



WEAPONS

Mossberg Tac-CAW 2020

SHT +2 N C 5D6+3 (10GA slug) L C 12 2/12 VR

50m

Credited - ohms

Born from the revival of a 20th century classic comes the Mossberg Tac-CAW 2020, the bigger scarier model of its little brother the Mossberg 590. The Tac-CAW was initially designed for military use in urban combat but due to the large size and limited ammo capacity the gun was found undesirable for military use not to mention the cost of mass production for this badboy. Unlike the 590, the Tac-CAW sports 12 rounds of 10GA ammo box magazine fed. The Tac-CAW comes factory stock with a rail system, pistol grip, red dot scope, 500 lumen tactical light, and smartchipped. It is also recommended by Mossberg and the guns creators to take full advantage of this beast by modifying it with Electrothermal ammo enhancement.

*NOTE - The pistol grip can be supplemented with an undermount Militech 40mm grenade launcher attaching to the rail system.
Cost 1600 eb

Suranam/Ryder "Drew" .177 Rifle

RIF +1 L C 1/2D6+1 25/100 ST 7 5m

Credited - Kountzer0 & ohms

Where do I start with this sad piece of equipment? After the abysmal failure that was Suranams .177 Explosive auto rifle, the plans were effectively discarded and left for dead. Then 2 years later Ryder comes along trying to reintroduce the BB gun to kids everywhere, and goes and reinvents the wheel. Thankfully, they replaced the explosive round with a standard caliber BB, thus greatly improving reliability and increasing magazine capacity. Sure the damage isn't as good, but it's still ideal for rodent control and practice shooting. Then they went and made it full auto, which promptly made it illegal for kids and adults everywhere except the sticks and Nevada. Granted, your average cop shouldn't break into cold sweats in his hardshell (especially since BBs can't be armor piercing), but it's the technicality that will eventually bury this model. Here's to hoping the next version is semi-auto. On an unrelated note, this model lends itself nicely to smartchipping at only 150eb.

"They say it stands for Damage Reduced Enhancable Weapon. Thus Drew. Having shot one, all I can say is the Drew blew. Excuse me, I've got to go kill the CEO of Suranam now."
- Anonymous solo
Cost 225 eb

FN-SAF

RIF +1 (+2 in 3 rnd Burst) N C 5D6 1/3/30 VR

400m

Credited - Grim

Fabrique National introduces the weapon of the future...Today! The FN-SAF provides all of the features demanded by the modern soldier, with the technological advancement required by the militaries of the next generation! It's advanced design promises decades of excellent service, providing soldiers with a dependable, effective weapon system, at an affordable price.

Among its features: Chambered in the NATO standard 5.56 caseless, with enhanced lethality, Advanced polymer construction, Bullpup Layout, High capacity magazine, Integral optical sight - illuminated for day/night use, NATO standard rails on all four sides of the handguards - perfect for any accesories, Integral bipod, Easy disassembly, Bayonette Mount , Flash hider - designed for rifle grenades, Optimized for three-round burst (full auto on request, only), Sling, Cleaning Kit (F), I Luv my FN-SAF pin!

* Reliability drops one level for each round of autofire.
** Magazines wear quickly, as they were originally designed to be used once, and then thrown away. New magazines are collectors items, Poor availability and cost 40-60 eb. As an alternative, CG-13 magazines can be adapted by a weapons tech for about 30 min of work each (Weaponsmith 15). Otherwise reliability drops one level.

*** The composites used in the actual production of the guns was inferior to the prototypes made in Belgium - therefore the gun wears poorly. After a few thousand rounds some tollerances are lost. Reliability falls one level but new receivers can be made, for about 300 eb (Weaponsmith 20, with machine tools). Non-worn guns are rare - most were ridden hard and put away wet - and would be worth much more, for collectors and such.

**** The gun needs to be cleaned more often than its successors from Militech and Arasaka. Inadequate maintenance (GM's decision) will reduce reliability by one level.
Cost 450 eb

Militech Arms Thumper 40mm Grenade Launcher
HVY +1/0 N/L P Varies 4 2 ST 175m

Credited - Kountzer0 & ohms

New to the market and fresh from its amazing trail run at the 2020 Knob Creek Big Boom show is the Thumper. This grenade launcher is unlike any other currently on the market. The design, amazingly resembling that of a pump action shotgun, is a boon to solos that are looking to pack some extra firepower. The folding stock allows for concealability under most long coats, but accuracy is affected by folded stock. As an added bonus, the multiple types of 40mm ammo make for more variety during an op.

* Note - The shotgun configuration allows users to substitute rifle skill for heavy weapons when using. The configuration is also ideal for smartchipping.
Cost 350 eb

LeMat

+0 J P 3D6+1 (.357 hotload) 9 3 VR 50m / 3D6
(20 ga. buck) 1 1 VR 25m

Credited - Kountzer0 & Grim

* Note - The concealability on the LeMat is at GMs discretion.

Due to the popular resurgence of revolvers, thanks to ElectroThermal Enhancement Colt Firearms has drugged up and old weapon with some new twists. Knowing that the big drawbacks to revolvers are the limited ammo capacity. LeMat is known for it's 9 shot cylinder and 20 gauge round. Colt has redone the chambering and added a new twist for you, the consumer. Rather than the old loading, .41 and 20 ga. blackpowder, the LeMat now uses a .357 cartridge standard, as well as the modern 20 gauge shell, bringing the gun up to today's standards.

Also of note, the ported barrel compensates for recoil (at the cost of it no longer being a silenced weapon). Revolvers can't usually be silenced, due to the gap between the cylinder and the barrel. Common tactics are to EAE the .357 and use a Thermite round in the 20 gauge (same as regular Thermite rounds, only 6d6 damage). Reloading the barrel should be a bitch, in real life cartridge conversions of replicas of the original (to .38) the shotgun barrel is left alone.

Cost 600 eb

Tsunami Arms Half Man Helix

RIF +2 N P 3D6 (or 3D6+1 AP slug) 60 30 ST
50m

Credited - ohms & Kountzer0

Originally conceived as a gag weapon by the heavy weapons department of Tsunami, the Half Man Helix came into production when it's use as a support shotgun became popular. While the gauge is low for a shotgun the fact that slug rounds are reasonably similar in price and armor piercing makes this weapon ideal against gangers, civilians, and other lightly armored individuals. The minigun configuration makes it so your weapons ROF is higher than just about any shotgun on the market. While it is similar to the original Helix, consumers can note tells in the firearm which will help elaborate it's identity. Rather than the normal six barrels of the Helix, the Half Man only possesses three. The barrels aren't quite as thick and

on average the weapon is lighter by about 3 kilos. The configuration is similar in that it is still meant to be fired from the hip, but to compensate, the Half Man comes stock smartchipped.

Cost 1,200 eb

Militech Heavy Armor Eater

RIF +0 N R 2D6 x D6 flec. 30 30 VR 400m /3D6
acid 10 1 VR 200m

Credited - Kountzer0

This new badboy had just left the testing field no less than a week before the Hotwar broke out in 2022. Militech equipped these primarily in special units, Anti-Power armor, etc... A bulker frame with a detachable grenade launcher mount makes this the premiere ARMOR DESTROYER!

Cost 1,400 eb

Magnum Opus Death Penalty

P +1 J/L P 7D6+3 7 2 ST 80m

Credited - Kountzer0 & ohms

We at Magnum Opus have heard the complaints that have been directed at our Hellbringer class handguns. We have taken note and now present our newest creation. The Death Penalty is something for a borg to be truly proud of. A barilium frame (16" long including barrel), recoil compensated (sorry guys, no silencing), .666 Cannon. Custom gripping, heat resistant barrel, foward loading magazine, and standard laser sighting comes stock. The mere rumors of this baby had Eran Malour shaking in his boots.

