Snake shamans are pacifists; they only fight to protect themselves and others. Snake shamans are obsessed with learning secrets and take great risks to order to do so. They trade their knowledge to others for whatever they can get in exchange.

Environment: Anywhere on land

Advantages: +2 Skill Levels for Detection, Health, and Illusion spells. As a wilderness totem, +2 Skill Levels to conjure any one Spirit of the Land (shaman's choice). As an urban totem, +2 Skill Levels to conjure any one Spirit of Man (shaman's choice).

Disadvantages: -1 penalty for *all* spells cast during combat

WOLF

Wolf is recognized as a hunter and warrior worldwide. He is fiercely loyal to the other members of his pack. As the ancient saying goes, Wolf wins every fight but one, and in that one he dies. Wolf shamans are loyal to friends and family unto death. They do not show cowardice in battle and their word is their bond.

Environment: Forest, prairie, or mountains

Advantages: +2 Skill Levels to Combat and Detection spells, +2 Skill Levels to conjure Forest, Prairie, or Mountain Spirits (shaman's choice).

Disadvantages: Wolf shamans can go berserk when wounded. Whenever a wolf shaman takes Body in combat, roll to see if he goes berserk. The shaman must take this Disadvantage but gets no points for it. (Berserk, Common, 11- to go berserk, 14- to recover).

ADEPT

Adepts are another form of magician who follows the Somatic Way. They channel their energies into physical manifestations of power. They do not have access to Astral Projection, Sorcery, Conjuring, or Dispelling/Banishing. They might have Astral Perception if they purchased it as a power. Adepts use their magic in the perfection of body and mind, and they tend to focus on training and discipline.

ADEPT POWERS

Adepts use their magic attribute to "buy" powers that are supernatural or magical abilities that become a natural part of the adept through study and training. Each power has a cost in points, of which the adept has the total of his magic attribute to spend on Adept Powers. A beginning Adept has a Magic Attribute of 60.

ASTRAL PERCEPTION
Power: Detect: Astral Plane and Auras, Discriminatory, Tracking; **Adv**: None; AP: 25; **Lim**: Extra Time: ½ Phase to Turn on (-.25); Character may be targeted by Astral Forms (-.5); Side Effect: -5 Perception Rolls for Physical Plane (-1)
Real Cost: 9 Points

ATTRIBUTE BOOST
The adept can all upon their inner strength to perform amazing feats beyond the norm. Attribute Boost may be purchased for any of the physical attributes: STR, DEX, BODY, CON. It must be purchased separately for each of the attributes, and cannot be purchased for mental attributes. To use this power, the character must make an EGO roll (-1 per 10 Active Points) to activate the power. Once activated, it stays on as long as the character pays endurance.
Power: Characteristics; **Adv**: None; AP: varies by Characteristic; **Lim**: Requires an Ego Roll (-.5); Costs END (-.5)
Magic Cost: +2 STR per point, +2 DEX per 3 points, +2 BODY per 2 points, +2 CON per 2 points

BLIND FIGHTING
The adept has the innate ability to fight effectively even while in darkness or blinded.
Power: Combat Sense Talent; **Adv**: None; **Lim**: None
Magic Cost: 15 points for Combat Sense, 2 points for +1 to roll

BODY CONTROL
The adept's power of mind over body allows him to resist the effects of toxins and diseases. Each level of Body Control gives 1 Power Defense against any normal toxins.
Power: Power Defense; **Adv**: None; AP: 1 per 1 Power Defense; **Lim**: Only against normal toxins (-.5)
Magic Cost: 1 Power Defense per .7 points

COUNTERSTRIKE
The counterstrike power gives the adept a particularly strong ability to strike back at attackers.
Power: HKA; **Adv**: Continuous (+1); Damage Shield (+.5); AP: 38 per 1d6; **Lim**: Gestures (-.25)
Magic Cost: 30 points per 1d6 HKA (Max: 2d6 HKA)

DIRECTION SENSE
The adept has an innate sense of direction. He can always tell the direction without reference to visual cues, and he can tell if he's above or below ground.
Power: Bump of Direction; **Adv**: None; AP: 3; **Lim**: None
Magic Cost: 3 points

DISTANCE STRIKE
This power allows an adept to "transmit" an unarmed attack over a short distance and strike a target without physically touching them.
Power: Stretching; **Adv**: Invisible Power Effects: All (+1); Does not cross intervening space (+.25); AP: 11.25 per 1"; **Lim**: Only for unarmed attacks (-1); No non-combat stretching (-.25); Always direct (-.25); No Velocity damage (-.25)
Magic Cost: 4 points per 1" distance

ENHANCED PERCEPTION
This power sharpens the senses of the Adept. Each level gives the Adept +1 to all perception rolls. The maximum is +10 PER.
Power: Enhanced Perception: All; **Adv**: None; AP: 3 per +1; **Lim**: None
Magic Cost: 3 points per +1 to Perception Rolls

FAULTLESS DEFENSE
The adept moves in such a way as to make Seeking Strikes more difficult to use.
Power: Lack of Weakness; **Adv**: None; AP: 1 per –1 to Find Weakness Rolls; **Lim**: None
Magic Cost: 1 per –1 to Find Weakness Rolls

FLARE COMPENSATION
The adept's eyes quickly adjust to intense light, allowing him or her to avoid the affects of flash grenades and similar weapons.
Power: Flash Defense: Normal Sight; **Adv**: None; AP: 1 per 1 Flash Defense; **Lim**: None
Magic Cost: 1 point per 1 Flash Defense

FLEXIBILITY
This power makes an adept's limbs unusually limber, able to twist and bend more than a normal person's.
Power: Double-Jointed Talent; **Adv**: None; **Lim**: None
Magic Cost: 4 points

GREAT LEAP
Adepts with great leap are able to make incredible jumps into the air and over long distances.
Power: Leaping; **Adv**: None; AP: 1 per +1" Leap; **Lim**: None
Magic Cost: 1 point per +1" Leap

IMPROVED ABILITY
The adept focuses his magic to become more skilled. This allows the adept to buy SL for Combat and Agility skills.
Power: Skill Levels; **Adv**: None; AP: varies by skill level; **Lim**: None
Magic Cost: Varies by Skill Level

IMPROVED PHYSICAL ATTRIBUTE
The adept can buy his STR, DEX, BODY, or CON up with this power. The cost is the same as for buying the normal attribute, and the change does affect figured characteristics.
Power: Characteristics; **Adv**: None; **Lim**: None
Magic Cost: +1 STR per point, +1 DEX per 3 points, +1 BODY per 2 points, +2 CON per 2 points

IMPROVED REFLEXES
The adept can buy his SPD up with this power. The cost is the same as for buying the normal attribute.
Power: SPD; **Adv**: None; AP: 10 per +1 SPD; **Lim**: Does not affect SPD while driving a vehicle or decking (-.5)
Magic Cost: +1 SPD per 6.5 points

IMPROVED SCENT
The adept can identify scents in the same way as a bloodhound. The adept can also track people by their scent.
Power: Tracking: Smell, Discriminatory: Smell; **Adv**: None; AP: 10; **Lim**: None
Magic Cost: 10 points

IMPROVED TASTE
The adept can recognize the ingredients of food or beverage by taste alone.
Power: Discriminatory: Taste; **Adv**: None; AP: 5; **Lim**: None
Magic Cost: 5 points

IRON FISTS
The adept channels magic into his strikes to give his attacks more power. A glow is evident when using this power and the adept must pay END (1 per 10 Active Cost) to use it.
Power: Hand-to-Hand Attack **Adv**: None; AP: 3 per +1d6; **Lim**: None
Magic Cost: 3 per +1d6 HA (Max: +6d6 HA)

KILLING HANDS

The adept channels magic into his fists and body to hone it to a killing machine. A telltale glow and crackle of power is evident when the adept is using this and he must pay END (1 per 10 Active Cost) to use the power.

Power: Hand-to-Hand Killing Attack; **Adv**: None; AP: 15 per 1d6 HKA; **Lim**: None

Magic Cost: 15 points per 1d6 HKA (Max: 2d6 HKA)

LOW LIGHT VISION

The adept can see in low light areas as well as he or she can see in the daylight.

Power: Ultraviolet Perception: Sight; **Adv**: None; AP: 5; **Lim**: None

Magic Cost: 5 points

MAGIC RESISTANCE

The adept has an inherent resistance to sorcery. He can choose what spells to affect him fully and those he wishes to resist.

Power: Suppression Field; **Adv**: Reduced END (0 END, +.5); AP: 7.5 per 1d6; **Lim**: Self only (-.5); Only incoming spells of his choice (-.25)

Magic Cost: 4 points per 1d6 of Suppression Field

MISSILE MASTERY

An adept with missile master has such a highly developed talent for throwing weapons that normally harmless items such as pens, credsticks, and ID cards become deadly weapons when thrown by him or her.

Power: 1d6 HKA; **Adv**: Ranged (+.5); AP: 22.5; **Lim**: OIF: Objects of Opportunity (-.5); Range Based on STR (-.25)

Magic Cost: 13 points

MISSILE PARRY

The adept can catch slow moving missiles out of the air. The base level of this power includes all thrown weapons and projectile weapons. The character can upgrade to the next level to include bullets, shrapnel, or other high velocity ranged attacks.

Power: Missile Deflection; **Adv**: None; AP: 10, +2 per +1 OCV; **Lim**: None

Magic Cost: 10 points, 2 points for +1 OCV on Deflection roll; +5 points to Deflect Bullets and Shrapnel

MYSTIC ARMOR

This power magically toughens the skin of the adept, allowing him or her to resist the effects of damage.

Power: Armor; **Adv**: None; AP: 3 per 2 points of Armor; **Lim**: None

Magic Cost: 3 points per 2 points of Armor (Max: +3 rPD/+3 rED)

PAIN RESISTANCE

An adept with this power makes him almost impervious to torture, deprivation, or physical hardship. This doesn't mean that the user isn't hurt, just that he won't notice the pain until he collapses.

Power: CON; **Adv**: None; AP: 2 per 1 CON; **Lim**: Only to resist being stunned (-1)

Power: Resistance Talent; **Adv**: None; **Lim**: None

Magic Cost: 2 points for +1 Resistance Talent, +1 CON (to resist stunning)

PERFECT DEFENSE

The adept using this power cannot be harmed by any directed attack that he can perceive. Area of effect weapons and attacks can still harm the character and he must use other means to avoid such attacks. Using this power costs END.

Power: Desolidification; **Adv**: None; AP: 40; **Lim**: Extra Time: Full Phase (-.5); Only to avoid perceived attacks (Non-Targeting PER Roll, -1)

Magic Cost: 16 points

PERFECT STEALTH

The adept becomes as silent or invisible as the wind. While paying END for this power, the adept can be completely silent or invisible.

Power: Invisibility; **Adv**: None; AP: 20 for One Targeting Sense, +10 per Additional Targeting Sense Group, +5 per Additional Targeting Sense, 10 for One Non-targeting Sense, +5 per each Additional Non-targeting Sense Group, +3 per Additional Non-targeting Sense; **Lim**: Only when not attacking (-.5)

Magic Cost: 13 for One Targeting Sense, +7 per Additional Targeting Sense Group, +3 per Additional Targeting Sense, 7 for One Non-Targeting Sense, +3 per each Additional Non-targeting Sense Group, +2 per Additional Non-targeting Sense

RAPID HEALING

The adept recovers more quickly form all forms of injury.

Power: REC; **Adv**: None; AP: 2 per +1 REC; **Lim**: None

Magic Cost: 2 points per +1 REC

QUICK STRIKE

Adepts with this power can leap into action with startling suddenness.

Power: Lightning Reflexes Talent; **Adv**: None; **Lim**: None

Magic Cost: 3 points per +2 Lightning Reflexes

ROOTING

Adepts with this power can hold themselves in place by will alone.

Power: Clinging; **Adv**: None; AP: 10 for normal strength, +1 per +3 clinging STR; **Lim**: Only to prevent being moved (-1)

Magic Cost: 5 points for character's normal strength, +6 STR per 1 point

SEEKING STRIKES

The adept has a knack for finding the weak points in his opponent's defense, thus making his attacks Armor Piercing.

Power: Find Weakness **Adv**: None; AP: 10 for base roll of 11- with one type of attack, +10 for a related Group, +10 for All Attacks, +5 per +1 to roll; **Lim**: None

Magic Cost: 10 for base roll of 11- with one type of attack, +10 for a related Group, +10 for All Attacks, +5 per +1 to roll

SOUND DAMPENING

The adept's ears are protected from loud noises and adjust quickly to sudden changes in noise level.

Power: Flash Defense: Normal Hearing; **Adv**: None; AP: 1 per 1 Flash Defense; **Lim**: None

Magic Cost: 1 point per 1 Flash Defense

SUSPENDED STATE

This ability allows the adept to enter into a meditative state, reducing his metabolism and requirements for food, water, and air.

Power: Simulate Death Talent; **Adv**: None; **Lim**: None

Magic Cost: 3 points for Simulate Death, +1 to EGO roll for +1 point

SWIFTNESS

The adept is remarkably fleet of foot.

Power: Running; **Adv**: None; AP: 2 per +1" Running; **Lim**: None

Magic Cost: 2 per +1" Running

TEMPERATURE TOLERANCE

The adept's body is exceptionally resistant to extremes of heat and cold.

Power: Life Support: Safe Environment: Intense Heat and Intense Cold; AP: 4; **Adv**: None; **Lim**: None

Magic Cost: 4 points

THERMOGRAPHIC VISION

The adept can see heat signatures overlaid on his normal sight.

Power: Infrared Perception: Sight; **Adv**: None; AP: 5; **Lim**: None

Magic Cost: 5 points

TRACELESS WALK

An adept with traceless walk can move over soft or brittle surfaces such as snow, sand, or thin paper without leaving any visible traces.

Power: Gliding; **Adv**: None; AP: 2 per 1"; **Lim**: Ground Gliding (-.25)

Magic Cost: 0.8 point per 1" of movement (Max: Adept's Running)

ULTRASONIC HEARING

The adept can hear high and low frequency sounds, such as dog whistles.

Power: Ultrasonic Perception: Hearing; **Adv**: None; AP: 5; **Lim**: None

Magic Cost: 5 points

SPELLS

All spells have the following limitations listed as Spell:

- Magician can be targeted from Astral Space when casting (-.5)
- Spell can be destroyed in Astral Combat (-.5)
- Spell leaves a trail in Astral Space for a number of Turns equal to its Active Points (-.25)
- Spell cannot cross an Astral Barrier (-.5)
- Subject to effects of a Background Count (-.25)
- Side Effect: Drain STUN/BODY (1 per 5 Active Points), Major, Always Occurs, Predefined Damage, Resistable (-.5)

Total Limitation: -2.5

MAGIC ATTRIBUTE

A magician's Magic Attribute is also the Active Point limit for spells, though it is possible to cast spells with a higher Active Point cost than this through the use of Fetishes or by making a spell Exclusive (see below).

LEARNING SPELLS

A full mage or sorcerer chooses the Active Point of the spell he wishes to learn and applies the standard Spell Limitation above (-2.5). The magician may also choose to apply further limitations such as Gestures (-.25), Incantations (-.25), Extra Time (varies), Increased END Cost (varies), Increased Drain (as Increased END) and any others that the GM approves and are appropriate. The magician may also apply the Reduced END Cost advantage to any spell, though no spell can have it's Drain Cost reduced. The actual real cost figured including the Spell limitation is then divided by 3, and that is the amount of points the magician pays to learn the spell. Beginning characters cannot learn a spell with an unmodified Active Point cost higher than 60.

A character learning a new spell must spend a number of days in study equal to the Active Points of the new spell divided by 10. At the end of this time, the magician makes a KS: Magic Skill Roll (with bonuses from a magical library if available) at –1 per 10 Active Points of the new spell (not including the AP from Fetishes or Exclusive Spell). If the roll succeeds, the character pays the points to learn the spell. If the roll fails, the character must restart the learning process over again.

A character can choose to place special limitations on his spell that actually increase the Active Point cost and do not cost END. These are listed below.

Expendable Fetish: This is an Obvious Accessible Focus (Expendable) that allow the mage to add +15 Active Points to a Spell, which allows the magician to go up to 15 points above his Magic Attribute without taking BODY Drain. This extra power costs no END.

Reusable Fetish: This is an Obvious Accessible Focus (Reusable) that allows the mage to add +10 Active Points to a Spell, which allows the magician to go up to 10 points above his Magic Attribute without taking BODY Drain. This extra power costs no END.

Exclusive Spell: This is a special limitation that makes the spell cast exclusive, in that no other spell can be maintained or cast while the exclusive spell is maintained or cast. This allows the mage to add +20 Active Points to a spell, which allows the magician to go up to 20 points above his Magic Attribute without taking BODY Drain. The extra power costs no END.

The cost for Fetishes is listed in the Equipment Section under Magical Equipment.

COMBAT SPELLS

DEATH TOUCH

Death Touch requires the caster to touch the target. The spell does physical damage to a single target.
Power: Ranged Killing Attack (Magic); **Adv**: Based on Ego Combat Value: Mental Defense (+1); Does Body (+0); **Lim**: No range (-.5); Spell (-2.5)
Active Point Cost: 30 per 1d6

MANABALL

Mana Ball channels destructive magical energy into targets in its area causing physical damge.
Power: Ranged Killing Attack (Magic); **Adv**: Based on Ego Combat Value: Mental Defense (+1); Does Body (+0); Area of Effect: Radius (+1); **Lim**: Spell (-2.5)
Active Point Cost: 45 per 1d6

MANABOLT

Mana Bolt channels destructive magical energy into the target causing physical damage
Power: Ranged Killing Attack (Magic); **Adv**: Based on Ego Combat Value: Mental Defense (+1); Does Body (+0); **Lim**: Spell (-2.5)
Active Point Cost: 30 per 1d6

POWERBALL

This spell channels destructive magical energy into an area causing physical damage. This spell affects living and non-living targets.
Power: Ranged Killing Attack (Magic Physical); **Adv**: Area of Effect: Radius (+1), No Range Penalty (+.5); **Lim**: Spell (-2.5)
Active Point Cost: 37.5 per 1d6

POWERBOLT

This spell channels destructive magical energy into the target causing physical damage. This spell affects living and non-living targets.
Power: Ranged Killing Attack (Magic Physical); **Adv**: No Range Penalty (+.5); **Lim**: Spell (-2.5)
Active Point Cost: 22.5 per 1d6

STUNBALL

This spell channels magical energy directly into several targets in an area causing stun damage. It is often referred to as a "Sleep" spell because it can render targets unconscious.
Power: Ego Attack (Magic); **Adv**: Area of Effect: Radius (+1); **Lim**: Spell (-2.5)
Active Point Cost: 20 per 1d6

STUNBOLT

This spell channels magical energy directly into the target causing stun damage. It is often referred to as a "Sleep" spell because it can render targets unconscious.
Power: Ego Attack (Magic); **Adv**: None; **Lim**: Spell (-2.5)
Active Point Cost: 10 per 1d6

DETECTION SPELLS

ANALYZE DEVICE

This spells allows the subject to analyze the purpose and operation of a device or piece of equipment within range of the sense.
Power: Detect Device: Sight, Analyze; **Adv**: Usable on Others (+.25); **Lim**: Spell (-2.5); Costs END (-.5)
Power: Skill Levels: Overall; **Adv**: None; **Lim**: Only for use with that device (-1); Spell (-2.5); Costs END (-.5); Linked to Detect Device (-.5); Extra Time: ½ Phase (-.25)
Active Point Cost: 10 +1 per +1 PER Roll; 10 per +1 Skill Level; (+.25 Advantage per 2x Targets)

ANALYZE TRUTH

This spell can tell whether or not a target's statements are the truth. Half-truths or falsehoods the target believes to be true are not detected by this spell. The spell does not work on written materials or any sort of electronic communication.
Power: Detect Truth: Hearing, Analyze; **Adv**: Usable By Others (+.25); **Lim**: Spell (-2.5); Does not work through electronic sound (-.5); Costs END (-.5); Extra Time: ½ Phase (-.25)
Active Point Cost: 18.75; +1 per +1 PER Roll; (+.25 Advantage per 2x Targets)

CLAIRAUDIENCE
The subject can hear distant sounds as if physically present.
Power: Clairsentience: Hearing; **Adv**: Usable By Others (+.25); **Lim**: Blackout (-.5); Spell (-2.5); Extra Time: ½ Phase (-.25)
Active Point Cost: 25; +6.25 per 2x Range

CLAIRVOYANCE
The subject can see distant scenes as if physically present.
Power: Clairsentience: Sight; **Adv**: Usable By Others (+.25); AP; **Lim**: Blackout (-.5); Spell (-2.5); Extra Time: ½ Phase (-.25)
Active Point Cost: 25; +6.25 per 2x Range

COMBAT SENSE
The subject can subconsciously analyze combat and other dangerous situations. The subject senses events a split-second before they happen.
Power: Combat Skill Levels: All Combat; **Adv**: Usable By Others (+.25); **Lim**: Costs END (-.5); Spell (-2.5); Extra Time: ½ Phase (-.25)
Active Point Cost: 10 per +1 Combat Skill Level; (+.25 Advantage per 2x Targets)

DETECT ENEMIES
The subject can detect living targets who have hostile intentions toward him. This spell does not detect traps, nor can it detect someone about to shoot into a crowd at random. This spell can detect an ambush or other surprise attack.
Power: Detect Enemies: Sight; **Adv**: Usable By Others (+.25); **Lim**: Spell (-2.5); Costs END (-.5); Extra Time: ½ Phase (-.25)
Active Point Cost: 12.5; +1 per +1 PER Roll; (+.25 Advantage per 2x Targets)

DETECT INDIVIDUAL
The subject can detect the presence of a specific individual named when the spell is cast.
Power: Detect Individual: Sight; **Adv**: Usable By Others (+.25); **Lim**: Spell (-2.5); Costs END (-.5); Extra Time: ½ Phase (-.25)
Active Point Cost: 12.5; +1 per +1 PER Roll; (+.25 Advantage per 2x Targets)

DETECT LIFE
The subject detects all living being, knowing their number and relative location.
Power: Detect Life: Sight; **Adv**: Usable By Others (+.25); **Lim**: Spell (-2.5); Costs END (-.5); Extra Time: ½ Phase (-.25)
Active Point Cost: 12.5; +1 per +1 PER Roll; (+.25 Advantage per 2x Targets)

DETECT (LIFE FORM)
The subject detects all of a specified type of life form within the range of the sense and knows their number and relative location. Each different life form requires a separate spell (Detect Orks, Detect Elves, Detect Dragons, etc.)
Power: Detect (Life Form): Sight; **Adv**: Usable By Others (+.25); **Lim**: Spell (-2.5); Costs END (-.5); Extra Time: ½ Phase (-.25)
Active Point Cost: 3.75; +1 per +1 PER Roll; (+.25 Advantage per 2x Targets)

DETECT MAGIC
The subject can detect the presence of all foci, spells and spirits. It does not detect awakened characters or the effects of permanent spells once they have become permanent.
Power: Detect Magic: Sight; **Adv**: Usable By Others (+.25); **Lim**: Spell (-2.5); Costs END (-.5); Extra Time: ½ Phase (-.25)
Active Point Cost: 6.25; +1 per +1 PER Roll; (+.25 Advantage per 2x Targets)

DETECT (OBJECT)
The subject detects all of a specified type of object and knows their number and relative location. Each type of object requires a separate spell (Detect Guns, Detect Computers, Detect Explosives, etc.)
Power: Detect (Object): Sight; **Adv**: Usable By Others (+.25); **Lim**: Spell (-2.5); Extra Time (-.25)
Active Point Cost: 3.75; +1 per +1 PER Roll; (+.25 Advantage per 2x Targets)

MIND LINK
This spell allows any two voluntary subjects to communicate mentally, exchanging conversation, emotions and mental images.
Power: Mind Link: Any Willing Target, One at a Time; **Adv**: Usable By Others (+.25); **Lim**: Spell (-2.5)
Active Point Cost: 18.75; +5 per 2x Number of Minds

MIND PROBE
This spell allows the subject to telepathically probe the mind of a visible target.
Power: Telepathy; **Adv**: Usable By Others (+.25); **Lim**: Spell (-2.5)
Active Point Cost: 6.25 per 1d6

HEALTH SPELLS

ANTIDOTE
This spell helps a poisoned subject to overcome the toxin.
Power: Suppress; **Adv**: Variable Effect: Any Toxin Effect (+.25); Cumulative (+.5); **Lim**: Spell (-2.5)
Active Point Cost: 5.25 per 1d6

CURE DISEASE
This spell helps a poisoned subject to overcome the illness.
Power: Suppress; **Adv**: Variable Effect: Any Disease Effect (+.25); Cumulative (+.5); **Lim**: Spell (-2.5)
Active Point Cost: 5.25 per 1d6

DECREASE (CHARACTERISTIC)
This spell drains away the specified characteristic, causing the target to function at lower capacity. Each primary characteristic has a separate spell (Decrease Strength, Decrease Presence, etc.) but there are none for the figured characteristics.
Power: Drain (Characteristic); **Adv**: Delayed Return Rate: 5 Minutes (+.5); **Lim**: Spell (-2.5)
Active Point Cost: 15 per 1d6

DETOX
Detox relieves the effects of an ingested drug or poison
Power: Healing; **Adv**: Any number of Powers/Characteristics affected by ingested toxins at the same time (+2); **Lim**: Spell (-2.5)
Active Point Cost: 30 per 1d6

HEAL
This spell repairs physical injuries to anyone.
Power: Healing: BODY; **Adv**: None; **Lim**: Spell (-2.5)
Active Point Cost: 10 per 1d6

HEALTHY GLOW
This spell brightens eyes and hair, sloughs off dead skin cells, improves circulation and promotes general well being. A cosmetic spell, the rich use Healthy Glow as a status symbol and pick-me-up. The effects of the spell wear off eventually as per standard Transform. Or the character may simply "get dirty" again and the spell ceases to function.
Power: Minor Transform: Target into Healthy, Glowing Person; **Adv**: None; **Lim**: Spell (-2.5)
Active Point Cost: 5 per 1d6

HIBERNATE
This spell puts a voluntary subject into a form of suspended animation.
Power: Invisibility to Detect Life Signs/Paramedics/Forensic Medicine; **Adv**: Usable By Others (+.25); **Lim**: Spell (-2.5); Extra Time: ½ Phase (-.25)
Active Point Cost: 25

INCREASE (CHARACTERISTIC)
This spell aids the specified characteristic, causing the target to function at higher capacity. Each primary characteristic has a separate spell (Increase Strength, Increase Presence, etc.); but there are none for the figured characteristics.
Power: Aid (Succor) (Characteristic); **Adv**: None; **Lim**: Spell (-2.5)
Active Point Cost: 5 per 1d6

INCREASE REFLEXES

This spell aids the target character's speed, allowing him to go more often in a turn.

Power: Aid (Succor) SPD; **Adv**: None; **Lim**: Spell (-2.5)
Active Point Cost: 5 per 1d6

OXYGENATE

Oxygenate relieves the effects of an inhaled drug or poison

Power: Healing; **Adv**: Any number of Powers/Characteristics affected by ingested toxins at the same time (+2); **Lim**: Spell (-2.5)
Active Point Cost: 30 per 1d6

ILLUSION SPELLS

CHAOS

This spell produces a storm of conflicting sensations and images to confuse the senses.

Power: Change Environment: Hearing/Sight Group Perception Rolls, OCV, DCV, All Characteristic Rolls; **Adv**: None; **Lim**: Spell (-2.5)
Active Point Cost: 50; +5 per x2 Radius

ENTERTAINMENT

This spell creates obvious, but entertaining, visual illusions. The entertainment industry uses illusionists as literal "special effects wizards." Magical designers and artists work to create new and interesting sensations, including sensations that can't otherwise be experienced in the real world. Only the wealthy can afford the unique experiences offered by such spellcasters.

Power: Images: Sight Group; **Adv**: None; **Lim**: Spell (-2.5); Only to create obvious illusions (-.5)
Active Point Cost: 10

INVISIBILITY

This spell makes the subject invisible to normal vision. The subject is completely tangible and detectable by the other senses. Their aura is still visible to astral perception.

Power: Invisibility to Sight Group; **Adv**: Usable By Others (+.25); **Lim**: Spell (-2.5); Extra Time: ½ Phase (-.25)
Active Point Cost: 25; (+.25 Advantage per 2x Targets)

MASK

The mask spell alters the target's voice, scent and other physical characteristics. The target assumes a physical appearance (of the same basic size and shape) chosen by the caster.

Power: Shape Shift: Sight, Hearing, Smell, Touch into Humanoid Shapes; **Adv**: Usable By Others (+.25); **Lim**: Spell (-2.5); Extra Time: ½ Phase (-.25)
Active Point Cost: 36.25; (+.25 Advantage per 2x Targets)

PHANTASM

This spell creates convincing visual illusions of any object or creature the caster desires. The can create an illusion of anything the caster has seen before, from a flower or a credstick, to a dragon breathing fire, so long as the illusion is no larger than the spell's area.

Power: Images: Sight Group; **Adv**:None; **Lim**: Spell (-2.5); Must be something caster has seen (-.5)
Active Point Cost: 10

SILENCE

Silence creates an area that dampens sounds.

Power: Darkness: Sound Group; **Adv**: None; **Lim**: Spell (-2.5)
Active Point Cost: 10 for 1" Radius; +5 per +1" Radius

STEALTH

Stealth is cast on a target who becomes inaudible to normal hearing. The subject can more in complete silence and nothing they do makes noise.

Power: Invisibility to Sound Group; **Adv**: Usable By Others (+.25); **Lim**: Spell (-2.5); Extra Time: ½ Phase (-.25)
Active Point Cost: 25; (+.25 Advantage per 2x Targets)

MANIPULATION SPELLS

ACID STREAM

This spell creates a powerful corrosive that sprays the target, causing terrible burns and eating away organic and metallic material. Anyone in full-body armor treated to resist toxic materials (like a firefighter's suit) takes no damage.

Power: Ranged Killing Attack (Acid); **Adv**: No Normal Defense: Hazmat Gear (+1); Does Body (+0); **Lim**: Spell (-2.5)
Active Point Cost: 30 per 1d6

ARMOR

This spell creates a glowing field of magical energy around the target that protects against physical damage.

Power: Force Field; **Adv**: Usable By Others at Range (+.75); **Lim**: Spell (-2.5); Extra Time: ½ Phase (-.25)
Active Point Cost: 1.75 per 1 point of Force Field

ASTRAL BARRIER

This spell creates a wall or dome made entirely of magical energy solely to protect against astral attacks, dual-natured beings and the like.

Power: Force Wall; **Adv**: Transparent to Physical Attacks (+.5); **Lim**: Spell (-2.5)
Active Point Cost: 7.5 for 2 rED wall 1" long and 1" tall, +2 per +1" width or height

BALL LIGHTNING

This spell creates an area filled with lightning that electrifies anything inside. Armor provides no protection but insulated clothing or a lack of grounding makes the character immune.

Power: Ranged Killing Attack (Electricity); **Adv**: No Normal Defense: Insulated Clothing (+1); Does Body (+0); Area of Effect: Radius (+1); **Lim**: Spell (-2.5)
Active Point Cost: 45 per 1d6

CLOUT

This spell creates a bolt of invisible psychokinetic force that does stun damage. Physical Armor protects against damage.

Power: Energy Blast (Psychokinetic Punch); **Adv**: None; **Lim**: Spell (-2.5)
Active Point Cost: 5 per 1d6

CONTROL THOUGHTS

The caster seizes control of the target's mind, directing everything the target does. The caster can mentally give commands and the target is compelled to obey.

Power: Mind Control; **Adv**: Telepathic (+.25); **Lim**: Spell (-2.5)
Active Point Cost: 6.25 per 1d6

FIREBALL

This area spell creates an inferno of flames for an instant and then ceases. The flames can ignite flammable materials.

Power: Ranged Killing Attack (Fire); **Adv**: Area of Effect: Radius (+1); **Lim**: Spell (-2.5)
Active Point Cost: 30 per 1d6

FLAMETHROWER

This spell creates flames the caster can direct. The flames flash into existence and burn out after striking the target, but can ignite flammable materials.

Power: Ranged Killing Attack (Fire); **Adv**: None; **Lim**: Spell (-2.5)
Active Point Cost: 15 per 1d6

ICE SHEET

This spell creates a flat sheet of ice covering an area. Characters attempting to cross must make a DEX Roll or fall prone.

Power: Change Environment: DEX Roll; **Adv**: None; **Lim**: Spell (-2.5)
Active Point Cost: 8; +5 per +1" Radius, +3 per –1 to DEX Roll

LEVITATE
This spell allows the caster to telekinetically lift an object and move it around.
Power: Flight; **Adv**: Usable As Attack at Range (+1.5); **Lim**: Spell (-2.5); Extra Time: ½ Phase (-.25)
Active Point Cost: 5 per 1" Flight; (+.25 Advantage per 2x Targets)

LIGHT
This spell creates a mobile point of light, illuminating the area around it.
Power: Images: Sight Group; **Adv**: Increased Size: x8" Radius (+.75); **Lim**: Spell (-2.5); Only to create light (-1)
Active Point Cost: 17.5

LIGHTNING BOLT
This spell creates a flash of lightning that shoots from the caster down a specified line. Armor provides no protection but insulated clothing or a lack of grounding makes the character immune.
Power: Ranged Killing Attack (Electricity); **Adv**: No Normal Defense: Insulated Clothing (+1); Does Body (+0); Area of Effect: Line (+1); **Lim**: Spell (-2.5)
Active Point Cost: 45 per 1d6

MAGIC FINGERS
This spell creates a psychokinetic effect like "invisible hands" that can hold or manipulate items.
Power: Telekinesis With Fine Manipulation; **Adv**: None; **Lim**: Spell (-2.5); Extra Time: ½ Phase (-.25)
Active Point Cost: 10 for 0 STR, +3 per +2 STR

PETRIFY
This spell transforms living tissue into stone-like calcium carbonate. The target can be turned back to flesh by being immersed completely in water.
Power: Major Transform: Person into Calcium Carbonate; **Adv**: None; **Lim**: Spell (-2.5)
Active Point Cost: 15 per 1d6

PHYSICAL BARRIER
This spell creates a wall or dome made entirely of magical energy solely to protect against physical attacks.
Power: Force Wall; **Adv**: Transparent to Energy Attacks (+.5); **Lim**: Spell (-2.5)
Active Point Cost: 7.5 for 2 rED wall 1" long and 1" tall, +2 per +1" width or height

POLTERGEIST
This spell picks up all small objects within the spell's area and whirls them around in random patterns.
Power: Change Environment 4" Radius: -2 Sight Group Perception Rolls, 1d6 Physical Damage; **Adv**: None; **Lim**: Spell (-2.5)
Active Point Cost: 36; +5 per +1" Radius

SHADOW
This spell creates a globe of darkness that blocks sight.
Power: Darkness: Sight Group; **Adv**: None; **Lim**: Spell (-2.5)
Active Point Cost: 10 for 1" radius, +5 per +1"

SPARK
This spell creates a flash of lightning that shoots from the caster to the target. Armor provides no protection but insulated clothing or a lack of grounding makes the character immune.
Power: Ranged Killing Attack (Electricity); **Adv**: No Normal Defense: Insulated Clothing (+1); Does Body (+0); **Lim**: Spell (-2.5)
Active Point Cost: 30 per 1d6

TOXIC WAVE
This spell creates a powerful corrosive that sprays the target, causing terrible burns and eating away organic and metallic material. Anyone in full-body armor treated to resist toxic materials (like a firefighter's suit) takes no damage.
Power: Ranged Killing Attack (Acid); **Adv**: No Normal Defense: Hazmat Gear (+1); Does Body (+0); Area of Effect: Radius (+1); **Lim**: Spell (-2.5)
Active Point Cost: 45 per 1d6

LESSER ELEMENTALS

LESSER AIR ELEMENTAL

Val	Char	Cost	Roll	Notes
-5	**STR**	-15	8-	Lift: 12.5 kg; 0d6
18	**DEX**	24	13-	OCV/DCV: 6/6
10	**CON**	0	11-	
5	**BODY**	-10	10-	
8	**INT**	-2	11-	PER Roll 11-
5	**EGO**	-10	10-	ECV: 2
15	**PRE**	5	12-	PRE Attack: 3d6
12	**COM**	1	11-	
3	**PD**	3		Total: 3 PD (3 rPD)
6	**ED**	4		Total: 6 PD (6 rED)
5	**SPD**	22		Phases: 4, 8, 12
4	**REC**	4		
30	**END**	5		
0	**STUN**	0		

Movement			
	Running	0"/0"	
	Leaping	0"/0"	
	Flight	10"/20"	

Total Characteristic Cost: 28

Cost	Power	END
30	*Air Powers*: Multipower, 30 points reserve	0
3u	1) *Air Blast*: Energy Blast 4d6 (Air), Reduced END (0 END; +.5)	0
2u	2) *Whirlwind*: Energy Blast 2d6, Area of Effect (3" Radius; +1), Personal Immunity (+.25)	2
3u	3) *Lack of Air*: Energy Blast 3d6, NND: Self-Contained Breathing (+1)	3
3u	4) *Accident*: Telekinesis 20 STR	1/5 STR
2u	5) *Movement*: 2d6 Aid (Succor), Any Movement Power, one at a time (+.25), Area of Effect: Radius (+1)	2
2u	6) *Movement 2*: 2d6 Suppress, Any Movement Power, one at a time (+.25), Area of Effect: Radius (+1)	2
3u	7) *Aid Sorcery*: 4d6 Aid (Succor), Magic Attribute and any Spell simultaneously (+.5)	3
20	*Moves Like Air*: 10" Flight	1/5"
27	*Body of Air*: Desolidification (Affected by Magic); Cannot pass through solid objects (-.5)	4
10	*Astral Projection*: Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
3	*Immunity to Normal Weapons*: Damage Resistance 3 PD/6 ED; Does Not Work against Magic (-.5)	0
20	*Elemental Body*: 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	*Elemental Body*: Life Support Total	0
10	*Elemental Body*: No Hit Locations	0
60	*Elemental Body*: Takes No Stun, Takes only Body	0
-14	*True Flier*: Running –6"; Swimming –2"	0
8	*Elemental Energy:* 50 point END Reserve, 3 Recovery (All Elemental/Magic Powers); Usable By Others, Simultaneously (+.5); Only usable by Elemental or Mage that summoned it (-.25); Only for Illusion Spells when used by a Mage (-.25)	0

Cost	Skill	Roll
6	+3 Skill Levels with Flight	-

Total Powers & Skills Cost: 243

Cost	Disadvantages
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Vulnerability: Water-based attacks (Common, x2 damage)
20	Distinctive Features: Elemental (Not Concealable, Major Reaction)

Total Disadvantages: 70
Total Cost: 203

LESSER EARTH ELEMENTAL

Val	Char	Cost	Roll	Notes
30	**STR**	20	15-	Lift: 3200 kg; 6d6 (8d6)
10	**DEX**	0	11-	OCV/DCV: 3/3
15	**CON**	10	13-	
15	**BODY**	10	13-	
8	**INT**	-2	11-	PER Roll 11-
5	**EGO**	-10	11-	ECV: 2
15	**PRE**	5	13-	PRE Attack: 3d6
8	**COM**	-1	11-	
6	**PD**	0		Total: 6 PD (6 rPD)
6	**ED**	3		Total: 6 PD (6 rED)
4	**SPD**	20		Phases: 6, 12
9	**REC**	0		
30	**END**	0		
0	**STUN**	0		

Movement			
	Running	6"/12"	
	Leaping	3"/6"	
	Tunneling	2"/4"	

Total Characteristics Cost: 55

Cost	Power	END
30	*Earth Powers*: Multipower, 30 point reserve	0
3u	1) *Earthwalking*: Tunneling 2" through 3 DEF material, Fill In	1/5"
3u	2) *Engulf*: Entangle 3d6, 6 DEF Only against targets on the ground	3
2u	3) *Movement*: 2d6 Aid (Succor) to Running, Area of Effect: Radius (+1)	2
2u	4) *Movement 2*: 2d6 Suppress, Any Movement Power, one at a time (+.25), Area of Effect: Radius (+1)	2
3u	5) *Aid Sorcery*: 4d6 Aid (Succor), Magic Attribute and any Spell simultaneously (+.5)	3
9	*Fists of Stone*: Hand-to-Hand Attack +2d6; Reduced END (0 END, +.5)	0
10	*Astral Projection*: Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
4	*Immunity to Normal Weapons*: Damage Resistance 6 PD/6 ED; Does Not Work against Magic (-.5)	0
6	*Earthen Body*: Armor +4 rPD	0
20	*Elemental Body*: 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	*Elemental Body*: Life Support Total	0
10	*Elemental Body*: No Hit Locations	0
60	*Elemental Body*: Takes No Stun, Takes only Body	0
8	*Elemental Energy:* 50 point END Reserve, 3 Recovery (All Elemental/Magic Powers); Usable By Others, Simultaneously (+.5); Only usable by Elemental or Mage that summoned it (-.25); Only for Manipulation Spells when used by a Mage (-.25)	0

Cost	Skill	Roll
3	+1 OCV with Unarmed Attacks	-

Total Powers & Skills Cost: 218

Cost	Disadvantages
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Vulnerability: Water-based attacks (Common, x2 damage)
20	Distinctive Features: Elemental (Not Concealable, Major Reaction)

Total Disadvantages: 70
Total Cost: 203

LESSER FIRE ELEMENTAL

Val	Char	Cost	Roll	Notes
-5	STR	-15	9-	Lift: 12 Kg; 0d6
15	DEX	15	13-	OCV/DCV: 5/5
8	CON	-4	12-	
8	BODY	-4	12-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	11-	ECV: 2
20	PRE	10	14-	PRE Attack: 4D6
12	COM	1	11-	
3	PD	3		Total: 6 PD (6 rPD)
6	ED	4		Total: 10 PD (10 rED)
5	SPD	25		Phases: 4, 8, 12
4	REC	4		
30	END	7		
0	STUN	0		

Movement		Running	0"/0"
		Leaping	0"/0"
		Flight	15"/30"

Total Characteristics Cost: 34

Cost	Power	END
30	*Fire Attacks*: Multipower, 30 points reserve	0
3u	1) *Flamethrower*: Energy RKA 1D6+1 (Fire); Reduced END (0 END; +.5)	0
1u	2) *Engulf*: RKA 1 Pip (Fire); NND (defense is fire-proof clothing; +1); Does BODY (+1); Continuous (+1); AoE: 1 Hex (+.5); No Range (-.5)	2
3u	3) *Accident*: Change Environment 2" Radius (Intense Heat), +5 Temp Levels, 1 Pip of Fire Damage	3
3u	4) *Aid Sorcery*: 4d6 Aid (Succor), Magic Attribute and any Spell simultaneously (+.5)	3
20	*Move Like Fire*: Flight 10"	1/5"
10	*Astral Projection*: Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
3	*Immunity to Normal Weapons*: Damage Resistance 3 PD/6 ED; Does Not Work against Magic (-.5)	0
27	*Body of Fire*: Energy HKA ½d6 (Fire); Continuous (+1); Damage Shield (does damage in HTH combat; +.75); Inherent (+.25); Persistent (+.5); Reduced END (0 END; +.5); Always On (-.5); No STR Bonus (-0)	0
20	*Elemental Body*: 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	*Elemental Body*: Life Support Total	0
10	*Elemental Body*: No Hit Locations	0
60	*Elemental Body*: Takes No Stun, Takes only Body	0
8	*Elemental Energy:* 50 point END Reserve, 3 Recovery (All Elemental/Magic Powers); Usable By Others, Simultaneously (+.5); Only usable by Elemental or Mage that summoned it (-.25); Only for Combat Spells when used by a Mage (-.25)	0
-14	*True Flier*: Running –6", Swimming –2"	0

Cost	Skill	Roll
6	+2 OCV with Fire Attacks	-

Total Powers & Skills Cost: 235

Cost	Disadvantages
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Vulnerability: Water-based attacks (Common, x2 damage)
20	Distinctive Features: Elemental (Not Concealable, Major Reaction)

Total Disadvantages: 70
Total Cost: 199

LESSER WATER ELEMENTAL

Val	Char	Cost	Roll	Notes
5	STR	-5	10-	Lift: 50 Kg; 1d6
10	DEX	0	11-	OCV/DCV: 3/3
13	CON	6	12-	
12	BODY	4	11-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
4	PD	3		Total: 4PD (4 rPD)
4	ED	1		Total: 4 PD (4 rED)
5	SPD	30		Phases: 4, 8, 12
4	REC	0		
30	END	2		
0	STUN	0		

Movement		Running	6"/12"
		Leaping	4"/8"
		Swimming	6"/48"

Total Characteristics Cost: 36

Cost	Power	END
30	*Water Powers*: Multipower 30 point reserve	0
2u	1) *Water Blast*: Physical Energy Blast 2d6, Double Knockback (+.75); Reduced END (0 END; +.5)	0
1u	2) *Engulf*: RKA 1 Pip (Suffocation); NND (defense is no need to breathe; +1); Does BODY (+1); Continuous (+1); AoE: 1 Hex (+.5); No Range (-.5)	2
3u	3) *Accident*: Change Environment 4" Radius (Slippery Surface, Wet Surface), -2 to DEX Rolls & Skills (Requires a Roll to Move)	3
2u	4) *Movement*: 2d6 Aid (Succor) to Swimming, Area of Effect: Radius (+1)	4
2u	5) *Movement 2*: 2d6 Suppress, Any Movement Power, one at a time (+.25), Area of Effect: Radius (+1)	5
3u	6) *Aid Sorcery*: 4d6 Aid (Succor), Magic Attribute and any Spell simultaneously (+.5)	5
10	*Astral Projection*: Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
27	*Body of Water*: Desolidification (Affected by Magic); Cannot pass through solid objects (-.5)	4
3	*Immunity to Normal Weapons*: Damage Resistance 4 PD/4 ED; Does Not Work against Magic (-.5)	0
14	*Aquatic Movement*: Swimming +4" (6" total), x8 Non-combat	1/5"
20	*Elemental Body*: 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	*Elemental Body*: Life Support Total	0
10	*Elemental Body*: No Hit Locations	0
60	*Elemental Body*: Takes No Stun, Takes only Body	0
8	*Elemental Energy:* 50 point END Reserve, 3 Recovery (All Elemental/Magic Powers); Usable By Others, Simultaneously (+.5); Only usable by Elemental or Mage that summoned it (-.25); Only for Detection Spells when used by a Mage (-.25)	0

Total Powers & Skills Cost: 238

Cost	Disadvantages
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Vulnerability: Fire-based attacks (Common, x2 damage)
20	Distinctive Features: Elemental (Not Concealable, Major Reaction)

Total Disadvantages: 70
Total Cost: 204

LESSER NATURE SPIRITS

LESSER SPIRITS OF MAN

LESSER CITY SPIRIT

Val	Char	Cost	Roll	Notes
-5	**STR**	-15	9-	Lift: 12.5 Kg; 0d6
15	**DEX**	15	12-	OCV/DCV: 5/5
10	**CON**	0	11-	
10	**BODY**	0	11-	
8	**INT**	-2	11-	PER Roll 11-
10	**EGO**	0	11-	ECV: 3
20	**PRE**	10	13-	PRE Attack: 4d6
12	**COM**	1	11-	
3	**PD**	3		Total: 3 PD (3 rPD)
5	**ED**	3		Total: 5 PD (5 rED)
5	**SPD**	25		Phases: 4, 8, 12
4	**REC**	4		
30	**END**	5		
0	**STUN**	0		

Movement			
		Running	8"/16"
		Leaping	0"/0"
		Flight	0"/0"

Total Characteristics Cost: 53

Cost	Power	END
40	*Spirit Powers*: Multipower, 40 points reserve	0
4u	1) *Accident*: Change Environment 2" Radius, -3 to DEX Rolls and DEX-Based Skills, -3 OCV	4
4u	2) *Concealment*: Invisibility: Sight Group; Usable Simultaneously (+.5); Ranged (+.5)	4
2u	3) *Confusion*: 6d6 Mind Control; Telepathic (+.25); Set Effect: "Wander Aimlessly" (-.5)	4
2u	4) *Fear*: 6d6 Mind Control; Telepathic (+.25); Set Effect: "Run Away in Fear" (-.5)	4
4u	5) *Guard*: 8d6 Suppress: Change Environment	4
2u	6) *Search*: Detect any Person, Place, or Thing, Discriminatory, Telescopic +6, PER Roll +10; Costs END (-.5)	4
10	*Astral Projection*: Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
3	*Immunity to Normal Weapons*: Damage Resistance 3 PD/6 ED; Does Not Work against Magic (-.5)	0
20	*Spirit Body*: 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	*Spirit Body*: Life Support Total	0
10	*Spirit Body*: No Hit Locations	0
60	*Spirit Body*: Takes No Stun, Takes only Body	0
8	*Spirit Energy*: 50 point END Reserve, 3 Recovery (All Spirit Powers)	0

Cost	Skill	Roll
6	*+2 OCV with Spirit Powers*	-

Total Powers & Skills Cost: 220

Cost	Disadvantages
20	Physical Limitation: Cannot leave its Domain (Frequently, Fully Impairing)
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Distinctive Features: City Spirit (Not Concealable, Major Reaction)

Total Disadvantages: 70
Total Cost: 203

LESSER FIELD SPIRIT

Val	Char	Cost	Roll	Notes
-5	**STR**	-15	9-	Lift: 12.5 Kg; 0d6
15	**DEX**	15	12-	OCV/DCV: 5/5
10	**CON**	0	11-	
10	**BODY**	0	11-	
8	**INT**	-2	11-	PER Roll 11-
10	**EGO**	0	11-	ECV: 3
20	**PRE**	10	13-	PRE Attack: 4d6
12	**COM**	1	11-	
3	**PD**	3		Total: 3 PD (3 rPD)
5	**ED**	3		Total: 5 PD (5 rED)
5	**SPD**	25		Phases: 4, 8, 12
4	**REC**	4		
30	**END**	5		
0	**STUN**	0		

Movement			
		Running	8"/16"
		Leaping	0"/0"
		Flight	0"/0"

Total Characteristics Cost: 53

Cost	Power	END
40	*Spirit Powers*: Multipower, 60 points reserve	0
4u	1) *Accident*: Change Environment 2" Radius, -3 to DEX Rolls and DEX-Based Skills, -3 OCV	4
4u	2) *Concealment*: Invisibility: Sight Group; Usable Simultaneously (+.5); Ranged (+.5)	4
4u	3) *Guard*: 8d6 Suppress: Change Environment	4
2u	4) *Search*: Detect any Person, Place, or Thing, Discriminatory, Telescopic +6, PER Roll +10; Costs END (-.5)	4
10	*Astral Projection*: Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
3	*Immunity to Normal Weapons*: Damage Resistance 3 PD/6 ED; Does Not Work against Magic (-.5)	0
20	*Spirit Body*: 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	*Spirit Body*: Life Support Total	0
10	*Spirit Body*: No Hit Locations	0
60	*Spirit Body*: Takes No Stun, Takes only Body	0
8	*Spirit Energy*: 50 point END Reserve, 3 Recovery (All Spirit Powers)	0

Cost	Skill	Roll
6	*+2 OCV with Spirit Powers*	-

Total Powers & Skills Cost: 216

Cost	Disadvantages
20	Physical Limitation: Cannot leave its Domain (Frequently, Fully Impairing)
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Distinctive Features: Field Spirit (Not Concealable, Major Reaction)

Total Disadvantages: 70
Total Cost: 199

LESSER HEARTH SPIRIT

Val	Char	Cost	Roll	Notes
-5	STR	-15	9-	Lift: 12.5 Kg; 0d6
15	DEX	15	12-	OCV/DCV: 5/5
10	CON	0	11-	
10	BODY	0	11-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
12	COM	1	11-	
3	PD	3		Total: 3 PD (3 rPD)
5	ED	3		Total: 5 PD (5 rED)
5	SPD	25		Phases: 4, 8, 12
4	REC	4		
30	END	5		
0	STUN	0		

Movement			
	Running	8"/16"	
	Leaping	0"/0"	
	Flight	0"/0"	

Total Characteristics Cost: 53

Cost	Power	END
40	*Spirit Powers*: Multipower, 40 points reserve	0
4u	1) *Accident*: Change Environment 2" Radius, -3 to DEX Rolls and DEX-Based Skills, -3 OCV	4
4u	2) *Concealment*: Invisibility: Sight Group; Usable Simultaneously (+.5); Ranged (+.5)	4
2u	3) *Confusion*: 6d6 Mind Control; Telepathic (+.25); Set Effect: "Wander Aimlessly" (-.5)	4
4u	4) *Guard*: 8d6 Suppress: Change Environment	4
2u	5) *Search*: Detect any Person, Place, or Thing, Discriminatory, Telescopic +6, PER Roll +10; Costs END (-.5)	4
10	*Astral Projection*: Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
3	*Immunity to Normal Weapons*: Damage Resistance 3 PD/6 ED; Does Not Work against Magic (-.5)	0
20	*Spirit Body*: 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	*Spirit Body*: Life Support Total	0
10	*Spirit Body*: No Hit Locations	0
60	*Spirit Body*: Takes No Stun, Takes only Body	0
8	*Spirit Energy*: 50 point END Reserve, 3 Recovery (All Spirit Powers)	0

Cost	Skill	Roll
6	+2 OCV with Spirit Powers	-

Total Powers & Skills Cost: 218

Cost	Disadvantages
20	Physical Limitation: Cannot leave its Domain (Frequently, Fully Impairing)
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Distinctive Features: City Spirit (Not Concealable, Major Reaction)

Total Disadvantages: 70
Total Cost: 201

LESSER SPIRITS OF THE LAND

LESSER DESERT SPIRIT

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift: 200 kg; 3d6
10	DEX	0	11-	OCV/DCV: 3/3
15	CON	10	12-	
15	BODY	10	12-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
6	PD	3		Total: 6 PD (6 rPD)
6	ED	3		Total: 6 PD (6 rED)
4	SPD	20		Phases: 6, 12
6	REC	0		
30	END	0		
0	STUN	0		

Movement			
	Running	8"/16"	
	Leaping	4"/2"	

Total Characteristics Cost: 57

Cost	Power	END
40	*Spirit Powers*: Multipower, 40 points reserve	0
4u	1) *Concealment*: Invisibility: Sight Group; Usable Simultaneously (+.5); Ranged (+.5)	4
4u	2) *Guard*: 8d6 Suppress: Change Environment	4
2u	3) *Search*: Detect any Person, Place, or Thing, Discriminatory, Telescopic +6, PER Roll +10; Costs END (-.5)	4
2u	4) *Movement*: 2d6 Aid (Succor) to Swimming, Area of Effect: Radius (+1)	4
2u	5) *Movement 2*: 2d6 Suppress, Any Movement Power, one at a time (+.25), Area of Effect: Radius (+1)	5
10	*Astral Projection*: Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
4	*Immunity to Normal Weapons*: Damage Resistance 6 PD/6 ED; Does Not Work against Magic (-.5)	0
20	*Spirit Body*: 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	*Spirit Body*: Life Support Total	0
10	*Spirit Body*: No Hit Locations	0
60	*Spirit Body*: Takes No Stun, Takes only Body	0
8	*Spirit Energy*: 50 point END Reserve, 3 Recovery (All Spirit Powers)	0

Total Powers & Skills Cost: 211

Cost	Disadvantages
20	Physical Limitation: Cannot leave its Domain (Frequently, Fully Impairing)
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Distinctive Features: City Spirit (Not Concealable, Major Reaction)

Total Disadvantages: 70
Total Cost: 198

LESSER FOREST SPIRIT

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift: 200 kg; 3d6
10	DEX	0	11-	OCV/DCV: 3/3
15	CON	10	12-	
15	BODY	10	12-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
6	PD	3		Total: 6 PD (6 rPD)
6	ED	3		Total: 6 PD (6 rED)
4	SPD	20		Phases: 6, 12
6	REC	0		
30	END	0		
0	STUN	0		

Movement				
		Running	8"/16"	
		Leaping	4"/2"	

Total Characteristics Cost: 57

Cost	Power	END
40	*Spirit Powers*: Multipower, 40 points reserve	0
4u	1) *Accident*: Change Environment 2" Radius, -3 to DEX Rolls and DEX-Based Skills, -3 OCV	4
4u	2) *Concealment*: Invisibility: Sight Group; Usable Simultaneously (+.5); Ranged (+.5)	4
2u	3) *Confusion*: 6d6 Mind Control; Telepathic (+.25); Set Effect: "Wander Aimlessly" (-.5)	4
2u	4) *Fear*: 6d6 Mind Control; Telepathic (+.25); Set Effect: "Run Away in Fear" (-.5)	4
4u	5) *Guard*: 8d6 Suppress: Change Environment	4
2u	6) *Search*: Detect any Person, Place, or Thing, Discriminatory, Telescopic +6, PER Roll +10; Costs END (-.5)	4
10	*Astral Projection*: Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
4	*Immunity to Normal Weapons*: Damage Resistance 6 PD/6 ED; Does Not Work against Magic (-.5)	0
20	*Spirit Body*: 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	*Spirit Body*: Life Support Total	0
10	*Spirit Body*: No Hit Locations	0
60	*Spirit Body*: Takes No Stun, Takes only Body	0
8	*Spirit Energy*: 50 point END Reserve, 3 Recovery (All Spirit Powers)	0

Total Powers & Skills Cost: 215

Cost	Disadvantages
20	Physical Limitation: Cannot leave its Domain (Frequently, Fully Impairing)
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Distinctive Features: City Spirit (Not Concealable, Major Reaction)

Total Disadvantages: 70
Total Cost: 202

LESSER MOUNTAIN SPIRIT

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift: 200 kg; 3d6
10	DEX	0	11-	OCV/DCV: 3/3
15	CON	10	12-	
15	BODY	10	12-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
6	PD	3		Total: 6 PD (6 rPD)
6	ED	3		Total: 6 PD (6 rED)
4	SPD	20		Phases: 6, 12
6	REC	0		
30	END	0		
0	STUN	0		

Movement				
		Running	8"/16"	
		Leaping	4"/2"	

Total Characteristics Cost: 57

Cost	Power	END
40	*Spirit Powers*: Multipower, 40 points reserve	0
4u	1) *Accident*: Change Environment 2" Radius, -3 to DEX Rolls and DEX-Based Skills, -3 OCV	4
4u	2) *Concealment*: Invisibility: Sight Group; Usable Simultaneously (+.5); Ranged (+.5)	4
4u	3) *Guard*: 8d6 Suppress: Change Environment	4
2u	4) *Search*: Detect any Person, Place, or Thing, Discriminatory, Telescopic +6, PER Roll +10; Costs END (-.5)	4
2u	5) *Movement*: 2d6 Aid (Succor) to Swimming, Area of Effect: Radius (+1)	4
2u	6) *Movement 2*: 2d6 Suppress, Any Movement Power, one at a time (+.25), Area of Effect: Radius (+1)	5
10	*Astral Projection*: Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
4	*Immunity to Normal Weapons*: Damage Resistance 6 PD/6 ED; Does Not Work against Magic (-.5)	0
20	*Spirit Body*: 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	*Spirit Body*: Life Support Total	0
10	*Spirit Body*: No Hit Locations	0
60	*Spirit Body*: Takes No Stun, Takes only Body	0
8	*Spirit Energy*: 50 point END Reserve, 3 Recovery (All Spirit Powers)	0

Total Powers & Skills Cost: 215

Cost	Disadvantages
20	Physical Limitation: Cannot leave its Domain (Frequently, Fully Impairing)
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Distinctive Features: City Spirit (Not Concealable, Major Reaction)

Total Disadvantages: 70
Total Cost: 202

LESSER PRAIRIE SPIRIT

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift: 200 kg; 3d6
10	DEX	0	11-	OCV/DCV: 3/3
15	CON	10	12-	
15	BODY	10	12-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
6	PD	3		Total: 6 PD (6 rPD)
6	ED	3		Total: 6 PD (6 rED)
4	SPD	20		Phases: 6, 12
6	REC	0		
30	END	0		
0	STUN	0		

Movement			Running	8"/16"
			Leaping	4"/2"

Total Characteristics Cost: 57

Cost	Power	END
40	*Spirit Powers*: Multipower, 40 points reserve	0
4u	1) *Accident*: Change Environment 2" Radius, -3 to DEX Rolls and DEX-Based Skills, -3 OCV	4
4u	2) *Concealment*: Invisibility: Sight Group; Usable Simultaneously (+.5); Ranged (+.5)	4
4u	3) *Guard*: 8d6 Suppress: Change Environment	4
2u	4) *Search*: Detect any Person, Place, or Thing, Discriminatory, Telescopic +6, PER Roll +10; Costs END (-.5)	4
2u	5) *Movement*: 2d6 Aid (Succor) to Swimming, Area of Effect: Radius (+1)	4
2u	6) *Movement 2*: 2d6 Suppress, Any Movement Power, one at a time (+.25), Area of Effect: Radius (+1)	5
10	*Astral Projection*: Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
4	*Immunity to Normal Weapons*: Damage Resistance 6 PD/6 ED; Does Not Work against Magic (-.5)	0
20	*Spirit Body*: 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	*Spirit Body*: Life Support Total	0
10	*Spirit Body*: No Hit Locations	0
60	*Spirit Body*: Takes No Stun, Takes only Body	0
8	*Spirit Energy*: 50 point END Reserve, 3 Recovery (All Spirit Powers)	0

Total Powers & Skills Cost: 215

Cost	Disadvantages
20	Physical Limitation: Cannot leave its Domain (Frequently, Fully Impairing)
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Distinctive Features: City Spirit (Not Concealable, Major Reaction)

Total Disadvantages: 70
Total Cost: 202

LESSER SPIRITS OF THE SKY

LESSER MIST SPIRIT

Val	Char	Cost	Roll	Notes
-5	STR	-15	9-	Lift: 25 kg; 0d6
18	DEX	24	14-	OCV/DCV: 8/8
10	CON	0	12-	
10	BODY	0	12-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	13-	PRE Attack: 4d6
12	COM	1	11-	
3	PD	3		Total: 3 PD (3 rPD)
5	ED	3		Total: 5 PD (5 rED)
5	SPD	22		Phases: 4, 8, 12
4	REC	4		
30	END	0		
0	STUN	0		

Movement			Running	0"/0"
			Leaping	0"/0"
			Flight	10"/20"

Total Characteristics Cost: 45

Cost	Power	END
40	*Spirit Powers*: Multipower, 40 points reserve	0
4u	1) *Accident*: Change Environment 2" Radius, -3 to DEX Rolls and DEX-Based Skills, -3 OCV	4
4u	2) *Concealment*: Invisibility: Sight Group; Usable Simultaneously (+.5); Ranged (+.5)	4
2u	3) *Confusion*: 6d6 Mind Control; Telepathic (+.25); Set Effect: "Wander Aimlessly" (-.5)	4
4u	4) *Guard*: 8d6 Suppress: Change Environment	4
2u	5) *Movement*: 2d6 Aid (Succor) to Swimming, Area of Effect: Radius (+1)	4
2u	6) *Movement 2*: 2d6 Suppress, Any Movement Power, one at a time (+.25), Area of Effect: Radius (+1)	5
20	*Moves Like Air*: 10" Flight	1/5"
10	*Astral Projection*: Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
3	*Immunity to Normal Weapons*: Damage Resistance 3 PD/5 ED; Does Not Work against Magic (-.5)	0
20	*Spirit Body*: 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	*Spirit Body*: Life Support Total	0
10	*Spirit Body*: No Hit Locations	0
60	*Spirit Body*: Takes No Stun, Takes only Body	0
8	*Spirit Energy*: 50 point END Reserve, 3 Recovery (All Spirit Powers)	0
-14	*True Flier: Running –6"; Swimming –2"*	0

Total Powers & Skills Cost: 220

Cost	Disadvantages
20	Physical Limitation: Cannot leave its Domain (Frequently, Fully Impairing)
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Distinctive Features: City Spirit (Not Concealable, Major Reaction)

Total Disadvantages: 70
Total Cost: 195

LESSER STORM SPIRIT

Val	Char	Cost	Roll	Notes
-5	STR	-15	9-	Lift: 25 kg; 0d6
18	DEX	24	14-	OCV/DCV: 8/8
10	CON	0	12-	
10	BODY	0	12-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	13-	PRE Attack: 4d6
12	COM	1	11-	
3	PD	3		Total: 3 PD (3 rPD)
5	ED	3		Total: 5 PD (5 rED)
5	SPD	22		Phases: 4, 8, 12
4	REC	4		
30	END	0		
0	STUN	0		

Movement		Running	0"/0"
		Leaping	0"/0"
		Flight	10"/20"

Total Characteristics Cost: 45

Cost	Power	END
40	*Spirit Powers*: Multipower, 40 points reserve	0
4u	1) *Concealment*: Invisibility: Sight Group; Usable Simultaneously (+.5); Ranged (+.5)	4
2u	2) *Confusion*: 6d6 Mind Control; Telepathic (+.25); Set Effect: "Wander Aimlessly" (-.5)	4
2u	3) *Fear*: 6d6 Mind Control; Telepathic (+.25); Set Effect: "Run Away in Fear" (-.5)	4
4u	4) *Guard*: 8d6 Suppress: Change Environment	4
4u	5) *Lightning Bolt*: ½d6 Ranged Killing Attack (Electricity); No Normal Defense: Insulated Clothing (+1); Does Body (+1); Area of Effect: Line (+1)	4
20	*Moves Like Air*: 10" Flight	1/5"
10	*Astral Projection*: Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
3	*Immunity to Normal Weapons*: Damage Resistance 3 PD/5 ED; Does Not Work against Magic (-.5)	0
20	*Spirit Body*: 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	*Spirit Body*: Life Support Total	0
10	*Spirit Body*: No Hit Locations	0
60	*Spirit Body*: Takes No Stun, Takes only Body	0
8	*Spirit Energy*: 50 point END Reserve, 3 Recovery (All Spirit Powers)	0
-14	*True Flier: Running –6"; Swimming –2"*	0

Total Powers & Skills Cost: 218

Cost	Disadvantages
20	Physical Limitation: Cannot leave its Domain (Frequently, Fully Impairing)
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Distinctive Features: City Spirit (Not Concealable, Major Reaction)

Total Disadvantages: 70
Total Cost: 193

LESSER WIND SPIRIT

Val	Char	Cost	Roll	Notes
-5	STR	-15	9-	Lift: 25 kg; 0d6
18	DEX	24	14-	OCV/DCV: 8/8
10	CON	0	12-	
10	BODY	0	12-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	13-	PRE Attack: 4d6
12	COM	1	11-	
3	PD	3		Total: 3 PD (3 rPD)
5	ED	3		Total: 5 PD (5 rED)
5	SPD	22		Phases: 4, 8, 12
4	REC	4		
30	END	0		
0	STUN	0		

Movement		Running	0"/0"
		Leaping	0"/0"
		Flight	10"/20"

Total Characteristics Cost: 45

Cost	Power	END
40	*Spirit Powers*: Multipower, 40 points reserve	0
4u	1) *Accident*: Change Environment 2" Radius, -3 to DEX Rolls and DEX-Based Skills, -3 OCV	4
2u	2) *Confusion*: 6d6 Mind Control; Telepathic (+.25); Set Effect: "Wander Aimlessly" (-.5)	4
4u	3) *Guard*: 8d6 Suppress: Change Environment	4
2u	4) *Search*: Detect any Person, Place, or Thing, Discriminatory, Telescopic +6, PER Roll +10; Costs END (-.5)	4
2u	5) *Movement*: 2d6 Aid (Succor) to Swimming, Area of Effect: Radius (+1)	4
2u	6) *Movement 2*: 2d6 Suppress, Any Movement Power, one at a time (+.25), Area of Effect: Radius (+1)	5
20	*Moves Like Air*: 10" Flight	1/5"
10	*Astral Projection*: Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
3	*Immunity to Normal Weapons*: Damage Resistance 3 PD/5 ED; Does Not Work against Magic (-.5)	0
20	*Spirit Body*: 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	*Spirit Body*: Life Support Total	0
10	*Spirit Body*: No Hit Locations	0
60	*Spirit Body*: Takes No Stun, Takes only Body	0
8	*Spirit Energy*: 50 point END Reserve, 3 Recovery (All Spirit Powers)	0
-14	*True Flier: Running –6"; Swimming –2"*	0

Total Powers & Skills Cost: 218

Cost	Disadvantages
20	Physical Limitation: Cannot leave its Domain (Frequently, Fully Impairing)
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Distinctive Features: City Spirit (Not Concealable, Major Reaction)

Total Disadvantages: 70
Total Cost: 193

LESSER SPIRITS OF THE WATERS

LESSER LAKE SPIRIT

Val	Char	Cost	Roll	Notes
5	STR	-5	11-	Lift: 50 Kg; 1d6
10	DEX	0	12-	OCV/DCV: 3/3
13	CON	6	13-	
13	BODY	6	13-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	13-	PRE Attack: 4d6
10	COM	0	11-	
4	PD	3		Total: 4 PD (4 rPD)
4	ED	1		Total: 4 PD (4 rED)
5	SPD	30		Phases: 4, 8, 12
4	REC	0		
30	END	2		
0	STUN	0		

Movement		Running	6"/12"
		Leaping	1"/0.5"
		Swimming	6"/48"

Total Characteristics Cost: 46

Cost	Power	END
40	*Spirit Powers*: Multipower, 40 points reserve	0
4u	1) *Accident*: Change Environment 2" Radius, -3 to DEX Rolls and DEX-Based Skills, -3 OCV	4
2u	2) *Engulf*: RKA 1 Pip (Suffocation); NND (defense is no need to breathe; +1); Does BODY (+1); Continuous (+1); AoE: 1 Hex (+.5); No Range (-.5)	2
2u	3) *Fear*: 6d6 Mind Control; Telepathic (+.25); Set Effect: "Run Away in Fear" (-.5)	4
4u	4) *Guard*: 8d6 Suppress: Change Environment	4
2u	5) *Search*: Detect any Person, Place, or Thing, Discriminatory, Telescopic +6, PER Roll +10; Costs END (-.5)	4
2u	6) *Movement*: 2d6 Aid (Succor) to Swimming, Area of Effect: Radius (+1)	4
2u	7) *Movement 2*: 2d6 Suppress, Any Movement Power, one at a time (+.25), Area of Effect: Radius (+1)	5
10	*Astral Projection*: Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
3	*Immunity to Normal Weapons*: Damage Resistance 4 PD/4 ED; Does Not Work against Magic (-.5)	0
20	*Spirit Body*: 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	*Spirit Body*: Life Support Total	0
10	*Spirit Body*: No Hit Locations	0
60	*Spirit Body*: Takes No Stun, Takes only Body	0
8	*Spirit Energy*: 50 point END Reserve, 3 Recovery (All Spirit Powers)	0
14	*Aquatic Movement*: Swimming +4" (6" total), x8 Non-combat	1/5"

Total Powers & Skills Cost: 228

Cost	Disadvantages
20	Physical Limitation: Cannot leave its Domain (Frequently, Fully Impairing)
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Distinctive Features: City Spirit (Not Concealable, Major Reaction)

Total Disadvantages: 70
Total Cost: 204

LESSER RIVER SPIRIT

Val	Char	Cost	Roll	Notes
5	STR	-5	11-	Lift: 50 Kg; 1d6
10	DEX	0	12-	OCV/DCV: 3/3
13	CON	6	13-	
13	BODY	6	13-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	13-	PRE Attack: 4d6
10	COM	0	11-	
4	PD	3		Total: 4 PD (4 rPD)
4	ED	1		Total: 4 PD (4 rED)
5	SPD	30		Phases: 4, 8, 12
4	REC	0		
30	END	2		
0	STUN	0		

Movement		Running	6"/12"
		Leaping	1"/0.5"
		Swimming	6"/48"

Total Characteristics Cost: 46

Cost	Power	END
40	*Spirit Powers*: Multipower, 40 points reserve	0
4u	1) *Accident*: Change Environment 2" Radius, -3 to DEX Rolls and DEX-Based Skills, -3 OCV	4
4u	2) *Concealment*: Invisibility: Sight Group; Usable Simultaneously (+.5); Ranged (+.5)	4
2u	3) *Engulf*: RKA 1 Pip (Suffocation); NND (defense is no need to breathe; +1); Does BODY (+1); Continuous (+1); AoE: 1 Hex (+.5); No Range (-.5)	2
2u	4) *Fear*: 6d6 Mind Control; Telepathic (+.25); Set Effect: "Run Away in Fear" (-.5)	4
4u	5) *Guard*: 8d6 Suppress: Change Environment	4
2u	6) *Search*: Detect any Person, Place, or Thing, Discriminatory, Telescopic +6, PER Roll +10; Costs END (-.5)	4
2u	7) *Movement*: 2d6 Aid (Succor) to Swimming, Area of Effect: Radius (+1)	4
2u	8) *Movement 2*: 2d6 Suppress, Any Movement Power, one at a time (+.25), Area of Effect: Radius (+1)	5
10	*Astral Projection*: Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
3	*Immunity to Normal Weapons*: Damage Resistance 4 PD/4 ED; Does Not Work against Magic (-.5)	0
20	*Spirit Body*: 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	*Spirit Body*: Life Support Total	0
10	*Spirit Body*: No Hit Locations	0
60	*Spirit Body*: Takes No Stun, Takes only Body	0
8	*Spirit Energy*: 50 point END Reserve, 3 Recovery (All Spirit Powers)	0
14	*Aquatic Movement*: Swimming +4" (6" total), x8 Non-combat	1/5"

Total Powers & Skills Cost: 232

Cost	Disadvantages
20	Physical Limitation: Cannot leave its Domain (Frequently, Fully Impairing)
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Distinctive Features: City Spirit (Not Concealable, Major Reaction)

Total Disadvantages: 70
Total Cost: 208

LESSER SEA SPIRIT

Val	Char	Cost	Roll	Notes
5	STR	-5	11-	Lift: 50 Kg; 1d6
10	DEX	0	12-	OCV/DCV: 3/3
13	CON	6	13-	
13	BODY	6	13-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	13-	PRE Attack: 4d6
10	COM	0	11-	
4	PD	3		Total: 4 PD (4 rPD)
4	ED	1		Total: 4 PD (4 rED)
5	SPD	30		Phases: 4, 8, 12
4	REC	0		
30	END	2		
0	STUN	0		

Movement				
		Running	6"/12"	
		Leaping	1"/0.5"	
		Swimming	6"/48"	

Total Characteristics Cost: 46

Cost	Power	END
40	*Spirit Powers*: Multipower, 40 points reserve	0
4u	1) *Accident*: Change Environment 2" Radius, -3 to DEX Rolls and DEX-Based Skills, -3 OCV	4
4u	2) *Concealment*: Invisibility: Sight Group; Usable Simultaneously (+.5); Ranged (+.5)	4
2u	3) *Confusion*: 6d6 Mind Control; Telepathic (+.25); Set Effect: "Wander Aimlessly" (-.5)	4
2u	4) *Engulf*: RKA 1 Pip (Suffocation); NND (defense is no need to breathe; +1); Does BODY (+1); Continuous (+1); AoE: 1 Hex (+.5); No Range (-.5)	2
2u	5) *Fear*: 6d6 Mind Control; Telepathic (+.25); Set Effect: "Run Away in Fear" (-.5)	4
4u	6) *Guard*: 8d6 Suppress: Change Environment	4
2u	7) *Search*: Detect any Person, Place, or Thing, Discriminatory, Telescopic +6, PER Roll +10; Costs END (-.5)	4
2u	8) *Movement*: 2d6 Aid (Succor) to Swimming, Area of Effect: Radius (+1)	4
2u	9) *Movement 2*: 2d6 Suppress, Any Movement Power, one at a time (+.25), Area of Effect: Radius (+1)	5
10	*Astral Projection*: Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
3	*Immunity to Normal Weapons*: Damage Resistance 4 PD/4 ED; Does Not Work against Magic (-.5)	0
20	*Spirit Body*: 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	*Spirit Body*: Life Support Total	0
10	*Spirit Body*: No Hit Locations	0
60	*Spirit Body*: Takes No Stun, Takes only Body	0
8	*Spirit Energy*: 50 point END Reserve, 3 Recovery (All Spirit Powers)	0
14	*Aquatic Movement*: Swimming +4" (6" total), x8 Non-combat	1/5"

Total Powers & Skills Cost: 234

Cost	Disadvantages
20	Physical Limitation: Cannot leave its Domain (Frequently, Fully Impairing)
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Distinctive Features: City Spirit (Not Concealable, Major Reaction)

Total Disadvantages: 70
Total Cost: 210

LESSER SWAMP SPIRIT

Val	Char	Cost	Roll	Notes
5	STR	-5	11-	Lift: 50 Kg; 1d6
10	DEX	0	12-	OCV/DCV: 3/3
13	CON	6	13-	
13	BODY	6	13-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	13-	PRE Attack: 4d6
10	COM	0	11-	
4	PD	3		Total: 4 PD (4 rPD)
4	ED	1		Total: 4 PD (4 rED)
5	SPD	30		Phases: 4, 8, 12
4	REC	0		
30	END	2		
0	STUN	0		

Movement				
		Running	6"/12"	
		Leaping	1"/0.5"	
		Swimming	6"/48"	

Total Characteristics Cost: 46

Cost	Power	END
40	*Spirit Powers*: Multipower, 40 points reserve	0
4u	1) *Accident*: Change Environment 2" Radius, -3 to DEX Rolls and DEX-Based Skills, -3 OCV	4
1u	2) *Binding*: 2d6 Entangle; Takes no damage from any attack (+.5); Does not prevent use of accessible foci (-1); Cannot form barriers (-.25)	3
4u	2) *Concealment*: Invisibility: Sight Group; Usable Simultaneously (+.5); Ranged (+.5)	4
2u	3) *Confusion*: 6d6 Mind Control; Telepathic (+.25); Set Effect: "Wander Aimlessly" (-.5)	4
2u	4) *Engulf*: RKA 1 Pip (Suffocation); NND (defense is no need to breathe; +1); Does BODY (+1); Continuous (+1); AoE: 1 Hex (+.5); No Range (-.5)	2
2u	5) *Fear*: 6d6 Mind Control; Telepathic (+.25); Set Effect: "Run Away in Fear" (-.5)	4
4u	6) *Guard*: 8d6 Suppress: Change Environment	4
2u	7) *Search*: Detect any Person, Place, or Thing, Discriminatory, Telescopic +6, PER Roll +10; Costs END (-.5)	4
2u	8) *Movement*: 2d6 Aid (Succor) to Swimming, Area of Effect: Radius (+1)	4
2u	9) *Movement 2*: 2d6 Suppress, Any Movement Power, one at a time (+.25), Area of Effect: Radius (+1)	5
10	*Astral Projection*: Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
3	*Immunity to Normal Weapons*: Damage Resistance 4 PD/4 ED; Does Not Work against Magic (-.5)	0
20	*Spirit Body*: 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	*Spirit Body*: Life Support Total	0
10	*Spirit Body*: No Hit Locations	0
60	*Spirit Body*: Takes No Stun, Takes only Body	0
8	*Spirit Energy*: 50 point END Reserve, 3 Recovery (All Spirit Powers)	0
14	*Aquatic Movement*: Swimming +4" (6" total), x8 Non-combat	1/5"

Total Powers & Skills Cost: 235

Cost	Disadvantages
20	Physical Limitation: Cannot leave its Domain (Frequently, Fully Impairing)
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Distinctive Features: City Spirit (Not Concealable, Major Reaction)

Total Disadvantages: 70
Total Cost: 211

ELEMENTALS

AIR ELEMENTAL

Val	Char	Cost	Roll	Notes
0	STR	-10	9-	Lift: 25 kg; 0d6
23	DEX	39	14-	OCV/DCV: 8/8
10	CON	0	12-	
10	BODY	0	12-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
12	COM	1	11-	
6	PD	6		Total: 6 PD (6 rPD)
10	ED	7		Total: 10 PD (10 rED)
2	MD	0		
6	SPD	27		Phases: 3, 6, 9, 12
4	REC	2		
30	END	0		
0	STUN	0		

Movement			
		Running	0"/0"
		Leaping	0"/0"
		Flight	20"/40"

Total Characteristic Cost: 74

Cost	Power	END
45	*Air Powers*: Multipower, 45 points reserve	0
5u	1) *Air Blast*: Energy Blast 6d6 (Air), Reduced END (0 END; +.5)	0
5u	2) *Whirlwind*: Energy Blast 4d6, Area of Effect (3" Radius; +1), Personal Immunity (+.25)	5
4u	3) *Lack of Air*: Energy Blast 4d6, NND: Self-Contained Breathing (+1)	4
5u	4) *Accident*: Telekinesis 30 STR	1/5 STR
5u	5) *Movement*: 4d6 Aid (Succor), Any Movement Power, one at a time (+.25), Area of Effect: Radius (+1)	5
5u	6) *Movement 2*: 4d6 Suppress, Any Movement Power, one at a time (+.25), Area of Effect: Radius (+1)	5
5u	7) *Aid Sorcery*: 6d6 Aid (Succor), Magic Attribute and any Spell simultaneously (+.5)	5
40	*Moves Like Air*: 20" Flight	1/5"
27	*Body of Air*: Desolidification (Affected by Magic); Cannot pass through solid objects (-.5)	4
10	*Astral Projection*: Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
5	*Immunity to Normal Weapons*: Damage Resistance 6 PD/10 ED; Does Not Work against Magic (-.5)	0
20	*Elemental Body*: 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	*Elemental Body*: Life Support Total	0
10	*Elemental Body*: No Hit Locations	0
60	*Elemental Body*: Takes No Stun, Takes only Body	0
-14	*True Flier*: Running –6"; Swimming –2"	0
18	*Elemental Energy:* 100 point END Reserve, 5 Recovery (All Elemental/Magic Powers); Usable By Others, Simultaneously (+.5); Only usable by Elemental or Mage that summoned it (-.25); Only for Illusion Spells when used by a Mage (-.25)	0
Cost	Skill	Roll
12	+6 Skill Levels with Flight	-