* Jacket for Body conversion, Long coat for Meat boys.
* Uses Foward loading clip

Cost 4,500 eb

Malorian Arms Deluxe Flachette Pistol P +1 J C

1D6+1 25 1/3/25 ST 50m

Credited - Kountzer0

Eran Malour has out done himself yet again. The new Deluxe Flachette pistol is JUST what the Solo ordered. The regular flachette pistol just didn't do enough to stop armed thugs, but now you can drop those scum " rapid fire style"

Cost 1,000 eb

Militech Armor Eater

SMG +1 L R 1D6+1 x D6 30 10 VR 150m /1D6
acid 10 3 VR 75m

Credited - Kountzer0

New this season from Militech. This weapon is one part acid shooter and one part heavy flechette gun. With an over-under configuration and a selective switch that lets you choose either ammo type, this makes for maximum efficiency.

Cost 1,000 eb

Magnum Opus "Hellbringer ADV".88
Mag P +1 J/L R 10D6 (.88 mag) 3 1 VR 80m
Credited - Grim

You know you want this! This is the ULTIMATE meat stopper. And it's not bad against borg's and PA either. The ammo price for this "hand cannon" goes for 25 eb each. Jacket concealability for BT 12+ or borgs. Minimum BT to fire is 20. Oh and you can get it factory ET enhanced. Have fun!

"Finally just what I've always wanted, something to deal with those girly fleshies with their faggie Malorian 3516's."

- Adam Smasher, Full borg Solo
Cost 8,500 eb

Prodigy Works Inc. Chiller
EX 0 N R 2D10 12 1 ST 25m
Credited - Kountzer0 & ohms

Ever watch an old war movie and see the terror inspired by a flame thrower? Ever wish, once, just once, you can instill that fear, without smelling roasted meatbags? We at Prodigy Works Inc. feel the same way! Rather than waste time with something as mundane as nasal filters, we went in a completely different direction, while continuing on the same line of defense. Our solution? Liquid Nitrogen. This baby is just as effective as a flame unit, without the chance of melting flesh, plastic, or clothing. Also highly useful when working in potentially hazardous areas, where combustibles are in abundance.

The weapon itself is very well crafted. The barrel is rubber coated to prevent frost burn to the user, and the weapon has a two trigger safety system. The fore grip holds the safety trigger, which must be held down before the main trigger is pulled for firing. Otherwise the weapon is on safe. The fuel line is chemically treated to prevent frost buildup (and thus protects the user against jamming most of the time), and is fed from a lower back mounted storage fridge. The storage unit is smaller than a flame thrower backpack, which makes it both lighter and more ideal to carry around, thanks to smaller chance of being hit. Also, as a further concession to the safety of our clientele, the pack is made of a lightweight polymer plastic, and encased in a Kevlar pack, further protecting you (and it) from firearms damage (SP14, any shot that penetrates causes leakage, which is really bad for the wearer). Furthermore, the straps are foam encased, with a waist strap to evenly distribute weight and make for a comfortable wear as possible.

* Note - Damage ignores all but completely enclosed and environmental armor (dataterms and the like). One shot hits two locations, and cyberware is temporarily shorted out for a d6 turns on a d10 roll of 8-10. If the tank is penetrated, there is a chance it will explode, doing 4d10 dmg to everything in a 4 meter radius. The chance of explosion is 5% per shot remaining.

Cost 1100 eb

Prodigy Works Inc. Myomar Tonfa
Shock Tooth MEL 0 J P 3D6+Stun (20% chance unless EMP shielded) 6 NA ST NA
Hydraulic Ram -
MEL 0 J P 3D6 / 2D10 AP 2 1 ST NA
Credited - ohms

This is the typical tonfa used by cops and security personnel through out the world but now it has been reinforced with Myomar for more lethality and durability for those cyber-psychos who just don't want to stay down (but who cares?? More of a reason to smack that bitch up). Now, not only can you parry those Vibroblades and Power melee weaponry with more confidence, depending on the model you purchase, it will come equipped with either a shock tooth or a hydraulic ram on the long end for that extra UNF!

Model 1 Shock Tooth

* Note - The Shock tooth model can send a quick jolt to a cyberlimb and has the possibility to short the whole thing rendering it useless until repaired. See CP2020 mainbook for details.

Model 2 Hydraulic ram

* Note - All damage ignores Soft armor; Hard armor counts as normal. The hydraulic ram only has 2 charges before it has to be refueled. (with CH00H₂)

** Minimum body type to use is 6
Cost 180 eb

Kendachi Zapper
MEL 0 J C 1D6+1 / 1D6 Stun for every round exposed to the blade ST thrown
Credited - Kountzer0

Don't be fooled by the name. The item in question is actually a throwing knife. Created (oddly enough by the Inquisitors boostergang) for the specific purpose of silent takedown. It actually discharges a non-lethal shock when exposed to liquid. (i.e. blood). A victim that is hit by the weapon sustains a shock from the blade. More often than not this will result in the victims unconsciousness.

Cost 150 eb

Kendachi Flame
EX 0 palm C 1D6+3 (fire dmg) 4 1 ST 5m
Credited - Kountzer0

For the more creative operative (or the dirtbag street fighter enthusiast) kendachi offers the next generation in the flame weapons. Rather than carrying your weapon the flame is strapped to your wrist. The fuel is in a small plastic tube that runs up your arm. The trigger is a small (1" x .5") plate strapped to your palm. The liquid ejects through the wrist port and presto! your cooking extra crispy.

Options : For an additional 100eb a fuel packet can be inserted to the end of the tube allowing 16 additional shots(concealability is J).

WARNING : Kendachi is not responsible for personal damage done to the wearer.

NOTE : On a fumble, there is a 60 % chance (if applicable) to set your own clothes on fire.

Cost 500 eb

Kendachi M-39 Powersword

MEL +0 L R 4D6+1 NA NA VR

Credited - Kountzer0

New from the makers the original Mono weapons comes the new and improved powersword. Better than the original M-33 model and more reliable. Kendachi - The best melee weapons money can buy.

NOTE : Weapon weight is now 1.5 kg and breaks on a parry roll of a 1. Sorry guys warm-up time still stays the same.

Cost 1,100 eb

Prodigy Works Pimp Slapper

MEL +0 P C 1D6+1 NA NA VR

Credited - ohms

From Prodigy Works comes the ultimate weapon in keeping your safety in check. For the elegant class of the women of night who do not want to be harassed by various thugs. This fine piece of craftsmanship is made of hard leather and fastened with metal studs.

" Defense from thugs, HA.. I use this thing to keep those damn whores in line! Works great and haven't gotten a fatality yet. "

- Kathy the Whip, Madame.

NOTE : Damage is all stun

Cost 25 eb

Choke Collar

Credited - Kountzer0

Do you constantly worry about loyalty from your subordinates? Are you not getting through to your dense employee's? NO MORE! This option will allow you to put FEAR into your lackies. By replacing your corps. normal clothing with our reacti-kev shirts your will secure you loyalty. This option includes a cybermonicle (complete with target scope and TSM) and a reacti-choke smart glove. The system is simple. A tiny impedimence cable runs from the cybermonicle to the smart glove. A visual queue of the reacti-kev shirt in the spotted by the employer and by pressing the index finger an thumb together a signal is sent to the collar of the reacti-kev shirt. A seperate piece of Kevlar in the collar then contracts around the victims throat. And SPLAT, the disloyal employee has then been terminated (hopefully in front of your staff) and you are now the most mystically feared boss in the corporate world.

GAME NOTES : Effect is line of sight only. Shirts are naturally armored to SP 8. Because of the shirts armor it is a difficulty 30 awareness roll to notice the reactive collar. Shirts can be made to look like business shirts. Add +5 to Intimidate/Interrogate/(cool based)Leadership rolls after use against one victim. Effect wears off after employee's figure out the truth. Also available : Reacti-kev ties and chains. And buys in bulk, 100 shirts for 7000 eb (2000 eb off)
Cost 3,000 eb for monicle and glove / 90 eb per

AMMO

Tracer ammo

Credited - Kountzer0

A must for automatic weapons. The tracer round, when used in semi automatic weapons, give that cool laser blaster look to bullets. But the real value lies in full auto fire. When using tracer rounds full auto fire rules are ignored. Instead you receive a +1 for every 10 shots at ALL ranges. Ammo cost is 2x the cost of normal rounds and can be used with other ammo types. (i.e. you can have AP Tracers)

APRATTES rounds

Credited - Chow Yun Glock

Stands for "Armor Piercing Rocket Assisted Thermite Tipped Explosive Shell", for shotguns. This round is incredibly lethal, incredibly expensive, and incredibly illegal. Except for Military and Law Enforcement. This round is shot at an incredibly fast speed to target. The thermite tip, mixed with enhanced speed melts through armor and spreads into flesh and explodes. And BOOM, your target is history. Cost is 8x the cost of the normal shell. Price is 3-5x that illegally. In game terms treat soft armor as none existant and hard armor at 1/2 normal and is damaged 1d6 levels. Damage is 6d6+2 and is not halved. Cannot be used in guns with ET enhancement, and range is increased 20 percent.

EQUIPMENT

Medline DX-Bio Monitor

Credited - ohms

The Medline is a must have for all Medtechs and Doctors. The Medline is a versatile tool in that it merged more then 4 different medical instruments into 1 saving space and the confusion of multiple screens. It has a 19" screen which will display a patients: pulse rate, blood pressure, respiration rate, SP0₂, EKG, EEG, CT/MRI/X-Ray/Ultrasound scans, as well as the most comprehensive medical library.

Options: 10MU, 19" video screen, 4 datalinks, 2x2 keyboard, printer, EEG/EKG scanner, SP0₂ probe, portable x-ray, ultrasound, cellular link, chip reader, most recent medical libraries (subscription needed for updates - 150 EB / year).

+3 to all stabilization rolls, +1 any INT/TECH based medical skills (only if you have recent medical libraries)

Weight: 3 Kg

Cost 7000 eb

Auto-Intubator
Credited - ohms

This new tool conceived by our very own Combat Zone MedTech, "Malpractice". This tool makes intubations possible in even the roughest of situations. This tool is the modified laryngoscope with 3 retracting legs that stabilize onto the patients head. (The apex leg goes on the forehead and the other 2 legs on the corners of the jaw line.) This tool utilizes a small camera linked to a sophisticated medical computer which analyzes the depth and diameter of the trachea and inserts the tube accordingly.

+3 to all airway stabilization rolls.
Cost 400 eb

Insta-Heplock
Credited - ohms

New from Combat Zone MedTech "Malpractice" is this little gadget, it sets up an intravenous shunt automatically with limited work from the MedTech. The concept of this came about in the early 2000s when unstable/critical patients would have heplocks setup so medical staff were able to push IV medications, transfuse blood, give IV fluids almost instantly in case of emergencies.

The MedTech would have to find the vein then same old fashioned way then push in the Insta-Heplock about halfway and it will do the rest. Little claws will retract from the Insta-Heplock and attach onto the vein stabilizing the Heplock, this will prevent any accidental removal or hemorrhaging. Once an IV needle or syringe is connected the valve opens up, and once either is removed it closes.

*Note - One time use item.
Cost 75 eb

Lifesaver Medcase
Credited - ohms & Kountzer0

Built into a Durable Polymer plastic/Light weight Myomar suitcase comes the Lifesaver Medcase. The Medcase features new state of the art equipment such as Automated Bag Valve Masks, 12 lead ECG/EKG (Electrocardiogram), AED (Auto External Defibrillator), Blood Analyzer, Auto Blood Infuser and various other tools to help in diagnosis and stabilization while you wait for Evac.

Equipped with:
Automated Bag Valve Mask - regulate oxygen flow delivered to a patient by automation rather than being manually done by a MedTech to work in conjunction with USP grade Supplemental Oxygen.

Advanced ECG/EKG - Displays electrical reportings of the heart and is used in the investigation of heart disease. Also has display for Blood Pressure, SP0₂, Respiratory Rate and heart rate.

Defibrillator - Used to administer an electric shock through the chest wall to the heart to correct life threatening arrhythmias.

Blood Analyzer - Does various blood test such as CBC, Chem7, Type & Cross, Blood Sugar levels in a 3 minute

assessment. (Mind you the above test for the exception of Blood Sugar levels take 45 minutes to 1 hour in our present day)

Rapid Blood Infuser - Infuses Blood substitute or Blood into the body via intravenous at a rapid rate to keep up systolic blood pressure.

Suctioning Unit - Provides an airflow of 30 Liters / min at the end of the tube and a vacuum of 300 mm Hg when the tube is clamped.

Datalink +2 to Diagnose Illness, +1 MedTech
Weight: 9 Kg
Cost 3500 eb

Nu Tek Mercury Rollerblades
Credited - Kountzer0

Mercury's are quality rollerblades that appeal to many sociopaths looking to enter into the realm of Combat Hockey. Made of chrome and dura-shell matte black polymer plastics, Mercury's supplement substance with a bit of style. Ideal for ganger, runner, regular Joe alike. Extra internal padding provides more comfort while rugged exterior stops up to large caliber handguns!

*Notes: Provides +1 bonus to all athletic rolls on skates. Also provides a +3 to MA. Plastic and Chrome shell provide SP 16 protection on feet up to the shin.
Cost 150 eb

Coyote Ninja Rollerblades
Credited - Kountzer0

Official blades of Bobby Daring, Coyote Ninja's are the premiere blades on the market. Solid black (the metal parts are all finished matte black, and the polymer plastic shell is laser etched to darkest possible finish), these babies are the want and desire of Runner and Combat Hockey junkie alike. The wheels are custom made for riding on pavement, tile, or metal (owners preference). Spiked heels are then added for extra punishing ability. If that weren't enough, the inner layer of the skates are then padded with reacti-mesh padding, providing maximum comfort for your riding pleasure. If you are a serious blader, you NEED Coyote Ninja, the brand you know!

*Notes: Provides +1 bonus to all athletic rolls on skates. Also provides +5 to MA. The plastic shell is only armored to SP 14, but if wheels are used on surface of choice, user gains +1 to stealth rolls. Spiked heel does +1d6 AP.

**Note - If you were to try to buy this item on the black market you must have a good connection with someone
Cost 350 eb

Koshimitsu "Angel Foot" Roller-skates

Credited - Kountzer0

For the beginning Combat Hockey enthusiast comes the highly recommended Angel Foot series of Roller-skate from Koshimitsu Sporting Apparel. While not as fancy as the Mercurys, they do offer beginners more stability while riding (often at the users ridicule). At Koshimitsu, we want your first skating experience to be a pleasant one.

*Game Notes: Provides +2 bonus to all athletic rolls on skates. Also provides +2 to MA. The shell is only armored to SP 10, but if your lucky, opponents will be too busy making fun of your feet to actually stab them. This is not the cool skate on the market, you've been warned. Bone white is the standard color, but gangers have been known to spray paint them neon pink when the user isn't paying attention.

Cost 80 eb

Armored Hockey Jerseys

Credited - Kountzer0

Thanks to micro manufacturing facilities, most generic jerseys are produced in a basement somewhere in Night City. However, there are a few that are produced by noted companies. CCMtm most notably has risen to the task of providing quality and comfort to its customers. The most common site in an arena looks like this:

Armored Hockey Jersey (SP 12, Leisurewear, Good Quality, Reacti-mesh), cost 240 eb. Now, while this may sound expensive, you are getting a quality shirt, that stops most medium handgun rounds, and looks damned good on you. So what's a meager 240 eb when it comes to your style and safety?

True, more advanced options are available upon request (usually this must be done in batches of 12 or more) other options include: increased SP (up to 16 without EV penalty), Fireproofing, off color patch looks (for a more edgerunner type of feel). Consult Chrome 4 for costs for extras.