Total Powers & Skills Cost: 322

Cost	Disadvantages
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Vulnerability: Water-based attacks (Common, x2 damage)
20	Distinctive Features: Elemental (Not Concealable, Major Reaction)

Total Disadvantages: 70
Total Cost: 326

EARTH ELEMENTAL

Val	Char	Cost	Roll	Notes
40	STR	30	15-	Lift: 6400 kg; 8d6 (12d6)
15	DEX	15	12-	OCV/DCV: 5/5
20	CON	20	13-	
20	BODY	20	13-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
10	PD	4		Total: 10 PD (10 rPD)
10	ED	6		Total: 10 PD (10 rED)
5	SPD	25		Phases: 3, 6, 9, 12
10	REC	0		
40	END	0		
0	STUN	0		

Movement			
		Running	6"/12"
		Leaping	3"/6"
		Tunneling	4"/8"

Total Characteristics Cost: 127

Cost	Power	END
45	*Earth Powers*: Multipower, 45 point reserve	0
5u	1) *Earthwalking*: Tunneling 4" through 6 DEF material, Fill In	1/5"
4u	2) *Engulf*: Entangle 6d6, 6 DEF Only against targets on the ground	5
4u	3) *Movement*: 4d6 Aid (Succor) to Running, Area of Effect: Radius (+1)	4
5u	4) *Movement 2*: 4d6 Suppress, Any Movement Power, one at a time (+.25), Area of Effect: Radius (+1)	5
5u	5) *Aid Sorcery*: 6d6 Aid (Succor), Magic Attribute and any Spell simultaneously (+.5)	5
18	*Fists of Stone*: Hand-to-Hand Attack +4d6; Reduced END (0 END, +.5)	0
10	*Astral Projection*: Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
8	*Immunity to Normal Weapons*: Damage Resistance 10 PD/10 ED; Does Not Work against Magic (-.5)	0
6	*Earthen Body*: Armor +4 rPD	0
20	*Elemental Body*: 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	*Elemental Body*: Life Support Total	0
10	*Elemental Body*: No Hit Locations	0
60	*Elemental Body*: Takes No Stun, Takes only Body	0
18	*Elemental Energy:* 100 point END Reserve, 5 Recovery (All Elemental/Magic Powers); Usable By Others, Simultaneously (+.5); Only usable by Elemental or Mage that summoned it (-.25); Only for Manipulation Spells when used by a Mage (-.25)	0
Cost	Skill	Roll
6	+2 OCV with Unarmed Attacks	-

Total Powers & Skills Cost: 263

Cost	Disadvantages
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Vulnerability: Water-based attacks (Common, x2 damage)
20	Distinctive Features: Elemental (Not Concealable, Major Reaction)

Total Disadvantages: 70
Total Cost: 326

FIRE ELEMENTAL

Val	Char	Cost	Roll	Notes
0	STR	-10	9-	Lift: 25 Kg; 0d6
20	DEX	30	13-	OCV/DCV: 7/7
13	CON	6	12-	
13	BODY	6	12-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
25	PRE	15	14-	PRE Attack: 5d6
12	COM	1	11-	
6	PD	6		Total: 6 PD (6 rPD)
10	ED	7		Total: 10 PD (10 rED)
6	SPD	30		Phases: 3, 6, 9, 12
4	REC	2		
30	END	0		
0	STUN	0		

Movement		Running	0"/0"
		Leaping	0"/0"
		Flight	15"/30"

Total Characteristics Cost: 91

Cost	Power	END
45	*Fire Attacks*: Multipower, 45 points reserve	0
5u	1) *Flamethrower*: Energy RKA 2d6 (Fire); Reduced END (0 END; +.5)	0
5u	2) *Engulf*: RKA ½d6 (Fire); NND (defense is fire-proof clothing; +1); Does BODY (+1); Continuous (+1); AoE: 1 Hex (+.5); No Range (-.5)	5
4u	3) *Accident*: Change Environment 2" Radius (Intense Heat), +6 Temp Levels, ½d6 of Fire Damage	4
5u	4) *Aid Sorcery*: 6d6 Aid (Succor), Magic Attribute and any Spell simultaneously (+.5)	5
30	*Move Like Fire*: Flight 15"	1/5"
10	*Astral Projection*: Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
5	*Immunity to Normal Weapons*: Damage Resistance 6 PD/10 ED; Does Not Work against Magic (-.5)	0
40	*Body of Fire*: Energy HKA 1d6 (Fire); Continuous (+1); Damage Shield (does damage in HTH combat; +.75); Inherent (+.25); Persistent (+.5); Reduced END (0 END; +.5); Always On (-.5); No STR Bonus (-0)	0
20	*Elemental Body*: 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	*Elemental Body*: Life Support Total	0
10	*Elemental Body*: No Hit Locations	0
60	*Elemental Body*: Takes No Stun, Takes only Body	0
18	*Elemental Energy:* 100 point END Reserve, 5 Recovery (All Elemental/Magic Powers); Usable By Others, Simultaneously (+.5); Only usable by Elemental or Mage that summoned it (-.25); Only for Combat Spells when used by a Mage (-.25)	0
-14	*True Flier*: Running –6", Swimming –2"	0

Cost	Skill	Roll
12	+4 OCV with Fire Attacks	-

Total Powers & Skills Cost: 300

Cost	Disadvantages
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Vulnerability: Water-based attacks (Common, x2 damage)
20	Distinctive Features: Elemental (Not Concealable, Major Reaction)

Total Disadvantages: 70
Total Cost: 321

WATER ELEMENTAL

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift: 100 Kg; 2d6
15	DEX	15	12-	OCV/DCV: 5/5
18	CON	16	13-	
18	BODY	16	13-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
8	PD	6		Total: 8PD (0 rPD)
8	ED	4		Total: 8PD (0 rED)
6	SPD	35		Phases: 3, 6, 9, 12
6	REC	0		
36	END	0		
0	STUN	0		

Movement		Running	6"/12"
		Leaping	4"/8"
		Swimming	10"/160"

Total Characteristics Cost: 100

Cost	Power	END
45	*Water Powers*: Multipower 45 point reserve	0
5u	1) *Water Blast*: Physical Energy Blast 4d6, Double Knockback (+.75); Reduced END (0 END; +.5)	0
5u	2) *Engulf*: RKA ½d6 (Suffocation); NND (defense is no need to breathe; +1); Does BODY (+1); Continuous (+1); AoE: 1 Hex (+.5); No Range (-.5)	5
5u	3) *Accident*: Change Environment 8" Radius (Slippery Surface, Wet Surface), -2 to DEX Rolls & Skills (Requires a Roll to Move)	3
4u	4) *Movement*: 4d6 Aid (Succor) to Swimming, Area of Effect: Radius (+1)	4
5u	5) *Movement 2*: 4d6 Suppress, Any Movement Power, one at a time (+.25), Area of Effect: Radius (+1)	5
5u	6) *Aid Sorcery*: 6d6 Aid (Succor), Magic Attribute and any Spell simultaneously (+.5)	5
10	*Astral Projection*: Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
5	*Immunity to Normal Weapons*: Damage Resistance 8 PD/8 ED; Does Not Work against Magic (-.5)	0
27	*Body of Water*: Desolidification (Affected by Magic); Cannot pass through solid objects (-.5)	4
23	*Aquatic Movement*: Swimming +8" (10" total), x16 Non-combat	1/5"
20	*Elemental Body*: 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	*Elemental Body*: Life Support Total	0
10	*Elemental Body*: No Hit Locations	0
60	*Elemental Body*: Takes No Stun, Takes only Body	0
18	*Elemental Energy:* 100 point END Reserve, 5 Recovery (All Elemental/Magic Powers); Usable By Others, Simultaneously (+.5); Only usable by Elemental or Mage that summoned it (-.25); Only for Detection Spells when used by a Mage (-.25)	0

Cost	Skill	Roll
3	+1 OCV with Water Attacks	

Total Powers & Skills Cost: 296

Cost	Disadvantages
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Vulnerability: Fire-based attacks (Common, x2 damage)
20	Distinctive Features: Elemental (Not Concealable, Major Reaction)

Total Disadvantages: 70
Total Cost: 325

NATURE SPIRITS

SPIRITS OF MAN

CITY SPIRIT

Val	Char	Cost	Roll	Notes
0	**STR**	-10	9-	Lift: 25 Kg; 0d6
20	**DEX**	30	13-	OCV/DCV: 7/7
15	**CON**	10	12-	
15	**BODY**	10	12-	
8	**INT**	-2	11-	PER Roll 11-
10	**EGO**	0	11-	ECV: 3
25	**PRE**	15	14-	PRE Attack: 5d6
12	**COM**	1	11-	
6	**PD**	6		Total: 6 PD (6 rPD)
10	**ED**	5		Total: 10 PD (10 rED)
6	**SPD**	30		Phases: 3, 6, 9, 12
4	**REC**	0		
30	**END**	0		
0	**STUN**	0		

Movement		Running	10"/20"
		Leaping	0"/0"
		Flight	0"/0"

Total Characteristics Cost: 103

Cost	Power	END
60	*Spirit Powers*: Multipower, 60 points reserve	0
6u	1) *Accident*: Change Environment 2" Radius, -5 to DEX Rolls and DEX-Based Skills, -5 OCV	6
6u	2) *Concealment*: Invisibility: Sight Group; Usable Simultaneously (+.5); Ranged (+.5); x16 Targets (+1)	6
5u	3) *Confusion*: 9d6 Mind Control; Telepathic (+.25); Set Effect: "Wander Aimlessly" (-.5)	6
5u	4) *Fear*: 8d6 Mind Control; Telepathic (+.25); Set Effect: "Run Away in Fear" (-.5)	6
6u	5) *Guard*: 12d6 Suppress: Change Environment	6
4u	6) *Search*: Detect any Person, Place, or Thing, Discriminatory, Telescopic +10, PER Roll +15; Costs END (-.5)	5
10	*Astral Projection*: Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
5	*Immunity to Normal Weapons*: Damage Resistance 6 PD/10 ED; Does Not Work against Magic (-.5)	0
20	*Spirit Body*: 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	*Spirit Body*: Life Support Total	0
10	*Spirit Body*: No Hit Locations	0
60	*Spirit Body*: Takes No Stun, Takes only Body	0
15	*Spirit Energy*: 100 point END Reserve, 5 Recovery (All Spirit Powers)	0
Cost	**Skill**	Roll
12	*+4 OCV with Spirit Powers*	-

Total Powers & Skills Cost: 269

Cost	Disadvantages
20	Physical Limitation: Cannot leave its Domain (Frequently, Fully Impairing)
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Distinctive Features: City Spirit (Not Concealable, Major Reaction)

Total Disadvantages: 70
Total Cost: 302

FIELD SPIRIT

Val	Char	Cost	Roll	Notes
0	**STR**	-10	9-	Lift: 25 Kg; 0d6
20	**DEX**	30	13-	OCV/DCV: 7/7
15	**CON**	10	12-	
15	**BODY**	10	12-	
8	**INT**	-2	11-	PER Roll 11-
10	**EGO**	0	11-	ECV: 3
25	**PRE**	15	14-	PRE Attack: 5d6
12	**COM**	1	11-	
6	**PD**	6		Total: 6 PD (6 rPD)
10	**ED**	5		Total: 10 PD (10 rED)
6	**SPD**	30		Phases: 3, 6, 9, 12
4	**REC**	0		
30	**END**	0		
0	**STUN**	0		

Movement		Running	10"/20"
		Leaping	0"/0"
		Flight	0"/0"

Total Characteristics Cost: 103

Cost	Power	END
60	*Spirit Powers*: Multipower, 60 points reserve	0
6u	1) *Accident*: Change Environment 2" Radius, -5 to DEX Rolls and DEX-Based Skills, -5 OCV	6
6u	2) *Concealment*: Invisibility: Sight Group; Usable Simultaneously (+.5); Ranged (+.5); x16 Targets (+1)	6
6u	3) *Guard*: 12d6 Suppress: Change Environment	6
4u	4) *Search*: Detect any Person, Place, or Thing, Discriminatory, Telescopic +10, PER Roll +15; Costs END (-.5)	5
10	*Astral Projection*: Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
5	*Immunity to Normal Weapons*: Damage Resistance 6 PD/10 ED; Does Not Work against Magic (-.5)	0
20	*Spirit Body*: 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	*Spirit Body*: Life Support Total	0
10	*Spirit Body*: No Hit Locations	0
60	*Spirit Body*: Takes No Stun, Takes only Body	0
15	*Spirit Energy*: 100 point END Reserve, 5 Recovery (All Spirit Powers)	0
Cost	**Skill**	Roll
12	*+4 OCV with Spirit Powers*	-

Total Powers & Skills Cost: 259

Cost	Disadvantages
20	Physical Limitation: Cannot leave its Domain (Frequently, Fully Impairing)
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Distinctive Features: Field Spirit (Not Concealable, Major Reaction)

Total Disadvantages: 70
Total Cost: 292

HEARTH SPIRIT

Val	Char	Cost	Roll	Notes
0	STR	-10	9-	Lift: 25 Kg; 0d6
20	DEX	30	13-	OCV/DCV: 7/7
15	CON	10	12-	
15	BODY	10	12-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
25	PRE	15	14-	PRE Attack: 5d6
12	COM	1	11-	
6	PD	6		Total: 6 PD (6 rPD)
10	ED	5		Total: 10 PD (10 rED)
6	SPD	30		Phases: 3, 6, 9, 12
4	REC	0		
30	END	0		
0	STUN	0		

Movement				
			Running	10"/20"
			Leaping	0"/0"
			Flight	0"/0"

Total Characteristics Cost: 103

Cost	Power	END
60	*Spirit Powers*: Multipower, 60 points reserve	0
6u	1) *Accident*: Change Environment 2" Radius, -5 to DEX Rolls and DEX-Based Skills, -5 OCV	6
6u	2) *Concealment*: Invisibility: Sight Group; Usable Simultaneously (+.5); Ranged (+.5); x16 Targets (+1)	6
5u	3) *Confusion*: 9d6 Mind Control; Telepathic (+.25); Set Effect: "Wander Aimlessly" (-.5)	6
6u	4) *Guard*: 12d6 Suppress: Change Environment	6
4u	5) *Search*: Detect any Person, Place, or Thing, Discriminatory, Telescopic +10, PER Roll +15; Costs END (-.5)	5
10	*Astral Projection*: Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
5	*Immunity to Normal Weapons*: Damage Resistance 6 PD/10 ED; Does Not Work against Magic (-.5)	0
20	*Spirit Body*: 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	*Spirit Body*: Life Support Total	0
10	*Spirit Body*: No Hit Locations	0
60	*Spirit Body*: Takes No Stun, Takes only Body	0
15	*Spirit Energy*: 100 point END Reserve, 5 Recovery (All Spirit Powers)	0

Cost	*Skill*	Roll
12	+4 OCV with *Spirit Powers*	-

Total Powers & Skills Cost: 264

Cost	Disadvantages
20	Physical Limitation: Cannot leave its Domain (Frequently, Fully Impairing)
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Distinctive Features: City Spirit (Not Concealable, Major Reaction)

Total Disadvantages: 70
Total Cost: 298

SPIRITS OF THE LAND

DESERT SPIRIT

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift: 400 kg; 4d6
15	DEX	15	12-	OCV/DCV: 5/5
20	CON	20	13-	
20	BODY	20	13-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
10	PD	4		Total: 10 PD (10 rPD)
10	ED	6		Total: 10 PD (10 rED)
5	SPD	25		Phases: 4, 8, 12
10	REC	0		
40	END	0		
0	STUN	0		

Movement				
			Running	10"/20"
			Leaping	6"/3"

Total Characteristics Cost: 115

Cost	Power	END
60	*Spirit Powers*: Multipower, 60 points reserve	0
6u	1) *Concealment*: Invisibility: Sight Group; Usable Simultaneously (+.5); Ranged (+.5); x16 Targets (+1)	6
6u	2) *Guard*: 12d6 Suppress: Change Environment	6
4u	3) *Search*: Detect any Person, Place, or Thing, Discriminatory, Telescopic +10, PER Roll +15; Costs END (-.5)	5
4u	4) *Movement*: 4d6 Aid (Succor) to Running, Area of Effect: Radius (+1)	4
5u	5) *Movement 2*: 4d6 Suppress, Any Movement Power, one at a time (+.25), Area of Effect: Radius (+1)	5
10	*Astral Projection*: Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
8	*Immunity to Normal Weapons*: Damage Resistance 10 PD/10 ED; Does Not Work against Magic (-.5)	0
20	*Spirit Body*: 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	*Spirit Body*: Life Support Total	0
10	*Spirit Body*: No Hit Locations	0
60	*Spirit Body*: Takes No Stun, Takes only Body	0
15	*Spirit Energy*: 100 point END Reserve, 5 Recovery (All Spirit Powers)	0

Total Powers & Skills Cost: 253

Cost	Disadvantages
20	Physical Limitation: Cannot leave its Domain (Frequently, Fully Impairing)
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Distinctive Features: City Spirit (Not Concealable, Major Reaction)

Total Disadvantages: 70
Total Cost: 298

FOREST SPIRIT

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift: 400 kg; 4d6
15	DEX	15	12-	OCV/DCV: 5/5
20	CON	20	13-	
20	BODY	20	13-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
10	PD	4		Total: 10 PD (10 rPD)
10	ED	6		Total: 10 PD (10 rED)
5	SPD	25		Phases: 4, 8, 12
10	REC	0		
40	END	0		
0	STUN	0		

Movement		Running	10"/20"
		Leaping	6"/3"

Total Characteristics Cost: 115

Cost	Power	END
60	*Spirit Powers*: Multipower, 60 points reserve	0
6u	1) *Accident*: Change Environment 2" Radius, -5 to DEX Rolls and DEX-Based Skills, -5 OCV	6
6u	2) *Concealment*: Invisibility: Sight Group; Usable Simultaneously (+.5); Ranged (+.5); x16 Targets (+1)	6
5u	3) *Confusion*: 9d6 Mind Control; Telepathic (+.25); Set Effect: "Wander Aimlessly" (-.5)	6
5u	4) *Fear*: 8d6 Mind Control; Telepathic (+.25); Set Effect: "Run Away in Fear" (-.5)	6
6u	5) *Guard*: 12d6 Suppress: Change Environment	6
4u	6) *Search*: Detect any Person, Place, or Thing, Discriminatory, Telescopic +10, PER Roll +15; Costs END (-.5)	5
10	*Astral Projection*: Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
8	*Immunity to Normal Weapons*: Damage Resistance 10 PD/10 ED; Does Not Work against Magic (-.5)	0
20	*Spirit Body*: 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	*Spirit Body*: Life Support Total	0
10	*Spirit Body*: No Hit Locations	0
60	*Spirit Body*: Takes No Stun, Takes only Body	0
15	*Spirit Energy*: 100 point END Reserve, 5 Recovery (All Spirit Powers)	0

Total Powers & Skills Cost: 260

Cost	Disadvantages
20	Physical Limitation: Cannot leave its Domain (Frequently, Fully Impairing)
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Distinctive Features: City Spirit (Not Concealable, Major Reaction)

Total Disadvantages: 70
Total Cost: 305

MOUNTAIN SPIRIT

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift: 400 kg; 4d6
15	DEX	15	12-	OCV/DCV: 5/5
20	CON	20	13-	
20	BODY	20	13-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
10	PD	4		Total: 10 PD (10 rPD)
10	ED	6		Total: 10 PD (10 rED)
5	SPD	25		Phases: 4, 8, 12
10	REC	0		
40	END	0		
0	STUN	0		

Movement		Running	10"/20"
		Leaping	6"/3"

Total Characteristics Cost: 115

Cost	Power	END
60	*Spirit Powers*: Multipower, 60 points reserve	0
6u	1) *Accident*: Change Environment 2" Radius, -5 to DEX Rolls and DEX-Based Skills, -5 OCV	6
6u	2) *Concealment*: Invisibility: Sight Group; Usable Simultaneously (+.5); Ranged (+.5); x16 Targets (+1)	6
6u	3) *Guard*: 12d6 Suppress: Change Environment	6
4u	4) *Search*: Detect any Person, Place, or Thing, Discriminatory, Telescopic +10, PER Roll +15; Costs END (-.5)	5
4u	5) *Movement*: 4d6 Aid (Succor) to Running, Area of Effect: Radius (+1)	4
5u	6) *Movement 2*: 4d6 Suppress, Any Movement Power, one at a time (+.25), Area of Effect: Radius (+1)	5
10	*Astral Projection*: Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
8	*Immunity to Normal Weapons*: Damage Resistance 10 PD/10 ED; Does Not Work against Magic (-.5)	0
20	*Spirit Body*: 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	*Spirit Body*: Life Support Total	0
10	*Spirit Body*: No Hit Locations	0
60	*Spirit Body*: Takes No Stun, Takes only Body	0
15	*Spirit Energy*: 100 point END Reserve, 5 Recovery (All Spirit Powers)	0

Total Powers & Skills Cost: 259

Cost	Disadvantages
20	Physical Limitation: Cannot leave its Domain (Frequently, Fully Impairing)
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Distinctive Features: City Spirit (Not Concealable, Major Reaction)

Total Disadvantages: 70
Total Cost: 304

PRAIRIE SPIRIT

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift: 400 kg; 4d6
15	DEX	15	12-	OCV/DCV: 5/5
20	CON	20	13-	
20	BODY	20	13-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
10	PD	4		Total: 10 PD (10 rPD)
10	ED	6		Total: 10 PD (10 rED)
5	SPD	25		Phases: 4, 8, 12
10	REC	0		
40	END	0		
0	STUN	0		

Movement		Running	10”/20”
		Leaping	6”/3”

Total Characteristics Cost: 115

Cost	Power	END
60	*Spirit Powers*: Multipower, 60 points reserve	0
6u	1) *Accident*: Change Environment 2” Radius, -5 to DEX Rolls and DEX-Based Skills, -5 OCV	6
6u	2) *Concealment*: Invisibility: Sight Group; Usable Simultaneously (+.5); Ranged (+.5); x16 Targets (+1)	6
6u	3) *Guard*: 12d6 Suppress: Change Environment	6
4u	4) *Search*: Detect any Person, Place, or Thing, Discriminatory, Telescopic +10, PER Roll +15; Costs END (-.5)	5
4u	5) *Movement*: 4d6 Aid (Succor) to Running, Area of Effect: Radius (+1)	4
5u	6) *Movement 2*: 4d6 Suppress, Any Movement Power, one at a time (+.25), Area of Effect: Radius (+1)	5
10	*Astral Projection*: Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
8	*Immunity to Normal Weapons*: Damage Resistance 10 PD/10 ED; Does Not Work against Magic (-.5)	0
20	*Spirit Body*: 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	*Spirit Body*: Life Support Total	0
10	*Spirit Body*: No Hit Locations	0
60	*Spirit Body*: Takes No Stun, Takes only Body	0
15	*Spirit Energy*: 100 point END Reserve, 5 Recovery (All Spirit Powers)	0

Total Powers & Skills Cost: 259

Cost	Disadvantages
20	Physical Limitation: Cannot leave its Domain (Frequently, Fully Impairing)
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Distinctive Features: City Spirit (Not Concealable, Major Reaction)

Total Disadvantages: 70
Total Cost: 304

SPIRITS OF THE SKY

MIST SPIRIT

Val	Char	Cost	Roll	Notes
0	STR	-10	9-	Lift: 25 kg; 0d6
23	DEX	30	14-	OCV/DCV: 8/8
15	CON	10	12-	
15	BODY	10	12-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
12	COM	1	11-	
6	PD	6		Total: 6 PD (6 rPD)
10	ED	7		Total: 10 PD (10 rED)
6	SPD	27		Phases: 3, 6, 9, 12
4	REC	2		
30	END	0		
0	STUN	0		

Movement		Running	0”/0”
		Leaping	0”/0”
		Flight	20”/40”

Total Characteristics Cost: 91

Cost	Power	END
60	*Spirit Powers*: Multipower, 60 points reserve	0
6u	1) *Accident*: Change Environment 2” Radius, -5 to DEX Rolls and DEX-Based Skills, -5 OCV	6
6u	2) *Concealment*: Invisibility: Sight Group; Usable Simultaneously (+.5); Ranged (+.5); x16 Targets (+1)	6
5u	3) *Confusion*: 9d6 Mind Control; Telepathic (+.25); Set Effect: “Wander Aimlessly” (-.5)	6
6u	4) *Guard*: 12d6 Suppress: Change Environment	6
5u	5) *Movement*: 4d6 Aid (Succor), Any Movement Power, one at a time (+.25) Area of Effect: Radius (+1)	5
5u	6) *Movement 2*: 4d6 Suppress, Any Movement Power, one at a time (+.25), Area of Effect: Radius (+1)	5
40	*Moves Like Air*: 20” Flight	1/5”
10	*Astral Projection*: Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
6	*Immunity to Normal Weapons*: Damage Resistance 6 PD/10 ED; Does Not Work against Magic (-.5)	0
20	*Spirit Body*: 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	*Spirit Body*: Life Support Total	0
10	*Spirit Body*: No Hit Locations	0
60	*Spirit Body*: Takes No Stun, Takes only Body	0
15	*Spirit Energy*: 100 point END Reserve, 5 Recovery (All Spirit Powers)	0
-14	*True Flier: Running –6”; Swimming –2”*	0

Total Powers & Skills Cost: 285

Cost	Disadvantages
20	Physical Limitation: Cannot leave its Domain (Frequently, Fully Impairing)
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Distinctive Features: City Spirit (Not Concealable, Major Reaction)

Total Disadvantages: 70
Total Cost: 306

STORM SPIRIT

Val	Char	Cost	Roll	Notes
0	STR	-10	9-	Lift: 25 kg; 0d6
23	DEX	30	14-	OCV/DCV: 8/8
15	CON	10	12-	
15	BODY	10	12-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
12	COM	1	11-	
6	PD	6		Total: 6 PD (6 rPD)
10	ED	7		Total: 10 PD (10 rED)
6	SPD	27		Phases: 3, 6, 9, 12
4	REC	2		
30	END	0		
0	STUN	0		

Movement				
		Running	0"/0"	
		Leaping	0"/0"	
		Flight	20"/40"	

Total Characteristics Cost: 91

Cost	Power	END
60	*Spirit Powers*: Multipower, 60 points reserve	0
6u	1) *Concealment*: Invisibility: Sight Group; Usable Simultaneously (+.5); Ranged (+.5); x16 Targets (+1)	6
5u	2) *Confusion*: 9d6 Mind Control; Telepathic (+.25); Set Effect: "Wander Aimlessly" (-.5)	6
5u	3) *Fear*: 8d6 Mind Control; Telepathic (+.25); Set Effect: "Run Away in Fear" (-.5)	6
6u	4) *Guard*: 12d6 Suppress: Change Environment	6
6u	5) *Lightning Bolt*: 1d6+1 Ranged Killing Attack (Electricity); No Normal Defense: Insulated Clothing (+1); Does Body (+1); Area of Effect: Line (+1)	6
40	*Moves Like Air*: 20" Flight	1/5"
10	*Astral Projection*: Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
6	*Immunity to Normal Weapons*: Damage Resistance 6 PD/10 ED; Does Not Work against Magic (-.5)	0
20	*Spirit Body*: 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	*Spirit Body*: Life Support Total	0
10	*Spirit Body*: No Hit Locations	0
60	*Spirit Body*: Takes No Stun, Takes only Body	0
15	*Spirit Energy*: 100 point END Reserve, 5 Recovery (All Spirit Powers)	0
-14	*True Flier*: Running –6"; Swimming –2"	0

Total Powers & Skills Cost: 280

Cost	Disadvantages
20	Physical Limitation: Cannot leave its Domain (Frequently, Fully Impairing)
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Distinctive Features: City Spirit (Not Concealable, Major Reaction)

Total Disadvantages: 70
Total Cost: 301

WIND SPIRIT

Val	Char	Cost	Roll	Notes
0	STR	-10	9-	Lift: 25 kg; 0d6
23	DEX	30	14-	OCV/DCV: 8/8
15	CON	10	12-	
15	BODY	10	12-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
12	COM	1	11-	
6	PD	6		Total: 6 PD (6 rPD)
10	ED	7		Total: 10 PD (10 rED)
6	SPD	27		Phases: 3, 6, 9, 12
4	REC	2		
30	END	0		
0	STUN	0		

Movement				
		Running	0"/0"	
		Leaping	0"/0"	
		Flight	20"/40"	

Total Characteristics Cost: 91

Cost	Power	END
60	*Spirit Powers*: Multipower, 60 points reserve	0
6u	1) *Accident*: Change Environment 2" Radius, -5 to DEX Rolls and DEX-Based Skills, -5 OCV	6
5u	2) *Confusion*: 9d6 Mind Control; Telepathic (+.25); Set Effect: "Wander Aimlessly" (-.5)	6
6u	3) *Guard*: 12d6 Suppress: Change Environment	6
4u	4) *Search*: Detect any Person, Place, or Thing, Discriminatory, Telescopic +10, PER Roll +15; Costs END (-.5)	5
5u	5) *Movement*: 4d6 Aid (Succor), Any Movement Power, one at a time (+.25) Area of Effect: Radius (+1)	5
5u	6) *Movement 2*: 4d6 Suppress, Any Movement Power, one at a time (+.25), Area of Effect: Radius (+1)	5
40	*Moves Like Air*: 20" Flight	1/5"
10	*Astral Projection*: Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
6	*Immunity to Normal Weapons*: Damage Resistance 6 PD/10 ED; Does Not Work against Magic (-.5)	0
20	*Spirit Body*: 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	*Spirit Body*: Life Support Total	0
10	*Spirit Body*: No Hit Locations	0
60	*Spirit Body*: Takes No Stun, Takes only Body	0
15	*Spirit Energy*: 100 point END Reserve, 5 Recovery (All Spirit Powers)	0
-14	*True Flier*: Running –6"; Swimming –2"	0

Total Powers & Skills Cost: 283

Cost	Disadvantages
20	Physical Limitation: Cannot leave its Domain (Frequently, Fully Impairing)
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Distinctive Features: City Spirit (Not Concealable, Major Reaction)

Total Disadvantages: 70
Total Cost: 304

SPIRITS OF THE WATERS

LAKE SPIRIT

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift: 100 Kg; 2d6
15	DEX	15	12-	OCV/DCV: 5/5
18	CON	16	13-	
18	BODY	16	13-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
8	PD	6		Total: 8 PD (8 rPD)
8	ED	4		Total: 8 PD (8 rED)
6	SPD	35		Phases: 3, 6, 9, 12
6	REC	0		
36	END	0		
0	STUN	0		

Movement			
	Running	6"/12"	
	Leaping	4"/2"	
	Swimming	10"/160"	

Total Characteristics Cost: 100

Cost	Power	END
60	*Spirit Powers*: Multipower, 60 points reserve	0
6u	1) *Accident*: Change Environment 2" Radius, -5 to DEX Rolls and DEX-Based Skills, -5 OCV	6
5u	2) *Engulf*: RKA ½d6 (Suffocation); NND (defense is no need to breathe; +1); Does BODY (+1); Continuous (+1); AoE: 1 Hex (+.5); No Range (-.5)	5
5u	3) *Fear*: 8d6 Mind Control; Telepathic (+.25); Set Effect: "Run Away in Fear" (-.5)	6
6u	4) *Guard*: 12d6 Suppress: Change Environment	6
4u	5) *Search*: Detect any Person, Place, or Thing, Discriminatory, Telescopic +10, PER Roll +15; Costs END (-.5)	5
4u	6) *Movement*: 4d6 Aid (Succor) to Swimming, Area of Effect: Radius (+1)	4
5u	7) *Movement 2*: 4d6 Suppress, Any Movement Power, one at a time (+.25), Area of Effect: Radius (+1)	5
10	*Astral Projection*: Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
5	*Immunity to Normal Weapons*: Damage Resistance 8 PD/8 ED; Does Not Work against Magic (-.5)	0
20	*Spirit Body*: 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	*Spirit Body*: Life Support Total	0
10	*Spirit Body*: No Hit Locations	0
60	*Spirit Body*: Takes No Stun, Takes only Body	0
15	*Spirit Energy*: 100 point END Reserve, 5 Recovery (All Spirit Powers)	0
23	*Aquatic Movement*: Swimming +8" (10" total), x16 Non-combat	1/5"

Total Powers & Skills Cost: 283

Cost	Disadvantages
20	Physical Limitation: Cannot leave its Domain (Frequently, Fully Impairing)
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Distinctive Features: City Spirit (Not Concealable, Major Reaction)

Total Disadvantages: 70
Total Cost: 313

RIVER SPIRIT

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift: 100 Kg; 2d6
15	DEX	15	12-	OCV/DCV: 5/5
18	CON	16	13-	
18	BODY	16	13-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
8	PD	6		Total: 8 PD (8 rPD)
8	ED	4		Total: 8 PD (8 rED)
6	SPD	35		Phases: 3, 6, 9, 12
6	REC	0		
36	END	0		
0	STUN	0		

Movement			
	Running	6"/12"	
	Leaping	4"/2"	
	Swimming	10"/160"	

Total Characteristics Cost: 100

Cost	Power	END
60	*Spirit Powers*: Multipower, 60 points reserve	0
6u	1) *Accident*: Change Environment 2" Radius, -5 to DEX Rolls and DEX-Based Skills, -5 OCV	6
6u	2) *Concealment*: Invisibility: Sight Group; Usable Simultaneously (+.5); Ranged (+.5); x16 Targets (+1)	6
5u	3) *Engulf*: RKA ½d6 (Suffocation); NND (defense is no need to breathe; +1); Does BODY (+1); Continuous (+1); AoE: 1 Hex (+.5); No Range (-.5)	5
5u	4) *Fear*: 8d6 Mind Control; Telepathic (+.25); Set Effect: "Run Away in Fear" (-.5)	6
6u	5) *Guard*: 12d6 Suppress: Change Environment	6
4u	6) *Search*: Detect any Person, Place, or Thing, Discriminatory, Telescopic +10, PER Roll +15; Costs END (-.5)	5
4u	7) *Movement*: 4d6 Aid (Succor) to Swimming, Area of Effect: Radius (+1)	4
5u	8) *Movement 2*: 4d6 Suppress, Any Movement Power, one at a time (+.25), Area of Effect: Radius (+1)	5
10	*Astral Projection*: Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
5	*Immunity to Normal Weapons*: Damage Resistance 8 PD/8 ED; Does Not Work against Magic (-.5)	0
20	*Spirit Body*: 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	*Spirit Body*: Life Support Total	0
10	*Spirit Body*: No Hit Locations	0
60	*Spirit Body*: Takes No Stun, Takes only Body	0
15	*Spirit Energy*: 100 point END Reserve, 5 Recovery (All Spirit Powers)	0
23	*Aquatic Movement*: Swimming +8" (10" total), x16 Non-combat	1/5"

Total Powers & Skills Cost: 289

Cost	Disadvantages
20	Physical Limitation: Cannot leave its Domain (Frequently, Fully Impairing)
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Distinctive Features: City Spirit (Not Concealable, Major Reaction)

Total Disadvantages: 70
Total Cost: 319

SEA SPIRIT

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift: 100 Kg; 2d6
15	DEX	15	12-	OCV/DCV: 5/5
18	CON	16	13-	
18	BODY	16	13-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
8	PD	6		Total: 8 PD (8 rPD)
8	ED	4		Total: 8 PD (8 rED)
6	SPD	35		Phases: 3, 6, 9, 12
6	REC	0		
36	END	0		
0	STUN	0		

Movement			
	Running	6"/12"	
	Leaping	4"/2"	
	Swimming	10"/160"	

Total Characteristics Cost: 100

Cost	Power	END
60	*Spirit Powers*: Multipower, 60 points reserve	0
6u	1) *Accident*: Change Environment 2" Radius, -5 to DEX Rolls and DEX-Based Skills, -5 OCV	6
6u	2) *Concealment*: Invisibility: Sight Group; Usable Simultaneously (+.5); Ranged (+.5); x16 Targets (+1)	6
5u	3) *Confusion*: 9d6 Mind Control; Telepathic (+.25); Set Effect: "Wander Aimlessly" (-.5)	6
5u	4) *Engulf*: RKA ½d6 (Suffocation); NND (defense is no need to breathe; +1); Does BODY (+1); Continuous (+1); AoE: 1 Hex (+.5); No Range (-.5)	5
5u	5) *Fear*: 8d6 Mind Control; Telepathic (+.25); Set Effect: "Run Away in Fear" (-.5)	6
6u	6) *Guard*: 12d6 Suppress: Change Environment	6
4u	7) *Search*: Detect any Person, Place, or Thing, Discriminatory, Telescopic +10, PER Roll +15; Costs END (-.5)	5
4u	8) *Movement*: 4d6 Aid (Succor) to Swimming, Area of Effect: Radius (+1)	4
5u	9) *Movement 2*: 4d6 Suppress, Any Movement Power, one at a time (+.25), Area of Effect: Radius (+1)	5
10	*Astral Projection*: Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
5	*Immunity to Normal Weapons*: Damage Resistance 8 PD/8 ED; Does Not Work against Magic (-.5)	0
20	*Spirit Body*: 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	*Spirit Body*: Life Support Total	0
10	*Spirit Body*: No Hit Locations	0
60	*Spirit Body*: Takes No Stun, Takes only Body	0
15	*Spirit Energy*: 100 point END Reserve, 5 Recovery (All Spirit Powers)	0
23	*Aquatic Movement*: Swimming +8" (10" total), x16 Non-combat	1/5"

Total Powers & Skills Cost: 294

Cost	Disadvantages
20	Physical Limitation: Cannot leave its Domain (Frequently, Fully Impairing)
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Distinctive Features: City Spirit (Not Concealable, Major Reaction)

Total Disadvantages: 70
Total Cost: 324

SWAMP SPIRIT

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift: 100 Kg; 2d6
15	DEX	15	12-	OCV/DCV: 5/5
18	CON	16	13-	
18	BODY	16	13-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
8	PD	6		Total: 8 PD (8 rPD)
8	ED	4		Total: 8 PD (8 rED)
6	SPD	35		Phases: 3, 6, 9, 12
6	REC	0		
36	END	0		
0	STUN	0		

Movement			
	Running	6"/12"	
	Leaping	4"/2"	
	Swimming	10"/160"	

Total Characteristics Cost: 100

Cost	Power	END
60	*Spirit Powers*: Multipower, 60 points reserve	0
6u	1) *Accident*: Change Environment 2" Radius, -5 to DEX Rolls and DEX-Based Skills, -5 OCV	6
3u	2) *Binding*: 4d6 Entangle; Takes no damage from any attack (+.5); Does not prevent use of accessible foci (-1); Cannot form barriers (-.25)	6
6u	3) *Concealment*: Invisibility: Sight Group; Usable Simultaneously (+.5); Ranged (+.5); x16 Targets (+1)	6
5u	4) *Confusion*: 9d6 Mind Control; Telepathic (+.25); Set Effect: "Wander Aimlessly" (-.5)	6
5u	5) *Engulf*: RKA ½d6 (Suffocation); NND (defense is no need to breathe; +1); Does BODY (+1); Continuous (+1); AoE: 1 Hex (+.5); No Range (-.5)	5
5u	6) *Fear*: 8d6 Mind Control; Telepathic (+.25); Set Effect: "Run Away in Fear" (-.5)	6
6u	7) *Guard*: 12d6 Suppress: Change Environment	6
4u	8) *Search*: Detect any Person, Place, or Thing, Discriminatory, Telescopic +10, PER Roll +15; Costs END (-.5)	5
4u	9) *Movement*: 4d6 Aid (Succor) to Swimming, Area of Effect: Radius (+1)	4
5u	10) *Movement 2*: 4d6 Suppress, Any Movement Power, one at a time (+.25), Area of Effect: Radius (+1)	5
10	*Astral Projection*: Extra-Dimensional Travel to Any point in the Astral Plane; Astral Form can be seen but not affected from the material (-.5); Extra Time: Full Phase (-.5); Point of Entry is relative to the characters original location (-.5)	3
5	*Immunity to Normal Weapons*: Damage Resistance 8 PD/8 ED; Does Not Work against Magic (-.5)	0
20	*Spirit Body*: 50% Energy Damage Reduction, Resistant; 50% Physical Damage Reduction, Resistant; Does not work against magic (-.5); Does not work when attacked with ECV (-1.5)	0
45	*Spirit Body*: Life Support Total	0
10	*Spirit Body*: No Hit Locations	0
60	*Spirit Body*: Takes No Stun, Takes only Body	0
15	*Spirit Energy*: 100 point END Reserve, 5 Recovery (All Spirit Powers)	0
23	*Aquatic Movement*: Swimming +8" (10" total), x16 Non-combat	1/5"

Total Powers & Skills Cost: 297

Cost	Disadvantages
20	Physical Limitation: Cannot leave its Domain (Frequently, Fully Impairing)
5	Physical Limitation: Dual-Natured Being (Infrequently, Slightly Impairing)
25	Psychological Limitation: Follows master without question (Very Common, Total)
20	Distinctive Features: City Spirit (Not Concealable, Major Reaction)

Total Disadvantages: 70
Total Cost: 327

CYBERWARE

Cyberware is the term used for pieces of high technology grafted or implanted within the body of a human being, many of which are computers that use the body's own nervous system as a circuit board, and the brain is the central processor. Cyberware has its drawbacks, though, as those who are heavily "chromed" tend to disassociate themselves from humanity, which makes them distant and cold at times. Magical characters suffer heavily as it lowers their abilities with magic.

All pieces of cyberware are built with the Limitation: Cyberware (-1). This reflects the fact cyberware has to be implanted, can be detected when not in use, can be removed, can be damaged, and reduces the character's magical ability.

- Characters start with an Essence score of 60. Each piece of cyberware implanted reduces this score by its Essence Cost.
- Characters may have no more than 60 points of Essence lost with the exception of Cybermancy. Losing over 60 points causes death.
- For every 30 Essence lost, the player and GM must decide upon a special disadvantage for the character equaling -10 points. The disadvantage can be from Dependence, Dependent NPC, Distinctive Features, Enraged/Berserk, Psychological Limitation, or Social Limitation. It is meant as a role-playing tool to reflect the effect Cyberware has on a user's psyche. The character gets no extra points from this disadvantage.
- For every point of Essence paid for cyberware, the character loses 1 point from his Magic Attribute, which in turn reduces the power of magic that the character may cast.

HEADWARE

This section details cyberware that is implanted directly into the head or has most of its components wired directly to the head of the user, and they are typically computers or computer hardware.

CHIPJACK
This specialized type of datajack allows the user to mentally access datasofts and knowsofts. If the user also has a Skillwire System, he or she can also access activesofts. Only one chip can be used in a chipjack at a time; though a user can have more than one chipjack
Power: Mind Link (Software); **Adv**: None; AP: 10; **Lim**: Cyberware (-1); Only to use Chipsofts (-2); No Range (-.5)

Type	Essence	Nuyen
Chipjack	2.2	1000

CRANIAL CYBERDECK
This is a cyberdeck built directly into the user's head. The cranial cyberdeck uses all the rules for running the Matrix, and the essence and nuyen costs account for a datajack. Any extra internal memory cyberware can be used for Active or Storage memory, and external memory sources can be used for Storage memory only.
Power: Mind Link (Software); **Adv**: None; AP: 10; **Lim**: Cyberware (-1); Only to run the Matrix (-2); No Range (-.5)

Type	Essence	Nuyen
Allegiance Sigma	19	14000
Sony CT-360-D	25	75000
Novatech Hyperdeck-6	27	150000
CMT Avatar	28	300000
Renraku Kraftwerk-8	29	450000
Transys Highlander	30	700000
Novatech Slimcase-10	32	1500000
Fairlight Excalibur	35	2000000

DATA COMPACTOR
Compactor logic circuitry is an accessory to internal memory. It increases data storage capacity by using advanced data-compression algorithms. Stored data is compressed, the uncompressed automatically when needed. A data compactor decreases the size of data downloaded into headware memory by 20% per rating. Accessing or transferring data to and from internal memory normally requires a ½-Phase action, whereas compressed data takes a Full Phase action. Compressed data must be uncompressed in order to be read, but decker can also decompress it with a compression utility. Compactor cyberware can

also be integrated with a data lock and installed as a joint package, which reduces the Data Compactor's essence cost by 50%.

Type	Reduction	Essence	Nuyen
Level 1	20%	.8	9500
Level 2	40%	1.3	19000
Level 3	60%	1.7	28500
Level 4	80%	2.1	38000

DATA FILTER
The data filter, when activated, blocks the flow of information from short- to long-term memory. The user cannot later recall or remember anything that happened while the Data Filter was active. This device is popular with influential people who need to have aides or secretaries present during confidential proceedings; such employees are fitted with a data filter that can be remotely activated. The drawback to Data Filters is that the user is distracted while it is activated and cannot remember anything for more than a few minutes. While active, a character with a data filter suffers -4 to all perception rolls and will not remember anything that occurred while it was on.

Type	Essence	Nuyen
Data Filter	2.5	5000

DATAJACKS
These jacks are typically installed in the bones of the wrist, spine or skull, tapping into a major nerve trunk to send and receive signals. The jack itself is used as a plug-in for interface cables, allowing the user to directly control any device for which the user has a proper link. Datajacks let the user link to many types of machines, such as cyberdecks, vehicles modified for rigger gear. A limited version of Datajacks are included with the SmartLink System, but are specialized for use only with Smartgun equipped weapons. A new version of the Datajack has become popular lately, consisting of a magnetic induction pad implanted beneath the skin making the Datajack virtually undetectable by visual scan (adapters to standard plugs cost 300 nuyen).
Power: Mind Link (Machines); **Adv**: None; (Induction Datajack Only: Invisible Power Effects: Sight (+.5)); AP: 10/15; **Lim**: Cyberware (-1); Only to connect through properly equipped machines (-2); No Range (-.5)

Type	Essence	Nuyen
Datajack	2.2	1000
Induction Datajack	3.3	3000

DATA LOCK
This device is essentially a datajack encryption system. Input or output through a datajack requires a special code. This option is popular for couriers as it can deny the carrier access to his or her headware memory space. It also makes hacking into headware more difficult. The Cryptography skill levels for the Data Lock add +1 to the user's skill and are only to encode data transferred through a Datajack from Internal Memory.
Power: Cryptography Skill; **Adv**: None; AP: 2 per Rating; **Lim**: Cyberware (-1); Only to encrypt data in Internal Memory (-1)

Type	Rating	Essence	Nuyen
Data Lock	1-10	Rating x .7	Rating x 1000

ENCEPHALON
This is a combination microcomputer and expert system that permits the brain to access all internal memory stores and functions. It operates as a background system for most datachips and skillsofts. The Encephalon system adds to the character's Intelligence Attribute and to any General or Intellect Skills as detailed on the table below.
Power: Intelligence; Skill Levels: General Skills; Skill Levels: Intellect Skills; **Adv**: None; AP: 3/13/26; **Lim**: Cyberware (-1)

Type	INT	Skills	Essence	Nuyen
Level 1	+3	--	1.5	3000
Level 2	+3	+1	6.5	13000
Level 3	+6	+2	13	26000

INTERNAL MEMORY
This is raw data storage space implanted into a character's head. Unless the character wishes to change the data surgically, he will need a Datajack or a Chipjack to upload or change data. Programs take up space equal to their rating modified by the size multiplier, in Mp.

Power: Eidetic Memory Talent; **Adv**: None; **AP**: 5; **Lim**: Cyberware (-1); Only to store digital data (-.5)

Type	Essence	Nuyen
Internal Memory	Mp/30	Mp x 150

MATH SUBPROCESSOR (MATH SPU)

When implanted, it enhances the character's mathematical abilities in several ways. First, it allows the character to perform fantastic mathematical equations in an astoundingly short time. Second, the Math SPU also functions as a timepiece, alarm clock, and stopwatch. Third, the Math SPU also increases the character's computer related skills, as it performs many of the calculations for him.

Power: Skill Levels: Computer-Related Skills; Lightning Calculator; Absolute Time Sense; **Adv**: None; **AP**: 9/12/15; **Lim**: Cyberware (-1)

Type	Skills	Essence	Nuyen
Level 1	+1	4.5	4500
Level 2	+2	6	6000
Level 3	+3	7.5	7500

ORIENTATION SYSTEM

This system consists of a mapping unit connected to an inertial/magnetic positioning system. It is recommended for users to have Chipjacks, Skillwire System or Datajacks for uploading and storing map data that the Orientation System can use. When the proper softmap is loaded for this system, the user's exact positioning and elevation relative to sea level can be displayed. Street level can also be used as a reference point to elevation. When interfaced with a Tactical Computer, the user gains more Combat Skill Levels as long as he has a complete map of the current location.

Power: Bump of Direction; **Adv**: None; **AP**: 3; **Lim**: Only when map of area is loaded (-.5); Cyberware (-1)

Power: Combat Skill Levels: All Combat; **Adv**: None; **AP**: 16; **Lim**: Only when combined with a Tactical Computer (-.5); Only when map of area is loaded (-.5); Cyberware (-1)

Type	CSL	Essence	Nuyen
Orientation System	+2	6.5	25000

RADIO ENCYRPTION/DECRYPTION

This is the same as normal radio encryption/decryption, but installed cybernetically for the user's cybernetic communications. The maximum Headware Encryption/Decryption can increase the skill is +10.

Power: Cryptography Skill; **Adv**: None; **AP**: 2 per Rating; **Lim**: Cyberware (-1); Only to encrypt or decrypt radio transmissions (-1)

Type	SL	Essence	Cost
Encryption/Decryption	+1-10	Rating x .7	Rating x 2500

RADIO RECEIVER

This piece of headware allows the user to hear full-band, limited range radio transmissions. The signal quality is typically not as good as telephone transmissions, but the ability to switch bands makes the system popular with military personnel or anyone who might expect jamming or dataline taps.

Power: Radio Perception; **Adv**: None; **AP**: 8; **Lim**: Cyberware (-1)

Type	Essence	Nuyen
Radio Receiver	4	2000

RADIO TRANSCEIVER

This piece of headware allows the user to transmit and receive full-band, limited range radio transmissions. The signal quality is typically not as good as telephone transmissions, but the ability to switch bands makes the system popular with military personnel or anyone who might expect jamming or dataline taps. It comes in a subvocal version.

Power: Radio Perception/Transmission; **Adv**: None; **AP**: 10; **Lim**: Cyberware (-1)

(Subvocal Version: **Power**: Invisibility: Hearing Group; **Adv**: Reduced END: 0 END (+.5); **AP**: 15; **Lim**: Cyberware (-1); Only for voice when speaking through Radio Transceiver (-2)

Type	Essence	Nuyen
Radio Transceiver	5	2500
Subvocal Radio Transceiver	8.8	3800

REMOTE CONTROL DECK

A headware-mounted remote control deck. It functions exactly like that of a standard remote control deck, except that upgrades must be surgically implanted and the system costs essence.

Power: Mind Link (Vehicles); **Adv**: None; **AP**: 10; **Lim**: Cyberware (-1)

Type	Essence	Nuyen
Remote Control System	5	Rating x 25000

REMOTE CONTROL BIOFEEDBACK FILTER

The remote-control biofeedback filter is a headware remote control system accessory that protects the rigger from harmful simsense peak level surges.

Power: Mental Defense; **Adv**: None; **AP**: 1 per Rating; **Lim**: Only against Dump Shock (-1); Cyberware (-1)

Type	MD	Essence	Cost
Remote Control Biofeedback Filter	1-10	Rating x .3	Rating x 10000

REMOTE CONTROL ENCRYPTION MODULE (RCEM)

This is a headware mounted Remote-Control Encryption Module. It functions exactly like that of a standard remote system, except that upgrades must be surgically implanted and the system costs essence. The RCEM provides skill levels for Cryptography to guard against intrusion of the network by other riggers. The maximum rating for the RCEM is 10.

Power: Cryptography Skill; **Adv**: None; **AP**: 2 per Rating; **Lim**: Only to encrypt or decrypt remote control network transmissions (-1); Cyberware (-1)

Type	SL	Essence	Cost
Remote Control Encryption Module	1-10	Rating x .7	Rating x 10000

RIGGER DECRYPTION MODULE

This is a headware mounted Rigger Decryption Module. It functions exactly like that of a standard remote control deck, except that upgrades must be surgically implanted and the system costs essence. The rigger decryption module provides skill levels for Cryptography to decrypt encrypted signals created by an RCEM and is necessary to use the Remote Control Emulation Module. The maximum rating for the rigger decryption module is 10.

Power: Cryptography Skill; **Adv**: None; **AP**: 2 per Rating; **Lim**: Only to decrypt remote control network transmissions (-1.5); Cyberware (-1)

Type	SL	Essence	Cost
Remote Decryption Module	1-10	Rating x .6	Rating x 17500

RIGGER NETWORK SECURITY MODULE

This is a headware mounted Rigger Network Security Module. It functions exactly like that of a standard system, except that upgrades must be surgically implanted and the system costs essence. The maximum rating for the rigger network security module is 10.

Power: Systems Operation Skill; **Adv**: None; **AP**: 2 per Rating; **Lim**: Only to prevent infiltration of remote-control networks (-1); Cyberware (-1)

Type	SL	Essence	Cost
Rigger Protocol Emulation Module	1-10	Rating x .7	Rating x 10000

RIGGER PROTOCOL EMULATION MODULE

This is a headware mounted Rigger Protocol Emulation Module. It functions exactly like that of a standard system, except that upgrades must be surgically implanted and the system costs essence. The maximum rating for the rigger protocol emulation module is 10.

Power: Systems Operation Skill; **Adv**: None; **AP**: 2 per Rating; **Lim**: Only to infiltrate remote-control networks or security systems (-1); Cyberware (-1)

Type	SL	Essence	Cost
Rigger Protocol Emulation Module	1-10	Rating x .7	Rating x 5000

TELEPHONE

Similar to the Radio Transceiver, the Telephone allows the user to call and speak with others along telephone lines. The user is implanted with a cellular transmitter in his head, allowing him to call and receive telephone service. Video is not available with the headware Telephone.

Power: Radio Listen and Transmit (Telephone); **Adv**: None; AP: 8; **Lim**: Cyberware (-1); Only in range of cellular towers (-.25)

Type	Essence	Nuyen
Telephone	3.5	2500

WIDE RANGE RADIO TRANSCEIVER

This piece of headware allows the user to transmit and receive along any known radio, television, or cellular frequency. It also allows the user the limited ability to sense radar emissions. This is a top of the line piece of communications cyberware for the military and the mercenary. It also comes in a subvocal version.

Power: High Range Radio Perception; **Adv**: None; AP: 12; **Lim**: Cyberware (-1)

(Subvocal Version: **Power**: Invisibility: Hearing Group; **Adv**: Reduced END: 0 END (+.5); AP: 15; **Lim**: Cyberware (-1); Only for voice when speaking through Radio Transceiver (-2)

Type	Essence	Nuyen
Wide Range Radio Transceiver	6	3000
Subvocal Wide Range Radio Transceiver	9.8	4500

BODYWARE

This section details the pieces of cyberware that affect or are implanted in the body as a whole. Such pieces include reflex enhancers, muscle enhancers, and other similar systems.

AIR FILTRATION SYSTEM

These are implanted systems to protect the user from harmful air-vectored attacks. A replacement trachea is implanted into the user that is fitted with a filter that protects against smoke and most gases. The Air Filtration System subtracts its Defense value from the effect of air-based drain attacks such as poison gases.

Power: Power Defense; **Adv**: None; AP: 1 per DEF; **Lim**: Only affects inhalation-vectored attacks (-1.5); Cyberware (-1)

Type	DEF	Essence	Nuyen
Air Filtration System	1-20	DEF x .3	DEF x 1000

BALANCE TAIL

This cybernetic tail that extends a little over a meter is grafted to the base of the user's spine. An expert system adjusts the movement of the tail to ensure that the user is perfectly balanced. The tail moves of its own accord and the user cannot control it. Users with a balance tail must have their clothes modified to accommodate this new appendage. The skill levels granted by the tail may be allocated to Acrobatics, Breakfall, and Climbing skills

Power: Skill Levels: Acrobatics, Breakfall, Climbing; **Adv**: None; AP: 9; **Lim**: Cyberware (-1); Visible (-.25)

Type	SL	Essence	Nuyen
Balance Tail	+3	4	9000

BIOMONITOR

The Biomonitor implant measure the user's vital signs and body functions, and has a subdermal display screen (typically implanted on the outer wrist like a watch) that shows vital information about the user's health on demand. The Biomonitor also is an expert system that comes in quite handy if the user happens to be in serious danger of dying. It provides skill levels to a person's Paramedic Skill if they try to stabilize him.

Power: Skill Levels: Paramedic, PS: Doctor, Science: Biochemistry; **Adv**: None; AP: 9; **Lim**: Cyberware (-1); Only when diagnosing the user (-1)

Type	SL	Essence	Nuyen
Biomonitor	+3	3	2500

BLOOD FILTRATION SYSTEM

The user is implanted with a replacement kidney that contains the filter to remove harmful foreign agents from the bloodstream. It is effective against most injected drugs and many diseases. The Blood Filtration System subtracts its Defense value from the effect of injection-based drain attacks such as that of a poison dart.

Power: Power Defense; **Adv**: None; AP: 1 per DEF; **Lim**: Only affects injection-vector attacks (-1.5); Cyberware (-1)

Type	DEF	Essence	Nuyen
Blood Filtration System	1-20	DEF x .3	DEF x 1000

BONE LACING

This is a lengthy and expensive process in which the cellular structure of the subject's bones is augmented with lattice chains of reinforced plastics and metals to improve the bone's integrity and tensile strength. Because of the increased hardness and strength of the subject's bones, the amount of damage from an unarmed attack is increased.

Power: BODY; **Adv**: None; AP: 6/6/10/10/16; **Lim**: Does not affect figured Characteristics (-.5); Cyberware (-1); Adds Encumbrance (-.5)

Power: Hand-to-Hand Attack; **Adv**: None; AP: 3/0/3/6/9; **Lim**: Does not add to weapon damage (-.5); Does not stack with cyber limb damage (-.5) Cyberware (-1); Adds Encumbrance (-.5)

Power: Armor; **Adv**: None; AP: 0/1.5/1.5/1.5/1.5; **Lim**: Cyberware (-1); Adds Encumbrance (-.5); Does not affect areas replaced with cyberlimbs (-.25)

Type	rPD	HA	BOD	Weight	Essence	Nuyen
Plastic	--	+1d6	+3	+5 kg.	2.9	7500
Kevlar	+1	--	+3	+5 kg.	2.5	10000
Aluminum	+1	+1d6	+5	+10 kg.	4.4	25000
Ceramic	+1	+2d6	+5	+12 kg.	6	40000
Titanium	+1	+3d6	+8	+15 kg.	8.4	75000

BOOSTED REFLEXES

This is an electro-chemical process and modification that increases the person's natural reflexes without the need for cybernetic response amplifiers and neural-enhancement circuitry. Those who are implanted with Boosted Reflexes cannot gain the benefits of Wired Reflexes, Move-By-Wire Systems, Synaptic Accelerator, or Vehicle Control Rig.

Power: SPD; **Adv**: None; AP: 10/10/30; **Lim**: Does not affect SPD while driving a vehicle or decking (-.25); Cannot be used with certain other cyberware/bioware (-.25); Cyberware (-1)

Power: Lightning Reflexes; **Adv**: None; AP: 1.5/4.5/7.5; **Lim**: Cannot be used with certain other cyberware (-1); Cyberware (-1)

Type	SPD	LR	Essence	Nuyen
Level 1	+1	+1	4.5	20000
Level 2	+1	+3	5.5	35000
Level 3	+2	+5	10.5	50000

CHEMICAL ANALYZER

The Chemical Analyzer is usually implanted in the tongue or in a fingertip. This device requires a small sample of the compound to be analyzed in order to determine its chemical composition. The sample may be in any solid or liquid form. In most instances, the amount of sample required for analysis is not enough to inflict damage or harm to the appendage or user (GM's discretion). When used by itself, the Chemical Analyzer will provide only the raw chemical breakdown or composition. In conjunction with a chemical reference program or skill (Science: Chemistry), the Analyzer will also provide common and industrial compound names, and will prepare a report on the application and properties of the material in question. Perception bonuses apply to the detection as follows

Power: Detect Chemicals, Analyze; **Adv**: None; AP: 12/14/16; **Lim**: Cyberware (-1); Only works with solid or liquids (-.25)

Type	PER	Essence	Nuyen
Level 1	+2	5.3	3000
Level 2	+4	6.2	3500
Level 3	+6	7.1	4000

CYBERFANGS

This cyberweapon is implanted more often by those who just wish to impress their friends than by those who truly intend to use it, but it may work in a pinch. This piece is built into the upper and lower jaws of the user, consisting of three-quarter-inch retractable fangs made from a titanium alloy and enameled to resemble normal teeth. These fangs can be used with no ill effects without extending, but many like to impress their friends or inspire fear by baring their teeth with the Fangs extended. The Cyberfangs can be extended or retracted as a 0-Phase

action. Another term for Cyberfangs is "Vampires", typically used as slang for the weapon.

Power: Hand-to-Hand Killing Attack; **Adv**: Armor Piercing (+.5); AP: 15 **Lim**: Cyberware (-1); Real Weapon (-.25)

Type	HKA	Essence	Nuyen
Cyberfangs	½d6 AP	6.7	5000

CYBERFINS

This cybernetic implant consists of retractable spurs netted with webbing in the hands and feet. When extended they allow the user to swim as if using ordinary swim fins. The spurs on the hands can also be used like Hand Razors ("Scratchers") if warranted.

Power: Swimming; Hand-to-Hand Killing Attack; **Adv**: None; AP: 5; **Lim**: Cyberware (-1)

Power: Hand-to-Hand Killing Attack; **Adv**: None; AP: 10; **Lim**: Cyberware (-1); STR Min 5 (-.25); Real Weapon (-.25)

Type	Swim	HKA	Essence	Nuyen
Level 1	+5"	½d6	6.5	5000

CYBERGILLS

This cybernetic implant is located in the sides of the neck and it allows the user to breathe water exactly as a fish does. The gills are not overly noticeable except when in use or upon close inspection.

Power: Life Support: Breathe Water; **Adv**: None; AP: 5; **Lim**: Cyberware (-1)

Type	Essence	Nuyen
Cybergills	2.5	1500

CYBERSPIKE

This cyberweapon is built completely within the hand or arm of the user. It consists of a titanium spike with telescopes from one of two positions (depending on user's choice). It may either extend from between the knuckles of the middle and ring fingers of the hand, or it may extend from beneath the heel of the palm. The spike can range anywhere from 6 to 10 inches and is anchored directly to the bones of the user. Upon cybernetic command, the Cyberspike emerges from within its housing to exit the skin through a specially designed port. Unsheathing and sheathing the Cyberspike is a 0-Phase action. A slang term for the Cyberspike is "Impaler" for obvious reasons.

Power: Hand-to-Hand Killing Attack; **Adv**: Armor Piercing (+.5); AP: 23; **Lim**: Cyberware (-1), STR Min 10 (-.5); Real Weapon (-.25)

Type	HKA	Essence	Nuyen
Cyberspike	1d6 AP	8.4	5600

CYBERSPUR

This cyberweapon is built completely within the forearm and hand of the user. It consists of one or more titanium blades anchored to the bones of the forearm, hidden completely within internal sheathes when retracted and emerging from ports in the back of the hand like claws. The blades may be anywhere from 10 to 15 inches in length. Upon cybernetic command, the Cyberspur extends from the housing to exit the skin through a specially designed port, while safety catches lock the wrist in the correct position for extension. Unsheathing and sheathing of the Cyberspur is a 0-Phase action. A common slang term for Cyberspurs is "Rippers".

Power: Hand-to-Hand Killing Attack; **Adv**: None; AP: 25; **Lim**: Cyberware (-1); STR Min 10 (-.5); Real Weapon (-.25)

Type	HKA	Essence	Nuyen
Cyberspur	1½d6	9.1	7000

DERMAL PLATING

This is an invasive protection system that uses hard plastic and metal fiber plates bonded to the user's skin to produce dermal armor. Dermal Plating is implanted within the skin all over the character's body. Note that vitals are a special location and cannot be armored with Dermal Plating. The hands and feet are not an option either as doing so would severely limit the user's mobility. The user also cannot stack the benefits of Dermal Plating with Dermal Sheath, Subdermal Armor or Skinweave.

Power: Armor; **Adv**: None; AP: 3; **Lim**: Cannot combine with certain cyberware/bioware (-.25); Cyberware (-1); Does not cover vitals, hands, feet, or cyberlimbs (-.25)

Type	rPD	Essence	Nuyen
Dermal Plating	+2	1.2	40000

DERMAL SHEATH

The latest new thing in dermal armor advances is the Dermal Sheath, a semi-synthetic skin sheath which produces a smoother and less bulky protective cover than Dermal Plating. It also has self-regeneration abilities, should something come along to crack that outer shell. It is possible to produce a dermal sheath that is built upon ruthenium technology, allowing the sheath to change colors or even produce a "cloaking" effect making it difficult to detect. Dermal Sheath cannot be combined with any sort of cybernetic Armor such as Dermal Plating, Subdermal Armor or Skinweave.

Power: Armor; **Adv**: None; AP: 4.5; **Lim**: Cannot combine with certain cyberware/bioware and natural armor (-.25); Cyberware (-1)

Power: Invisibility: Sight Group; **Adv**: Reduced END: 0 END (+.5); AP: 30; **Lim**: Only covers user's body (-.5); Only against Normal Sight (-.5); Linked to Dermal Sheath (-.5); Cyberware (-1)

Type	rPD	Essence	Nuyen
Dermal Sheath	+3	2	100000
Ruthenium (Cloaking)	--	+8.6	+100000

FINGERTIP COMPARTMENT

This small storage space replaces the last join of a finger. It is ideal for concealing data chips, and is also commonly used to conceal a monofilament whip because the replacement joint can serve as the whip's control weight.

Power: Concealment; **Adv**: None; AP: 10; **Lim**: Cyberware (-1); Only to conceal tiny objects (-3)

Type	Skill	Essence	Nuyen
Fingertip Compartment	+5	2	2500

FLEX HANDS

This modification replaces most of the bones in the hands with a type of memory plastic that deforms under continuous pressure and then returns to its normal shape. This allows the user to squeeze his hand out of handcuffs and other restraining devices. This modification cannot be implanted if the user has any sort of bone lacing.

Power: Contortionist Skill; **Adv**: None; AP: 6; **Lim**: Cyberware (-1); Cannot implant bone lacing (-.5)

Type	Skill	Essence	Nuyen
Flex Hands	+3	2.4	6000

GAS SPECTROMETER

Housed in the main sinus chambers, the Gas Spectrometer is used to provide an analysis of the chemical composition of gases. Only a small sample is needed for analysis; a small sniff will suffice. Under most circumstances, the amount of gas required for analysis will not be enough to inflict damage or harm the user (GM's discretion). By itself, the Gas Spectrometer will provide only the raw chemical breakdown of a gas mixture. When used in conjunction with a chemical reference program or skill (Science: Chemistry), the spectrometer provides common and industrial compound names, and also prepares a short report on the application and properties of the gas in question.

Power: Detect Chemicals, Analyze; **Adv**: None; AP: 12/14/16; **Lim**: Cyberware (-1); Only works with gases (-.25)

Type	PER	Essence	Nuyen
Level 1	+2	5.3	3000
Level 2	+4	6.2	3500
Level 3	+6	7.1	4000

HAND RAZORS

This cyberweapon is built within the fingers of the user, consisting of a 2 to 3 inch telescoping titanium alloy blade housed within each finger, and reinforced by anchoring it to the third bone of that finger. The triangular blades will extend upon cybernetic command giving the user instant claws, as the razor sharp blades exit the skin through special ports. Mostly seen as an assassin's weapon as the Hand Razors are very well concealed when extended and retracted, they are still useful in true combat situations. Extending or retracting of Hand Razors is a 0-Phase action. A common slang term for Hand Razors are "Scratchers", as many street punks think that is all the weapon can do.

Power: Hand-to-Hand Killing Attack; **Adv**: None; AP: 15; **Lim**: Cyberware (-1); Reduced Penetration (-.25); STR Min 5 (-.25); Real Weapon (-.25)

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Type	HKA	Essence	Nuyen
Hand Razors	1d6 RP	5.5	4000

HYDRAULIC JACKS

This piece requires extensive and obvious modification to the legs, making them most commonly installed in cyberlegs. Hydraulic Jacks greatly increase the maximum distance (both vertical and horizontal) the user can jump, increase running speed, and absorb impact from falls.

Power: Leaping; Running; Skill Levels: Breakfall; **Adv**: None; AP: 10/20/30/40; **Lim**: Cyberware (-1)

Type	Leap	Run	Skill	Essence	Nuyen
Level 1	+2"	+2"	+2	5	6000
Level 2	+4"	+4"	+4	10	12000
Level 3	+6"	+6"	+6	15	18000
Level 4	+8"	+8"	+8	20	24000

INDEPENDENT AIR SUPPLY

A small cybernetic organ, filled with spongy, oxygen-filled foam. It is implanted in the lower lungs and it allows a character to breathe in an oxygen-deficient area. When the oxygen level in an area goes below that needed to support the user, the Independent Air Supply will kick in, providing fresh, breathable air internally for 1 hour. The Independent Air Supply will recharge when there is fresh external oxygen available. It takes a full hour to completely recharge the system.

Power: Life Support: Self-Contained Breathing; **Adv**: None; AP: 10; **Lim**: 1 Continuing Charge: 1 Hour (-.25); Cyberware (-1)

Type	Essence	Nuyen
Independent Air Supply	4.4	2500

JOINT AUGMENTATION

This piece is implanted through extensive surgery as the cyberdoc must implant the neural amplifiers all through the user's body at strategic places, generally at the joints as well as replacing joints with smoother more flexible and more responsive pieces. The main advantage to this piece is that it dramatically increases the user's manual dexterity and overall agility. The amplifiers speed up the signals that travel along the neural pathways giving the user greater control over his actions. The user of Joint Augmentation cannot stack the benefits with Muscle Toner bioware.

Power: DEX; **Adv**: None; AP: 12/18/24/30; **Lim**: Does not affect Figured Characteristics (-.5); Cyberware (-1); Cannot combine with certain cyberware/bioware (-.25)

Type	DEX	Essence	Nuyen
Level 1	+4	4.4	30000
Level 2	+6	6.5	45000
Level 3	+8	8.7	60000
Level 4	+10	10.9	75000

MAGNETIC SYSTEM

This system consists of a series of electromagnets mounted along the length of a limb (like the foot, hand, or knee). When the system is activated, the user can hold on to or cling to ferrous-metal objects very strongly. The magnetic field produced by the system is not strong enough to interfere with electronics or computers.

Power: Clinging with increased STR; **Adv**: None; AP: 12; **Lim**: Only to cling to metallic object (-1); Cyberware (-1)

Type	STR	Essence	Nuyen
Magnetic System	+6	4	3000

MOVE-BY-WIRE

Modern aircraft and other kinds of vehicles (AVs mostly) use what is known as fly-by-wire to control their motion. The designs of these aircraft are inherently unstable. It literally wants to fly in all directions at once. The fly-by-wire system keeps it under control by using a series of redundant computers that continually counteract the chaotic motion of the craft. This also means that when the craft is told to move in a specific direction, it already wants to do that, and is thus more responsive and maneuverable. When this type of theory is applied to a person, it creates the Move-By-Wire System. This system puts the body in a constant state of seizure. A computer in the user's brain monitors the state of the seizure and counteracts its effects until the user tells it that he or she wants to move. At that point, it channels the effect of the seizure along the motion path desired. This system allows the user to move with unnatural smoothness and fluidity. Move-By-Wire makes someone with mere balance augmentation look spastic. It is easy to spot someone with Move-By-Wire, and the system redefines what the shadow world knows as speed. Move-By-Wire cannot be combined with Boosted Reflexes, Wired Reflexes, or Synaptic Accelerator.

Power: DEX; Skill Levels: Agility Skills; Lightning Reflexes Talent; **Adv**: None; AP: 17/34/51/68; **Lim**: Cannot combine with certain cyberware/bioware (-.25); Cyberware (-1)

Power: SPD; **Adv**: None; AP: 30/40/50/60; **Lim**: Does not affect SPD while driving a vehicle or decking (-.25); Cannot combine with certain cyberware/bioware (-.25); Cyberware (-1)

Type	DEX	SPD	LR	Skills	Essence	Nuyen
Level 1	+2	+3	+4	+1	19.5	250000
Level 2	+4	+4	+8	+2	31.1	500000
Level 3	+6	+5	+12	+3	42.7	1000000
Level 4	+8	+6	+16	+4	54.2	2000000

MR. STUDD™ SEXUAL IMPLANT

All day and all night and they will never know the difference. Use your imagination. This implant gives bonuses to Seduction Skill Rolls. Available in Midnight Lady™ for the feminine persuasion.

Power: Seduction Skill; **Adv**: None; AP: 6; **Lim**: Cyberware (-1)

Type	SL	Essence	Nuyen
Mr. Studd/Midnight Lady Sexual Implant	+3	3	6000

MUSCLE REPLACEMENT

These are implanted, vat-grown synthetic muscle that are specially grafted and incorporated with the users own natural muscles. Calcium treatments and skeletal reinforcements allow an overall increase in the user's strength. The user of muscle replacement cannot stack the benefits with Muscle Augmentation bioware.

Power: STR; **Adv**: None; AP: 4/8/12/16; **Lim**: Does not affect figured characteristics (-5); Cyberware (-1); Cannot combine with certain cyberware/bioware (-.25)

Type	STR	Essence	Nuyen
Level 1	+4	1.5	10000
Level 2	+8	2.9	20000
Level 3	+12	4.4	30000
Level 4	+16	5.8	40000

OLFACTORY BOOSTER

This is actually a combination of a number of small receptors set into the nasal passages and at the back of the mouth. The piece boosts the user's normal sense of smell so that he may detect minute changes in odor as well as track people and objects by their scent. The Olfactory Booster contains high-level safety cut-offs to prevent discomfort and distraction from intense odors. The maximum the Perception Bonus can be is +8.

Power: Perception Smell Sense Group, Tracking Scent; **Adv**: None; AP: 5, 1 per +1 to Smell PER Rolls; **Lim**: Cyberware (-1)

Type	Essence	Nuyen
Olfactory Booster (Tracking Scent)	2.5	2500
Per +1 to Smell Sense Group	+.5	500

PAIN EDITOR

This coprocessor overrides the pain receptors of the brain, making the subject impervious to torture, deprivation, or physical hardship. This doesn't mean that the user isn't hurt, just that he won't notice the pain until he collapses. Cannot be combined with Pain Resister bioware.

Power: CON; **Adv**: None; AP: 20; **Lim**: Only to resist being stunned (-1); Cyberware (-1)

Power: Resistance Talent; **Adv**: None; AP: 5; **Lim**: Cyberware (-1)

Type	Resist.	CON	Essence	Nuyen
Pain Editor	+5	+10	9.2	11300

REACTION ENHANCER

By replacing part of the spinal column with superconducting material, characters can increase their reaction times. Characters can take up to 6 reaction enhancements. Each enhancement gives the character +2 Lightning Reflexes allowing him or her to go faster in a phase. This enhancement is compatible with all other types of reaction or reflex cyberware and bioware.

Power: Lightning Reflexes Talent; **Adv**: None; AP: 3 per Rating; **Lim**: Cyberware (-1)

Type	LR	Essence	Nuyen

Reaction Enhancer	1-6	Rating x 1.5	Rating x 3000

REFLEX TRIGGER

A Reflex Trigger is an accessory for Wired Reflexes and allows the user to cybernetically turn the reflexes on or off (½-Phase Action). The Wired Reflexes and Reflex Trigger must be installed simultaneously, as a package. The Trigger cannot be retrofitted later. When turned off, the Reflex Trigger adds +4 to perception rolls by cyberware scanners to detect the wired reflexes.

Power: Concealment Skill; **Adv**: None; AP: 8; **Lim**: Cyberware (-1); Only to hide Wired Reflexes (-1)

Type	SL	Essence	Nuyen
Reflex Trigger	+4	2.7	12000

RETRACTABLE CLIMBING CLAWS

Similar to retractable Hand Razors, climbing claws extend from the fingertips and assist in climbing.

Power: Climbing Skill; **Adv**: None; AP: 6; **Lim**: Cyberware (-1)

Power: Hand-to-Hand Killing Attack; **Adv**: None; AP: 10; **Lim**: Cyberware (-1)

Type	Skill	HKA	Essence	Nuyen
Retractable Climbing Claws	+3	½d6	8	8500

SKILLWIRE

These are invasive systems of neuro-muscular controllers necessary for a user to take advantage of Skillsofts, which are computer programs that give the user instant access to a limited number of skills at one time, but of a limited variety. The system is built with a single Chipjack included, though a user can add more if he wishes to quick swap programs. The Skillwire System can also use Skillsofts loaded into Internal Memory. Skillwires may access any amount of programs so long as their total ratings do not add to more than the rating of the system. A character with a Skillwire System Level 6 could run 1 level 6 program or 3 level 2 programs. As long as he had a way to load them all in at once, it is possible. The maximum rating of a Skillwire System is 10. Skillsoft are rated on the amount of points it costs to make the skill. For example, A Rating 10 Computer Chip would give +10 points to a character's Computer skill or give him the skill at 12-. A Rating 10 Defensive Combat Chip would give the character +2 Combat Skill Levels to be applied only to Defense. Skillwires are only required to run Agility, Combat, Intellect, and Interaction skills. Background skills function fine with a "naked" Chipjack or loaded into Headware memory.

Power: Variable Power Pool 2-20 Active Point Powers; **Adv**: Change Automatically (+1); AP: 4-40; **Lim**: Only to run present skillsoft chips (-.5); Cyberware (-1)

Type	Rating	Essence	Nuyen
Skillwire System	2-10	Rating x 1.6	Rating x 10000

SMARTLINK & SMARTLINK II SYSTEMS

This system allows the user to interface directly with a Smartgun equipped weapon for greater response and accuracy. The SmartLink allows the user to gain instant access to his weapons status, its current positioning, and the remaining ammunition. The SmartLink includes a magnetic induction pad implanted in the user's palm. Characters may have more than one SmartLink, but they may only ever use one system at a time, even if it is for two different weapons. SmartLink II systems function identically to the standard SmartLink, but has advanced systems that account for range, wind, and movement to help with targeting at longer range.

Power: Combat Skill Levels: All Ranged Combat; Range Skill Levels: All Ranged Combat; Skipover Sprayfire Autofire Skill; **Adv**: None; AP: 15/18; **Lim**: Only when interfaced with a Smartgun equipped weapon (-.5); One weapon at a time (-.5); Cyberware (-1)

Type	CSL	RSL	Essence	Nuyen
SmartLink	+2	--	5	15000
SmartLink II	+2	+1	6	18000

SUBDERMAL ARMOR

This is an invasive protection system that uses hard plastic and metal fiber plates bonded to the user's skin to produce dermal armor. Subdermal Armor is placed just beneath the skin in the locations of the user's choice. It is not completely undetectable by outside examination but it is not obvious at a distance. Note that vitals are a "special" location and cannot be armored with Subdermal Armor. The hands and feet are not an option either as doing so would severely limit the user's mobility. The user also cannot have the same locations implanted with Subdermal Armor as Dermal Plating or Skinweave.

Power: Armor; **Adv**: None; AP: 3; **Lim**: Cannot combine with certain cyberware/bioware (-.25); Cyberware (-1); Does not cover cyberlimbs (-.25)

Power: Concealment 14-; **Adv**: None; AP: 9; **Lim**: Cyberware (-1); Only to conceal the presence of Subdermal Armor (-2)

Type	rPD	Conc.	Essence	Nuyen
Subdermal Armor	+2	14-	3.5	40000

SYNTHLINK SYSTEM

A SynthLink System requires Datajacks as the user "jacks into" his or her musical instrument (which much be SynthLink equipped, Cost is 500 nuyen). With this kind of interface, the user can cybernetically control and monitor his instrument. There is a remote control pack that a user can wear upon his person that allows the user to remotely control synthesizers and instruments, allowing for a dramatic show on the part of the musician, as no instruments are visible. A SynthLink System gives the user more control over his music and enhances his musical ability.

Power: Skill Levels: Musical Skills; **Adv**: None; AP: 9/18/27; **Lim**: Only when interfaced with a SynthLink equipped instrument (-.5); Cyberware (-1)

Type	SL	Essence	Nuyen
Level 1	+3	3.6	9000
Level 2	+6	7.2	18000
Level 3	+9	10.8	27000

TACTICAL COMPUTER

A Tactical Computer is a dedicated system designed to keep track of all relevant combat data during a battle. If the subject's senses cannot provide the appropriate information, the computer may not be able to make accurate adjustments. A Tactical Computer can keep track of, and project the predicted movements of a number of targets equal to its level plus 2. It takes a ½ Phase action to lock targets. A target can shake the Tactical Computer Lock by breaking out of the user's line of sight for 6 consecutive segments. Doing so requires the Tactical Computer user to spend another ½ Phase action locking back onto the target when he or she becomes visible again. The Tactical Computer also has an embedded Tactics Expert System, which provides bonuses to the Tactics Skill. If the user also has an Orientation System implanted the Skill Levels for it add to those of the Tactical Computer and are subject to the same rules.

Power: Combat Skill Levels: All Combat; Skill Levels: Tactics; **Adv**: None; AP: 14/28/42/56; **Lim**: Extra Time to Start: ½ Phase (-.25); Does not work against unseen targets (-.25); Limited Targets (-.5); Cyberware (-1)

Type	CSL	SL	Essence	Nuyen
Level 1	+1	+2	4.7	50000
Level 2	+2	+4	9.3	100000
Level 3	+3	+6	14	150000
Level 4	+4	+8	18.7	200000

TACTILE BOOSTER

Sensory elevators placed in the nerve fibers around the body allow the user of a Tactile Booster to have a greater sense of touch when the booster is enabled.

Power: Enhanced Perception: Touch Sense Group; **Adv**: None; AP: 1 per Rating; **Lim**: Cyberware (-1)

Type	PER	Essence	Nuyen
Tactile Booster	+1-8	Rating x .5	Rating x 500

TARGETING COMPUTER
Similar in use to both the Tactical Computer and the SmartLink System, a Targeting Computer is an implanted expert system that allows its user to account for long distances and distance to velocity targeting. It also compensates for difficult targeting due to clutter, cover, or other detrimental modifiers (including a Called Shot)

Power: Combat Skill Levels: All Ranged; **Adv**: None; AP: 5/10/15/20; **Lim**: Only to offset any penalties (-.5); Cyberware (-1)

Type	CSL	Essence	Nuyen
Level 1	+1	2	12500
Level 2	+2	4	25000
Level 3	+3	6	37500
Level 4	+4	8	50000

TOXIN FILTRATION SYSTEM
The user is implanted with filters that are designed to detoxify a wide range of poisons, including alcohol, taken orally. The Toxin Filtration System subtracts its Defense value from the effect of ingestion-based drain attacks such as rat poison dumped in your soykaf.

Power: Power Defense; **Adv**: None; AP: 1 per Rating; **Lim**: Only affects ingestion-vector attacks (-1.5); Cyberware (-1)

Type	DEF	Essence	Nuyen
Toxin Filtration System	1-20	DEF x .3	DEF x 1000

VEHICLE CONTROL RIG
This system allows the user to control a vehicle through direct cybernetic control. The Vehicle Control Rig requires a Datajack and the vehicle must be equipped with Rigger Control Gear. The type of vehicle doesn't matter as long as the user has Familiarity with it, he can utilize his Vehicle Control Rig to the best of his ability. The "Rigger" can plug directly into an equipped vehicle and gain his bonuses, or he may jack into a Remote Control Deck, to control Drones or any vehicles equipped with Remote Control Gear. Power servos the steer wheels, depress accelerators, control braking, target and fire weapons if so equipped. Riggers controlling rigged vehicles are inhumanly responsive in their vehicle, almost as if the vehicle and they were one. For more information on Riggers and Drones, see the Vehicles Section. The bonuses from such cyberware as Boosted Reflexes, Move-By-Wire, Wired Reflexes, and Synaptic Accelerator do not assist SPD when rigged or driving.

Power: SPD; Skill Levels: Vehicle Skills; Lightning Reflexes Talent; **Adv**: None; AP: 39/58/77; **Lim**: Only when interfaced with a Remote Control Deck or Rigged Vehicle (-1); Cyberware (-1); Only to control a vehicle's or drone's systems (-1)

Type	SPD	LR	Skill	Essence	Nuyen
Level 1	+3	+4	+1	9.8	12000
Level 2	+4	+8	+2	14.5	60000
Level 3	+5	+12	+3	19.3	300000

VOICE SYNTHESIZER
This system allows the user to perfectly mimic any voice or tone previously heard by the user.

Power: Images: Normal Hearing, -4 PER Rolls; **Adv**: None; AP: 17; **Lim**: No Range (-.5); Cyberware (-1)

Type	Essence	Nuyen
Voice Synthesizer	6.8	11000

WIRED REFLEXES
These are the staple of street samurai everywhere; implanted neural boosters and adrenaline stimulators which dramatically increase the overall speed of the user. With Wired Reflexes implanted, the user may move at superhuman levels, doing things as such a blinding speed that unmodified people are astounded. Wired Reflexes cannot be combined with Boosted Reflexes, Move-By-Wire, or Synaptic Accelerator.

Power: SPD; **Adv**: None; AP: 30/40/50; **Lim**: Does not affect SPD when driving a vehicle or decking (-.25); Cannot combine with certain cyberware/bioware (-.25); Cyberware (-1)

Power: Lightning Reflexes Talent; **Adv**: None; AP: 6/12/18; **Lim**: Cannot combine with certain cyberware/bioware (-.25); Cyberware (-1)

Type	SPD	LR	Essence	Nuyen
Level 1	+3	+4	14.7	55000
Level 2	+4	+8	21.3	165000
Level 3	+5	+12	28	500000

CYBER-OPTICS

This includes cyberware that is implanted in or replaces the user's eyes.

CYBEREYES
Full cybernetic replacement of the user's eyes provided perfect 20/20 vision. This piece comes in many different styles and can be styled any way the user would like. Cat's eyes, solid chrome, glowing red, and "terminator"-style are very popular. Any damage done to cyberware implanted into a cybereye is reduced by 20%. If this reduces the damage to 0% or less, the system is not damaged. This holds true for the cybereye itself, should it also take damage. The Cybereye can hold an additional 5 Essence points of further modifications before each one begins to affect the users system.

Power: Armor; **Adv**: None; AP: 3; **Lim**: Only to resist cyberware damage to cyber-optics (-2); Cyberware (-1)

Power: Essence Points; **Adv**: None; AP: 5; **Lim**: Only for essence from cyber-optics (-2); Cyberware (-1)

Type	Essence	Nuyen
Cybereyes	2	2000

BRIGHT LIGHT SYSTEM
A version of the Eye Light system, this is a high-intensity unit that creates a bright flash similar to a flash grenade, bright enough to overload the optic nerves of the person so attacked. Unfortunately, this system requires a lot of juice to power, and takes 24 hours to recharge. This option is only available with a Cybereye.

Power: Flash: Sight Group; **Adv**: None; AP: 20; **Lim**: 1 Charge (-2); Cyberware (-1); Cybereyes only (-.5)

Type	Flash	Essence	Nuyen
Bright Light System	4d6	4.4	5000

COSMETIC MODIFICATION
Alteration of the iris color is the most popular type, but pupil shape alteration and cornea pigmentation are also available.

Type	Essence	Nuyen
Cosmetic Modification	0	500

DIGITAL CAMERA
Internal Memory may be used as a storage device for any image viewed through the eye. If the user has an external storage device (such as a pocket computer) he may connect to it via a Datajack and use it to store the video data. If there is no storage device available, there is a chip inside a data port in the eye that can store 5 minutes of video. This piece cannot be installed as a retinal modification. 1 minute of video requires 1 Mp of storage.

Power: Eidetic Memory Talent; **Adv**: None; AP: 5; **Lim**: Limited time by storage (-.5); Video only (-.5); Cyberware (-1); Cybereyes only (-.5)

Type	Essence	Nuyen
Digital Camera	1.4	2500

EYE LIGHT SYSTEM
This system mounts high-powered, low-heat lights in the Cybereye that channel a tight, polarized beam outward down a path parallel to the optical center of the eye. An amount of light sufficient to see with standard low-light vision falls wherever the user is looking. The tight beam and polarization minimize scatter from the eye, so the light can't be seen unless someone is staring right into the eyes of the user. This option is only available in Cybereye form.

Power: Nightvision; **Adv**: None; AP: 5; **Lim**: Cyberware (-1); Cybereyes only (-.25)

Type	Essence	Nuyen
Eye Light System	2.2	2500

FLARE COMPENSATION
Auto step-down compensates for harsh sunlight, flares, and flash attacks. Never need sunglasses again!

Power: Flash Defense: Sight Group; **Adv**: None; AP: 1 x Rating; **Lim**: Cyberware (-1)

Type	FD	Essence	Nuyen
Flare Compensation	+1-8	Rating x .5	Rating x 1000

IMAGE ENHANCEMENT

Super high-resolution graphics capability allows the user to enhance and refine images viewed in a matter of nanoseconds. This enhancement allows the user greater awareness of small and fine details.

Power: Enhanced Perception: Sight Group; **Adv**: None; AP: 2 x Rating; **Lim**: Cyberware (-1)

Type	PER	Essence	Nuyen
Image Enhancement	+1-6	Rating x 1	Rating x 2000

LOW-LIGHT VISION

The user sees just as well at night as he or she does during the day; assuming that there is some UV light available. The there is no ambient light, then this enhancement provides no bonus.

Power: Ultraviolet Perception: Sight; **Adv**: None; AP: 5; **Lim**: Cyberware (-1)

Type	Essence	Nuyen
Low-Light Vision	2.5	1250

OPTISHIELDS

These are bullet-resistant shades built into the housings in the forehead and orbital ridge. These mirrored lenses enclose the eye sockets and protect the user from all irritant gases. The Flare Compensation option is standard for Optishields. The Optishields give protection to the head as well as providing flash protection. They also serve as Cybereyes by providing space for 5 Essence worth of options before the options further damage Essence.

Power: Armor; **Adv**: None; AP: 3; **Lim**: Only on head location (-1); Cyberware (-1)

Power: Flash Defense: Sight Group; **Adv**: None; AP: 4; **Lim**: Cyberware (-1)

Power: Essence Points; **Adv**: None; AP: 5; **Lim**: Only for essence from cyber-optics (-2); Cyberware (-1)

Type	rPD	FD	Essence	Nuyen
Optishields	+2	+4	4.3	12750

RANGEFINDER

This cyber-optic accessory allows the user to have exact knowledge of distances between himself and the object or place he is looking at.

Power: Detect Distances: Sight, Sense, Discriminatory; **Adv**: None; AP: 12; **Lim**: Cyberware (-1)

Type	Essence	Nuyen
Rangefinder	6	3250

REMOTE EYE

A strange and particularly disturbing piece of cyberware is the Remote Eye. By cybernetic command, the eye detaches and can be placed in a small mount with magnetic and Velcro feet (standard equipment included with the eye). It then transmits back to the user as if he or she were seeing from that position. The Remote Eye can only take one other optical option and is only available in Cybereyes. The eye has enough power to transmit for 1 hour.

Power: Clairsentience: Sight Group, x16 Range; **Adv**: None; AP: 40; **Lim**: OAF: Eye (-1); Only where the eye is placed (-.25); Cyberware (-1); 1 Continuing Charge: 1 hour (-.25); Cybereyes only (-.25)

Type	Range	Essence	Nuyen
Remote Eye	1600"	10.7	10000

RETINAL CLOCK

This minor addition displays the current time/day/month/year in the lower right corner of the character's vision or wherever the character wants. This can be modified via cybernetic command for region and season, and includes a stopwatch timer and a countdown timer. The Retinal Clock is accurate to ±0.0001 seconds per year.

Power: Absolute Time Sense Talent; **Adv**: None; AP: 3; **Lim**: Cyberware (-1)

Type	Essence	Nuyen
Retinal Clock	1.5	750

RETINAL DUPLICATION

This is the modifying of one's retinal pattern done in the attempt to fool retinal identification scanners. Though a very imperfect process, the duplication does sometimes work. This option is only available as a retinal modification and does not work in cybereyes.

Power: Disguise Skill; **Adv**: None; AP: 10; **Lim**: Only to fool retinal scanners (-2); Cyberware (-1)

Type	SL	Essence	Nuyen
Retinal Duplication	+5	2.5	15000

THERMOGRAPHIC VISION

This piece of cyberware allows the user to see heat patterns of objects and people. Cooler things show up as dark to light blue, whereas hotter things show up as red or orange, and the hottest of all is yellow or white. The thermographic sight overlays the user's normal sight so that he can better translate the images. It can be used to distinguish different heat sources through light structural material, or the presence of cybernetics (which are always cooler than normal body temperatures). It can also be used to determine the operating time of machinery by measuring its cooling gradient. This option is stopped by material more than 1 foot thick.

Power: Infrared Perception: Sight, Discriminatory; **Adv**: None; AP: 10; **Lim**: Cyberware (-1)

Type	Essence	Nuyen
Thermographic Vision	5	1250

ULTRASOUND VISION

Ultrasound Vision systems have three components: an emitter, a receiver, and a processor. The emitter device installed in one eye sends out continuous ultrasonic pulses, sweeping forward from side to side. The receiver installed in the other eye (creating the necessary angle of deflection) receives the echoes of these pulses and converts them to electrical signals, which are fed to the processor. The processor (also built into the eyes) builds a topographical image from these signals, showing depth, forms and texture as depicted by the echoes. When activated, the ultrasound "map" overlays the user's vision (in much the same way that thermographic vision overlays natural sight). Shapes and forms are outlined and textured, allowing the user to distinguish objects that other vision systems can't detect.

Power: Active Sonar: Sight; **Adv**: None; AP: 15; **Lim**: Cyberware (-1)

Type	Essence	Nuyen
Ultrasound Vision	7.5	3750

VISION MAGNIFICATION

The optical version of this enhancement magnifies the visual image in the same manner as binoculars or the lens of a camera. The electronic version uses a light-sensitive chip that magnifies then enhances the image.

Power: Telescopic: Sight Group; **Adv**: None; AP: 1 x Rating; **Lim**: Cyberware (-1)

Type	PER	Essence	Nuyen
Vision Magnification	+1-8	Rating x .5	Rating x 750

CYBER-AUDIO

There is very little difference in whether a character has Hearing Modification or fully replaced Cyberears in the function of the systems.

CYBEREARS

Full cybernetic replacement of the user's ears provided perfect hearing. This piece comes in many different styles and can be styled any way the user would like. Chrome-style and elf-ears are the most common. Any damage done to cyberware implanted into a cyberear is reduced by 20%. If this reduces the damage to 0% or less, the system is not damaged. This holds true for the cyberear itself, should it also take damage. The Cyberear can hold an additional 5 Essence points of further modifications before each one begins to affect the users system.

Power: Armor, **Adv**: None; AP: 3; **Lim**: Only to resist cyberware damage to cyber-audio(-2); Cyberware (-1)

Power: Essence Points; **Adv**: None; AP: 5; **Lim**: Only for essence from cyber-audio (-2); Cyberware (-1)

Type	Essence	Nuyen
Cyberears	2	2000

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COSMETIC MODIFICATION

There are endless variations, shapes, and sizes, but the most common are the elongated and pointed versions for elf-wannabes.

Type	Essence	Nuyen
Cosmetic Modification	0	500

HEARING AMPLIFICATION

This piece amplifies sound to improve hearing and sound recognition ability. The system has one big drawback though, as any sound-based attacks are at double effect.

Power: Enhanced Perception: Hearing Group; **Adv**: None; AP: 2 x Rating; **Lim**: Cyberware (-1); Side Effect: Flash: Hearing attacks are double effect (-.5)

Type	PER	Essence	Nuyen
Hearing Amplification	+1-6	Rating x .8	Rating x 2000

LEVEL DAMPER

This system automatically compensates for loud noises, such as stun bomb attacks or sonic weapons, and it also protects from damaging frequencies.

Power: Flash Defense: Hearing Group; **Adv**: None; AP: 1 x Rating; **Lim**: Cyberware (-1)

Type	FD	Essence	Nuyen
Level Damper	+1-8	Rating x .5	Rating x 1000

RECORDER

The user can record anything that he can hear. If the user has an external storage device (such as a pocket computer) he may connect to it via a Datajack and use it to store the audio data. If there is no storage device available, there is a chip inside a data port in the ear that can store 5 minutes of audio. This piece cannot be installed as a hearing modification. 1 minute of audio requires 1 Mp of storage.

Power: Eidetic Memory; **Adv**: None; AP: 5; **Lim**: Limited time by storage (-.5); Audio only (-.5); Cyberware (-1); Cyberears only (-.25)

Type	Essence	Nuyen
Recorder	1.5	2500

PARABOLIC HEARING

The user may hear small sounds at long distances by angling his or her head just so. This involves some reconstructive surgery for those who wish to just get a hearing modification, but it is not so dramatic as to be obvious to onlookers.

Power: Telescopic: Hearing Group; **Adv**: None; AP: 1 x Rating; **Lim**: Cyberware (-1)

Type	FD	Essence	Nuyen
Parabolic Hearing	+1-8	Rating x .5	Rating x 750

SOUND EDITOR

This system allows a user to edit out distracting noises or "zero in" on a particular sound. The Sound Editor may be used in conjunction with any other piece of Cyber-audio.

Power: Enhanced Perception: Normal Hearing; **Adv**: None; AP: 2 x Rating; **Lim**: Only to offset hearing perception penalties (-1); Cyberware (-1)

Type	PER	Essence	Nuyen
Sound Editor	+1-8	Rating x .7	Rating x 1000

SPATIAL RECOGNIZER

The Spatial Recognizer improves on the ear's natural ability to pinpoint the direction from which a sound is coming. It is useful when trying to find a hidden enemy that you can hear, and it's especially handy in situations where your natural ability might be confused by echoes. In games terms, this option allows you to use hearing as a targeting sense. Note that this is imperfect, suffering a -1 to OCV when attacking, and it does not take into account that there may be things between the user and the target (like hostages) that could interfere with an attack.

Power: Targeting Sense: Hearing Group; **Adv**: None; AP: 20; **Lim**: Cyberware (-1); Imperfect Targeting (-1)

Type	OCV	Essence	Nuyen
Spatial Recognizer	-2	6.7	10000

VOICE STRESS ANALYZER

This system acts as a lie detector. It detects minute changes in vocal patterns and tones, comparing those tones to a pre-recorded set of parameters. The user must first use the analyzer on the subject while he or she is in an unstressed situation or is telling the truth. If done correctly, the Analyzer will attempt to detect lies by the individual. If done incorrectly, Analyzer will give false readings no matter what the actuality. The user of the Voice Stress Analyzer must succeed with a hearing perception (including the bonus from this piece) vs. target's presence (or acting) roll to get the proper readings from the Analyzer (the GM should roll this test secretly). This piece does not gain the benefits of Hearing Amplification, but a Sound Editor does eliminate background noise.

Power: Detect Spoken Lies: Hearing Group, Sense, Ranged, 360 Degree Arc of Perception; **Adv**: None; AP: 28; **Lim**: Requires opposed skill roll (-.75); Must use Analyzer on subject in calm and truthful situation (-1); Cyberware (-1)

Type	PER	Essence	Nuyen
Voice Stress Analyzer	+3	7.5	35000

WIDE RANGE HEARING

The character can perceive very high and very low frequency sounds, such as dog whistles or Active Sonar.

Power: Ultrasonic Perception: Hearing; **Adv**: None; AP: 3; **Lim**: Cyberware (-1)

Type	Essence	Nuyen
Wide Range Hearing	1.5	750

CYBER LIMBS

When the man on the street thinks of cyborgs, thoughts are of artificial limbs, whirring, glittering metal constructs of steel wire and microchip circuitry. Although real arms, legs, and organs can easily be grown in bio-tanks or replaced from body banks, the cost is typically prohibitive, and the edge of having a cybernetic limb is too much of a draw for many to resist. And many see cyber limbs as a matter of style, for they are chromed, airbrushed, jeweled, lighted, and even sculpted in the pursuit of the true cybertech chic.

Under all the designer fashions, the standard cyber limb is an aluminum and steel basket framework, with artificial myomar plastic muscles controlling motion. The joints are stainless steel. The cyber limb plugs into the user's nervous system internally, and the main part is coupled to a metal and plastic cuff around the meat part of the limb. The cuff is usually placed at the shoulder or hip. Arms may also be attached to an artificial shoulder and anchored to an external arm mount. Cyber limbs also come in two version, the obvious cyber limb, which is anyone can see is not a natural limb. Or they come in synthetic versions that appear as normal as a regular organic limb.

CRUSHING

A cybernetic arm uses synthetic muscle fibers instead of flesh and blood. Because of this, they are far stronger than normal muscle tissue. This gives a Cyberarm tremendous gripping power. All cyber limbs can easily crush light metals, woods, and plastics, and the crush glass to dust. Treat all cyberarms as +9 STR for gripping purposes only.

PAIN

Cyber limbs are truly resistant to pain and damage, and do not usually cause the user to feel much of the effects. Because of this Cyberlimbs are considered to have 25% Damage Reduction against the STUN of all physical attacks. BODY is still subtracted from the user's total as normal, but STUN is reduced by ¼ before being applied to the character.

DAMAGE

All cyber limbs are made out of much tougher material than flesh and bone, and therefore do increased damage from unarmed punches and kicks. All attacks from cyber limbs do +3d6 Hand-to-Hand Attack damage from unarmed attacks, and this does not combine with Hand-to-Hand Attack bonus damage from Bone Lacing.

All cyber limbs are also much more resistant to all kinds of damage in general, being very structurally sound and made out of high tech materials. All cyberlimbs grant +2 rPD that covers the arms and hands locations for cyberarms, or the legs and feet locations for cyberlegs.

CYBERARM

A Cyberarm may have 10 ECU of options installed.

Power: STR; **Adv**: None; AP: 5; **Lim**: Does not affect figured characteristics (-.5); Cyberware (-1)

Power: STR; **Adv**: None; AP: 9; **Lim**: Only for gripping purposes (-2); Cyberware (-1)

Power: Damage Resistance: 25% Physical, Resistant; **Adv**: None; AP: 15; **Lim**: Only against STUN (-1); Cyberware (-1)

Power: Hand-to-Hand Attack; **Adv**: None; AP: 9; **Lim**: Does not add to weapon damage (-.5); Does not stack with bone lacing (-.25); Only with that limb (-1); Cyberware (-1)

Power: Armor; **Adv**: None; AP: 3; **Lim**: One Arm Coverage (-2); Cyberware (-1)

Power: ECU Points; **Adv**: None; AP: 10; **Lim**: Only for cyber limb options (-2); Cyberware (-1)

Type	STR	HA	DEF	Essence	Nuyen
Obvious Cyberarm	+5	+3d6	+2	15	65000
Synthetic Cyberarm	+5	+3d6	+2	15	100000

CYBERLEG

A Cyberleg may have 20 ECU of options installed.

Power: STR; **Adv**: None; AP: 5; **Lim**: Does not affect figured characteristics (-.5); Cyberware (-1)

Power: Damage Resistance: 25% Physical, Resistant; **Adv**: None; AP: 15; **Lim**: Only against STUN (-1); Cyberware (-1)

Power: Hand-to-Hand Attack; **Adv**: None; AP: 9; **Lim**: Does not add to weapon damage (-.5); Does not stack with bone lacing (-.25); Only with that limb (-1); Cyberware (-1)

Power: Armor; **Adv**: None; AP: 3; **Lim**: One Leg Coverage (-2); Cyberware (-1)

Power: Points; **Adv**: None; AP: 20; **Lim**: Only for cyber limb options (-2); Cyberware (-1)

Type	STR	HA	DEF	Essence	Nuyen
Obvious Cyberleg	+5	+3d6	+2	15	65000
Synthetic Cyberleg	+5	+3d6	+2	15	100000

CYBER LIMB OPTIONS

This section details factory built-in or add-ons that a character might want to have installed into a cyber limb. The option is measured in ECU (which is Equipment Capacity Units), which corresponds to how much space within the cyber limb the option takes. Cyberarms may mount 10 ECU of options whereas Cyberlegs may mount 20 points. In all cases, the piece just adds to any other cyberware the character may have installed except where noted. Special hands and feet options do count against the total ECU for the cyber limb. Cyber limb options can be bought as Alpha, Beta, and Delta grade cyberware which reduces their ECU cost.

ANCHORING CYBERFEET

This Cyberfoot has anchoring spikes with fold out hooks. The spikes shoot into the ground to help the user adhere to a surface or resist being moved. The anchor spikes detach when the user wishes to move again. This device may be used 4 times before the spikes must be replaced.

Power: Clinging; **Adv**: None; AP: 15; **Lim**: Only to resist movement (-1); Charges: 4 (-1); Cyberleg only (-.25); Cyberware (-1)

Type	STR	ECU	Nuyen
Anchoring Cyberfeet	+15	3.5	3750

BUZZ HAND

This Cyberhand can open small ports in the tips of the fingers to extend 6 inch long monowires from each finger. The whole hand then spins at a tremendous rate creating a high speed monowire "weed whacker" that can shear through most metals like butter. The fingers are locked in place by safety catches so as to not damage the user.

Power: Hand-to-Hand Killing Attack; **Adv**: Armor Piercing (+.5); AP: 30; **Lim**: Cyberarm only (-.25); Cyberware (-1); STR Min 10 (-.5); Real Weapon (-.25)

Type	HKA	ECU	Nuyen
Buzz Hand	1d6+1 AP	10	7500

CYBERARM GYROMOUNT

This enhancement adds a gyro stabilized mount directly to your Cyberarm. The piece allows for a far steadier aim than an unaugmented arm. The only major drawback to the piece is that when the system is engaged, it is very obvious as counterweights pop out of the owner's wrist and begin to spin.

Power: Range Skill Levels: All Combat; **Adv**: None; AP: 9; **Lim**: Cyberarm only (-.25); Visible (-.25); Cyberware (-1)

Type	RSL	ECU	Nuyen
Cyberarm Gyromount	+3	3.6	22500

CYBERGUNS

This is a standard pistol, submachine gun, or shotgun concealed inside the Cyberarm. The action may be mounted in a pop-up housing that is completely seamless when not in use or it may have the firing port located in the palm of the Cyberhand. All Cyberguns are magazine fed (though they are clip capable) and usually have two seamless ports, one to load the weapon and one to eject casings.

Power: Ranged Killing Attack, **Adv**: None (Machine Pistol and Submachine Gun Only: Autofire (+.5); AP: 15/20/23/25/25/30; **Lim**: Cyberarm only (-.25); Cyberware (-1); Charges (Varies); STR Min (varies); Real Weapon (-.25)

Type	Ammo	STR Min	Mode	RKA	ECU	Nuyen
Hold-out (.22 Cal)	2 (m)	5	SS	1d6	3	5150
Light Pistol (9mm)	12 (m)	8	SA	1d6+1	6.1	6000
Machine Pistol (.22 Cal)	12 (m)	5	AF-5	1d6	7.5	6150
Heavy Pistol (10mm)	10 (m)	10	SA	1½d6	7.7	6750
Submachine Gun (9mm)	12 (m)	10	AF-10	1d6+1	8.5	8900
Shotgun (.410 Slug)	10 (m)	13	SA	2d6 (slug) 2d6 RP, RbR (shot)	9.2	7000
External Clip Port	25 (c)		--	--	2	2250
Laser Sight	--		--	--	1.5	1250
Silencer	--		--	--	2	1250

CYBERSPIKE

This is merely a Standard Hand with a Cyberspike built in.

Power: Hand-to-Hand Killing Attack; **Adv**: Armor Piercing (+.5); AP: 23; **Lim**: Cyberware (-1); Cyberarm only (-.25); STR Min 10 (-.5); Real Weapon (-.25)

Type	HKA	ECU	Nuyen
Cyberspike	1d6 AP	7.7	3750

CYBERSPUR

This is merely a Standard Hand with a Cyberspur built in.

Power: Hand-to-Hand Killing Attack; **Adv**: None; AP: 25; **Lim**: Cyberware (-1); Cyberarm only (-.25); STR Min 10 (-.5); Real Weapon (-.25)

Type	HKA	ECU	Nuyen
Cyberspur	1½d6	8.3	6250

CYBERWHIP

A 1" (2m) long flexible alloy tentacle that extends from the back of the wrist, and can either whip an enemy or wrap them up in a grab. It is a very effective Cyberhand option for self-defense or to just keep the prisoner right where you want him. The damage of the Cyberwhip is not cumulative with that of the cyber limb, though the user's strength certainly adds in.

Power: Stretching, **Adv**: Reduced END (0 END; +.5); AP: 5; **Lim**: No fine control (-.5); Always Direct (-.25); No velocity damage (-.25); No noncombat stretching (-.25); Only to whip or grab (.5); Cyberarm only (-.25); Cyberware (-1)

Power: Hand-to-Hand Attack; **Adv**: None; AP: 12 **Lim**: Only for attacks with the whip (-1); Cyberware (-1); STR Min 10 (-.5); Real Weapon (-.25); Cyberarm only (-.25)

Type	HA	ECU	Nuyen
Cyberwhip	+4d6	4.3	4250

EXTENSION HAND

This Cyberhand can extend from a telescoping wrist mount out to 1" (2m). Because of its telescoping mount, the Cyberhand cannot carry as much while extended as the user would normally be able.

Power: Stretching; **Adv**: Reduced END (0 END, +.5); AP: 7.5; **Lim**: Cyberware (-1)

Type	ECU	Nuyen
Extension Hand	3.8	1875

FLASHBULB

A 20,000 candlepower strobe light installed in the palm of the cyberhand. It affects a 3" cone with a 2d6 Flash (Sight Group). Cyber-optics or goggles with flare compensation may resist this attack. The system holds enough power for 3 flashes before it must recharge for 1 hour.

Power: Flash: Sight Group; **Adv**: Area of Effect: 3" Cone (+1); AP: 20; **Lim**: Charges: 3 (-1.25); Cyberware (-1); Cyberarm only (-.25)

Type	Flash	ECU	Nuyen
Flashbulb	2d6	5.7	5000

GRAPPLE GUN & WINCH

An air-propelled fold-out grappling hook is installed in the housing of the arm. The grapple is fired at the place the character wishes to climb, and the winch pulls the character to the desired height at a rate of 5" per phase. The range of the grapple is 50" and the character must target the hex/object to be grappled to.

Power: 5" Flight; **Adv**: None; AP: 10; **Lim**: Only in a straight line to where grapple is secured (-.5); No noncombat multiplier (-.5); Requires an attack roll (-.5); Extra Time: Full Phase (-.5); Cyberarm only (-.25); Cyberware (-1)

Type	ECU	Nuyen
Grapple Gun & Winch	2.4	2500

HAMMER HAND

This hand is made of hardened titanium and has a powerful explosive shell-driven ram that acts as a battering ram. The user punches, the shell goes off, driving the fist forward with incredible velocity and power. A port in the top ejects the shell and opens to receive a new one. Each shell costs 10 Nuyen. The damage of the Hammer Hand is cumulative with that of the Cyber Limb, so it is quite impressive to see someone implanted with it punch through walls.

Power: Hand-to-Hand Attack; **Adv**: None; AP: 18; **Lim**: Charges: 1 (-2); Cyberware (-1); Cyberarm only (-.25); STR Min (-.5); Real Weapon (-.25)

Type	HA	ECU	Nuyen
Hammer Hand	+6d6	3.6	4500

HAND RAZORS

This is merely a Standard Hand with Hand Razors built in.

Power: Hand-to-Hand Killing Attack; **Adv**: None; AP: 15; **Lim**: Cyberware (-1); Reduced Penetration (-.25); Cyberarm only (-.25); STR Min 5 (-.25); Real Weapon (-.25)

Type	HKA	ECU	Nuyen
Hand Razors	1d6 RP	5	3750

HIDDEN HOLSTER

This is a Cyberleg option that contains a hidden storage space to hold up to one very heavy pistol and 2 extra clips of ammunition. This effectively provides the user a place to store his weapon that provides an extra -8 to PER Rolls to detect.

Power: Skill Levels: Concealment; **Adv**: None; AP: 24; **Lim**: Only to conceal one very heavy pistol and ammo (-2); Cyberleg only (-.25); Cyberware (-1)

Type	SL	ECU	Nuyen
Hidden Holster	+8	5.6	4000

HYDRAULIC JACKS

When installed in a Cyberleg, the Hydraulic Jack dramatically increases run speed, jumping ability and can assist a falling character to absorb damage.

Power: Leaping, Running, Skill Levels: Breakfall; **Adv**: None; AP: 10/20/30/40; **Lim**: Cyberware (-1); Cyberleg only (-.25)

Type	Leap	Run	Skill	ECU	Nuyen
Level 1	+2	+2	+2	4.4	5500
Level 2	+4	+4	+4	8.9	11000
Level 3	+6	+6	+6	13.3	16500
Level 4	+8	+8	+8	17.8	22000

MAGNETIC SYSTEM

This system is a series of electromagnets which allow the user to hold on to metallic things better. The user may actually be able to climb the side of sheer metallic objects with the power of this magnetic system. The system needs at least 2 limbs to be installed with Magnetic Systems to allow climbing. Each limb the system is added to adds to the strength of the Clinging.

Power: Clinging; **Adv**: None; AP: 12; **Lim**: Only to metallic objects (-1); Cyberware (-1)

Type	STR	ECU	Nuyen
Magnetic System	+6	6	3000

QUICK-CHANGE MOUNT

These allow the user to change hand, foot, or even whole cyber limbs without using tools or going to a cyberdoc. The limb is bayonet mounted, and can be removed by depressing a thumb catch and twisting.

Type	ECU	Nuyen
Quick-Change Mount	1	5000

QUICK-DRAW ARMHOLSTER

This Cyberarm option consists of a concealed, spring loaded holster installed in the forearm. The holster launches anything the size of a Light Pistol or Knife into the hand of the Cyberarm.

Power: Skill Levels: Fast Draw-Pistol; **Adv**: None; AP: 12; **Lim**: Only to draw a weapon (-1); Cyberware (-1); Cyberarm only (-.25)

Power: Skill Levels: Concealment; **Adv**: None; AP: 12; **Lim**: Only to hide the weapon (-2); Cyberware (-1); Cyberarm only (-.25)

Type	FD	Conc	ECU	Nuyen
Quick-Draw Armholster	+4	+4	6.5	4000

REINFORCED STRUCTURE

The cyber limb is reinforced with titanium alloys and superplastics making it incredibly resistant to damage.

Power: Armor; **Adv**: None; AP: 3; **Lim**: Cyber limb only (-.25); Cyberware (-1); One location only (-2)

Type	rPD	ECU	Nuyen
Reinforced Structure	+2	0.7	13500

SHOCKER

This Cyberhand allows the palm and outer surface of the hand to be charged with electricity. When so charged, anyone or anything that the character touches will be shocked. The batteries in the hand allow for 12 shocks before needing to be recharged for 8 hours.

Power: Energy Blast; **Adv**: No Normal Defense: Insulated Clothing (+1); AP: 20; **Lim**: Charges: 12 (-.25); No Range (-.5); Extra Time: Full Phase (-.5); Cyberarm only (-.5); Cyberware (-1)

Type	NND	ECU	Nuyen
Shocker	2d6	5.3	5000

SKATE FEET SYSTEM

This is a motorized foot module that has been fitted with four in-line, chain-driven, super grip wheels which fold up behind the heel when not in use. Once activated, micro-hydraulic servos slide the wheels down beneath the feet to give the user the burst of speed he needs. Beat the rush hour traffic and beware of road rash. This module requires the user have two Cyberlegs, both with Skate Feet. The costs below are per foot.

Power: Running; **Adv**: None; AP: 20; **Lim**: Feet must be uncovered (-.5); Must be installed in two cyberlegs (-.5); Requires a Skating (Agility) Skill Roll (-.5); Cyberware (-1)

Type	Run	ECU	Nuyen
Skate Foot	+10"	5.7	1875

SMARTLINK & SMARTLINK II SYSTEMS

This system allows the user to interface directly with a Smartgun equipped weapon for greater response and accuracy. The SmartLink allows the user to gain instant access to his weapons status, its current positioning, and the remaining ammunition. The SmartLink includes a magnetic induction pad implanted in the user's palm. Characters may have more than one SmartLink, but they may only ever use one system at a time, even if it is for two different weapons. SmartLink II systems function identically to the standard SmartLink, but have advanced systems that account for range, wind, and movement to help with targeting at longer range.

Power: Combat Skill Levels: All Ranged Combat; Range Skill Levels: All Ranged Combat; Skipover Sprayfire Autofire Skill; **Adv**: None; AP: 15/18; **Lim**: Only when interfaced with a Smartgun equipped weapon (-.5); One weapon at a time (-.5); Cyberware (-1); Cyberarm only (-.25)

Type	CSL	RSL	ECU	Nuyen
SmartLink	+2	--	4.6	15000
SmartLink II	+2	+1	5.5	18000

STANDARD CYBERHAND/CYBERFEET

All cyberlimbs include a Standard Cyberhand or Cyberfoot for no additional cost of ECU or Nuyen. The options below give the user some strange and unusual abilities, and because of the extra circuitry and mechanics have their own ECU and Nuyen costs. If a character takes a Cyberhand or Cyberfoot option without the Quick-Change Mount option, it cannot be removed from the limb except by a cyberdoc. Users who do have a Quick-Change Mount may change hands, feet, and limbs by taking 2 Full Phases outside of combat.

Type	ECU	Nuyen
Cyberhand/Cyberfeet	0	0/500*

* The second cost is for a replacement

TASER

This is a two-shot taser housed in the palm of the Cyberhand. It may only fire 2 shots before needing to be recharged (8 hour recharge). Though it has a short range, it can be quite effective.

Power: Energy Blast; **Adv**: No Normal Defense (+1); AP: 30; **Lim**: Charges: 2 (-1.5); Cyberarm only (-.25); Extra Time: Full Phase (-.5); only 5" range (.25); Cyberware (-1)

Type	NND	ECU	Nuyen
Taser	3d6	6.7	5000

TOOLKIT

The hand's four fingers each conceal a different tool that can be useful in just about any situation. It includes power screwdriver with changeable heads, adjustable wrench, battery-powered soldering iron, adjustable socket wrench, impact wrench, and the edge of the palm is hardened to use as a hammer. The Skill Levels granted by this hand are only used to offset penalties for not having the correct tools.

Power: Skill Levels: Electronics, Mechanics, Security Systems; **Adv**: None; AP: 9; **Lim**: Only to offset penalties (-1); Cyberware (-1); Cyberarm only (-.25)

Type	SL	ECU	Nuyen
Toolkit	+3	2.8	5000

CYBERWARE GRADES

Cyberware is available in five different grades and each has a different effect upon the user, modifying the nuyen cost, the Essence cost, and other factors as listed below. When cyberlimb options or other pieces that require ECU are bought as higher quality grades, it affects the amount of ECU taken in the limb as it would Essence.

STANDARD GRADE CYBERWARE

This is the standard, off the shelf, new cyberware, installed in virtually every cyberware clinic. This cyberware is available to beginning characters and can usually be found with the right connections. There are no changes to nuyen or Essence costs.

ALPHA GRADE CYBERWARE

This is the top of the line mass-produced cyberware, built with smaller and more advanced parts and better medical technology. It is available to beginning characters and can generally be bought "off the shelf". The nuyen cost of Alpha Cyberware x2 standard, but the Essence cost is reduced to 80%.

BETA GRADE CYBERWARE

This level of cyberware includes some of the best technology in the field, and each piece is custom built for the person that will have it installed. Beta Cyberware must be ordered from a clinic, which can often be hard enough to find, where it will be built to the person's specifications, and will then be implanted. Beta Cyberware is not available to beginning characters. The nuyen cost of Beta Cyberware is x4 of standard, and the Essence cost is 60%.

DELTA GRADE CYBERWARE

This is the pinnacle of cybernetic technology, using the latest in cutting edge parts, and each is built to strict specifications based on the physiology and medical needs of the user. Delta Cyberware is very rare outside of mega-corps, and so Delta Cyberware on the street in the hands of shadowrunners even rarer still. Delta Cyberware is not available to beginning characters, and should only be the result of a lot of work on the players' part. The nuyen cost of Delta Cyberware is x8 standard, and the Essence cost is 50%.

USED CYBERWARE

This type may be based on the current level of technology or from a generation of cybernetics earlier. Only Standard and Alpha Grade Cyberware is available for direct resale, as the special tuning and specifications of Beta and Delta do not allow them to be reused in others without heavy modification. This doesn't mean that Beta or Delta cyberware has no value on the market, just that they are usually reconditioned and sold as new on the market. Used Cyberware is much cheaper than Standard, but it comes with some problems. The main is that Used Cyberware can only take 50% damage before being destroyed (see Cyberware and Bioware Damage). This damage can never be repaired, but it also doesn't reduce the functionality of the piece. The nuyen cost of Used Cyberware is x½ if the piece is Standard, or x1 if the piece is Alpha, and the Essence cost is normal if Standard, or 80% if the piece is Alpha.

Grade	Essence Cost	Nuyen Cost
Standard	x1	x1
Alpha	x0.8	x2
Beta	x0.6	x4
Delta	x0.5	x8
Used Standard	x1	x0.5
Used Alpha	x0.8	x1

BIOWARE

This section details the vat-grown, genetically engineered implants that have no metal or plastic in them at all. Bioware could easily be termed as "biological cyberware". It represents the pinnacle of modern medical technology, though it is still fairly new, and as such is very expensive compared to a piece of similar cyberware. The advantage of Bioware is that there is no social withdrawal or penalties to Interaction skills because of them. They are all organic, and do not suffer the same problems of pushing their users toward human separation.

Bioware is bought with the Limitation: Bioware (-.5). This reflects the fact that Bioware must be implanted, can be removed, can be damaged, reduces the character's magic skills, and is limited by the character's BODY characteristic.

- Characters have a maximum Bio Index which is equal to their maximum (do not consider damage, drains, transfers, etc.) BODY x 2. Each piece of Bioware has a Bio Index Cost.
- Characters may never have more Bioware implanted than their maximum Bio Index. If they attempt to have another piece installed, the body automatically rejects it.
- For every point of Bio Index paid, the character loses 1 point from his Magic Attribute.

ADRENAL PUMP
The Adrenal Pump is a small, muscular sac implanted in the lower abdominal cavity and connected to each of the two suprarenal (or adrenal) glands. When dormant, the pump concentrates and serves as a reservoir for the hormones adrenaline and noradrenaline. When activated, the sac contracts, sending a surge of concentrates into the bloodstream. Stress and other emotional states such as anger, fear, or lust will also activate the pump. Typically, the Pump will not activate unless the character suffers BODY or STUN damage. The character can also activate the Adrenal Pump by taking a dose of the adrenocorticotropic hormone (ACTH, see equipment). The drug MAO (see equipment) can suppress the effects of unwanted pump activation. When the pump kicks in, its effects last for 5 minutes before running out. After this time, the character suffers incredible fatigue (STUN Drain). The Adrenal Pump requires 1 hour to regenerate the supply of hormones before it can be used again.
Power: DEX, STR, EGO; Lightning Reflexes Talent; **Adv**: None; AP: 26/52; **Lim**: Bioware (-.5); No conscious control (-2); 1 Continuing charge lasting 5 minutes (-.75); Side Effect: 3d6 STUN Drain (-.5)

Type	DEX	STR	EGO	LR	Bio Idx	Nuyen
Level 1	+3	+5	+3	+4	5.4	100000
Level 2	+6	+10	+6	+8	12.2	200000

CAT'S EYES
The recipient of cat's eyes receives a new set of replacement eyes, vat-grown and specially designed to incorporate a structure and amplifies light and enhances the user's night vision. The number of light-sensitive rods and detail-enhancing cones in the eyes also increase. Like the eyes of a cat, this bioware incorporates a mirror-like organ in the cornea that reflects light toward the retina. Under low-light conditions, these eyes seem to be reflective and to glow in the dark. The pupils are also slitted liked a cat's eyes, to increase the amount of light received. The eyes can perceive color.
Power: Ultraviolet Perception: Sight; **Adv**: None; AP: 5; **Lim**: Bioware (-.5)

Type	Bio Idx	Nuyen
Cat's Eyes	3.3	12500

CEREBRAL BOOSTER
Increasing the power of the brain with a Cerebral Booster involves the introduction of additional nervous tissue, along with convolutions and gyri (ridges and furrows) into the frontal lobes of the cerebellum. The extra cells and increased surface area improve the efficiency of the cognitive and other higher level brain functions because the brain areas augmented are those responsible for those functions.
Power: INT; **Adv**: None; AP: 4/8; **Lim**: Bioware (-.5)

Type	INT	Bio Idx	Nuyen
Level 1	+4	2.7	10000
Level 2	+8	5.3	20000

DECENTRALIZED HEART
This replaces the heart with vat-grown implants that disperse the chambers, main arteries, and main veins to three areas within the torso. This helps to reduce the chance of impairing and disabling wounds to the torso.
Power: BODY; **Adv**: None; AP: 12; **Lim**: Bioware (-.5); Only to determine impairing and disabling wounds to the chest (-2)

Type	BODY	Bio Idx	Nuyen
Decentralized Heart	+6	3.4	30000

ENHANCED ARTICULATION
This is a combination of a number of extensive procedures, including joint-surface coating, relubrication, and tendon and ligament augmentation. These procedures result in a muscle and joint system of extreme fluidity. Enhanced Articulation allows a character to execute motion-intensive skills in a more precise and speedier fashion.
Power: Skill Levels: Agility Skills; **Adv**: None; AP: 15; **Lim**: Bioware (-.5)

Type	SL	Bio Idx	Nuyen
Enhanced Articulation	+3	10	37500

EXTENDED VOLUME
Although the volume of air contained in the lungs of an average adult is approximately 2.5 liters, the actual tidal volume (the amount of air that enters and leaves the lungs with each breath) is only .5 liters. By augmenting the amount of flex in the diaphragm, it is possible to increase the tidal volume, thus increasing the efficiency of gas exchange, and as a result, increasing stamina.
Power: REC; **Adv**: None; AP: 4/8/12; **Lim**: Bioware (-.5); Only to recover END and STUN (-.5)

Type	REC	Bio Idx	Nuyen
Level 1	+2	2	10000
Level 2	+4	4	20000
Level 3	+6	6	30000

MNEMONIC ENHANCER
By attaching a highly concentrated growth of gray matter to the hippocampus region of the brain, the Mnemonic Enhancer can increase the capacity for both short- and long-term memory. A person with a Mnemonic Enhancer is less likely to forget events or information that he or she encounters.
Power: Eidetic Memory Talent; **Adv**: None; AP: 5; **Lim**: Bioware (-.5)

Type	Bio Idx	Nuyen
Mnemonic Enhancer	3.3	25000

MUSCLE AUGMENTATION
Using a biological weaving treatment, special vat-grown muscle cables are braided into existing muscle fibers, enhancing the muscle's mass and performance.
Power: STR; **Adv**: None; AP: 4/8/12/16; **Lim**: Bioware (-.5); Cannot combine with certain cyberware/bioware (-.25)

Type	STR	Bio Idx	Nuyen
Level 1	+4	2.3	20000
Level 2	+8	4.6	40000
Level 3	+12	6.9	60000
Level 4	+16	9.1	80000

MUSCLE TONER
This treatment incorporates vat-grown elastic muscle fibers into existing muscle tissue, increasing muscle tension and flexibility. Users of this augmentation are quicker and more limber. Cannot combine with Joint Augmentation.
Power: DEX; **Adv**: None; AP: 12/18/24/30; **Lim**: Bioware (-.5); Cannot combine with certain cyberware/bioware (-.25)

Type	DEX	Bio Idx	Nuyen
Level 1	+4	6.9	60000
Level 2	+6	10.3	90000
Level 3	+8	13.7	120000
Level 4	+10	17.1	150000

NANOTECH VISUAL UPGRADE

Specialized nanosurgeons rebuild the user's retinas and optic nerves changing the ratio of rod and cones, giving the user the ability to naturally perceive the Ultraviolet and Infrared Spectrum. This process is irreversible.

Power: Ultraviolet Perception: Sight; Infrared Perception: Sight; **Adv**: None; AP: 10; **Lim**: Bioware (-.5); Must have organic eyes (-.25)

Type	Bio Idx	Nuyen
Nanotech Visual Upgrade	5.7	25000

NEPHRITIC SCREEN

With the implementation of a Nephritic Screen, the kidney is rebuilt to enable a more effective cycle of filtration and reclamation. Finer discrimination in the removal of waste products and the reclamation of useful materials extends a greater level of well-being to the user.

Power: Power Defense; **Adv**: None; AP: 1-20; **Lim**: Bioware (-.5); Only affects injection-vector toxins (-.5)

Type	DEF	Bio Idx	Nuyen
Nephritic Screen	1-20	DEF x .5	DEF x 2500

PAIN RESISTER

This is a cluster of specialized nervous tissue designed to filter out specific sensory stimuli. Activation and deactivation of the Resister is a learned reflex. When the Resister is voluntarily triggered, the individual is no longer subject to any sensations of pain, including feedback pain. He or she is also very resistant to torture and difficult to stun.

Power: CON; **Adv**: None; AP: 20; **Lim**: Bioware (-.5); Only to resist being stunned (-1)

Power: Resistance Talent; **Adv**: None; AP: 5; **Lim**: Bioware (-.5)

Type	Resist	CON	Bio Idx	Nuyen
Pain Resister	+5	+10	11.3	20000

PLATELET FACTORY

Platelet factories improve the body's ability to handle damage. By selective enhancement, thrombocyte (platelet) production within the bone marrow is increased to a high level, resulting in the formation of "Platelet Factories". When a wound affects the body, the increased amount of platelets in the bloodstream stops bleeding at the site, lessening the trauma from large wounds. When the character takes damage from an attack, the Platelet Factory automatically heals back 1 BODY after the attack. The Platelet Factory only works after taking damage.

Power: Healing: BODY; **Adv**: Trigger (+.25); Reduced END: 0 END (+.5); Standard Effect (+0); AP: 17.5; **Lim**: Bioware (-.5); Only works through Trigger (-1); Does not Heal STUN (-1)

Type	Healing	Bio Idx	Nuyen
Platelet Factory	1 BODY	5	15000

REFLEX RECORDER

With this enhancement, extra neural material is grown in small clusters around the thirty-one pairs of spinal nerves. These clusters allow memorization of certain "learned" motor reflexes. The reflex recorder adds some skill levels to a skill chosen when it is implanted. A user may have multiple reflex recorders, but each must be dedicated to a different Agility skill.

Power: Skill Levels: Specific Agility Skill; **Adv**: None; AP: 4; **Lim**: Bioware (-.5)

Type	SL	Bio Idx	Nuyen
Reflex Recorder	+2	2.7	10000

SKINWEAVE

This weaves an energy-diffusing material under the skin that gives the recipient the equivalent of personal armor. The transformation of normal skin into Skinweave is an extensive process. The individual's skin is peeled back section by section, and the body' sdermal layer is fortified by grafts of sythagen (a strengthened and reinforced collagen-protein derivative), flextin (a synthetic and more resilient form of the elastin protein), and flakes of modified and laced cartilage. Once transplanted, Skinweave grows just like normal skin and is virtually indistinguishable from unaugmented skin. The underlying epidermis is altered at the same time to enable it to sustain the new dermal architecture. An additional bonus from Skinweave is that any damage to the body heals with little or no scarring. This process covers the whole body at once. Cannot combine with Dermal Plating, Dermal Sheath, or Subdermal Armor cyberware.

Power: Armor; **Adv**: None; AP: 6; **Lim**: Bioware (-.5); Cannot combine with certain cyberware/bioware (-.25)

Type	rPD	rED	Bio Idx	Nuyen
Skinweave	+2	+2	1.1	100000

SUPRATHYROID GLAND

The Suprathyroid Gland is a regulating gland that is vat-grown, then implanted on the top of the thyroid gland in the body. This glad supersedes the metabolic functions of the thyroid, optimizing catabolism (the breakdown of complex substances such as starches and sugars) and anabolism (the chemical conversion of substances such as that of complex sugars) within the body. The altered metabolism produces more energy and effectively supercharges the recipient. Having a Suprathyroid gland increases the subject's physical attributes. Because of the higher amounts of energy available, characters with a Suprathyroid gland tend toward hyperactivity.

Power: STR, DEX, CON, BODY, SPD; **Adv**: None; AP: 27; **Lim**: Bioware (-.5)

Type	STR	DEX	CON	BODY	SPD	Bio Idx	Nuyen
Level 1	+3	+2	+3	+1	+1	18	115000

SYMBIOTES

Symbiotes consist of a number of tailored microorganisms (nanites) that are introduced into the host subject's bloodstream. The so dramatically enhance the body's own regenerative function that the host's natural healing time is significantly reduced.

Power: REC; **Adv**: None; AP: 10/20/30; **Lim**: Bioware (-.5); Only to recover BODY (-.5)

Type	REC	Bio Idx	Nuyen
Level 1	+5	5	25000
Level 2	+10	10	50000
Level 3	+15	15	75000

SYNAPTIC ACCELERATOR

With the implantation of the Synaptic Accelerator, the neural cells, which make up the spinal cord and other main nerve trunks, are encouraged to replicate and lengthen. This provides a wider "data-path" for the transmission of impulses, and decreases the amount of time required for the signal to traverse the distance. Thus, more data can be sent from and received by the brain in a shorter period of time. Those who have Wired Reflexes, Boosted Reflexes, Move-By-Wire System cannot install the Synaptic Accelerator, as their nerve fibers have already been modified.

Power: SPD; **Adv**: None; AP: 30/40; **Lim**: Bioware (-.5); Cannot combine with certain cyberware (-.25)

Type	SPD	Bio Idx	Nuyen
Level 1	+3	17.1	100000
Level 2	+4	22.9	200000

SYNTHACARDIUM

This boosts the heart's capabilities by increasing its ability to handle higher levels of activity. Synthacardium consists of artificially enhanced myocardium, the muscle tissue that makes up the heart. When added to the structure of the heart it enables the organ to perform at higher levels of strenuous activity with greater ease.

Power: END; **Adv**: None; AP: 5/10; **Lim**: Bioware (-.5)

Type	END	Bio Idx	Nuyen
Level 1	+10	3.3	12500
Level 2	+20	6.7	25000

TAILORED PHEROMONES

It is possible to alter the main sweat glands of an individual so that they will release discrete levels of specially designed pheromones into the surrounding air. Only a few molecules of the pheromones are required to trigger the effect, but no matter how low the concentration of secreted pheromone, all persons in the area of dispersion are affected equally. Tailored Pheromones have no effect on individuals who have no sense of smell and do not affect those who cannot be affected by smell (seen through video camera, etc.).

Power: PRE; **COM**; **Adv**: None; AP: 5/10; **Lim**: Bioware (-.5); ½ effect in windy areas (-.25); Must be able to smell the character (-.25)

Type	PRE	COM	Bio Idx	Nuyen
Level 1	+3	+4	2.5	12500
Level 2	+6	+8	5	25000

TOXIN EXTRACTOR

As the main site of catabolism, or the breakdown of complex substances in the body, the liver is the prime site of defense against potentially toxic compounds and drugs. The Toxin Extractor is a specially cultivated cluster of cells implanted in the liver that greatly improve its efficiency and expands the spectrum of catabolic activity. The Toxin Extractor subtracts its defense from the effects of ingestion-based attacks.

Power: Power Defense; **Adv**: None; AP: 1-20; **Lim**: Bioware (-.5); Only affects ingestion-vector toxins (-.5)

Type	DEF	Bio Idx	Nuyen
Toxin Extractor	1-20	DEF x .5	DEF x 2500

TRACHEAL FILTER

Traps and filters are implanted at the top of the trachea just below the larynx. This cluster of specialized tissues absorbs airborne impurities and keeps them from reaching and subsequently affecting the lungs. Solid matter (smoke, pollen, dust, etc.) is easily blocked and expelled with outgoing breath. Gaseous compounds are rendered inert or less effective through the various chemical reactions performed by the filter. The Tracheal Filter subtracts its defense from the effects of inhalation-based attacks.

Power: Power Defense; **Adv**: None; AP: 1-20; **Lim**: Bioware (-.5); Only affects inhalation-vector toxins (-.5)

Type	DEF	Bio Idx	Nuyen
Tracheal Filter	1-20	DEF x .5	DEF x 2500

CULTURED BIOWARE

Bioware may be bought as Cultured, which decreases the Bio Index rating by 25%. Cultured Bioware costs 3 times as much as standard.

DAMAGING CYBERWARE AND BIOWARE

Cyberware and bioware are much like any other types of equipment except that they are implanted in the body. And just like other pieces of equipment, they can be damaged by the outside world.

- If a character takes BODY damage from a single attack, one piece of cyberware or bioware could possibly be damaged. Roll 1d6; if the result is less than the amount of BODY taken, a system has been damaged. The extent of damage is the amount of BODY taken minus what is rolled on the d6, expressed as a percentage. *Ex: Shadowkill has taken 8 BODY from a single attack. Rolling 1d6, he rolls a 5. One system has been damaged by 30%.*
- If the character has only either cyberware or bioware, determine the system randomly on the tables below.
- For cyberware, use the tables below to determine which system.
- For bioware, randomly determine which system and use common sense to see if it could have been damage in that location.
- If the character has both cyberware and bioware, roll 1d6. On a result of 1-3, determine damage for cyberware. On a result of 4-6, determine damage for bioware.

Roll	Location
2d6	**Head Location**
2-5	Headware
6-7	Bodyware Neural Interface
8-9	Cyber-optic
10-11	Cyber-audio
12	Cyber Limb Neural Interface
1d6	**Hand Locations**
1-2	Bodyware
3-6	Cyber Limb/Cyberhand
1d6	**Arm Location**
1-3	Bodyware
4-6	Cyber Limb/Cyberhand
No Roll	**Shoulders/Chest/Stomach/Vitals Locations**
	Bodyware
1d6	**Thigh Location**
1-3	Bodyware
4-6	Cyber Limb
1d6	**Leg Location**
1-3	Bodyware
4-6	Cyber Limb
1d6	**Foot Location**
1-2	Bodyware
3-6	Cyber Limb/Cyberfoot

- If the character does not have the type of cyberware rolled, then he or she was lucky and there was no damage.
- Once the type of cyberware is determined, a random roll among all systems of that type possessed by the character determines which one is damaged.
- If a system takes 100% damage, then it is considered destroyed and it must be replaced.
- Repairing of cyberware requires surgery, and the character must undergo the same level of surgery that was done to implant it in the first place.
- Note also, that damaged cyberware functions at reduced capacity until repaired.
- The percentage of damage is the reduction in efficiency of the piece.
- Pieces that cannot be reduced as such simply cease to function until repaired.

IMPLANTING CYBERWARE AND BIOWARE

The implanting of cyberware and bioware is a delicate and sometimes painful process. The character is surgically opened, the cyberdoc implants the cyberware, and then the character must rest to heal and recover.

The system for implanting cyberware and bioware is as follows:
- The implanting cyberdoc must make a Cybernetics Surgery skill roll, with a -1 penalty to the skill per 2 points of Essence or Bio Index of the item to be implanted.
- Success means that the character takes BODY damage equal to the Essence or Bio Index of the cyberware or bioware item just implanted. The surgery takes an amount time equal to the Essence or Bio Index in hours. The system becomes fully functional when the character recovers all of his BODY. If the cyberdoc makes an exceptional roll (modified skill minus 10), then the character only takes BODY equal to one-half the Essence or Bio Index. No matter how much damage the implantation takes, a character cannot die during the implantation process, even if the damage takes the character to negative BODY equal to his BODY. It just extends the recovery time. A character is still unconscious until he recovers to positive BODY.
- Failure means that the character takes BODY damage equal to the Essence or Bio Index of the implant, but the procedure failed. The surgery takes an amount of time equal to the Essence or Bio Index in hours. The process may be tried again, starting over from the beginning. If the cyberdoc fails critically (rolling an 18), then the character takes BODY equal to twice the Essence or Bio Index, and this failure can cause a character to die on the table.

SURGERY AND HEALING

Healing from injuries typically requires a bit of time. A PS: Doctor skill is required to heal another or oneself effectively. This test takes 8 hours, though the attending doctor need not stand over the character for the entire 8 hours. A successful PS: Doctor skill roll means that the character will heal 1 BODY in 1 Day, and a roll is required each day. An exceptional roll (modified skill minus 10) means that the injured character recovers 2 BODY for that day. A failed PS: Doctor roll means that the character being treated cannot be healed that day.   Another doctor may try, taking 8 hours in the attempt. A very bad failure (rolling an 18) means that the doctor did not heal the injured character but instead caused another 1 BODY of damage.

Complementary skills to PS: Doctor are SS: Medicine or SS: Surgery. The following table detail modifiers to the PS: Doctor table for healing.

Condition	Modifier
No Equipment	-3
Under-equipped	-1
Medkit only	0
Street Doc equipment	+1
Hospital	+3
Poor conditions	-1
Bad conditions	-3
Terrible conditions	-5
Decent conditions	+1
Good conditions	+3
Excellent conditions	+5
Patient is a Magician	-3

MEDICAL COST TABLE

Service	Nuyen
Paramedic	
Normal	500
High-Threat	2000
Doctor	
Normal Healing Procedures	250/day
Complicated Healing Procedures	500/day
Cyberdoc	
Implanting Cyberware	250/hour
Repairing Cyberware	100/hour
Street Clinic Stay	
Including Normal Doctor Services	250/day
Including Complicated Healing Procedures	500/day
Intensive Care	750/day
Hospital Stay	
Including Normal Doctor Services	500/day
Including Complicated Healing Procedures	750/day
Intensive Care	1000/day

EQUIPMENT

PERSONAL ARMOR

Type: the type or name of the item.
Conceal: The bonus or penalty to spot the armor for what it is (important if armor is not allowed or illegal in certain areas).
rPD: The armor bonus applied against Physical Weapons or attacks
rED: The armor bonus applied against Energy Weapons or attacks.
Wt.: The item's weight in Kilograms
Nuyen: The cost of the item in nuyen
Notes: Long Coats grant a –2 the Concealability of items hidden inside them.

The following table lists the different types of clothing and the hit locations they cover.

Type	Location
Helmet	3-5
Gloves	6
Forearm Guards	7-8
Jacket	7-13
Shirt	7-12
Business Suit	7-16
Formal Dress	7-16
Long Coat/Overcoat	7-16
Vest	9-12
Mini-skirt	13-14
Pants	13-16
Thigh-High Boots	14-18
Shin/Knee Guards	15-16
High Boots	15-18
Low Boots/Shoes	17-18

ARMOR CLOTHING
Armor Clothing is the top of the line in civilian personal protection. Constructed from the same high tech materials as Kevlar Clothing, this armor replaces the thin plates of that brand with thicker plates covering more of the body. Armor Clothing is not subtle, as the plates are far easier to spot than any other personal armor. It is intended for those who walk dangerous neighborhoods and can afford to protect themselves with the best.
Power: Armor; **Adv**: None; AP: varies; **Lim**: IIF (-.5); Independent (-2); Coverage (varies); Real Armor (-.25); Half Mass (-.5)

Type	Conceal	rPD	rED	Wt.	Cost
Gloves	0	+3	+2	0.9	110
Jacket	0	+5	+2	3.1	1105
Long Coat	0	+4	+2	3.8	1920
Vest	0	+5	+2	1.9	575
Pants	0	+3	+2	3.1	630
Thigh-High Boots	0	+3	+2	3.1	750
High Boots	0	+3	+2	1.9	575
Low Boots/Shoes	0	+3	+2	1.3	260

ARMORED DUSTER
Inspired by an ancient movie, some say, the Armored Duster is designed to be nearly impenetrable to small arms fire. It will stop Armor Piercing Rounds just as well as standard rounds. It achieves the effect by a remarkable material that allows it to bend and stretch an incredible amount but is difficult to break. This material outside, combined with Kevlar and other high-tech protective weaves as an inner layer, effectively stop Armor Piercing rounds from causing any more damage than a normal one. A drawback to this system is that the weaves need room to stretch, so hard armor plates are virtually non-existent, making impact-based weapons a perfect counter to this armor. Also, concealing weapons beneath the Armored Duster is just as effective as any other Long Coat, giving a +2 Concealment Skill bonus.
Power: Armor +6 rPD; **Adv**: Hardened (+.25); AP: 12; **Lim**: IIF (-.25); Independent (-2); Coverage 7-16 (-.75); Real Armor (-.25); Quarter Mass (-.25); Only vs. Ballistic Weapons (-1)

Type	Conceal	rPD	rED	Wt.	Cost
Armored Duster	+2	+6	0	7.5	1900

FOREARM GUARDS
Padded armorplast sections are form-fitted to each wearer, providing heavy protection across the back of each forearm. They are designed for unarmed parries and forearm or elbow attacks.
Power: +6 rPD; **Adv**: None; AP: 9; **Lim**: IIF (-.25); Independent (-2); Coverage: 7-8 (-2); Real Armor (-.25); Half Mass (-.25)
Power: Hand Attack +2d6; **Adv**: None; AP: 6; **Lim**: Only for forearm/elbow attacks (-.25); Linked to Armor (-.5); IIF (-.25); Independent (-2)

Type	Conceal	rPD	rED	Wt.	Cost
Forearm Guards	+2	+6	0	1.3	440

FORM-FITTING BODY ARMOR
This armor is designed to be worn under normal clothing or armor, and is made from shock-absorbent materials. These materials spread the force of the attack over a greater area, which results in a strike of much less force. Though only protective against Normal attacks, when combined with other armors, it can provide great supplemental armor when necessary. Because the material used to make Form-Fitting Body Armor disperses kinetic energy away from the point of impact to the remaining parts of the armor, it is very stiff and restricting to movement. Wearers of Form-Fitting Body Armor suffer a –1 DCV penalty at all times.
Power: Physical Defense +10; **Adv**: None; AP: 10; **Lim**: IIF (-.25); Independent (-2); Coverage: 7-16 (-.75); Real Armor (-.25); Quarter Mass (-.25); Side Effect (-.5)

Type	Conceal	PD	Wt.	Cost
Form-Fitting Body Armor	-3	+10	2.5	1100

HELMET
Modern helmets are built using the latest plastics, Kevlar and metal alloys to provide the best protection, whether one is riding a motorcycle or avoiding stray gunfire.
Power: Armor +4/+6 rPD, +4 rED; **Adv**: None; AP 12/15; **Lim**: OIF (-.5); Independent (-2); Coverage: 3-5 (-2); Real Armor (-.25); Quarter Mass (-.25)

Type	Conceal	rPD	rED	Wt.	Cost
Standard Helmet	NA	+4	+4	0.6	240
Riot Helmet	NA	+6	+4	1.5	375

LEATHER CLOTHING
Real leather clothing is rare and expensive, but on the street the cost makes a statement. Real leather is still less expensive than some of the more advanced personal armor and it protects against physical and energy attacks equally well. Most establishments will not look twice at anyone wearing leather clothing, as it is so common.
Power: Armor +2 rPD/+2 rED; **Adv**: None; AP: 6; **Lim**: IIF (-.25); Independent (-2); Coverage (varies); Real Armor (-.25); Quarter Mass (-.25)

Type	Conceal	rPD	rED	Wt.	Cost
Gloves	NA	+2	+2	0.3	20
Jacket	NA	+2	+2	1.6	175
Shirt	NA	+2	+2	1.6	150
Long Coat	NA	+2	+2	1.9	515
Business Suit	NA	+2	+2	1.9	265
Formal Dress	NA	+2	+2	1.9	265
Vest	NA	+2	+2	1	90
Mini-skirt	NA	+2	+2	0.6	40
Pants	NA	+2	+2	1.6	100
Thigh-High Boots	NA	+2	+2	1.6	120
High Boots	NA	+2	+2	1	90
Low Boots/Shoes	NA	+2	+2	0.6	40

SECURE CLOTHING

Secure Clothing is made from high-tech Kevlar weaves as well as the latest in ultra thin bullet-resistant fibers and is designed to give the wearer modest protection while still concealing the armor properties. It is virtually undetectable and indistinguishable from normal clothing, making it popular for those who want protection, yet still enjoy the latest styles.

Power: Armor +4 rPD/+2 rED; **Adv**: None; AP: 9; **Lim**: IIF (-.25); Independent (-2); Coverage (varies); Real Armor (-.25); Half Mass (-.5)

Type	Conceal	rPD	rED	Wt.	Cost
Gloves	-2	+2	+1	0.5	40
Jacket	-2	+4	+1	2.4	400
Shirt	-2	+2	+1	2.4	340
Long Coat	-2	+3	+1	2.9	850
Business Suit	-2	+3	+1	2.9	600
Formal Dress	-2	+2	+1	2.9	600
Vest	-2	+4	+1	1.5	205
Mini-skirt	-2	+2	+1	0.9	95
Pants	-2	+2	+1	2.4	230
Thigh-High Boots	-2	+2	+1	2.4	270
High Boots	-2	+2	+1	1.5	205
Low Boots/Shoes	-2	+2	+1	0.9	95

SHIELDS

Clear high tech plastics form the standard riot shield used by security and police forces. Civilians can purchase similar equipment in case there is need.

Power: Combat Skill Level: DCV +1/+2/+3/+4; **Adv**: None; AP: 5/10/15/20; **Lim**: OAF (-1); Independent (-2); STR Minimum (varies)

Type	Conceal	DCV	STR Min	Wt.	Cost
Small Riot Shield	NA	+1	5	2	300
Medium Riot Shield	NA	+2	10	3	555
Large Riot Shield	NA	+3	15	5	800
Barrier Shield	NA	+4	20	15	1000

SHIN GUARDS

Padded armorplast sections are form-fitted to each wearer, providing heavy protection across the shin. They are designed for unarmed protection and knee or shin kicks.

Power: +8 rPD; **Adv**: None; AP: 6; **Lim**: IIF (-.25); Independent (-2); Coverage: 15-16 (-2); Real Armor (-.25); Quarter Mass (-.25)
Power: Hand Attack +2d6; **Adv**: None; AP: 6; **Lim**: Only for knee/shin attacks (-.25); Linked to Armor (-.5); IIF (-.25); Independent (-2)

Type	Conceal	rPD	rED	Wt.	Cost
Shin Guards	+2	+6	0	1.3	440

FASHION CLOTHING

This section details clothing that can have an impact on a social situation simply be wearing them. A person can always make a statement by the way they are dressed, and the clothing here is designed to make an impression.

HIGH FASHION CLOTHING

This line of clothing includes all the names in fashion and would include pieces from their standard lines. High Fashion clothing is common in the vogue clubs, and one could be looked down on if they were *not* wearing clothing of at least this style.

Power: PRE +5; **Adv**: None; AP: 5; **Lim**: Only to those who can see the wearer (-.5); Only when appearance is a factor (-.5); OIF (-.5); Independent (-2)
Power: COM +4; **Adv**: None; AP: 2; **Lim**: Only to those who can see the wearer (-.5); Only when appearance is a factor (-.5); OIF (-.5); Independent (-2); Linked to PRE (-.5)

Type	Wt.	Cost
High Fashion Clothing	2.5	1500

TRES CHIC CLOTHING

This line of clothing also includes all the top names in fashion but includes many of their one-of-a-kind pieces, and those that include all the extras. Someone wearing Tres Chic will definitely be noticed.

Power: PRE +10; **Adv**: None; AP: 10; **Lim**: Only to those who can see the wearer (-.5); Only when appearance is a factor (-.5); OIF (-.5); Independent (-2)
Power: COM +8; **Adv**: None; AP: 4; **Lim**: Only to those who can see the wearer (-.5); Only when appearance is a factor (-.5); OIF (-.5); Independent (-2); Linked to PRE (-.5)

Type	Wt.	Cost
Tres Chic Clothing	2.5	15000

SECURITY ARMOR

Armor listed in this section typically includes heavy armors meant used by security forces the world over. Security Armors can be built with just about any sort of electronics, allowing them to integrate many complex systems into the armor. Security Armors cannot be bought by the piece, they must be bought as a whole set, though the individual parts (helmet, breastplate, pauldrons, gauntlets, upper legs, and boots) may be worn by themselves. Security Armor is typically legal only in the possession of police corporations or on mega-corp lands, and anyone not possessing a license while wearing a suit is subject to arrest and imprisonment.

LIGHT SECURITY ARMOR

Having a great combination of high protection and low weight, the light security armor makes a great suit for the fast response security team.

Power: Armor +6 rPD/+3 rED; **Adv**: None; AP: 14; **Lim**: OIF (-.5); Independent (-2); Real Armor (-.25); Quarter Mass (-.25)

Type	rPD	rED	Wt.	Cost
Light Security Armor	+6	+3	10	7700

MEDIUM SECURITY ARMOR

Mixing good protection with manageable weight, the Medium Security Armor is a great suit for high-security areas or for high-risk response teams.

Power: Armor +7 rPD/+3 rED; **Adv**: None; AP: 15; **Lim**: OIF (-.5); Independent (-2); Real Armor (-.25); Quarter Mass (-.25)

Type	rPD	rED	Wt.	Cost
Medium Security Armor	+7	+3	14	9750

HEAVY SECURITY ARMOR

Bringing great weight and using it all to protect the wearer, the Heavy Security Armor is closing in on Military Grade. Typically only seen in ultra secure locations or where combat is almost assured, the Heavy Security Armor is the best protection for the money.

Power: Armor +8 rPD/+4 rED; **Adv**: None; AP: 18; **Lim**: OIF (-.5); Independent (-2); Real Armor (-.25); Quarter Mass (-.25)

Type	rPD	rED	Wt.	Cost
Heavy Security Armor	+8	+4	20	12000

MILITARY ARMOR

Military armor is covered in thick armor plating outside of a completely environmentally sealed interior. It is truly powered armor, as servo-motors assist in movement, giving the incredibly heavy armor an almost weightless feel. Most commonly associated with Military forces, this armor is illegal in the possession of anyone not carrying military identification. Because of the incredible expense of each suit, military armor is usually reserved for heavy weapon infantry support or special assault forces. This armor is uncommon even within the military, and seeing one upon the streets of the sprawl is typically cause for worry.

Two weights are given for the armor. The first details how much the armor actually weighs. The second is how much the armor feels like it weighs to the wearer, in terms of movement and encumbrance.

LIGHT MILITARY ARMOR

The lightest of the Military Armors, it is usually reserved for fast heavy assault squads. It is very rarely seen within the lands of mega-corps, and usually reserved for special ops or the highest level of executive bodyguarding.

Power: Life Support: Self-Contained Breathing, Immune to Intense Heat/Cold/High Pressure/Radiation; **Adv**: None; AP: 17; **Lim**: OIF (-.5); Independent (-2)

Power: Armor +9 rPD/+5 rED; **Adv**: Hardened (+.25); AP: 26; **Lim**: OIF (-.5); Independent (-2); Real Armor (-.25); No Mass (-0); Linked to Life Support (-.5)

Power: STR +10; **Adv**: None; AP: 10; **Lim**: OIF (-.5); Independent (-2); Linked to Life Support (-.5)

Type	rPD	rED	Wt.	Cost
Light Military Armor	+9	+5	29/15	30250

MEDIUM MILITARY ARMOR

Designed to be heavy weapon support for Light Military Armor Assault Squads, the Medium Military Armor is one step closer to a walking tank. Virtually immune to most small arms fire, this armor is meant to stand up to machine gun or greater fire and give back better than it gets.

Power: Life Support: Self-Contained Breathing, Immune to Intense Heat/Cold/High Pressure/Radiation; **Adv**: None; AP: 17; **Lim**: OIF (-.5); Independent (-2)

Power: Armor +11 rPD/+6 rED; **Adv**: Hardened (+.25); AP: 32; **Lim**: OIF (-.5); Independent (-2); Real Armor (-.25); No Mass (-0); Linked to Life Support (-.5)

Power: STR +15; **Adv**: None; AP: 15; **Lim**: OIF (-.5); Independent (-2); Linked to Life Support (-.5)

Type	rPD	rED	Wt.	Cost
Medium Military Armor	+11	+6	40/20	38750

HEAVY MILITARY ARMOR

The Heavy Military Armor truly exemplifies the "army of one" ideal. Extremely rare even in the military, this armor is a walking weapons platform, able to mount and use all man portable heavy weaponry. This armor is usually seen by itself or in support of other lighter military squads.

Power: Life Support: Self-Contained Breathing, Immune to Intense Heat/Cold/High Pressure/Radiation; **Adv**: None; AP: 17; **Lim**: OIF (-.5); Independent (-2)

Power: Armor +13 rPD/+7 rED; **Adv**: Hardened (+.25); AP: 37; **Lim**: OIF (-.5); Independent (-2); Real Armor (-.25); No Mass (-0); Linked to Life Support (-.5)

Power: STR +20; **Adv**: None; AP: 20; **Lim**: OIF (-.5); Independent (-2); Linked to Life Support (-.5)

Type	rPD	rED	Wt.	Cost
Heavy Military Armor	+13	+7	58/29	47250

SPECIAL CLOTHING

The following section details specialized clothing and templates. To apply the special clothing to another type of clothing such as armor, double the cost and add it to the cost of the other piece. To gain the effects of the specialized clothing, it must at least cover the arms, shoulders, chest, stomach, vitals, thighs and legs.

CAMOUFLAGE CLOTHING

Clothing designed to maximize the ability to blend into surroundings and blur a soldier's outline. Available in Urban, Forest, Arctic, Desert, and Night motifs.

Power: Concealment Skill +3; **Adv**: None; AP: 6; **Lim**: IIF (-.25); Independent (-2); Only to Conceal wearer's body (-.5); Only in specific environment (-.5)

Type	Wt.	Cost
Camouflage Clothing	2.5	500

FIRE RETARDANT CLOTHING

This clothing is based off the same heat and flame resistant materials that are currently in use by modern fire fighters. The clothing is ultra resistant to natural heat and flames as well as that created by spells or flame weapons.

Power: Armor +6 rED; **Adv**: None; AP: 9; **Lim**: OIF (-.5); Independent (-2); Real Armor (-.25); Only vs. Fire or Heat Attacks (-.5)

Power: Life Support: Immune to Intense Heat; **Adv**: None; AP: 2; **Lim**: OIF (-.5); Independent (-2); Real Armor (-.25)

Type	Wt.	Cost
Fire Retardant Clothing	10	950

INSULATED CLOTHING

This clothing is based off the latest in heat absorbent and heat retaining material. It is also built with super-conductive material that can melt ice almost instantly. It is ultra resistant to cold extremes and can protect against natural as well as magical cold dangers.

Power: Armor +6 rED; **Adv**: None; AP: 9; **Lim**: OIF (-.5); Independent (-2); Real Armor (-.25); Only vs. Cold Attacks (-.5)

Power: Life Support: Immune to Intense Cold; **Adv**: None; AP: 2; **Lim**: OIF (-.5); Independent (-2); Real Armor (-.25)

Type	Wt.	Cost
Insulated Clothing	10	950

RUTHENIUM POLYMER CLOTHING

Utilizing the latest ruthenium polymer technology and imaging systems, this clothing can render a character nearly invisible to sight. Utilizing several imaging cameras strategically located on the clothing, the smart systems controlling the color patterns of the ruthenium polymers can alter the colors to near perfectly mimic the surrounding environment, rendering the wearer almost completely invisible. Note that fast movement can overwhelm the systems as they try to account for the rapidly changing environment, and it renders the system ineffective.

Power: Invisibility: Normal Sight; **Adv**: Reduced END: 0 END (+.5); AP: 30; **Lim**: IIF (-.25); Independent (-2); Only when moving combat speed or slower (-.5)

Type	Wt.	Cost
Ruthenium Polymer Clothing	2.5	75000

STEALTH CLOTHING

A suit built from sound absorbing and dampening materials, this suit helps to cancel sound created by the wearer's movements. It is also built with a minimal amount of swinging or moving parts, and buckles, straps are made of sound canceling materials.

Power: Stealth Skill +3; **Adv**: None; AP: 6; **Lim**: IIF (-.5); Independent (-2)

Type	Wt.	Cost
Stealth Clothing	2.5	600

THERMO STEALTH CLOTHING

This clothing is constructed of material that is designed to conceal the wearer's body heat. It accomplishes this by varying methods, such as restrained dispersal, ambient temperature surface matching, and internal cooling systems. It is very effective at concealing the wearer from heat scans and thermographic sight.

Power: Invisibility: Infrared Vision; **Adv**: Reduced END: 0 END (+.5); Persistent (+.5); AP: 40; **Lim**: IIF (-.25); Independent (-2); Always On (-.5)

Type	Wt.	Cost
Camouflage Clothing	2.5	5000

TOOLS

Using the skills Electronics, Mechanics, or Weaponsmith requires tools to do the job. Tools in Shadowrun come in kits, shops, and facilities. A kit is portable and contains the basic gear to make repairs. A shop is transportable with a large van or small truck. A facility is immobile because of the bulky, heavy machines involved.

Prices vary between the types of tools. General construction tools use basic tools at the listed base cost. Electronic, computer, and cyberware repairs require microtronics tools, which costs triple the base figures. Vehicle tools cost double the base figures.