The "Reaper" Hockey Stick

Credited - Kountzer0

Many a stick has come and gone back in the days of rink Hockey. However times have changed. Due to wood shortages, Hockey sticks today are made of lightweight metals, making them even more dangerous in the hands of a pro. The Reaper is a generic stick that is durable, intimidating, and fairly easily modified. The one common feature that is on every Reaper stick is the scythe end. The top of the puck handling part of the stick is sharpened to a razors edge, allowing creative users to turn a slashing into a literal killing. But the real beauty in Reapers lies in the shaft itself. The top part was of the shaft was deliberately hollowed out to allow insertion of a weapon (some people, like the Thrashers, add a mono knife to the end) or other assorted device. Other teams have been known to add mono wire, tazers, even a thermite dispenser. To the properly violent mind, this isn't a weapon, it's an instrument of destruction.

Cost 120 eb

Boba Fetts Jet Pack (standard & advanced models)

Credited - Kountzer0

Standard Model

Designed by Imperial Engineers for the galaxies (and Combat Zones) most feared bounty hunter. This fine instrument of transportation boasts the ability to lift up to 200 kilos (don't factor the pack in with weight) with relative ease. Its armored case (SP 20, fireproof) protects the fuel line, and a small tank stores enough Avgas for up to 600 meters of travel. It's capable of traveling vertically up to 50 meters and can be used with Pilot: Vector Thrust Vehicle. However, it's strongly suggested the person who's attached have Pilot: Jet Pack as a way of better controlling the rig (rolls are easier by four with Jet Pack Ops). There is no cost as it is a one of a kind rig. You want one; pry it from Fetts' cold, dead back.

Advanced Model

For the more advanced campaign, and indeed, the more advanced Boba Fett. This case sports better armor (up SP to 30, and it's RPA, see Corp Report Book 2, armor piercing weapons do not half SP), more range (up to 2 kilometers), and a better vertical thrust (up to 75 meters). Also adding to its upgrades is its carrying capacity, now up to 400 kilos (this baby rivals some APCA jetpacks) and it's Special Punch. This special punch is a rocket launcher, built into the top which fires off a HATGM with ease (-6 to hit, but man it's going to suck getting hit with it). Fett prefers to use this on vehicles, as they are easier to hit, but he's not above using it on unsuspecting victims as well. Again, there is no cost, and it's going to be much harder getting it from Fett.

Protectadeck

Credited - ohms

Getting tired of seeing the people you hire becoming KFC extra crispy because of a slow and under protected deck? Well no more, this piece of hardware is a combat assault class deck with many goodies that would make any netrunner wet their pants. It's also good for covert hackers.

Equipped with : +10 data wall, +4 speed, 30 MU (memory), Keyboard terminal, deck security system (retinal scan), auto punchout, deckmate Neural recognition system, tight beam radio relay, zetatech diagnet, time lag buffer chipreader, 5 Sq. Ft. Videoboard and Deadman's handles

Cost 14,000 eb

CYBERNETICS

Optical enhancement chipware

Credited - ohms

This particular piece of chipware is great, it plugs into a chipware socket a BOOM! you have many different optical features without losing an arm and a leg on space, money and a perfectly good eye. A definite for light carrying Solos, and an alternative to the Cybereye and optical modules.

*To use this chip you must have a neural processor.

Optical Features	
Low light	500 eb
Thermographic	1000 eb
Infrared	900 eb
Telescopic	700 eb
Microscopic	800 eb
Ultraviolet	800 eb

All ranges of sight are half of Cyberoptic modules

*After insertion of the chip player loses sight for 6 days while vision readjusts

Head Trauma causes 30% of complete visual shutdown or erratic spectrum changes.

1-30 Complete visual shutdown

31-100 Erratic spectrum changes

Cost 500-1,000 eb (GMs Discretion)

1 Shot EMP full body shielding

Credited - ohms

This new toy takes one EMP hit before burning out. The EMP "sponge" attaches to the neural processor directly. It takes up 1 space. For you cheap fuck's there is a 10% chance it will function a second time, but a 90% of failure. Now would you want to try to cheat fate to save a 100eb on a new EMP "sponge"?
No Humanity loss

Absorbs 1 shot of EMP before burning out

Availability : C

Cost 100 eb

Borg Upgrades

Credited - Kountzer0

Do you borgs out there have the same problem as me? My meat boy partner has a better reflex and body than i do, and i have full metal on my side. Well the flesh weasels at Raven-Micro Cybernetics realize that this shouldn't be. Now that pesky meat boy will see just how good full metal really is.

This option is full borgs only.

Upgraded Reflex

Credited - Kountzer0

Don't get me wrong, a reflex 15 is great, but when your amigos keep passing you by you have to take the next step in borg technology. This option will further increase your reflex by 2 points above existing boost (now you can have a reflex 17). You have to be modified slightly, however (1000eb, 1 spaces). Then all you have to do is insert the specially design battery into special slot (the 2 spaces), it's that simple. The battery lasts 1 day and can be recharged via wall socket.

-3 humanity loss

Cost 8,000 eb per point

Upgraded Frame

Credited - Kountzer0

This is the motherload. The meat people won't compare after this one. The frame enhancement will grant thee +3 body and 10 more SDP. The frame is fully compatible with CCPL (gives you a 69 body, lets see PA do that). No battery required. Frame enhancement increases size by 5% (weight & height).

-6 humanity loss

Cost 20,000 eb

Hand extentions

Credited - Kountzer0

Defy human boundries; New from Raven-Micro Cybernetics come the Exti-Hand. A Metal rod built in to your cyberarm house all necessary fuctions of cyberhand operations and extends a full 2 meters (just think Inspector Gadget). A rocket assisted hydrolic will add +2 to punch damage and enables you to grapple out of reach people. This option takes 2 cyberarm spaces.

1d6 humanity loss

Cost 600 eb

Real Skin Weave

Credited - Kountzer0

-Provides SP 12. Looks like real skin (difficulty 20 awareness) Covers entire cyberlimb, and uses no options.

No Humanity loss

Cost 1,000 eb

Cyberarm external large weapon mount **Credited - Kountzer0**

This item is quickly gaining popularity in the military and security community, this system allows the enhanced individual to mount a larger than normal weapon on their cyberarm. This comes at a price, however. Two option spaces are used, and the arm no longer has a forearm or a hand. Weapon sizes are determined by body type. To determine the largest weapon you can use, simply use the system found in Solo of Fortune 2 (pg. 68), and find the highest recoil weapon you can fire with two hands, unbraced. No surgery, as this can only be done with a cyberarm. Rifle or other weapon must be smart chipped, -2 acc, +1 initiative.

1d6 humanity cost.

Cost 500 eb for modifications to the arm, 300 eb for the weapon.

Enhanced Oligodendrocytes

Credited - ohms

Ever want that additional reflex boost to have more of an edge during combat or just sick and tired or having to turn on your Sandevistan Speedware? Well do I have the solution for you! EO's are synthetic Myelin created by nanobots which surround your nerve axon improving the speed of impulse conduction even more working in conjunction with natural Oligodendrocytes produced by your body giving you an additional +1 reflex.

Availability: P

2d6 humanity cost

*This is a permanent affect.

*It will stack with every kind of reflex boost enhancement out there.

*It is administered by injections into spine via Lumbar puncture, takes effect after 24 hours of administration.

Cost 3,000 eb

Nano-neural controller system

Credited - Kountzer0 & Grim

This system is not available to the public. In fact this system is not even known about by the majority of the public out there - although there are rumors. Even major corps have trouble getting this incredible item. The system includes a single shot launcher, one dart, and one controller module. It works like this: the dart is fired into a flesh part of the target. The nanosurgeons are released into the blood stream of the victim. Over the period of two weeks a subtle change is made in the target's brain. The change can be noticed with an awareness roll of 25 or greater (no combat sense added). At the end of the two weeks the target is now under the

power of the the controller, which can be an AI computer or a linked human. The target can be given commands, and sees those commands as their own wishes, even if the command would cause personal harm. Despite this, the target retains it's own intelligence, and is not an automaton.