Power: Skill Levels: Electronics, Mechanics, or Weaponsmith; **Adv**: None; AP: 0/15/30; **Lim**: OAF (Bulky or Immobile) (varies); Independent (-2)

Type	Conceal	SL	Wt.	Cost
Tool Kit	+5	0	5	500
Tool Shop (Bulky)	--	+5	--	5000
Tool Facility	--	+10	--	100000

VISION ENHANCERS

DIGITAL BINOCULARS
Compact vision magnifiers the produce digital images at up to 50x magnification. They do not function in magnetic fields. They can also be bought with low-light and thermographic options.
Power: +10 Telescopic Vision (Infrared Vision, Ultraviolet Vision); **Adv**: None; AP: 10 (+5, +5); **Lim**: OAF (-1); Independent (-2); Does not work in magnetic fields (-.25)

Type	Conceal	Wt.	Cost
Digital Binoculars	+2	1	100
Low-Light Option	--	--	+200
Thermographic Option	--	--	+250

FLASHLIGHT
This category includes basic flashlights, as well as pocket-sized and heftier models that can double as a club if necessary.
Power: Images: Normal Sight; **Adv**: Reduced END: 0 END (+.5); AP: 15; **Lim**: OAF (-.5); Independent (-2); Only to create light (-1)

Type	Conceal	Wt.	Cost
Pocket Flashlight	-6	--	10
Large Flashlight	+1	2	25

GOGGLES
Strap-on or helmet-mounted vision enhancer capable of magnification, low-light, or thermographic vision. Each option can be added to the system, and toggled through by a button on the side of the unit. Goggles only come in digital variants.
Power: +10 Telescopic Vision (Infrared Vision, Ultraviolet Vision); **Adv**: None; AP: 10 (+5, +5); **Lim**: OIF (-.5); Independent (-2); Does not work in magnetic fields (-.25)

Type	Conceal	Wt.	Cost
Goggles	0	.5	1500
Low-Light Option	--	--	+700
Thermographic Option	--	--	+500

OPTICAL BINOCULARS
Compact vision magnifiers that optically magnify images by up to 50x. They can be bought with low-light and thermographic options, but these options will not work in magnetic fields because of their digital nature.
Power: +10 Telescopic Vision (Infrared Vision, Ultraviolet Vision); **Adv**: None; AP: 10 (+5, +5); **Lim**: OAF (-1); Independent (-2) (Does not work in magnetic fields (-.25))

Type	Conceal	Wt.	Cost
Optical Binoculars	+2	1	150
Low-Light Option	--	--	+200
Thermographic Option	--	--	+250

SMART GOGGLES
Integrating a SmartLink interface into a non-cybernetic set of goggles. The goggles have a variety of methods for achieving this depending on the type of SmartLink System installed into the weapon. For regular SmartLink systems, there is a jack located near the back of the unit where the weapon cable interfaces with the system. For SmartLink Plus systems, the same jack interfaces with a cable connected to a special glove that completes the circuit when the weapon is held. They are also available in a sunglasses version for those who wish to be subtle
Power: Combat Skill Levels: +1 with All Ranged Combat; **Adv**: None; AP: 10; **Lim**: OIF (-.5) (IIF for Shades (-.25)); Independent (-2); Does not work in magnetic fields (-.25); One weapon at a time (-.5); Only when interfaced with a Smartgun equipped weapon (-.5)

Type	Conceal	Wt.	Cost
Smart Goggles	0	.5	2500
Smart Shades	-1	.1	3000

COMMUNICATIONS GEAR

MICRO-TRANSCEIVER
This is a tiny rectangular wafer (1 cm x 2 cm x 1 mm) that transmits and receives radio transmissions on a preselected frequency.
Power: Radio Perception/Transmission; **Adv**: None; AP: 10; **Lim**: IAF (-.5); Independent (-2); Does not work in magnetic fields (-.25)

Type	Conceal	Wt.	Cost
Micro-Transceiver	-4	--	2000

SCANNER
This device receives radio frequencies. It can be programmed to monitor specific frequencies, or to scan through a range of frequencies for active signals. This device also features a fold-out screen for intercepted vid-calls.
Power: High Range Radio Perception; **Adv**: None; AP: 12; **Lim**: OAF (-1); Independent (-2); Does not work in magnetic fields (-.25); Only to receive transmissions (-1)
Power: Systems Operation Skill +3; **Adv**: None; AP: 6; **Lim**: Linked to High Range Radio Perception (-.5); OAF (-1); Independent (-2); Does not work in magnetic fields (-.25); Only to search for specific frequencies/transmissions (-1)

Type	Conceal	Wt.	Cost
Scanner	-2	1	1600

SUBVOCAL MICROPHONE
This microphone is strapped in place at the center of the throat and allows the user to subvocalize his communications.
Power: Invisibility: Normal Hearing; **Adv**: Reduced END: 0 END (+.5); AP: 30; **Lim**: IAF (-.5); Independent (-2); Does not work in magnetic fields (-.25); Only to subvocalize radio transmission (-2)

Type	Conceal	Wt.	Cost
Subvocal Microphone	-6	--	500

TRANSCEIVER
This is a standard, hand-held, two-way radio. Many models come equipped with headsets, handsets, earphones, or wrist models. Frequencies are programmable and each unit can maintain 10 programmed frequencies at one time.
Power: High Range Radio Perception; **Adv**: None; AP: 12; **Lim**: OAF (-1); Independent (-2); Does not work in magnetic fields (-.25)

Type	Conceal	Wt.	Cost
Transceiver	-2	1	1500

ECCM
All broadcast communications equipment is subject to interference and jamming, which is known as electronic countermeasures (ECM). ECM is countered by electronic counter-countermeasures (ECCM), such as noise filtering and signal amplification. Characters can purchase ECCM individually for each piece of their communications gear that transmits or receives radio. The maximum an item can increase the skill is +10.
Power: Penalty Skill Levels: Systems Operation skill rolls affected by jammers or ECM; **Adv**: None; AP: 3 per Rating; **Lim**: IIF (-.25); Independent (-2); Does not work in magnetic fields (-.25)

Type	Conceal	SL	Wt.	Cost
ECCM	NA	+1-10	1	Rating x 1000

BROADCAST ENCRYPTION/DECRYPTION
Broadcast communications gear may be purchased with encryption programming that allows transmission and reception of sophisticated scramble-coded signals and frequency-skipping algorithms. Each signal transmitted by such a system is only receivable by a system with the proper decoding equipment. Receivers can also be programmed with code-breaking programs so that they can intercept and decrypt encrypted signals. The maximum an item can increase the skill is +10. Encryption and Decryption are bought separately.
Power: Cryptography Skill; **Adv**: None; AP: 2 per Rating; **Lim**: IIF (-.25); Independent (-2); Does not work in magnetic fields (-.25); Only to encrypt or decrypt radio transmissions (-1)

Type	Conceal	SL	Wt.	Cost
Encryption/Decryption	NA	+1-10	1	Rating x 2500

SURVEILLANCE MEASURES

DATA CODEBREAKER

This small device contains a version of the decker Decrypt utility. Encrypted data can be input through standard methods such as a chip or disk, or through a fiber-optic cable that is connected to another device (such as a dataline tap). This device can be bought up to a maximum of +10.

Power: Cryptography Skill; **Adv**: None; AP: 2 per Rating; **Lim**: OAF (-1); Independent (-2); Does not work in magnetic fields (-.25); Only to decrypt electronic data (-.5)

Type	Conceal	SL	Wt.	Cost
Data Codebreaker	+2	+1-10	5	Rating x 5000

DATALINE TAP

This device is spliced into a dataline and transmits a copy of any data to a distant receiver, either through the Matrix or by radio signal. Because fiber-optic lines cannot be directly tapped, the dataline tap must be set in certain locations for it to work as intended, such as inside devices, between devices and fiber-optic cables, or spliced into fiber-optic junction boxes. To avoid being detected, the dataline taps are often set to conduct burst-data transmissions at irregular intervals. These devices can even record the simsense feed of a decker's Matrix run. Deckers often use this device to create an illegal jackpoint into the Matrix.

Power: Radio Perception/Transmission; **Adv**: None; AP 10; **Lim**: Only to re-transmit incoming data (-1); IIF (-.25); Independent (-2); Does not work in magnetic fields (-.25)

Power: Bugging Skill; **Adv**: None; AP: 2 per Rating; **Lim**: Only to conceal the dataline tap (-1); Linked to Radio Perception/Transmission (-.5); IIF (-.25); Independent (-2); Does not work in magnetic fields (-.25);

Type	Conceal	SL	Wt.	Cost
Dataline Tap	-6	+1-10	--	Rating x 1000

LASER MICROPHONE

This device bounces a laser beam against a solid object like a windowpane, reading the variations in vibration on the surface and translating them into the sounds that are on the other side of the surface. Soundproof rooms and walls prevent such eavesdropping.

Power: Detect Sounds (Passive), +8 PER Roll, Discriminatory, Ranged; **Adv**: None; AP: 28; **Lim**: OAF (-1); Independent (-2); Does not work in magnetic fields (-.25)

Type	Conceal	Wt.	Cost
Laser Microphone	+3	1	3500

MICRO-CAMCORDER

A very small video camcorder (3 cm x 5 cm x 2 cm) is able to record up to 3 hours of audio/video on a single Magneto-Optical Chip. It may be set to activate when it senses motion, or by standard controls.

Power: Clairsentience: Normal Sight and Hearing, Retrocognition; **Adv**: None; AP: 45; **Lim**: Retrocognition only (-1); IAF (-.5); Independent (-2); Does not work in magnetic fields (-.5); 1 fuel charge lasting 3 hours (-0); No Range (-.5)

Type	Conceal	Wt.	Cost
Micro-Camcorder	-2	--	2500

MICRO-RECORDER

This is a very small sound recorder (3 cm x 3 cm x 1.5 cm) that can record up to 6 hours of audio on a single Magneto-Optical Chip. It may be set to activate upon hearing a sound or by standard controls.

Power: Clairsentience: Hearing Group, Retrocognition, x8 range (3200" Range); **Adv**: Trigger: when motion is sensed or remote control (+.25); AP: 69; **Lim**: Retrocognition only (-1); IAF (-.5); Independent (-2); Does not work in magnetic fields (-.5); 1 fuel charge lasting 3 hours (-0); Normal Hearing only (-.25)

Type	Conceal	Wt.	Cost
Micro-Recorder	-2	--	2500

SHOTGUN MICROPHONE

This directional microphone (30 cm x 8 cm polyfoam-protected cone attached to a pistol grip) allows the user to listen in on distant conversations. Solid objects block reception, as well as loud sounds outside the line of eavesdropping.

Power: Normal Hearing, Telescopic +15; **Adv**: None, AP: 15; **Lim**: OAF (-1); Independent (-2); Does not work in magnetic fields (-.25); Only in one direction (-1)

Type	Conceal	Wt.	Cost
Shotgun Microphone	+2	1	1000

SIGNAL LOCATOR

This unit receives the coordinates from a tracking signal. The locator comes in a hard plastic case with a map screen in the lid. It receives the GPS coordinates from a tracking signal and displays the signal's location on a map as long as the locator is within the range of the signal. A locator can be linked to others to triangulate on a set tracking signal should GPS data be unavailable. The device can also be programmed to sweep transmission bands for other tracking signals.

Power: Detect Tracking Signal (Passive) +20 PER Roll, Tracking, 360 Degree Perception; **Adv**: None; AP: 33; **Lim**: OAF (-1); Independent (-2); Does not work in magnetic fields (-.25); Requires a Systems Operation Skill Roll (-.5); Requires GPS Data or 2 other devices (-.25)

Type	Conceal	Wt.	Cost
Signal Locator	+3	1	1500

TRACKING SIGNAL

This device is a combined GPS and homing signal transmitter (4 cm disk) with Kleen-Tac™ backing. The tracking signal broadcasts its GPS data when turned on. It can be turned on and off by remote, and is usually turned off to prevent detection.

Power: Radio Perception/Transmission; **Adv**: Trigger: Remote Control (+.25); AP: 13; **Lim**: IIF (-.25); Independent (-2); Only to receive and transmit GPS data on its own location (-1); Does not work in magnetic fields (-.25)

Type	Conceal	Wt.	Cost
Tracking Signal	-3	--	1500

VOICE IDENTIFIER

This system is designed to defeat voice-masking devices by analyzing the masked voice and comparing it to a variety of possible voices.

Power: Normal Hearing +1 PER Roll; **Adv**: None; AP: 1 per Rating; **Lim**: OAF (-1); Independent (-2); Only to counter Images and Mimicry (-1); Does not work in magnetic fields (-.25)

Type	PER	Conceal	Wt.	Cost
Voice Identifier	+1-10	+6	5	Rating x 2000

SURVEILLANCE COUNTERMEASURES

BUG SCANNER

This hand-held device scans various frequencies to detect locally generated signals by their signal strength. The scanner will not detect bugs unless they are transmitting. It is housed in a plastic case with a holographic screen that displays a directional arrow that points to the closest transmitting device.

Power: Bugging Skill; **Adv**: None; AP: 2 per Rating; **Lim**: OAF (-1); Independent (-2); Does not work in magnetic fields (-.25); Only to detect active radio transmissions (-.5)

Type	SL	Conceal	Wt.	Cost
Bug Scanner	+1-10	+4	1	Rating x 500

DATA ENCRYPTION SYSTEM

This device contains a built-in version of the Scramble IC program that encrypts data fed into it. A similar device with the proper decode sequence can decrypt the data. This piece of equipment can also be hooked up to a fiber-optic data transmission device (telecom, fax) so that phone calls, e-mail, and so forth can be decrypted. The keypad on this device allows selection of random or pre-arranged codes.

Power: Cryptography Skill; **Adv**: None; AP: 2 per Rating; **Lim**: OAF (-.25); Independent (-2); Does not work in magnetic fields (-.25); Only to encrypt data transmissions (-1)

Type	SL	Conceal	Wt.	Cost
Data Encryption System	+1-10	NA	1	Rating x 2500

DATALINE SCANNER

When in-line with a system, this device emits a pulse, measures its return and analyzes the echo to detect the presence of dataline taps, even those that are inactive. The scanner cannot determine the location of the tap only that one exists.

Power: Bugging Skill; **Adv**: None; AP: 2 per Rating; **Lim**: OAF (-1); Independent (-2); Does not work in magnetic fields (-.25); Only to detect dataline taps (-1)

Type	SL	Conceal	Wt.	Cost
Dataline Scanner	+1-10	+4	1	Rating x 100

JAMMER

This transmitter engages electronic countermeasures (ECM) to override broadcast signals, scrambling them by filling the band with garbage. This technique targets all radio frequencies. When the Jammer is turned on, to use any radio control or communication requires a Systems Operation Skill Roll modified by the rating of the Jammer. Success means that the device may be used as normal for that particular action. Failure means that the device cannot break through the Jamming. Jammers are directly countered by ECCM.

Power: Change Environment: Penalties to Systems Operation x1024 Area (1024" Radius); **Adv**: Reduced END: 0 END (+.5); AP: 83 +4.5 per Rating; **Lim**: OAF (-1); Independent (-2); Does not work in magnetic fields (-.25); Only for radio-based communications (-.5)

Type	Penalty	Conceal	Wt.	Cost
Jammer	-1-10	+4	5	Rating x 1000

VOICE MASK

This small (3 cm diameter) disk is worn or held near the throat to create a resonating frequency that distorts the timbre and pitch of the user's voice. This device cannot be used to imitate the voices of others or to bypass voice recognition systems.

Power: Images: Normal Hearing; **Adv**: Reduced END: 0 END (+.5); AP: 8 + 4.5 per Rating; **Lim**: IIF (-1); Independent (-2); Does not work in magnetic fields (-.25); Only to distort user's voice (-1); No Range (-.5)

Type	PER	Conceal	Wt.	Cost
Voice Mask	-1-10	0	--	Rating x 3000

WHITE NOISE GENERATOR

This device creates a field of random noise, masking the sounds within its area. It is designed to defeat eavesdroppers and long-range microphones (shotgun or laser).

Power: Change Environment: Penalties to Hearing Perception Rolls x16 Area (16" Radius); **Adv**: Reduced END: 0 END (+.5); AP: 38 +4.5 per Rating; **Lim**: OAF (-1); Independent (-2); Does not work in magnetic fields (-.25); Only against electronic eavesdropping (-.25)

Type	Penalty	Conceal	Wt.	Cost
White Noise Generator	-1-10	+5	1	Rating x 1500

VOICE STRESS ANALYZER

This system acts as a lie detector. It detects minute changes in vocal patterns and tones, comparing those tones to a pre-recorded set of parameters. The user must first use the analyzer on the subject while he or she is in an unstressed situation or is telling the truth. If done correctly, the Analyzer will attempt to detect lies by the individual. If done incorrectly, Analyzer will give false readings no matter what the actuality. The user of the Voice Stress Analyzer must succeed with a hearing perception (including the bonus from this piece) vs. target's presence (or acting) roll to get the proper readings from the Analyzer (the GM should roll this test secretly). This piece does not gain the benefits of Hearing Amplification, but a Sound Editor does eliminate background noise.

Power: Detect Spoken Lies: Hearing Group, Ranged, 360 Degree Perception; **Adv**: None; AP: 15 +1 per Rating; **Lim**: OAF (-1); Independent (-2); Does not work in magnetic fields (-.25), Requires opposed Perception vs. Acting roll (-.75), Must use Analyzer on subject in calm and truthful situation (-1)

Type	SL	Conceal	Wt.	Cost
Voice Stress Analyzer	+1-10	+5	1	Rating x 10000

CREDSTICK

Credsticks are pen-sized tubes that serve as simultaneous ID and credit card. A credstick shows any licenses and permits a person holds, and can also provide emergency medical information. It also stores encoded finger/palm/retinal prints and more. In many ways, credsticks can be a person's single most important connection to the world.

In addition to storing SINs and other ID, credsticks primarily are used to transfer money. Credsticks contain encoded optical chips that retain the access codes necessary to transfer funds to or from the owner's account, as well as the account's most recent balance information.

To use a credstick, a shopper inserts it into the store's credstick reader, which connects through the Matrix to the appropriate financial institution and allows the user to deposit, withdraw, or transfer funds. In order to manipulate funds, an ID check is required.

Credsticks can also record transactions not already in the financial computer network, but they must be periodically connected to the network to validate such transactions. Failure to do so results in invalidation of all non-network transactions and cancellation of the credstick's financial function.

Registered credsticks come in five types, distinguished by the amount of funds one can access and the amount of ID cross referencing each requires for use, as noted in the table below.

Credstick Type	Transaction Amount	ID Required
Standard	1-5000¥	Passcode
Silver	1-20000¥	Fingerprint
Gold	1-200000¥	Voiceprint
Platinum	1-1000000¥	Retinal Scan
Ebony	Unlimited	Cellular Scan

Certified Credstick

Similar to a cash or bearer bond, a certified credstick is not registered to a specific person and is worth the amount of credit encoded on it. It requires no identification to use. As it is encoded by the financial institution that issued it with raw funds, it can be used by individuals other than the person to whom it was originally issued. Banks usually charge a small percentage to create a certified credstick, and they cannot be used as ID.

Forging Credsticks and IDs

Forging a credstick is a difficult task. Though the stick itself may be easy enough to build, fabricating the background identification files that make a credstick legitimate requires considerable effort.

In credstick ID verification, the information offered by the credstick is instantly cross-referenced and double verified through a dozen or more channels. Such cross-referencing is a simple and quick matter in the Matrix, so falsifying an identity involves an incredible amount of electronic manipulation. Someone must create and covertly insertinto the world's databanks a suitable, appropriate, and credible "credit history" that appears to be a permanent part of the information net. Only extremely well-connected experts possess the resources to pull off a scam of this magnitude. Entire shadowy organizations exist solely for the purpose of creating false identities and forged credsticks. These organizations, normally based in one of the world's data havens, maintain contact with the "real world" only through secret channels.

Creating the credit history and the forged stick itself costs money. The greater the amount of detail and reliability of the history required by the client, the higher the rating of the credstick, and the more money it costs to produce.

The Forged Credstick table below provides information on how much it costs to create a false credstick. Once created, a credstick is used as if it

is the real thing. Under most circumstances, a good forgery will stand up to the verification process and be accepted as legitimate. Only a particularly sophisticated credstick checking and ID verification system might detect a fake.

When a game master determines that verification is necessary, he will roll the Forgery skill of the stick against the Forgery skill of the verification system (the forged stick's roll is equal to it's rating +10). If the credstick makes the roll by more, it means that the forgery has passed. If the reader makes the roll by more, it means that the system has rejected the forgery. If both succeed by the same amount, the verification system instructs the operator to interrogate the individual. This is most often an Interrogation vs. Persuasion skill contest, though a GM might consider other skills if necessary.

Stick Rating	Cost
1-4	Rating x Rating x 1000¥
5-8	Rating x 5000¥
9-12	Rating x 10000¥
13+	Rating x 50000¥

ELECTRONICS

CELL PHONE
Portable phones range from the common wrist model, with or without flip up view screen, to handset units, to audio-only earplug models with lightweight boom microphones. They offer most of the same tridphone service features as telecoms. The user must be within range of a cellular tower to connect to the network, but there are few places in the modern world that don't have cellular coverage. Phone service is usually limited to a specific sprawl, though a user can merely register that he or she is "roaming" and their service will be available in other sprawlzones. Because cell phones broadcast and receive, they are subject to electromagnetic distortions and jamming. Decking cannot be done over cellular frequencies.

The advanced digital technology of cellular networks allow cellular service providers (or anyone with access to the provider's computer network) to triangulate the position of a cell phone within their area of coverage to within 5 meters. The phone does not need to be active to accomplish this, it needs only to be turned on. Many security-conscious fold only keep their phones on when they need to, or use fake ID to acquire service. Cellular phone calls travel some distance through the Matrix and can be tapped by deckers.

Power: Radio Perception/Transmission; **Adv**: None; AP: 10; **Lim**: OAF (-1); Independent (-2); Does not work in magnetic fields (-.25); Only within range of cellular towers (-.25)

Type	Conceal	Wt.	Cost
Wrist Model Cell Phone	-1	--	100
With Flip-Up Screen	--	--	150
Handset Unit Cell Phone	0	1	50
Earplug Unit Cell Phone	-4	--	100

CREDSTICK VERIFICATION READERS
All credstick checking and ID verifying systems are rated by how efficiently they comb the world's databanks to verify the ID or the credstick. The more efficient the cross-referencing, the higher the rating, and the longer the verification takes. The reader's rating also limits the transaction amount it can process. Any unit up to rating 3 is portable, complete with cellular connection to the Matrix.

When a game master determines that verification is necessary, he will roll the Forgery skill of the stick against the Forgery skill of the verification system (the verification reader's roll is equal to it's rating +10). If the credstick makes the roll by more, it means that the forgery has passed. If the reader makes the roll by more, it means that the system has rejected the forgery. If both succeed by the same amount, the verification system instructs the operator to interrogate the individual. This is most often an Interrogation vs. Persuasion skill contest, though a GM might consider other skills if necessary.

Verification Reader Rating	Limit	Wt.	Cost
1	5000¥	1	12000
2-3	20000¥	1	Rating x 45000 (Rating x 60000 for portable)
4-5	200000¥	1	Rating x 100000
6-7	500000¥	1	Restricted
8-9	1000000¥	1	Restricted

DATA DISPLAY SYSTEMS
Typical data units have fold-up monitors and will accept on-line input or standard datachips, allowing them to function as a computer's display screen, a television, a video or trideo player, or a simple data reader. People who work with their hands can purchase headset units the project data in a heads-up display on a surface such as a transparent face shield, the lenses of a pair of glasses or shades, or a monocle. A headset unit usually has only one slow to accept standard data chips (1000 Mp). Helmets of government and corporate military forces often have headset display units, allowing soldiers to access maps and other important tactical data without disrupting their regular functions.

Type	Conceal	Wt.	Cost
Data Unit (1000 Mp Max)	+1	2	Mp x 1
Headset Unit (500 Mp Max)	0	1	Mp x 2
Heads-Up Display (200 Mp Max)	NA	1	Mp x 10

PAGER
Modern pagers are credstick-sized, compact, and feature fold out displays or even voice message playback. They had 5 Mp of memory and can receive text files, e-mail, and voice-mail messages. Unlike cell phones, a character cannot be tracked by his pager, as pagers do not transmit. However, someone can dig up the pager's receiver frequency and monitor any transmissions to it.

Power: Radio Perception; **Adv**: None; AP: 8; **Lim**: OAF (-1); Independent (-2); Does not work in magnetic fields (-.25); Only within range of cellular towers (-.25); Only for text or voice recordings (-.5)

Type	Conceal	Wt.	Cost
Pager	-5	--	10

PERSONAL COMPUTERS
The standard personal computer is the size of a keyboard, with a roll-out, flat screen monitor. A digital radio signal transmits input and output to peripherals. Program and data cartridges are the size of a standard datachip and slot into the ends of the keyboard. Internal program storage is more than sufficient for common programs such as word and data processors, communications software and games, and the storage is non-volatile (meaning that it can be stored indefinitely). Disposable printers for one-color printing come attached to containers of paper, barely increasing the unit's size. Full-color printers add two centimeters to the height of the paper box. Smaller computers exist, usually designed for a specific purpose. These accept a limited range of spoken commands and output data in a synthesized voice. They may be fiber-optic linked to a monitor. Internal storage capacity is limited, and they do not accept standard program or datachips. Some models have miniature keyboards that are usuable with a stylus, can accept links to a standard keyboard, or recognize handwriting.

Type	Conceal	Wt.	Cost
Desktop Computer	+6	10	Mp x 1
Pocket Computer	+1	1	Mp x 5
Wrist Computer	0	--	Mp x 20
Printer	NA	10	100
Computer Memory (non-cyber)	NA	--	Mp x 20

POCKET SECRETARY

The pocket secretary is an office for the businessman on the go. The compact unit functions as a cellular phone, a computer (100 Mp memory), digital camera, and filing system. Standard software performs call screening, voice-mail, automatic teleconfirmation of credit transactions, word processing with standard letters on file and voice recognnition, and stenographer functions. Pocket secretaries are not equipped for jacking into the Matrix. Cases are shock- and water-resistant for durability and long service.

Type	Conceal	Wt.	Cost
Pocket Secretary	0	0.5	2000

TELECOM

The telecom, also known as a tridphone, is the entertainment and communication center of the modern home. It also incorporates a workstation for a home office or the telecommuting corporate worker. The typical telecom functions as a telephone with audio-video reception and transmission (speakerphone is the normal mode, but handsets and headsets, with or without connecting fiber-optic cables, are available), a computer with display screen and keyboard (advanced models have datajacks and interface hardware), and a television/trideo unit (the most advanced models feather simsense ports). The exact services accessible through the telecom depend on the user's subscriptions. Subscription services include the usual entertainment, sales, news, dating, sports and literary channels; magazine and news services, with printouts available through the computer printer; public data access; phone services on local or long-distance nets; and secretarial services. Phone services also include caller ID, caller ID blocking, call forwarding, call return, mailboxes and faxing. Telecoms are also jackpoints for Matrix access, and allow users to access email and other Matrix functions.

Type	Conceal	Wt.	Cost
Telecom	NA	15	Mp x 1.5
Datajack Modification	NA	1	1000
Simsense Modification	See Simsense Decks Below		
Subscriptions	NA	--	50 per month

ENTERTAINMENT

MUSIC

Recorded music comes in laser-read compact disks (CD) and optical chips (OC). Both formats record to a fidelity far beyond the average person's discrimination. Playback units are slightly larger than the storage disks, fitting comfortably into the hand or clipping to a belt. Extra speakers can achieve a "total dimension of sound." Headsets or mastoid-implant speakers are available for private listening. Units with flat roll-out screens are available for disks with video tracks.

Type	Conceal	Wt.	Cost
Disk/Chip	-6	--	20
Playback Unit	+1	2	200
Quad Speakers	--	--	100

VIDEO/TRIDEO

Video recording systems long ago switched to digital information storage and LCD screens. Most recorders function in the pseudo-holographic format popularly known as trideo, or trid. Trid screens range from tiny 30 mm diagonal wristphone displays to wall-sized screens. Displays capable of showing recorded imagery have the usual image speed and quality controls, as well as simple special-effects distortion and color alteration capability.

Type	Conceal	Wt.	Cost
Disk/Chip	-6	--	20
Playback Unit	+2	2	400
Screen (6 cm)	0	3	150

SIMSENSE

Simulated sensory impressions are the modern blockbusters in entertainment. Developed from ASIST (Artificial Sensory Induction System Technology), the system consists of a lightweight headset deceives the user by inducing false sensory signals in the brain. The user, despite the imperfect simulation and the undercurrent of sensory impressions from the real world around him, experiences a programmed set of stimuli while neural overrides prevent him from injuring himself or others during playback. The simsense lets someone experience something that happened to someone else.

Simsense recordings are classified as Baseline or Full-X. Baseline offers only the sensory tracks, the actual physical stimuli and input. Users receive the sensations of the performer, but the emotions are their own. Full-X handles both sensory and emotional tracks. While the recording is running, users become the person who made the recording.

Most users prefer programs that are "hosted" by a specific simstar whose actual sensations are the ones that have been recorded, allowing the user a true vicarious experience. Many simstars have cults of fans devoted to them and emulating their every move.

Simsense can be recorded on chip or CD, and is also broadcast on pay-per-view simsense Matrix channels. There are two aspects of sim recordings to keep in mind: output format and POV mode. Recordings are usually made first in Direct Experience (Dir-X) format, the closest thing to being there. Dir-X takes up huge amounts of storage space, however, so mass-produced recordings are translated into ASIST Control Transport (ACT) format through data compression, which reduces the quality slightly—the recording is less intense. A third illegal output format exists, known as BTL (see Skillsofts and Chips below).

The Point-of-View (POV) Mode of sim recordings can be monoPOV or polyPOV. MonoPOV means that you experience the sim through one performer only. PolyPOV allows users to switch from on POV to another during play, from performer to performer. Multiple users experiencing different POVs of the same story can simultaneously access a single polyPOV recording. PolyPOV is now a standard feature on player units.

Sim recordings are played through a player unit, or simdeck, and either directly fed through fiber-optic cable into a datajack or through a trode headset.

Type	Conceal	Wt.	Cost
Sony Beautiful Dreamer (monoPOV ACT)	+3	3	200
Novatech Sandman (polyPOV ACT)	+4	5.5	2500
Truman Paradiso (polyPOV ACT or Dir-X)	NA	6	75000
Mono POV Baseline ACT Recording *	-4	--	2 per minute
Mono POV Baseline Dir-X Recording *	-4	--	90 per minute

* Triple Cost for Full-X. Multiply costs by number of POVs for polyPOV.

SECURITY DEVICES

CHEM SNIFFER

These devices, which may be hand-held or architectural, analyze molecules in the air and trigger an alarm if they detect concentrations of explosives or ammunition propellant.

Power: Detect Explosives, Discriminatory, +1 PER Roll (per Rating); **Adv**: None; AP: 10 +1 per Rating; **Lim**: OAF (-1); Independent (-2); Does not work in magnetic fields (-.25)

Type	PER	Conceal	Wt.	Cost
Hand-Held Chem Sniffer	+1	0	1	Rating x 10000
Doorway Chem Sniffer	+1	-2	--	Rating x 20000

CONTAINMENT MANACLES

Designed for wrists and ankles, these manacles incorporate a mechanism that clamps down with agonizing pressure on tendon and bone if the prisoner extends razors, spurs, or any similar cybermods. Each turn the cyberware is activated, the manacles automatically do their damage.

Power: 2d6 RKA (Physical); **Adv**: 1 recoverable fuel charge lasting 1 hour (+.25); Continuous (+1); Uncontrolled (+1); AP: 98; **Lim**: Only when target attempts to activate cyberweapons (-1); Does not work in magnetic fields (-.25); OAF (-1); Independent (-2); No Range (-.5)

Power: 4d6 Entangle (8 DEF, +4d6 BODY); **Adv**: None; AP: 80; AP: 100; **Lim**: Hands or Feet only (-.75); OAF (-1); Independent (-2); No Range (-.5); 1 recoverable charge (-1.25); Linked to RKA (-.5)

Type	Conceal	Wt.	Cost
Containment Manacles	NA	5	2500

CYBERWARE SCANNER

Consisting of a hand-held microprocessor with a fold-out monitor and a sonic magnetic scanning wand, this device detects and displays information on cyberware. It also comes in architectural models.

Power: Detect Cyberware, Discriminatory, +1 PER Roll (per Rating); **Adv**: None; AP: 10 + 1 per Rating; **Lim**: OAF (-1); Independent (-2); Does not work in magnetic fields (-.25)

Type	PER	Conceal	Wt.	Cost
Hand-Held Cyberware Scanner	+1	0	1	Rating x 2000
Doorway Cyberware Scanner	+1	-2	--	Rating x 4000

HEADJAMMER

This headset features straps that lock onto a prisoner's head. Any time the prisoner attempts to use an implanted phone or radio, the headjammer does its damage and jams the signal.

Power: Ego Attack 4d6; **Adv**: 1 recoverable fuel charge lasting 1 hour (+.25); Continuous (+1); Uncontrolled (+1); AP: 130; **Lim**: OAF (-1); Independent (-2); Only when target attempts to use cybernetic radio systems (-2); Does not work in magnetic fields (-.25)

Power: Change Environment: −1 to Systems Operations Rolls (per Rating), 1" Radius; **Adv**: 1 recoverable fuel charge lasting 6 hours (+.5); AP: 12 + 4.5 per Rating; **Lim**: Linked to Ego Attack (-.5); OAF (-1); Independent (-2); Only to block radio communications (-.5); Does not work in magnetic fields (-.25)

Type	Penalty	Conceal	Wt.	Nuyen
Headjammer	-1	+6	1	Rating x 1200

IDENTIFICATION SCANNERS

A variety of devices contain print or retinal readers (pads for thumbprints and palmprints; eyecup pads for retinal scans) and library files of recording patterns. Most record the patterns of anyone who attempts to use the scanner. ID scanners are often incorporated into locks that only open for authorized patterns.

Power: Normal Sight: Microscopic (1000x), Analyze, +1 PER Roll; **Adv**: None; AP: 14; **Lim**: OIF, Immobile (-1.5); Independent (-2); Does not work in magnetic fields (-.25); Only to read palm-, finger-, thumb-, and retinal prints (-.5)

Type	PER	Wt.	Nuyen
Thumbprint	+1	--	Rating x 200
Palmprint	+1	--	Rating x 300
Retinal	+1	--	Rating x 1000

JACKSTOPPERS

This dummy plug is designed to fit inside a datajack or chipjack, where it injects a quick-bonding epoxy and seals itself in the jack. Law enforcement uses these on captured deckers and BTL addicts. To clear the jack requires a Paramedics skill roll at −4, and a 10 nuyen dose of resin solvent available in convenience stores.

Power: Suppress 5d6: Mind Link; **Adv**: 1 Continuing charge lasting 1 month (+.75); Standard Effect: 15 (+0); AP: 44; **Lim**: OIF, Expendable (-.75); Independent (-2); Only to turn off datajacks or chipjacks (-2)

Type	Conceal	Wt.	Nuyen
Jackstopper	-4	--	100

MAGLOCKS

Household and commercial security rely almost exclusively on maglocks, electronic locks that feature a variety of access control options, such as keypads, passcards, and finger-, thumb-, palm-, voice-, and retinal prints. Maglocks may be linked to the Matrix and may also be linked to the PANICBUTTON™ system to signal an alarm if tampered with. Maglocks come in four levels of security, Type I through Type IV. Biometric maglocks are Type III and IV that use any of the print identification scanners. Biometric scanners add 2 to the effective rating of the maglock for attempts to bypass them.

Power: Negative Skill Levels: Lockpicking; **Adv**: None; AP: 5 per Rating; **Lim**: OIF, Immobile (-1.5); Only against attempts to bypass maglock (-1)

Type	Wt.	Nuyen
Type I (Rating 1-3)	--	Rating x 75
Type II (Rating 4-6)	--	Rating x 100
Type III (Rating 7-9)	--	Rating x 150
Type IV (Rating 10)	--	Rating x 250
Biometric Maglock	--	Rating x 350

MAGNETIC ANOMALY DETECTORS

Magnetic Anomaly Detectors are used to detect weapons and concentrations of metal. They come in hand-held wand-type designs and free-standing or architecturally-integrated doorway systems.

Power: Detect Metal, Discriminatory, +1 PER Roll (per Rating); **Adv**: None; AP: 10 +1 per Rating; **Lim**: OAF (-1); Independent (-2)

Type	PER	Conceal	Wt.	Cost
Hand-Held Magnetic Anomaly Detector	+1	0	1	Rating x 2500
Doorway Magnetic Anomaly Detector	+1	-2	--	Rating x 5000

PANICBUTTON™ SYSTEM

This keychain-sized device is a dedicated cellular phone that connects directly to Lone Star or whichever security provider is covering the area. It also acts as a tracking signal. It has an effective Systems Operation Skill of 11- for jamming purposes.

Power: Radio Perception/Transmission; Skill Levels: Systems Operation; **Adv**: None; AP: 16; **Lim**: OAF (-1); Independent (-2); Does not work in magnetic fields (-.25); Only within range of cellular towers (-.25)

Type	Conceal	Wt.	Cost
PANICBUTTON™ System	-4	--	1000

RESTRAINTS

In addition to the usual metal models, high-tech plastic strips may be heat-fused to a subject's wrists or ankles where they will remain in place until the subject is cut free. Such restraints can be painful if the wearer resists them.

Power: 4d6 Entangle (8 DEF, +4d6 BODY); **Adv**: None; AP: 80; AP: 100; **Lim**: Hands or Feet only (-.75); OAF (-1); Independent (-2); No Range (-.5); 1 recoverable charge (-1.25); Linked to RKA (-.5); (Plasteel Only: Extra Time: Full Phase (-.5))

Type	Conceal	Wt.	Cost
Metal Restraints	+2	.5	20
Plasteel Restraints	+2	--	50

SKILLTWITCHERS

Similar to a standard skillsoft, a skilltwitcher sends a jamming signal into skillwire implants. When jacked, a skilltwitcher imposes a penalty to all Agility, Combat, Intellect, and Interaction skills (whether skillsoft or not) equal to the victim's Skillwire rating. Skilltwitchers are frequently combined with jackstoppers to make their removal difficult.

Power: Negative Skill Levels: Overall; **Adv**: None; AP: 100; **Lim**: OAF, fragile (-1.25); Independent (-2); Only when inserted into a Chipjack (-1); Only up to the user's Skillwire rating (-.25)

Type	Conceal	Wt.	Cost
Skilltwitcher	-3	--	200

SQUEALERS

Formally known as location forbidder, this small box is strapped to the wrist or ankle of corporate employees or visitors. When the wearer approaches within a specified distance of a restricted area, the box emits a polite warning. At a closer distance, the device transmits a call to security and activates a siren to alert the guards in the area. For purposes of avoiding jamming, it has an effective Systems Operation Skill of 14-.

Power: Images: Normal Hearing; **Adv**: Trigger: within a specified distance of an item; AP: 5; **Lim**: OIF (-.5); Independent (-2); Does not work in magnetic fields (-.25)

Power: Radio Perception/Transmission; **Adv**: None; AP: 10; **Lim**: OIF (-.5); Independent (-2); Only to alert guards and trigger alarms (-1)

Type	Conceal	Wt.	Cost
Squealers	-3	--	200

SECURITY COUNTERMEASURES

GAS DETECTION SYSTEM
Portable gas detection systems are used to detect the presence of various knockout, toxic, and military gases.
Power: Detect Gas, Discriminatory, +1 PER Roll (per Rating); **Adv**: None; AP: 10 +1 per Rating; **Lim**: OAF (-1); Independent (-2); Does not work in magnetic fields (-.25)

Type	PER	Conceal	Wt.	Cost
Gas Detection System	+1	+1	1	Rating x 1000

MAGLOCK PASSKEYS
These sophisticated electronic devices fool a maglock with a passcard system into opening. The passkey is slotted into the cardreader just like any legitimate passcard. Use of such systems often leave the lock scrambled or sluggish in response, providing evidence that the lock has been violated. Passcards start at rating 1 with a 11- Lockpicking Skill, with each rating increasing the roll by 1.
Power: Lockpicking; **Adv**: None; AP: 5 +2 per Rating; **Lim**: OAF (-1); Independent (-2); Only to bypass passcard maglocks (-2)

Type	Conceal	Wt.	Cost
Maglock Passkey	-3	1	Rating x 10000

SEQUENCER
This device is designed is defeat keypad systems on maglocks. The device must be attached to the keypad's circuits, so the character using it must still remove the keypad's case.
Power: Lockpicking Skill; **Adv**: None; AP: 2 per Rating; **Lim**: OAF (-1); Independent (-2); Does not work in magnetic fields (-.25)

Type	SL	Conceal	Wt.	Cost
Sequencer	+1-10	-2	2	Rating x Rating x 500

ULTRASOUND DETECTOR
This simple device detects ultrasound fields that fall within its range. It will alert a user to an ultrasonic motion sensor system or someone using an ultrasound sight.
Power: Detect Ultrasound, Discriminatory, +1 PER Roll (per Rating); **Adv**: None; AP: 10 +1 per Rating; **Lim**: OAF (-1); Independent (-2); Does not work in magnetic fields (-.25)

Type	PER	Conceal	Wt.	Cost
Ultrasound Detector	+1	-3	--	40

ULTRASOUND EMITTER/DETECTOR
This device detects and analyzes the ultrasonic field produced by certain motion sensors. It can also attempt to spoof the sensor into thinking that nothing is moving through its field.
Power: Detect Ultrasound, Discriminatory, +1 PER Roll (per Rating); **Adv**: None; AP: 10 +1 per Rating; **Lim**: OAF (-1); Independent (-2); Does not work in magnetic fields (-.25)
Power: Invisibility: Ultrasonic Perception; **Adv**: Reduced END: 0 END (+.5); AP: 30; **Lim**: OAF (-1); Independent (-2); Does not work in magnetic fields (-.25); Only when moving combat speed or slower (-.5)

Type	PER	Conceal	Wt.	Cost
Ultrasound Detector	+1	-2	.5	Rating x 400

WIRE CLIPPERS
These are clippers specially designed to cut through wire such as fences or cables.
Power: 1d6+1 HKA; **Adv**: None; AP: 20; **Lim**: OAF (-1); Independent (-2); Extra Time: 1 Turn (-1.25); Only to cut through wire barriers (-2)

Type	Conceal	Wt.	Cost
Wire Clippers	-2	1	25

SURVIVAL GEAR

CHEMSUIT
A suit designed to be completely resistant to toxins and other hazardous chemicals. It is environmentally sealed and breathing is self-contained so the wearer can walk through dangerous gases without fear of harm. Only available in a full suit, so it cannot be adapted for armor use.
Power: Life Support: Immune to Radiation, Self-Contained Breathing, Immune to all terrestrial diseases and biowarfare agents, Immune to all terrestrial poisons and chemical warfare agents; **Adv**: None; AP: 32; **Lim**: 1 Fuel Charge lasting 5 hours (-.25); OIF (-.5); Independent (-2)

Type	Wt.	Cost
Chemsuit	10	4000

CLIMBING GEAR
This contains everything needed to climb, including harnesses, rope, gloves, carabineers, crampons and so forth.
Power: Climbing Skill; **Adv**: None; AP: 6; **Lim**: OAF (-1); Independent (-2)

Type	SL	Conceal	Wt.	Cost
Climbing Gear	+3	0	2	500
Rope (50 m)	--	+4	1	25

GRAPPLE GUN
This gun can shoot a grappling hook up to 150 meters. It comes equipped with an internal spool. If used as a weapon, it fires at Very Heavy Crossbow ranges and does 8d6 Normal damage.

Type	Conceal	Wt.	Cost
Grapple Gun	-1	2.25	450

GRAPPLE LINE
Braided nylon and other synthetic fibers woven together to create strong lines supporting incredibly heavy loads. Attached to grappling hooks and often thrown or fired from a grapple gun, these provide a bonus to climbing (GM discretion). Stealth grapple line is easily disposed of to prevent detection, as a catalyst stick touched to the line causes a chemical reaction that causes the line to crumble to dust in seconds. The catalyst stick is reusable.
(Stealth Grapple Line Only: **Power**: Major Transform 2d6: Rope to Dust; **Adv**: None; AP: 30; **Lim**: OAF (-1); Independent (-2); Only when touched by catalyst stick (-.5); No Range (-.5))

Type	Conceal	Wt.	Cost
Grapple Line (50 m)	+4	1	25
Stealth Grapple Line (50 m)	+4	1	50
Catalyst Stick	-5	--	120

MICROFLARES
This pen-sized flare launcher can shoot red, white, or green flares more than 200 meters. The flare will illuminate an area equal to one city block. It can also be used as a makeshift weapon.
Power: Images: Sight Group; **Adv**: x64 Radius (64" Radius) (+2.5); AP: 25; **Lim**: OAF (-1); Independent (-2); 3 Continuing charges lasting 5 minutes (-.25); Only to create light (-1)

Type	Conceal	Wt.	Cost
Microflare Launcher	0	2	50
Microflares	-4	--	75

NAV-DAT GPS
This Global Positioning System can instantly cross-reference a user's position against all known satellites and give the user's coordinates to within 2 meters. The device also comes with accurate internal digital maps accessible by datajack as well as numerous useful navigational functions.
Power: Bump of Direction Talent; Detect Coordinates, Discriminatory, PER Roll +3; **Adv**: None; AP: 21; **Lim**: OAF (-1); Independent (-2); Does not work in magnetic fields (-.25); Requires satellite data (-.25)

Type	Conceal	Wt.	Cost
Nav-Dat GPS	-2	.5	700

RESPIRATOR

This small oxygen cylinder (20 x 10 cm) connected by a plastic hose to a full or partial facemask provides enough air for several hours of moderate exertion. A pressure regulator allows the wearer to use to respirator underwater.

Power: Life Support: Self Contained Breathing; **Adv**: None; **AP**: 10;
 Lim: OAF (-1); Independent (-2); 1 Fuel charge lasting 3 hours (-0)

Type	Conceal	Wt.	Cost
Respirator	--	1	500
Pressure Regulator	--	.5	250

SURVIVAL KIT

This rugged bag contains a useful of stuff: flares, small utility knife, lighter, matches, compass, lightweight thermal blanket, several day's worth of ration bars, a water purification unit, a filter mask and any other gear the gamemaster and players think appropriate.

Type	Conceal	Wt.	Cost
Survival Kit	--	2	100

SKILLSOFTS AND CHIPS

Optical memory chips (OMCs) are small and thin memory storage devices, about 2 x 3 x 1 cm. They are the diskettes or CDs of the Shadowpunk age. Blank OMCs cost about 5¥ per Mp.

In order to control software piracy, programs are usually sold encoded into optical code chips (OCCs). OCCs are similar to OMCs, excep tthat the program inside has been "burned" into the chip. The chips crystalline lattice has been altered and the program permanently ingrained. Programs on OCCs may be copied into memory (computer, headware, etc.) but any copies of the copies are corrupted. Essentially, a copy protection system is built into the chip so that copies of the program may be made from the chip itself, but any second-generation copies are worthless. It basically prevents the creation of chip copies.

Matrix utility programs, skillsoft programs and BTL programs are all cooked into optical code chips.

Source and Object Code

A source progam, also called source code, is the original form of a program. All source programs are written in programming languages intelligible to humans. Common programming languages in the Sixth World include HoloLISP, InterMod, MATCom, and Oblong. These languages use different combinations of verbal or written input and dynamic icon manipulation to combine code icons in virtual reality and literally construct programs.

After a programmer has written the source code of a program, he can translate it into an object format. Object format is the actual "machine language", a series of linked holographic constructs that constitute executable programs. Object code gets cooked into an OCC and is loaded into memory when a utility runs.

A character must have the source code of a program to copy, upgrade or modify the program. Object-code copies of programs cannot be used to change a program. Likewise, copies of programs can only be made and given to others if the original source code is used to make the object code copies. Certain software pirates have discovered methods of "cracking" OCCs and object code in order to copy software, but they keep their secrets close to their chests.

Type	Conceal	Wt.	Cost
Optical Memory Chip	-6	--	Mp x 5

SKILLSOFT

A skillsoft is memory on a chip. When used in conjunction with the proper headware and bodyware, skillsofts allow users to know and do things they never learned in the normal fashion. Because a skillsoft's "memory imaging" encoding differs from any actual memories or learned experiences the user may already have, the skillsoft and/or skillwire system must override the user's own reflexes, abilities, and memories, forcing a reliance on the encoded capabilities.

Skillsofts come in three types: *Knowsofts* replicate Background skills such as Knowledge, Profession, or Science skills. A sub-classificaton of knowsofts is the *linguasoft*, which allows language use and replicates language skills. *Datasofts* are pure information, like that found in textbook. They do not include any application or comprehension ability. *Activesofts* replicate Agility, Combat, Intellect, or Interaction skills.

Knowsofts and datasofts can be accessed with a chipjack, piped through a datajack from a data reader, or from headware memory. A full skillwire system is required to use activesofts. The skillwire system can access activesofts from a chipjack, datajack, or from headware memory.

Additional chipjacks or datajacks can accommodate additional skillsofts. Skillsofts can be downloaded into headware memory through a datajack. Once the chip is in and the data transferred to headware memory, the user can remove the chip. If the user doesn't have enough headware memory, he must keep the chip slotted to use it. Once downloaded, the resulting program takes up the amount of space shown on the Skill Memory Table (see The Matrix) with a x2 Size Multiplier. Skillsofts are treated as Skill Levels that add +1 to the appropriate skill per rating.

Type	Conceal	Wt.	Cost
Activesoft	-6	--	Mp x 100
Datasoft	-6	--	Mp x 100
Knowsoft	-6	--	Mp x 150
Linguasoft	-6	--	Mp x 50

SKILLSOFT JUKEBOX

Essentially a portable computer with numerous ports for slotting skillsofts, the jukebox is connected via fiber-optic cable to datajack or chipjack. Through the keypad, voice, or cybernetic command (on through the datajack), the user can switch between skillsofts. Ideal for combat and other situations when switching skillsofts needs to be quick and efficient.

Type	Conceal	Wt.	Cost
Skillsoft Jukebox	+4	1	Ports x Mp x 20

AUTONAV MAP CHIPS

These are detailed maps available for all urban areas, these allow vehicles with rating 2 autonav and higher to follow any mapped route as long as it does not cover terrain classified as rough.

Type	Conceal	Wt.	Cost
Autonav Map Chips	-6	--	25

BETTER-THAN-LIFE CHIPS (BTLs)

BTL chips are simsense recordings that have been cut without signal peak controllers. Most BTLs have had their signal intensities jacked up across the board, outputting high-amplitude ASIST and directly stimulating the pleasure centers of the brain.

BTL chips come in two playback formats. The Dreamdeck chip requires a simsense deck that has been modified to produce BTL signals (a fairly simple modification). The Direct Input Chip is designed to be slotted into a datajack or chipjack; it contains all the necessary electronics. Both are designed to burn out after one use, though they can be modified to bypass that feature.

A wide variety of BTLs circulate on the street. Some versions cut out the RAS override, allowing the user to walk and talk while chipping. Some are only track loops of one particular euphoric or intense emotion. A variety called personafix modifies the basic personality responses of the user along specific psychological lines, or even to create an artificial personality based on a famous or historical figure.

BTL is highly addictive, and many users loop themselves into continuous playback. Extended use can result in numerous unpleasant side effects, including catatonia, multiple personality disorder, amnesia, flashbacks, mania, synesthesia (sensory crossover), and even death. Most BTL users die from accidents while under the influence, or from malnutrition, dehydration or suicide.

Type	Conceal	Wt.	Cost
BTL Direct Input Chip	-6	--	250
BTL Dreamdeck Chip	-6	--	100
BTL Simdeck Modification	NA	NA	250

BIOTECH

BIOMONITOR

A small, compact device worn over the wrist, upper arm or heart that measures the bearer's life signs – heart rate, blood pressure, temperature, etc. It can even analyze blood, sweat, and skin samples. Biomonitors are designed to transmit this data to a receiver display unit. Most models come with a built-in transmitter and include the readout units in the cost; at the same cost, a secondary model can easily be hooked up to a vidlink or other transmitter to simultaneously transmit info with video feed or other signals. It has an effective Systems Operation Skill of 11- for jamming purposes.

Power: Skill Levels: Paramedic, PS: Doctor, Science: Biochemistry; **Adv**: None; AP: 9; **Lim**: OAF (-1); Indpendent (-2); Does not work in magnetic fields (-.25); Only when diagnosing the user (-1)

Type	SL	Conceal	Wt.	Cost
Biomonitor	+3	-6	1	1000

DOCWAGON™ CONTRACT

DocWagon™ offers first-class medical care on a 24-hour, house (or street) call basis. Four contract services are available: basic, gold, platinum, and super-platinum. A DocWagon™ contract requires filing of tissue samples (held in a secure vault staffed by bonded guards and mages) and comes with a sealed-band, direct-dial wrist phone, which also serves as a homing beacon for roving DocWagon™ ambulances, choppers, and AVs. It has an effective Systems Operation Skill of 11- for jamming purposes. Rupture of the band will alert the DocWagon™ representative.

Once a call from a contract-holder is confirmed, most DocWagon™ franchises guarantee arrival of a trauma team in less than ten minutes, or else the immediate medical care is free. Resuscitation service carries a high premium, as does High Threat Response (HTR) service. In the latter case, the client (or his heir) is expected to pay medical bills up to and including death compensation for DocWagon™ employees. Gold service includes one free resuscitation per year, a 50 percent reduction on HTR service charges, and a 10 percent discount on extended care. Platinum service includes four free resuscitations per year, no HTR service charges (though death compensation still applies), and a 50 percent discount on extended care. Super-Platinum service have five free resuscitations per year, do not have to pay for HTR service charges or death compensation, and have 75 percent discounts on extended care. Super-Platinum subscriber wristphones also contains a biomonitor that will automatically call DocWagon™ if the client's life signs ever stray beyond "safe" parameters, as well as triggering an audible alarm.

DocWagon™ will not respond to calls on extraterritorial government or corporate property without permission from that controlling authority.

Type	Cost
DocWagon™ Basic Service	5000¥ per year
DocWagon™ Gold Service	25000¥ per year
DocWagon™ Platinum Service	50000¥ per year
DocWagon™ Super-Platinum Service	100000¥ per year

MEDKIT

The Sixth World medkit is well equipped to handle most typical medical emergencies. It includes drug supplies, bandages, tools and even a "doctor" – an expert system (Paramedics 12-) designed to diagnose problems from information given by the user. The system will request more information if the diagnosis is unclear. Having determined the course of action, it will advise the user on techniques. Medkits are not infallible, and a standard waiver of liability must be filed with the manufacturer upon purchase. Most models will advise users of their inability to supply proper treatment, as well as issuing reminders when their stocks of expendable materials are low. Roll 1d6 after using a medkit. On a roll of 1, the supplies of the medkit run out and need to be restocked.

Type	Conceal	Wt.	Cost
Medkit	+5	3	200
Medkit Supplies	--	--	50

ORGANIC REPLACEMENTS

Vat-grown replacement tissues and organs are readily available. Most common are "Type O" products tailored for minimal rejection reaction, though they require a program of tailored immuno-suppressant treatment to prevent a body's rejection of the transplant. The safest transplant material is grown from the samples of the patient's own cells. Regrettably, no replacements for brain or nervous tissue are yet available, and fully viable clones only exist in the realm of fiction.

Type	Base Time to Grow	Cost
Eye or Small Organ	3 weeks	7500
Large Organ	5 weeks	15000
Hand/Foot	6 weeks	15000
Limb	8 weeks	25000

STABILIZATION UNIT

An enclosed capsule with carrying handles, this unit is designed to stabilize a critically wounded person until proper medical care can be applied. It is standard equipment on DocWagon™ vehicles and in use with all the better ambulance services. Stabilization units automatically stabilize any person placed inside. They do their job so well that the patient receives a bonus of +3 REC for the next month that only helps to heal their wounds.

Power: 2d6 Aid to REC; **Adv**: Fade: 5 AP per month (+2); AP: 60; **Lim**: OAF (-1); Independent (-2); Only to heal from current wounds (-1)

Power: 1d6 Healing (Regeneration); **Adv**: Reduced END: 0 END (+.5); Persistent (+.5); AP: 20; **Lim**: OAF, Bulky (-1.5); Independent (-2); Extra Time: 1 Turn (-1.25); Only for targets at 0 Body or below (-1)

Type	Wt.	Cost
Stabilization Unit	30	15000

SLAP PATCHES

Slap patches are adhesive drug-dispensers that release measured doses to allow continual, safe administration of necessary chemicals. Patches must be applied directly against the patient's skin. Dermal plating or sheathes hinder their effects (reduce the effect of the patch by the resistant physical defense of the implant), and blood filtration implants reduce their effects by their power defense, which makes them all but useless.

ADRENALINE PATCH

This patch releases concentrated adrenaline stimulators and supplements to give the character instant energy. The effects of the patch wear off in 10 minutes, and at that time if the character loses his entire END, he pays the rest in STUN as normal.

Power: Aid: END; Adv: Fade: 5 AP per 10 Minutes (+.75); AP: 105; Lim: OAF, Expendable (-1.25); Independent (-2); 1 Charge

Type	Aid	Wt.	Cost
Adrenaline Patch	3d6	--	100

ANTIDOTE PATCH

This patch releases a broad-spectrum antidote to aid the patient in resisting the effects of a toxin. If applied immediately after exposure (before the damage is applied) the antidote patch gives 8 Power Defense.

Power: Power Defense; **Adv**: Usable as Attack (+1); AP: 16; **Lim**: 1 continuing charge lasting 5 minutes (-.75); OAF, Expendable (-1.25); Independent (-2); Only when in contact with user's skin (-.25)

Type	Power Defense	Wt.	Cost
Antidote Patch	+8	--	400

STIMULANT PATCH

This patch releases a non-addictive stimulant to keep a character awake at times when awareness is vital. The effects of the patch wear off in 10 minutes. The patch restores 6d6 AP of STUN.

Power: Aid: STUN; **Adv**: Fade: 5 AP per 10 Minutes (+.75); AP: 105; **Lim**: OAF, Expendable (-1.25); Independent (-2); 1 Charge (-2)

Type	Aid	Wt.	Cost
Stimulant Patch	6d6	--	150

TRANQ PATCH

This patch is designed to anesthetize patients in preparation for medical attention. Tranq patches are also used in some circles to sedate unruly prisoners. The patch does 10d6 Stun.

Power: Energy Blast; **Adv**: AVLD: Power Defense (+1.5); AP: 12.5 per Rating; **Lim**: OAF, Expendable (-1.25); Independent (-2); No Range (-.5); 1 Charge (-2)

Type	EB	Wt.	Cost
Stimulant Patch	10d6	--	250

TRAUMA PATCH

This patch is the last-ditch hope of a victim unable to receive medical care. The trauma patch must be placed over the victim's heart directly on the skin, and automatically stabilizes that person.

Power: 1d6 Healing (Regeneration); **Adv**: Persistent (+.5); AP: 15; **Lim**: OAF, Expendable (-1.25); Independent (-2); Extra Time: 1 Turn (-1.25); 1 continuing charge lasting 20 minutes (-.5); Only for targets at 0 Body or below (-1)

Type	Wt.	Cost
Trauma Patch	--	500

DRUGS

Most drugs have a chance for addiction, physical tolerance and so on, though a GM should be able to discuss with a drug abusive character the chances of such a thing happening. Drugs can be very beneficial, but a GM should recognize that there are drawbacks to abuse and take steps to ensure there is a negative side to the habitual use of drugs.

ACTH

Adrenocorticotrophic hormone (ACTH) is a naturally occurring hormone used primarily as a trigger for voluntary activation of the adrenal pump. Packaged in inhalers with six doses, once administered it instantly activates the adrenal pump. Though ACTH is not addictive, a tolerance builds up over time, rendering it ineffective as an external trigger.

Type	Vector	Speed	Cost
ACTH	Inhale	Instant	100

BLACK LACE

A high-powered version of the drug Dorph, which imparts euphoria, adrenaline rush, and invulnerability to pain. Black Lace is deadly. Users of Black Lace become fearless, cold-blooded killing machines, which is exactly what the military designers had in mind from the start.

Power: 3d6 Aid: STR, CON, BODY; **Adv**: Three characteristics simultaneously (+.75); Fade: 5 AP per minute (+.25); AP: 60; **Lim**: 1 Charge (-2), IIF (-.25); Independent (-2); Side Effect: Forced Disadvantage (Psychopathic Killer, Very Common, Total) with Activation 10- (-.5)

Power: CON +10; **Adv**: None; AP: 20; **Lim**: Only to resist being stunned (-1); 1 Continuing charge lasting 5 minutes (-.75), Linked to Aid (-.5); IIF (-.25); Independent (-2); Side Effect: Forced Disadvantage (Psychopathic Killer, Very Common, Total) with Activation 10- (-.5)

Power: EGO +5; **Adv**: None; AP 10; **Lim**: 1 Continuing charge lasting 5 minutes (-.75); Linked to Aid (-.5); IIF (-.25); Independent (-2); Side Effect: Forced Disadvantage (Psychopathic Killer, Very Common, Total) with Activation 10- (-.5)

Type	Vector	Speed	Cost
Black Lace	Inject	Instant	1500

DORPH

Designed as a combat drug and painkiller, Dorph causes endorphins to race through the body, reducing pain and stress. Dorph allows the user to reduce the effects of stun or shock. A side effect of Dorph is that it causes some short-term damage to the nervous system and reflexes.

Power: 3d6 Aid: CON, STUN; **Adv**: Two characteristics simultaneously (+.5); Fade: 5 AP per hour (+1); AP: 75; **Lim**: IIF (-.25); Independent (-2); 1 charge (-2); Side Effect: 3d6 SPD Drain; Fade: 5 AP per hour, Trigger: after Aid wears off (-1)

Type	Vector	Speed	Cost
Dorph	Inject	Instant	400

JAZZ

Developed by Lone Star's R&D Division, Jazz was designed to better the odds for run-of-the-mill law-enforcement officers who run up against wired and chromed street samurai. Designed as "energizers", jazz significantly boosts the user's reflexes and reactions for a short period. Jazz users frequently suffer a crash period, where they are flooded with despondent and miserable emotions, and long-term users suffer brutal side effects.

Power: 2d6 Aid: DEX, SPD; **Adv**: Two characteristics simultaneously (+.5); Fade: 5 AP per 5 minutes (+.5); AP: 40; **Lim**: IIF (-.25); Independent (-2); 1 charge (-2); Side Effect: 4d6 Ego Attack, Trigger: after Aid wears off (-.5)

Type	Vector	Speed	Cost
Jazz	Inhale	Instant	40

KAMIKAZE

Kamikaze is a tailored amphetamine combat drug. In moderate doses, kamikaze can give users an edge, somewhat equalizing the odds when unaugmented (either biologically or cybernetically) individuals face augmented opponents in combat. As use continues and addiction grows, the individual requires larger doses, and adverse side effects begin to manifest. Large doses can cause excitement, tremors, momentary euphoria and dilated pupils. Excess doses (bordering on overdose levels) cause anxiety, hallucinations, and uncontrolled muscular movements. Anything higher leads to death. The repeated use of Kamikaze has a destructive effect on the user's metabolism. Every 4 applications of the drug inflict an automatic ½d6 points of Cyberware or Bioware damage.

Power: 1d6 Aid: STR, DEX, BODY, EGO; **Adv**: Four characteristics simultaneously (+1); Fade: 5 AP per minute (+.25); AP: 23; **Lim**: IIF (-.25); Independent (-2); 1 Charge (-2); Side Effect: 1d6 Drain: DEX, EGO, Two characteristics simultaneously, Fade: 5 AP per minute, Trigger: After Aid wears off, Linked to ½d6 RKA, NND (Defense is Blood Filtration system), Does Body, Trigger: Every 4th dose, Only to do Cyberware or Bioware damage (-.5)

Type	Vector	Speed	Cost
Kamikaze	Inhale	Instant	50

PRIME

This drug narrows the user's concentration down to a highly focused point and eliminates extraneous emotion, making the user extremely cold and rational.

Power: 2d6 Aid: EGO; **Adv**: Fade: 5 AP per hour (+1); AP: 40; **Lim**: IIF (-.25); Independent (-2); 1 charge (-2); Side Effect: 2d6 Drain: EGO, Fade: 5 AP per day, Trigger: After Aid wears off (-1); Extra Time: 1 minute (-1.5)

Power: Perception: All +2; Adv: None; AP: 6; Lim: IIF (-.25); Independent (-2); Linked to Aid (-.5); 1 continuing charge lasting 6 hours (-0)

Type	Vector	Speed	Cost
Prime	Ingest	1 min	150

PSYCHE

This designer smart drug, allegedly produced by MCT, is especially prized by magicians.

Power: 2d6 Aid: INT, EGO; **Adv**: Fade: 5 AP per 6 hours (+1.25); AP: 45; **Lim**: IIF (-.25); Independent (-2); 1 charge (-2); Extra Time: 10 minutes (-2)

Type	Vector	Speed	Cost
Psyche	Ingest	10 min	500

SPEEDHEAL

Speedheal is designed to enhance the body's natural healing process. The side effect of this drug are reduced coordination, lack of energy, and very slow reflexes while the drug is in effect.

Power: 3d6 Aid: REC; **Adv**: Fade: 5 AP per week (+1.5); AP: 75; **Lim**: IIF (-.25); Independent (-2); 1 Charge (-2); Side Effect: 3d6 Drain: DEX, Fade: 5 AP per week (-1); Extra Time: 10 minutes (-2)

Type	Vector	Speed	Cost
Speedheal	Ingest	10 min	250

TOXINS AND DISEASES

ATROPINE

Atropine is a distilled alkaloid and the active component of the medicinal agent belladonna, which is derived from the nightshade plant. Extreme in its action, it is a tranquilizer that relaxes the involuntary muscle system. Powerful and poisonous, atropine is effective in doses measuring 0.3 to 0.6 milligrams. It works internally by acting on the vagus nerve, inhibiting the actions of the organs.

Victims of atropine poisoning experience the following symptoms: increased pulse rate, dryness of mouth, inability to focus on near objects, mental confusion, hallucinations, hot and dry skin, hyperpyrexia (high fever because of the inability to sweat). Some subjects may also develop a rash

Power: 12d6 Drain: BODY; **Adv**: Fade: 5 AP per 6 hours (+1.25); AP: 150; **Lim**: Gradual Effect: 1 hour (-1.25); IIF (-.25); Independent (-2); 1 Charge (-2)

Type	Vector	Speed	Cost
Atropine	Inject	Instant	600

CS/TEAR GAS

Commonly referred to as tear gas, CS gas is an irritant that affects the skin, eyes and mucous membranes, causing them to burn and water. It also stimulates a psychological panic response—increased heart rate, shortness of breath and so forth. Filtration systems reduce the effects of CS Gas by 1 per 5 points of power defense.

Power: Change Environment: -4 to DEX Rolls, DEX-based skills, EGO Rolls, OCV, and DCV **Adv**: None; AP: 68; **Lim**: IIF (-.25); Independent (-2); 1 Continuing charge lasting 5 minutes (-.75); Extra Time: 1 Turn (-.5); Lesser effect against targets with air filtration systems (-.25)

Type	Vector	Speed	Cost
CS/Tear Gas	Contact or Inhale	1 Turn	10

CYANIDE

Cyanide is one of the most rapidly acting of all poisons. Its presence is noted by a momentary burning sensation in the mouth (if cyanide is swallowed or inhaled), the smell of bitter almonds, and an almost instant lapse into spasmodic breathing.

Cyanide works by inhibiting and blocking the enzyme that controls the oxygen release from red blood cells. The result is death by cellular asphyxiation. Oxidizing agents, such as hydrogen permanganate, can transform cyanide into a harmless examine, but they must be applied immediately.

Power: 7d6 Drain: BODY; **Adv**: Fade: 5 AP per day (+1.5); AP: 175; **Lim**: IIF (-.25); Independent (-2); 1 Charge (-2); Extra Time: 1 minute (-1)

Type	Vector	Speed	Cost
Cyanide	Ingest, Inhale, Inject	1 min	360

FUGU NEUROTOXINS

This is a deadly poison that is injected or eaten, and many shady organizations use this family to torture captured prisoners. Fugu is based on one of the deadliest neurotoxins in the natural world.

Power: Drain: BODY; **Adv**: Fade: 5 AP per day (+1.5); AP: 75/150/200; **Lim**: IIF (-.25); Independent (-2); 1 Charge (-2)

Type	Drain	Vector	Speed	Cost
Fugu-5	3d6	Ingest or Inject	Instant	10000
Fugu-6	6d6	Ingest or Inject	Instant	20000
Fugu-8	8d6	Ingest or Inject	Instant	30000

GREEN RING

The Green Ring family is colorless and odorless nerve gasses developed from research done in the 1970s. The victims suffer from cramping, nausea, and double vision

Power: Drain 1: BODY; **Adv**: Fade: 5 AP per day (+1.5); AP: 100/125; **Lim**: IIF (-.25); Independent (-2); 1 Charge (-2)

Power: Drain 2: STR, DEX, CON; **Adv**: Three characteristics simultaneously (+.75); Fade 5 AP per 5 minutes (+.5); AP: 55/110; **Lim**: IIF (-.25); Independent (-2); 1 Charge (-2); Linked to Drain (-.5)

Type	Drain	Vector	Speed	Cost
Green Ring-3	4d6	Contact or Inhale	Instant	500
Green Ring-8	5d6	Contact or Inhale	Instant	800

HYPER

Hyper is a direct neural stimulator, acting on the nerves connected to the temporal and occipital lobes of the brain. These sections of the brain interpret most nervous sensations, including taste, smell, sound, and sight. The drug known as hyper artificially produces the effects of hyperaithesia, a condition of excessive sensitivity to sensory stimuli, resulting in pain from even the most minor sensations. A tap, for example, feels like a sharp blow, a whisper, becomes a shout, and so on. Filtration systems reduce the effects of Hyper by 1 per 5 points of power defense.

Power: Change Environment: -3 to DEX Rolls and Skills, INT Rolls and Skills, OCV and DCV; **Adv**: AP: 54; **Lim**: IIF (-.25); Independent (-2); 1 Continuing charge lasting 5 minutes (-.75); Lesser effect against targets with air filtration systems (-.25)

Power: 3d6 Ego Attack; **Adv**: None; AP: 30; **Lim**: IIF (-.25); Independent (-2); Power Defense applies (-.5)

Type	Vector	Speed	Cost
Hyper	Inhale or Inject	Instant	180

MAO

Monoamine oxidase (MAO) is an enzyme that promotes rapid oxidation of adrenaline, thus removing the effects of adrenaline. It can be used to counter the effects of the adrenal pump.

Power: 2d6 Drain: SPD, DEX, STR, EGO; **Adv**: Four characteristics simultaneously (+1): Fade: 5 AP per minute (+.25); AP: 45; **Lim**: IIF (-.25); Independent (-2); 1 Charge (-2)

Type	Vector	Speed	Cost
MAO	Inject	Instant	280

NARCOJECT

A drug intended to incapacitate rather than kill an opponent. It is typically delivered in dart form, though only contact is needed for it to take effect.

Power: 8d6 EB; **Adv**: AVLD: Power Defense (+1.5); AP: 100; **Lim**: IIF (-.25); Independent (-2); 1 Charge (-2)

Type	Vector	Speed	Cost
Narcoject	Contact or Inject	Instant	150

NAUSEA GAS

Designed to incapacitate riotous crowds and break their willingness to cause disturbance, nausea gas is a potent and loathed weapon. Filtration systems reduce the effects of Hyper by 1 per 5 points of power defense.

Power: Change Environment: -4 to DEX Rolls and Skills, INT Rolls and Skills, OCV and DCV; **Adv**: AP: 72; **Lim**: IIF (-.25); Independent (-2); 1 Continuing charge lasting 5 minutes (-.75); Lesser effect against targets with air filtration systems (-.25)

Type	Vector	Speed	Cost
Nausea Gas	Inhale	1 Turn	10

NEURO-STUN

Similar to Narcoject but delivered in gas form, the many varieties of Neuro-Stun gas are effective at putting down crowds when needed.

Power: Energy Blast; **Adv**: AVLD: Power Defense (+1.5); AP: 50/100/150; **Lim**: IIF (-.25); Independent (-2); 1 Charge (-2); Extra Time: 1 Turn (-.5)

Type	EB	Vector	Speed	Cost
Neuro-Stun VIII	4d6	Contact or Inhale	1 Turn	10
Neuro-Stun IX	8d6	Contact or Inhale	1 Turn	20
Neuro-Stun X	12d6	Contact or Inhale	1 Turn	30

PEPPER PUNCH

Pepper Punch uses oreocapsicum, derived from hot peppers, as an active ingredient. It is mixed with other irritants, such as CS gas, and deployed as a gas, liquid or foam spray. Liquids and foams frequently incorporate ultraviolet dye so that the target may be identified later.

SHADOWPUNK—EQUIPMENT

A victim dosed with pepper punch feels an intense burning on any affected skin, and his eyes and nose will water. Filtration systems reduce the effects of Hyper by 1 per 5 points of power defense.
Power: Change Environment: -4 to DEX Rolls and Skills, INT Rolls and Skills, OCV and DCV; **Adv**: AP: 72; **Lim**: IIF (-.25); Independent (-2); 1 Continuing charge lasting 5 minutes (-.75); Lesser effect against targets with air filtration systems (-.25)

Type	Vector	Speed	Cost
Pepper Punch	Contact or Inhale	1 Turn	5

SEVEN-7
Seven-7 is a cutting edge war gas developed by Mitsuhama and it is colorless and odorless. It has very similar effects to Green Ring-8, but is far more deadly.
Power: 10d6 Drain: BODY; **Adv**: Fade: 5 AP per day (+1.5); AP: 250; **Lim**: IIF (-.25); Independent (-2); 1 Charge (-2)
Power: 4d6 Drain: STR, DEX, CON; **Adv**: Three characteristics simultaneously (+.75); Fade 5 AP per 5 minutes (+.5); AP: 110; **Lim**: IIF (-.25); Independent (-2); 1 Charge (-2); Linked to Body Drain 1 (-.5)

Type	Vector	Speed	Cost
Seven-7	Contact or Inhale	1 Turn	1000

CHEMTECH

ACIDS
Most acids are relatively mild; they are used as solvents and generate heat when mixed with water. Typically, it is dangerous to add water to acids, as it causes a reaction in which the acid might froth and splash the area. Mild acids may have some caustic effects on skin; they are particularly dangerous to eyes, and poisonous if taken internally. Stronger concentrated acids are more dangerous and can cause severe burns. They are highly corrosive, capable of dissolving metals and alloys. Acids must be kept in containers that will not corrode. If handled properly, acids can be used for creative endeavors such as melting through locks and doors, etching walls or windows, and even as a weapon. Acid burns generate nasty scars and can be used to blind individuals.
Power: Killing Attack—Ranged; **Adv**: Penetrating (+.5); Continuous (+1); Uncontrolled (+.5); AP: varies; **Lim**: OAF, Fragile (-1.25); Independent (-2); 1 Continuing Charge lasting 5 minutes (-.75)

Type	RKA	Wt.	Cost
Acid	Rating x 1 DC	--	Rating x 500

DIKOTE
Dikote is a process that deposits a thin diamond film on any solid surface. The diamond film imparts more structural strength and resilience. Dikoted surfaces are smooth and relatively frictionless, conduct heat well and can be modified to conduct electricity. Not everything can be glazed with Dikote. The item treated must be able to withstand the heat generated by the plasma used in the glazing process. Cloth and plastic cannot be coated, though ceramics and most metals can. Dikoting an object adds +1 DEF (+1 rPD/+1 rED). Dikoting a melee weapon adds +1 DC to the base damage of the weapon.

Type	Wt.	Cost
Dikote	--	1000 per cm^2

MAGICAL GEAR

EXPENDABLE SPELL FOCUS
Expendable foci are enchanted to provide a boost of energy for casting a single spell. Once the focus is used, its energy is spent and the focus is consumed. Expendable foci are popular because they do not require any points to bond, and are inexpensive. An expendable spell focus is created for a single category of spells (combat, detection, etc.) and can be used with any spell of that category. When used, add a total of rating x 10 Active Points to the Multipower Pool and the spell itself to determine the effect. This focus is activated ahead of time and awaits a trigger from the user to take effect.
Power: Aid +3d6 Magic; **Adv**: Variable Effect: Magic Attribute and a Single Spell (+.25); Reduced END: 0 END (+.5); AP: 26 per Rating; **Lim**: OAF, Expendable (-1.25); Independent (-2); 1 charge (-2)

Type	Aid	Wt.	Cost
Expendable Spell Focus	+10	--	Rating x 1500

SPECIFIC SPELL FOCUS
A specific spell focus provides extra power equal to its force when casting a specific spell. When used, add a total of rating x 10 Active Points to the Multipower Pool and the spell itself to determine the effect. Note that it takes a half-phase action to activate the focus.
Power: Aid +3d6; **Adv**: Variable Effect: Magic Attribute and a Single Spell (+.5); Reduced END: 0 END (+.5); Persistent (+.5); Standard Effect (+0); AP: 75 per Rating; **Lim**: OAF (-1); Independent (-2)
Bonding Cost: Rating x 6

Type	Aid	Wt.	Cost
Expendable Spell Focus	+10	--	Rating x 45000

SPELL CATEGORY FOCUS
A spell category focus is useful for all spells of a single category, chosen at the time when it is purchased. When used, add a total of rating x 10 Active Points to the Multipower Pool and any spells of a particular category to determine the effect. Note that it takes a half-phase action to active the focus.
Power: Aid +3d6; **Adv**: Variable Effect: Multipower Pool and all Slot of Magic of a particular category (+1); Reduced END: 0 END (+.5); Persistent (+.5); Standard Effect (+0); AP: 90 per Rating; **Lim**: OAF (-1); Independent (-2)
Bonding Cost: Rating x 7.5

Type	Aid	Wt.	Cost
Spell Category Focus	+10	--	Rating x 75000

SPELL SUSTAINING FOCUS
A spell sustaining focus is used to by magicians to sustain spells without conscious effort from the magician. The spell is cast, and the focus activated, and the spell continues until the focus runs out of Endurance. The END cost is standard for the spell (there is no reduction for resisting drain). The focus is only for a single specific spell, chosen when the focus is bonded.
Power: END Reserve; **Adv**: None; AP: 20 per Rating; **Lim**: OAF (-1); Independent (-2); Only for a single spell (-1)
Bonding Cost: Rating x 1

Type	END	REC	Wt.	Cost
Spell Sustaining Focus	100	10	--	Rating x 30000

SPIRIT FOCUS
A spirit focus increases the magicians abilities with a single type of elemental or nature spirit. The type of spirit must be declared when the focus is purchased. The magician can choose to apply one of the following abilities when using the focus in dealing with the declared spirit type: Skill Levels: Conjuring +3; Dispel +3d6; PRE +10 (Only for determining Spirit Services (-1). These are per Rating, so a rating 4 Spirit Focus would grant +12 Conjuring, +12d6 Dispel, +40 PRE
Power: Variable Power Pool 10 Points; **Adv**: Powers can be changed as a 0-phase action (+1); No skill roll required (+1); AP: 45 per Rating; **Lim**: Very limited class of powers (-1); OAF (-1); Independent (-2)
Point Cost: Rating x 2

Type	Wt.	Cost
Spirit Focus	--	Rating x 60000

POWER FOCUS
A power focus is the most flexible, and the most powerful of foci. It increases the owner's magic attribute by Rating x 10, allowing him to learn higher force spells
Power: Aid +3d6; **Adv**: Variable Effect: Magic Attribute and all Slot of Magic (+2); Reduced END: 0 END (+.5); Persistent (+.5); Standard Effect (+0); AP: 120 per Rating; **Lim**: OAF (-1); Independent (-2)
Point Cost: Rating x 10

Type	Aid	Wt.	Cost
Power Focus	+10	--	Rating x 105000

WEAPON FOCUS

Weapon foci are magical melee weapons. Any Awakened character can bond and use a weapon focus. An active weapon focus adds its Rating in Overall Combat Skill Levels that can be when wielding the weapon in combat. Weapon foci also accompany the character into Astral Space, and also allows the wielder to bypass most of the defenses of spirits against normal weapons.

All weapon foci require the magical metal orichalcum in their construction. Orichalcum is an alloy of copper, gold, silver, and mercury, which can only be created by magic. It is a rich orange-gold color, and legend holds that it was invented in the ancient city of Atlantis.

Weapon foci can only be melee weapons, for the nature of magic prevents enchanting of magical missiles. As magic only functions in the hands of a magician, an enchanted missile would become non-magical as soon as it was loosed.

Power: Aid: HKA, or HA; **Adv**: Reduced END: 0 END (+.5); AP: 22.5 per Rating; **Lim**: OAF (-1); Independent (-2); Only usable by magicians (-1)

Power: Combat Skill Levels: Overall; **Adv**: None; AP: 8; **Lim**: OAF (-1); Independent (-2); Only usable by magicians (-1)

Point Cost: Rating x 2

Type	Aid	CSL	Wt.	Cost
Weapon Focus	+10	+1	--	Rating x 100000

WEAPON ACCESSORIES

BAYONET

A bayonet is a long knife designed to be attached under the barrel of a rifle-sized weapon. When wielded in melee combat from the end of the weapon, in similar fashion to a spear, using the Pole Arm weapon familiarity. The bayonet can also be detached and wielded as a standard knife using the Blades weapon familiarity.

Type	Conceal	Wt.	Cost
Bayonet	+1	.75	50

BIOMETRIC SAFETY

A weapon modified with this system has a specialized biometric ID reader built into the weapon's grip and attached to the weapon's internal safety mechanism. The owner's palmprint is stored in the system's encrypted firmware. When the weapon is picked up, the reader scans for the correct palmprint and only deactivates the safety if the print matches. If the match fails, the safety remains on and the gun may not be fired.

Type	Conceal	Wt.	Cost
Biometric Safety	--	.1	2250

BIPOD

Bipods are two-legged braces that extend downward from the weapon, allowing the weapon to be fired low to the ground with the user in a sitting or lying position. A bipod uses the underbarrel mount, modifies weapon concealability by –2 (-1 when folded), and reduces the strength minimum of the weapon by 10 when bracing.

Type	Conceal	Wt.	Cost
Bipod	+2	2	350

BOW ACCESSORY MOUNT

This lightweight gadget allows bows and crossbows to mount a single imaging or SmartLink system accessory. The smartlink system can only be used if the character has a smartlink induction pad in the hand with which they hold the bow (or is using smartgoggles).

Type	Conceal	Wt.	Cost
Bow Accessory Mount	+1	.1	100

CONCEALABLE HOLSTER

Custom-fitted to the wearer, the holster can be designed for wear over the hip, in the small of the back, under the arm, on the forearm or on the ankle. It grants –4 to the Concealability of the pistol it was designed to hold.

Type	Conceal	Wt.	Cost
Concealable Holster	-4	.1	100

FLASHLIGHT

This tactical light illuminates whatever is in the weapon's sight up to a distance of 20 meters. The cone of light is narrow, concentrating the illumination in a small area. In addition, the lens is recessed, making it difficult for those not directly in the light's path to trace its source. Low-light and infrared versions of the flashlight are also available. The low-light version uses soft red light to illuminate an area for characters with low-light vision. The infrared version provides illumination for characters with thermographic vision.

Type	Conceal	Wt.	Cost
Standard Flashlight	+1	.25	50
Low-Light Flashlight	+1	.25	250
Infrared Flashlight	+1	.25	450

FLASH SUPPRESSER

Similar to a sound suppresser, the Flash Suppresser reduces the flash the comes from the barrel when the weapon is fired. The flash suppresser is typically a cylindrical device that screws onto the barrel of the weapon.

Type	Conceal	Wt.	Cost
Flash Suppresser	+1	.5	250

GAS VENTING SYSTEM

This system vents a weapon's barrel gases at a specific vector to counter barrel climb. These systems are all barrel-mounted, and subtract from the weapon's concealability by −1. The gas vent system reduces the strength minimum of the weapon by 5 when fired on Autofire.

Type	Conceal	Wt.	Cost
Gas Venting System	+1	.75	500

GRENADE LAUNCHER

This is an underbarrel mounted grenade launcher attached to rifle sized weapons. It fires just like a normal grenade launcher. The base cost includes a grenade launcher that holds 1 shot in it's magazine. For an increase in magazine size (8 max) add 50 nuyen.

Type	Conceal	Wt.	Cost
Grenade Launcher	+1	.75	200
Per +1 Magazine Max	--	--	+50

GUNCAM

The guncam is a miniaturized video camera that records whatever the gun is targeting. The device can be either externally linked to a recording device or it can include a miniaturized vidlink transmitter, allowing the images to be transmitted to a receiver elsewhere. The transmitter has a Systems Operation Skill of 11- for purposes of jamming.

Type	Conceal	Wt.	Cost
Guncam	+1	.25	1000
Guncam Transmitter	+1	.25	2500

GYRO-STABILIZED MOUNT

These systems consist of a heavy upper-body harness with an attached, articulated, gyro-stabilized arm that mounts a rifle or heavy weapon. The gyro-stabilized mount neutralizes recoil allowing a weapon to be fired more accurately and with less exertion from the wielder. The standard model reduces the strength minimum by 10, and the deluxe gyromount reduces the strength minimum by 15.

Type	Conceal	Wt.	Cost
Standard Gyromount	+5	6	2500
Deluxe Gyromount	+6	8	6000

HI-POWER SCOPE

Like a normal scope, but with higher magnification, this accessory mounts on top of the weapon and provides its benefits when bracing.

Type	Conceal	Wt.	Cost
Hi-Power Scope	+1	.25	250

LASER SIGHT

This device projects a laser beam to produce a glowing red spot on the target. The sight activates when the user touches the trigger. Laser sights may not be used with a smartlink system, and are available in underbarrel or top-mounting versions. Laser sights may be removed from the weapon by taking a full-phase action.

Type	Conceal	Wt.	Cost
Laser Sight	+1	.25	400

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LOW-LIGHT SCOPE

A normal or hi-power scope that provides low-light vision through the scope. The wielder must brace to use the scope.

Type	Conceal	Wt.	Cost
Low-Light Scope	+1	.25	1500

MICROMETER SIGHT

A more accurate sight than normal sights, the character must brace to gain the benefits of this sight.

Type	Conceal	Wt.	Cost
Micrometer Sight	0	--	150

NORMAL SCOPE

An aligned scope mounted on the top of a weapon that provides its benefits only when bracing.

Type	Conceal	Wt.	Cost
Normal Scope	+1	.25	200

QUICK-DRAW HOLSTER

This holster is specially designed so that a weapon may be quickly pulled and fired. A character who attempts to Fast Draw a pistol sized weapon from a quick draw holster gains +2 Skill Levels to Fast-Draw. The Quick-Draw Holster comes in standard and concealable versions. The concealable version also grants –2 to the Concealability of the pistol it was designed to hold.

Type	Conceal	Wt.	Cost
Quick-Draw Holster	--	.1	100
Concealable Quick-Draw Holster	-2	.1	150

SHOULDER STOCK

A rigid or folding stock can be added to SMG-sized weapons. The shoulder stock reduces the strength minimum by 2, but it also reduces concealability by –2 (or –1 when folded).

Type	Conceal	Wt.	Cost
Shoulder Stock	+2	.5	100

SILENCER

A silencer is a barrel-mounted accessory that reduces the sound and flash of a semi-auto weapon's discharge. A silencer reduces concealability by –1, and requires a full-phase action to install or remove.

Type	Conceal	Wt.	Cost
Silencer	+1	.2	150

SLING

Made from nylon or cloth and attached to the barrel and stock, a sling allows the user to hang the gun from their shoulder and makes it less likely that they will drop it in combat or other difficult situations. Slings can only be attached to submachine guns, rifles, and shotguns.

Type	Conceal	Wt.	Cost
Sling	--	.1	20

SMARTGUN LINK

Available in internal and external versions, the smartgun system provides a feedback circuit relating the gun's angle of fire to the shooter's line of sight. The internal smartgun system is built into the gun and doubles the weapons cost if installed after manufacturing. The external system mounts on the weapon (in top or underbarrel positions) and can be transferred from weapon to weapon, with one hour of maintenance and alignment. Without a receptor (smart goggles or smartlink cyberware), the hardware is dead weight.

Type	Conceal	Wt.	Cost
Internal Smartgun Link	--	.5	Weapon x 2
External Smartgun Link	+1	1	600

SOUND SUPPRESSER

Similar to silencers, sound suppressers are used with autofire weapons. Sound suppressers reduce concealability by –1, but drastically reduce the sound of a weapon being fired.

Type	Conceal	Wt.	Cost
Sound Suppresser	+1	.5	750

SPARE CLIPS

Type	Conceal	Wt.	Cost
Spare Clips	--	.75	5

STANDARD HOLSTER

This is a standard holster for pistol-sized weapons and they are available in styles to be worn on the hip or shoulder, in the small of the back, or on the thigh or ankle.

Type	Conceal	Wt.	Cost
Standard Holster	--	.1	40

THERMOGRAPHIC SCOPE

A normal or hi-power scope that provides thermographic vision through the scope. The wielder must brace to use the scope.

Type	Conceal	Wt.	Cost
Thermographic Scope	+1	.25	1500

TRIPOD

A heavy, stable mounting for heavy weapons, tripods are not concealable, and reduce the strength minimum of a weapon to effectively 0, so that any character can fire a tripod-mounted weapon. Tripods require a ½ phase action to set up, and the user must brace to fire the weapon.

Type	Conceal	Wt.	Cost
Tripod	+6	8	600

UNDERBARREL GRAPPLE GUN

Designed as an underbarrel attachment for submachine gun-sized weapons or larger, this device uses the rules for grapple gun. It can be loaded with regular or stealth grapple line.

Type	Conceal	Wt.	Cost
Underbarrel Grapple Gun	+1	2	500

AMMUNITION

ARMOR PIERCING

Armor piercing rounds and specially designed to travel at high velocities and pierce armor. The negative aspect to Armor Piercing rounds is that they penetrate targets just as well as they do armor, and tend to travel right through, doing reduced damage.

Type	Conceal	Wt.	Cost
Armor Piercing	-2	.25	70

ARMOR PIERCING INCENDIARY

Similar to standard armor piercing rounds, Armor Piercing Incendiary rounds attach a small amount of white phosphorous to the round, which burns the victim from within as it passes through the body. The victim is damaged by the bullet as normal, but is also subject to a No Normal Defense attack from the white phosphorous (defense is Life Support: Immune to Intense Heat). The bullet must also overcome the resistant physical armor for the NND attack to do any damage, in that the physical RKA must do at least 1 Body.

Type	Conceal	Wt.	Cost
Armor Piercing Incendiary	-2	.25	150

CANNON

These are highly stable explosive rounds made of HDX superplast compound. They are designed to be fired from Assault Cannons.

Type	Conceal	Wt.	Cost
Cannon	+5	1.25	450

FLECHETTE

Tiny, tightly packed metal slivers function as the business end of a flechette round. They are devastating against unprotected targets, but are reduced in effectiveness against armored targets.

Type	Conceal	Wt.	Cost
Flechette	-2	.5	100

GEL ROUNDS

Designed as non-lethal ammo for riot control, these rounds use a hard jelly-like substance to achieve their effect.

Type	Conceal	Wt.	Cost
Gel	-2	.25	30

GENERAL PURPOSE

Standard ammunition for firearms in the Sixth World.

Type	Conceal	Wt.	Cost
General Purpose	-2	.25	20

GLAZER

Glazer rounds are explosive rounds with a thin metal jacket that release flechette-like fragments upon impact. They cause massive systemic damage to unarmored targets, but are reduced in effectiveness against armored targets.

Type	Conceal	Wt.	Cost
Glazer	-2	.5	75

HI-C PLASTIC

These rounds are designed to be undetectable by magnetic anomaly detectors. Though the rounds are composed of densiplast, the powerful propellant contained wthin the bullet makes them almost as damaging as regular rounds.

Type	Conceal	Wt.	Cost
Hi-C Plastic	-2	.25	150

HIGH EXPLOSIVE

High explosive rounds are solid slugs designed to fragment and explode on impact. They are standard issue with some military units, though unpopular because of their high misfire rate. Exposure to intense heat such as flames or fireballs can also cook the touchy things off.

Type	Conceal	Wt.	Cost
High Explosive	-2	.75	50

HIGH EXPLOSIVE ARMOR PIERCING

Designed in a similar fashion to armor piercing rounds, these are designed with a chemical timer that is triggered when the outer armor piercing shell is peeled away. The time is miniscule, but it is just enough to trigger the small explosive charge inside the round shortly after it penetrates armor.

Type	Conceal	Wt.	Cost
High Explosive Armor Piercing	-2	.75	250

HOLLOW POINT

Hollow point bullets are the same as standard rounds except that the tip of the bullet is indented. When a hollow point strikes a target, its shape causes the bullet's tip to peel back, expanding its surface area and allowing it to transfer more kinetic energy. This results in a dramatic increase in damage against unarmored targets, but those wearing armor can easily resist their effect.

Type	Conceal	Wt.	Cost
Hollow Point	-2	.5	50

TRACER

Tracer ammo burns "tracers" along the line of flight, making it easier to home in on the target. For each tracer round fired during autofire (depending on how the user has set his ammo up in the clip), it adds +1 to the OCV. This helps the user to hit with more rounds in autofire, up to a maximum equal to the number of non-tracer rounds fired.

Type	Conceal	Wt.	Cost
Tracer	-2	.5	75

TRACKER

Designed to penetrate and lodge within a target, tracker rounds contain a tracking signal so that the target may be tracked using a signal locator. If the target takes Body, the tracking device penetrates the target past the armor. If the target resists the Body, roll 1d6. On a result of a 6, the tracker round lodges in the target's armor.

Type	Conceal	Wt.	Cost
Tracker	-2	1	3000

SHOTGUN AMMUNITION

Any shotgun can be loaded with slug or shot rounds. Slug rounds use the stats listed in the weapon description. Shot rounds fire down a line of hexes designated by the user. The line widens to 2 hexes after the choke setting is reached (as in a choke of 1 widens to 2 hexes 1" away from the user, resulting in standard Area of Effect: Cone, choke of 2 widens to 2 hexes wide 2" away from the user, etc.). The maximum choke is 10. The maximum range is equal to the weapon's DC times 2. Anyone in the shotgun's area of effect is subject to a hit from the weapon. The only options to avoid the attack are those available against any area effect weapon. The damage of the weapon remains the same but becomes an attack with the Reduced Penetration Power Limitation. It takes a ½ Phase action to manually adjust the choke of a shotgun, though a user SmartLinked in can cybernetically change the choke as a 0 Phase action. Shot and slug ammo cost 20 nuyen per 10 rounds.

BIG D'S TEMPER™

Created by Cavalier Arms and marketed in the wake of the great dragon Dunkelzahn's death, Big D's Temper shells are also known as fireball shells. When fired, these shells spout flame and phosphorous from the barrel, burning nearby targets. The nature of the shells makes the possibility of damaging the weapon itself very high. The weapon damage is applied against Energy Defenses.

Type	Conceal	Wt.	Cost
Big D's Temper	-2	1	200

BOLA

Bola rounds consist of two slugs connected by a resilient monofilament line. When fired, the bullets spin around each other during flight, and together strike the target with a wider area of impact than standard slugs. The round uses the maximum range as shot rounds. Targets struck by bola rounds are subject to a 1d6 Entangle that takes no damage from attacks, does not prevent the use of accessible foci, and cannot form barriers.

Type	Conceal	Wt.	Cost
Bola	-2	1	100

FLARE

Flare rounds are fired like a bullet, but when it reaches it's maximum range, it explodes in a shower of burning sparks. They are typically shot into the air as a signal or location marker, as they are only ½ damage when used as a weapon (though the damage is applied against energy defenses), though it is possible for them to start fires.

Type	Conceal	Wt.	Cost
Flare	-2	1	25

SHOCK LOCK

These slugs are composed of a ceramic and metal composite that disintegrates upon impact so that bystanders are not injured by bullet fragments. Designed to shatter a door's lock or hinge, they are considered to be armor piercing against inanimate objects (not ballistic armor), though they act as explosive rounds against normal soft targets.

Type	Conceal	Wt.	Cost
Shock Lock	-2	.75	70

STUN SHELLS

Rather than being packed with buckshot, these shells are packed with tiny rubber balls. Designed to stop a target rather than kill, stun shells operate in the same way as a standard shot round, except that they inflict normal damage.

Type	Conceal	Wt.	Cost
Stun Shells	-2	.5	25

SPECIAL WEAPONS

CALTROPS

Also known as crows' feet, caltrops consist of a welded group of small spikes designed to lie on a surface with at least one spike facing upward. Caltrops are most often scattered in handfuls on the ground to deter foot pursuit. Caltrops force anyone moving through the area to succeed at a DEX roll or suffer ½d6 RKA that is NND (defense is not touching the ground).

Power: Change Environment 2" Radius, Force DEX Roll to those walking through the area or suffer ½d6 RKA NND that does Body (Defense is not touching the ground); **Adv**: Reduced END: 0 END (+.5); Persistent (+.5); AP: 86; **Lim**: OIF (-.5); Independent (-2) Range is based on STR (-.25)

Type	Conceal	Wt.	Cost
Caltrops (per 10)	-1	.5	80

DART WEAPONS

Dart weapons are considered to be Armor Piercing ammunition with a damage code of 1½d6 for the Pistol and 2d6+1 for the rifle. If after subtracting armor from the damage, the target takes any BODY damage, ignore the BODY damage and determine the results of the chemical applied to the dart. If the location of the dart hit is inorganic (cyberlimbs), ignore all effects of the dart unless it could have some effect on inorganic matter.

MORTARS

Mortars are launchers of highly explosive charges over great distances. Any grenade type is also a mortar round (except for IPE grenades). To convert a grenade round to a mortar round, increase all effects by 1/3 for the 60mm Mortar, by 2/3 for the 80mm Mortar, and by 1 for the 120mm Mortar. Increase the base cost by x5 for the mortar round.

MISSILES & ROCKETS

When fired, missiles achieve their full speed the segment after the character launches the weapon. When at full speed, missiles travel 670" per segment (about mach 4). To determine how long it takes for a missile to reach its target, divide the range to the target by 670 and that's how many segments until the missile reaches the target. During this time, the missile can be shot down or otherwise destroyed (GMs discretion on what weapons can attack the missile, DCV 17, DEF 3, BODY 5). Also, if the target moves out of range before the missile reaches the target, then it automatically misses its target.

SHOTGUNS

Shotguns can fire standard slug rounds (listed in the weapons table) or may fire shot rounds, which gives them the ability to hit an area of effect. Firing shot is much like making an area of effect (cone) attack except the choke on the shotgun can be adjusted (Smartgun chokes can be adjusted cybernetically as a 0-Phase action) by taking a ½-Phase action. A shotgun choke can be set from 1 to 10. At setting 1 it functions exactly like a standard area of effect cone. For each step up on the choke, the cone is slimmed as follows. The cone is 1" wide at the beginning, and then travels 2 hexes before becoming 2" wide. So at setting 2, the cone is twice as long as setting 1. Setting 3 is 3 times as long as setting 1 (traveling 3 hexes before become 2" wide, 3 more hexes before becoming 3" wide, etc.). All attacks made with shot ammunition are Reduced Penetration.

LIFESTYLES

Even though it may sometimes seem that many Shadowrun characters live in a bar or a rundown squat, each character actually has a unique lifestyle. Players can use the following information to flesh out events that might occur in their character's lives between adventures, and also influence certain other aspects of a character's life.

Lifestyle measures the quality of a character's daily life and his or her living expenses, including shelter, food, entertainment, clothing, and so on. It does not cover technical resources, weapons, magical equipment, professional hirelings, or other major but not personal items. The players and the gamemaster can also decided on other interesting details of the character's lifestyle. For example, a character might live in an abandoned building, but install enough conveniences in it to qualify as having a luxury lifestyle. Keeping all those gadgets running, buying security, maintaining water supplies, and keeping a low profile will cost him as much as a mansion in a ritzy neighborhood.

Players can choose from five lifestyles: Luxury, High, Middle, Low, Squatter, or Streets; they may also find themselves saddled with the Hospitalized lifestyle (see below). A character living a Middle or higher lifestyle can support guests at a rate of 10% of his own cost of living per guest. A host can also keep a guest at a lower lifestyle than his own by paying 10% of the cost of the guest's lifestyle.

Characters may possess more than one lifestyle to account for safehouses or multiple homes. Shadowrunning teams often purchase a separate lifestyle to account for a "home base" of sorts.

To buy a permanent lifestyle, a character must pay 100 times the monthly upkeep. This doesn't guarantee a home forever, as enemies could destroy it, or other problems can result in loss of the property. A character can sell a permanent lifestyle of Middle or better, and a Trading vs. Trading skill roll should be used to determine profit or loss. A character can always hire the services of a real estate agent to help them sell the property, though such services often come with the price of commission.

LUXURY LIFESTYLE
This lifestyle offers the best of everything: ritzy digs, lots of hight-tech toys, the best food and drink, you name it. The character has a household staff, maid service or gadgets to do the chores. He is likely (and expected) to have a powerful car and a big house, a snazzy condo, or the penthouse suite in a top hotel. Home security is top-of-the-line, with well-trained guards, astral security, and instant response times. His holophone is state-of-the-art with all the features, multistation trideo, all satellite and cable channels, and subscriptions to several major newspapers and journals. He's on the VIP list at several exclusive restaurants and clubs, both real and virtual. This is the life for the high-stakes winners in the world of Shadowrun: high-level executives, government big-shots, yakuza bigwigs, and the few shadowrunners who pull off the big scores (and live to spend their pay).
Cost: 100,000¥ per month or more

HIGH LIFESTYLE
A High lifestyle offers a roomy house or condo, good food and the technology that makes life easy. The character may not have the same perks as the really big boys, but neither does he have as many people gunning for him. His home is in a secure zone and protected by good, solid bribes to the local police contractor and gang boss. He has a housekeeping service or enough tech to take care of most chores, and a luxury commuter car is at his beck and call. This is the life for the well-to-do on either side of the law: mid-level managers, senior yakuza and the like.
Cost: 10,000¥ per month

MIDDLE LIFESTYLE
The Middle lifestyle offers a nice house or condo with lots of comforts. Characters with this lifestyle sometimes eat nutrisoy as well as higher-priced natural food, but at least the autocook has a full suite of flavor faucets. Characters also have a commuter car or first-class tube pass. They have a basic vid-phone with a fax, and subscribe to a few cable channels and a local news screamsheet. This is the lifestyle of ordinary successful wage earners or criminals.
Cost: 5,000¥ per month

LOW LIFESTYLE
With this lifestyle, the character has an apartment, and nobody is likely to bother him much if he keeps the door bolted. He can count on regular meals; the nutrisoy may not taste great, but at least it's hot. Power and water are available during assigned rationing periods. Security depends on how regular the payments to the local street gang are. When characters with Low lifestyle travel, they ride the tube. Factory workers, petty crooks, and other folks stuck in a rut, just starting out, or down on their luck tend to have Low lifestyles.
Cost: 1,000¥ per month

SQUATTER LIFESTYLE
Life stinks for the squatter, and most of the time, so does the character. He eats low-grade nutrisoy and yeast, adding flavor with an eyedropper. His home is a squatted building, perhaps fixed up a bit, possibly even converted into a barracks or divided into closet-sized rooms and shared with other squatters. Or maybe he just rents a coffin-sized sleep tank by the night. He has to use a public dataterm (when he can find one that works) to call, fax, or e-mail anyone, but he might pick up a pirate trid station on his dumpstered trid unit. The only thing worse than a Squatter lifestyle is living on the streets.
Cost: 100¥ per month

STREETS LIFESTYLE

The character lives on the streets—or in the sewers, steam tunnels, condemned buildings, or whatever temporary flop he or she can get. Food is wherever the character finds it, bathing is a thing of the past, and the character's only security is what he creates for himself. This lifestyle is the bottom of the ladder, inhabited by the down-and-outers of all stripes.

Cost: Free

HOSPITALIZED LIFESTYLE

This special lifestyle applies only when a character is sick or injured. The character is confined to a hospital: a real one, a clinic equipped as a hospital, or a private location with the necessary equipment. Characters cannot own this lifestyle. They only pay for it until they get well or go broke, whichever comes first.

Cost: 500¥ per day for basic care; 1,000¥ per day for intensive care

PAYMENTS

Characters must pay the cost of the lifestyle each month to keep up a lifestyle. If they miss a payment, they may end up in debt and living a lower lifestyle.

Each month that a character misses a payment, roll 1d6. If the result is greater than the number of consecutive months of payments missed, no sweat. The character's credit (which is part of the cost of the lifestyle) absorbs the missed payment. If he makes the next payment, everything is fine.

If the die roll result is less than or equal to the number of missed payments, the character is in trouble. His lifestyle gets downgraded one level, which means being evicted from his former home, having some of his tech repossessed, having to hock some clothes, and so on.

The character is also in debt, and owes somebody one month's cost of his former lifestyle. If the character is mostly legit, he's in debt to a credit company. If the character is a criminal, shadowrunner, or living a lifestyle lower than Middle, being in debt may mean that he or she has defaulted on less formal financial obligations. This situation can lead to earnest discussions with large persons on the subject of debt management. After the character gets out of the hospital, he or she can pay back the loan. If not, there's always a good market for fresh body parts.

WEAPONS

ACCESSORIES TABLE

Type	OCV	RMod	Conc.	Nuyen
Bayonet	Use Bayonet		-2	125
Biometric Safety	Tuned to 1 User		--	2250
Bipod [4]	-10 STR Min		-2	350
Bow Accessory Mount	Use Firearm Access.		-1	100
Flash Suppresser	IPE: Sight		-1	250
Gas Vent [3]	-5 STR Min		-1	500
Grenade Launcher [5]	Underbarrel Mount		-1	200
Hi-Power Scope [1]	+1	+2	-1	250
Laser Sight	+1	+1	--	400
Low-Light Scope [1]	UV Vision		-1	1500
Micrometer Sight [1]	+1	0	--	150
Normal Scope [1]	+1	+1	-1	200
Shoulder Stock [2]	-2 STR Min		-2	100
Silencer	IPE: Sound		-1	150
Smartgun Link, External	SmartLink Interface		-1	600
Smartgun Link, Internal	SmartLink Interface		--	+100%
Sound Suppresser	IPE: Sound		-1	750
Thermographic Scope [1]	IR Vision		-1	1500
Tripod [4]	No STR Min		-6	600

[1] The character must Brace to gain any OCV and RMod bonuses or any other abilities. The bonuses are in addition to those granted by using the Brace maneuver.

[2] The Shoulder Stock on a weapon reduces the STR min by 2 when Bracing (for a total of –7 to STR min). Folding stocks reduce concealability only by 1 when folded. Rifles and Machine Guns are assumed to have shoulder stocks as standard.

[3] The Gas Vent recoil suppresser can be installed in any autofire small arms except needle weapons. When installed, it reduces the STR Min of the weapon by up to 5 when firing on Autofire. It can only offset the increase of STR Min brought about by Autofire. It cannot reduce the STR Min of the weapon below its starting score. It cannot be mounted on Minigun class weapons.

[4] The character must Brace to gain the benefits of the Bipod and Tripod and they must be able to place the accessory on a proper surface. Bipods reduce concealability by –2 when attached or –1 if folded, and Tripods reduce concealability by –4 when mounted.

[5] The listed Grenade Launcher only carries 1 shot per magazine. +1 Ammo per +50 nuyen.

Note: Infrared Scopes and Low-Light Scopes may be combined with Normal and Hi-Power Scopes (Hi-Power Infrared Scope, for example). A Laser Sight may be used in conjunction with Scopes but not with any other sight or targeting system.

DAMAGE BY AMMO SIZE TABLE

Ammo	Damage	STUNx	Other	STR Min
Pistol/SMG Ammo[1]				
5mm	1d6-1	0	-	2
.22 Caliber	1d6	0	-	5
6mm	1d6	0	-	5
7mm	1d6	0	-	5
8mm	1d6	0	-	5
9mm	1d6+1	0	-	8
.38 Caliber	1d6+1	0	-	8
10mm	1½d6	0	-	10
.357 Magnum	2d6-1	+1	-	11
11mm	2d6	0	-	11
.45 Caliber	2d6	0	-	11
.410 Magnum	2d6	+1	-	13
12mm	2d6+1	0	-	13
.44 Magnum	2d6+1	+1	-	15
.454 Casull	2d6+1	+1	-	15
14mm	2½d6	+1	-	20
.666 Caliber	3d6-1	+1	-	25
Rifle/Assault Rifle/Machine Gun Ammo[2]				
4.5mm	2d6	0	-	7
5.56mm	2d6+1	0	-	10
.223 Caliber	2d6+1	0	-	10
7.62mm	2½d6	0	-	13
.30 Caliber	2½d6	+1	-	15
.450 Caliber	3d6-1	+1	-	18
.50 Caliber	3d6	+1	-	20
13mm	3d6	+1	-	20
14.5mm	3d6+1	+1	-	23
Shotgun Ammo[2]				
.410	2d6	+1	-	10
20 Gauge	2d6+1	+1	-	12
12 Gauge	2½d6	+1	-	15
00	2½d6	+1	-	15
10 Gauge	3d6-1	+1	-	18
8 Gauge	3d6	+1	-	20
4 Gauge	3d6+1	+1	-	23
Cannon Ammo[2]				
20mm	4d6+1	+1	-	27
25mm	4½d6	+1	-	29
30mm	5d6	+1	-	31
75mm	6d6	+1	-	38
90mm	6½d6	+1	-	42
105mm	7d6	+1	-	44
120mm	7½d6	+1	-	48
140mm	8d6	+1	-	50
Railgun Ammo[2]				
4mm	4d6	+1	AP x 2	45
6mm	4d6+1	+1	AP x 2	49
8mm	4½d6	+1	AP x 2	53
1cm	5d6	+1	AP x 2	56
2cm	5½d6	+1	AP x 2	64
3cm	6d6	+1	AP x 2	68
4cm	6½d6	+1	AP x 2	75

[1] Assumes firing the weapon 1-handed. If using 2 hands, reduce the STR Min by 2.

[2] Assumes firing the weapon 2-handed. If using 1 hand, increase the STR Min by 3

FIREARMS

Weapon	Standard Accessories/Notes	OCV	RMod	Damage	STUN x	STR Min.	Ammo	Range	Con	Mode	Wt.	Nuyen
Light Pistols (One-Handed Weapon)												
Hammerli Model 610S (.22 Cal)	Micrometer Sight, Very Reliable	+3/+4	0	1d6	0	5	6 (c)	250	0	SA	2.5	1000
Walther Palm Pistol (.22 Cal)		+1	-1	1d6	0	5	2 (br)	50	-2	SS	.75	225
Colt L36 (.38 Cal)		+1	0	1d6+1	0	8	11 (c)	100	0	SA	1	425
Light Fire 70 (.38 Cal)	Removable Silencer	+1	0	1d6+1	0	8	15 (c)	100	+1/+2	SA	.5	550
Tiffany Self-Defender (.38 Cal)		+1	0	1d6+1	0	8	4 (c)	100	-1	SA	.5	250
Walther PB-120 (.38 Cal)		+2	0	1d6+1	0	8	10 (c)	100	0	SA	.75	575
Ceska vz/120 (9mm)		+1	0	1d6+1	0	8	18 (c)	100	0	SA	1	575
Federated Arms-X (9mm)	Laser Sight	+2	+1	1d6+1	0	8	12 (c)	100	+1	SA	1	850
Goncz-Taurus (9mm)		+1	0	1d6+1	0	8	15 (c)	100	0	SA	1.25	325
Seco LD-120 (9mm)	Laser Sight	+2	+1	1d6+1	0	8	12 (c)	100	+1	SA	1	700
Texas Arms 351 Gyrojet Pistol (9mm)	API Ammo already figured into stats, ½ DC out to 5"	+1	0	1d6/½d6 ERKA (AP)	0	3	8 (c)	500	+1	SS	2.5	450

Weapon	Standard Accessories/Notes	OCV	RMod	Damage	STUN x	STR Min.	Ammo	Range	Con	Mode	Wt.	Nuyen
Heavy Pistols (One-Handed Weapon)												
Browning Ultra-Power (10mm)	Laser Sight	+2	+1	1½d6	0	10	10 (c)	125	+1	SA	2.25	925
Colt Alpha-Omega (10mm)	Very Reliable	+2	0	1½d6	0	10	10 (c)	125	+1	SA	2.5	750
FN-Browning "3-Spot" (10mm)	Always fires on Autofire-3	+1	0	1½d6	0	13	25 (c)	125	+2	AF-3	3	750
IMI Gamad (10mm)	Laser Sight, Very Reliable	+1	+1	1½d6	0	10	7 (c)	125	+1	SA	2.25	850
Colt Python (.357 Mag)		+2	0	2d6-1	+1	11	6 (cy)	125	+2	SS	2	650
Savalette Guardian (.357 Mag)	Gas Vent, Laser Sight, Very Reliable	+2	+1	2d6-1	+1	11	12 (c)	125	+3	AF-3	3.25	1750
Mustang Arms Mark II (11mm)	Very Reliable	+2	0	2d6	0	11	12 (c)	150	+2	SA	2.5	850
Nova Model 757 Cityhunter (11mm)	Laser Sight	+2	+1	2d6	0	11	18 (cy)	150	+3	SS	3.25	1200
Sternmeyer Type 35 (11mm)	Laser Sight, Very Reliable	+2	+1	2d6	0	11	8 (c)	150	+2	SA	2.5	1050
Colt Manhunter (.45 Cal)	Laser Sight	+2	+1	2d6	0	11	16 (c)	150	+2	SA	2.5	1100
Ares Predator (.410 Mag)		+1	0	2d6	+1	13	15 (c)	150	+2	SA	2.25	725
Ruger Thunderbolt (.410 Mag)	Gas Vent, Laser Sight, Very Reliable	+2	+1	2d6	+1	13	12 (c)	150	+3	AF-3	2.75	1850
Ruger Thunderbolt (.410 Mag)	Gas Vent, Internal Smartgun Link, Very Reliable	+1	0	2d6	+1	13	12 (c)	150	+3	AF-3	2.75	1950
Colt-AMT Model 2000 (12mm)	Very Reliable	0	0	2d6+1	0	13	8 (c)	175	+2	SA	2.75	675
Royal Enfield Ordnance Spitfire Battle Pistol (12mm)	Internal Smartgun Link	+2	0	2d6+1	0	13	12 (c)	175	+2	SA	2.75	1075
SCK Gyodo (12mm)		+1	0	2d6+1	0	13	16 (c)	175	+2	SA	2.5	775
Militech Crusher SSG (20 Gauge)	Shotgun Rules when firing shot ammunition	0	0	2d6+1	+1	15	6 (m)	175	+3	SS	3	750
Ares Predator II (.44 Mag)	Internal Smartgun Link	+1	0	2d6+1	+1	15	15 (c)	175	+3	SA	2.5	1100
Armalite 44 (.44 Mag)	Very Reliable	+1	0	2d6+1	+1	15	8 (c)	175	+2	SA	2.25	825
Federated Arms 454 Super Chief (.454 Casull)	Very Reliable	+2	0	2d6+1	+1	15	5 (cy)	175	+3	SS	2.5	800
Malorian Arms 3516 (14mm)	Internal Smartgun Link, Very Reliable	+1	0	2½d6	+1	20	6 (c)	200	+4	SA	3	1525
Magnum Opus Hellbringer (.666 Cal)	Very Reliable	0	0	3d6-1	+1	25	3 (br)	200	+5	SS	3.5	850
Magnum Opus Hellraiser (.666 Cal)	Very Reliable	0	0	3d6-1	+1	25	6 (c)	200	+5	SA	3.75	1000

Weapon	Standard Accessories/Notes	OCV	RMod	Damage	STUN x	STR Min.	Ammo	Range	Con	Mode	Wt.	Nuyen
Machine Pistols (One-Handed Weapon)												
Ares Crusader MP (9mm)	Very Reliable	+1	0	1d6+1	0	8	40 (c)	100	+2	AF-5	3.25	800
Beretta 200ST (9mm)	Detachable Shoulder Stock	+1	0	1d6+1	0	8	26 (c)	100	+2	AF-5	2	600
Goncz-Taurus MP (9mm)	Unreliable	0	0	1d6+1	0	8	30 (c)	100	+2	AF-5	2.75	475
Beretta 1010 MP (10mm)		-1	0	1½d6	0	10	30 (c)	125	+1	AF-10	2.5	750
Ceska Black Scorpion (10mm)	Folding Stock	+1	+1	1½d6	0	10	25 (c)	125	+2	AF-5	3	925
Glock-30 MP (10mm)	Gas Vent, Very Reliable	+2	0	1½d6	0	10	20 (c)	125	+2	AF-5	2.5	1250
Sandler TMP (.45 Cal)	Laser Sight, Folding Stock, Unreliable	+2	+1	2d6	0	11	20 (c)	150	+3	AF-10	3.25	1600

Submachine Guns (One-and-a-Half-Handed Weapon)

Weapon	Standard Accessories/Notes	OCV	RMod	Damage	STUN x	STR Min.	Ammo	Range	Con	Mode	Wt.	Nuyen
Setsuko-Arasaka PMS Advanced SMG (7mm)	Internal Smartgun Link, Integrated Sound Suppresser	+1	+1	1d6	0	3	40 (c)	75	+3	AF-10	3.25	1675
Militech Mini-Gat (8mm)	Cannot mount Gas Vent or Suppressers, Always fires on Autofire-20, Only ½ Recoil Penalties	+1	0	1d6	0	13	120 (c)	75	+4	AF-20	4.5	850
Beretta M-24 (9mm)	Gas Vent, Internal Smartgun Link, Very Reliable	+2	+1	1d6+1	0	6	50 (c)	100	+4	AF-10	3.25	2275
Beretta Model 70 (9mm)	Laser Sight, Integrated Sound Suppresser	+2	+1	1d6+1	0	6	35 (c)	100	+4	AF-10	3.75	1575
Federated Arms Tech Assault II (9mm)	Internal Smartgun Link, Very Reliable	+2	0	1d6+1	0	6	50 (c)	100	+4	AF-10	3.5	1600
Ingram Supermach 100 (9mm)	Gas Vent	+1	0	1d6+1	0	6	60 (c)	100	+5	AF-20	3.25	1500
Uzi Miniauto-9 (9mm)	Very Reliable	+1	+1	1d6+1	0	6	30 (c)	100	+3	AF-10	2.75	1050
Arasaka Minami-10 (10mm)	Very Reliable	+1	0	1½d6	0	8	40 (c)	125	+4	AF-10	3.5	1150
Ingram Warrior-10 (10mm)	Very Reliable	0	0	1½d6	0	8	30 (c)	125	+4	AF-10	3	900
IMI Gandaii (10mm)	Gas Vent, Very Reliable, Grenade Launcher (1 ammo cap.)	+2	+1	1½d6	0	8	35 (c)	125	+5	AF-10	3.5	2175
Malorian Arms Sub-Flechette Gun (10mm F)	Gas Vent, Very Reliable, Flechette Ammo already figured into stats	+2	0	2d6 (RP)	0	8	30 (c)	125	+4	AF-10	3.5	1725
Militech-10 (10mm)		+1	+1	1½d6	0	8	30 (c)	125	+3	AF-10	3.25	1100
Colt Vampire (11mm)	Gas Vent, Internal Smartgun Link, Folding Stock, Very Reliable	+2	0	2d6	0	9	35 (c)	150	+5	AF-10	3.25	2500
Colt Cobra TZ-115 (11mm)	Gas Vent, Laser Sight, Folding Stock	+2	+1	2d6	0	9	32 (c)	150	+4	AF-10	3	2000
Colt Cobra TZ-118 (11mm)	Gas Vent, Internal Smartgun Link, Folding Stock	+1	0	2d6	0	9	32 (c)	150	+4	AF-10	3	2100
Heckler & Koch MP-5 TX (11mm)	Laser Sight, Very Reliable	+2	+2	2d6	0	9	20 (c)	150	+3	AF-10	3.25	1800
Sternmeyer 21 (11mm)	Folding Stock	0	+1	2d6	0	9	30 (c)	150	+4	AF-10	2.75	1250
Ingram Smartgun (.45 Cal)	Gas Vent, Folding Stock, Unreliable	0	-1	2d6	0	9	32 (c)	150	+4	AF-10	3	1650
SCK Model 100 (.45 Cal)	Internal Smartgun Link, Folding Stock, Very Reliable	+2	+1	2d6	0	9	30 (c)	150	+4	AF-10	4.5	1875
Steyr AUG-CSL Submachine Gun (5.56mm Rifle)	Gas Vent, Laser Sight	+2	+1	2d6+1	0	10	40 (c)	875	+4	AF-10	3.5	5000
Heckler & Koch MPK-2020 (12mm)	Gas Vent, Laser Sight	+2	+2	2d6+1	0	11	60 (c)	175	+5	AF-10	4.5	2325
SCK Katsu (12mm)	Folding Stock	+1	+1	2d6+1	0	11	32 (c)	175	+4	AF-10	4.25	1400
SCK Rinzai (12mm)	Gas Vent, Internal Smartgun Link, Folding Stock	+1	+1	2d6+1	0	11	60 (c)	175	+5	AF-10	4.5	2575
Ares Sandstorm (.44 Mag)	Gas Vent, Internal Smartgun Link, Integral Sound Suppresser, Folding Stock, Very Reliable	+3	+3	2d6+1	+1	13	40 (c)	175	+4	AF-10	4.75	5000
Malorian 3600 Super SMG (14mm)	Gas Vent, Internal Smartgun Link	+1	0	2½d6	+1	18	20 (c)	200	+5	AF-5	4.75	2425
Arasaka Rage (.666 Cal)	Internal Smartgun Link, Very Reliable	0	-1	3d6-1	+1	23	20 (c)	200	+5	AF-5	4.75	2050

Weapon	Standard Accessories/Notes	OCV	RMod	Damage	STUN x	STR Min.	Ammo	Range	Con	Mode	Wt.	Nuyen
Shotguns (Two-Handed Weapons)												
Remington Roomsweeper (.410)	Laser Sight, Very Reliable	+2	+1	2d6	+1	10	8 (m)	150	+4	SA	3	1025
Franchi SPAS-27 (20 Gauge)	Internal Smartgun Link, Folding Stock	0	0	2d6+1	+1	12	10 (m)	175	+5	AF-5	4	950
Remington 550 (20 Gauge)	Shoulder Stock, Very Reliable	+1	0	2d6+1	+1	12	8 (m)	175	+7	SS	3.5	625
Constitution Arms Hurricane (12 Gauge)	Gas Vent	0	0	2½d6	+1	15	40 (c)	200	+5	AF-10	6.5	1800
Remington 770 (12 Gauge)	Shoulder Stock, Very Reliable	+1	0	2½d6	+1	15	8 (m)	200	+7	SS	3.75	725
Arasaka Assault Shot-12 (00)	Shoulder Stock	0	0	2½d6	+1	15	20 (c)	200	+7	AF-5	4.25	1175
Mossberg CMDT (10 Gauge)	Laser Sight, Very Reliable	+2	+1	3d6-1	+1	18	8 (c)	200	+5	AF-5	4.25	1500
Mossberg SM-CMDT (10 Gauge)	Internal Smartgun Link, Very Reliable	+1	0	3d6-1	+1	18	8 (c)	200	+5	AF-5	4.5	1600
Remington 990 (10 Gauge)	Shoulder Stock, Very Reliable	+1	0	3d6-1	+1	18	8 (m)	200	+7	SS	4	900
Remington Elephant Gun (8 Gauge)	Shoulder Stock, Very Reliable	+1	0	3d6	+1	20	6 (m)	225	+7	SS	5	950

Weapon	Standard Accessories/Notes	OCV	RMod	Damage	STUN x	STR Min.	Ammo	Range	Con	Mode	Wt.	Nuyen
Assault Rifles (Two-Handed Weapons)												
Ares High-Velocity Assault Rifle (4.5mm)	Gas Vent, Internal Smartgun Link	0	+1	2d6	0	7	50 (c)	150	+7	AF-20	5	2150
Militech M31A1 (4.5mm)	Grenade Launcher (4 ammo cap.), Very Reliable, Gas Vent	+2	+3	2d6	0	7	150 (c)	750	+6	AF-10	4.5	2950
AKR-20 (5.56mm)	Folding Stock	+1	+1	2d6+1	0	10	30 (c)	875	+6	AF-10	4.75	1400
Chadran Arms Jungle Reaper (5.56mm)	Very Reliable	+1	0	2d6+1	0	10	60 (c)	875	+7	AF-10	4.5	1350
Darra-Polytechnic M-9 (5.56mm)	Normal Scope, Unreliable	+1/+2	+1/+2	2d6+1	0	10	40 (c)	875	+7	AF-10	4.75	1550
Militech Ronin LAR (5.56mm)	Hi-Power Scope, Very Reliable	+2/+3	+3/+5	2d6+1	0	10	35 (c)	875	+8	AF-10	4.5	2350
Sternmeyer CG-13 (5.56mm)	Normal Scope, Very Reliable	+1/+2	+2/+3	2d6+1	0	10	90 (c)	875	+7	AF-10	4	1975
Steyr AUG-CSL Assault Rifle (5.56mm)	Gas Vent, Laser Sight, Weapon System	+2	+2	2d6+1	0	10	40 (c)	875	+7	AF-10	4	5000
Colt M22A2 (.223 Cal)	Gas Vent, Hi-Power Scope, Very Reliable, Grenade Launcher (6 ammo cap.)	+1/+2	+3/+5	2d6+1	0	10	40 (c)	875	+9	AF-10	4.75	3150
Colt M23 (.223 Cal)	Very Reliable	+1	+2	2d6+1	0	10	40 (c)	875	+7	AF-10	4.5	1650
Heckler & Koch 77UK (.223 Cal)	Gas Vent, Internal Smartgun Link, Grenade Launcher (4 ammo cap.), Very Reliable	+3	+3	2d6+1	0	10	30 (c)	875	+8	AF-10	4.75	3625
Ceska vz88V (7.62mm)	Gas Vent, Laser Sight, Hi-Power Scope, Unreliable	+1/+2	+3/+5	2½d6	0	13	35 (c)	1000	+7	AF-10	4.75	2650
Federated Arms Light Assault-15 (7.62mm)	Hi-Power Scope, Very Reliable	+1/+2	+1/+3	2½d6	0	13	30 (c)	1000	+7	AF-10	4.5	1850
Fabrica De Armes M-2012 (7.62mm)	Hi-Power Scope, Very Reliable	+3/+4	+1/+3	2½d6	0	13	30 (c)	1000	+7	AF-10	5	2300
FN-RAL Heavy Assault Rifle (7.62mm)	Laser Sight, Hi-Power Scope, Very Reliable	+1/+2	+3/+5	2½d6	0	13	30 (c)	1000	+7	AF-10	4.5	2400
Heckler & Koch G12A3z (7.62mm)	Gas Vent, Laser Sight	+2	+3	2½d6	0	13	32 (c)	1000	+7	AF-10	5.25	2525
Royal Enfield Ordnance LPA1 (7.62mm)	Very Reliable	+2	+1	2½d6	0	13	90 (c)	1000	+7	AF-10	4.75	1975
Ares Alpha Combat Gun (.7.62mm)	Internal Smartgun Link, Gas Vent, Grenade Launcher (8 ammo cap.)	+2	+2	2½d6	0	13	42 (c)	1000	+7	AF-10	5.25	2000

Weapon	Standard Accessories/Notes	OCV	RMod	Damage	STUN x	STR Min.	Ammo	Range	Con	Mode	Wt.	Nuyen
Sport/Sniper Rifles (Two-Handed Weapons)												
Steyr AUG-CSL Sniper Rifle (7.62mm)	Gas Vent, Hi-Power Scope, Sound Suppresser	+2/+3	+4/+6	2½d6	0	13	40 (c)	1000	+7	SA	4.5	5000
Ruger Sport 100 (.30 Cal)	Hi-Power Scope, Very Reliable	+1/+2	+3/+5	2½d6	+1	15	5 (m)	1000	+6	SS	3.75	1500
Walther MA-2100 Sniper Rifle (.450 Cal)	Hi-Power Low-Light Thermographic Scope, Internal Smartgun Link, Integral Sound/Flash Suppresser, Very Reliable	+2/+3	+4/+6	3d6-1	+1	18	8 (m)	1000	+10	SS	4.5	4525
Barrett Model 121 Sniper Rifle (.50 Cal)	Hi-Power Low-Light Thermographic Scope, Internal Smartgun Link, Integral Sound/Flash Suppresser, Folding Bipod, Very Reliable	+1/+2	+3/+5	3d6	+1	20	14 (c)	1125	+12	SS	10	5000
Stein & Wasserman Model F Sniper Rifle (13mm)	Gas Vent, Very Reliable	0	+1	3d6	+1	20	8 (c)	1125	+7	SA	8	1500
Remington Gyro-Sniper Rifle (18mm Gyro-jet)	Laser Sight, Hi-Power Scope, API ammo already figured into stats, ½ DC out to 15"	+3/+4	+3/+5	2½d6 RKA and 1d6+1 ERKA (AP)	+1	10	6 (c)	1500	+10	SS	12	2100

Weapon	Standard Accessories/Notes	OCV	RMod	Damage	STUN x	STR Min.	Ammo	Range	Con	Mode	Wt.	Nuyen
Man Portable Machine Guns (Two-Handed Weapons)												
Ares High-Velocity MP-LMG (5.56mm)	Gas Vent, Internal Smartgun Link	+1	+1	2d6+1	0	10	80 (c)	875	+8	AF-20	8	2600
Ares MP-LMG (7.62mm)	Gas Vent, Laser Sight,	+2	+2	2½d6	0	12	50 (c)	1000	+8	AF-10	7.5	2300
Heckler & Koch G-6 LMG (7.62mm)	Hi-Power Low-Light Thermographic Scope, Internal Smartgun Link, Very Reliable	+1/+2	+2/+4	2½d6	0	12	100 (c)	1000	+8	AF-10	7.75	2900
Vindicator Minigun (7.62mm)	Cannot mount Gas Vent or Suppressers, Always fires on Autofire-20, Only ½ Recoil Penalties	0	+1	2½d6	0	22	80 (c)	1000	+10	AF-20	15	1500
Fabrique National MAG-5 (.30 Cal)	Gas Vent, Laser Sight,	+2	+3	2½d6	+1	15	50 (c)	1000	+8	AF-10	9.5	2650
Stoner-Ares M107 GP-HMG (.50 Cal)	Gas Vent, Laser Sight	+1	+3	3d6	+1	20	40 (c)	1125	+8	AF-10	12.5	3000
Tsunami Arms Helix (8 Gauge Shotgun)	Laser Sight, Cannot mount Gas Vent or Suppressers, Always fires on Autofire-20, Only ½ Recoil Penalties	0	+1	3d6	+1	30	60 (c)	225	+12	AF-20	19	4300

SHADOWPUNK—WEAPONS

Needle & Flechette Weapons

Weapon	Standard Accessories/Notes	OCV	RMod	Damage	STUN x	STR Min.	Ammo	Range	Con	Mode	Wt.	Nuyen
Fichetti Hornet Needle Pistol (2mm Needle)	1-h Weapon, Micrometer Sight, Integral Flash/Sound Suppresser	+3	0	1d6+1 (AP)	0	10	30 (c)	100	+2	SA	2	2375
Malorian Arms Heavy Flechette Pistol (4mm Needle)	1-h Weapon, Internal Smartgun Link, Integral Flash/Sound Suppresser	+2	0	2d6-1 (AP)	0	13	25 (c)	125	+2	SA	3	2700
Militech Silver Shadow Flechette Pistol (5mm Needle)	1-h Weapon, Integral Flash/Sound Suppresser	+1	0	2d6 (AP)	0	15	8 (c)	150	+3	SA	3.25	2000
Fichetti Talon Needle SMG (4mm Needle)	1.5-h Weapon, Folding Stock, Integral Flash/Sound Suppresser	+3	+1	2d6-1 (AP)	0	13	60 (c)	125	+4	AF-10	3.75	2950
Fichetti Spike Needle Rifle (6mm Needle)	2-h Weapon, Shoulder Stock, Integral Flash/Sound Suppresser	+3	+2	2d6+1 (AP)	0	18	90 (c)	875	+7	AF-10	4.25	4225
Hammer M-11 Bolt Pistol (9mm Needle)	1-h Weapon, Integral Flash/Sound Suppresser	+2	0	2½d6 (AP)	0	20	10 (c)	200	+4	SA	3.75	2300
Fichetti Sliver Heavy Needle Sniper Rifle (10mm Needle)	2-h Weapon, Shoulder Stock, Integral Flash/Sound Suppresser	+3	+4	3d6 (AP)	0	23	16 (c)	1125	+8	SA	7	4650

Grenade Launchers (Two-Handed Weapons)

Weapon	Standard Accessories/Notes	OCV	RMod	Damage	STUN x	STR Min.	Ammo	Range	Con	Mode	Wt.	Nuyen
Ares Antioch Grenade Launcher (40mm Grenade)	2-h Weapon	+1	0	As Grenade	0	15	6 (m)	150	+3	SS	2.5	2000
ArmTech MGL-6	2-h Weapon	+1	0	As Grenade	0	15	6 (c)	150	+3	SA	2.5	2250
ArmTech MGL-12	2-h Weapon	+1	0	As Grenade	0	15	12 (c)	150	+5	SA	5	2500

Heavy Weapons (Two-Handed Weapons)

Weapon	Standard Accessories/Notes	OCV	RMod	Damage	STUN x	STR Min.	Ammo	Range	Con	Mode	Wt.	Nuyen
Colt-Mauser M2X Assault Cannon (20mm)	Hi-Power Scope, Shoulder Stock Folding Bipod	0/+1	+2/+4	4d6+1	+1	27	8 (c)	1625	+10	SS	15.5	5800
Rhinemetall EMG 85 Kinetic Energy Railgun (4mm)	Internal Smartgun Link, STR Min 10 When Mounted on the Harness	+2	+2	4d6 (AP x2)	+1	45	5 (c)	1500	+12	SS	25	8500
Panther Assault Cannon (25mm)	Shoulder Stock, Detachable Bipod	+1	+1	4½d6	+1	29	22 (c)	1750	+8	SS	18	7950
Royal Enfield Ordnance Cockeril Assault Cannon (25mm)	Hi-Power Scope, Shoulder Stock, Detachable Bipod	+1/+2	+2/+4	4½d6	+1	29	12 (c)	1750	+9	SS	20	6500

Man-Portable Rocket Launchers (2-h)

Weapon	Standard Accessories/Notes	OCV	RMod	Damage	STUN x	STR Min.	Ammo	Range	Con	Mode	Wt.	Nuyen
M79B1 Light Anti-Armor Weapon (LAW)	Micrometer Sight, See Rules for Rocket and Missile Launchers	0/+1	+2	5d6 (AP) Rocket	+1	5	1	1875	+9	SS	2.5	7275
Arbalest II Medium Anti-Armor Weapon (MAW)	Hi-Power Scope, See Rules for Rocket and Missile Launchers	0/+1	+2/+4	5½d6 (AP) Rocket	+1	5	1	2125	+10	SS	2.75	8250

Man-Portable Missile Launchers (2-h)

Weapon	Standard Accessories/Notes	OCV	RMod	Damage	STUN x	STR Min.	Ammo	Range	Con	Mode	Wt.	Nuyen
Ares Man-Portable Missile Launcher	See Rules for Rocket and Missile Launchers	0	--	By type	--	7	4 (b)	By type	+9	SS	3	5000
Ballista Multi-Role Missile Launcher	See Rules for Rocket and Missile Launchers	+2	--	By type	--	7	4 (m)	By type	+9	SS	6.5	5600
Great Dragon Anti-Tank Guided Missile Launcher (ATGM)	See Rules for Rocket and Missile Launchers, Only fires the Great Dragon ATGM	0	--	See Missile	--	10	1 (b)	By type	+10	SS	2.75	7500
Militech Urban Missile Launcher	See Rules for Rocket and Missile Launchers, Only fires Micromissiles	0	--	By type	--	5	12 (m)	By type	+7	SS	2.5	3500
Anti-Personnel Missile	Ammo, No Range Penalty, -1 DC/1" Radius	+2	--	6d6 (EX)	+1	--	--	11250	+4	--	2.25	2000
Anti-Vehicle Missile	Ammo, No Range Penalty	+2	--	6d6 (AP x2)	+1	--	--	11250	+4	--	3.25	3375
High-Explosive Missile	Ammo, No Range Penalty, -1 DC/3"	+2	--	6d6 (EX)	+1	--	--	11250	+4	--	2.25	3375
Surface-to-Air Missile (SAM)	Ammo, No Range Penalty, -1 DC/5"	+4	--	8d6 (EX)	+1	--	--	22500	+4	--	1.5	4875
Great Dragon Anti-Tank Guided Missile (ATGM)	Ammo, No Range Penalty	+4	--	8d6 (AP x2)	+1	--	--	11250	+4	--	3	4500
Anti-Armor Micromissile	Ammo, No Range Penalty	+2	--	3d6 (AP x2)	+1	--	--	1125	+3	--	1.5	1700
Anti-Personnel Micromissile	Ammo, No Range Penalty, -1 DC/1"	+2	--	3d6 (EX)	+1	--	--	1125	+3	--	1	1250
High-Explosive Micromissile	Ammo, No Range Penalty, -1 DC/3"	+2	--	3d6 (EX)	+1	--	--	1125	+3	--	1	1700

Mortars (2-h)

Weapon	Standard Accessories/Notes	OCV	RMod	Damage	STUN x	STR Min.	Ammo	Range	Con	Mode	Wt.	Nuyen
60mm Mortar	See Rules for Mortars, -1 DC/1"	-1	-1	4d6 (EX)	+1	--	1	1500	+8	SS	30	6225
80mm Mortar	See Rules for Mortars, -1 DC/1"	-1	-1	5d6 (EX)	+1	--	1	1875	+9	SS	35	7875
120mm Mortar	See Rules for Mortars, -1 DC/1"	-1	-1	6d6 (EX)	+1	--	1	2250	+10	SS	40	9425
Mortar Shell	Ammo	--	--	--	--	--	--	--	--	--	4	150

SHADOWPUNK—WEAPONS

SPECIAL WEAPONS

Weapon	Standard Accessories/Notes	OCV	RMod	Damage	STUN x	STR Min.	Ammo	Range	Con	Mode	Wt.	Nuyen
Lasers												
Ares MP Laser III (10 Gigawatt)	Integral Flash/Sound Suppresser, 1.5-h Weapon, Cannot mount Gas Vent	+2	+2	3d6 ERKA (AP)	0	3	20 (batt.)	1125	+8	SS	20	120000
Hip Battery	Ammo	--	--	--	--	--	--	--	+2	--	2	500
Ares MP Laser Plus (15 Gigawatt)	Integral Flash/Sound Suppresser, 1.5-h Weapon, Cannot mount Gas Vent	+2	+2	4d6 ERKA (AP)	0	3	50 (batt.)	1500	+10	SS	30	300000
Batter Pack	Ammo	--	--	--	--	--	--	--	+8	--	15	2000
Ares Redline	Integral Flash/Sound Suppresser, 1-h Weapon, Cannot mount Gas Vent	+1	+1	2d6 ERKA (AP)	0	3	10	750	+4	SS	5	75000
Battery Clip	Ammo	--	--	--	--	--	--	--	0	--	1	250
Flamethrowers												
Shiawase Blazer	1-h Weapon, Ammo lasts for 1 Turn each, Affects a 7" Cone, See Special Rules in Equipment Section	+1	0	1d6+1 RKA NND (Fire)	0	3	4	7" Cone	+4	SS	6	1100
Kendachi Dragon Flame Thrower	2-h Weapon, Ammo lasts for 1 Turn each, Affects a 10" Cone, See Special Rules in Equipment Section	0	0	2d6 RKA NND (Fire)	0	5	10	10" Cone	+6	SS	21	1700
Chemtech Application Gear												
Cascade	2-h Weapon	-1	-1	Special	0	8	100/20 (c)	100	+3	SA	5.5	1800
Dart Pistol	1-h Weapon	+1	-1	Special	0	3	5 (c)	50	0	SA	1.5	600
Dart Rifle	1-h Weapon	+1	+1	Special	0	5	10 (c)	150	+3	SA	3.25	1700
ELD-AR	2-h Weapon	+2	+2	2d6 N	0	8	50 (c)	750	+4	AF-5	4.5	950
Splat Gun	2-h Weapon, Entangle is Sticky	0	0	3d6 Entangle	0	5	2 (m)	100	+4	SS	3	600
Spray Tank	1-h Weapon	0	0	Special	0	5	20	7" Cone	+4	SS	5	100
Ares SuperSquirt II	1-h Weapon	+1	0	Special	0	3	20/20 (c)	75	+2	SA	2	800
Other Weapons												
Ares Protector SMG (10mm)	1.5-h Weapon, Integral Sound Suppresser, Briefcase gun, when fired from case, OCV is –2	+1	0	1½d6	0	8	35 (c)	125	-4/+4	AF-10	5/3	2000
Bracer Gun	1-h Weapon	0	0	1d6	0	5	1 (b)	75	-2	SS	.3	700
Gun Cane	1-h Weapon	+1	0	1d6	0	5	1 (b)	75	-4	SS	1	1350
Netgun	1.5-h Weapon	+1	0	4d6 Entangle	0	5	4 (b)	50	+3	SA	4	1000
Large Netgun	1.5-h Weapon	+2	0	5d6 Entangle	0	8	4 (b)	50	+3	SA	4.5	1325
Kendachi Monocoil	1-h Weapon	0	0	4d6 Entangle	0	3	2 (m)	10	+1	SS	2	825

GRENADES

Type	Damage/Effect	Blast	Concealability	Weight	Nuyen
Chemical	See Chemtech Section of Equipment	5" Radius	+1	.5	500+Chemical Dose
Concussion	9d6 N	-1 DC per 1"	+1	.25	30
Dual Charge	Combine any 2 Grenade Effects	½ Radius for each effect	+2	.5	150
Defensive	3d6 RKA	-2 DC per 1"	+1	.25	30
Flare	Create Light	3" Radius	+1	.25	40
Flash	5d6 Flash vs. Sight and Hearing	-1d6 per 2"	+1	.25	40
Flash-Pak	5d6 Flash vs. Sight, Continuous, Uncontrolled (SPD 4) lasting 2 Turns	-1d6 per 2"	-4	.2	250
Incendiary	1d6 RKA NND (Fire/Heat), Starts Fires lasting 2 Turns	5" Radius	+2	.5	50
IPE Concussion	12d6 N	-1 DC per 1"	+2	.5	70
IPE Defensive	4d6 RKA	-2 DC per 1"	+2	.5	60
IPE Offensive	4d6 RKA	-1 DC per 1"	+2	.5	60
Offensive	3d6 RKA	-1 DC per 1"	+2	.25	30
Smoke	-4 Sight PER Rolls, -4 OCV vs. Normal Sight and UV Sight	5"	+2	.5	30
Smoke, Thermal	-4 Sight PER Rolls, -4 OCV vs. Normal Sight, UV Sight, IR Sight	5"	+2	.5	50
Superflash	8d6 Flash vs. Sight and Hearing	-1d6 per 2"	+2	.25	80
White Phosphorous	2d6 ERKA, Continuous, Uncontrolled, Sticky lasting for 2 Turns (SPD 4)	4" Radius	+2	.5	120

COMMERCIAL EXPLOSIVES, PER KILO

Type	Damage/Effect	Blast	Concealability	Weight	Nuyen
Commercial	1d6	-3 DC per 1"	+1	1	60
Plastic, Compound IV	2d6	-6 DC per 1"	+1	1	80
Plastic, Compound XII	4d6	-12 DC per 1"	+1	1	200
Radio Detonator	Radio Detonation of Explosives	--	-1	.25	250
Timer	Timed Detonation of Explosives	--	+1	.5	100

MINES

Type	Damage/Effect	Blast	Concealability	Weight	Nuyen
Anti-Personnel Mine	As Grenade Type	As Grenade Type	-1	2	Grenade x 10
Anti-Vehicle Mine	4d6 RKA	-1 DC per 1"	+1	5	500
Bouncing Mine	As Mine, detonates at 1" to 10" height	--	--	--	+500
Directional	Detonates in a Cone Shape in Desired Direction	-1 DC per 2"	--	--	x 1.5
Disguised	+2 Concealability (can be bought multiple times)	--	--	--	x 2
Built-in Sensor	Detect Target (Base 11-)	--	--	--	+1000 per +1
Smart Mine	Detect Enemies (Base 11-)	--	--	--	+1000 per +1

AMMUNITION TYPE AND EFFECT TABLE (Per 10)

Type	Effect	DC	Weight	Nuyen
Armor Piercing (AP)	Armor Piercing, -1 STUNx	+0	.25	70
Armor Piercing Incendiary (API)	Armor Piercing and 1/3 DC ERKA (NND: Intense Heat), -1 STUNx	+0	.25	150
Cannon	--	+0	1.25	450
Flechette (F)	Reduced Penetration	+1	.5	100
Gel Rounds (GEL)	DC in Normal Damage	+1	.25	30
General Purpose (GP)	None	+0	.25	20
Glazer (GLZ)	Reduced Penetration	+2	.5	75
Hi-C Plastic (HC)	Invisible to Detect Group	-1	.25	50
High Explosive (HE)	+2 Hearing PER Roll to notice weapon discharge	+1	.75	50
High Explosive Armor Piercing (HEAP)	Armor Piercing, -1 STUNx, +2 Hearing PER Roll to notice weapon discharge	+1	.75	250
Hollow Point (HP)	Armored Targets get 25% DR	+3	.5	50
Tracer	+1 OCV per Tracer round fired in Autofire	--	.5	50
Tracker (per 1)	Radio Transmit	+0	1	3000

SHOTGUN AMMUNITION TYPE AND EFFECT TABLE

Type	Effect	DC	Weight	Cost per 10
Big D's Temper ™	Shot Rules, May start fires, Makes weapon Unreliable	+2	1	200
Bola	1d6 Entangle	+1	1	100
Flare	Creates light, May start fires	x½	1	25
Shock Lock	Armor Piercing against Objects, +1 STUNx and –3 RMod against creatures	x1	.75	70
Stun Shells	DC in Normal Damage	+1	.5	25

MELEE WEAPONS

Weapon	Standard Accessories/Notes	OCV	RMod	Damage	STUNx	STR Min.	Shots	Length	Conc	Weight	Nuyen
Axes											
Throwing Axe	1-h Weapon, Thrown Weapon	0	+1	1d6	0	8	--	M	+3	.5	35
Masterwork Throwing Axe	1-h Weapon, Thrown Weapon	+1	+1	1d6	0	8	--	M	+3	.5	55
Hand Axe	1-h Weapon, Thrown Weapon	0	0	1d6+1	0	10	--	M	+4	.75	350
Masterwork Hand Axe	1-h Weapon, Thrown Weapon	+1	0	1d6+1	0	10	--	M	+4	.75	525
Battle Axe	1.5-h Weapon	0	0	2d6	0	15	--	M	+6	1.5	460
Masterwork Battle Axe	1.5-h Weapon	+1	0	2d6	0	15	--	M	+6	1.5	690
Wallacher Combat Axe	2-h Weapon	0	0	2d6+1	0	15	--	M	+7	2	975
Centurion Laser Crescent Axe	1.5-h Weapon	+1	0	2d6 (vs. rED)	0	15	--	M	+6	5.2	1725

Weapon	Standard Accessories/Notes	OCV	RMod	Damage	STUNx	STR Min.	Shots	Length	Conc	Weight	Nuyen
Blades											
Knife	1-h Weapon, Thrown Weapon	0	0	½d6	0	5	--	S	+1	.5	35
Masterwork Knife	1-h Weapon, Thrown Weapon	+1	0	½d6	0	5	--	S	+1	.5	55
Throwing Knife	1-h Weapon, Thrown Weapon	0	+1	½d6	0	5	--	S	+1	.25	40
Masterwork Throwing Knife	1-h Weapon, Thrown Weapon	+1	+1	½d6	0	5	--	S	+1	.25	60
Cougar Fine Blade Short Combat Knife	1-h Weapon, Thrown Weapon	+2	0	1d6-1	0	5	--	S	+1	.5	400
Redstone Survival Knife	1-h Weapon, Thrown Weapon	0	0	1d6	0	8	--	S	+2	.75	125
Cougar Fine Blade Long Combat Knife	1-h Weapon, Thrown Weapon	+2	0	1d6	0	8	--	S	+2	.75	500
Short Sword/Wakizashi	1-h Weapon	0	0	1d6	0	8		M	+3	.75	250
Masterwork Short Sword/Wakizashi	1-h Weapon	+1	0	1d6	0	8		M	+3	.75	375
Broad Sword/Ninja-to	1-h Weapon	0	0	1d6+1	0	10	--	M	+4	1.5	350
Masterwork Broad Sword/Ninja-to	1-h Weapon	+1	0	1d6+1	0	10	--	M	+4	1.5	525
Ares Monosword	1-h Weapon	+1	0	1½d6	0	10	--	M	+4	2	1000
Bastard Sword/Katana	1.5-h Weapon	0	0	1½d6	0	13	--	M	+5	2	425
Masterwork Bastard Sword/Katana	1.5-h Weapon	+1	0	1½d6	0	13	--	M	+5	2	650
Greatsword	2-h Weapon	0	0	2d6	0	15	--	M	+6	6	475
Masterwork Greatsword	2-h Weapon	+1	0	2d6	0	15	--	M	+6	6	725

Clubs											
Baton	1-h Weapon	0	0	3d6 N	--	8	--	M	+3	1	50
Riot Baton	1-h Weapon	+1	0	3d6 N	--	8	--	M	+3	1	75
Club	1-h Weapon	0	0	4d6 N	--	10	--	M	+4	1	65
Rattan Stick	1-h Weapon	+1	0	4d6 N	--	10	--	M	+4	1	100
Nunchaku	1-h Weapon, Can Grab	+1	0	4d6 N	--	10	--	M	+2	.5	200
Masterwork Nunchaku	1-h Weapon, Can Grab	+2	0	4d6 N	--	10	--	M	+2	.5	300
Metal Nunchaku	1-h Weapon, Can Grab	+1	0	5d6 N	--	13	--	M	+2	1	350
Masterwork Metal Nunchaku	1-h Weapon, Can Grab	+2	0	5d6 N	--	13	--	M	+2	1	525
Three-Section Staff	2-h Weapon, Can Grab	+1	0	6d6 N	--	15	--	M	+4	2	400
Masterwork Three-Section Staff	2-h Weapon, Can Grab	+2	0	6d6 N	--	15	--	M	+4	2	600
Extendable Baton	1-h Weapon	+1	0	3d6 N	--	8	--	M	0/+3	1	375
Ares Shock Rod	1-h Weapon, 1 hour recharge	+1	0	4d6 N and 4d6 NND (Elec)	--	10	10	M	+4	2	1500
AZ-150 Super Stun Baton	1-h Weapon, 1 hour recharge	+1	0	4d6 N and 6d6 NND (Elec)	--	10	12	M	+3	2	2000
Easton Robo Bat	1.5-h Weapon	0	0	10d6 N	--	20	--	M	+6	6	750
Louisville Cyberslugger	1.5-h Weapon	+1	0	10d6 N	--	20	--	M	+6	6	1000

Weapon	Standard Accessories/Notes	OCV	RMod	Damage	STUN x	STR Min.	Shots	Length	Conc	Weight	Nuyen
Hammers											
Light Hammer	1-h Weapon, Thrown Weapon	0	0	1d6	+1	10	--	M	+3	1.5	60
Masterwork Light Hammer	1-h Weapon, Thrown Weapon	+1	0	1d6	+1	10	--	M	+3	1.5	90
Heavy Hammer	1-h Weapon	0	0	1d6+1	+1	13	--	M	+4	3	400
Masterwork Heavy Hammer	1-h Weapon	+1	0	1d6+1	+1	13	--	M	+4	3	600
Warhammer	1.5-h Weapon	0	0	1½d6	+1	16	--	M	+5	5	500
Masterwork Warhammer	1.5-h Weapon	+1	0	1½d6	+1	16	--	M	+5	5	750
Sledgehammer	2-h Weapon	0	0	2d6	+1	19	--	M	+6	10	550
Masterwork Sledgehammer	2-h Weapon	+1	0	2d6	+1	19	--	M	+6	10	825
Kendachi Thunderhammer	1-h Weapon, Uses .50 Cal Rifle ammo	0	0	2½d6	+1	18	10	M	+5	5	2450
Ares Shockhammer	1-h Weapon, 1 hour recharge	+1	0	1½d6 and 4d6 NND (Elec)	+1	16	10	M	+5	5	1575
Slamdance, Inc. Hyper Hammer	2-h Weapon, Must be refueled after 2 shots, fuel costs 100 nuyen, STR doesn't add to damage	-1	0	4d6 (AP)	0	25	2	L	+8	15	3000

Polearms											
Staff	2-h Weapon	+1	0	4d6 N	0	10	--	M	+6	2	90
Masterwork Staff	2-h Weapon	+2	0	4d6 N	0	10	--	M	+6	2	120
Metal Staff	2-h Weapon	+1	0	6d6 N	0	15	--	M	+6	3	120
Masterwork Metal Staff	2-h Weapon	+2	0	6d6 N	0	15	--	M	+6	3	160
Collapsible Metal Staff	2-h Weapon, ½ Phase action to extend or collapse the staff	+1	0	6d6 N	0	15	--	M	+2/+6	3	600
Masterwork Collapsible Metal Staff	2-h Weapon, ½ Phase action to extend or collapse the staff	+2	0	6d6 N	0	15	--	M	+2/+6	3	800
Metal Staff/Three-Section Staff	2-h Weapon, ½ Phase to change between both forms, Use Three-Section Staff stats for other form	+1	0	6d6 N	0	15	--	M	+4/+6	3	600
Masterwork Metal Staff/Three-Section Staff	2-h Weapon, ½ Phase to change between both forms, Use Three-Section Staff stats for other form	+2	0	6d6 N	0	15	--	M	+4/+6	3	800
Mounted Bayonet	2-h Weapon, Use as a survival knife when not mounted	0	0	1d6	0	8	--	M	+2	.75	50
Spear	1-h Weapon, Thrown Weapon	0	0	1½d6	0	13	--	M	+6	2	85
Masterwork Spear	1-h Weapon, Thrown Weapon	+1	0	1½d6	0	13	--	M	+6	2	130
Longspear	2-h Weapon	0	0	2d6	0	15	--	L	+8	4	120
Masterwork Longspear	2-h Weapon	+1	0	2d6	0	15	--	L	+8	4	180
Glaive	2-h Weapon	0	0	2d6+1	0	18	--	L	+8	6	650
Masterwork Glaive	2-h Weapon	+1	0	2d6+1	0	18	--	L	+8	6	975
Centurion Laser Crescent Glaive	2-h Weapon	+1	0	2d6+1 (vs. rED)	0	18	--	L	+8	10	1900
Ares Shockstaff	2-h Weapon, 1 hour recharge	+1	0	6d6 N and 4d6 NND (Elec)	0	15	10	M	+6	4	1575

Whips											
Whip	1-h Weapon, 3" Range, Can Grab, STR Min doesn't add to damage	0	0	½d6	0	5	--	L3	+4	1	135
Chain Whip	1-h Weapon, 3" Range, Can Grab, STR Min doesn't add to damage	0	0	1d6	0	8	--	L3	+4	2	185
Kusari-Gama	2-h Weapon, 3" Range, Can Grab, STR Min doesn't add to damage	0	0	1½d6	0	13	--	L3	+4	1	250
Ares Electrowhip	1-h Weapon, 3" Range, Can Grab, STR Min doesn't add to damage, Must be recharged for 1 hour	0	0	1d6 and 4d6 NND (Elec)	0	8	10	L3	+4	1	725
Kendachi Monowhip	1-h Weapon, 3" Range, Can Grab, STR Min doesn't add to damage, See rules for Monowhips	0	0	3d6 (AP)	0	5	--	L3	-1	--	7750

SHADOWPUNK—WEAPONS

Weapon	Standard Accessories/Notes	OCV	RMod	Damage	STUN x	STR Min.	Shots	Length	Conc	Weight	Nuyen
Unarmed											
Brass Knucks/Studded Glove/Heavy Armor Gauntlet	1-h Weapon	0	0	+1d6 N	0	--	--	--	--	.25	0
Ares Karatand	1-h Weapon, Implast Glove	0	0	+2d6 N	0	--	--	--	-1	.5	200
Forearm Snap Blades	1-h Weapon	+1	0	1d6	0	--	--	S	0/+2	1.5	300
Shock Glove	1-h Weapon, Must be recharged for 1 hour	0	0	Unarmed and 3d6 NND (Elec)	0	--	8	--	-2	.5	750
Kendachi Monofilament Garrote	2-h Weapon, Can Grab	0	0	2d6 (AP)	0	--	--	S	-1	--	5000

Weapon	Standard Accessories/Notes	OCV	RMod	Damage	STUN x	STR Min.	Shots	Length	Conc	Weight	Nuyen
Cyber-Implant Weapons											
Hand Razors	See Rules for Cyberware	0	0	1d6 (RP)	0	5	--	S	-2/0	--	3750
Cyberspur	See Rules for Cyberware	0	0	1½d6	0	10	--	S	-1/+1	--	6250
Cyberspike	See Rules for Cyberware	0	0	1d6 (AP)	0	10	--	S	-1/+1	--	3750
Cyber Fangs	See Rules for Cyberware	0	0	½d6 (AP)	0	--	--	S	-2	--	3750

PROJECTILE WEAPONS

Weapon	Standard Accessories/Notes	OCV	RMod	Damage	STUN x	STR Min.	Ammo	Range	Conc	Weight	Nuyen
Bows											
Short Bow	2-h Weapon	0	0	1½d6	0	13	--	125	+5	1	350
Compound Short Bow	2-h Weapon	+1	0	1½d6	0	13	--	125	+5	1.5	500
Long Bow	2-h Weapon	0	+1	2d6	0	15	--	150	+7	1.5	675
Compound Long Bow	2-h Weapon	+1	+1	2d6	0	15	--	150	+7	1.75	825
Ranger X Compound Bow	2-h Weapon	+2	+2	2½d6	0	20	--	200	+7	2	1100

Weapon	Standard Accessories/Notes	OCV	RMod	Damage	STUN x	STR Min.	Ammo	Range	Conc	Weight	Nuyen
Crossbows											
Pistol Crossbow	1-h Weapon, STR Min doesn't add to damage, 1 Phase Reload	0	0	1d6+1	0	5	--	50	+3	1.5	275
Light Crossbow	2-h Weapon, STR Min doesn't add to damage, 1 Phase Reload	0	0	1½d6	0	8	--	75	+5	2	350
Medium Crossbow	2-h Weapon, STR Min doesn't add to damage, 1 Phase Reload	0	0	2d6	0	10	--	100	+6	3	425
Heavy Crossbow	2-h Weapon, STR Min doesn't add to damage, 1 Phase Reload	0	0	2d6+1	0	13	--	125	+7	4	500
Very Heavy Crossbow	2-h Weapon, STR Min doesn't add to damage, 1 Phase Reload	0	0	2½d6	0	15	--	150	+8	4.5	575
Repeating Crossbow	2-h Weapon, STR Min doesn't add to damage, ½ Phase Reload	0	0	2d6	0	10	10 (c)	100	+7	4	600

Weapon	Standard Accessories/Notes	OCV	RMod	Damage	STUN x	STR Min.	Ammo	Range	Conc	Weight	Nuyen
Throwing Weapons											
Throwing Knife	1-h Weapon, Thrown Weapon	0	+1	½d6	0	5	--	--	0	.25	40
Shuriken/Dart	1-h Weapon, Thrown Weapon	0	+2	½d6	0	5	--	--	-1	.25	50
Net	2-h Weapon, Thrown Weapon	0	-2	3d6 Entangle	0	10	--	--	+5	4	350
Caltrops (10)	1-h Weapon, Thrown Weapon, See Rules for Caltrops	0	0	See Rules	0	5	--	--	-1	.5	80

MATRIX

The Matrix is the virtual world of computers linked together through a global telecommunications network. Within this digital world, every aspect of the network is represented as a virtual landscape, with icons that can be touched, manipulated, and used for whatever its intended purpose. The Matrix was designed to make the field of information technology easier and more intuitive. But slicing through the permanent neon glow of the Matrix like a digital ninja is the commando of the virtual world, the decker.

Deckers are the extreme of computer enthusiasts and hackers, utilizing their unique set of skills to crack the most difficult security of a mega-corp, or to find obscure but valuable data and sell it to the highest bidder. To the master decker, no system is impervious to his infiltration. And wary are those in the meat world who would upset or threaten such a decker, for their life, their money, and their reputation could suddenly become empty.

ACCESSING THE MATRIX

A cyberdeck or cyberterminal is used to connect to the Matrix, which comes standard with a fiber-optic cable that plugs into a home telecom jack. If no standard jack can be found, certain specialized tools can be used to connect directly to the fiber-optic telecom line without need for the jack. Another cable connects to either an electrode net that slips over the user's head, or through a direct cybernetic interface through a Datajack. The 'trode net is serviceable but sometimes fuzzy, but safer. But jacking directly into the Matrix through a Datajack is an experience like no other. The Matrix is *your* world when you jack in.

After jacking in, the deck or terminal blocks out the user's standard senses and instead feeds directly to the brain the virtual world of the Matrix. The decker appears in the Matrix location corresponding to the real world location where he jacked in from the real world. The landscape of the Matrix is a glittering neon and electric glow of a gigantic digital city. It is infinite in size, but getting from one place to another is as quick as cybernetically entering an address.

Those who legally log into the Matrix on registered cyberterminals have tags associated with them that identify themselves to the Matrix at all times, leaving a handy data trail that can be traced back to the point of origin. Cyberdecks, conversely, are free of such tell-tale tags and the deckers remain anonymous, free to roam as they will. But every system is built with some form of security, and the tougher the security, the tougher things can be for a decker wandering around a powerful host system. When mega-corps want to keep their secrets to themselves, they may be willing to kill to do so. And even the Matrix can be deadly when snooping around a place where one doesn't belong.

JACKPOINTS

Jackpoints are the physical connection deckers use to access the Matrix. There are typically two types: legal and illegal.

Legal is exactly what it sounds like, a legally registered telecom system. An illegal jackpoint could be access from an illegal telecom connection, or service stolen from the telecom company without their knowledge. It can also come from a device known as a dataline tap, which is a junction box hooked directly into the fiber-optic lines that make up the matrix. The illegal jackpoint is the most common and most-preferred method of jacking into the Matrix by deckers. Legal and illegal jackpoints can sometimes change depending on where you go jack in from and where you go while jacked in, but a decker will always know what his status is, even before he hits the power button.

ICONS

Anything a character sees in the Matrix is an icon, from the walls of a mega-corp host network, the blue telecom grid that whisks him instantly to the destination he calls out. The icon for the user or any other user in the Matrix is known as a persona, and that is the common reference to a user's presence in the Matrix. The persona is really just a program

running within the Matrix, executed on the system by the user's cyberdeck or cyberterminal. The cyberdeck converts neural impulses from the user to run programs, stored locally in the deck, in the Matrix. The persona is an interface system of sorts, as it converts the Matrix into a fully virtual world for the decker to explore.

The persona can be personalized to however the user wants it to look to those who see him. There are no limits except those of creativity. Anything in the matrix can look like anything, whether it accurately represents its purpose or not. A standard icon set is in place, so that it is as user-friendly as it can be for those who use it on a regular basis. When visiting another part of the Matrix, a decker can generally assume that a data file will look the same as any other.

There are host systems in the Matrix that are "sculpted" to their designer's whim. Some of the traditional Japanese mega-corps tend to sculpt their system to resemble a feudal Japanese temple or castle, complete with scurrying peasants and soldiers with spears. With sculpted systems, there is no limit to what the designer can do. But these systems are still designed intuitively, for they still need the work to be done in a timely manner, and training someone to navigate a hopelessly unintuitive system could be a major burden.

There are many programs and icons that remain hidden or disguised from intruders or even legal users unless triggered. Often, these are Intrusion Countermeasures or IC, which attempt to remain undetected until an intrusion is detected. A deck with a good Sensors persona program can detect these hidden icons and prepare to deal with them. A decker can also use the ability to remain hidden by using masking programs to become invisible or seem like an authorized user.

GRIDS AND HOSTS

The Matrix is composed of telecommunications networks (grids) and computer systems (hosts). The grids carry voice and data transmissions from place to place. Hosts are often a series of networked computers in a single location, but can often be extended to include several different locations with an intricate pattern to get from one to the next. A host is most loosely defined as any computer system important enough for a decker to invade and tough enough to fight back.

REGIONAL TELECOMMUNICATIONS GRID (RTG)

The RTG is analogous to the old Area Code system of the early 21st Century. When randomly generating System Ratings for a public grid (see Host Rating Table below) assume that the grid has a difficulty of easy. Also, subtract 2 from all Subsystem ratings.

LOCAL TELECOMMUNICATIONS GRID (LTG)

The LTG is a grid that typically represents a city or group of cities within the same geographical area. A decker almost always logs into an LTG first. LTG Ratings are almost always the same as the Parent RTG.

PRIVATE LTG

Private LTGs (PLTG) are independent global grids that are closed to the general public. Mega-corps typically employ at least one PLTG which allows them greater ease of inter-corporate communications. Most governments also maintain at least one PLTG that serves the same purpose.

PLTGs are governed by the laws of the corp or country that owns them and they are free to install any security measures they want. A PLTG is a considerable investment of money to build and maintain, and providing security to the grid is a minor expenditure compared to the cost of having to rebuild one.

PLTGs usually connect to a public LTG so that they may communicate outside their corporate confines, and deckers may gain entry to a PLTG through these entry points. But it is not unusual to have completely isolated PLTGs for overly sensitive corps, and the only way to gain entry to these would be from a host inside the corporate grid.