The system allows all senses to be felt by the controller. The system is very difficult to remove (surgery code 25), and the victim is often rigged with a cortex bomb or other similar device. There is a 5% chance that each one of these stats are lowered by one point: REF, COOL, INT, EMP, and TECH. It takes a streetdeal roll of 45 to obtain - sorry players!

Cost (Price for legitimate buyers) 100,000 eb for complete system, 75,000 eb for one dart, 500 eb for launcher, 30,000 controller.

Gemini Mk-II Full Body Conversion

Credited - Kountzer0 & Grim

Ladies and Gentlemen,

We at Raven-Micro Cybernetics are most pleased with the performance of the Gemini model body conversion. However as times change, needs change. Due to the increased hostilities of the Arasaka-Militech War, we present the Gemini Mark-II. With RPA armor that's guaranteed to negate armor piercing ballistics and upgraded features such as CCPL "Cyber-Steroids", the Gemini Mk-II protects above and beyond the normal parameters of the original Gemini system. As usual no detail has been spared in the authentication of human detail. It's a dangerous world but the Gemini Mk-II guarantees your safety.

Attributes

REF 10, MA 10, BODY 15 (*45 - CCPL), ATTR 3-13

Physical Structure

Head SP 25 (SDP 25 to disable, 35 to destroy)

Torso SP 30 (SDP 35 to disable, 45 to destroy)

Arms SP 25 (SDP 25 to disable, 35 to destroy)

Legs SP 25 (SDP 25 to disable, 35 to destroy)

Other options

Sexual implant (Mister studd or Midnight Lady)

Disguise option

Auto-Tan (+1 ATTR)

Pheromones System (as per nymph perfume)

CCPL "Cyber-Steroids" (gives 45 STR for 30 minutes - uses all spaces)

*Note - As per standard Gemini but 95 Kilo deviation as per normal person.

Cost 70000 eb

ARMOR

Gibson Urban Concealment Hybrid Suit - aka "The Lars"

Credited - Kountzer0 & ohms

Specifications

SP: 16 (Hardshell vest and helmet)

SP: 10 (Soft arms and legs)

EV: 1

Equipment

Hybrid hardshell/soft suit (fire retardant), IR and Thermal baffling (-3 awareness), is Radar resistant (-3 awareness for radar), and comes with full environmental assimilation system (-4 to awareness in darkness, -1 for every 10 meters to observers awareness).

Cost 3000 eb

Militech Stealth Armor

Credited - Kountzer0

Specifications

SP: 28

EV: 2

Equipment

Fully enclosed hardshell (protected from gases), IR and Thermal baffling (-5 awareness), is Radar resistant (-5 awareness for radar), and comes with Full environmental system.

Cost 10000 eb

Gibson Battle Armor

Credited - ohms

The Gibson battle armor is a good way to keep alive without looking like your everyday girly flesh-weasel. Made of reinforced clothing and Metal Gear combination, it gives the person(s) wearing it a better look than someone walking around with a full suit of Metal Gear. The armor also comes with zippers at each joint to keep in body heat under extreme cold weather, in a sense turns into a jumpsuit.

Armor pieces	
SP: 16 Pants Edgerunner, Medium Quality, Fire retardant	SP: 14 or SP: 25 Kevlar Battleclava or Metal Gear Fire retardant
SP: 16 Jacket Edgerunner, Leather, Medium Quality, Fire retardant	SP: 8 Optishields (chrome book 2)
SP: 16 Shirt Edgerunner, Medium Quality, Fire retardant	Fireproof Boots Edgerunner, Medium Quality, Fire retardant
SP: 25 Metal Gear Shoulder pads	Fireproof Gloves Edgerunner, Medium Quality, Fire retardant
SP: 25 Metal Gear Leg pads	

*Note - Metal Gear Shoulder pads cover the upper torso (15% chance of hitting it), Metal Gear Leg pads cover the thigh area (20% chance of hitting it). Optishields hit chart refer to Chromebook 1 pg.31

Cost Refer to Chrome book 1 for Optishields, Chrome book 4 for the Armor chart and use the multipliers accordingly, and Metal Gear Shoulder pads are half cost of Metal Gear torso, and Metal Gear Leg pads are half cost of Metal Gear Pants.

MAXIMUM METAL ADDITIONS

Space Efficiency Credited - Kountzer0

In an ever changing technological world, more often than not new tech comes in the form of smaller tech. This idea is especially useful when dealing with objects that have only limited amounts of space, such as vehicles. As a result, below are guidelines for decreasing space requirements for objects in vehicles. Please note that in some cases, space efficiency is more than micro sizing an object. It could be as simple as putting one object inside another.

The tech determined to micro size for game purposes isn't important. What is important is price, and the new space taken. As a general rule, some items can be space efficient down to no spaces, but the GM should have final ruling as to what can be both micro sized, and micro sized down to zero spaces.

For each space micro sized down, the cost of an object should be increased 10-15% depending on item (GM discretion). If it is micro sized down to zero spaces, the price should be 15%. For example, the shocker security system is 500 eb base price at one space. To micro size it to zero spaces is 15% more, adding another 150 eb to the cost, raising it to a total of 650 eb. Were it two spaces, and reduced to one, the cost would be only 10%, making it 600 eb and one space. Certain items cannot adequately use space efficiency. Weapons micro sized down should have effects on performance per space removed. For example, the 90mm cannon is 7 spaces at 150,000 eb. Removing one space would add 15,000 to the cost, but range or reliability should suffer by one level as a result. Again, the item in question should be subject to GM approval. Carving out space. More often than not, even sub compacts have wasted space inside. The key is to strategically place certain items to minimize space. For example, removing part of your passenger seat (extra springs, some cushioning) you may be able to cram an extra space out of your vehicle for something like nitrus boosts (yes I am aware it was done in the Fast and the Furious, which is why it's an example). Cost for this should vary, depending on who's doing the work. Basically, the cost is mostly labor related, but it can only be done so many times before you really do squeeze every last bit of space out of it. Again, this is solely at GMs discretion.

Multipliers and Micro sizing. Want a muscle car engine without taking up enough space to hide a

family of dead bodies? We don't either! So here's the short and skinny on taking that 350 big block and cutting it down to something Porsche would be proud of!

Take the cost of the engine itself. Because there are no costs for the engines in Max Metal, we keep the price of an engine at about 20% of the Base SDP cost. So an 50 SDP car is 12,500 eb stock. That's a 2,500 eb engine. This engine tops out at 100 mph. Big engine for a big car. But, say the owner wants some armor on that baby. Now, he adds 20 SP, which drops the speed of the vehicle down to 60 mph. This is supposed to be a muscle car, not a motor scooter. Now, if you like that speed, the engine takes no space as it is. But if you're like me, you don't want to see old ladies and their robo-scooters passing you by on the freeway. So you decide you need to up the speed to 120 mph. At 60% of the base speed increase, the base sdp cost goes to 31,250! An obscene figure, yes, but I'm only working with the figures I'm given people. You know what, I'm going to one up the system here and rule that the percent increase only affects the engine itself! So instead, a 60% increase to speed (setting the new speed at 120mph) puts the engine at 4,000 eb with no increase to base SDP! That's a whopping 1,500 added thus far to the vehicles base cost. However, the new engine speed comes with a downside. Of the six spaces available for your car, 2 are now taken up for this upgraded engine. This is completely unacceptable! Ok, since the engine should fit nicely into its allotted space (thus taking up no space); this is where space efficiency comes in. Cutting that engine down to no spaces is 15% of 4,000. In effect it's a mere 600 eb. So the final cost of this new mod-ed engine is 4,600 eb. Not bad, considering if you install it in a car with no armor, the speed goes up to 160mph!