HOSTS

Hosts are the computer systems that serve as the backbone of the Sixth World's information network. Billions of nuyen and uncountable megapulses of data flow through these systems every day. Hosts are the vaults where the jewels of the Sixth World are kept. Information. That which is worth the most money. Hosts serve as databanks, research file storage, libraries, virtual shopping malls, chat rooms, virtual arcades, private meeting sites, message boards, local networks, archives, banks, and the list goes on.

Not all hosts are connected to the Matrix. Hosts of highly paranoid or ultra secure sites do not connect to the Matrix to lessen the chance of intrusion by unauthorized deckers. The only way into these systems is by going to the physical location of the host and jacking into it there.

SYSTEM ACCESS NODES

System Access Nodes (SANs) connect host computers to grids and to each other. When a decker performs a Logon to Host operation from the grid or from a dedicated host connection, he enters the SAN icon for the host he is invading. The gamemaster needs to determine where the SAN are accessed from and where they lead.

SYSTEM RATING

Every system has a Security Rating and five Subsystem Ratings: Access, Control, Index, File, and Slave. These are collectively know as the System Rating. The GM can use the table below to randomly determine a host's System Rating or make them up.

HOST RATING TABLE

Intrusion Difficulty	Security Value	Subsystem Rating
Easy	10+1d6	6+½d6
Average	13+1d6	8+1d6
Hard	16+2d6	12+1d6

SECURITY RATING

Rated with a color followed by a number these determine the general security of the host. The four security codes are Blue (little or no security), Green (average security), Orange (significant security), and Red (high security). Some matrix legends exist concerning systems with defenses off the scale, called Ultraviolet, UV, or Black Systems.

The security value following the code starts at 11 and goes up from there. This is the "skill" of the system to detect intruders. Roll against this number as if it were a skill with a penalty equal to the Decker's Detection Factor. So a Red-13 system rolling against a decker with a Detection Factor of 5, rolls against an 8 or less. The Security Tally is determined by how far under the number the system rolls, with a minimum of one. If the above system had rolled a 5 against the decker, his Security Tally would have increased by 3. If it had rolled anything above an 8, then no tally would have accrued. If it had rolled exactly an 8, then the tally would increase by 1.

SECURITY CODES

The Security Code of a host measures the level of security for the system. Generally this reflects the sensitivity of data on the host or it could reflect the paranoia of the host's owner.

Blue Hosts

Blue hosts include most public-service databases: newsfax distribution systems, public library databases, directories of listed commcodes. Pretty much anything that is free, even if a government, corp, or private individual provides it, is Blue. Small businesses that are too poor to secure their systems tend to have Blue hosts as well.

Green Hosts

Green hosts are average systems, but never make the mistake of thinking that a Green host represents easy prey. They may be more patient with intruders than the Orange or Red systems, but they can load any IC the hotter hosts mount.

Orange Hosts

Orange hosts pride themselves on being secure systems, if not wild-eyed killer hosts. Orange hosts store your standard "confidential" data and carry out processing that is important but not absolutely essential to the host's operators. Orange systems include the typical factory controller and the networks used by middle management in a typical corporate office.

Red Hosts

Red hosts offer the most security that a system may legally carry. They contain "top secret" data, often the kind owners will kill to protect, and mission-critical process controls (life support, vital labs and factories, power grids, and the like). Anti-intrusion defenses tend to be lethal—deckers get no "warning shots" on Red systems.

SUBSYSTEM RATINGS

The five subsystems ratings—Access, Control, Index, Files, and Slave—represent the resistance of a system's subsystems to unauthorized manipulations by a decker. These ratings function as skill penalties to a decker's Computer skill when attempting to manipulate the system illegally. For example, an unauthorized decker would roll his Computer skill minus the appropriate subsystem rating to accomplish a task. Success allows the decker to do what he or she wanted. Failure means that the system has rejected the unauthorized attempt.

Keep in mind that a high subsystem rating does not impede authorized users from using the subsystem. It simply makes illegal manipulation more difficult.

Note that when a Passive Alert has been activated, all subsystem ratings are raised by 2.

Access Rating

The Access rating measures a system's resistance to unauthorized access. To access a grid/host, an unauthorized decker must use his Computer skill (and utilities) minus the Access Rating.

Control Rating

The Control rating measures a system's resistance to unauthorized administrative commands. For example, an unauthorized decker attempting to kick a legitimate user off a host must use his Computer skill (and utilities) minus the Control rating of the system.

Index Rating

The Index rating measures a system's resistance to unauthorized searches. An unauthorized decker searching a grid or host for a system address or specific file must use his Computer skill (and utilities) minus the Index rating of the system.

Files Rating

Deckers must use their Computer skill (and utilities) minus the system's Files rating whenever they attempt to illegally read or write datafiles in a system. Deckers must also make skill rolls to decrypt encoded files and send output to devices such as faxprinters or chip cookers.

Slave Rating

The Slave rating governs the operation of remote devices controlled by a system. For example, the decker must use his Computer skill (and utilities) minus the Slave rating of the system to manipulate devices controlled by the host, such as security cameras and elevators.

RATING FORMAT

A Red-18 system with the following Subsystem ratings—Access 10, Control 12, Index 10, Files 9, Slave 9—would be written in the following format:

Red-18/10/12/10/9/9

CYBERDECKS

Cyberdecks are the tools that deckers use to interface with the Matrix. It is his doorway into the world of the matrix, giving him form to write his name in the electron lights.

DECK RATINGS
The power of a decker's persona is defined by the processing power of this deck's MPCP (Master Persona Control Program), and his Bod, Sensor, Evasion, and Masking programs. The MPCP represents the master operating system for the deck and has an MPCP rating that measures its ability to take damage and continue functioning. The Bod, Sensor, Evasion, and Masking programs are called persona programs. The numeric ratings of these programs serve as the "attributes" for the decker's persona and are used whenever tests are made against the decker while in the matrix. The Bod program determines the amount of damage a persona can take before being dumped from the matrix. The Evasion program is used when the decker attempts to perform maneuvers in Cybercombat. The Masking program affects the persona's Detection Factor. The Sensor program determines how perceptive the icon is in the matrix.

The MPCP rating is the central value for cyberdecks. The MPCP multiplied by 3 equals the maximum total of the deck's persona programs. No single Persona rating may exceed the MPCP rating. The Bod attribute multiplied by 3 is the BODY, or the amount of damage the persona can take before being dumped.

The shorthand format for cyberdeck ratings is:

MPCP/Bod/Evasion/Masking/Sensor

HARDENING
Hardening represents internal deck programs specifically designed to reinforce the deck's resistance to invasive code such as viruses, gray and black IC, etc. Treat each point of Hardening as 2 Resistant DEF against any damage from Black IC to the persona and the decker. If the icon has been crashed by gray IC and it makes an attack, reduce the amount of damage done by 1 per point. Hardening also works against Black Hammer and Killjoy utilities, but not against other attack utilities.

ACTIVE MEMORY
Active Memory is the cyberdeck's "RAM" to use the old term. It is the limit on the amount of utility programs that the deck can run at one time. For each Mp in Active Memory, the deck can have the equivalent Mp in utilities.

STORAGE MEMORY
Storage Memory is analogous to the hard drives on old time computers. Any program in a deck's storage memory can be uploaded onto the deck by using the Swap Memory operation. All utilities must be kept in storage memory, whether they are in Active Memory or not. Additionally, storage memory is used for data uploads and downloads. The total amount of Mp for all utilities and other stored data cannot exceed the storage memory of the deck.

I/O SPEED
The input and output of a deck is analogous to the old modems that connected terminals and computers back in the dark ages of computing. All uploads and downloads are always at the full I/O speed of the deck in Mp per Turn.

RESPONSE INCREASE
Response increase is the Matrix equivalent of wired reflexes. The first point of Response Increase gives the decker +4 Lightning Reflexes and +3 SPD only while in the Matrix. Each point thereafter gives +2 Lightning Reflexes and +1 SPD. Response Increase cannot exceed a deck's MPCP rating divided by 4, rounded down.

DETECTION FACTOR
Detection Factor is a penalty to the hosts Security test rolls against the intruding decker. To determine the deck's Detection Factor add together the ratings of the Masking persona program and the Sleaze program and divide by 2.

SENSOR TESTS
This is a standard Perception test (base INT roll) plus the rating of the Sensor persona program. This is modified down by the rating of IC or if the icon is a decker by the decker's Masking + Sleaze programs. The decker can add the rating of his or her Scanner utility if he or she actively searches for other deckers.

Whenever a new icon enters an area where the decker could detect it, the decker gets a free sensor test with no utilities to see if he notices it (the GM should make this roll). If he fails, he does not notice the new icon. If he succeeds, the icon remains "visible" unless it tries to escape or the decker leaves the area. Otherwise, a decker suspecting the presence of other icons may use a Locate operation to try to find hidden icons.

CYBERTERMINALS

These are the old style computer and monitor, with a set of electrode nets or a datajack cable. This is the way most users of the Matrix perceive it. They are slow but cheap, and cyberdecks are just too expensive to hand out as standard equipment.

SECURITY TALLY

The GM tallies each point by which the host/grid succeeds in Security test rolls while a decker is in the system. This tally runs as long as the decker is logged on to that system. When the tally reaches a level set by the gamemaster, it may trigger actions within the host/grid, ranging from the activation of black IC programs to nothing at all.

SECURITY SHEAVES
A sheaf consists of a list of trigger steps. These steps represent security tally thresholds. As a decker's security tally reaches each trigger step, the system may activate one or more IC programs as well as trigger alerts. If a decker surpasses more than one trigger step in a single action, the events for all the triggered steps that have been reached or exceeded happen all at once.

System Security Code	Trigger Step Range
Blue	½d6+4
Green	½d6+3
Orange	½d6+2
Red	½d6+1

ALERTS

NO ALERT
Generally, trigger steps under a no alert status activate reactive IC programs.

PASSIVE ALERT
In a typical security sheaf, the third or fourth trigger step activates a passive alert. Trigger steps typically activate proactive white or gray IC programs. When a system goes on passive alert, increase all subsystem ratings by 2.

ACTIVE ALERT
Under active alert status, trigger steps typically activate proactive gray IC and sometimes Black IC. Trigger steps may also activate corporate or law-enforcement deckers in the system.

HOST/GRID RESET
Blue systems reset after 2d6 minutes, during which time the system deactivates security measures and the security tally drops to 0. More secure systems do not reset as quickly. Green, Orange, and Red systems begin to reset after 3d6 minutes, provided the decker did not trigger an alert. If the decker triggered an alert, roll 1d6 every 5 minutes for Green systems, 10 minutes for Orange systems, and 15 minutes for Red systems. Reduce the security tally by the result.

SYSTEM OPERATIONS

These actions require a Computer skill roll. Bonuses to the skill are provided by appropriate Utilities, applicable Skill Levels, and other factors the GM deems appropriate. They are modified negatively by the appropriate subsystem rating.

ANALYZE HOST
Test: Control
Utility: Analyze
Action: Full Phase
An Analyze Host operation enables a decker to analyze the ratings of the host. For each point the decker makes his roll over Security Test, the decker chooses one of the following pieces of information: Host's Security Rating (code and value), the rating of one of the five subsystems on the host. The decker must be on the host to analyze it.

ANALYZE IC
Test: Control
Utility: Analyze
Action: 0-Phase
The Analyze IC operation enables a decker to identify any specific IC programs that he has located (deckers may locate IC programs by performing Locate IC operations or by coming under attack from the IC program). If the Analyze IC operation succeeds, the decker learns the type and rating of the IC program and any options or defenses it carries.

ANALYZE ICON
Test: Control
Utility: Analyze
Action: 0-Phase
The Analyze Icon operation scans any icon and identifies its general type: IC, persona, application, etc. The decker may adds his Sensor rating as well as his Analyze program to his Computer skill.

ANALYZE SECURITY
Test: Control
Utility: Analyze
Action: ½ Phase
The Analyze Security operation tells the decker the current security rating of the host., the decker's security tally on the host (including any tally points accrued by the Analyze Security operation), and the host's alert status.

ANALYZE SUBSYSTEM
Test: Targeted Subsystem
Utility: Analyze
Action: ½ Phase
An Analyze Subsystem operation identifies anything out of the ordinary about the targeted subsystem. The operation identifies the presence of scramble IC programs or other defenses or system tricks present on the subsystem.

CONTROL SLAVE
Test: Slave
Utility: Spoof
Action: Full Phase
The Control Slave operation enables a decker to take control of a remote device controlled by the host's Slave subsystem. If the slave performs some kind of specific operation, the appropriate skill applies to the decker trying to control them. The Control Slave operation is a monitored operation.

DECRYPT ACCESS
Test: Access
Utility: Decrypt
Action: ½ Phase
The Decrypt Access operation defeats scramble IC programs guarding access to a host. IC programs on a scrambled Host must be defeated with a Decrypt Access operation before a decker can perform a Logon to Host operation.

DECRYPT FILE
Test: Files
Utility: Decrypt
Action: ½ Phase
The Decrypt File operation defeats scramble IC programs on a file. Deckers must perform successful Decrypt File operation on scrambled files before performing other operations on them. A file with scrambled IC cannot be downloaded until after it has been decrypted.

DECRYPT SLAVE
Test: Slave
Utility: Decrypt
Action: ½ Phase
The Decrypt Slave operation defeats scramble IC programs on a Slave Subsystem. A decker cannot Control Slave until he has performed a Decrypt Slave operation on scrambled Slaves.

DOWNLOAD DATA
Test: Files
Utility: Read/Write
Action: ½ Phase
The Download Data operation copies a file from the host to the decker's cyberdeck. The data moves at the deck's I/O Speed. It may be transferred to Active Memory, Storage Memory, or even off-line storage.

The Download Data operation is an ongoing operation that continues until the data transfer is completed, the decker logs off or is crashed, or the decker terminates the download early. If the operation is terminated early, it creates a corrupted copy of the file.

EDIT FILE
Test: Files
Utility: Read/Write
Action: ½ Phase
The Edit File operation enables a decker to create, change, or erase a datafile. Small changes can be made directly on the host by performing this operation. Otherwise, the decker must prepare changes off-line and upload it to Active Memory and perform and Edit File operation.

A successful Files Test can create new files, but because the files have counterfeit headers, the host may notice irregularities. (GM discretion)

Deckers can also use Edit File operations to make copies of files on the same host. This requires two System Tests, the first being a Files Test to copy, and the second is against the subsystem that controls the location where he or she wishes to hide the copy.

After altering, inserting, or deleting files, a decker may make a Control Test using his Read/Write utility to authenticate the file's headers. If the decker fails to take this step, it will take 1d6 hours before the system notices the tampered file and report it to the host's supervisor.

Deckers may also check to determine whether a file has been tampered with. If the file was altered without authenticating the headers, a Files Test will reveal it. If the file headers were authenticated, then the Decker must make his skill roll by more than the tampering decker to reveal it.

EDIT SLAVE
Test: Slave
Utilities: Spoof
Action: Full Phase
This operation allows a decker to modify data sent to or received from a remote device controlled by a host's Slave subsystem. A decker could perform Edit Slave operations to alter video signals or sensor readings from a computer controlled security camera or alter readings being sent to a console or simulator. The Edit Slave operation is a monitored one.

GRACEFUL LOGOFF
Test: Access
Utilities: Deception
Action: Full Phase
The Graceful Logoff operation enables a decker to disconnect from a host and the LTG where he logged on to the grid without experiencing dump shock. Also, this operation clears all traces of the decker and his actions from the security and memory systems of the host. A track utility in process subtracts its rating from the decker's Computer roll for any Graceful Logoff attempts.

LOCATE ACCESS NODE
Test: Index
Utilities: Browse
Action: Full Phase
The Locate Access Node operation is "directory assistance" of the Matrix. It enables deckers to find the codes of LTGs that provide access to the hosts he wants. The operation also lets him locate commcodes for regular telecom calls. Once a decker has located a LTG code, he need not repeat this operation to find the host in the future—unless the owners change the address, of course.

LOCATE DECKER
Test: Index
Utilities: Scanner
Action: Full Phase
This operation is a two-step process. The decker makes the standard System Test and then makes a Sensor Test. The amount by which he rolls under his skill determines his success. Any deckers with a Masking program less than this amount is located. In addition, the decker knows if they log off or jack out. If a targeted decker is running a sleaze program, add its rating to the targeted decker's Masking rating to determine if the searching decker locates him. Located deckers may break contact by maneuvering. Friendly deckers who wish to make their presences known to each other may do so automatically.

LOCATE FILE
Test: Index
Utilities: Browse
Action: Full Phase
This operation searches for specific datafiles. To use the operation, the decker must have some idea of what he is looking for. If the operation succeeds, the decker knows the system location of the file.

LOCATE IC
Test: Index
Utility: Analyze
Action: Full Phase
This operation follows the same rules as the Locate Decker operation, except that the decker automatically locates the IC program(s) if the System Test succeeds. The IC remains located until it maneuvers to evade detection.

LOCATE SLAVE
Test: Index
Utility: Browse
Action: Full Phase
This operation follows the same rules as Locate File. The operation is used to determine system addresses for specific remote devices controlled by the host.

LOGON TO HOST
Test: Access
Utility: Deception
Action: Full Phase
This operation simply consists of the standard System Test. The decker will not know the Access Rating until he takes his first shot at it. At that point, it will be all too evident. Once he begins trying to crack the system, remember to keep track of his security tally.

LOGON TO LTG
Test: Access
Utility: Deception
Action: Full Phase

This operation consists of the usual System Test using the Access Rating of the LTG. Remember to begin counting the security tally on the grid while the decker is there. If the test fails, the decker can try again, but his security tally remains on the grid for some time. If the decker switches to a different jackpoint before his next logon attempt, the grid will have to start a new security tally for the decker.

LOGON TO RTG
Test: Access
Utility: Deception
Action: Full Phase
Once he has logged onto the LTG, a decker can log on to the controlling RTG by performing the Logon to RTG operation. He must perform this operation if he wants to connect to a different LTG on the same RTG, or to a different RTG altogether.

To perform the operation, the decker makes a System Test against the RTG's Access Rating. Remember that "local" changes in the LTG system ratings will not carry over to the RTG.

Remember that an RTG maintains the same security tally for all a decker's activities on any LTGs it controls, as well as the RTG itself. Once on the RTG, he can perform a Logon to LTG to reach any LTG attached to it, or a Logon to RTG to reach any other RTG in the world.

MAKE COMCALL
Test: Files
Utility: Commlink
Action: Full Phase
A decker on an RTG can make a call to any commcode on an LTG controlled by that RTG by performing a Make Commcall operation. The decker can make a call, then move to another RTG and make a call to a number under it's control, then link the two together. A decker can move to multiple RTGs in this manner, building a secure conference call. Each call the decker links together requires another System Test.

Deckers can get a license to provide this service on various RTGs. In that case, no tests are needed to make the calls or link them together. The license is usually restricted to corporate deckers.

The Tap Commcall operation cannot trace this kind of call, but another decker could use the Track utility to try to locate the commcodes involved.

Also, the decker can detect any taps or tracers on the commlines by winning an opposed Sensor vs. Bugging skill roll. He can neutralize them with another opposed Evasion vs. Bugging skill roll.

Dumping a participant from a comcall requires a Files Test. Jumping into a tapped call also requires a Files Test.

MONITOR SLAVE
Test: Slave
Utility: Spoof
Action: ½ Phase
This operation enables the decker to read data transmitted a remote device. He can listen to signals from audio pick-ups, watch feeds from security cameras, examine readouts on a computerized medical scanner hooked up to the host, etc. As long as he maintains the operation, he receives constant updates from the device. Monitor Slave is a monitored operation.

NULL OPERATION
Test: Control
Utility: Deception
Action: Full Phase
The GM may require a decker to perform one or more Null Operations whenever the decker is waiting for something to happen, whether it is an event in the Matrix, the end of an ongoing operation, or something else that involves hanging around in cyberspace without make System Tests. Modify the System Test as a penalty for each time down the time chart the character must wait longer than a Phase.

SWAP MEMORY
Test: None
Utility: None
Action: ½ Phase
This operation enables a decker to load a new utility program into his deck's Active Memory and then upload it to his on-line icon. Starting the operation is a ½ Phase action, but it may take longer to finish loading depending on the deck's I/O Speed and Active Memory.

TAP COMMCALL
Test: Special
Utility: Commlink
Action: Full Phase
The Tap Commcall operation enables deckers to locate active commcodes on an LTG, trace and tap commcalls. Deckers use the commlink utility for all the tests required during this monitored operation.

The decker must be active on the RTG that controls the LTG to locate the active commcodes. The decker makes an Index Test to detrmine if any commcodes on the LTG are sending or receiving a call. If the decker is checking for a particular commcode, he must be on that commcode's parent RTG, and he receives a +2 bonus to his roll. If the decker finds a commcode in use, he can make a Control Test to trace the call to its origin or destination. If multiple participants are undertaking a conference call with that commcode, each point the roll is made reveals the commcode of one participant.

If the call was set up by another decker using the Make Commcall operation, then the Control Test locates the decker controlling the call. The decker trying to trace the call must then move to the RTG the calling decker is in and use a track utility against him. Note that using the track utility on a decker is considered an attack and reveals your presence to the decker. The track utility locates all the other commcodes involved in the call.

If the decker wants to tap the call and record it in his deck's storage memory, he must make a Files Test. Each minute of recording takes up 1 Mp of storage.

If the comm. connection is scrambled, the decker must decrypt it by making an opposed skill roll using his Computer (Encryption is complimentary) vs. Encryption used on the commline. The decrypt utility adds to the decker's skill roll. This test does not affect security tally.

If the phones involved have a dataline scanner, the decker may set that off. He must make an opposed skill roll pitting Computer against Bugging, and the Commlink utility adds to the decker's skill. If the decker wins, he has synchronized the tiny fluctuations in signal intensity caused by his tap and fooled the scanner. This test does not affect security tally.

Once a decker has tapped and unscrambled a call, he can listen in and record as he wishes. When the call is over, he can stay locked on to any of the commcodes. He can then monitor any subsequent calls placed from these commcodes. He does not need to make any new tests to trace or tap calls or defeat scanners or encryption.

Deckers may also reveal themselves and enter in tapped comcalls, or disconnect participants from comcalls by performing a Make Comcall operation. Tap Comcall is a monitored operation.

UPLOAD DATA
Test: Files
Utility: Read/Write
Action: ½ Phase
This operation enables a decker to transmit data from his cyberdeck to the Matrix. This data comes directly from his deck's storage memory and does not affect Active Memory.

If the decker is creating a new file on the host, the file is written automatically. If the decker intends to modify an existing file on the host, he must perform an Edit File operation after the upload is finished.

UTILITIES

OPERATIONAL UTILITIES

ANALYZE
Multiplier: 3
System Operations: Analyze (Host, IC, Icon, Security, Subsystem), Locate IC
The Analyze Utility adds to the decker's Computer skill for Systems Tests that identify IC, Programs, and other resources or events controlled by the host.

BROWSE
Multiplier: 1
System Operations: Locate (Access Node, File, Slave)
The Browse utility adds to the decker's Computer skill for Systems Tests to locate specific data values or system addresses. Unlike analyze and scanner utilities, which search for Matrix activity, the browse utility works on the contents, or real-world functions, of these data nodes.

COMMLINK
Multiplier: 1
System Operations: Make Comcalls, Tap Comcalls
The Commlink utility adds to the decker's Computer skill for Systems Tests that affect the decker's communications link.

DECEPTION
Multiplier: 2
System Operations: Graceful Logoff, Logon to (LTG, RTG, Host), Null Operation
Unless otherwise noted, the Deception utility adds to the decker's Computer skill of all Access Tests.

DECRYPT
Multiplier: 1
System Operations: Decrypt (Access, File, Slave)
The Decrypt utility adds to the decker's Computer skill of any Systems Tests to defeat Scramble IC programs.

READ/WRITE
Multiplier: 2
System Operations: Download Data, Edit File, Upload Data
The Read/Write utility adds to the decker's skill for Systems Tests necessary to transfer files or otherwise access, edit, or create data in the Matrix.

RELOCATE
Multiplier: 2
This utility is used against track utilities in their location cycle. The decker using relocate makes a Computer skill roll adding the rating of the Relocate utility to his skill minus his opponents Sensor rating. The tracking decker rolls his Computer skill adding the rating of the Track utility to the roll minus his opponents Masking rating. If the relocating decker wins, the track utility fails completely. The attacker must successfully attack the target decker again before using the Track utility against his opponent.

SCANNER
Multiplier: 3
System Operations: Locate Decker
The scanner utility adds to the decker's Computer skill for System Tests made during operations to search for deckers.

SPOOF
Multiplier: 3
System Operations: Control Slave, Edit Slave, Monitor Slave
The spoof utility adds to the Computer skill of the decker for all System Tests made to affect system and subsystem slaves.

SPECIAL UTILITIES

SLEAZE
Multiplier: 3
The sleaze utility combines with a deck's Masking Rating to enhance the deck's Detection Factor: (Masking + Sleaze) / 2, rounded up.

TRACK
Multiplier: 8
The track utility is a trace program used as a combat program against hostile deckers. If the attack succeeds, make an opposed skill roll Computer vs. Computer with the track utility adding its skill to the attacker, and the Masking rating adding its rating to the defender. If the attacker wins, the track utility locks onto the target decker's data trail and begins its location cycle. Roll 1d3 to determine how many turns the track utility needs to locate the target decker's jackpoint. If the decker can destroy the utility before the last Phase of the last turn is completed, then the track is not completed.

The target decker can try to escape the attacking decker by logging off or jacking out. The track utility makes logoff operation more difficult (see Graceful Logoff).

Targeted deckers can use the relocate utility against track programs. Of course, the target decker can always crash the attacking persona, which would stop all its pesky programs.

OFFENSIVE UTILITIES

ATTACK
Multiplier:
1d6: 2
1½d6: 3
2d6: 4
2½d6: 5
Target: Personas, IC
The attack utility, the least subtle offensive program, can be programmed to inflict 1d6 to 2½d6 BODY. It samples the instruction algorithms of the targeted icons and tries to introduce fairly coarse memory faults into the icon's most frequently accessed code segments. In cybercombat, that translates to a direct attack on the persona or IC.

This attack affects the on-line icon only and has no effect on a decker's meatbody or cyberdeck. The Armor utility reduces the damage done by Attack utilities.

BLACK HAMMER
Multiplier: 20
Target: Deckers
The Black Hammer utility is a black IC program that targets the decker, not the deck. It can kill a decker without knocking his cyberdeck off-line, so that the decker's jackpoint remains traceable. Black Hammer lacks the blaster-like capabilities of mainframe-driven black IC, but otherwise its effects are identical to those of lethal black IC.

KILLJOY
Multiplier: 10
Target: Deckers
The killjoy utility mimics non-lethal black IC. Killjoy programs inflict STUN damage to a decker's meatbody. Otherwise, the Killjoy utility is identical to the Black Hammer utility.

SLOW
Multiplier: 4
Target: IC
The slow utility reduces the execution speed of proactive IC. Whenever a decker attacks IC with the Slow utility, make an opposed skill test pitting the Security Value (Security Rating plus IC rating) against the decker's Computer skill plus the Slow Utility. If the IC rolls better than the decker, nothing happens. If the decker rolls better than the IC, it loses 1 SPD per 2 points the decker rolled succeeded by. If the IC is reduced to 0 SPD, it hangs and goes dead.

Disabling IC in this manner prevents the IC from raising the decker's security tally. However, suppressing the IC still requires 1 point of the decker's Detection Factor. If the IC is not suppressed at the beginning of the next turn, combat resumes where it left off.

Reactive IC is not vulnerable to the Slow utility.

DEFENSIVE UTILITIES

ARMOR
Multiplier: 3
The armor utility reduces the amount of BODY done by attacks on the decker's icon by it's rating (just like rPD). This only affect attacks on the decker's persona or icon, not for attacks on his meatbody. The utility loses 1 rating every time the decker takes damage, every time it fails to completely absorb damage from a hit. Deckers can replace degraded Armor utilities with fresh copies of the program by performing a Swap Memory operation.

CLOAK
Multiplier: 3
The cloak utility adds to the decker's Computer skill for Evasion Tests made during combat maneuvers.

LOCK-ON
Multiplier: 3
This utility adds to the decker's Computer skill for opposed Sensor Tests made during combat maneuvers.

MEDIC
Multiplier: 4
The medic utility is used to reduce heal BODY done to the on-line icon. To use the utility, the decker must take a Full-Phase action and make a Computer skill roll at –6. If this roll succeeds, the icon heals BODY equal to the rating of the program. The utility loses 1 rating point each time it is used, whether it heals the icon or not. Deckers may load a new copy of the Medic utility at its full rating by performing a Swap Memory operation.

INTRUSION COUNTERMEASURES (IC)

IC (pronounced "ice") stands for intrusion countermeasures. Some IC is just designed to impede the decker or get an ID on him. Others are designed to crash his icon of the Matrix. Still others go after his deck. And then there's black IC—which just tries to kill him.

IC is either proactive or reactive. Proactive IC attacks the decker once it is alerted to his presence. Reactive IC just sits there. It may activate when the security tally reaches a specific threshold, decker actions may trigger it, or it may reside in a specific location or resource of the host. Once a decker triggers reactive IC, the IC affects the decker's operations until the decker destroys or deceives it, or otherwise convinces it to go away.

CRASHING IC
Whenever a decker "kills" or crashes IC, roll 1d6 and add that to the security tally. This represents the heightened alertness the system senses from the destroyed program.

SUPPRESSING IC
A decker can avoid the penalty for crashing IC by suppressing it when he destroys it. Reduce a decker's Detection Factor by 1 for each IC program he suppresses. This remains in effect as long as he or she is in the system, and as long as he continues to suppress the IC. They must declare that they are suppressing IC as soon as the program is destroyed and before the roll is made to increase the security tally above.

IC RATINGS
IC has a rating which affects how it functions against the decker. In cybercombat, IC has BODY (as cyberdecks), equal to the host's security rating plus its rating, which measures the damage it can take before crashing.

WHITE IC

White IC affects only the decker's online icon. It cannot affect the decks permanent ratings or utilities.

CRIPPLER

Cripplers are proactive white IC programs that each attack one of the decker's persona programs. Crippler comes in four varieties: Acid (vs. Bod), Binder (vs. Evasion), Jammer (vs. Sensor), and Marker (vs. Masking). Whenever a crippler program tries to attack an icon, rolled make opposed skill rolls for the system and the decker. The decker rolls his Computer skill plus the rating of the attacked persona program. The system rolls its security rating plus the rating of the Crippler. If the decker makes the roll by more than the system, there is no affect. If the system makes its roll by more than the decker, reduce the persona program by 1 per 2 points the roll was made (to a minimum of 1).

KILLER

Killer IC is proactive IC that causes damage to icons in cybercombat. Killer IC has an OCV equal to its rating and does damage depending upon the security code of the system. In Blue systems, it does 1d6 icon damage. In Green systems, it does 1½d6 icon damage. In Orange and Red systems, it does 2d6 icon damage. If an attack from Killer IC reduces the BODY of the deck to 0, the decker is dumped. Armor utility programs reduce damage from Killer IC.

PROBE

Probe IC is reactive IC that conducts additional interrogations of data packets and program requests for computer resources. It helps detect any operations performed by unauthorized programs. Probe IC makes a skill roll at 11+rating minus the decker's Detection Factor and adds any results to the security tally.

SCRAMBLE

Scramble IC is reactive IC used to protect elements of a host's Access, Files, or Slave subsystems. It can be set to protect specific components and specific files. Scramble IC and the decker must roll opposed skill rolls, with the decker using his Computer skill (and Decrypt utility) against the IC, which rolls 11+rating. If the IC wins, the decker cannot decrypt the IC and access to that aspect of the node is denied. If the decker tries to decrypt scramble IC on data and fails, the IC and decker make opposed skill rolls. The decker rolls his Computer skill (Cryptography is a supporting skill) and the IC rolls 11+rating. If the IC wins, the data is destroyed. Decrypting Scramble IC does not add to a decker's security tally. Decker's can attack Scramble IC and crash it, but doing so increases the security tally as normal unless they suppress it.

TAR BABY

Tar Baby is reactive IC that attempts to crash decker's utility programs. Each Tar Baby is pre-programmed to target a specific type of utility (operational, offensive, defensive, special). Tar Baby IC does not attack completely passive utilities such as armor and sleaze programs. Whenever a decker uses the specified type of utility, the GM makes a test for both the utility and the Tar Baby IC. The roll is at 11+rating for both programs. If the IC wins, it crashes itself and the utility (but does not increase the security tally). If the utility wins, it remains safe and the GM makes a secret Sensor test to determine if the decker notices the IC.

GRAY IC

Gray IC programs attack a decker's cyberdeck and utilities directly. Any damage caused by a gray IC attack *permanently* affects the deck's ratings. Damaged chips and other components must be replaced to restore the deck's original ratings.

BLASTER

Blaster IC is proactive IC that attacks in cybercombat in the same manner as Killer IC. Armor reduces damage from blaster attacks. Additionally, Blaster IC may permanently damage a decker's MPCP if it crashes his icon. If Blaster IC dumps a decker, make a skill roll for the IC (11+rating) with a penalty equal to the MPCP rating. Reduce the MPCP by 1 per 2 points the roll is made (Hardening protects against this).

RIPPER

Ripper IC is a gray version of crippler IC. This proactive IC attacks in the same manner as crippler. In addition, whenever a ripper program reduces an persona program to 0, make a skill roll for the IC (11+rating) with a penalty equal to the MPCP rating. Reduce the MPCP by 1 per 2 points the roll is made (Hardening protects against this). There are four different versions of Ripper IC: Acid-rip (vs. Bod), Bind-rip (vs. Evasion), Jam-rip (vs. Sensor), Mark-rip (vs. Masking).

SPARKY

The proactive IC called Sparky attacks in the same manner as Killer IC. If Sparky crashes the persona, it causes an overload in the decks power supply that feeds random jolts of electricity to the MPCP and the decker's brain. This ranges from mild shock therapy to a killing jolt. This is dark gray IC indeed. Whenever Sparky crashes a persona, make a skill roll for the IC (11+rating) with a penalty equal to the MPCP + 2. Reduce the MPCP by 1 per 2 points the roll is made. The attack also causes 2d6 Killing damage to the decker (with Hardening providing protection).

TAR PIT

This is reactive IC that operates and attacks in the same manner as Tar Baby. If Tar Pit crashes a utility on-line, it also injects viral code into the deck that corrupts all copies of the program in the deck's active and storage memories. When Tar Pit crashes a program, make a skill roll for Tar Pit (11+rating) with a penalty equal to the MPCP rating + Hardening. If the test succeeds, the IC corrupts all copies of the program stored on the deck. If the test fails, there is no further effect, and the decker can reload the program from his storage memory with a Swap Memory operation.

BLACK IC

Black IC is a form of proactive IC that samples the command transactions between the decker and his deck and then injects dangerous biofeedback responses into the deck's ASIST interface. These feedback responses raise the deck's simsense signal to the same levels as a BTL chip on overdose intensity. As a result, the signal may overload the decker's neural connections and in turn render him unconscious, trigger psychological disorders, brainwash him, or cause death from stroke, heart failure, respiratory paralysis, aneurysm, or neurotransmitter autotoxicity. And those are just a few of the possible effects.

BLACK IC IN COMBAT

Black IC begins to subvert the ASIST interface ina deckers cyberdeck as soon as it scores a successful attack on the decker, even if it does no damage. Until the IC scores that first hit, jacking out of the Matrix is a 0-Phase action.

After a Black IC hit, the decker must spend a Full Phase action and make a successful Ego roll (minus the Black IC rating) to jack out. If the test succeeds, the IC makes one more cybercombat attack against him before the connection goes down. If a companion at the jackpoint pulls the plug, the IC also gets a free attack before losing the connection.

LETHAL BLACK IC

Lethal Black IC fights like Killer IC in cybercombat, except that a successful attack causes damage to the icon and the decker. The damage is the same for each, as determined by the security code. Blue is 1d6 Killing damage. Green is 1½d6 Killing. Orange and Red do 2d6 Killing damage. Armor protects the icon, while Hardening protects the decker.

If the icon goes down before the decker dies, the IC keeps the Matrix connection alive. All the decker can do is try to jack out before the IC kills him.

The Matrix connection automatically goes down if black IC kills the decker. But before it turns the deck loose, the IC gets a shot at the MPCP as if it were Blaster IC, but double the IC's rating. If black IC completely destroys the MPCP, the IC deletes all data downloaded by

the decker during the run. It deletes any such data stored in a connected storage memory as well, and reduces the MPCP to 0.

NON-LETHAL BLACK IC

Non-lethal black IC functions in the same manner as lethal black IC except the damage it does to the decker is STUN, not BODY. The DC is equivalent in Normal Damage, reduced by the character's ED and Hardening. If the damage from non-lethal black IC renders a decker unconscious, the decker's Matrix connection is automatically broken. However, the non-lethal black IC still gets its last shot on the MPCP as above.

CYBERCOMBAT

Cybercombat follows many of the same rules as standard combat using the Hero System, such as OCV, DCV, and the Turn system. A few things are changed which are detailed below.

- IC has a speed based on the host's Security Code and their Initiative rating is equal to the Security Rating plus the IC Rating.
- IC attack as per their description. The OCV for the attack is the Rating of the IC.
- The Decker can only attack with an Offensive Utility. The Base OCV for the attack is the rating of the program. The OCV can be modified by any applicable Skill Levels
- The DCV of any target is determined on the target below and is a factor of legitimacy in the host and the security code.
- Movement means nothing in the host, though there are some special maneuvers possible to change the situation (see below).
- Damage is only kept track of with BODY. Reducing a Decker's persona to 0 BODY dumps the Decker. Reducing an IC construct to 0 BODY crashes the IC.
- **Simsense Overload**: Whenever a Decker's icon takes damage from white or gray IC may suffer an attack of Normal Damage through a resonance effect over the ASIST interface. Each attack from gray or white IC that damages the icon forces the Decker to make an EGO Roll at -1 per 2 BODY taken by the icon. Success results in no Normal Damage to the Decker's meat body. Failure in the EGO Roll results in a 1d6 Ego Attack (applied vs. Mental Defense).
- **Dump Shock**: When a Decker is crashed off the Matrix or jacks out without performing a Graceful Logoff operation, he risks damage from Dump Shock. This measures the shock of sudden transition from virtual to physical reality. The damage is based on an Ego Attack, and in Blue systems it is 1d6, in Green systems it is 2d6, in Orange systems it is 3d6, and Red systems the Ego Attack is 4d6

CYBERCOMBAT TARGET NUMBERS TABLE

Host Security Code	DCV of Intruding Icon	DCV of Legitimate Icon
Blue	6	3
Green	5	4
Orange	4	5
Red	3	6

IC INITIATIVE AND SPEED TABLE

Host Security Code	Speed	Effective DEX
Blue	3	Security Rating + IC Rating
Green	5	Security Rating + IC Rating
Orange	6	Security Rating + IC Rating
Red	8	Security Rating + IC Rating

COMBAT MANEUVERS

All icons in cybercombat can perform combat maneuvers to avoid detection, parry attacks, or gain a superior "position". Combat maneuvers are all considered ½-Phase actions.

To perform a combat maneuver, the acting icon makes an opposed test. Deckers use their Computers skill modified by their Evasion persona program and tally success. IC use the host's security rating modified by

the IC Rating and tallies success. If the acting icon achieves a higher success than the opponent, the maneuver succeeds. If the acting icon does not achieve higher success or fails the test, the maneuver fails.

If the acting icon has the Cloak Utility, add the rating of the utility to the Computer skill. If the opponent has a Lock-On Utility, add the rating of the utility to the Computer skill.

Compare the difference in successes on the opposed test, as this determines the level of success of the maneuver.

EVADE DETECTION

An icon may perform an Evade Detection maneuver to evade an opposing icon that has detected it. A Decker must use the appropriate Locate operation to redetect the icon that has evaded him.

IC programs redetect evading icons in a number of Turns equal to the net success level in the Combat Maneuver test. The time is shorted by 1 Turn for each point added to the icon's Security Tally during the period.

PARRY ATTACK

The Parry Attack maneuver enables the maneuvering icon to enhance its defenses in cybercombat. If the maneuvering icon wins the Combat Maneuver test, increase its DCV by the level of success.

This bonus lasts until the next attack by the opposing icon. If the opposing icon performs a Position Attack maneuver, the maneuvering icon retains the Parry Bonus. If either icon performs an Evade Detection maneuver, the bonus is lost.

POSITION ATTACK

The Position Attack maneuver enables an icon to position itself for an attack on an opponent. This is a dangerous maneuver that may backfire on an icon. If the acting icon wins the Combat Maneuver test, the icon may add the level of success to the OCV of his next attack. If the opposing icon wins the Combat Maneuver test, that icon receives the bonus. The bonus lasts until the next attack.

SHADOWPUNK—MATRIX

STOCK CYBERDECKS

Model	Deck Rating	Hardening	Active Memory	Storage Memory	I/O Speed	Response Increase	Cost
Allegiance Sigma	MPCP-3	1	200	500	100	0	14000
Sony CTY-360-D	MPCP-5	3	300	600	200	1	70000
Novatech Hyperdeck-6	MPCP-6	4	500	1000	240	1	125000
CMT Avatar	MPCP-7	4	700	1400	300	1	250000
Renraku Kraftwerk-8	MPCP-8	4	1000	2000	360	2	400000
Transys Highlander	MPCP-9	4	1500	2500	400	2	600000
Novatech Slimcase-10	MPCP-10	5	2000	2500	480	2	960000
Fairlight Excalibur	MPCP-12	6	3000	5000	600	3	1500000

CYBERDECK ACCESSORIES

Type	Cost
Hitcher Jack	250
Off-line Storage	50 + (5 x Mp)
Vidscreen Display	100

PROGRAM COSTS

Rating	Cost
1-3	Size x 100
4-6	Size x 200
7-9	Size x 500
10+	Size x 1000

PROGRAM SIZE TABLE

Program Rating	Multiplier									
	1	2	3	4	5	6	7	8	9	10
1	1	2	3	4	5	6	7	8	9	10
2	4	8	12	16	20	24	28	32	36	40
3	9	18	27	36	45	54	63	72	81	91
4	16	32	48	64	80	96	112	128	144	160
5	25	50	75	100	125	150	175	200	225	250
6	36	72	108	144	180	216	252	288	324	360
7	49	98	147	196	245	294	343	392	441	490
8	64	128	192	256	320	384	448	512	576	640
9	81	162	243	324	405	486	567	648	729	810
10	100	200	300	400	500	600	700	800	900	1000
11	121	242	363	484	605	726	847	968	1089	1210
12	144	288	432	576	720	864	1008	1152	1296	1440
13	169	338	507	676	845	1014	1183	1352	1521	1690
14	196	392	588	784	980	1176	1372	1568	1764	1960

PROGRAM SUMMARY

Program	Effect	Multiplier
Operational Utilities		
Analyze	Analyze (Host, IC, Icon, Security, Subsystem), Locate IC; Add rating to Computer Skill for Systems Test	3
Browse	Locate (Access Node, File, Slave); Add rating to Computer Skill for Systems Test	1
Commlink	Make Commcall, Tap Commcall; Add rating to Computer Skill for Systems Test	1
Deception	Graceful Logoff, Logon to (LTG, RTG, Host), Null Operation; Add rating to Computer Skill for all Access Tests	2
Decrypt	Decrypt (Access, File, Slave); Add rating to Computer Skill for Systems Tests to Defeat Scramble IC	1
Read/Write	Download Data, Edit File, Upload Data; Add rating to Computer Skill for Systems Tests	2
Relocate	Add rating to Computer Skill, subtract opponent's Sensor rating vs. opponents Track program roll	2
Scanner	Locate Decker; Add rating to Computer Skill for Systems Tests	3
Spoof	Control Slave, Edit Slave, Monitor Slave; Add rating to Computer Skill for Systems Tests	3
Special Utilities		
Sleaze	Sleaze rating added to Masking Rating divided by 2 equals Detection Factor	3
Track	Add rating to Computer Skill, subtract opponent's Masking rating vs. opponents Relocate program roll	8
Offensive Utilities		
Attack		
1d6	Attack Personas, IC; Program rating is OCV for the attack	2
1½d6	Attack Personas, IC; Program rating is OCV for the attack	3
2d6	Attack Personas, IC; Program rating is OCV for the attack	4
2½d6	Attack Personas, IC; Program rating is OCV for the attack	5
Black Hammer	Attack Deckers; Program rating is OCV for the attack; Damage is based on the security code of the host	20
Killjoy	Attack Deckers; Program rating is OCV for the attack; Damage is based on the security code of the host	10
Slow	Attack IC; Add rating to Computer Skill vs. Security Rating plus IC rating to slow IC	4
Defensive Utilities		
Armor	Reduces the BODY done to a decker's persona; Lose 1 rating every time it protects from damage	3
Cloak	Add rating to Computer Skill for Evasion Tests for combat maneuvers in cybercombat	3
Lock-On	Add rating to Computer Skill for Sensor Tests for combat maneuvers in cybercombat	3
Medic	Computer Skill Roll at –6 to heal persona BODY equal to rating	4

MATRIX REFERENCE CHART

Name	Test	Utility	Action	Effect
Analyze Host	Control	Analyze	Full Phase	Identify one of the host's security rating or any of the five subsystems per point of success
Analyze IC	Control	Analyze	0-Phase	Identify IC type, rating, and any options
Analyze Icon	Control	Analyze	0-Phase	Identify icon's general type: IC, persona, application, etc.
Analyze Security	Control	Analyze	½ Phase	Identify security rating of the host, current security tally on the host, and the host's alert status
Analyze Subsystem	Targeted Subsystem	Analyze	½ Phase	Identify anything out of the ordinary about the targeted subsystem
Control Slave	Slave	Spoof	Full Phase	Take control of a remote device controlled by that host
Decrypt Access	Access	Decrypt	½ Phase	Attempt to defeat Scramble IC on the System Access Node
Decrypt File	Files	Decrypt	½ Phase	Attempt to defeat Scramble IC on a datafile
Decrypt Slave	Slave	Decrypt	½ Phase	Attempt to defeat Scramble IC on a Slave Subsystem
Download Data	Files	Read/Write	½ Phase	Copies a file from the host network to the cyberdeck
Edit File	Files	Read/Write	½ Phase	Create, change, or erase a datafile on the host network
Edit Slave	Slave	Spoof	Full Phase	Modify data sent to or received by a remote device controlled by that host
Graceful Logoff	Access	Deception	Full Phase	Logoff without experiencing Dump Shock
Locate Access Node	Index	Browse	Full Phase	Directory assistance
Locate Decker	Index	Scanner	Full Phase	Find a decker in the local host network
Locate File	Index	Browse	Full Phase	Find a specific data file
Locate IC	Index	Analyze	Full Phase	Find any active IC on a host
Locate Slave	Index	Browse	Full Phase	Find a slave device on the network
Logon to Host	Access	Deception	Full Phase	Logon to a host network
Logon to LTG	Access	Deception	Full Phase	Logon to the Local Telecommunications Grid
Logon to RTG	Access	Deception	Full Phase	Logon to the Regional Telecommunications Grid
Make Commcall	Files	Commlink	Full Phase	Make a call to any commcode on an LTG controlled by the current RTG
Monitor Slave	Slave	Spoof	½ Phase	Read data transmitted from a slave device
Null Operation	Control	Deception	Full Phase	Do nothing but stay online
Swap Memory	None	None	½ Phase	Swap files between Active and Storage Memory
Tap Commcall	Special	Commlink	Full Phase	Tap an existing commcall to listen, speak, or disconnect others in the call
Upload Data	Files	Read/Write	½ Phase	Transmit data from cyberdeck to host

RIGGING

Riggers are characters who have special cyberware, known as vehicle control rigs, surgically implanted into their bodies. The control rig allows a rigger to command vehicles via neural link through a datajack. When jacked into a vehicle modified to interface with a vehicle control rig, riggers can make their vehicles perform exceptional feats that normal characters, driving through steering wheels and other manual controls, cannot.

Riggers can also jack into remote control decks, which allow them to command multiple drones simultaneously. When working together under a rigger's control, drones allow him or her to exert influence over a large area, as well as significantly increasing the rigger's combat power. Few things are more frightening than an army of drones bearing down on an unfortunate soul.

SENSORS

All vehicles possess some rudimentary sensors that a driver may access through heads-up-display (HUD) or vidscreens, and a rigger can access through his cybernetic link. The ratings and senses of sensors are listed below. For each level of sensors (other than Rating 0), the sensors have Telescopic Perception: All +2 and Enhanced Perception: All +1. For more information on Sensors, see the section on equipment below.

Rating 0 Sensors: Detect Range, Sense, Ranged, Discriminatory; Ultrasonic Perception; Spatial Awareness
Rating 1 Sensors: As above plus Normal Sight; Normal Hearing, Radar; Ultraviolet Perception
Rating 2-4 Sensors: As above plus Infrared Perception
Rating 5+ Sensors: As above plus Flash Defense: Sight Group +1 (per rating above 4)

USING DRONES

Riggers can control unmanned vehicles (known as drones) via remote-control networks. This section provides rules for using drones and remote-control networks.

Nearly any kind of vehicle may serve as drones: matchbox-sized cars, dwarf-sized rotorcraft, ground patrol vehicles the size of a large dog, and even modified sports cars.

The key difference that sets drones apart from ordinary vehicles is their Pilot Computer system. All drones have a Pilot Computer system, which enables the drone to act independently of its controller to a limited degree.

A drone must be adapted for rigger control (though it need not be fitted with a datajack system unless the rigger intends to jack directly into the vehicle). All drones that are incapable of carrying passengers are usually pre-adapted automatically for rigger control. Passenger vehicles or larger passenger drones are not usually pre-adapted, but the manufacturer, a mechanic or even a rigger character can adapt most vehicles and drones quickly.

OPERATIVE MODES
All affiliated drones operate under *Primary* or *Secondary* mode. A rigger may only operate a single drone in his network in Primary mode. This mode enables the rigger to control the drone as if he were directly jacked into it. The rigger may use his own skills and skill levels when making tests for the drone. He controls the vehicle as if it were an extension of his body.

A drone operating in Secondary mode uses the drone's Pilot Computer skills for any tests or combat. If a rigger is in Primary mode on one drone, he can only casually observe through the sensors of drones in his network that are in Secondary mode. To observe through a drone in Secondary mode, the rigger must spend a Full Phase action to do so. Additionally, Computer Programming rolls to comprehend commands made by drones in Secondary mode are made at –4 modifier.

CAPTAIN'S CHAIR MODE
Instead of controlling a single drone, a rigger can supervise all the drones in his network via the remote-control deck's master control. Riggers call this practice "sitting in the captain's chair".

When operating drones in the captain's chair mode, all vehicles use their Pilot Computer skills for tests or combat. Captain's chair mode is the only drone control method available to characters that do not possess vehicle control rig cyberware.

REMOTE CONTROL NETWORKS

A remote control network consists of two fundamental elements: a remote-control deck and drones. The remote-control deck is the central control station from which the rigger monitors and directs the movements of drones connected to the network. The remote-control deck also maintains the electronic integrity of the network by ensuring stable data flow and employing active countermeasures to keep out unwanted intruders.

Because of the vast amount of data being transmitted over the airwaves, remote control networks use three separate radio channels to command and control drones: the command, simsense, and system channels. The command channel relays messages that direct the movements and actions of the drones, as well as situational information and intelligence between drones and the remote-control deck. The simsense channel routs audio, visual and simsense data between drones, remote-control deck and the rigger. The system channel carries data that ensures network integrity and monitors drone status.

SUBSCRIBER LISTS
A remote-control deck's subscriber list is a file that enables the deck to identify all the drones under its control. Only drones listed on a remote-control deck's subscriber list can connect with the deck. This helps protect the network from unwanted intruders who may attempt to intercept network communications and feed the network false information, or even seize control of the system.

A subscriber can contain a number of drones equal to twice the remote-control deck's rating, though the deck can only actively control a number of drones equal to its rating.

All network drones operate under *affiliated* and *non-affiliated* status. Any drone that is under the direct control of a remote-control deck is affiliated with that deck. Affiliated drones can receive commands from the remote control deck and transmit data to it and to other affiliated drones. A non-affiliated drone is operating independently of the remote-control deck. Consequently, a rigger controlling a network can neither see through nor control the non-affiliated drone. Additionally, the non-affiliated drone cannot communicate with any other drones in the network.

Affiliating or disaffiliating a drone requires a ½ Phase action. Substituting one drone for another in affiliation requires a Full Phase action. A drone may not act during the Combat Turn in which it is being affiliated.

DUMP SHOCK
Because vehicle control rig jacks are connected to the riggers' middle brains, the effects of dump shock on riggers can be considerably more serious than the effects of dump shock on a decker. Any time a rigger is dumped from a remote control network, the following things occur:
- The rigger is disoriented for 1 combat turn where all skills, tests, and rolls are made at –2 (i.e. –2 CV, -2 to all skill and characteristic rolls)
- The rigger also takes damage in the form of an Ego Attack doing 2d6 damage per rating of the remote-control deck.
If involuntarily jacked out of a vehicle (other than from vehicle destruction), the rigger takes 2d6 Ego Attack damage and be disoriented as above.

ISSUING COMMANDS

When riggers are jacked into remote-control decks, they may issue commands to drones at the same time that they take their own actions. Issuing a command to a drone takes a Full Phase action.

A rigger can issue only one command to a single drone, regardless of how many drones his remote-control deck is managing at that time. A rigger can, however, issue all of his drones the exact same command at the same time as a Full Phase action.

If a rigger is in Primary mode in a drone, he controls it as if he were driving it personally. He does not have to spend a Full Phase action to command the drone, but he *does* have to use a Full Phase action to issue a command to another drone.

A rigger can issue a drone one-sentence commands such as "circle this area", "shoot anyone who comes through this door", "follow that car", and other similar commands. The more specific and detailed the command, the greater the chance the drone's Pilot Computer will become confused. The GM should rate the command's complexity, assign a modifier to the Pilot Computer's Intelligence Roll, and then give the rigger the option to downgrade the complexity before issuing the command.

The player then rolls the Computer Programming Roll for the drone, and the greater the drone makes the roll, the more leeway it has in "interpreting" the command to the rigger's benefit.

When making skill tests or in combat, drones not directly controlled by the rigger use their Pilot Computers to determine their skills and abilities.

All drones in a remote-control network act at the same speed as the rigger or the drone speed, whichever is less.

REMOTE CONTROL EQUIPMENT

AUDIO/VISUAL SCREEN DISPLAY

With the shift to full cybernetic controls, screen displays are necessary for displaying footage to other people. The audio/visual screen displays use the latest in miniaturized multimedia technology to convey video feeds as well as real-time sound recordings of events being observed by drones.

These 11-inch LCD screen attachments display the rigger's point of view from the remote-control network. A rigger can also connect multiple screens to a remote-control deck so that each screen simultaneously displays a different drone's point of view. The screens also enable a rigger to communicate with viewers, either by voice or by typing text. Viewers cannot talk back unless the remote-control deck is equipped with an intercom.

Type	Cost
Audio/Visual Screen Display	100

HITCHER JACKS

Similar to cyberterminal hitcher jacks, these accessories enable a second individual to plug into a rigger's remote-control deck, providing a second set of eyes to watch the operation and increase awareness of the remote-control operation

Hitcher jacks for remote-control decks work the same way as they do for cyberterminals. They allow other characters to perceive everthing the rigger does. If the rigger is in captain's chair mode, so is the observer; if the rigger is directly controlling a drone, the observer perceives on the signals from that drone. Hitcher jacks also allow an observer to communicate with the rigger. However, hitcher jacks do not provide the observer with any control over the network or drones.

Type	Cost
Hitcher Jacks	250

INTERCOM SYSTEM

An often-overlooked accessory to any remote-control network is a two-way intercom. This minor yet important device facilitates communication between the rigger and onlookers. Additionally, the speaker has a port that enables any voice radio to be connected to the intercom.

Type	Cost
Audio/Visual Screen Display	25

REMOTE CONTROL BIOFEEDBACK FILTER

The remote-control biofeedback filter is an internal accessory that protects the rigger from harmful simsense peak level surges.

Power: Mental Defense; **Adv**: None; AP: 1 per Rating; **Lim**: Only against Dump Shock (-1); IIF (-.25); Independent (-2)

Type	MD	Cost
Remote Control Biofeedback Filter	+1-10	Rating x 10000

REMOTE-CONTROL ENCRYPTION MODULE (RCEM)

Though remote-control decks hop from frequency to frequency to maintain signal security, signals are still occasionally intercepted. To guard against this, the remote-control encryption module provides an added layer of security by encoding and decoding the digital signals in a secure routine. The RCEM encodes and decodes remote-control signal transmissions, making them indecipherable to intruders who intercept a remote-control channel. The RCEM provides skill levels for Cryptography to guard against intrusion of the network by other riggers. The maximum rating for the RCEM is 10.

Power: Cryptography Skill; **Adv**: None; AP: 2 per Rating; **Lim**: IIF (-.25); Independent (-2); Does not work in magnetic fields (-.25); Only to encrypt or decrypt radio transmissions (-1)

Type	SL	Cost
Remote Control Encryption Module	+1-10	Rating x 5000

RIGGER DECRYPTION MODULE

A diagnostic tool used by security riggers, the rigger decryption module's firmware cryptographic routines can be used to decrypt remote-control network signals encoded by an RCEM as well as encrypted security systems. The rigger decryption module provides skill levels for Cryptography to decrypt encrypted signals created by an RCEM. The maximum rating for the rigger decryption module is 10.

Power: Cryptography Skill; **Adv**: None; AP: 2 per Rating; **Lim**: IIF (-.25); Independent (-2); Does not work in magnetic fields (-.25); Only to decrypt radio transmissions (-1)

Type	SL	Cost
Remote Decryption Module	+1-10	Rating x 7500

RIGGER NETWORK SECURITY MODULE

The rigger network security module (RiNSeM) provides constant protocol checking and constant security updates to all parts of the network, and it makes infiltrating the network much more difficult. This piece provides skill levels for Systems Operation for use in the skill vs. skill test to determine if the character can successfully fend off an attempt to take over his remote-control network. The maximum rating for the rigger network security module is 10.

Power: Systems Operation Skill; **Adv**: None; AP: 2 per Rating; **Lim**: IIF (-.25); Independent (-2); Does not work in magnetic fields (-.25); Only to prevent infiltration of remote-control networks (-1)

Type	SL	Cost
Rigger Protocol Emulation Module	+1-10	Rating x 5000

RIGGER PROTOCOL EMULATION MODULE

The rigger protocol emulation module allows a rigger to emulate many of the various protocols used on contemporary rigged security systems and remote-control networks. This module is required for infiltrating remote-control network or accessing security systems. This piece provides skill levels for Systems Operation for use in the skill vs. skill test to determine if the character can take over a remote-control network or security system. A character cannot attempt to take control of networks or security systems without this module. The maximum rating for the rigger protocol emulation module is 10.

Power: Systems Operation Skill; **Adv**: None; AP: 2 per Rating; **Lim**: IIF (-.25); Independent (-2); Does not work in magnetic fields (-.25); Only to infiltrate remote-control networks or security systems (-1)

Type	SL	Cost
Rigger Protocol Emulation Module	+1-10	Rating x 5000

STORAGE MEMORY

Storage memory is just as important for remote-control decks as it is for cyberdecks. Storage memory allows a rigger to record the images, simsense and other data transmitted by drones and vehicles under his control. Storage memory also allows a rigger to store pre-programmed drone commands or falsified sensory input for intrusion electronic warfare attacks.

Type	Cost
Storage Memory	Mp x 6

BASIC VEHICLE DESIGN

This section details the rules used to create and determine the cost of vehicles in the Shadowpunk system.

Starting Vehicle Characteristics Table

Characteristic	Starting Value	Cost per +1
Strength	10	2500
Body	10	1000
Size	1 hex	15000 per Size Increase
Defense	3	7500
Motorcycles	3	5000
Dexterity	10	7500
Speed	1+(DEX/10)	5000
Movement	See Movement Table	See Movement Table

Vehicle Movement Table

Movement Mode	Starting Value	Cost per 1"
Ground Movement	6"	500
ACV	6"	500
Automobiles	6"	225
Motorcycles	6"	225
Flight	0"	1000
Airships	0"	500
Rotorcraft	0"	650
Jet Aircraft	0"	250
Supersonic Jet	0" (1"=1 km)	7500
Propeller Aircraft	0"	400
Thunderbirds	0"	650
Swimming	2"	1000
Gliding	0"	250
Leaping	0"	1000

Size: Each reduction in size for a vehicle results in ½ size, 1/8 mass, +2 DCV, -2 to all PER Rolls made to notice it, +3" Knockback, and –1 Body. Each size reduction costs 12 points. Vehicles may increase in size per the Vehicle Size Table on page 9 of The Ultimate Vehicle.

Cargo: Cargo space in vehicles typically takes up 1/8th the total amount of size of the vehicle. The rest of the vehicle is occupied by engine, seating, controls, etc. The amount of cargo space available in the vehicle may be increased up to 7/8th of the total vehicle size. Doing so on a vehicle not initially designed to costs 250 nuyen per hex designated for cargo.

AIR-CUSHION VEHICLES

These vehicles buy their Running with the Advantage: Sideways Maneuverability (+.25) and the Limitation: Only on Appropriate Terrain (Duct Fans; -.25). Air cushion vehicles also buy an equivalent amount of surface-only Swimming to their Running.

AIRSHIPS

These vehicles buy their Flight with the Limitations: Side Effect (1d6 RKA to anyone who comes into contact with the propeller, automatically occurs when Flight is in use, only affects environment in front of the vehicle; -.25); Cannot Move Backwards (-.25); Limited Maneuverability (-.5)

AUTOMOBILES

These vehicles buy their Running with the Limitations: OAF: Tires (-1); and Only on Smooth Surfaces (-.25).

JET AIRCRAFT

These vehicles buy their Flight with the Limitations: Side Effect (2d6 RKA, Area of Effect: 7" Line behind engines, automatically occurs when Flight is in use, only affects environment around vehicle; -1.75); Stall Velocity: ¼ Vehicle Movement (-.25); Takeoff/Landing (-1)

Supersonic Jets buy secondary flight with the Advantage: Megascale (1"=1km, +.25) and also apply the Limitations: Side Effect (2d6 RKA, Area of Effect: 7" Line behind engines, automatically occurs when Flight is in use, only affects environment around vehicle; -1.75); Cannot takeoff or land at this speed (-0)

MOTORCYCLES

These vehicles buy their Running with the Limitations: OAF: Tires (-1) and Only on Smooth Surfaces (-.25).
These vehicles automatically take a Physical Limitation: Two-Wheeled (-5 Points) and has Defense that Does Not Protect Occupants (-.5).

PROPELLER AIRCRAFT

These vehicles buy their Flight with the Limitations: Side Effect (1d6 RKA to anyone who comes into contact with the propeller, automatically occurs when Flight is in use, only affects environment in front of the vehicle; -.25); Stall Velocity: ¼ Vehicle Movement (-.25); Takeoff/Landing (-1)

ROTORCRAFT

These vehicles buy their flight with the Advantages: No Turn Mode (+.25) and Sideways Maneuverability (+.5) and the Limitations: Side Effects (2d6 RKA; Area of Effect: 6" Radius around the vehicle, automatically occurs when Flight is in use, only affects environment around the vehicle; -1.75)

SURFACE WATERCRAFT

These vehicles buy their Swimming with the following Limitations: Surface Only (-1); Side Effects (1d6 RKA to anyone who comes into contact with the bottom stern of the vehicle, automatically occurs when Swimming is in use, only affects environment around the vehicle; -.25). They also typically sell their Running to 0".

THUNDERBIRDS

These vehicles buy their flight with the Advantages: No Turn Mode (+.25) and Sideways Maneuverability (+.5) and the Limitations: Side Effect (2d6 RKA, Area of Effect: 7" line behind engines (which face downward when the vehicle is hovering), automatically occurs when Flight is in use, only affects environment around vehicle; -1.75).

VEHICLE MODIFICATIONS

NITROUS OXIDE INJECTOR

This modification injects nitrous oxide into the engine, providing a short boost to power output. This option is not available for motorcycles.
Power: x2 Noncombat Movement; **Adv**: 20 Charges (+.25); Noncombat Acceleration/Deceleration (+1); AP: 13; **Lim**: OIF, Bulky (-1); Charges never recover (-2)

Type	Cost
Nitrous Oxide Injector	5000

TURBOCHARGING/SUPERCONDUCTIVE DRIVE

Turbocharging improves the speed and acceleration of a vehicle by using a turbine to compress and force more air into the chamber, thereby providing more boost and power. A similar modification, called a superconductive drive, provides electric engines with the same performance boost. Turbochargers require a high rpm for them to provide their boost, and it takes a short time to build the appropriate boost to the engine. Superconductive drives require some time to build up their charge from the batteries, but provide the same boost to the engine. This option is not available for motorcycles.

Type	Running	Cost
Stage 1 Turbo/Superconductive Drive	+10%	2000
Stage 2 Turbo/Superconductive Drive	+20%	5000
Stage 3 Turbo/Superconductive Drive	+30%	15000
Stage 4 Turbo/Superconductive Drive	+40%	40000

CONTROL MODIFICATION

AUTONAV COMPUTER

These computers are able to drive a vehicle on their own and perform basic control functions. These systems are available for most vehicles except for motorcycles, unless the motorcycle is equipped with gyroscopic stabilization.

AutoNav Computer Rating 1

Val	Char	Cost	Roll	Notes
8	INT	-2	11-	PER Roll 11-
10	DEX	0	11-	OCV/DCV: 3/3
2	SPD	0		Phases: 6, 12

Cost	Skills
3	Navigation 11-
3	Systems Operation 11-
3	Combat Driving or Combat Piloting 11-
2	AK: Local Area 11-
2	KS: Traffic Rules or KS: Flight Protocols 11-

Cost	Programs
1	Drive Vehicle
1	Follow Driver Commands

AutoNav Computer Rating 2

Val	Char	Cost	Roll	Notes
8	INT	-2	11-	PER Roll 11-
13	DEX	9	12-	OCV/DCV: 4/4
3	SPD	7		Phases: 4, 8, 12

Cost	Skills
5	Navigation 12-
5	Systems Operation 12-
5	Combat Driving or Combat Piloting 12-
3	AK: Local Area 12-
3	KS: Traffic Rules or KS: Flight Protocols 12-

Cost	Programs
1	Drive Vehicle
1	Follow Driver Commands
1	Suggest Alternate Routes

AutoNav Computer Rating 3

Val	Char	Cost	Roll	Notes
8	INT	-2	12-	PER Roll 11-
15	DEX	15	12-	OCV/DCV: 5/5
3	SPD	5		Phases: 4, 8, 12

Cost	Skills
7	Navigation 13-
7	Systems Operation 13-
7	Combat Driving or Combat Piloting 13-
4	AK: Local Area 13-
4	KS: Traffic Rules or KS: Flight Protocols 13-

Cost	Programs
1	Drive Vehicle
1	Follow Driver Commands
1	Suggest Alternate Routes

AutoNav Computer Rating 4

Val	Char	Cost	Roll	Notes
8	INT	-2	12-	PER Roll 12-
18	DEX	24	12-	OCV/DCV: 6/6
4	SPD	12		Phases: 3, 6, 9, 12

Cost	Skills
9	Navigation 14-
9	Systems Operation 14-
9	Combat Driving or Combat Piloting 14-
5	AK: Local Area 14-
5	KS: Traffic Rules or KS: Flight Protocols 14-

Cost	Programs
1	Drive Vehicle
1	Follow Driver Commands
1	Plan Routes
1	Suggest Alternate Routes

Type	Cost
AutoNav Computer Rating 1	500
AutoNav Computer Rating 2	1000
AutoNav Computer Rating 3	5000
AutoNav Computer Rating 4	15000

DATAJACK PORT

A datajack port provides a rigger with direct control of a vehicle and also enables any individual equipped with a datajack to plug into the vehicle and control it through the virtual dashboard with rudimentary cybernetic commands. Vehicle-control rig cyberware cannot properly interface with a simple datajack port; a full vehicle-control rig is required for the rigger to receive the full benefits of his cyberware. This option is unnecessary if the vehicle already has the rigger adaptation option, as that already includes a datajack port.

Power: Combat Driving Skill *or* Combat Piloting Skill +1; Lightning Reflexes +2; **Adv**: None; AP: 6; **Lim**: Does not work with vehicle control rigs (-.5); Only when Mindlinked with vehicle (-1)

Type	Cost
Datajack Port	2500

DRIVE-BY-WIRE SYSTEM

Drive-by-wire systems substitute advanced computer-controlled maneuvering systems for standard mechanical or basic electronic steering controls. It also includes an advanced tuning of the engine to allow the vehicle to move at incredible rates and resulting in an almost supernaturally responsive vehicle.

Power: SPD; **Adv**: None; AP: 10 per rating; **Lim**: None

Type	SPD	Cost
Drive-By-Wire	+1	Rating x BODY x 2000

IMPROVED HANDLING

Improved Handling improve the rudder and other control surfaces of watercraft, the aerodynamics and control surfaces of aircraft, or the suspension of wheeled vehicles to give the vehicle better handling.

Power: DEX; **Adv**: None; AP: 3 per rating; **Lim**: None

Type	DEX	Cost
Improved Handling	+1-10	Rating x BODY x 500

MOTORBIKE GYRO-STABILIZATION GEAR

This package of gyroscopic balancing systems allows a motorbike to balance itself, so that it may be remotely driven or even piloted by an AutoNav computer.

Type	Cost
Motorbike Gyro-Stabilization Gear	5000

OFF-ROAD SUSPENSION

This modification improves off-road handling of wheeled ground vehicles.

Power: Penalty Skill Levels: Off-Road Driving Penalties; **Adv**: None; AP: 6; **Lim**: None

Type	SL	Cost
Off-Road Suspension	+3	BODY x 750

PILOT COMPUTER

The advanced Drone Pilot Computer option if the character desires a more powerful computer than Rating 1 (which is standard in all vehicles equipped with a remote control interface).

Pilot Computer Rating 1

Val	Char	Cost	Roll	Notes
8	INT	-2	11-	PER Roll 11-
13	DEX	9	12-	OCV/DCV: 4/4
3	SPD	7		Phases: 4, 8, 12

Cost	Skills
10	User-defined skills among Combat Skill Levels, Autofire Skills, Stealth, or Concealment
3	Computer Programming 11-
3	Navigation 11-
3	Systems Operation 11-

3	Combat Driving or Combat Piloting 12-			
3	Tactics 11-			
2	AK: Local Area 11-			

Cost	Programs
1	Pilot Drone
1	Follow Rigger Commands

Pilot Computer Rating 2

Val	Char	Cost	Roll	Notes
8	INT	-2	11-	PER Roll 11-
15	DEX	15	12-	OCV/DCV: 5/5
4	SPD	15		Phases: 3, 6, 9, 12

Cost	Skills
20	User-defined skills among Combat Skill Levels, Autofire Skills, Stealth, or Concealment
5	Computer Programming 12-
5	Navigation 12-
5	Systems Operation 12-
5	Combat Driving or Combat Piloting 14-
5	Tactics 12-
3	AK: Local Area 12-

Cost	Programs
1	Pilot Drone
1	Follow Rigger Commands

Pilot Computer Rating 3

Val	Char	Cost	Roll	Notes
8	INT	-2	11-	PER Roll 11-
18	DEX	24	13-	OCV/DCV: 6/6
5	SPD	22		Phases: 3, 5, 8, 10, 12

Cost	Skills
30	User-defined skills among Combat Skill Levels, Autofire Skills, Stealth, or Concealment
7	Computer Programming 13-
7	Navigation 13-
7	Systems Operation 13-
7	Combat Driving or Combat Piloting 16-
7	Tactics 13-
4	AK: Local Area 13-

Cost	Programs
1	Pilot Drone
1	Follow Rigger Commands

Pilot Computer Rating 4

Val	Char	Cost	Roll	Notes
8	INT	-2	11-	PER Roll 11-
21	DEX	33	13-	OCV/DCV: 7/7
6	SPD	27		Phases: 2, 4, 6, 8, 10, 12

Cost	Skills
40	User-defined skills among Combat Skill Levels, Autofire Skills, Stealth, or Concealment
9	Computer Programming 14-
9	Navigation 14-
9	Systems Operation 14-
9	Combat Driving or Combat Piloting 17-
9	Tactics 14-
5	AK: Local Area 14-

Cost	Programs
1	Pilot Drone
1	Follow Rigger Commands

Pilot Computer Rating 5

Val	Char	Cost	Roll	Notes
8	INT	-2	11-	PER Roll 11-
24	DEX	42	15-	OCV/DCV: 8/8
7	SPD	36		Phases: 2, 4, 6, 7, 9, 11, 12

Cost	Skills
50	User-defined skills among Combat Skill Levels, Autofire Skills, Stealth, or Concealment
11	Computer Programming 15-

11	Navigation 15-
11	Systems Operation 15-
11	Combat Driving or Combat Piloting 19-
11	Tactics 15-
6	AK: Local Area 15-

Cost	Programs
1	Pilot Drone
1	Follow Rigger Commands

Type	Cost
Pilot Computer Rating 1	0
Pilot Computer Rating 2	5000
Pilot Computer Rating 3	25000
Pilot Computer Rating 4	500000
Pilot Computer Rating 5	2500000

REMOTE CONTROL INTERFACE

The remote-control interface enables a vehicle to receive and transmit data from and to a remote-control network so that a rigger can control the vehicle via the network. The remote control interface also gives the vehicle a Pilot Computer Rating 1 that reflects the vehicle's level of semi-autonomy. A vehicle with a Remote Control Interface can have its Pilot Computer increased as normal. This modification is not needed for drones, as they are automatically equipped with remote-control gear. The vehicle must be equipped with at least Rating 1 Sensors so that the rigger controlling the vehicle can sense through it.

Type	Cost
Remote Control Interface	BODY x 1000

RIGGER ADAPTATION

This modification consists of a "black box" that translates machine code into neurological stimuli and vice versa. The rigger adaptation modification incorporates a datajack port. A character with a vehicle control rig has access to all of the cyberwares benefits when jacked into a vehicle with rigger adaptation.

Type	Cost
Rigger Adaptation	3000

SECONDARY CONTROLS

This modification duplicates the basic steering and speed control functions of the primary controls and is normally slaved to a vehicle's primary controls. The co-pilot controls common on many aircraft are examples of secondary controls. This modification is not available for motorcycles.

Type	Cost
Secondary Controls	400

PROTECTIVE SYSTEMS

Vehicles may not have a DEF higher than its BODY. Special Rules as to how DEF is applied to particular locations is noted on the Modified Reference Sheet under Vehicle Hit Location Charts:

x½ = Total DEF of vehicle is halved at this location
x¼ = Total DEF of vehicle is quartered at this location
3 = DEF at this location is 3
As Tire = DEF is equal to the type of tire equipped
As Rider = Consult the Hit Location Chart for characters and apply damage normally

ABLATIVE ARMOR

Ablative armor consists of dozens or hundreds of small, square, ceramic-metallic plates, roughly 10 centimeters long on each side. When a projectile or explosion strikes a vehicle, some of the ablative plates blow off the vehicle deflecting the attack. Ablative armor is automatically visible and stacks to a vehicle's other DEF. Any attack that does more than 4 BODY automatically triggers the Activation of the Ablative Armor. Ablative Armor is the only protective system that may take a vehicle's DEF above its BODY.

Power: Armor; **Adv**: None; AP: 3 per DEF; **Lim**: Ablative: Activation Roll (-.5); Visible (-.25)

Type	DEF	Cost
Ablative Armor	4	3000

ADVANCED PASSENGER PROTECTION SYSTEM

This system is installed on vehicles other than motorcycles to give those riding a better chance of surviving a crash unhurt. It consists of specially designed seat belts and harnesses, additional impact-activated air-bags in all passenger positions and special reinforcement of the body panels. The Advanced Passenger Protection Systems adds to the effects of a crash cage and roll bars.

Power: 25% Damage Reduction, Physical Resistant; **Adv**: None; AP: 15; **Lim**: Only against crash damage (-1); Only against damage to passengers (-.5)

Type	Cost
Advanced Passenger Protection System	3000

CONCEALED ARMOR

Even casual observers can easily discern standard armor on a vehicle. Concealed armor is hidden in a vehicle's interior spaces so that anyone attempting to detect it must actually search the vehicle. Concealed Armor, Vehicle Armor and Hardened Vehicle Armor, are not compatible. Concealed Armor has a maximum rating of 13, and a vehicle may still not have a DEF higher than its BODY.

Power: DEF; **Adv**: None; AP: 3 per +1 DEF; **Lim**: None

Type	Cost
Concealed Armor	2000 per +1 DEF

CRASH CAGE

A crash cage consists of a padded, hydraulically cushioned passenger cabin and seating that protects passengers in a crash. The crash cage adds to the effects of Advanced Passenger Protection Systems and roll bars.

Power: 25% Damage Reduction, Physical Resistant; **Adv**: None; AP: 15; **Lim**: Only against crash damage (-1); Only against damage to passengers (-.5)

Type	Cost
Crash Cage	3000

ENVIROSEAL SYSTEM

This system provides a vehicle with gas-tight (or watertight) seals unless a door or window is opened. Also any damage to the vehicle breaks the seal, so it is very fragile.

Power: Life-Support: Self-Contained Breathing; **Adv**: Usable by Others (varies); AP: 10; **Lim**: Only when vehicle is undamaged (-1); Only when vehicle is completely closed (-.5)

Type	Cost
EnviroSeal System	BODY x 500

HARDENED VEHICLE ARMOR

Standard vehicle armor consists of hardened ceramic and metallic panels that protect both the vehicle and passengers from attacks. Concealed Armor, Vehicle Armor and Hardened Vehicle Armor, are not compatible.

Power: DEF; **Adv**: Hardened (+.25); AP: 3.75 per +1 DEF; **Lim**: Visible (-.25)

Type	Cost
Vehicle Armor	3000 per +1 DEF

LIFE SUPPORT SYSTEM

Life-support systems provide oxygen and basic climate controls inside a sealed vehicle cabin or cockpit.

Power: Life-Support: Self-Contained Breathing, Safe in Low Pressure/Vacuum, High Pressure, Intense Cold, Intense Heat; **Adv**: Usable By Others (varies); AP: 17; **Lim**: Only when vehicle is undamaged (-1); Only when vehicle is completely closed (-.5)

Type	Cost
EnviroSeal System	BODY x 750

ROLL BARS

These add rigidity to vehicles and mitigate damage from crashes. The roll bars add to the effects of a crash cage and Advanced Passenger Protection Systems.

Power: 25% Damage Reduction, Physical Resistant; **Adv**: None; AP: 15; **Lim**: Only against crash damage (-1); Only against damage to passengers (-.5)

Type	Cost
Roll Bars	3000

PERSONAL ARMOR

This includes advanced ceramics and Kevlar body panels to fend off small arms fire to protect the passengers and driver from attacks directly specifically at them.

Power: Armor; **Adv**: Hardened (+.25); AP: 1.5 per +1 rPD; **Lim**: Only to protect passengers (-1)

Type	Cost
Personal Armor	375 per +1 rPD

VEHICLE ARMOR

Standard vehicle armor consists of ceramic and metallic panels that protect both the vehicle and passengers from attacks. Concealed Armor, Vehicle Armor and Hardened Vehicle Armor, are not compatible.

Power: DEF; **Adv**: None; AP: 3 per +1 DEF; **Lim**: Visible (-.25)

Type	Cost
Vehicle Armor	1500 per +1 DEF

SIGNATURE MODIFICATIONS

ACTIVE THERMAL MASKING

This is a high-powered coolant system that temporarily absorbs heat generated by the vehicle's power plant.

Power: Invisibility: Infrared Vision; **Adv**: Reduced END: 0 END (+.5); AP: 30; **Lim**: Side Effect (Drain 3d6 AP of Running, automatically occurs when power is in use, only affects the vehicle; -1)

Type	Cost
Active Thermal Masking	BODY x 1000

VEHICLE WEAPON SYSTEMS

Vehicles may mount weapons on any of the mountings below, but they follow the same rules as characters do in regards to strength minima and recoil.

Ammo Storage varies by the type of weapon installed. Extra ammunition storage can be purchased and installed as listed below. For dual-weapon mounts, divide the maximum of each weapon by total by the number of weapons installed into the mount. See the Ammo column of the Vehicle Weapons section below for the base amount of storage

FIXED MOUNTS

A fixed mount is a hardpoint with a weapon permanently affixed to it. Fixed mounts fire in a fixed arc, so a driver typically has to aim the weapon by moving the vehicle. Single fixed mounts are usually placed along the vehicle's center line, while twin mounts may sit either side-by-side along the center line, or may be placed on the left and right fairings of the vehicle.

Fixed mounts may be mounted externally or internally. External mounts are easily seen by casual observers and are not protected by the vehicle's armor. Internal mounts are normally concealed from outside viewers, but require a Full Phase action to deploy. While deployed, the weapon is not protected by the vehicle's armor.

Fixed Mounts provide Strength +10 to the vehicle, only for weapon STR Minimum requirements.

Power: STR +10; **Adv**: None; AP: 10; **Lim**: Only to offset STR Minimum (-1); (External Only: Visible -.25)

Type	Cost
External Fixed Mount	BODY x 100
Internal Fixed Mount	BODY x 150
Extra Ammo Storage	BODY x 50
(Maximum is x5 standard)	

MISSILE AND ROCKET MOUNTS

Missiles and rockets require special mounts on vehicles separate from other weapon mountings.

For ground vehicles, externally mounted missiles and rockets sit on roof-rack mounts. Civilian vehicles armed in this way must also have roll bars for stability. A vehicle may carry a number of missiles or rockets equal to its BODY divided by 3.

Aircraft and helicopters generally carry rockets and missiles on pinions under their wings, fairings, or fuselages. An aircraft may carry a number of missile or rocket mounts equal to its BODY divided by 3.

Internal rocket and missile mounts work much the same as internal fixed mounts, requiring a Full Phase action to deploy.

Drones must be at least Size 0 (.5 x .5) to mount full size missiles. Smaller drones must fire micro-missiles.