Crash Control Deluxe
Credited - Kountzer0

With the advent of Aerodynes, a realization dawned on vehicle manufacturers that the standard crash control system just might not be enough. While SP 40 certainly isn't bad, the odds of it helping you survive a crash in excess of 100 mph aren't good. Not to mention crash landings. It is with this in mind that Crash Control Deluxe came to be. Deluxe features the same options as normal crash control, with the addition of side impact airbags, a four point restraint system, reinforced seat belt material (guaranteed to not tear or your money back!), and extra seat welds to ensure your seat doesn't take you for a ride during those sudden stops. In addition, extra padding (consisting of a new model of dura-foam) is added to seats to ensure your crash is as safe as humanly possible.

In game terms, Crash Control Deluxe increases the protection to SP 60 against collision.

No spaces

Cost - 700 eb per passenger

Varying Degrees of Damage Control

Credited - Kountzer0

For those who want some protection, but don't want to pay the price. We offer new variants on to your standard Damage Control package.

40% - costs 80% of vehicles base SDP cost.

Protects on a roll of 7-10. 1/10 of spaces, rounded down.*

30% - costs 60% of vehicles base SDP cost.

Protects on a roll of 8-10. 1/15 of spaces, rounded down.*

20% - costs 40% of vehicles base SDP cost.

Protects on a roll of 9-10. 2 spaces.

10% - costs 20% of vehicles base SDP cost.

Protects on a roll of 10. 1 space.

*Note - 2 spaces minimum

Damage Control Deluxe

60% - costs 120% of vehicles base SDP cost.

This is the safest way to move, period! Insulated copper wiring, improved fire extinguishers, improved circuit breakers, and fireproof interior are just some of the features included. Spaces required are 1/8, round up. Protects on a roll of 5-10.

Improved Flight System

Credited - Kountzer0

New for option for Powered Armor this season is the Upgraded frame from the U.S. "Sure Dead" class Cruise Missile. The weight has been reduced to 150 kilos, the number of external spaces required is 6 and as nice as this system is, there is a drawback. The sleek, lightweight design is not armored as well (20 SP, 50 SDP). But, if you dispense with the armor altogether, you can add an additional 5% more speed out of it (up to MA 315, Vector Thrust roll to maintain). Maybe not the smartest idea, but good if you have to go in a hurry. Max range is 600 KM.

Cost 80,000 eb (78,000 eb without Armor)

Spiked Ram Plate

Credited - Kountzer0

Ever so much more than a snowplow on crack. This nasty toy came about when a couple of techies stumbled across the Rules for Car Wars™. They were intrigued by the ram rules so came up with one of these for fun. By using scrap steel and 2 hydrolic shock absorption pumps, they created a streetwork of art. The end result was strapped to a punknaught and killed 36 civilians and caused countless property damage worse than Carmageddon style. The ram plate causes double damage to all objects rammed and thanks to the absorption pumps the damage to the vehicle is reduced by half. Due to the plates nasty nature of wrecking stuff (and the ability to impale humans) it is illegal in most cities (although the open road is another matter entirely). The ram also stops bullets at SP20

*Note - The ram takes up 1 space and the installation difficulty is 17 +2/4 hours basic tech roll.

Silent Running and Flying

Credited - Kountzer0

Silent running option allows your vehicle silent movement. The price is 1% base SDP cost per -1 to awareness checks (maximum silence is -10 awareness).

Silent flying is -5 awareness maximum for jets and AVs.

Cost GMs discretion

Nitrus Boosters (land based vehicles)

Credited - Kountzer0

New for your land based vehicle, this option will boost the acceleration and speed of your vehicle. There are 3 types of Nitrus systems.

1. Nova Dynamics "Drag" - Boost used primarily by modified police vehicles and street racers. The reliability is good and the tank is small enough to not be noticed by casual inspection. It takes up 1 space (adds 10 mph acceleration and 30 mph speed increase for 1 turn)

Cost 300 eb + installation.

2. General Motors "Burst" - A more serious nitro system intended for use by professional racers. Not as small as the Drag and is definitely louder, it is just as reliable but takes up 2 spaces (adds 20 mph acceleration and 50 mph speed increase for 1 turn)

Cost 800 eb + installation.

3. Grand Prix "Road Runner" - Alright, I'm not gonna lie to you guys out there, this thing ain't safe. It was prematurely released and still has some quarks. (when used, roll percentile, on a 1-5 nothing happens, 6-96 is ok, 97-00 KA-BOOM! goodbye booster) But let's face it, if you wanna go that fast, you probably don't care about safety anyway. The tank takes up 3 spaces, it's obvious to anyone and has an energy output off the scales! (adds 40 mph acceleration and 90 mph speed increase for 1 turn) I hope you have a high driving skill or it's your funeral.

Cost 2,000 eb + installation.

*Note - Boosters in 2020 are better than today's standards. In fact only the Drag uses Nitrous Oxide. The Burst and Road Runner are essentially heavily modified engine add-ons. (installation cost is determined by GM) Nitro is a term still used out of habit (some things just don't die). Each tank has 4 charges before "fuel" runs out, while using 2 charges consecutively has no negative affect but it is not recommended. If 3 or more consecutive charges have been spent there is 30% chance of blowing your engine, You have been warned. Drive safely and keep the body count of a minimum.

Extra charges can be added at the cost of 250 eb for 2 charges and 1 space.

Full auto ET enhancement

Credited - Kountzer0

New from the genius of Antonio Luccessi comes this option for your gun. Normal ET enhancement is great but with semi-auto fire only, the target of your aggression may survive long enough to shoot back. So for a mere 3x the cost of your gun (provided it's full auto already) you can increase your gun's damage and range immensely. The process is simple. by adding a heat resistant barrel and 3 micro collett systems to your gun, this enables your gun to be fully automatic EAE. ET enhancement is included in the price. Difficulty 25 weaponsmith roll to install.

Lowered Acceleration

Credited - Kountzer0

In everyday terms a shitty engine, each 10% taken away from acceleration lowers the SDP cost by 5%. (Maximum acceleration lowering 50%)

Lowered Deceleration

Credited - Kountzer0

Brakes?!? We don't need no stinkin' brakes, besides real men don't use them anyway. Each 25% deceleration taken away lowers the DSP cost by 5%. (Maximum lowered deceleration is 50%)

DRUGS

*Note - Thanks to Ocelot for creating his great Drug Lab, must give recognition where its due. For GMs wanting to find out the addiction number of the drug, time to next dose and time to withdrawl for certain drugs you can refer to [Ocelots Drug Lab 101](#)

Rampage

Credited - ohms

And you thought Blacklace was some good shit! Created by a disgruntled employee of Biotechnia this drug makes Blacklace look like a sugar high. Rampage will turn any good willing citizen into a homicidal killing machine. A combination of various uppers, **UPPERS** and more **UPPERS** you are guarenteed a blood bath. I mean, sure... you will look like a psycho with the blood shot eyes, red skin and excessive drooling but if anyone looks at you funny you have will have no inhibitions to cut him down where he stands!
Duration: d6 x 10 minutes
Time for effect: 1d5 turns
Form: Injected (comes in its own disposable auto injector)

Rampage (type a: illegal)	
Stun reducer +10	Attribute increase +10 (+2 reflex / +2 Body)
Pain negation +10	Aggressive behavior -6
Cold sweats -2	Strength +2
Excessive salivation -2	Loss of inhibition -4
Strange skin pallor (red skin) -2	Mildy addictive -8

Cost - 240eb a dose

Rollercoaster

Credited - ohms & Kountzer0

Rollercoaster is the new psychedelic drug on the streets. Rather than paying for seperate highs for uppers and downers we will give you the same thing in one dose. When you first take the drug you will go up, then come down, and go back up again hence the name. For every 2 hours on the drug there is a 50/50 shot of it being either a euphoric or a depressant. What a wild ride!
Duration: 2d10 hours
Time for effect: Listed below
Form: Pill (2d6 x 10 minutes), Powder (1d2 minutes), Injected (1d5 turns) or Derm (2d10+10 seconds).

Rollercoaster (type b: illegal)	
Euphoric +5	Depressant +5
Longer Duration +10	Nightmares -6
Hallucinogen 10	Strength +3
Psychologically Addictive -4	Aggressive Behavior -6
Blood shot eyes -2	Cowardice -8

* Note - When the drug wears off depending on the last effect the user will suffer either extreme cowardice or aggressive behavior. Regardless of the resulting behavior, nightmares will ensue for a d6 nights afterwards.

Pill cost: 70eb

Derm cost: 270eb

Powdered/Snort cost: 135eb

Injected cost: 200eb

*Cost in doses

Reality Pill

Credited - Kountzer0

Reality is a recreation drug used primarily by artists and people who just want to escape from reality. The users escapes to his or her own fantasy world for the duration of the drug. The crash that ensues tends to make people sick (hangover). The user(s) blame the crash on reality. (Man that fucking hangover made me come back to this dump).
Duration: d6 x10 minutes
Time for effect: 1d5 turns
Form: Pill or Derm

Reality Drug (type c: illegal)	
Nausia -4	Headache -4
Loss of Appetite -2	Eurphoric 5
Hallucinogen 10	Strength +1b

Pill cost: 30eb

Derm cost: 120eb

*Cost in doses

D₅W-B¹-ASA Complex

Credited - ohms & Kountzer0

Ever get those fucked up hangovers? The ones that really fuck up your day? The ones where even a dog bark will gong your head like a bell tolling? Well we've got the solution! This compound formula sold over the counter like Maalox removes hangovers GUARENTEED! (85% chance - ok.. ok... so I lied, but its better than nothing) Now when you go to the Bodega to buy Smash you can pick up a bottle of this too.
Duration: d6 minutes
Time for effect: 1d5 turns
Form: Liquid ingested (250cc) oh and it's fucking nasty tasting too.
Side effects may include dry mouth, constant urination, dehydration and bad breath.
Cost 15 eb (1 dose/bottle)

Naloxicon

Credited - ohms & Kountzer0

Now for all you people who have been the victim of a dangerous drug rampage. Here is the cure all for that drugged out psycho. This drug is a combination of Narcan, Rumazicon. Naloxicon reverses the effects of the following drug types: Any opioid (euphoric) or benzodiazepin (downers).

Duration: d6 rounds

Time for effect: 1d5 turns

Form: Intravenous 20mg/ml

*Note - due to large dosage it will not fit in the standard auto-injector.

Side effects may include Combativeness, Nausea, Vomiting, loss of bowel functions, and Migranes.

Cost 90 eb (1 ampule/dose)

"Okay IB Bangin`, we're gonna bring you back from the dead. Now, I want everybody here to grab the hand of the person next you. Come on now. We ain't got much time. And look up towards the heavens.

Dear Lord, here I am again... asking one more chance FORRRRR a sinner. Please Lord, bring back IB Bangin`, Lord. You have the power Jesus, you have the might. You have the super light to spare this worthless man.

Rise up IB Bangin`... and a life anew. Thank you Lord."

-Marcus (Ving Rhames) from Bringing out the Dead.

Hemocrit

Credited - ohms

This is an over the counter drug originally developed for Militech troops. Hemocrit is a combination of blood clotting agents, Speed heal (restores 1 point of damage) and Epinephrine to stop severely bleeding wounds. The Epinephrine portion of the drug will cause vasoconstriction to slow down the bleeding while the clotting agents take effect and the Speed heal to help heal. If you are at mortal 1 and making death saves because you got 4 rounds of 10mm shot into your leg this can stop the bleeding and the player will no longer have to make death saves for the duration of the drug.

Duration: d6 x 10 minutes

Time for effect: 1d5 turns

Form: Contact

Cost 125 eb (1 dose/package)

CORPORATIONS

Xirtech Inc.

Credited - ohms

Headquarters: Oslo, Norway

Worldwide Offices: Night City, Dallas, Bonn, Tokyo, Brussels, Berlin

Majority Stock holder is Tor Norum located in Oslo, Norway holding 31.4% of total shares.

Employees:

Worldwide: 8,000 / Troops: 300 / Covert: 26

Background:

Xirtech is your everyday European computer technologies company that is riding the high demand for personal and small business solutions. Xirtech still small is hoping to expand into the American & Asian markets by introducing more micro personal computer solutions rather than business end of the market. This company have survived more then it's fair share of hostile take over attempts by Zetatech (CP2020 main pg. 210) and wipeouts by Terrorist factions (Asian organizations). This company may seem small and under equipped but can hold their own in heavy situations against companies in their ranks. The Asian Terrorists see Xirtech as a threat to "their" industry (micro personal computing) and see Xirtech as a pollution into their computer world. Their goal is to dominate the Micro personal computing industry worldwide and to see people using Xirtech solutions to all their personal / household needs.

Equipment and resources:

(6) AV-4s, (2) Osprey, 2 Gulf streams (one AV based out of Oslo Norway @ Xirtechs` private airfield). Each office in Europe has Surgical Infirmaries able to handle basic triage and minor surgeries. Xirtech has access to a decent personal weapons and armor. All company troops are equipped with SP20 helmet, SP16 Kevlar vest, Heckler & Koch MPK-9 (Blackhands pg. 17 and CP2020 main pg. 62) or Luigi Franchi shotgun (Blackhands pg. 21 or Eurosource) , and a LeRoi Maxi-10 for their standard sidearm (Blackhands Street Weapons pg. 12 and Eurotour). They do not have access to heavy man portable weapons (let me stress the DO NOT part).

ORGANIZATIONS

Night City Thrashers (Combat Hockey Team)

Credited - Kountzer0

The Night City Thrashers are one of 10 teams in the Night City Combat Hockey Open League. While anyone with a grudge is allowed to make a team, most don't last, usually at the hands of the Thrashers. Lead by Bobby Daring (stats in the NPC section), the Thrashers are currently the most dominant team in Southern California.

The Thrashers are a twelve-man team, coached by Sgt. Gene Redmond, a long retired soldier who's block was under the "protection" of the Blood Razors, of which all players are members of. The Sarge was made an honorary member as well, after beating a particularly nasty EBM team for the lease of the Blood Razor warehouse.

Each player on the Thrashers is heavily cybered, almost to the point of psychosis. Even Daring (an admitted Black Lace addict) had a run with Cyberpsychosis. However, to ensure that no termination order was issued, Net 54 sponsored his therapy. Now, all Thrashers hover that edge, and it's made them a truly dangerous team.

But worse than the drugs and cyber, the team is amazingly coordinated. On the rink, there is no doubt, Daring is in charge. His team excels around him, and as a result they are a very close-knit group. The Razors extend the Thrashers many courtesies in the zone as well. HackMan himself decreed that his team gets first crack at new cyberware, and makes sure his fixer has Daring set up with Lace and Smash. In addition to extra status and cyberware, each member is required to have an extra around them at all times. This is a result of a gang hit in 2019 that killed two members and nearly killed Daring. Each extra is heavily armed, cybered, and carries a really bad attitude. People are encouraged to stay away.

Your average Night City Thrasher

Int: 5, Ref: 9/11, Bod: 11, Tech: 3, MA: 7, Cool: 8, Attr: 5, Luck: 6, EMP: 7/1

Gang Rank: 5, Athletics: 6, Melee: 5, Brawl: 5, Awareness: 3, Intimidate: 5, Handgun: 4, Resist Torture: 3, any three personal skills at +3.