Type	Cost
External Missile/Rocket Mount	1500
Internal Missile/Rocket Mount	5000

PINTLE MOUNTS

These are the simplest mounts available, consisting of simple reinforced holes and swivels mounted into the side of a vehicle. Pintle mounts fire in a fixed 60 degree arc. Mounting or dismounting a weapon from a pintle mount requires a Full-Phase action. These weapons cannot be fired remotely; they must be manned to fire. Pintle Mounts provide Strength +5 to the vehicle, only to offset STR Minimums.

Power: STR +5; **Adv**: None; AP: 5; **Lim**: Only to offset STR Minimum (-1)

Type	Cost
Pintle Mount	BODY x 50
Extra Ammo Storage	BODY x 10
(Maximum is x5 standard)	

RING MOUNTS

These are a step up from the basic pintle mount. It consists of a freely rotating ring set on the top of a vehicle, with a tripod assembly attached to the ring; the gunner stands in the middle of the ring to fire the weapon. The ring rotates in a full circle, giving full 360 degree arc of fire. Mount or dismounting a weapon from a ring mount requires a Full Phase action. Weapons on ring mounts may not be fired remotedly, they must be manned. Ring Mounts provide Strength +10 to the vehicle, only to offset STR Minimums.

Power: STR +10; **Adv**: None; AP: 10; **Lim**: Only to offset STR Minimum (-1)

Type	Cost
Ring Mount	BODY x 150
Extra Ammo Storage	BODY x 50
(Maximum is x5 standard)	

SMARTLINK INTEGRATION KIT

The smartlink integration kit is an interface that connects smartgun-equipped weapons mounted in fixed mounts and turrets with gunners who are equipped with smartlink cyberware. Without the integration kit, smartgun-equipped weapons mounted in fixed mounts or turrets do not gain the benefit of the smartlink. Characters who do not have smartlink cyberware firing smartlink-equipped vehicle weapons are treated like they are using Smart Goggles instead.

The gunner need not be jacked into the vehicle to take advantage of the smartlink system. The smartlink integration kit contains palm-induction links or interface jacks for weapon controls. Smartlink integration is not necessary for weapons mounted on pintle or ring mounts.

Type	Cost
Smartlink Integration Kit	1000

TARGETING SYSTEM

These are computerized targeting systems that account for distance, wind, and other factors that can affect the firing of a weapon. It is similar to the targeting computer cyberware, but accounts for many things that only occur on vehicles, so the two systems will integrate perfectly. The maximum rating for this system is 6.

Power: Combat Skill Levels: All Ranged; **Adv**: None; AP: 5 per rating; **Lim**: Only to offset any penalties (-.5)

Type	CSL	Cost
Targeting System	+1-6	Rat. x 10000

TURRETS

Turrets are motorized, armored ring mounts. Turrets come in two different types: Standard and Pop-Up. Both types of turrets may be fired from within the turret itself or from a remote position inside the vehicle

via sensors. Turrets provide Strength +20 to the vehicle, only to offset STR Minimums. Pop-up turrets are normally concealed from outside viewers, but require a Full Phase action to deploy. Weapons mounted on any turret are always protected by the vehicle's armor.

Power: STR +20; **Adv**: None; AP: 20; **Lim**: Only to offset STR Minimum (-1)

Type	Cost
Standard Turret	BODY x 1000
Pop-Up Turret	BODY x 1500
Extra Ammo Storage	BODY x 500
(Maximum is x3 standard)	

VEHICLE GYROSCOPIC STABILIZERS

Vehicle gyroscopic stabilizers are available for weapons mounted in fixed mounts and turrets. Vehicle gyroscopic stabilizers provide Strength +10 to the vehicle, only to offset STR Minimums.

Power: STR +10; **Adv**: None; AP: 10; **Lim**: Only to offset STR Minimum (-1)

Type	Cost
Vehicle Gyroscopic Stabilizer	BODY x 250

ELECTRONIC SYSTEMS

ELECTRONIC COUNTERMEASURES (ECM)

Electronic countermeasures include active devices such as barrage radio jammers, infrared jammers, chaff and flare dispensers, and wave harmonic disrupters that confound sensor systems and jam the communications of opposing remote-control operations.

The ECM cause penalties to Systems Operation Skill rolls and all rolls involved with remote-control networks. An ECM booster is an add-on that increases the area affected by ECM. The maximum rating for either system is 10.

Power: Change Environment: Penalties to Systems Operation and Remote-Control skills x1024 Area (1024" Radius); **Adv**: Reduced END: 0 END (+.5), Personal Immunity (+.25); AP: 96 +4.5 per Rating, +7.5 per x2 Range; **Lim**: OIF, Bulky (-1); Does not work in magnetic fields (-.25); Only for radio-based communications (-.5)

Type	Pen.	Range	Cost
Electronic Countermeasures	-1	1024"	Rat. x 10000
ECM Booster	--	x2	Rat. x 10000

ELECTRONIC COUNTER-COUNTERMEASURES (ECCM)

Electronic counter-countermeasures include signal amplifiers and noise filters that nullify the effects of ECM.

ECCM provide skill levels to all remote-control network based skills, only to offset penalties created by ECM. The maximum rating for ECCM is 10.

Power: Penalty Skill Levels: All remote-control network skills affected by ECM; **Adv**: None; AP: 3 per Rating; **Lim**: OIF, Bulky (-1); Does not work in magnetic fields (-.25)

Type	SL	Cost
Electronic Counter-Countermeasures	+1	Rat. x 10000

REMOTE –CONTROL ENCRYPTION MODULE

This device works just like the encryption module for the remote-control decks, allowing remotely-controlled drones to decrypt encrypted signals from the rigger and scramble their own transmissions to protect against signal interception. If a vehicle or drone is part of a remote-control network using and encryption module to scramble its signals, then the vehicle/drone must have a module to communicate with the network. The RCEM provides skill levels for Cryptography to guard against intrusion of the network by other riggers. The maximum rating for the RCEM is 10.

Power: Cryptography Skill; **Adv**: None; AP: 3 per Rating; **Lim**: IIF (-.25); Independent (-2); Does not work in magnetic fields (-.25); Only to encrypt or decrypt radio transmissions (-1)

Type	SL	Cost
Remote Control Encryption Module	+1-10	Rating x 5000

SENSORS

Sensor systems include standard and enhanced audio/video sensors, thermal and radar sensors, and ultrasound sensors, as well as identification, recognition and tracking software.

Rating 0 Sensors: Detect Range, Sense, Ranged, Discriminatory; Ultrasonic Perception; Spatial Awareness

Rating 1 Sensors: Detect Range, Sense, Ranged, Discriminatory; Ultrasonic Perception; Spatial Awareness, Normal Sight; Normal Hearing, Radar; Ultraviolet Perception, Telescopic: All +2, Enhanced Senses: All +1

Rating 2 Sensors: Detect Range, Sense, Ranged, Discriminatory; Ultrasonic Perception; Spatial Awareness, Normal Sight; Normal Hearing, Radar; Ultraviolet Perception, Infrared Perception, Telescopic: All +4, Enhanced Senses: All +2

Rating 3 Sensors: Detect Range, Sense, Ranged, Discriminatory; Ultrasonic Perception; Spatial Awareness, Normal Sight; Normal Hearing, Radar; Ultraviolet Perception, Infrared Perception, Telescopic: All +6, Enhanced Senses: All +3

Rating 4 Sensors: Detect Range, Sense, Ranged, Discriminatory; Ultrasonic Perception; Spatial Awareness, Normal Sight; Normal Hearing, Radar; Ultraviolet Perception, Infrared Perception, Telescopic: All +8, Enhanced Senses: All +4

Rating 5 Sensors: Detect Range, Sense, Ranged, Discriminatory; Ultrasonic Perception; Spatial Awareness, Normal Sight; Normal Hearing, Radar; Ultraviolet Perception, Infrared Perception, Telescopic: All +10, Enhanced Senses: All +5, Flash Defense: Sight Group +2

Rating 6 Sensors: Detect Range, Sense, Ranged, Discriminatory; Ultrasonic Perception; Spatial Awareness, Normal Sight; Normal Hearing, Radar; Ultraviolet Perception, Infrared Perception, Telescopic: All +12, Enhanced Senses: All +6, Flash Defense: Sight Group +4

Rating 7 Sensors: Detect Range, Sense, Ranged, Discriminatory; Ultrasonic Perception; Spatial Awareness, Normal Sight; Normal Hearing, Radar; Ultraviolet Perception, Infrared Perception, Telescopic: All +14, Enhanced Senses: All +7, Flash Defense: Sight Group +6

Rating 8 Sensors: Detect Range, Sense, Ranged, Discriminatory; Ultrasonic Perception; Spatial Awareness, Normal Sight; Normal Hearing, Radar; Ultraviolet Perception, Infrared Perception, Telescopic: All +16, Enhanced Senses: All +8, Flash Defense: Sight Group +8

Rating 9 Sensors: Detect Range, Sense, Ranged, Discriminatory; Ultrasonic Perception; Spatial Awareness, Normal Sight; Normal Hearing, Radar; Ultraviolet Perception, Infrared Perception, Telescopic: All +18, Enhanced Senses: All +9, Flash Defense: Sight Group +10

Rating 10 Sensors: Detect Range, Sense, Ranged, Discriminatory; Ultrasonic Perception; Spatial Awareness, Normal Sight; Normal Hearing, Radar; Ultraviolet Perception, Infrared Perception, Telescopic: All +20, Enhanced Senses: All +10, Flash Defense: Sight Group +12

Type	Cost
Rating 1 Sensors	5000
Rating 2 Sensors	7500
Rating 3 Sensors	10000
Rating 4 Sensors	12500
Rating 5 Sensors	15000
Rating 6 Sensors	20000
Rating 7 Sensors	30000
Rating 8 Sensors	50000
Rating 9 Sensors	100000
Rating 10 Sensors	500000

VEHICLE ACCESSORIES

AMPHIBIOUS OPERATION PACKAGE

This is used to modify ground vehicles for amphibious operations. If the vehicle has watertight seals and life-support, it can be used for underwater operations. This option requires EnviroSeal and Life-Support. A ground vehicle may have no more than ½ its Running movement in Swimming. This option is obvious to anyone looking upon the vehicle.

Power: Swimming; **Adv**: None; AP: 1 per 1"; **Lim**: None

Type	Swim	Cost
Amphibious Operation Package	+1"	2500 per +1

ANTI-THEFT SYSTEMS

Every vehicle comes equipped with maglocks on its entry points and on its control systems. Default vehicle maglocks are rated at 2, and are equipped with either a keypad, cardreader or fingerprint scanner (purchaser's choice). These maglocks can be defeated, allowing access to and control over the vehicle. The system can be programmed with a variety of responses to a triggered alarm. It may be set to emit a loud, attention-grabbing alarm, automatically call a pre-programmed number via the onboard cell-phone, or alert a controlling rigger. More secure anti-theft systems can be purchased, improving the quality of the maglocks and adding other security features.

Improved Security: Anti-theft systems can be improved to ratings 3 to 10 with this modification. The improved rating is used for all of the vehicle's maglocks and other features.

Electric Shock: An electrical current ripples through the outer shell of the vehicle, giving a nasty shock to the would-be thief. The voltage level does the same damage as a taser (6d6 NND: Electricity).

Explosion: Those who really hate vehicle thieves can set up their anti-theft systems to blow up the vehicle with plastic explosives. As a general rule, vehicles must be packed with enough plastic explosives to do enough BODY on average to destroy the vehicle. The explosion destroys the vehicle and inflicts its damage on the would-be intruder—as well as passengers, cargo, and anyone passing by.

Proximity Alert: A vehicle with this system uses its sensors to scan any people who approach within a prescribed distance. If the approaching person is not carrying a proper identifier (usually a minor radio beacon, magnetized passcard, etc.) the vehicle audibly warns the interloper to back off. If the person continues to approach the vehicle, it issues an alarm and/or triggers a linked system (such as the electric shock system). Only vehicles with sensors of 1 or more may take this modification.

Type	Cost
Improved Security	
Rating 3-6	Rat. x 400
Rating 7-9	Rat. x 1000
Rating 10+	Rat. x 5000
Electric Shock System	+2000
Proximity Alert	+250

EJECTION BUCKET SEATS

The ejection bucket seat is a standard or armored bucket seat fitted with a small solid-fuel rocket and rudimentary stabilization systems. Ejection-activation controls may be included on or near the seat at the time of installation. The seat includes a parasail that deploys on ejection and brings the chair and occupant safely down to the ground, assuming the occupant was securely strapped in. Reinforced ejection seats are also available for large orks, trolls, etc.

Power: STR; **Adv**: Reduced END: 0 END; AP: 30/40; **Lim**: Only to throw an occupant straight up (-2)

Power: Gliding 6"; **Adv**: None; AP: 6; **Lim**: OAF (-1); Limited Movement (character cannot gain altitude and must move down 12" for every 1" forward; -.5); 1 recoverable charge (lasts until the character hits the ground or the parachute is fouled; -.75)

Type	Cost
Ejection Bucket Seat	3000
Reinforced Ejection Bucket Seat	6000

CONVERTIBLE TOP

"Rag-top" conversions are available for vehicles that normally come with hard tops and do not have gull-wing or canopy access. The conversion replaces the hard-top roof with a folding canopy that can be extended or retracted on command. Rag-tops do not provide protection to passengers from side, rear, or top attacks.

Type	Cost
Convertible Top	10% base vehicle

CRANE

A crane is a hydraulically powered mechanical boom capable of lifting heavy loads. To use a crane, the vehicle must be stationary and immobilized with the supplied chocks.

Power: Telekinesis; **Adv**: Reduced END: 0 END (+.5); AP: 4.5 per 2 points of TK STR; **Lim**: Affects whole object (-.25); Only works out to 3 x vehicle length (-.25)

Type	Cost
Crane	STR x 250

DRONE RACK

Drone racks are used to launch airborne drones from moving vehicles. The rack is a hardware cradle that holds the drone, moves it into launch position and then releases it. Drone racks can also be used to recover launched drones while a vehicle is moving. For every multiple of maximum BODY held equal to the mounting vehicle's BODY, the Drone Rack takes up 1 Hex of the vehicle's available space.

Type	Cost
Drone Rack	Total BODY of Drones Carried x 500

MECHANICAL ARMS

Articulated mechanical arms are not as strong as cranes, but they possess superior dexterity. In fact, a mechanical arm can do the same things that a metahuman arm can and then some.

Power: Telekinesis with Fine Manipulation; **Adv**: Reduced END: 0 END (+.5); AP: 10 + 4.5 per 2 points of TK STR; **Lim**: Only works out to 3 x vehicle length (-.25)

Type	Cost
Mechanical Arms	STR x 1500

MEDICAL CLINIC

A mobile medical clinic is a complete assortment of medical gear including emergency diagnostic electronics and biomonitors, pressurized oxygen tanks and breathing masks, a stabilization unit and an assortment of controlled drugs and compounds. A vehicle medical clinic is the equivalent of a medical shop. Ambulances and other emergency medical vehicles primarily use vehicle medical clinics.

Type	Cost
Medical Clinic	300000

PHOTOVOLTAIC CHAMELEON PAINT

Photovoltaic chameleon pain allows the pigmentation and pattern of a vehicle's paint to be altered. Unmarked security and police vehicles use chameleon paint to switch between a mundane appearance and official security/police markings. Likewise, shadowrunners use chameleon paint to lose tails and prevent their vehicles from being identified at crime scenes. Chameleon paint is also popular among members of certain social classes who like to show off their vehicles with specialized schemes or display certain messages to passersby.

Chameleon paint requires more than a simple paint job. First, a monofilament mesh must be secured to the vehicle's surface with insulating resin. The mesh is then wired to the vehicle's onboard computer. The photovoltaic paint is then applied over the mesh. The paint scheme is controlled via a program loaded onto the onboard computer, allowing the user to select a particular color and pattern for each segment of the mesh grid.

Changing a vehicle's color takes a minimum of a Full Phase action and may take longer depending on the complexity of the paint scheme.

Chameleon paint does not allow a vehicle to blend into surrounding environment, as do ruthenium polymers. In fact, chameleon paint is incompatible with ruthenium, as well as ablative armor.

Power: Shapeshift: Sight Group; **Adv**: Reduced END: 0 END (+.5); Persistent (+.5); AP: 10; **Lim**: IIF (-.25); Does not work in magnetic fields (-.25); Only to change the vehicle's paint scheme (-1)

Type	Cost
Photovoltaic Chameleon Paint	BODY x 500

SEATS

Seats come in two types: bench and bucket. Both types of seats have additional options available: armoring and reinforcement.

Bench Seats: These are popular in compact vehicles or other vehicles in which space is at a premium. A single bench seat can accommodate two human-sized passengers. Folding bench seats are common in vehicles such as limousines, to provide extra seating for lackeys and the like when needed, or also in station wagons.

Bucket Seats: These hold a single person in greater comfort than a standard bench seat. Folding bucket seats are common in SUVs and minivans, and alloy greater storage when necessary.

Armored Seats: Any type of seat may be armored to protect against incoming fire that penetrates the vehicle. Armored seats provide 2 DEF against attacks from the rear.

Reinforced Seats: These are designed to support the weight of larger orks, trolls, and other large metahumans. If an oversized metahuman attempts to sit in a standard seat, he will crush the seat and mangle its padding. Other effects may apply from discomfort.

Metahuman Adjustment Package Deal: All of the vehicles listed in the Vehicles document are also available in metahuman-adjusted variants, which replace all standard seats with reinforced seating. This package deal also includes size adjustment of manual controls.

Type	Cost
Bench Seat	750
Folding Bench Seat	750
Reinforced Bench Seat	1500
Standard Bucket Seat	700
Folding Bucket Seats	700
Reinforced Bucket Seat	1500
Armored Seats	+1500

SIDECAR

Motorcycle sidecars are built by increasing the size of the vehicle by 1 level and can either be used to carry passengers or other gear. It's possible to install weapon mounts into a sidecar as well. Hitching or unhitching a sidecar requires 15 minutes.

Type	Cost
Sidecar	2000

SPOTLIGHT

A spotlight projects a concentrated beam of light. In addition to standard white-light spotlights, they are also available in medium-range infrared or ultraviolet. They may be controlled manually or operated remotely from inside the vehicle.

Power: Images: Normal Sight 2" Radius; **Adv**: Reduced END: 0 END (+.5); AP: 15; **Lim**: OAF (-.5); Only to create light (-1)

Type	Cost
Spotlight	600

TIRES

A number of different tire types are available. All vehicles are fitted with appropriate tires at the time of manufacture for no cost. Characters need only pay tire cost if they request special tires or replace or add tires later.

Standard Tires: These are regular, run-of-the-mill tires.

Performance Tires: These tires provide +1 to Combat Driving rolls when on paved roads due to improved handling but are Susceptible to being driven on anything but roads. They take 1 BODY per hour of operation off-road, or 2 BODY in really rocky off-road conditions.

Off-Road Tires: These tires provide +1 to Combat Driving rolls due to improved handling but lack the finesse of paved road tires. All Combat Driving rolls on paved roads are at -1.

Puncture-Resistant: These tires are inner sealed with Kevlar and puncture resistant fibers, allowing them to resist damage better than standard tires.

Snow Tires: These are standard tires that provide +1 to Combat Driving rolls to maintain control on snow and ice.

Type	DEF	BODY	Cost
Standard	2	2	BODY x 10
Performance	3	3	BODY x 15
Off-Road	3	3	BODY x 25
Puncture-Resistant	4	4	BODY x 40
Snow	3	3	BODY x 15

WINCHES

Winches are attached to the bumpers of ground vehicles and can pull or tow heavy loads. A winch can also be used to pull the vehicle across normally impassable terrain, such as up a vertical cliff face.

Power: Telekinesis; **Adv**: Reduced END: 0 END (+.5); AP: 4.5 per 2 TK STR; **Lim**: Only to pull or drag objects (-1); Affects whole object (-.25)

Power: Flight 1"; **Adv**: Reduced END: 0 END (+.5); AP: 3; **Lim**: Only to where the winch is secured (-1);

Type	Cost
Winch	100 + STR x 10

VEHICLE EQUIPMENT

MORPHING LICENSE PLATE

A morphing license plate is composed of smart materials that bend and deform according to set patterns when charged with electricity. This allows the plate to be programmed to depict certain embossed letters or numbers. The plate is also colored with photovoltaic paint, so that its color scheme may also change according to the electric charge, allowing the plate to mimic license plates from any state or country.

Power: Shapeshift: Sight Group, Touch; **Adv**: Reduced END: 0 END (+.5); Persistent (+.5); AP: 26; **Lim**: IIF (-.25); Independent (-2); Does not work in magnetic fields (-.25); Only to change the license plate (-2)

Type	Cost
Morphing License Plate	5000

OIL SLICK SPRAYER

Though clichéd, this device is still effective. An oil-slick sprayer consists of an electric hydraulic cylinder, an oil reservoir tank and a multi-nozzle sprayer. Usually mounted under the rear bumper, this device sprays a sheet of Teflon-powdered oil onto the street, a tactic designed to induce the crashes of pursuing ground vehicles.

Power: Change Environment: 4" Radius, -5 to Combat Driving; **Adv**: 10 Continuing charge lasting 20 minutes (+1); AP: 60; **Lim**: IIF (-.25); Independent (-2); 2" Range (-.25); Only behind the vehicle (-.5)

Type	Cost
Oil Slick Sprayer	600
Oil Tank Refills	50

VEHICLE SMOKE PROJECTOR

Smoke projection canisters are designed to be externally mounted on a vehicle. When triggered, smoke projectors spew massive amounts of smoke, providing fast cover. Infrared smoke may also be used to obscure thermographic vision and sensors.

Power: Change Environment: 16" Radius, -5 to Normal Sight Perception Rolls, Infrared Perception Rolls; **Adv**: 12 Continuing charge lasting 5 minutes (+.75); AP: 70/88; **Lim**: IIF (-.25); Independent (-2); No Range (-.5)

Type	Cost
Vehicle Smoke Projector	1000
Infrared Smoke	1200

SPIKE STRIP

Spike strips are long, thing strips embedded with a multitude of sharp, penetrating spikes. When unrolled and stretched across a roadway, the spikes of the strip are designed to puncture and deflate rubber tires that pass over the strip. Spike strips are commonly used by law enforcement personnel to end vehicle chases or to close off a street from vehicle access. The area affected is difficult to determine and GMs may allow drivers a PER Roll to determine if they see the spike strip.

Power: 1d6 RKA (Spikes); **Adv**: Invisible Power Effects: All (+1); Armor Piercing (+.5); Area of Effect: 2" Line (+1); Reduced END: 0 END (+.5); Persistent (+.5); AP: 68; **Lim**: OAF (-1); Independent (-2); No Range (-.5); Only affect wheels that are in contact with the ground that cross the area (-1)

Type	Cost
Spike Strip	500

VEHICLE WEAPONS

Weapon	OCV	RMod	Damage	STUNx	STR Min.	Ammo	Range	Mode	Avail.	Legality	Nuyen
Pistols											
10mm Pistol	+1	0	1½d6	0	10	x 50	125	SA	-2/24 hrs	-2P-E	300
.357 Magnum Pistol	+1	0	2d6-1	+1	11	x 48	125	SA	-2/24 hrs	-2P-E	400
11mm Pistol	+1	0	2d6	0	11	x 46	150	SA	-2/24 hrs	-2P-E	400
.45 Cal Pistol	+1	0	2d6	0	11	x 46	150	SA	-3/36 hrs	-1P-E	400
.410 Magnum Pistol	+1	0	2d6	+1	13	x 44	150	SA	-2/24 hrs	-2P-E	500
12mm Pistol	+1	0	2d6+1	0	13	x 40	175	SA	-4/48 hrs	-1P-E	600
.44 Magnum Pistol	+1	0	2d6+1	+1	15	x 40	175	SA	-3/36 hrs	-1P-E	600
.454 Casull Pistol	+1	0	2d6+1	+1	15	x 40	175	SA	-4/48 hrs	-1P-E	600
14mm Pistol	+1	0	2½d6	+1	20	x 34	200	SA	-7/5 days	0P-E	800
.666 Cal Pistol	+1	0	3d6-1	+1	25	x 32	200	SA	-8/7 days	+1P-E	900
Submachine Guns											
10mm Submachine Gun	+1	0	1½d6	0	10	x 50	125	AF-10	-3/24 hrs	-2P-E	1000
.357 Magnum Submachine Gun	+1	0	2d6-1	+1	11	x 48	125	AF-10	-3/24 hrs	-2P-E	1100
11mm Submachine Gun	+1	0	2d6	0	11	x 46	150	AF-10	-3/24 hrs	-2P-E	1100
.45 Cal Submachine Gun	+1	0	2d6	0	11	x 46	150	AF-10	-3/36 hrs	-1P-E	1100
.410 Magnum Submachine Gun	+1	0	2d6	+1	13	x 44	150	AF-10	-3/24 hrs	-2P-E	1200
12mm Submachine Gun	+1	0	2d6+1	0	13	x 40	175	AF-10	-3/48 hrs	-1P-E	1300
.44 Magnum Submachine Gun	+1	0	2d6+1	+1	15	x 40	175	AF-10	-3/36 hrs	-1P-E	1300
.454 Casull Submachine Gun	+1	0	2d6+1	+1	15	x 40	175	AF-10	-4/48 hrs	-1P-E	1300
14mm Submachine Gun	+1	0	2½d6	+1	20	x 34	200	AF-10	-8/5 days	0P-E	1500
.666 Cal Submachine Gun	+1	0	3d6-1	+1	25	x 32	200	AF-10	-9/7 days	+1P-E	1600
Shotguns											
.410 Shotgun	0	0	2d6	+1	10	x 46	150	SA	-2/24 hrs	0-F	400
.410 Auto Shotgun	0	0	2d6	+1	10	x 46	150	AF-5	-3/36 hrs	+1-F	600
20 Gauge Shotgun	0	0	2d6+1	+1	12	x 42	175	SA	-2/24 hrs	0-F	500
20 Gauge Auto Shotgun	0	0	2d6+1	+1	12	x 42	175	AF-5	-3/36 hrs	+1-F	750
12 Gauge Shotgun	0	0	2½d6	+1	15	x 38	200	SA	-3/24 hrs	0-F	600
12 Gauge Auto Shotgun	0	0	2½d6	+1	15	x 38	200	AF-5	-4/36 hrs	+1-F	900
10 Gauge Shotgun	0	0	3d6-1	+1	18	x 32	225	SA	-3/36 hrs	+1-F	800
10 Gauge Auto Shotgun	0	0	3d6-1	+1	18	x 32	225	AF-5	-4/48 hrs	+2-F	1200
8 Gauge Shotgun	0	0	3d6	+1	20	x 30	250	SA	-4/48 hrs	+1-F	900
8 Gauge Auto Shotgun	0	0	3d6	+1	20	x 30	250	AF-5	-5/5 days	+2-F	1350
4 Gauge Shotgun	0	0	3d6+1	+1	23	x 28	275	SA	-5/7 days	+2-F	1000
4 Gauge Auto Shotgun	0	0	3d6+1	+1	23	x 28	275	AF-5	-6/10 days	+3-F	1500
Machine Guns											
5.56mm Machine Gun	+1	+2	2d6+1	0	10	x 40	875	AF-10	-2/4 days	+1-H	1200
7.62mm Machine Gun	+1	+2	2½d6	0	13	x 36	1000	AF-10	-3/5 days	+2-H	1300
.30 Cal Machine Gun	+1	+2	2½d6	+1	15	x 34	1000	AF-10	-3/5 days	+2-H	1400
.450 Cal Machine Gun	+1	+2	3d6-1	+1	18	x 32	1000	AF-10	-4/5 days	+2-H	1500
.50 Cal Machine Gun	+1	+2	3d6	+1	20	x 30	1125	AF-10	-4/7 days	+3-H	1600
13mm Machine Gun	+1	+2	3d6	+1	20	x 30	1125	AF-10	-5/14 days	+4-H	1700
14.5mm Machine Gun	+1	+2	3d6+1	+1	23	x 28	1250	AF-10	-6/21 days	+4-H	1800
Miniguns											
5.56mm Minigun	+0	+1	2d6+1	0	20	x 40	875	AF-20*	-3/4 days	+2-H	1400
7.62mm Minigun	+0	+1	2½d6	0	23	x 36	1000	AF-20*	-4/5 days	+3-K	1500
.30 Cal Machine Gun	+0	+1	2½d6	+1	25	x 34	1000	AF-20*	-4/5 days	+3-K	1600
.450 Cal Machine Gun	+0	+1	3d6-1	+1	28	x 32	1000	AF-20*	-5/5 days	+3-K	1700
.50 Cal Machine Gun	+0	+1	3d6	+1	30	x 30	1125	AF-20*	-5/7 days	+4-K	1800
14.5mm Machine Gun	+0	+1	3d6+1	+1	33	x 28	1250	AF-20*	-7/21 days	+5-K	2000
Cannons											
20mm Cannon	+1	+4	4d6+1	+1	27	x 24	1625	SA	-8/14 days	+2-H	5000
25mm Cannon	+1	+4	4½d6	+1	29	x 22	1750	SA	-8/15 days	+2-H	10000
30mm Cannon	+1	+4	5d6	+1	31	x 20	1875	SA	-9/16 days	+2-H	15000
75mm Cannon	+1	+4	6d6	+1	38	x 16	2250	SA	-10/21 days	+2-H	20000
90mm Cannon	+1	+4	6½d6	+1	42	x 14	2500	SS	-11/1 mo	+2-H	40000
105mm Cannon	+1	+4	7d6	+1	44	x 12	2625	SS	-12/2 mo	+2-H	50000
120mm Cannon	+1	+4	7½d6	+1	48	x 10	2875	SS	-13/6 mo	+2-H	60000
140mm Cannon	+1	+4	8d6	+1	50	x 8	3000	SS	-14/1 year	+2-H	75000
Railguns											
4mm Railgun	+2	+6	4d6 AP2	+1	45	x 34	1500	SS	-10/21 days	+4-H	20000
6mm Railgun	+2	+6	4d6+1 AP2	+1	49	x 32	1625	SS	-11/1 mo	+4-H	30000
8mm Railgun	+2	+6	4½d6 AP2	+1	53	x 30	1750	SS	-12/2 mo	+4-H	40000
1cm Railgun	+2	+6	5d6 AP2	+1	56	x 28	1875	SS	-13/6 mo	+4-H	50000
2cm Railgun	+2	+6	5½d6 AP2	+1	64	x 24	2000	SS	-14/1 year	+5-H	100000
3cm Railgun	+2	+6	6d6 AP2	+1	68	x 20	2125	SS	-15/1 year	+6-H	150000
4cm Railgun	+2	+6	6½d6 AP2	+1	75	x 16	2500	SS	-16/1 year	+7-H	200000

* Always fires on AF-20, STR Min takes into account AF-20 and ½ Recoil Penalties (Minigun Class weapon)

The Ammo Column represents the multiplier used to figure the standard Ammunition Capacity of a Weapon Mount. Take this multiplier by the Vehicle BODY and this is the number of rounds the standard mount carries. This can be increased by spending money to allocate more storage for ammunition.

VEHICLES

AUTOMOBILES

ARMORED PERSONNEL CARRIERS (APC)

Ferrari Appaloosa Light Scout

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
40	22	4 x 2	12	15	3	21" (x4)	95 mph	-4	6	2	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
1 dr/1 top hatch/1 double rear dr	3 Bucket + 1 Bench	6WD	Combustion	-19/1 mo	775,300

Options	ECM 5, ECM Booster 5, ECCM 5, Standard Turret, Folding Bench Seat, Active Thermal Masking, Vehicle Armor, 6 Wheels
Similar Models	Dodge APC750, Lockheed-Chenoweth Protector

LAV-93 Devil Rat

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
40	25	4 x 2	15	10	3	12" (x4)	55 mph	-4	0	2	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
3 top hatches/1 rear ramp	2 Bucket + 2 Bench	Tracked	Diesel	-7/13 days	260,100

Options	Amphibious Operation, Wide Range Radio Transceiver, EnviroSeal, Remote Turret, Active Thermal Masking, 2 Folding Benches, Vehicle Armor
Similar Models	Salish-Shidhe Warrior

LAV-103 Striker Light Tank

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
40	25	4 x 2	18	10	3	12" (x4)	55 mph	-4	0	2	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
3 top hatches/1 rear ramp	3 Bucket	Tracked	Diesel	-8/16 days	305,100

Options	Amphibious Operation, EnviroSeal, Remote Turret, Active Thermal Masking, 2 Folding Benches, Vehicle Armor, Wide Range Radio Transceiver
Similar Models	Lockheed-Chenoweth Defender, UCAS A1098

INDUSTRIAL MOVERS

Mesametric Kodiak Roadway Clearance System

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
40	20	4 x 2	17	10	2	10" (x4)	30 mph	-4	3	--	2

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
--	None	Tracked	Combustion	-2/2 days	75,500

Options	Dozer Blade, Off-Road Suspension, Remote-Control Interface, Rigger Adaptation, Vehicle Armor
Similar Models	CAT Heavyweight

LIMOUSINES

Mitsubishi Nightsky

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
35	19	3.2 x 1.6	5	12	3	22" (x4)	100 mph	-3	1	4	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
2-dr/2 sliding dr/1 sunroof	2 Bucket + 6 Bucket	AWD	Combustion	-5/9 days	171,200

Options	APPS, Concealed Armor, EnviroSeal, Roll Bars, Satellite Uplink
Similar Models	Lincoln, Mark V, Buick Broadway, Renraku Honor

Rolls-Royce Phaeton

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
35	19	3.2 x 1.6	7	12	3	26" (x4)	115 mph	-3	1	4	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
4-dr/1 side gate/1 sunroof	8 Bucket + 1 Bench	AWD	Diesel	-6/11 days	218,800

Options	Concealed Armor, APPS, Roll Bars, EnviroSeal, Satellite Uplink
Similar Models	Bentley Verde, BMW Execter 960, Daimler-Benz Ambassador

SHADOWPUNK—VEHICLES

RVs

Ford-Canada Bison

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
45	21	5 x 2.5	7	12	3	25" (x4)	110 mph	-4	1	3	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
2-dr/1 sliding dr/1 double rear dr	2 Bucket + 5 Bucket	AWD	Diesel	-4/8 days	145,000

Options	Concealed Armor, Folding Bench Seat, 6 Wheels
Similar Models	Dodge Wanderer, Winnebago Sojourner, Renraku Typhoon

Rolls-Royce Prairie Cat

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
45	21	5 x 2.5	7	12	3	23" (x4)	100 mph	-4	1	3	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
2-dr/1 sliding dr/1 double rear dr	2 Bucket + 5 Bucket	AWD	Diesel	-3/6 days	113,400

Options	APPS, Amphibious Operation 1", Concealed Armor, Satellite Uplink, Roll Bars, 6 Wheels
Similar Models	Dodge Wanderer, Winnebago Sojourner, Renraku Typhoon

SAND BUGGIES

Lockheed-Chenoweth Light Strike Vehicle

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
25	15	2 x 1	2	15	4	17" (x4)	100 mph	-2	0	0	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
--	4 Bucket	4WD	Combustion	-1/24 hrs	12,300

Options	Defense does not protect occupants, Off-Road Suspension, Wide Range Radio Transceiver, Roll Bars, Ring Mount
Similar Models	VW Sandstorm, Suzuki Dune, Yamaha Sahara

SEDANS

Chrysler-Nissan Maxima

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
30	17	2.5 x 1.25	3	12	4	23" (x4)	135 mph	-2	0	2	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
4-dr	2 Bucket + 1 Bench	AWD	Combustion	-1/48 hrs	35,000

Options	None
Similar Models	Ford Taurus, Kia Optima, Mazda 626

Chrysler-Nissan Patrol-1

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
30	17	2.5 x 1.25	5	12	4	23" (x4)	135 mph	-2	0	3	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
4-dr	2 Bucket + 1 Bench	AWD	Combustion	-2/72 hrs	43,700

Options	Vehicle Armor
Similar Models	Ford Marshal, Kia Justice, Mazda XZ250,

Ford Americar

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
30	17	2.5 x 1.25	3	12	4	17" (x4)	100 mph	-2	1	2	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
2-dr/1 sunroof	2 Bucket + 1 Bench	RWD	Combustion	-1/24 hrs	20,000

Options	None
Similar Models	Chrysler-Nissan Sentra XI, Mercury Comet, Honda Accord

General Products City Operations Patroller (COP)

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
30	17	2.5 x 1.25	4	12	4	14" (x4)	80 mph	-2	0	1	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
Sliding Canopy	2 Bucket	FWD	Electric	-2/72 hrs	28,800

Options	Vehicle Armor
Similar Models	Ford Mule, Mitsuhama Chariot, Renraku Sai,

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Lone Star Modified Ford Americar

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
30	17	2.5 x 1.25	6	12	4	17" (x4)	100 mph	-2	1	2	--

Entry Points		Seating	Drivetrain	Engine	Availability	Cost
2-dr/1 sunroof		4 Bucket	RWD	Combustion	-1/48 hrs	38,500

Options	Vehicle Armor
Similar Models	Knight-Errant Modified Chrysler-Nissan Sentra XI, Sioux Mercury Grand Prix V, PCC Honda Argent,

Toyota Elite

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
30	17	2.5 x 1.25	3	12	4	18" (x4)	110 mph	-2	1	4	--

Entry Points		Seating	Drivetrain	Engine	Availability	Cost
4-dr		4 Bucket	RWD	Combustion	-2/96 hrs	66,400

Options	Advanced Passenger Protection System, EnviroSeal
Similar Models	Buick Park Avenue, Saab 10-6, Citroën Xhen

SPORT UTILITY VEHICLES (SUV)

Gaz-Willys Nomad

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
35	19	3.2 x 1.6	3	18	3	20" (x4)	90 mph	-3	0	2	--

Entry Points		Seating	Drivetrain	Engine	Availability	Cost
2-dr/rear gate		2 Bucket + 1 Bench	AWD	Diesel	-1/48 hrs	34,500

Options	Roll Bars
Similar Models	Ford Survivor, Citroën Jumpy, Mitsuhama Tanto

GMC MPUV

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
35	19	3.2 x 1.6	9	15	3	22" (x4)	100 mph	-3	0	0	--

Entry Points		Seating	Drivetrain	Engine	Availability	Cost
4-dr/rear gate		2 Bucket + 1 Bench	AWD	Diesel	-2/72 hrs	70,000

Options	Vehicle Armor, Wide Range Radio Transceiver, Pintle Mount, Spotlight
Similar Models	Ford Workhorse, Volkswagen Wildnis, Renraku Bear

Land Rover Model 2046 SUV

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
35	19	3.2 x 1.6	3	15	3	20" (x4)	90 mph	-3	0	2	--

Entry Points		Seating	Drivetrain	Engine	Availability	Cost
4-dr/rear gate/1 sunroof		2 Bucket + 2 Bench	4WD	Diesel	-1/48 hrs	32,000

Options	2 Folding Benches
Similar Models	Saab Auslander, Suzuki Sporty, Celebrian Terrain

Land Rover Model 2046 Pickup

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
35	19	3.2 x 1.6	3	15	3	20" (x4)	90 mph	-3	0	1	--

Entry Points		Seating	Drivetrain	Engine	Availability	Cost
4-dr/rear gate/1 sunroof		2 Bucket + 1 Bench	4WD	Diesel	-1/48 hrs	29,000

Options	None
Similar Models	Ford F550, Toyota Titan-10, Chevrolet Silverado 2050 SS

Nissan-Holden Brumby

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
35	19	3.2 x 1.6	3	12	3	20" (x4)	90 mph	-3	0	2	--

Entry Points		Seating	Drivetrain	Engine	Availability	Cost
2-dr/1 rear gate		2 Bucket + 1 Bench	4WD	Diesel	-1/48 hrs	19,000

Options	Folding Bench Seat
Similar Models	Land Rover Model 2067, BMW Off-Roader, Honda Safari

Toyota Gopher Pickup

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
35	19	3.2 x 1.6	3	12	3	21" (x4)	95 mph	-3	0	2	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
2-dr	2 Bucket	4WD	Combustion	-1/48 hrs	29,500

Options	Roll Bars
Similar Models	Ford Texan, Nissan Rebel, GMC B150

SPORTS CARS

Eurocar Westwind 2000

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
25	16	2 x 1	3	18	4	26" (x4)	158 mph	-2	1	3	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
2-dr	2 Bucket + 1 Bench	RWD	Combustion	-2/72 hrs	57,000

Options	APPS
Similar Models	Ferrari 770 Spider, BMW 3420LS, Citroën 1030

Eurocar Westwind 2000 Turbo

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
25	16	2 x 1	3	18	4	30" (x4)	180 mph	-2	1	3	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
2-dr	2 Bucket + 1 Bench	RWD	Combustion	-2/72 hrs	77,000

Options	APPS
Similar Models	Peugeot AP75, Daimler-Benz MP6-17, Mazda Star 303

Honda-GM 3220

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
25	16	2 x 1	3	15	4	20" (x4)	120 mph	-2	0	1	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
2-dr	4 Bucket	FWD	Combustion	-1/48 hrs	28,000

Options	None
Similar Models	Ford Mustang, Toyota 660 Arachnid, Chrysler Menace

Honda-GM 3220 Turbo

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
25	16	2 x 1	3	15	4	24" (x4)	145 mph	-2	0	2	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
2-dr	4 Bucket	FWD	Combustion	-2/72 hrs	44,000

Options	None
Similar Models	Ford Mustang, Toyota 660 Arachnid, Chrysler Menace

Lone Star Modified 3220 Turbo

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
25	16	2 x 1	4	15	4	24" (x4)	145 mph	-2	0	2	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
2-dr	4 Bucket	FWD	Combustion	-1/48 hrs	49,000

Options	None
Similar Models	Knight-Errant-modified Ford Mustang, PCC-modified Nissan Celer, Ares-modified Mitsuhama Reflex 6

Saab Dynamit 778 TI

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
25	16	2 x 1	3	15	4	31" (x4)	188 mph	-2	1	3	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
2-dr	2 Bucket + 1 Bench	RWD	Combustion	-3/5 days	92,000

Options	None
Similar Models	Porsche Winter, Mitsubishi Shadow, Peugeot RM780

SUBCOMPACT CARS

Chrysler-Nissan Jackrabbit (Electric)

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
25	16	2 x 1	3	15	4	10" (x4)	60 mph	-2	0	1	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
2-dr/1 sunroof	2 Bucket + 1 Bench	FWD	Electric	-1/24 hrs	15,500

Options	Folding Bench Seat
Similar Models	Citroën Ztana, Ford Swift, Dodge Glow

Chrysler-Nissan Jackrabbit (Gas)

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
25	16	2 x 1	3	15	4	13" (x4)	80 mph	-2	0	1	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
2-dr/1 sunroof	2 Bucket + 1 Bench	FWD	Combustion	-1/24 hrs	16,500

Options	Folding Bench Seat
Similar Models	Citroën Ztana, Ford Swift, Dodge Glow

Leyland-Zil Tsarina (Electric)

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
25	16	2 x 1	3	12	4	11" (x4)	65 mph	-2	0	1	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
2-dr	2 Bench	FWD	Electric	-1/24 hrs	12,000

Options	None
Similar Models	Opel Rana, Kia Zephyr, Volkswagen Messenger

Leyland-Zil Tsarina (Gas)

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
25	16	2 x 1	3	12	4	15" (x4)	90 mph	-2	0	1	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
2-dr	2 Bench	FWD	Combustion	-1/24 hrs	12,500

Options	None
Similar Models	Opel Rana, Kia Zephyr, Volkswagen Messenger

Mitsubishi Runabout

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
20	15	1.6 x 0.8	3	12	4	11" (x4)	65 mph	-2	0	1	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
Canopy	1 Bench	FWD	Electric	-1/24 hrs	10,000

Options	None
Similar Models	Honda Spirit, Mazda Watcher, Renraku Konichiwa

Volkswagen Elecktro

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
20	15	1.6 x 0.8	3	12	4	11" (x4)	65 mph	-2	0	0	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
Canopy	1 Bench	FWD	Electric	-1/24 hrs	8,000

Options	None
Similar Models	Toyota Cirian, Aztechnology Sol, Peugeot 401

TRACTOR-TRAILERS

Conestoga Trailblazer

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
60	25	16.7 x 3	3	10	2	15" (x8)	85 mph	-6	0	2	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
2-dr + Trailer	2 Bucket + 1 Bench + Sleeper	RWD	Diesel	-4/8 days	152,000

Options	Folding Bench Seat, 18 wheels
Similar Models	GMC Hauler

TRANSPORTS—HEAVY

GMC 4201

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
45	23	5 x 2.5	3	10	3	20" (x4)	90 mph	-4	0	2	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
2-dr	2 Bucket + 1 Bench	4 Wheel + Halftrack	Diesel	-2/4 days	80,000

Options	None
Similar Models	Ford F500, Dodge Ram Industrial, Volkswagen X600

TRANSPORTS—MEDIUM

Ares Citymaster

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
40	22	4 x 2	13	10	3	25" (x4)	110 mph	-4	0	3	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
2-dr/rear double dr	2 Bucket + 5 Bench	6WD	Diesel	-4/7 days	136,300

Options	Vehicle Armor, EnviroSeal, Life Support, Turret, 6 Wheels
Similar Models	Volkswagen Urbano

Ares Mobmaster

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
40	22	4 x 2	17	10	3	25" (x4)	110 mph	-4	0	4	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
2-dr/rear double dr	2 Bucket + 5 Bench	6WD	Diesel	-5/9 days	173,000

Options	Vehicle Armor, EnviroSeal, Life Support, Turret, 6 Wheels
Similar Models	Volkswagen Übermachen

Ares Roadmaster

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
40	22	4 x 2	3	12	3	19" (x4)	85 mph	-4	0	2	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
2-dr/rear double dr	2 Bucket + 1 Bench	6WD	Diesel	-2/3 days	45,000

Options	6 Wheels
Similar Models	Volkswagen Brüllen

DocWagon™ Citymaster Variant

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
40	22	4 x 2	13	10	3	25" (x4)	110 mph	-4	0	3	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
2-dr/rear double dr	2 Bucket + 1 Bench	6WD	Diesel	-12/23 days	455,000

Options	Anti-Theft Rating 6, EnviroSeal, Life Support, Turret, Medical Clinic (2 patients, 2 technicians), 6 Wheels
Similar Models	None

DocWagon™ CRT Ambulance

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
40	22	4 x 2	3	12	3	15" (x4)	65 mph	-4	0	2	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
2-dr/rear double dr	2 Bucket + 5 Bench	6WD	Diesel	-9/9 days	361,000

Options	Anti-Theft Rating 6, Medical Clinic (2 patients, 2 technicians), 6 Wheels
Similar Models	None

VANS

DocWagon™ SRT Ambulance

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
35	19	3.2 x 1.6	3	12	3	16" (x4)	70 mph	-3	0	1	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
2-dr/rear double dr	2 Bucket	FWD	Combustion	-7/14 days	270,000

Options	Anti-Theft Rating 6, Medical Clinic (1 patient, 1 technician)
Similar Models	Ford Medivan, Modified Chrysler-Nissan VS 780, Renraku ParaMed

GMC Bulldog Step Van

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
35	19	3.2 x 1.6	5	12	3	17" (x4)	75 mph	-3	0	2	--

Entry Points		Seating		Drivetrain		Engine		Availability	Cost
2-dr/rear double dr		1 Bucket + 1 Bench		FWD		Combustion		-1/48 hrs	32,600

Options	Folding Bench Seat, Vehicle Armor
Similar Models	Dodge Ram Van, Ford F350, Chrysler-Nissan Packer

GMC Bulldog Step Van-Security Variant

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
35	19	3.2 x 1.6	8	12	3	17" (x4)	75 mph	-3	0	2	--

Entry Points		Seating		Drivetrain		Engine		Availability	Cost
2-dr/rear double dr		1 Bucket + 1 Bench		FWD		Combustion		-2/72 hrs	52,600

Options	Folding Bench Seat, Vehicle Armor
Similar Models	Dodge Ram Van, Ford F350, Chrysler-Nissan Packer

Leyland-Rover Transport (Electric)

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
35	19	3.2 x 1.6	3	12	3	15" (x4)	65 mph	-3	0	2	--

Entry Points		Seating		Drivetrain		Engine		Availability	Cost
2-dr/1 sliding side/rear double dr		2 Bucket + 1 Bench		FWD		Electric		-2/72 hrs	47,000

Options	Folding Bench Seat, also available in pickup version (2 dr entry, no bench seats, rear fold down gate)
Similar Models	Nissan Coda, Dodge Caravan, Misuhama Shogun

Leyland-Rover Transport (Gas)

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
35	19	3.2 x 1.6	3	12	3	21" (x4)	95 mph	-3	0	2	--

Entry Points		Seating		Drivetrain		Engine		Availability	Cost
2-dr/1 sliding side/rear double dr		2 Bucket + 1 Bench		FWD		Combustion		-2/72 hrs	51,000

Options	Folding Bench Seat, also available in pickup version (2 dr entry, no bench seats, rear fold down gate)
Similar Models	Nissan Coda, Dodge Caravan, Misuhama Shogun

Lone Star Black Mariah USPTV

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
35	19	3.2 x 1.6	12	12	3	20" (x4)	90 mph	-3	0	2	--

Entry Points		Seating		Drivetrain		Engine		Availability	Cost
2-dr /rear double dr		2 Bucket + 1 Bench		FWD		Diesel		-3/6 dats	115,000

Options	EnviroSeal, Life Support, 2 Turrets
Similar Models	Knight Errant Securivan, Sioux Modified Nissan Sheriff, Celebrian Conscript

Renault-Fiat Eurovan

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
35	19	3.2 x 1.6	3	12	3	21" (x4)	95 mph	-3	0	2	--

Entry Points		Seating		Drivetrain		Engine		Availability	Cost
2-dr/rear double dr		2 Bucket + 3 Bench		FWD		Diesel		-2/72 hrs	53,000

Options	Folding Bench Seats, also available in pickup version (2 dr entry, no bench seats, rear fold down gate)
Similar Models	Volkswagen Superkombi V, Ford Engineer, Renraku Busman

Volkswagen Superkombi III

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
35	19	3.2 x 1.6	4	12	3	21" (x4)	95 mph	-3	0	3	--

Entry Points		Seating		Drivetrain		Engine		Availability	Cost
2-dr/1 sliding side/rear double dr		2 Bucket + 5 Bench		FWD		Combustion		-2/72 hrs	46,300

Options	Concealed Armor, Folding Bench Seats, also available in pickup version (2 dr entry, no bench seats, rear fold down gate)
Similar Models	Volkswagen Superkombi V, Ford Engineer, Renraku Busman

BOATS

JETSKI

Suzuki Watersport

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
15	13	1.25 x .64	3	18	4	11" (x4)	65 mph	--	1	0	--

Entry Points		Seating	Drivetrain	Engine	Availability	Cost
--		1 Jetski	Surface Watercraft	Combustion	-1/24 hrs	10,000

Options	None
Similar Models	SeaDoo Arrow, Kawasaki Aqualisk, Aztechnology Maya

SKIFFS

Aztechnology Nightrunner (Methane)

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
30	17	2.5 x 1.25	3	15	3	14" (x4)	60 mph	-2	0	3	--

Entry Points		Seating	Drivetrain	Engine	Availability	Cost
--		2 Bucket	Surface Watercraft	Methane	-1/48 hrs	30,000

Options	None
Similar Models	Kawasaki Interloper, GMC Heron, Suzuki Skimmer

Aztechnology Nightrunner (Electric)

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
30	17	2.5 x 1.25	3	15	3	7" (x4)	30 mph	-2	0	3	--

Entry Points		Seating	Drivetrain	Engine	Availability	Cost
--		2 Bucket	Surface Watercraft	Electric	-1/48 hrs	30,000

Options	None
Similar Models	Kawasaki Interloper, GMC Heron, Suzuki Skimmer

Sendako Marlin

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
30	17	2.5 x 1.25	3	15	3	6" (x4)	25 mph	-2	0	0	--

Entry Points		Seating	Drivetrain	Engine	Availability	Cost
--		2 Bucket + 1 Bench	Surface Watercraft	Sail	-1/24 hrs	18,750

Options	None
Similar Models	Surfstar Liberty, Celebrian Seagull, JY Splash

Surfstar Marine Seacop

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
30	17	2.5 x 1.25	4	15	3	18" (x4)	80 mph	-2	0	2	--

Entry Points		Seating	Drivetrain	Engine	Availability	Cost
--		1 Bucket + 2 Bench	Surface Watercraft	Combustion	-5/9 days	170,000

Options	Radio Transceiver, External Fixed Mount, Spotlight
Similar Models	GMC Merrow, Suzuki Sea Lion, Renraku CK7250

SPEEDBOATS

Colorado Craft Cigarette Hydrofoil

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
25	16	2 x 1	3	15	4	16" (x4)	95 mph	-2	0	2	--

Entry Points		Seating	Drivetrain	Engine	Availability	Cost
--		2 Bucket	Surface Watercraft	Combustion	-1/48 hrs	35,000

Options	None
Similar Models	Suzuki Tsunami, Yamatetsu Jet Stream

SPORT CRUISERS

Aztechnology Tiburon Patrol Boat

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
35	20	3.2 x 1.6	7	15	3	18" (x4)	80 mph	-3	7	3	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
--	2 Bucket + 1 Bench	Surface Watercraft	Diesel	-16/1 mo	650,000

Options	2 Turrets, Vehicle Armor
Similar Models	GMC Avenger, Criscraft Patroller, Zemlya-Poltava Militant

Aztechnology Tiburon Patrol Boat-Combat Model

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
35	20	3.2 x 1.6	7	15	3	18" (x4)	80 mph	-3	7	3	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
--	2 Bucket + 1 Bench	Surface Watercraft	Diesel	NA	2,670,000

Options	4 Turrets, Active Thermal Masking, Vehicle Armor
Similar Models	GMC Avenger, Criscraft Patroller, Zemlya-Poltava Militant

Biohm & Voss River Commander

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
35	20	3.2 x 1.6	12	12	3	14" (x4)	60 mph	-3	1	3	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
--	2 Bucket + 1 Bench	Surface Watercraft	Diesel	-7/13 days	260,000

Options	4 Turrets
Similar Models	GMC Harbormaster, Aztechnology Serpiente, Celebrian Striker

GMC Riverine

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
35	20	3.2 x 1.6	9	15	3	18" (x4)	80 mph	-3	1	2	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
2 dr	2 Bucket + 5 Bench	Surface Watercraft	Diesel	-3/5 days	100,000

Options	Folding Bench Seats, Ring Mount,
Similar Models	Criscraft Tidal, Kawasaki Gendarmerie, Mitsuhama Tigershark

GMC Riverine Security

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
35	20	3.2 x 1.6	9	15	3	18" (x4)	80 mph	-3	1	2	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
2 dr	2 Bucket + 2 Bench	Surface Watercraft	Diesel	-4/8 days	150,000

Options	Folding Bench Seats, 2 Turrets
Similar Models	Criscraft Tidal, Kawasaki Gendarmerie, Mitsuhama Tigershark

GMC Riverine Police

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
35	20	3.2 x 1.6	9	15	3	18" (x4)	80 mph	-3	1	2	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
2 dr	2 Bucket + 2 Bench	Surface Watercraft	Diesel	-4/7 days	125,000

Options	Folding Bench Seats, Ring Mount, External Fixed Mount
Similar Models	Criscraft Tidal, Kawasaki Gendarmerie, Mitsuhama Tigershark

Samuvani-Criscraft Otter

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
35	20	3.2 x 1.6	3	12	3	8" (x4)	35 mph	-3	1	2	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
--	2 Bucket	Surface Watercraft	Combustion	-1/48 hrs	32,500

Options	None
Similar Models	Suzuki Hannibal, Yamatetsu Shadowcat, GMC Imperator

Zemlya-Poltava Swordsman

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
35	20	3.2 x 1.6	3	12	3	14" (x4)	60 mph	-3	1	2	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
--	2 Bucket + 3 Bench	Surface Watercraft	Combustion	-1/48 hrs	29,000

Options	Folding Bench Seats
Similar Models	Surfstar Marine Mer-Warrior, Yamatetsu Valkyrie, Biohm & Voss Senschal

YACHTS

Harland & Wolff Classique

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
45	25	5 x 2.5	3	10	2	12" (x4)	35 mph	-4	1	2	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
2 dr	2 Bucket	Surface Watercraft	Diesel	-5/11 days	207,500

Options	10-man life raft
Similar Models	Yamatetsu Geneve, Marine Technologies Sea Nymph, Celebrian Galahad

Marine Technologies Dolphin II

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
45	25	5 x 2.5	3	15	2	12" (x4)	35 mph	-4	1	4	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
2 dr	1 Bucket	Surface Watercraft	Diesel	-4/7 days	125,000

Options	10-man life raft
Similar Models	Greater Victoria Patrician, Yamatetsu Princessa, Celebrian Mallornica

MOTORCYCLES

CHOPPERS

BMW Blitzen 2050

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
15	13	1.25 x .64	5	15	4	28" (x4)	165 mph	--	0	2	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
--	2 motorcycle seats	Motorcycle	Combustion	-1/48 hrs	26,300

Options	Concealed Armor
Similar Models	Yamaha Sprint, Honda Banshee, Harley-Davidson Diablo

Harley-Davidson Electroglide

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
15	13	1.25 x .64	5	15	4	28" (x4)	168 mph	--	0	1	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
--	1 motorcycle seat	Motorcycle	Combustion	-2/4 days	70,000

Options	Concealed Armor, Radio Transceiver, External Fixed Mount
Similar Models	Dodge Guardian, Honda Cerebus, Nissan Stealth

Harley-Davidson Scorpion

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
15	13	1.25 x .64	4	12	4	18" (x4)	110 mph	--	0	2	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
--	2 motorcycle seat	Motorcycle	Combustion	-1/24 hrs	13,000

Options	Concealed Armor
Similar Models	Triumph RK30, Nissan Khan, Honda Duke

Honda Viking

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
15	13	1.25 x .64	4	15	4	18" (x4)	110 mph	--	0	2	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
--	2 motorcycle seat	Motorcycle	Combustion	-1/24 hrs	20,000

Options	Adjusted Controls (Troll)
Similar Models	Mitsuhama Reckoning, Yamatetsu Predator, Harley-Davidson Gideon

OFF-ROAD BIKES

Gaz-Niki White Eagle

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
15	13	1.25 x .64	3	15	4	15" (x4)	90 mph	--	0	0	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
--	2 motorcycle seats	Motorcycle	Combustion	-1/24 hrs	13,000

Options	Off-Road Suspension, External Fixed Mount
Similar Models	Harley-Davidson Wolverine, BMW Starfire, Hyundai Marauder

Hyundai Offroader

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
15	13	1.25 x .64	3	18	4	14" (x4)	80 mph	--	0	1	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
--	2 motorcycle seats	Motorcycle	Combustion	-1/24 hrs	13,000

Options	Off-Road Suspension
Similar Models	Harley-Davidson Wolverine, BMW Starfire, Hyundai Marauder

RACING BIKES

Suzuki Aurora

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
15	13	1.25 x .64	3	18	4	26" (x4)	158 mph	--	0	1	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
--	2 motorcycle seats	Motorcycle	Combustion	-1/24 hrs	16,600

Options	None
Similar Models	Yamaha Katana, BMW Victory, Mitsuhama Blaze

Yamaha Rapier

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
15	13	1.25 x .64	3	15	4	24" (x4)	146 mph	--	0	1	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
--	2 motorcycle seats	Motorcycle	Combustion	-1/24 hrs	12,700

Options	None
Similar Models	Suzuki Mirage, Honda Zephyr, Dodge G6000

SCOOTERS

Dodge Scoot

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
15	13	1.25 x .64	3	15	3	10" (x4)	45 mph	--	0	0	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
--	2 motorcycle seats	Motorcycle	Electric	-1/24 hrs	4,000

Options	None
Similar Models	Yamaha Star, Messerschmidt-Kawasaki Chi, Honda Sprite

Entertainment Systems Papoose

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
15	13	1.25 x .64	3	15	3	17" (x4)	75 mph	--	0	0	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
--	1 motorcycle seats	Motorcycle	Electric	-1/24 hrs	4,550

Options	None
Similar Models	Yamaha Star, Messerschmidt-Kawasaki Chi, Honda Sprite

DRONES

CRAWLERS

Ares Sentinel "P" Series Drone

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
10	10	.5 x .25	15	15	4	8" (x2)	25 mph	+2	4	--	3

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
--	--	Tracked	Electric	-1/48 hrs	32,000

Options	Remote-Control Interface, Rigger Adaptation, Turret, Vehicle Armor
Similar Models	Aztechnology Patroller, Éireann-Tír Geatóir, Prometheus Guardian

Aztechnology GCR-23C Crawler

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
10	10	.5 x .25	3	15	4	5" (x2)	15 mph	+2	1	--	1

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
--	--	Tracked	Electric	-1/24 hrs	3,750

Options	Remote-Control Interface, Rigger Adaptation
Similar Models	Renraku Ninja, Ares Tracker "Q" Series, Mitsuhama Fox Crawler

Aztechnology Hedgehog Signal Interceptor

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
10	10	.5 x .25	3	15	4	5" (x2)	15 mph	+2	4	--	5

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
--	--	Tracked	Electric	-5/10 days	200,000

Options	Remote-Control Interface, Rigger Adaptation, Rigger Decryption 4, Rigger Protocol Emulation 4
Similar Models	Celebrian Audiodrone, ATT Listener 700

Citröen Brouillard Smoke Generator

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
10	12	.5 x .5	3	15	4	13" (x2)	40 mph	0	1	--	1

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
--	--	Tracked	Combustion	-1/24 hrs	13,000

Options	Remote-Control Interface, Rigger Adaptation, Smoke Generator (4" Darkness: Normal Sight, Reduced END: 0 END (+.5), 5 Continuing charges lasting 1 minute (+0), Moves with the wind (+0), No Range (-.5), Dispersed by strong winds or after 1 minute)
Similar Models	Renraku Evening Mist, Ares 327RC

Ferret RPD-VI Perimeter Drone

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
10	10	.5 x .25	3	18	4	8" (x2)	25 mph	+2	4	--	3

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
--	--	AWD	Electric	-1/24 hrs	18,500

Options	Remote-Control Interface, Rigger Adaptation, Spotlight
Similar Models	Transys Janus Crawler, GM-Nissan Borderpatrol

Gaz-Niki GNRD-71 BIS Snooper

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
10	10	.5 x .25	3	15	4	18" (x2)	55 mph	+2	1	--	1

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
--	--	AWD	Electric	-1/24 hrs	8,500

Options	Remote-Control Interface, Rigger Adaptation
Similar Models	Yamatetsu Watcher 4890, Transys Tyr

GM-Nissan Doberman

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
10	12	.5 x .5	9	18	4	17" (x2)	50 mph	0	1	--	2

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
--	--	AWD	Combustion	-1/48 hrs	25,000

Options	Remote-Control Interface, Rigger Adaptation, External Fixed Mount, Remote Turret, Vehicle Armor
Similar Models	Yamatetsu Barghest, Aztechnology FWC-72K Chimera, ATT Soldat

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Integrated Weapon Systems DLK MK 6 Utility Machine

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
10	12	.5 x .5	3	15	4	12" (x2)	35 mph	0	3	--	2

Entry Points		Seating		Drivetrain	Engine	Availability	Cost
--		--		Tracked	Electric	-1/48 hrs	21,000

Options	Remote-Control Interface, Rigger Adaptation, 2 Mechanical Arms (STR 20)
Similar Models	Yamatetsu Barghest, Aztechnology FWC-72K Chimera, ATT Soldat

Integrated Weapon Systems DLK MK 6 Armed Variant

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
10	12	.5 x .5	3	15	4	12" (x2)	35 mph	0	3	--	2

Entry Points		Seating		Drivetrain	Engine	Availability	Cost
--		--		Tracked	Electric	-1/48 hrs	22,000

Options	Remote-Control Interface, Rigger Adaptation, Mechanical Arm (STR 20), External Fixed Mount
Similar Models	Yamatetsu Barghest, Aztechnology FWC-72K Chimera, ATT Soldat

Mitsuhama Computer Technologies Hachiman

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
10	12	.5 x .5	8	18	6	1" (x2)	5 mph	0	5	--	3

Entry Points		Seating		Drivetrain	Engine	Availability	Cost
--		--		Tracked	Electric	NA	70,000

Options	Remote-Control Interface, Rigger Adaptation, Drive-By-Wire 2, Ablative Armor, Turret (with F-N Mag 5 MMG and 1000 rds ammo), Spotlight, Vehicle Armor
Similar Models	None

Saab-Thyssen Bloodhound

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
10	12	.5 x .5	3	18	4	23" (x2)	68 mph	0	4	--	2

Entry Points		Seating		Drivetrain	Engine	Availability	Cost
--		--		AWD	Combustion	-1/48 hrs	23,500

Options	Remote-Control Interface, Rigger Adaptation, Amphibious Operation 1", Mechanical Arm (STR 20) with SuperSquirt implanted, HAZMAT Sensors (Detect Chemicals and Radiation, Analyze, Ranged, +2 PER Rolls)
Similar Models	ATT Geiger, GM-Nissan Hazard SM50

Steel Lynx Ground Combat Drone

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
10	12	.5 x .5	12	15	4	20" (x2)	60 mph	0	1	--	2

Entry Points		Seating		Drivetrain	Engine	Availability	Cost
--		--		AWD	Electric	-1/48 hrs	34,500

Options	Remote-Control Interface, Rigger Adaptation, Remote Turret, Vehicle Armor
Similar Models	Éireann-Tír Gaiscíoch, ATT Drache

MINI-BLIMPS

Aerodesign Systems Condor LDSD-23

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
10	12	.5 x .5	3	12	3	10" (x4)	45 mph	0	1	--	1

Entry Points		Seating		Drivetrain	Engine	Availability	Cost
--		--		Airship	Electric	-1/24 hrs	9,000

Options	Remote-Control Interface, Rigger Adaptation
Similar Models	Ares Cloudship Series, Renraku Buzzers

Aerodesign Systems Condor LDSD-41

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
10	12	.5 x .5	6	12	3	12" (x4)	55 mph	0	1	--	3

Entry Points		Seating		Drivetrain	Engine	Availability	Cost
--		--		Airship	Electric	-1/48 hrs	33,650

Options	Remote-Control Interface, Rigger Adaptation, Vehicle Armor
Similar Models	Ares Cloudship Series, Renraku Buzzers

SENTRIES

Ares Arms Sentry II

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
10	11	.5 x .25	3	15	3	0"	0 mph	+2	4	--	4

Entry Points		Seating		Drivetrain	Engine	Availability	Cost
--		--		Immobile Sentry	Electric	-2/72 hrs	43,500

Options	Remote-Control Interface, Rigger Adaptation, Turret
Similar Models	ATT Bewaffnete, Éireann-Tír Leasrí

SKIMMERS

Sikorsky-Bell Microskimmer I

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
10	11	.5 x .5	3	15	4	15" (x4)	68 mph	+2	1	--	1

Entry Points		Seating		Drivetrain	Engine	Availability	Cost
--		--		Airship	Electric	-1/24 hrs	7,500

Options	Remote-Control Interface, Rigger Adaptation
Similar Models	ATT Schiffer, Éireann-Tír Airgead Beo

UNMANNED AERIAL VEHICLES (UAV)—FIXED WING

Aztechnology Liebre Surveillance/Pursuit RPV

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
15	14	1.25 x .64	7	18	4	100" (x4)	600 mph	0	4	--	4

Entry Points		Seating		Drivetrain	Engine	Availability	Cost
--		--		Jet Aircraft	Combustion	-5/10 days	193,500

Options	Remote-Control Interface, Rigger Adaptation, External Fixed Mount (with Vindicator Minigun and 1000 rds ammo), Supersonic 1" Megascale, Vehicle Armor
Similar Models	Mitsuhama Silent Wind, Ares Rover 9230

CAS Wandjina RPV

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
15	14	1.25 x .64	9	12	4	63" (x4)	375 mph	0	3	--	4

Entry Points		Seating		Drivetrain	Engine	Availability	Cost
--		--		Jet Aircraft	Combustion	-3/6 days	119,000

Options	Remote-Control Interface, Rigger Adaptation, External Fixed Mount, External Missile Mount, Vehicle Armor
Similar Models	Sioux Stinger, Wuxing Wu Jin

GM-Nissan Spotter

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
10	10	.5 x .25	3	18	4	25" (x4)	150 mph	+2	1	--	2

Entry Points		Seating		Drivetrain	Engine	Availability	Cost
--		--		Thunderbird	Combustion	-1/48 hrs	33,000

Options	Remote-Control Interface, Rigger Adaptation
Similar Models	Yamatetsu SK275, Lockheed Optic-X

Pratt & Whitney Sundowner Aerial Sprayer

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
10	12	.5 x .5	3	15	4	13" (x4)	79 mph	0	1	--	2

Entry Points		Seating		Drivetrain	Engine	Availability	Cost
--		--		Jet Aircraft	Combustion	-1/48 hrs	34,250

Options	Remote-Control Interface, Rigger Adaptation, Sprayer
Similar Models	Cessna Mini-Duster, Yamatetsu Chem-Carrier

UNMANNED AERIAL VEHICLES (UAV)—ROTARY WING

Éireann-Tír Prospero

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
10	10	.5 x .25	3	18	4	9" (x4)	55 mph	+2	1	--	2

Entry Points		Seating		Drivetrain	Engine	Availability	Cost
--		--		Rotorcraft	Combustion	-1/24 hrs	8,125

Options	Remote-Control Interface, Rigger Adaptation
Similar Models	ATT Nacht Eule, Lockheed Kestrel

Lone Star Strato-9 Surveillance Drone

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
10	12	.5 x .5	3	18	4	13" (x4)	75 mph	0	5	--	2

Entry Points		Seating		Drivetrain	Engine	Availability	Cost
--		--		Rotorcraft	Combustion	-1/48 hrs	30,000

Options	Remote-Control Interface, Rigger Adaptation, ECM 2, External Fixed Mount (with F-N MAG MMG and 500 rds ammo)
Similar Models	Knight Errant Peep-a-lot, Ares Inquisitor

Mitsuhama Computer Technologies-Nissan Roto-Drone

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
10	12	.5 x .5	3	15	4	9" (x4)	55 mph	0	1	--	1

Entry Points		Seating		Drivetrain	Engine	Availability	Cost
--		--		Rotorcraft	Combustion	-1/24 hrs	9,000

Options	Remote-Control Interface, Rigger Adaptation
Similar Models	Yamatetsu Watchdog, Renraku Elemental

UNMANNED AERIAL VEHICLES (UAV)—VECTORED THRUST

Aeroquip "Redball Express" Long-Range Resupply Drone

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
15	14	1.25 x .64	3	15	4	38" (x4)	225 mph	0	3	--	2

Entry Points		Seating		Drivetrain	Engine	Availability	Cost
--		--		Thunderbird	Combustion	-2/4 days	80,500

Options	Remote-Control Interface, Rigger Adaptation, 4 Jets
Similar Models	ATT Karawane, Ares Air-Supply

Ares Guardian Drone

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
10	12	.5 x .5	15	15	4	8" (x4)	45 mph	0	4	--	3

Entry Points		Seating		Drivetrain	Engine	Availability	Cost
--		--		Thunderbird	Combustion	-3/5 days	99,000

Options	Remote-Control Interface, Rigger Adaptation, Remote Turret, Vehicle Armor, 4 Jets
Similar Models	Éireann-Tír Ulchabhán, Ares Sergeant

Cyberspace Designs Dalmatian

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
10	12	.5 x .5	3	18	4	13" (x4)	80 mph	0	1	--	2

Entry Points		Seating		Drivetrain	Engine	Availability	Cost
--		--		Thunderbird	Combustion	-1/24 hrs	16,000

Options	Remote-Control Interface, Rigger Adaptation, 4 Jets
Similar Models	Éireann-Tír Ulchabhán, Ares Sergeant

Cyberspace Designs Wolfhound

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
10	12	.5 x .5	3	18	6	26" (x4)	158 mph	0	1	--	2

Entry Points		Seating		Drivetrain	Engine	Availability	Cost
--		--		Thunderbird	Combustion	-2/72 hrs	60,000

Options	Remote-Control Interface, Rigger Adaptation, Drive-By-Wire 2, 4 Jets
Similar Models	Éireann-Tír Ulchabhán, Ares Sergeant

WALKERS

Renraku Arachnoid Mini-Drone

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
10	7	.12 x .6	3	18	4	2" (x2)	6 mph	+6	1	--	1

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
--	--	Walker	Electric	-1/24 hrs	12,375

Options	Remote-Control Interface, Rigger Adaptation
Similar Models	Ares Scorpion, Yamatetsu Stealth

Shiawase Kanmushi Mechanical Crawler

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
10	7	.12 x .6	3	18	4	1" (x2)	3 mph	+6	1	--	1

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
--	--	Walker	Electric	-1/24 hrs	9,350

Options	Remote-Control Interface, Rigger Adaptation
Similar Models	Ares Scorpion, Yamatetsu Stealth

Toyota MK-Guyver Search and Rescue Robot

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
10	11	.5 x .25	5	15	6	3" (x2)	15 mph	+2	1	--	3

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
--	--	Walker	Diesel	-3/5 days	93,375

Options	Remote-Control Interface, Rigger Adaptation, Drive-By-Wire 2, 2 Mechanical Arms (STR 30), Vehicle Armor
Similar Models	Ares Scorpion, Yamatetsu Stealth

FIXED-WING AIRCRAFT

AIRLINERS

Hawker-Ridley HS-895 Skytruck

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
60	29	10 x 5	3	10	3	54" (x4)	240 mph	-6	1	3	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
2 dr/1 sliding side dr	2 Bucket + 40 Bucket	Jet Aircraft	Combustion	-18/1 mo	694,000

Options	2 Jets
Similar Models	Saedder-Krupp Flugzeug, Ares TransSky

Lockheed C-260 Transport

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
60	29	10 x 5	15	10	3	101" (x4)	450 mph	-6	1	3	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
1 dr/1 rear ramp	5 Bucket	Jet Aircraft	Combustion	NA	4,875,000

Options	2 Jets
Similar Models	Fed-Boeing Aerovan 8975, Aztechnology Accareo

HIGH-SPEED COMMERCIAL TRANSPORTS (HSCT)

Lockheed "Arrow" HSCT

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
85	35	32 x 16	3	10	2	100" (x8)	600 mph	-10	3	4	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
6 dr/1 sliding dr	204 Bucket	Jet Aircraft	Combustion	NA	8,250,000

Options	Supersonic 2" Megascale, 4 Jets
Similar Models	British Airline Concorde 3000

Airbus A1570 HSCT

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
85	35	32 x 16	3	10	2	100" (x8)	600 mph	-10	4	4	--

Entry Points		Seating		Drivetrain		Engine		Availability		Cost	
4 dr/1 sliding dr		124 Bucket		Jet Aircraft		Combustion		NA		8,040,000	

Options	Rigger Adaptation, Supersonic 3" Megascale, 4 Jets
Similar Models	Saedder-Krupp Stern

JET FIGHTERS

Aztechnology Halcón Ground-Attack Aircraft

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
55	26	8 x 4	15	15	4	100" (x4)	600 mph	-6	9	4	--

Entry Points		Seating		Drivetrain		Engine		Availability		Cost	
1 canopy		1 Ejection Seat		Jet Aircraft		Combustion		NA		4,500,000	

Options	EnviroSeal, External Fixed Mount, 7 External Missile Mounts, Active Thermal Masking, ECM 9, ECCM 9, Supersonic 1" Megascale
Similar Models	Ares Penetrator XV, Federated-Boeing Lightning 4000

Bac-Dessault-MBB EFA Variants

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
55	26	8 x 4	9	18	4	100" (x4)	600 mph	-6	7	3	--

Entry Points		Seating		Drivetrain		Engine		Availability		Cost	
1 canopy		1 Ejection Seat		Jet Aircraft		Combustion		NA		2,100,000	

Options	EnviroSeal, External Fixed Mount, 4 External Missile Mounts, Active Thermal Masking, ECM 4, ECCM 5, Supersonic 1" Megascale
Similar Models	ATT Wespe, Lockheed A-3200

SINGLE-ENGINE AIRCRAFT

Fiat-Fokker Cloud Nine

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
45	21	5 x 2.5	3	15	4	25" (x4)	150 mph	-4	1	2	--

Entry Points		Seating		Drivetrain		Engine		Availability		Cost	
4 dr		2 Bucket + 2 Bench		Propeller Aircraft		Combustion		-8/16 days		315,000	

Options	Floatation (2" Swimming, Only on Surface (-1)), 2 Folding Bench Seats
Similar Models	Cessna PR370, Lockheed Skylark

TWIN-ENGINE AIRCRAFT

CASA J-229 Raven

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
50	24	6.4 x 3.2	3	18	4	50" (x4)	300 mph	-5	4	1	--

Entry Points		Seating		Drivetrain		Engine		Availability		Cost	
1 dr		2 Bucket		Propeller Aircraft		Combustion		-9/17 days		331,000	

Options	2 Propellers
Similar Models	Lockheed Arrowflight 324, Bac-Dassault Faucon

Cessna C750

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
50	24	6.4 x 3.2	3	12	4	43" (x4)	255 mph	-5	1	2	--

Entry Points		Seating		Drivetrain		Engine		Availability		Cost	
1 dr/single rear dr		2 Bucket		Propeller Aircraft		Combustion		-5/9 days		177,000	

Options	2 Propellers
Similar Models	Federated-Boeing P35Q4, Ares Mercury

Cessna C750 Passenger Model

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
50	24	6.4 x 3.2	3	12	4	43" (x4)	255 mph	-5	1	2	--

Entry Points		Seating		Drivetrain		Engine		Availability		Cost	
1 dr/single rear dr		4 Bucket		Propeller Aircraft		Combustion		-5/9 days		167,000	

Options	2 Propellers
Similar Models	Federated-Boeing P35Q4, Ares Mercury

SHADOWPUNK—VEHICLES

Embraer-Dassault Mistral

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
50	24	6.4 x 3.2	3	15	4	38" (x4)	225 mph	-5	1	2	--

Entry Points		Seating		Drivetrain		Engine		Availability	Cost
1 dr/single rear dr		17 Bucket		Propeller Aircraft		Combustion		-9/18 days	362,000

Options	2 Propellers
Similar Models	Cessna C860, CASA J-329 Kestrel

Lear-Cessna Platinum I

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
50	24	6.4 x 3.2	3	15	4	42" (x4)	248 mph	-5	2	3	--

Entry Points		Seating		Drivetrain		Engine		Availability	Cost
1 dr/single rear dr		2 Bucket + 3 Bench		Propeller Aircraft		Combustion		-6/11 days	213,000

Options	3 Folding Benches, 2 Propellers
Similar Models	Gulfstream V-WL, Ares Galaxy VI

Lear-Cessna Platinum II

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
50	24	6.4 x 3.2	3	15	4	100" (x4)	600 mph	-5	2	4	--

Entry Points		Seating		Drivetrain		Engine		Availability	Cost
1 dr/single rear dr		2 Bucket +2 Bench		Jet Aircraft		Combustion		-11/22 days	427,000

Options	2 Folding Benches, 2 Propellers
Similar Models	Gulfstream V-WL, Ares Galaxy VI

ULTRALIGHTS

Artemis Industries Nightglider

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
25	15	2 x 1	3	18	4	8" (x4)	45 mph	-2	0	1	--

Entry Points		Seating		Drivetrain		Engine		Availability	Cost
--		1 Bucket		Propeller Aircraft		Combustion		-1/48 hrs	34,500

Options	None
Similar Models	Federated-Boeing CX270 Ultra, Lockheed Sparrow

Moonlight Aerospace Avenger

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
25	15	2 x 1	7	15	4	25" (x4)	150 mph	-2	1	2	--

Entry Points		Seating		Drivetrain		Engine		Availability	Cost
--		1 Bucket		Propeller Aircraft		Combustion		-2/72 hrs	50,000

Options	2 External Fixed Mounts, Vehicle Armor
Similar Models	IFMU Einbruch, Bac-Dassault Stealth 4650

HOVERCRAFT

HOVERCRAFT—HEAVY

GMC-Nissan Hovertruck

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
40	21	4 x 2	3	12	3	20" (x4)	90 mph	-4	0	1	--

Entry Points		Seating		Drivetrain		Engine		Availability	Cost
3 dr		2 Bucket + 1 Bench		Air-Cushion Vehicle		Diesel		-7/14 days	180,000

Options	Folding Bench Seat
Similar Models	Mostrans KVP-14XXL, Sikorsky-Bell HP Hovercraft

HOVERCRAFT—LIGHT

Sikorsky-Bell Red Ranger

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
30	17	2.5 x 1.25	5	18	3	45" (x4)	203 mph	-2	1	3	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
2 dr	2 Bucket	Air-Cushion Vehicle	Combustion	-9/17 days	326,000

Options	Amphibious Operation 3", Vehicle Armor
Similar Models	Federated-Boeing Dragonfly, Renraku KX-55R3

HOVERCRAFT—MEDIUM

Chrysler-Nissan G12A (Cargo)

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
35	20	3.2 x 1.6	3	15	3	20" (x4)	90 mph	-3	0	2	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
3 dr/1 double rear dr	2 Bucket	Air-Cushion Vehicle	Diesel	-2/72 hrs	50,000

Options	None
Similar Models	Federated-Boeing Dragonfly, Renraku KX-55R3

Chrysler-Nissan G12A (Passenger)

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
35	20	3.2 x 1.6	3	15	3	20" (x4)	90 mph	-3	0	2	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
2 dr/1 sliding side dr	10 Bucket	Air-Cushion Vehicle	Diesel	-2/72 hrs	45,000

Options	None
Similar Models	Federated-Boeing Dragonfly, Renraku KX-55R3

GMC Beachcraft Patroller

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
35	20	3.2 x 1.6	9	15	3	28" (x4)	125 mph	-3	0	2	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
2 dr/1 sliding side dr	2 Bucket	Air-Cushion Vehicle	Diesel	-5/9 days	162,000

Options	External Fixed Mount, Vehicle Armor
Similar Models	Ford Seaguard, Mostrans KVP-27S

GMC Beachcraft Vacationer

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
35	20	3.2 x 1.6	3	15	3	18" (x4)	80 mph	-3	0	3	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
3 dr	2 Bucket + 2 Bench	Air-Cushion Vehicle	Diesel	-8/15 days	287,000

Options	None
Similar Models	Mostrans KVP-20T, Novatech Hummingbird

Lone Star SWAT Hovertruck

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
35	20	3.2 x 1.6	9	15	3	20" (x4)	90 mph	-3	0	3	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
4 dr/1 double side gate	2 Bucket + 5 Bench	Air-Cushion Vehicle	Diesel	-5/10 days	194,000

Options	Vehicle Armor
Similar Models	Knight Errant Modified Mostrans KVP-27S, Yamatetsu Harbinger

Mostrans KVP-14T

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
35	20	3.2 x 1.6	3	15	3	30" (x4)	135 mph	-3	0	1	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
3 dr	2 Bucket	Air-Cushion Vehicle	Diesel	-3/6 days	102,000

Options	None
Similar Models	Sikorsky-Bell Hoveround, Chrysler-Nissan Missouri

Mostrans KVP-14T Passenger Model

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
35	20	3.2 x 1.6	3	15	3	30" (x4)	135 mph	-3	0	1	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
3 dr	11 Bucket	Air-Cushion Vehicle	Diesel	-4/7 days	121,000

Options	None
Similar Models	Sikorsky-Bell Hoveround, Chrysler-Nissan Missouri

ROTORCRAFT

ATTACK HELICOPTERS

Aztechnology Aquilar-EX

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
50	23	6.4 x 3.2	8	15	4	44" (x4)	265 mph	-5	7	4	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
2 dr	2 Bucket	Rotorcraft	Combustion	NA	1,477,000

Options	External Fixed Mount, 5 External Missile Mounts, Vehicle Armor
Similar Models	Ares Avenger, Sikorsky-Bell Peacekeeper

AUTOGYROS

Northrup Wasp PRC-42B

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
35	18	3.2 x 1.6	3	18	4	17" (x4)	100 mph	-3	2	0	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
1 dr	1 Bucket	Rotorcraft	Combustion	-2/72 hrs	50,000

Options	Turret, ECCM 1
Similar Models	Sikorsky-Bell Stinger, Ares GCR-22S

Northrup Wasp PRC-42F

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
35	18	3.2 x 1.6	5	18	4	17" (x4)	100 mph	-3	2	0	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
1 dr	1 Bucket	Rotorcraft	Combustion	-2/4 days	68,000

Options	Turret, ECCM 1, Vehicle Armor
Similar Models	Sikorsky-Bell Stinger, Ares GCR-22S

Northrup Yellowjacket PRC-44B

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
35	18	3.2 x 1.6	3	15	4	17" (x4)	100 mph	-3	2	0	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
1 dr	1 Bucket	Rotorcraft	Combustion	-2/72 hrs	48,000

Options	Turret, ECCM 1
Similar Models	Sikorsky-Bell Stinger, Ares GCR-22S

Northrup Yellowjacket PRC-44F

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
35	18	3.2 x 1.6	5	15	4	17" (x4)	100 mph	-3	2	0	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
1 dr	1 Bucket	Rotorcraft	Combustion	-2/72 hrs	65,000

Options	Turret, ECCM 1, Vehicle Armor
Similar Models	Sikorsky-Bell Stinger, Ares GCR-22S

CARGO HELICOPTERS

Ares Dragon

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
55	26	8 x 4	3	12	3	44" (x4)	195 mph	-6	1	3	--

Entry Points		Seating		Drivetrain		Engine		Availability	Cost
3 dr		3 Bucket		Rotorcraft		Combustion		-15/1 mo	590,000

Options	2 Propellers
Similar Models	Sikorsky-Bell Behemoth, Fed-Boeing CG-220R

Hughes Aerospace Airstar 2050

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
55	26	8 x 4	10	15	3	34" (x4)	150 mph	-6	1	4	--

Entry Points		Seating		Drivetrain		Engine		Availability	Cost
4 dr/1 sliding side dr		11 Bucket		Rotorcraft		Combustion		NA	1,348,000

Options	Concealed Armor, 2 Propellers
Similar Models	Rolls-Royce Aristo, Federated-Boeing Senator

TILT-WING AIRCRAFT

Ares TR-55 Class C

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
50	23	6.4 x 3.2	8	12	3	54" (x4)	240 mph	-5	1	3	--

Entry Points		Seating		Drivetrain		Engine		Availability	Cost
2 dr		2 Bucket + 3 Bench		Rotorcraft		Combustion		-9/17 days	338,000

Options	3 Folding Bench Seats, Vehicle Armor, 2 Propellers
Similar Models	Federated-Boeing Turborider, Sikorsky-Bell Athena

Ares TR-55 Class E

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
50	23	6.4 x 3.2	3	12	3	60" (x4)	265 mph	-5	1	3	--

Entry Points		Seating		Drivetrain		Engine		Availability	Cost
2 dr		11 Bucket		Rotorcraft		Combustion		-9/17 days	338,000

Options	2 Propellers
Similar Models	Federated-Boeing Turborider, Sikorsky-Bell Athena

Ares TR-55 Class T

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
50	23	6.4 x 3.2	3	12	3	60" (x4)	265 mph	-5	1	3	--

Entry Points		Seating		Drivetrain		Engine		Availability	Cost
2 dr		14 Bucket		Rotorcraft		Combustion		-9/18 days	350,000

Options	2 Propellers
Similar Models	Federated-Boeing Turborider, Sikorsky-Bell Athena

DocWagon™ CRT Air Unit

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
50	23	6.4 x 3.2	3	12	3	54" (x4)	240 mph	-5	1	3	--

Entry Points		Seating		Drivetrain		Engine		Availability	Cost
1 dr/1 rear ramp		2 Bucket		Rotorcraft		Combustion		-7/13 days	259,000

Options	Anti-Theft System 6, 2 External Fixed Mounts, Medical Clinic (4 patients, 4 technicians), 2 Propellers
Similar Models	Daf Traumma Vaggon AeroMed

DocWagon™ Osprey II

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
50	23	6.4 x 3.2	6	12	3	64" (x4)	285 mph	-5	1	3	--

Entry Points		Seating		Drivetrain		Engine		Availability	Cost
1 dr/1 rear ramp		2 Bucket		Rotorcraft		Combustion		-9/17 days	331,000

Options	Anti-Theft System 6, 2 External Fixed Mounts, Medical Clinic (4 patients, 4 technicians), Vehicle Armor, 2 Propellers
Similar Models	Federated-Boeing RXT Unit, Daf Traumma Vaggon Blitz

Federated-Boeing Commuter

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
50	23	6.4 x 3.2	3	12	3	54" (x4)	240 mph	-5	1	3	--

Entry Points		Seating		Drivetrain		Engine		Availability	Cost
2 dr		17 Bucket		Rotorcraft		Combustion		-8/16 days	318,000

Options	2 Propellers
Similar Models	Mitsuhama Jumper, IWS Aerobus

UTILITY HELICOPTERS

Agusta-Cierva Plutocrat

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
45	21	5 x 2.5	5	15	3	49" (x4)	220 mph	-4	1	4	--

Entry Points		Seating		Drivetrain		Engine		Availability	Cost
4 dr		2 Bucket + 1 Bench		Rotorcraft		Combustion		-11/21 days	407,000

Options	2 Folding Bucket Seats, Reinforced Bench Seating, Satellite Uplink
Similar Models	Sikorsky-Bell Luxura, Rolls-Royce Golden Arrow

Agusta-Cierva Plutocrat Security

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
45	21	5 x 2.5	5	15	3	49" (x4)	220 mph	-4	1	4	--

Entry Points		Seating		Drivetrain		Engine		Availability	Cost
4 dr		2 Bucket + 1 Bench		Rotorcraft		Combustion		-13/26 days	517,000

Options	2 Folding Bucket Seats, Reinforced Bench Seating, Satellite Uplink, Turret
Similar Models	Sikorsky-Bell Luxura, Rolls-Royce Golden Arrow

DocWagon™ SRT Helicopter

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
45	21	5 x 2.5	3	12	3	42" (x4)	188 mph	-4	1	3	--

Entry Points		Seating		Drivetrain		Engine		Availability	Cost
2 dr/1 sliding side dr		1 Bucket		Rotorcraft		Combustion		-8/15 days	285,000

Options	Anti-Theft System 6, Medical Clinic (2 Patients, 2 Technicians)
Similar Models	Daf Traumma Vaggon-modified IWS Kommando

Hughes WK-2 Stallion

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
45	21	5 x 2.5	3	12	3	32" (x4)	145 mph	-4	1	3	--

Entry Points		Seating		Drivetrain		Engine		Availability	Cost
2 dr/1 sliding side dr		2 Bucket		Rotorcraft		Combustion		-7/13 days	257,500

Options	None
Similar Models	IWS Kommando, Sikorsky-Bell Clydesdale

DocWagon™ WK-2 Stallion

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
45	21	5 x 2.5	9	12	3	32" (x4)	145 mph	-4	1	3	--

Entry Points		Seating		Drivetrain		Engine		Availability	Cost
2 dr/1 sliding side dr		2 Bucket		Rotorcraft		Combustion		-9/17 days	335,000

Options	Anti-Theft System 6, 2 External Fixed Mounts, Medical Clinic (2 Patients, 2 Technicians)
Similar Models	IWS Kommando, Sikorsky-Bell Clydesdale

REAL-WORLD VEHICLES

Dodge Viper SRT-10

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
25	13	2 x 1	3	20	4	32" (x4)	190 mph	-2	0	0	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
2 dr	2 Bucket	RWD	8.3L V10 SFI (500 hp)	--	80,000

Options	None
Similar Models	Dodge Viper, '70 Chevrolet Chevell SS 454, Chevrolet Corvette Z06

Ferrari Enzo

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
25	13	2 x 1	3	23	4	36" (x4)	217 mph	-2	0	0	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
2 gull-wing dr	2 Bucket	RWD	5.998L V12 (660 hp)	--	643,500

Options	None
Similar Models	Lamborghini Murcielago, Lamborghini Diablo VT 6.0, Ferrari 575M Maranello

Hyundai Elantra GT

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
25	13	2 x 1	3	15	3	26" (x4)	115 mph	-2	0	0	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
4 dr	2 Bucket + 1 Bench	FWD	2.0L Inline DOHC-4 (140 hp)	--	14,000

Options	None
Similar Models	Hyundai Elantra GLS, Dodge Neon, Ford Focus, Honda Civic

Mitsubishi Lancer Evolution VIII

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
25	13	2 x 1	3	22	4	26" (x4)	157 mph	-2	0	0	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
4 dr	2 Bucket + 1 Bench	AWD	2.0L Twin Turbo Inline-4 (271 hp)	--	30,500

Options	None
Similar Models	Mitsubishi Lancer Evolution IV-VII, Subaru Impreza WRX

Nissan 350Z

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
25	13	2 x 1	3	20	4	26" (x4)	156 mph	-2	0	0	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
2 dr	2 Bucket	RWD	3.5L V6 (287 hp)	--	32,500

Options	None
Similar Models	Nissan 300ZX, Ford Mustang GT, Chevrolet Camaro SS

Nissan Skyline GTR R-34

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
25	13	2 x 1	3	20	4	26" (x4)	155 mph	-2	0	0	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
2 dr	2 Bucket + 1 Bench	AWD	2.5L Twin-Turbo Inline-6 (276 hp)	--	89,500

Options	None
Similar Models	Nissan Skyline GTR R-32, Nissan Skyline GTR R-33

Subaru Impreza WRX STi

STR	BODY	Size	DEF	DEX	SPD	Move	Top Speed	DCV	Sensors	AutoNav	Pilot
25	13	2 x 1	3	20	4	28" (x4)	165 mph	-2	0	0	--

Entry Points	Seating	Drivetrain	Engine	Availability	Cost
4 dr	2 Bucket + 1 Bench	AWD	2.5L High-Boost Turbo Flat-4 (300 hp)	--	31,000

Options	None
Similar Models	None

ITEM LIST

PERSONAL ARMOR

Armor Clothing

Type	Conc.	Wt.	Avail.	Cost	Legality
Armor Clothing					
Gloves	0	.9	-2/36 hrs	110	Legal
Jacket	0	3.1	-2/36 hrs	1105	Legal
Long Coat	0	3.8	-2/36 hrs	1920	Legal
Vest	0	1.9	-2/36 hrs	575	Legal
Pants	0	3.1	-2/36 hrs	630	Legal
Thigh-High Boots	0	3.1	-2/36 hrs	750	Legal
High Boots	0	1.9	-2/36 hrs	575	Legal
Low Boots/Shoes	0	1.3	-2/36 hrs	260	Legal
Armored Duster	+2	7.5	-3/48 hrs	1900	Legal
Forearm Guards	+2	1.3	-3/36 hrs	440	Legal
Form Fitting Body Armor	-3	2.5	-3/7 days	1100	Legal
Helmet, Standard	--	.6	-3/7 days	240	Legal
Helmet, Riot	--	1.5	-4/14 days	375	Legal
Leather Clothing					
Gloves	NA	.3	Always	20	Legal
Jacket	NA	1.6	Always	175	Legal
Shirt	NA	1.6	Always	150	Legal
Long Coat	NA	1.9	Always	515	Legal
Business Suit	NA	1.9	Always	265	Legal
Formal Dress	NA	1.9	Always	265	Legal
Vest	NA	1	Always	90	Legal
Mini-Skirt	NA	.6	Always	40	Legal
Pants	NA	1.6	Always	100	Legal
Thigh-High Boots	NA	1.6	Always	120	Legal
High Boots	NA	1	Always	90	Legal
Low Boots/Shoes	NA	.6	Always	40	Legal
Secure Clothing					
Gloves	-2	.5	0/24 hrs	40	Legal
Jacket	-2	2.4	0/24 hrs	400	Legal
Shirt	-2	2.4	0/24 hrs	340	Legal
Long Coat	-2	2.9	0/24 hrs	850	Legal
Business Suit	-2	2.9	0/24 hrs	600	Legal
Formal Dress	-2	2.9	0/24 hrs	600	Legal
Vest	-2	1.5	0/24 hrs	205	Legal
Mini-Skirt	-2	.9	0/24 hrs	95	Legal
Pants	-2	2.4	0/24 hrs	230	Legal
Thigh-High Boots	-2	2.4	0/24 hrs	270	Legal
High Boots	-2	1.5	0/24 hrs	205	Legal
Low Boots/Shoes	-2	.9	0/24 hrs	95	Legal
Small Riot Shield	--	2	-4/14 days	300	Legal
Medium Riot Shield	--	3	-4/14 days	555	Legal
Large Riot Shield	--	5	-4/14 days	800	Legal
Barrier Shield	--	15	-5/14 days	1000	0P-K
Shin Guards	+2	1.3	-3/36 hrs	440	Legal

FASHION CLOTHING

Type	Conc.	Wt.	Avail.	Cost	Legality
High Fashion Clothing	--	2.5	Always	1500	Legal
Tres Chic Clothing	--	2.5	Always	15000	Legal

SECURITY ARMOR

Type	Conc.	Wt.	Avail.	Cost	Legality
Light Security Armor	--	10	-6/10 days	7700	0P-K
Medium Security Armor	--	14	-7/10 days	9750	+1P-K
Heavy Security Armor	--	20	-8/14 days	12000	+2P-K

MILITARY ARMOR

Type	Conc.	Wt.	Avail.	Cost	Legality
Light Military Armor	--	29/15	-9/1 mo	30250	+2-L
Medium Military Armor	--	40/20	-12/1 mo	38750	+2-L
Heavy Military Armor	--	58/29	-14/2 mo	47250	+2-L

SPECIAL CLOTHING

Type	Conc.	Wt.	Avail.	Cost	Legality
Camouflage	--	2.5	-2/36 hrs	500	Legal
Fire Retardant	--	10	-1/12 hrs	950	Legal
Insulated	--	10	-1/12 hrs	950	Legal
Ruthenium Polymer	--	2.5	-3/14 days	75000	Legal
Stealth	--	2.5	-2/36 hrs	600	Legal
Thermo Stealth	--	2.5	-3/36 hrs	5000	Legal

TOOLS

Type	Conc.	Wt.	Avail.	Cost	Legality
Kit	+5	5	-3/48 hrs	500	Legal
Shop	--	--	-4/72 hrs	5000	Legal
Facility	--	--	-7/7 days	100000	Legal

VISION ENHANCERS

Type	Conc.	Wt.	Avail.	Cost	Legality
Digital Binoculars	+2	1	Always	100	Legal
Low-Light Option	--	--	-2/48 hrs	+200	Legal
Thermo Option	--	--	-2/48 hrs	+250	Legal
Flashlight, Pocket	-6	--	Always	10	Legal
Flashlight, Large	+1	2	Always	25	Legal
Goggles	0	.5	-2/48 hrs	1500	Legal
Low-Light Option	--	--	-3/48 hrs	+500	Legal
Thermo Option	--	--	-3/48 hrs	+700	Legal
Optical Binoculars	+2	1	Always	150	Legal
Low-Light Option	--	--	-2/48 hrs	+200	Legal
Thermo Option	--	--	-2/48 hrs	+250	Legal
Smart Goggles	0	.5	-2/36 hrs	2500	0P-N
Smart Shades	-1	.1	-3/36 hrs	3000	0P-N

COMMUNICATIONS GEAR

Type	Conc.	Wt.	Avail.	Cost	Legality
Micro-Transceiver	-4	--	-1/48 hrs	2000	-4P-U
Scanner	-2	1	-1/24 hrs	1600	Legal
Subvocal Microphone	-6	--	-2/48 hrs	500	-5P-U
Transceiver	-2	1	-1/48 hrs	1500	-4P-U
ECCM	--	1	-1 per 2/as unit	Rat. x 1000	Legal
Encryption/Decryption	--	1	-1 per 2/as unit	Rat. x 2500	-4P-V

SURVEILLANCE MEASURES

Type	Conc.	Wt.	Avail.	Cost	Legality
Data Codebreaker	+2	5	-1 per 2/10 days	Rat. x 5000	-2P-V
Dataline Tap	-6	--	-1 per 2/8 days	Rat. x 1000	-2P-V
Laser Microphone	+3	1	-3/48 hrs	3500	-2P-U
Micro-Camcorder	-2	--	-3/48 hrs	2500	-4P-U
Micro-Recorder	-2	--	-3/48 hrs	2500	-4P-U
Shotgun Microphone	+2	1	-2/36 hrs	1000	-2P-U
Signal Locator	+3	1	-2/48 hrs	1500	-2P-U
Tracking Signal	-3	--	-2/72 hrs	1500	-4P-U
Voice Identifier	+6	5	-1 per 2/72 hrs	Rat. x 2000	-1P-U

SURVEILLANCE COUNTERMEASURES

Type	Conc.	Wt.	Avail.	Cost	Legality
Bug Scanner	+4	1	-1 per 2/48 hrs	Rat. x 500	-1P-V
Data Encryption System	--	1	-1 per 2/14 days	Rat. x 2500	0P-V
Dataline Scanner	+4	1	-1 per 2/14 days	Rat. x 100	0P-U
Jammer	+4	5	-1 per 2/72 hrs	Rat. x 1000	+1P-U
Voice Mask	0	--	-1 per 2/72 hrs	Rat. x 3000	-1P-V
White Noise Generator	+5	1	-1 per 2/72 hrs	Rat. x 1500	-4P-U
Voice Stress Analyzer	+5	1	-1 per 2/72 hrs	Rat. x 10000	+1P-U

FORGED CREDSTICK

Type	Conc.	Wt.	Avail	Cost
Rating 1-4	--	--	-1 per 2/24 hrs	$Rat.^2$ x 1000
Rating 5-8	--	--	-1 per 2/72 hrs	Rat. x 5000
Rating 9-12	--	--	-1 per 2/14 days	Rat. x 10000
Rating 13+	--	--	-1 per 2/1 mo	Rat. x 50000

SHADOWPUNK—ITEM LIST

ELECTRONICS

Type	Conc.	Wt.	Avail	Cost
Wrist Cell Phone	-1	--	Always	100
With Flip-Up Screen	--	--	Always	150
Handset Cell Phone	0	1	Always	50
Earplug Cell Phone	-4	--	Always	100
Credstick Verification Reader				
Rating 1	--	1	Always	12000
Rating 2-3	--	1	Always	Rat. x 45000
Rating 2-3 (Portable)	--	1	Always	Rat. x 60000
Rating 4-5	--	1	Always	Rat. x 100000
Rating 6-7	--	1	Restricted	Restricted
Rating 8-9	--	1	Restricted	Restricted
Data Display Systems				
Data Unit (1000 Mp Max)	+1	2	Always	Mp x 1
Headset Unit (500 Mp Max)	0	1	Always	Mp x 2
Heads-Up Display (200 Mp Max)	--	1	-3/7 days	Mp x 10
Pager	-5	--	Always	10
Personal Computers				
Desktop Computer	+6	10	Always	Mp x 1
Pocket Computer	+1	1	Always	Mp x 5
Wrist Computer	0	--	Always	Mp x 20
Printer	--	10	Always	100
Computer Memory	--	--	Always	Mp x 20
Pocket Secretary	0	.5	Always	2000
Telecom	--	15	Always	Mp x 1.5
Datajack Modification	--	1	Always	1000

ENTERTAINMENT

Type	Conc.	Wt.	Avail	Cost
Music				
Disk/Chip	-6	--	Always	20
Playback Unit	+1	2	Always	200
Quad Speakers	--	--	Always	100
Video/Trideo				
Disk/Chip	-6	--	Always	20
Playback Unit	+1	2	Always	400
Screen	0	3	Always	150
Simsense				
Sony Beautiful Dreamer (monoPOV ACT)	+3	3	Always	200
Novatech Sandman (polyPOV ACT)	+4	5.5	Always	2500
Truman Paradiso (polyPOV ACT or Dir-X)	--	6	-2/36 hrs	75000
Mono POV Baseline ACT Recording *	-4	--	Always	2 per minute
Mono POV Baseline Dir-X Recording *	-4	--	Always	90 per minute

* Triple Cost for Full-X. Multiply costs by number of POVs for polyPOV

SECURITY DEVICES

Type	Conc.	Wt.	Avail.	Cost	Legality
Chem Sniffers					
Hand-Held	0	1	-1 per 2/72 hrs	Rat. x 10000	-4P-U
Doorway	-2	--	-1 per 2/14 days	Rat. x 20000	-5P-U
Containment Manacles	--	5	-4/7 days	2500	0P-V
Cyberware Scanners					
Hand-Held	0	1	-1 per 2/72 hrs	Rat. x 2000	-4P-U
Doorway	-2	--	-1 per 2/14 days	Rat. x 4000	-5P-U
Headjammer	+6	1	-1 per 2/14 days	Rat. x 1200	-1P-U
Identification Scanners					
Thumbprint	--	--	-1 per 2/72 hrs	Rat. x 200	Legal
Palmprint	--	--	-1 per 2/72 hrs	Rat. x 300	Legal
Retinal	--	--	-1 per 2/72 hrs	Rat. x 1000	Legal
Jackstoppers	-4	--	-2/48 hrs	100	-4P-V

Type	Conc.	Wt.	Avail.	Cost	Legality
Maglocks					
Type I (Rating 1-3)	--	--	-1 per 2/2 days	Rat. x 75	Legal
Type II (Rating 4-6)	--	--	-1 per 2/3 days	Rat. x 100	Legal
Type III (Rating 7-9)	--	--	-1 per 2/3.5 days	Rat. x 150	Legal
Type IV (Rating 10)	--	--	-1 per 2/4 days	Rat. x 250	Legal
Biometric Maglock	--	--	-1 per 2/5 days	Rat. x 350	Legal
Magnetic Anomaly Detectors					
Hand-Held	0	1	-1 per 2/36 hrs	Rat. x 2500	-4P-U
Doorway	-2	--	-1 per 2/14 days	Rat. x 5000	-5P-U
PANICBUTTON™	-4	--	Always	1000	Legal
Restraints					
Metal Restraints	+2	.5	-2/48 hrs	20	-2P-U
Plasteel Restraints	+2	--	-2/48 hrs	50	-5P-U
Skilltwitchers	-3	--	-3/72 hrs	200	0P-V
Squealer	-3	--	-3/72 hrs	200	Legal

SECURITY COUNTERMEASURES

Type	Conc.	Wt.	Avail.	Cost	Legality
Gas Detection System	+1	1	-1 per 1/7 days	Rat. x 1000	Legal
Maglock Passkey	-3	1	-1 per 1/10 days	Rat. x 10000	0P-V
Sequencer	-2	2	-1 per 1/14 days	Rat.^{2} x 500	0P-V
Ultrasound Detector	-3	--	-3/72 hours	40	Legal
Ultrasound Emitter/Detector	-2	.5	-1 per 1/72 hrs	Rat. x 400	-4P-V
Wire Clippers	-2	1	Always	25	Legal

SURVIVAL GEAR

Type	Conc.	Wt.	Avail.	Cost	Legality
Chemsuit	--	10	-5/10 days	4000	Legal
Climbing Gear	0	2	Always	500	Legal
Rope (50 m)	+4	1	Always	25	Legal
Grapple Gun	-1	2.25	-2/36 hrs	450	0P-U
Grapple Line	+4	1	-2/36 hrs	25	Legal
Stealth Grapple Line	+4	1	-3/72 hrs	50	-2P-V
Catalyst Stick	-5	--	-3/72 hrs	120	Legal
Microflare Launcher	0	2	Always	50	Legal
Microflares	-4	--	Always	75	Legal
Nav-Dat GPS	-2	.5	-3/48 hrs	700	Legal
Respirator	--	1	-2/48 hrs	500	Legal
Pressure Regulator	--	.5	-3/48 hrs	250	Legal
Survival Kit	--	2	-1/48 hrs	100	Legal

SKILLSOFTS AND CHIPS

Type	Conc.	Wt.	Avail.	Cost	Legality
Optical Memory Chip	-6	--	Always	Mp x 5	Legal
Activesoft	-6	--	-3/4 days	Mp x 100	Legal
Datasoft	-6	--	-2/4 days	Mp x 100	Legal
Knowsoft	-6	--	-3/4 days	Mp x 150	Legal
Linguasoft	-6	--	-3/36 hrs	Mp x 50	Legal
Skillsoft Jukebox	+4	1	-2/72 hrs	Ports x Mp x 20	Legal
AutoNav Map Chips	-6	--	Always	Mp x 5	Legal
BTL Direct Input Chip	-6	--	-2/12 hrs	250	3-Y
BTL Dreamdeck Chip	-6	--	-2/12 hrs	100	3-Y
BTL Simdeck Modification	--	--	-2/12 hrs	250	3-Y

SHADOWPUNK—ITEM LIST

BIOTECH

Type	Conc.	Wt.	Avail	Cost
Biomonitor	-6	--	-3/72 hrs	1000
DocWagon™ Contract				
Basic Service	--	--	On payment	5000 per year
Gold Service	--	--	On payment	25000 per year
Platinum Service	--	--	On payment	50000 per year
Super-Platinum Service	--	--	On payment	100000 per year
Medkit	-5	3	-1/24 hrs	200
Medkit Supplies	--	--	-1/24 hrs	50
Stabilization Unit	--	--	-6/1 mo	15000

SLAP PATCHES

Type	Avail	Cost
Adrenaline Patch	-1/24 hrs	100
Antidote Patch	-3/72 hrs	400
Stimulant Patch	-1/24 hrs	150
Tranq Patch	-2/48 hrs	250
Trauma Patch	-2/48 hrs	500

DRUGS

Type	Avail	Cost	Legality
ACTH	-3/12 hrs	100	Legal
Black Lace	-3/7 days	1500	+2-X
Dorph	-2/4 days	400	0P-X
Jazz	-4/4 days	40	0P-X
Kamikaze	-3/4 days	50	+1P-X
Prime	-2/3 days	150	Legal
Psyche	-4/72 hrs	500	Legal
Speedheal	-3/4 days	250	Legal

TOXINS

Type	Avail	Cost	Legality
Atropine	-3/12 hrs	600	Legal
CS/Tear Gas	-2/36 hrs	10	Legal
Cyanide	-2/48 hrs	360	0P-X
Fugu-5	-2/72 hrs	10000	+1-X
Fugu-6	-3/7 days	20000	+1-X
Fugu-8	-4/14 days	30000	+1-X
Green Ring-3	-7/14 days	500	+2-K
Green Ring-8	-8/14 days	800	+2-K
Hyper	-2/24 hrs	180	0P-X
MAO	-3/36 hrs	280	0P-X
Narcoject	-2/48 hrs	150	Legal
Nausea Gas	-2/48 hrs	10	-4P-X
Neuro-Stun VIII	-2/24 hrs	10	-2P-X
Neuro-Stun IX	-3/36 hrs	20	-2P-X
Neuro-Stun X	-4/48 hrs	30	-2P-X
Pepper Punch	-1/4 hrs	5	Legal
Seven-7	-10/14 days	1000	+2-K

CHEMTECH

Type	Avail	Cost	Legality
Acid	-1 per 2/6 days	Rat. x 500	-2P-X
Dikote	-5/14 days	1000 per cm²	Legal

MAGICAL EQUIPMENT

Type	Avail	Cost
Expendable Spell Focus	-2/26 hrs	Rat. x 1500
Specific Spell Focus	-2/48 hrs	Rat. x 45000
Spell Category Focus	-3/48 hrs	Rat. x 75000
Spell Sustaining Focus	-3/48 hrs	Rat. x 30000
Spirit Focus	-2/48 hrs	Rat. x 60000
Power Focus	-3/72 hrs	Rat. x 105000
Weapon Focus	-4/72 hrs	Rat. x 100000
Elemental Conjuring Materials	-3/24 hrs	6000
Great Form Elemental Conjuring Materials	-8/24 hrs	15000
Shamanic Lodge	-1 per 2/24 hrs	Rating x 3000
Hermetic Library	-1 per 2/7 days	Rating x 6000
Adept Study Materials	-1 per 2/7 days	Rating x 3000
Spell Formula	-1 per 20 Force/48 hrs	Force x 10

CYBERDECKS AND PROGRAMS

Type	Avail	Cost
Stock Cyberdecks		
Allegiance Sigma	-2/7 days	14000
Sony CTY-360-D	-2/7 days	70000
Novatech Hyperdeck-6	-2/7 days	125000
CMT Avatar	-3/7 days	250000
Renraku Kraftwerk-8	-5/7 days	400000
Transys Highlander	-7/7 days	600000
Novatech Slimcase-10	-9/7 days	960000
Fairlight Excalibur	-11/7 days	1500000
Cyberdeck Accessories		
Hitcher Jack	-1/48 hrs	250
Off-line Storage	-1/24 hrs	50 + (5 x Mp)
Vidscreen Display	-1/24 hrs	100
Programs		
Rating 1-3	-1/7 days	Size x 100
Rating 4-6	-2/7 days	Size x 200
Rating 7-9	-4/14 days	Size x 500
Rating 10+	-8/30 days	Size x 1000

WEAPON ACCESSORIES

Type	Conc.	Wt.	Avail.	Cost	Legality
Bayonet	+1	.75	-2/24 hrs	50	-2-A
Biometric Safety	--	.1	-2/36	2250	Legal
Bipod	+2	2	-3/12 hrs	350	Legal
Bow Accessory Mount	+1	.1	-1/24 hrs	100	Legal
Conceealable Holster	-4	.1	-1/24 hrs	100	Legal
Flashlight, Standard	+1	.25	-1/24 hrs	50	Legal
Flashlight, Low-Light	+1	.25	-1/24 hrs	250	Legal
Flashlight, Thermo	+1	.25	-1/24 hrs	450	Legal
Flash Suppresser	+1	.5	-3/48 hrs	250	As weapon
Gas Venting System	+1	.75	-1/24 hrs	500	Legal
Grenade Launcher	+1	.75	-3/36 hrs	200	+3-J
Per +1 Magazine Capacity	--	--	--	+50	--
Guncam	+1	.25	-2/48 hrs	1000	Legal
Guncam Transmitter	+1	.25	-2/48 hrs	2500	-3P-U
Gyromount, Standard	+5	6	-2/48 hrs	2500	Legal
Gyromount, Deluxe	+6	8	-2/48 hrs	6000	Legal
Hi-Power Scope	+1	.25	-2/36 hrs	250	Legal
Laser Sight	+1	.25	-3/36 hrs	400	Legal
Low-Light Scope	+1	.25	-2/36 hrs	1500	Legal
Micrometer Sight	0	--	-1/12 hrs	150	Legal
Normal Scope	+1	.25	-2/36 hrs	200	Legal
Quick-Draw Holster	--	.1	-2/48 hrs	100	Legal
Quick-Draw Holster, Concealable	-2	.1	-3/72 hrs	150	Legal
Shoulder Stock	+2	.5	-1/24 hrs	100	Legal
Silencer	+1	.2	-2/48 hrs	150	As weapon
Sling	--	.1	-1/12 hrs	20	Legal
Smartgun Link, External	+1	1	-2/48 hrs	600	0P-N
Smartgun Link, Internal	--	.5	Weapon	Wpn x 2	As weapon
Sound Suppresser	+1	.5	-3/48 hrs	750	As weapon
Spare Clips	--	.75	-1/24 hrs	5	Legal
Standard Holster	--	.1	-1/12 hrs	40	Legal
Thermographic Scope	+1	.25	-2/36 hrs	1500	Legal
Tripod	+6	8	-5/12 hrs	600	Legal
Underbarrel Grapple Gun	+1	2	-3/48 hrs	500	0P-U

SHADOWPUNK—ITEM LIST

AMMUNITION

Type	Conc.	Wt.	Avail.	Cost	Legality
Armor Piercing	-2	.25	-7/14 days	70	+1-L
Armor Piercing Incendiary	-2	.25	-8/21 days	150	+2-L
Cannon	-5	1.25	-3/3 days	450	As weapon
Flechette	-2	.5	-2/36 hrs	100	As weapon
Gel Rounds	-2	.25	-2/48 hrs	30	As weapon
General Purpose	-2	.25	-1/24 hrs	20	As weapon
Hi-C Plastic	-2	.25	-3/7 days	150	+1-M
High Explosive	-2	.75	-3/72 hrs	50	As weapon
High Explosive Armor Piercing	-2	.75	-8/21 days	150	+2-L
Hollow Point	-2	.5	-3/48 hrs	50	As weapon
Tracer	-2	.5	-2/24 hrs	75	As weapon
Tracker	-2	1	-3/7 days	3000	-2-U

FIREARMS

Type	Conc.	Wt.	Avail.	Cost	Legality
Light Pistols					
Hammerli Model 610S	0	2.5	-4/24 hrs	1000	-2P-E
Walther Palm Pistol	-2	.75	-2/12 hrs	225	-6P-E
Colt L36	0	1	-2/12 hrs	425	-4P-E
Light Fire 70	+1/+2	.5	-2/12 hrs	550	-4P-E
Tiffany Self-Defender	-1	.5	-1/12 hrs	250	-6P-E
Walther PB-120	0	.75	-3/36 hrs	575	-4P-E
Ceska vz/120	0	1	-2/12 hrs	575	-4P-E
Federated Arms X	+1	1	-3/36 hrs	850	-4P-E
Goncz-Taurus	0	1.25	-2/24 hrs	325	-4P-E
Seco LD-120	+1	1	-2/12 hrs	700	-4P-E
Texas Arms 351	+1	2.5	-4/48 hrs	450	-2P-E
Heavy Pistols					
Browning Ultra-Power	+1	2.25	-2/24 hrs	925	-2P-E
Colt Alpha-Omega	+1	2.5	-2/24 hrs	750	-2P-E
FN-Browning "3-Spot"	+2	3	-3/36 hrs	750	-2P-E
IMI Gamad	+1	2.25	-2/25 hrs	850	-2P-E
Colt Python	+2	2	-2/24 hrs	650	-2P-E
Savalette Guardian	+3	3.25	-3/36 hrs	1750	-2P-E
Mustang Arms Mark II	+2	2.5	-2/24 hrs	850	-2P-E
Nova Model 757 Cityhunter	+3	3.25	-2/24 hrs	1200	-2P-E
Sternmeye Type 35	+2	2.5	-2/24 hrs	1050	-2P-E
Colt Manhunter	+2	2.5	-2/24 hrs	1100	-2P-E
Ares Predator	+2	2.25	-2/24 hrs	725	-2P-E
Ruger Thunderbolt (Laser Sight)	+3	2.75	-7/12 days	1850	+2P-E
Ruger Thunderbolt (Smartgun)	+3	2.75	-7/12 days	1950	+2P-E
Colt-AMT Model 2000	-2	2.75	-2/24 hrs	675	-2P-E
Royal Enfield Ordinance Spitfire	-2	2.75	-2/24 hrs	1075	-2P-E
SCK Gyodo	-2	2.5	-2/24 hrs	775	-2P-E
Militech Crusher SSG	+3	3	-2/24 hrs	750	-2P-E
Ares Predator II	+3	2.5	-2/24 hrs	1100	-2P-E
Armalite 44	+2	2.25	-2/24 hrs	825	-2P-E
Federated Arms 454 Super Chief	+3	2.5	-2/24 hrs	800	-2P-E
Malorian Arms 3516	+4	3	-3/36 hrs	1525	-1P-E
Magnum Opus Hellbringer	+5	3.5	-4/48 hrs	850	-1-E
Magnum Opus Hellraiser	+5	3.75	-4/48 hrs	1000	0-E
Machine Pistols					
Ares Crusader MP	+2	3.25	-3/36 hrs	800	-1-G
Beretta 200ST	+2	2	-3/24 hrs	600	-2-G
Goncz-Taurus MP	+2	2.75	-3/36 hrs	475	-1-G
Beretta 1010 MP	+1	2.5	-3/36 hrs	750	-2-G
Ceska Black Scorpion	+2	3	-3/36 hrs	925	-1-G
Glock-30 MP	+2	2.5	-3/36 hrs	1250	-2-G
Sandler TMP	+3	3.25	-3/36 hrs	1600	0-G
Sub-Machine Guns					
Setsuko-Arasaka PMS	+3	3.25	-3/36 hrs	1675	0-G
Militech Mini-Gat	+4	4.5	-4/48 hrs	850	0-G
Beretta M-24	+4	3.25	-3/36 hrs	2275	0-G
Beretta Model 70	+4	3.75	-3/72 hrs	1575	0-G
Federated Arms Tech Assault II	+4	3.5	-3/48 hrs	1600	0-G
Ingram Supermach 100	+5	3.25	-5/48 hrs	1500	0-G

Type	Conc.	Wt.	Avail.	Cost	Legality
Uzi Miniauto-9	+3	2.75	-3/36 hrs	1150	0-G
Arasaka Minami-10	+4	3.5	-2/24 hrs	1150	0-G
Ingram Warrior-10	+4	3	-2/24 hrs	900	0-G
IMI Gamdaii	+5	3.5	-4/48 hrs	2175	+1-G
Malorian Arms Sub-Flechette Gun	+4	3.5	-3/36 hrs	1725	0-G
Militech-10	+3	3.25	-3/36 hrs	1100	0-G
Colt Vampire	+5	3.25	-3/36 hrs	2500	0-G
Colt Cobra TZ-115	+4	3	-3/36 hrs	2000	0-G
Colt Cobra TZ-118	+4	3	-3/36 hrs	2100	0-G
H&K MP-5 TX	+3	3.25	-3/36 hrs	1800	0-G
Sternmeyer 21	+4	2.75	-3/36 hrs	1250	0-G
Ingram Smartgun	+4	3	-2/24 hrs	1650	0-G
SCK Model 100	+4	4.5	-3/36 hrs	1875	0-G
Steyr AUG-CSL	+4	3.5	-5/4 days	5000	+1-G
H&K MPK-2020	+5	4.5	-3/36 hrs	2325	0-G
SCK Katsu	+4	4.25	-3/36 hrs	1400	0-G
SCK Rinzai	+5	4.5	-4/48 hrs	2575	0-G
Ares Sandstorm	+4	4.75	-8/1 mo	5000	+2-G
Malorian 3600 Super SMG	+5	4.75	-4/72 hrs	2425	+1-G
Arasaka Rage	+5	4.75	-5/7 days	2050	+2-G
Shotguns					
Remington Roomsweeper	+4	3	-3/24 hrs	1025	+1-F
Franchi SPAS-27	+5	4	-3/7 days	950	-1-F
Remington 550	+7	3.5	-2/24 hrs	625	+1P-F
Constitution Arms Hurricane	+5	6.5	-4/7 days	1800	+2-F
Remington 770	+7	3.75	-2/36 hrs	725	+1P-F
Arasaka Assault Shot-12	+7	4.25	-4/8 days	1175	+1-F
Mossberg CMDT	+5	4.25	-4/8 days	1500	+1-F
Mossberg SM-CMDT	+5	4.25	-5/8 days	1600	+1-F
Remington 990	+7	4	-2/48 hrs	900	+1P-F
Remington Elephant Gun	+7	5	-4/8 days	950	+1P-F
Rifles					
Ares High Velocity Assault Rifle	+7	5	-7/7 days	2150	+2-G
Militech M31A1	+6	4.5	-3/48 hrs	2450	+2-G
AKR-20	+6	4.75	-2/36 hrs	1400	+2-G
Chadran Arms Jungle Reaper	+7	4.5	-2/36 hrs	1350	+2-G
Darra-Polytechnic M-9	+7	4.75	-2/24 hrs	1550	+2-G
Militech Ronin LAR	+8	4.5	-3/48 hrs	2350	+2-G
Sternmeyer CG-13	+7	4	-3/36 hrs	1975	+2-G
Steyr AUG-CSL	+4	3.5	-5/4 days	5000	+1-G
Colt M22A2	+9	4.75	-4/3 days	3150	+2-G
Colt M23	+7	4.5	-3/36 hrs	1650	+2-G
H&K 77UK	+8	4.75	-4/4 days	3625	+2-G
Ceska vz88V	+7	4.75	-3/36 hrs	2650	+2-G
Federated Arms Light Assault-15	+7	4.5	-3/48 hrs	1850	+2-G
Fabrica De Arms M-2012	+7	5	-3/48 hrs	2300	+2-G
FN-RAL Heavy Assault Rifle	+7	4.5	-3/36 hrs	2400	+2-G
H&K G12A3z	+7	5.25	-4/4 days	2525	+2-G
Royal Enfield Ordnance LPA1	+7	4.75	-3/36 hrs	1975	+2-G
Ares Alpha Combat Gun	+7	5.25	-4/48 hrs	2000	+3-G
Sport/Sniper Rifles					
Steyr AUG-CSL	+7	4.5	-5/4 days	5000	+1-G
Ruger Sport 100	+6	3.75	-2/24 hrs	1500	-1P-F
Walther MA-2100 Sniper Rifle	+10	4.5	-6/7 days	4525	+2-J
Barrett Model 121 Sniper Rifle	+12	10	-7/1 mo	5000	+2-J
Stein & Wasserman Model F Sniper Rifle	+7	8	-7/14 days	1500	+2-J
Remington Gyro-Sniper Rifle	+10	12	-8/2 mo	2100	+2-J

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Type	Conc.	Wt.	Avail.	Cost	Legality
Man-Portable Machine Guns					
Ares High Velocity MP-LMG	+8	8	-10/14 days	2600	+2-K
Ares MP-LMG	+8	7.5	-3/5 days	2300	+2-H
H&K G-6 LMG	+9	7.75	-3/5 days	2900	+2-H
Vindicator Minigun	+10	15	-12/14 days	1500	+3-K
Fabrique National MAG-5	+8	9.5	-9/14 days	2650	+2-H
Stoner-Ares M107 GP-HMG	+8	12.5	-9/14 days	3000	+2-H
Needle & Flechette Weapons					
Fichetti Hornet Needle Pistol	+2	2	-4/7 days	2375	+1P-E
Malorian Arms Heavy Flechette Pistol	+2	3	-8/8 days	2700	+1P-E
Militech Silver Shadow Flechette Pistol	+3	3.25	-8/9 days	2000	+1P-E
Fichetti Talon Needle SMG	+4	3.75	-10/10 days	2950	+1-G
Fichetti Spike Needle Rifle	+7	4.25	-10/12 days	4225	+3-G
Hammer M-11 Bolt Pistol	+4	3.75	-10/10 days	2300	+2P-E
Fichetti Sliver Heavy Needle Sniper Rifle	+8	7	-12/14 days	4650	+4-J
Grenade Launchers					
Ares Antioch	+3	2.5	-4/4 days	2000	+3-J
ArmTech MGL-6	+3	2.5	-3/36 hrs	2250	+3-K
ArmTech MGL-12	+5	5	-3/36 hrs	2500	+3-K
Heavy Weapons					
Colt-Mauser M2X Assault Cannon	+10	15.5	-8/14 days	5800	+2-H
Rhinemetall EMG 85 Kinetic Energy Railgun	+12	25	-10/1 mo	8500	+4-H
Panther Assault Cannon	+8	18	-8/14 days	7950	+2-H
Royal Enfield Ordnance Cockeril Assault Cannon	+9	20	-8/14 days	6500	+2-H
Man-Portable Rocket Launchers					
M79B1 Light Anti-Armor Weapon	+9	2.5	-3/36 hrs	7275	+3-K
Arbalest II Medium Anti-Armor Weapon	+10	2.75	-4/48 hrs	8250	+3-K
Man-Portable Missile Launchers					
Ares Man-Portable Missile Launcher	+9	3	-6/14 days	5000	+3-J
Ballista Multi-Role Missile Launcher	+9	6.5	-9/30 days	5600	+3-K
Great Dragon Anti-Tank Guided Missile Launcher	+10	2.75	-4/48 hrs	7500	+3-K
Militech Urban Missile Launcher	+7	2.5	-4/48 hrs	3500	+3-K
Anti-Personnel Missile	+4	2.25	-4/14 days	2000	+3-J
Anti-Vehicle Missile	+4	3.25	-4/14 days	3375	+3-J
High-Explosive Missile	+4	2.25	-4/14 days	3375	+3-J
Surface-to-Air Missile	+4	1.5	-9/21 days	4875	+3-K
Great Dragon ATGM	+4	3	-4/48 hrs	4500	+3-J
Anti-Armor Micromissile	+3	1.5	-4/48 hrs	1700	+3-J
Anti-Personnel Micromissile	+3	1	-4/48 hrs	1250	+3-J
High-Explosive Micromissile	+3	1	-4/48 hrs	1700	+3-J
Mortars					
60mm Mortar	+8	30	-6/14 days	6225	+3-J
80mm Mortar	+9	35	-7/21 days	7875	+3-J
120mm Mortar	+10	40	-8/1 mo	9425	+3-J
Mortar Shell	+3	4	-9/14 days	Var.	+3-J

SPECIAL WEAPONS

Type	Conc.	Wt.	Avail.	Cost	Legality
Lasers					
Ares MP Laser III	+8	20	-12/21 days	120000	+2-K
Hip Battery	+2	2	-5/14 days	500	Legal
Ares MP Laser Plus	+10	30	-13/1 mo	300000	+3-K
Battery Pack	+8	15	-5/1 mo	2000	Legal
Ares Redline	+4	5	-9/21 days	75000	0-K
Battery Clip	0	1	-5/14 days	250	Legal
Flamethrowers					
Shiawase Blazer	+4	6	-6/14 days	1100	+2-K
Kendachi Dragon	+6	21	-7/21 days	1700	+2-K
Chemtech Application Gear					
Cascade	+3	5.5	-6/14 days	1800	-2P-F
Dart Pistol	0	1.5	-3/2 days	600	Legal
Dart Rifle	+3	3.25	-5/7 days	1700	Legal
ELD-AR	+4	4.5	-5/7 days	950	Legal
Splat Gun	+4	3	-5/7 days	600	Legal
Spray Tank	+4	5	-2/12 hrs	100	Legal
Ares SuperSquirt II	+2	2	-5/14 days	800	-2P-E
Other Weapons					
Ares Protector SMG	-4/+4	5/3	-3/3 days	2000	0-G
Bracer Gun	-2	.3	-6/7 days	700	-4P-E
Gun Cane	-4	1	-5/7 days	1350	-4P-E
Netgun	+3	4	-4/36 hrs	1000	-2P-E
Large Netgun	+3	4.5	-4/36 hrs	1325	-2P-E
Kendachi Monocoil	+1	2	-4/36 hrs	825	-2-E
Grenades					
Concussion	+1	.25	-3/4 days	30	+1-J
Dual Charge	+2	.5	-4/7 days	150	+1-J
Defensive	+1	.25	-3/4 days	30	+1-J
Flare	+1	.25	-1/24 hrs	40	Legal
Flash	+1	.25	-2/48 hrs	40	+1-J
Flash-Pak	-4	.2	-2/36 hrs	250	Legal
Gas (Neuro-Stun VII)	+2	.25	-4/4 days	60	+1-J
Incendiary	+2	.5	-2/4 days	50	+1-J
IPE Concussion	+2	.5	-4/7 days	70	+1-J
IPE Defensive	+2	.5	-4/7 days	60	+1-J
IPE Offensive	+2	.5	-4/7 days	60	+1-J
Smoke	+2	.5	-2/48 hrs	30	Legal
Smoke, Thermal	+2	.5	-2/48 hrs	50	+1-J
Superflash	+2	.25	-5/14 days	80	+2-J
White Phosphorous	+2	.5	-3/5 days	120	+1-J
Commercial Explosives (per Kilo)					
Commercial	+1	1	-3/48 hrs	60	0P-J
Plastic, Compound IV	+1	1	-4/48 hrs	80	0-J
Plastic, Compound XII	+1	1	-5/48 hrs	200	+1-J
Radio Detonator	-1	.25	-2/48 hrs	250	-2-J
Timer	+1	.5	-2/48 hrs	100	-2-J
Mines					
Anti-Personnel	-1	2	As grenade	As grnd x 10	+2-J
Anti-Vehicle	+1	5	-5/7 days	500	+3-J
Bouncing Mine	--	--	-1/as mine	+500	As mine
Directional Mine	--	--	As mine	x1.5	As mine
Disguised Mine	--	--	As mine	x2 per +2	As mine
Built-In Sensor	--	--	As mine	1000 per +1	As mine
Smart Mine	--	--	As mine	1000 per +1	As mine

MELEE WEAPONS

Type	Conc.	Wt.	Avail.	Cost	Legality
Axes					
Throwing Axe	+3	.5	-2/24 hrs	35	-4-D
Masterwork Throwing Axe	+3	.5	-2/24 hrs	55	-4-D
Hand Axe	+4	.75	-2/36 hrs	350	-1-A
Masterwork Hand Axe	+4	.75	-2/36 hrs	525	-1-A
Battle Axe	+6	1.5	-2/36 hrs	460	0-B
Masterwork Battle Axe	+6	1.5	-2/36 hrs	690	0-B
Wallacher Combat Axe	+7	2	-2/48 hrs	975	+1-B
Centurion Laser Crescent Axe	+6	5.2	-3/48 hrs	1725	+1-B

Type	Conc.	Wt.	Avail.	Cost	Legality
Blades					
Knife	+1	.5	-1/4 hrs	35	-4-A
Masterwork Knife	+1	.5	-1/4 hrs	55	-4-A
Throwing Knife	+1	.25	-1/24 hrs	40	-4-D
Masterwork Throwing Knife	+1	.25	-1/24 hrs	60	-4-D
Cougar Fine Blade Short Combat Knife	+1	.5	-3/72 hrs	400	-4-A
Redstone Survival Knife	+2	.75	-2/6 hrs	125	-2-A
Cougar Fine Blade Long Combat Knife	+2	.75	-4/72 hrs	500	-4-A
Short Sword/ Wakizashi	+3	.75	-2/24 hrs	250	-1-B
Masterwork Short Sword/Wakizashi	+3	.75	-2/24 hrs	375	-1-B
Broadsword/Ninja-to	+4	1.5	-2/48 hrs	350	0-B
Masterwork Broadsword/Ninja-to	+4	1.5	-2/48 hrs	525	0-B
Ares Monosword	+4	2	-4/14 days	1000	-1-J
Bastard Sword/Katana	+5	2	-2/72 hrs	425	+1-B
Masterwork Bastard Sword/Katana	+5	2	-2/72 hrs	650	+1-B
Greatsword	+6	6	-3/7 days	475	+1-B
Masterwork Greatsword	+6	6	-3/7 days	725	+1-B
Club					
Baton	+3	1	-1/6 hrs	50	-2-C
Riot Baton	+3	1	-1/6 hrs	75	-2-C
Club	+4	1	-1/6 hrs	65	-2-C
Rattan Stick	+4	1	-1/6 hrs	100	-2-C
Nunchaku	+2	.5	-2/48 hrs	200	-4-C
Masterwork Nunchaku	+2	.5	-2/48 hrs	300	-4-C
Metal Nunchaku	+2	1	-3/72 hrs	350	-4-C
Masterwork Metal Nunchaku	+2	1	-3/72 hrs	525	-4-C
Three-Section Staff	+4	2	-3/72 hrs	400	-6-C
Masterwork Three-Section Staff	+4	2	-3/72 hrs	600	-6-C
Extendable Baton	0/+3	1	-2/24 hrs	375	-2-C
Ares Shock Rod	+4	2	-2/36 hrs	1500	-1-C
AZ-150 Super Stun Baton	+3	2	-2/36 hrs	2000	-1-C
Easton Robo-Bat	+6	6	-4/7 days	750	Legal
Louisville Cyberslugger	+6	6	-4/7 days	1000	Legal
Hammers					
Light Hammer	+3	1.5	-1/6 hrs	60	-4-C
Masterwork Light Hammer	+3	1.5	-1/6 hrs	90	-4-C
Heavy Hammer	+4	3	-1/12 hrs	400	-3-C
Masterwork Heavy Hammer	+4	3	-1/12 hrs	600	-3-C
Warhammer	+5	5	-2/24 hrs	500	-2-C
Masterwork Warhammer	+5	5	-2/24 hrs	750	-2-C
Sledgehammer	+6	10	-2/36 hrs	550	-1-C
Masterwork Sledgehammer	+6	10	-2/36 hrs	825	-1-C
Kendachi Thunderhammer	+5	5	-3/72 hrs	2450	0-C
Ares Shockhammer	+5	5	-3/48 hrs	1575	0-C
Slamdance, Inc. Hyper-Hammer	+8	15	-4/14 days	3000	+2-C
Polearms					
Staff	+6	2	-2/24 hrs	90	-4-C
Masterwork Staff	+6	2	-2/24 hrs	120	-4-C
Metal Staff	+6	3	-2/36 hrs	120	-3-C
Masterwork Metal Staff	+6	3	-2/36 hrs	150	-3-C
Collapsible Metal Staff	+2/+6	3	-2/48 hrs	600	-3-C

Type	Conc.	Wt.	Avail.	Cost	Legality
Masterwork Collapsible Metal Staff	+2/+6	3	-2/48 hrs	800	-3-C
Metal Staff/Three-Section Staff	+4/+6	3	-2/48 hrs	600	-3-C
Masterwork Metal Staff/Three-Section Staff	+4/+6	3	-2/48 hrs	800	-3-C
Spear	+6	2	-2/48 hrs	85	0-C
Masterwork Spear	+6	2	-2/48 hrs	135	0-C
Longspear	+8	4	-2/48 hrs	120	+1-C
Masterwork Longspear	+8	4	-2/48 hrs	180	+1-C
Glaive	+8	6	-2/48 hrs	650	+1-B
Masterwork Glaive	+8	6	-2/48 hrs	975	+1-B
Centurion Laser Crescent Glaive	+8	10	-4/4 days	1900	+2-B
Ares Shockstaff	+6	4	-2/36 hrs	1575	-1-C
Whips					
Whip	+4	1	-2/48 hrs	135	-6-C
Chain Whip	+4	2	-2/72 hrs	185	-5-C
Kusari-Gama	+4	1	-3/48 hrs	250	-1-C
Ares Electrowhip	+4	1	-4/7 days	725	+1-C
Kendachi Monofilament Whip	+1	--	-12/14 days	7750	+3-J
Barehanded Weapons					
Ares Karate-Hand	-1	.5	-1/24 hrs	200	-4-C
Forearm Snap Blades	0/+2	1.5	-2/48 hrs	300	0-B
Shock Glove	-2	.5	-3/48 hrs	750	-1-B
Kendachi Monofilament Garrote	-1	--	-10/14 days	5000	+3-J

MISSILE WEAPONS

Type	Conc.	Wt.	Avail.	Cost	Legality
Bows					
Light Short Bow	+5	1	-2/36 hrs	200	-1-D
Medium Short Bow	+5	1	-2/36 hrs	275	-1-D
Heavy Short Bow	+5	1	-2/36 hrs	350	-1-D
Very Heavy Short Bow	+5	1	-2/36 hrs	425	-1-D
Light Compound Short Bow	+5	1.5	-2/36 hrs	350	-1-D
Medium Compound Short Bow	+5	1.5	-2/36 hrs	425	-1-D
Heavy Compound Short Bow	+5	1.5	-2/36 hrs	500	-1-D
Very Heavy Compound Short Bow	+5	1.5	-2/36 hrs	575	-1-D
Light Long Bow	+7	1.5	-2/36 hrs	425	-1-D
Medium Long Bow	+7	1.5	-2/36 hrs	500	-1-D
Heavy Long Bow	+7	1.5	-2/36 hrs	675	-1-D
Very Heavy Long Bow	+7	1.5	-2/36 hrs	750	-1-D
Light Compound Long Bow	+7	1.75	-2/36 hrs	575	-1-D
Medium Compound Long Bow	+7	1.75	-2/36 hrs	650	-1-D
Heavy Compound Long Bow	+7	1.75	-2/36 hrs	825	-1-D
Very Heavy Compound Long Bow	+7	1.75	-2/36 hrs	900	-1-D
Ranger X Compound Bow	+7	1.75	-4/48 hrs	1100	0-D
Crossbows					
Pistol Crossbow	+3	1.5	-4/36 hrs	275	-2-D
Light Crossbow	+5	2	-2/36 hrs	350	-2-D
Medium Crossbow	+6	3	-3/36 hrs	425	-2-D
Heavy Crossbow	+7	4	-3/36 hrs	500	-1-D
Very Heavy Crossbow	+8	4.5	-4/36 hrs	575	-1-D
Repeating Crossbow	+7	4	-4/48 hrs	600	0-D
Throwing Weapons					
Throwing Knife	0	.25	-1/24 hrs	40	-4-D
Shuriken/Dart	-1	.25	-1-24 hrs	50	-2-D
Net	+5	4	-1/24 hrs	350	Legal
Caltrops (per 10)	-1	.5	-1/24 hrs	80	-6-D

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RIGGER GEAR

Type	Avail	Cost	Legality
Remote Control Deck Equipment			
Remote Control Deck	-2/72 hrs	Rat. x 5000	Legal
Remote Control ECCM			
Rating 1-3	-2/7 days	Rat. x 7500	Legal
Rating 4-6	-3/14 days	Rat. x 15000	Legal
Rating 7-9	-6/28 days	Rat. x 35000	Legal
Rating 10	-9/45 days	500000	Legal
Hitcher Jacks	-1/48 hrs	250	Legal
Audio/Visual Screen Display	-1/24 hrs	100	Legal
Intercom Speaker	-1/24 hrs	25	Legal
Type	**Avail**	**Cost**	**Legality**
Remote Control Biofeedback Filter	-1 per 2/7 days	Rat. x 10000	Legal
Remote-Control Encryption Module	-1 per 2/Rat. days	Rat. x 5000	0P-W
Rigger Decryption Module	-1 per 1/Rat. days	Rat. x 7500	0P-W
Rigger Network Security Module	-1 per 2/ Rat. days	Rat. x 5000	0P-W
Rigger Protocol Emulation Module	-1 per 1/Rat. days	Rat. x 5000	0P-W
Storage Memory	-1/24 hrs	Mp x 6	Legal
Vehicle Equipment			
Morphing License Plate	-4/14 days	5000	0-U
Oil-Slick Sprayer	-3/14 days	600	-2-U
Oil Tank Refills	-3/14 days	50	-4-U
Vehicle Smoke Projector	-3/21 days	1000	0-J
Infrared Smoke	-4/28 days	1200	-1-J
Vehicle Modifications			
Nitrous Oxide Injector	-2/48 hrs	5000	Legal
Turbocharging/Superconductive Drive			
Stage 1 Turbo	-3/12 days	2000	Legal
Stage 2 Turbo	-3/12 days	5000	Legal
Stage 3 Turbo	-3/12 days	15000	Legal
Stage 4 Turbo	-3/12 days	40000	Legal
Control Modifications			
Pilot Computer			
Rating 1	Always	0	Legal
Rating 2	-3/14 days	5000	Legal
Rating 3	-4/14 days	25000	Legal
Rating 4	-5/35 days	500000	Legal
Rating 5	-7/70 days	2500000	Legal
AutoNav Computer			
Rating 1	-1/96 hrs	500	Legal
Rating 2	-2/6 days	1000	Legal
Rating 3	-2/8 days	5000	Legal
Rating 4	-3/14 days	15000	Legal
Datajack Port	-2/72 hrs	2000	Legal
Drive-By-Wire System	-4/16 days	Rating x BODY x 2000	Legal
Improved Handling	-3/12 days	Rating x BODY x 500	Legal
Motorbike Gyro-Stabilization Gear	-3/10 days	5000	Legal
Off-Road Suspension	-3/12 days	BODY x 750	Legal
Remote Control Interface	-2/72 hrs	BODY x 1000	Legal
Rigger Adaptation	-2/7 days	3000	Legal
Secondary Controls	-2/72 hrs	400	Legal
Protective Systems			
Ablative Armor	-2/6 days	3000	+2-V
Advanced Passenger Protection System (APPS)	-2/6 days	3000	Legal
Vehicle Armor	-3/12 days	1500 per +1	+2-V
Personal Armor	-4/10 days	375 per +1	Legal
Concealed Armor	-4/21 days	2000 per +1	+2-V
Crash Cage	-2/96 hrs	3000	Legal
EnviroSeal System	-4/14 days	BODY x 500	Legal
Life Support System	-4/14 days	BODY x 750	Legal
Roll Bars	-2/72 hrs	3000	Legal

Type	Avail	Cost	Legality
Signature Modifications			
Active Thermal Masking	-4/21 days	BODY x 1000	0-V
Vehicle Weapon Systems			
Fixed Mount, External	-3/48 hrs	BODY x 100	+2-W
Fixed Mount, Internal	-3/48 hrs	BODY x 150	+3-W
Missile/Rocket Mount, External	-5/60 days	1500	+4-W
Missile/Rocket Mount, Internal	-5/60 days	5000	+4-W
Pintle Mount	-2/96 hrs	BODY x 50	+2-W
Ring Mount	-4/14 days	BODY x 150	+3-W
Smartlink Integration Kit	-3/48 hrs	1000	-1P-V
Targeting System	-3/48 hrs	Rat x 10000	-1P-V
Turret, Standard	-4/30 days	BODY x 1000	+4-W
Turret, Pop-Up	-4/30 days	BODY x 1500	+4-W
Vehicle Gyroscopic Stabilizers	-4/72 hrs	BODY x 250	0-V
Electronic Systems			
Electronic Countermeasures (ECM)	-1 per 1/Rat. x 7 days	Rat. x 10000	+1P-U
ECM Booster	As ECM	Rat. x 10000	+1P-U
Electronic Counter-Countermeasures (ECCM)	-1 per 2/Rat. x 7 days	Rat. x 10000	Legal
Remote-Control Encryption Module (RCEM)	-1 per 2/Rat. x 1 days	Rat. x 5000	-4P-V
Sensors			
Rating 1	-2/7 days	5000	Legal
Rating 2	-2/10 days	7500	Legal
Rating 3	-3/14 days	10000	Legal
Rating 4	-3/21 days	12500	Legal
Rating 5	-4/30 days	15000	-3P-V
Rating 6	-5/45 days	20000	-2P-V
Rating 7	-6/60 days	30000	-1P-V
Rating 8	-7/90 days	50000	0P-V
Rating 9	-8/180 days	100000	+1P-V
Rating 10	-9/1 year	500000	+2P-V
Vehicle Accessories			
Amphibious Operation Package	-3/10 days	2500 per +1" Swim	Legal
Anti-Theft Systems			
Improved Security			
Rating 3-6	-2/7 days	Rat. x 400	Legal
Rating 7-9	-3/10 days	Rat. x 1000	Legal
Rating 10+	-3/14 days	Rat. x 5000	Legal
Electric Shock Systems	-4/14 days	+2000	-1-C
Proximity Alert	-2/7 days	+250	Legal
Ejection Bucket Seat	-3/10 days	3000	Legal
Reinforced Ejection Bucket Seat	-3/10 days	6000	Legal
Convertible top	-2/72 hrs	10% base vehicle	Legal
Crane	-3/14 days	STR x 250	Legal
Drone Rack	-2/96 hrs	Total BODY of Drones x 500	Legal
Mechanic Arm	-2/2 days	STR x 1500	Legal
Medical Clinic	-8/30 days	300000	Legal
Photovoltaic Chameleon Paint	-3/14 days	BODY x 500	Legal
Seats			
Bench	-3/48 hrs	750	Legal
Folding Bench	-3/48 hrs	750	Legal
Reinforced Bench	-3/48 hrs	1500	Legal
Standard Bucket	-3/48 hrs	700	Legal
Folding Bucket	-3/48 hrs	700	Legal
Reinforced Bucket	-3/48 hrs	1500	Legal
Armored	-3/48 hrs	+1500	Legal
Sidecar	Always	2000	Legal
Spotlight	-2/96 hrs	600	Legal
Tires			
Standard	Always	BODY x 10	Legal

Type	Avail	Cost	Legality
Tires (Continued)			
Performance	Always	BODY x 15	Legal
Off-Road	Always	BODY x 25	Legal
Puncture Resistant	Always	BODY x 40	Legal
Snow	Always	BODY x 15	Legal
Winch	-3/14 days	100 + STR x 10	Legal

CYBERWARE

Type	Essence	Avail.	Cost	Legality
Headware				
Chipjack	3.3	-2/72 hrs	1000	Legal
Cranial Cyberdeck				
Allegiance Sigma	19	-2/7 days	14000	0P-S
Sony CT-360-D	25	-3/14 days	75000	0P-S
Novatech Hyperdeck-6	27	-3/14 days	150000	0P-S
CMT Avatar	28	-4/14 days	300000	0P-S
Renraku Kraftwerk-8	29	-5/1 mo	450000	0P-S
Transys Highlander	30	-7/1 mo	700000	0P-S
Novatech Slimcase-10	32	-9/1 mo	1500000	0P-S
Fairlight Excalibur	35	-12/2 mo	2000000	0P-S
Data Compactor				
Level 1	.8	-3/60 hrs	9500	Legal
Level 2	1.3	-3/60 hrs	19000	Legal
Level 3	1.7	-3/60 hrs	28500	Legal
Level 4	2.1	-3/60 hrs	38000	Legal
Data Filter	2.5	-3/36 hrs	5000	Legal
Datajack, Standard	3.3	Always	1000	Legal
Datajack, Induction	5	-3/4 days	2000	Legal
Data Lock	Rat. x .5	-3/36 hrs	Rat. x 1000	As Encr.
Encephalon				
Level 1	1	-3/12 days	3000	Legal
Level 2	4.3	-3/12 days	13000	Legal
Level 3	8.7	-3/12 days	26000	Legal
Internal Memory	Mp/30	-2/24 hrs	Mp x 150	Legal
Math Subprocessor				
Level 1	3	-3/60 hrs	4500	Legal
Level 2	4	-3/60 hrs	6000	Legal
Level 3	5	-3/60 hrs	7500	Legal
Orientation System	4.9	-3/6 hrs	25000	Legal
Radio Encryption/ Decryption	Rating x .5	-4/72 hrs	Rating x 2500	-4P-V
Radio Receiver	2.7	-1/24 hrs	2000	Legal
Radio Transceiver				
Standard	3.3	-1/24 hrs	2500	Legal
Subvocal	6.3	-2/72 hrs	3800	Legal
Remote Control Deck	3.3	-2/72 hrs	Rating x 25000	Legal
Remote Control Biofeedback Filter	Rating x .2	-1 per 2/7 days	Rating x 10000	Legal
Remote Control Encryption Module	Rating x .5	-1 per 2/Rat x 1 days	Rating x 5000	Legal
Rigger Decryption Module	Rating x .4	-1 per 2/Rat x 1 days	Rating x 17500	-4P-W
Rigger Network Security Module	Rating x .5	-1 per 2/Rat x 1 days	Rating x 10000	Legal
Rigger Protocol Emulation Module	Rating x .5	-1 per 2/Rat x 1 days	Rating x 5000	Legal
Telephone	2.5	-1/24 hrs	2500	Legal
Wide Range Radio Transceiver				
Standard	4	-3/36 hrs	3000	Legal
Subvocal	7	-4/72 hrs	4500	Legal
Bodyware				
Air Filtration System	Rat. x .2	-3/4 days	Rat. x 1000	Legal
Balance Tail	3	-4/7 days	9000	Legal
Biomonitor	2.3	-3/72 hrs	2500	Legal
Blood Filtration System	Rat. x .2	-3/4 days	Rat. x 1000	Legal
Bone Lacing				
Plastic	2.1	-3/14 days	7500	-2P-N
Kevlar	1.9	-3/21 days	10000	-2P-N
Aluminum	4.3	-3/14 days	25000	-2P-Q
Ceramic	4.7	-3/21 days	40000	-2P-Q
Titanium	6.4	-3/14 days	75000	-2-R
Boosted Reflexes				
Level 1	2.6	-2/24 hrs	20000	-4P-Q
Level 2	3.3	-2/24 hrs	35000	-2P-Q
Level 3	8.5	-2/24 hrs	50000	-1P-Q
Chemical Analyzer				
Level 1	3.7	-2/6 days	3000	Legal

Type	Essence	Avail.	Cost	Legality
Level 2	4.3	-2/6 days	3500	Legal
Level 3	4.9	-2/6 days	4000	Legal
Cyberfangs	4.6	-2/48 hrs	5000	Legal
Cyberfins	4.5	-3/48 hrs	5000	+1P-N
Cybergills	1.7	-3/72 hrs	1500	Legal
Cyberspike	6	-2/72 hrs	5600	+1-N
Cyberspur	6.7	-2/72 hrs	7000	+1-N
Dermal Plating	1.2	-2/12 days	40000	-2P-N
Dermal Sheath	1.7	-3/14 days	100000	-2P-N
Ruthenium Coating	+6.7	-6/18 days	+100000	0P-N
Fingertip Compartment	2	-2/24 hrs	2500	Legal
Flex Hands	1.7	-3/72 hrs	6000	Legal
Gas Spectrometer				
Level 1	3.7	-2/6 days	3000	Legal
Level 2	4.3	-2/6 days	3500	Legal
Level 3	4.9	-2/6 days	4000	Legal
Hand Razors	4	-3/72 hrs	4000	+1-N
Hydraulic Jacks				
Level 1	3.3	-3/6 days	6000	Legal
Level 2	6.7	-3/6 days	12000	Legal
Level 3	10	-3/6 days	18000	Legal
Level 4	13.3	-3/6 days	24000	Legal
Independent Air Supply	3.1	-2/5 days	2500	Legal
Joint Augmentation				
Level 1	3	-2/4 days	30000	-1P-Q
Level 2	4.5	-2/4 days	45000	-1P-Q
Level 3	6	-2/4 days	60000	-1P-Q
Level 4	7.5	-2/4 days	75000	-1P-Q
Magnetic System	3	-3/7 days	3000	Legal
Move-By-Wire				
Level 1	10.3	-4/10 days	250000	+1P-R
Level 2	16.4	-6/20 days	500000	+1P-R
Level 3	22.5	-9/30 days	1000000	+1P-R
Level 4	28.6	-10/45 days	2000000	+1P-R
Mr. Studd/Midnight Lady Sexual Implant	2	-1/24 hrs	6000	Legal
Muscle Replacement				
Level 1	1	-2/4 days	10000	-1P-Q
Level 2	2	-2/4 days	20000	-1P-Q
Level 3	3	-2/4 days	30000	-1P-Q
Level 4	4	-2/4 days	40000	-1P-Q
Olfactory Booster	3	-3/8 days	2500	Legal
Per +1 to Smell PER	+1		500	
Pain Editor	6.7	-3/6 days	11300	-2P-N
Reaction Enhancer	Rat. x 1	-3/7 days	Rat. x 3000	-2P-R
Reflex Trigger	2	-4/14 days	12000	0P-Q
Retractable Climbing Claws	5.3	-3/72 hrs	8500	-2P-N
Skillwire System	Rat. x .7	-1 per 2/10 days	Rat. x 10000	Legal
SmartLink Systems				
SmartLink	3.8	-2/36 hrs	15000	-1P-N
SmartLink II	4.5	-2/36 hrs	18000	-1P-N
Subdermal Armor	2.1	-2/12 days	40000	-2P-N
SynthLink Systems				
Level 1	2.6	-1/5 days	9000	Legal
Level 2	5.1	-1/5 days	18000	Legal
Level 3	7.7	-1/5 days	27000	Legal
Tactical Computer				
Level 1	3	-6/60 days	50000	+2P-R
Level 2	6	-6/60 days	100000	+2P-R
Level 3	9	-6/60 days	150000	+2P-R
Level 4	12	-6/60 days	200000	+2P-R
Tactile Booster	Rat. x .7	-2/6 days	Rat. x 500	Legal
Targeting Computer				
Level 1	1.4	-3/48 hrs	12500	-1P-N
Level 2	2.9	-3/48 hrs	25000	-1P-N
Level 3	4.3	-3/48 hrs	37500	-1P-N
Level 4	5.7	-3/48 hrs	50000	-1P-N
Toxin Filtration System	Rat. x .2	-3/4 days	Rat. x 1000	Legal
Vehicle Control Rig				
Level 1	7.8	-3/48 hrs	12000	-2P-N
Level 2	11.6	-4/48 hrs	60000	-2P-N
Level 3	15.4	-4/48 hrs	300000	-1P-N
Voice Synthesizer	4.9	-3/48 hrs	11000	-2P-Q
Wired Reflexes				
Level 1	8.2	-2/8 days	55000	-1P-Q
Level 2	11.9	-2/8 days	165000	0P-Q
Level 3	15.6	-4/14 days	500000	+1-R

SHADOWPUNK—ITEM LIST

Type	Essence	Avail.	Cost	Legality
Cyber-Optics				
Cybereyes	1.6	-1/24 hrs	2000	Legal
Bright-Light System	3.6	-4/14 days	5000	-3P-Q
Cosmetic Modification	--	-1/24 hrs	500	Legal
Digital Camera	1.1	-3/24 hrs	2500	Legal
Eye Light System	1.4	-2/72 hrs	2500	Legal
Flare Compensation	Rat. x .3	-3/48 hrs	Rat. x 1000	Legal
Image Enhancement	Rat. x .7	-3/48 hrs	Rat. x 2000	Legal
Low-Light Vision	1.7	-2/36 hrs	1250	Legal
Optishields	2.8	-2/24 hrs	12750	Legal
Rangefinder	4	-3/48 hrs	3250	Legal
Remote Eye	8	-3/72 hrs	10000	Legal
Retinal Clock	1	-2/24 hrs	750	Legal
Retinal Duplication	3	-4/7 days	15000	+1-Q
Thermographic Vision	3.3	-4/36 hrs	1250	Legal
Ultrasound Vision	5	-3/48 hrs	3750	Legal
Vision Magnification	Rat. x .3	-2/48 hrs	Rat. x 750	Legal
Cyber-Audio				
Cyberears	1.6	-1/24 hrs	2000	Legal
Cosmetic Modification	--	-1/24 hrs	500	Legal
Hearing Amplification	Rat. x .5	-2/48 hrs	Rat. x 2000	Legal
Level Damper	Rat. x .3	-2/48 hrs	Rat. x 1000	Legal
Recorder	1.1	-4/48 hrs	2500	-8P-N
Parabolic Hearing	Rat. x .3	-2/48 hrs	Rat. x 750	Legal
Sound Editor	Rat. x .5	-3/48 hrs	Rat. x 1000	Legal
Spatial Recognizer	5	-2/48 hrs	10000	Legal
Voice Stress Analyzer	5.9	-5/14 days	35000	-2-N
Wide Range Hearing	1	-2/48 hrs	750	Legal
Cyber Limbs				
Cyberarm, Obvious	11.6	-2/4 days	65000	Legal
Cyberarm, Synthetic	11.6	-2/4 days	100000	Legal
Cyberleg, Obvious	11.6	-2/4 days	65000	Legal
Cyberleg, Synthetic	11.6	-2/4 days	100000	Legal

CYBERLIMB OPTIONS

Type	ECU	Avail.	Cost	Legality
Anchoring Cyberfeet	3.5	-2/48 hrs	3750	Legal
Buzz Hand	10	-8/14 days	7500	+3-N
Cyberarm Gyromount	3.6	-5/21 days	22500	0P-R
Cyberguns				
Hold-out	3	-4/7 days	5150	-4P-Q
Light Pistol	6.1	-4/7 days	6000	-2P-Q
Machine Pistol	7.5	-4/7 days	6150	0P-Q
Heavy Pistol	7.7	-4/7 days	6750	0P-Q
Submachine Gun	8.5	-4/7 days	8900	+1P-Q
Shotgun	9.2	-4/7 days	7000	0P-Q
External Clip Port	2	-4/7 days	2250	As gun
Laser Sight	1.5	-4/7 days	1250	Legal
Silencer	2	-4/7 days	1250	As gun
Cyberspike	7.7	-2/72 hrs	3750	+1-N
Cyberspur	8.3	-2/72 hrs	6250	+1-N
Cyberwhip	4.3	-2/72 hrs	4250	-2-N
Extension Hand	3.8	-3/72 hrs	1875	Legal
Flashbulb	5.7	-4/14 days	5000	-3P-Q
Grapple Gun & Winch	2.4	-2/36 hrs	2500	0P-U
Hammer Hand	3.6	-4/7 days	4500	0-Q
Hand Razors	5	-3/72 hrs	3750	+1-N
Hidden Holster	5.6	-2/48 hrs	4000	-1P-N
Hydraulic Jacks				
Level 1	4.4	-3/6 days	5500	Legal
Level 2	8.9	-3/6 days	11000	Legal
Level 3	13.3	-3/6 days	16500	Legal
Level 4	17.8	-3/6 days	22000	Legal
Magnetic System	6	-3/7 days	3000	Legal
Quick-Change Mount	1	-2/24 hrs	5000	Legal
Quick Draw Armholster	6.5	-2/48 hrs	4000	-1P-N
Reinforced Structure	0.7	-4/14 days	13500	Legal
Shocker	5.3	-3/4 days	5000	0P-Q
Skate Feet System	5.7	-4/48 hrs	1875	Legal
SmartLink Systems				
SmartLink	4.6	-2/36 hrs	10000	-1P-N
SmartLink II	5.5	-2/36 hrs	13000	-1P-N
Standard Cyberhand/Cyberfoot	--	-2/4 days	500	Legal
Taser	6.7	-3/72 hrs	5000	+1-N
Toolkit	2.8	-1/24 hrs	5000	Legal

BIOWARE

Type	Bio Idx.	Avail.	Cost	Legality
Adrenal Pump				
Level 1	4.5	-5/16 days	100000	-1P-R
Level 2	9	-5/16 days	200000	-1P-R
Cat's Eyes	2	-2/6 days	12500	Legal
Cerebral Booster				
Level 1	1.6	-3/14 days	10000	Legal
Level 2	3.2	-3/14 days	20000	Legal
Decentralized Heart	2.7	-2/10 days	30000	Legal
Enhanced Articulation	6	-3/6 days	37500	Legal
Extended Volume	Rat. x .7	-2/4 days	Rat. x 5000	Legal
Mnemonic Enhancer	2	-3/7 days	25000	Legal
Muscle Augmentation				
Level 1	1.7	-3/6 days	25000	0P-Q
Level 2	3.3	-3/6 days	50000	0P-Q
Level 3	5	-3/6 days	75000	0P-Q
Level 4	6.7	-3/6 days	100000	0P-Q
Muscle Toner				
Level 1	4	-3/6 days	60000	0P-Q
Level 2	6	-3/6 days	90000	0P-Q
Level 3	8	-3/6 days	120000	0P-Q
Level 4	10	-3/6 days	150000	0P-Q
Nanotech Visual Upgrade	3.3	-3/14 days	25000	Legal
Nephritic Screen	Rat. x .3	-2/4 days	Rat. x 2500	Legal
Pain Resister	7.7	-3/6 days	20000	-2P-N
Platelet Factory	2.8	-3/8 days	15000	Legal
Reflex Recorder	1.6	-4/6 days	10000	Legal
Skinweave	3	-4/8 days	50000	-1P-N
Suprathyroid Gland	10.8	-4/12 days	115000	-2P-Q
Symbiotes				
Level 1	3.3	-3/10 days	25000	Legal
Level 2	6.7	-3/10 days	50000	Legal
Level 3	10	-3/10 days	75000	Legal
Synaptic Accelerator				
Level 1	8.6	-3/12 days	100000	-1P-Q
Level 2	11.4	-3/12 days	200000	-1P-Q
Synthacardium				
Level 1	2	-2/10 days	12500	Legal
Level 2	4	-2/10 days	25000	Legal

CYBERWARE GRADES

Type	Essence	Avail.	Cost	Legality
Alphaware	80%	As Cyberware	x2	As Cyberware
Betaware	60%	-3/x1.5	x4	As Cyberware
Deltaware	50%	-5/x3	x10	As Cyberware
Standard	100%	As Cyberware	x1	As Cyberware
Used	As grade	As grade	x½	As Cyberware

BIOWARE GRADES

Type	Essence	Avail.	Cost	Legality
Cultured Bioware	75%	-2/x1.25	x3	As Bioware

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