Cyberware: Basic Processor, Skinweave (sp12), Grafted Muscle, Korensikov Boosterware +2, Left Cyberarm (w/THK, RJ, ARM, EMP, and Wolver), Right Cyberarm (w/ THK, RJ, EMP, Chrome), Interface Plugs, Cyberoptic (w/TA, IR, TH, Anti Dazzle)

Equipment: Sp 12 Armored Hockey Jersey (w/reacti-mesh fit, fireproof), Sp 8 Armored Pants, NuTek Mercury Rollerblades (in equipment section), SP 16 helmet (w/ Face shield), Modified Reaper Hockey stick (in equipment section), 1 dose Stim (Chrome 3), 1 six-pack Smash, Arasaka WSA pistol (2 clips API)

GANGS

Imperials Poser gang

Credited - Kountzer0 & Grim

**GM's note: There are currently 3 different versions of the Imperials Poser gang. The three are variants according to campaign levels. This is important, as key NPC's and equipment varies per level. Vehicles, EQ, Weapons and NPC(s) will be specified in their proper sections.

Straight from the Lucasfilm archives comes this new threat to everyday living. The Imperials were first conceived in 2018 by Michael Stevens, a disgruntled logistics and accounting manager of the Arasaka Night City office. Stevens, a film aficionado and closet psychopath, enlisted the aide of several disabled Arasaka special operations members, as well as various washouts from the Arasaka training program. The time was right for Stevens. Construction was officially completed on the towers during the year, and Stevens had the foresight to embezzle proper funds during this time. Weapons lists were made to manufacturing plants, only to be lost in red tape. Armor which was bought as a courtesy from a subsidy company (makes it look better on the financial statements to have a big client) was just sitting in storerooms waiting to be stolen.

It's a known fact that Arasaka favors combat operatives over conventional employees. So when Arasaka appointed a former special operations solo as head of the new office, Stevens had enough. He put his plan into action. Recruiting David Coddington (a former Special Ops. team leader who was shelved after it was discovered he was a diabetic), Stevens now had a troop leader who was skilled in operations as well as he was in logistics.

Together, they set out to find others to bring in the fold. Using some corporate pull, Stevens pulled the files on all Arasaka washouts currently residing in the Night City area. While Stevens went looking for troops, Coddington went out looking for a suitable base of operations. Know that anything in the city is unaffordable and obvious to say the least; he instead went into the heart of the combat zone. Finding nothing but Boosters and lowlifes, he moved his search northward. That's when he found his ideal headquarters. On the edge of the zone, in an old abandoned hospital, Imperial Headquarters was born. During 2018 the Brushfire Wars also started up in Europe, and Arasaka was one of the companies hired on during the dispute. Not wanting to bring in outsiders, Arasaka was forced to use in theater talent, namely one Augustus Heinlein. Heinlein was a German born solo recruited after being dismissed from GSG-9 for disciplinary reasons. Arasaka saw an able soldier and competent team leader, and hired him on promptly after his dismissal. That was 2016. Heinlein was recently expelled from Arasaka service after a failed op. His team dead, himself in need of a pair of cyber legs, he was the victim of corporate infighting in the Arasaka Hamburg offices. He handed in his resignation and fled to Night City to start anew. It was only a matter of time before Stevens found him and recruited him.

With all the pieces in place, it was the time to show the players why they had been recruited. By the end of 2018, the headquarters was up and running, the recruits were all ready to start, and the three main players were ready to begin their new lives. Stevens had created it all, so he had the privilege of being the Emperor of the New Order, and took the name Palpatine. Coddington, who opted for more cybernetics as a means of keeping his diabetes in check, took the mantle of Darth Vader, Lord of the Sith. And Heinlein, with his quiet demeanor and impressive skill was thus born again as Boba Fett.

Imperials in the Zone

It was only a matter of time before the new force on the block stumbled on someone's toes. Due to its location, Imperial headquarters was a little too close to Blood Razor turf for Hack Man (the Blood Razor leader) likings. In the first two days of operation, the Blood Razors attempted to firebomb the Imperials with several drive by incidents. Fett and Vader, now properly equipped, were dispatched to send a lesson to all opposition in the zone. In a gangland blitzkrieg, Fett destroyed two gang hideouts and Vader was responsible for the messy deaths of at least three Blood Razor Lieutenants. Hack Man himself barely escaped Vader's wrath. This retaliation brought the Imperials some time to start training. Washouts who were somewhat trained by Arasaka were now given the finishing touches by the supervision and tutelage of Vader. The first group, consisting of 15 troops, was operations ready and out on the streets in less than a month. Michaels, at the same time, started slowly searching net archives for fans of the holy trilogy, and to recruit new techs and med techs. His success was so great; in about a month after setup, the Imperial Engineers Corps were born.

Imperials in 2020

The Imperials today are currently a force to be reckoned with. With a membership that boasts over 250 heads, the Imperials are currently one of the most dangerous gangs in the city. To make matters worse, thanks to the success of the Night City branch, the Imperials have splintered to San Diego, Los Angeles, San Francisco, and as far out as Las Vegas. While the numbers of these satellite cities don't rival Night City numbers, growth in numbers has been improving, and the Imperials are now talking of setting up a base of Operations in N.Y.C., as an east coast headquarters. In addition to the personnel numbers, the Imperials have access to equipment that most gangs can dream of. Armor, weapons, AV's (made up to look like TIE Fighters), and scout bikes make the Imperials a worthy opponent.

The Imperial Economy & Force Breakdown

Emperor Palpatine knew keeping a force this large would require more than just Arasaka's meager gang budget. From the beginning, he was devising plans to keep the Imperials in the black financially. So he drew up a set of plans for funding that could be secured and maintained for his Empire's continued success. The first and easiest was extortion. By having such a large group at his disposal, the Palpatine demanded payment for protection against rival gangs for businesses located in his territory. In exchange, local businesses aren't treated nearly as badly as they might be by a local block gang extorting them. All transactions are very professional, making it seem as if the Imperials are a legitimate security service. In fact, the NCPD have even turned a blind eye to this, as it makes patrolling those areas inhabited by Imperials that much easier. That's not to say the Police and Imperials are chummy. But as understaffed as they are, the Police see any sense of order as a necessary evil. Also supplementing Imperial income is Boba Fett himself. Over the past two years he has established himself as a serious hunter, with a near flawless record and knack for having the right equipment for the right job. His high-end bounties add to Imperial prestige (thus bringing in some corporate sponsorship), and afford special privilege and fame to the Imperial cause. Also, on the darker side, some Imperials have taken to dealing in drugs, weapons, and cyberware to supplement income. While this is not common knowledge, certain people do suspect it, and have pointed to it as a sign that the Imperials are not for the best interests of Night City.

As for the forces themselves, they can be broken down by uniform for unit of service. The most obvious Imperials, Stormtroopers are highly visible due to the white hard-shell armor they wear. Stormtroopers in Night City number around 80-90. They always operate in squads of 8, with at least one heavy weapons trooper per squad. While they aren't as well trained as edgerunners, their numbers and battle tactics are quite threatening to most citizens. Also, while not the same, but similar in appearance are Scout troopers. Scout troopers are the scouts and mobile force for Imperials. Scout troopers' number about 16-20 and in addition to their armor, they are known for their custom scout bikes. Scout troopers operate in squads of 4, but groups of 8 are not uncommon. Also known for their armor is the highly lethal forces known only as Storm Commandos. Storm Commandos are one of the elite branches of Imperial service and are noticeable by their Black hard-shell armor. While Storm Commandos are rare (only 1 squad of 8 has been documented thus far), their skill is very competent, and their teamwork nearly unmatched in any non-military trained forces (to exclude Arasaka and Militech). Also on the Imperial elite units are the Imperial Royal Guardsmen. The Royal Guardsmen are the most fanatically loyal to Palpatine, and for their loyalty they are rewarded with the best training and equipment Palpatine can buy. There are 8 Royal Guardsmen currently in existence, and six of them are always by the Emperor's side. The two who are not are cycled through with the regular forces to further hone their combat skills. Rounding out the assault forces of the Imperials are the Imperial Army regulars. Imperial army troopers are numbered less than Stormtroopers (only 60 suspected), this is due to the fact that they act more as a combat support role to Stormtroopers. Their skills are not up to Stormtrooper level, and due to this they are usually regulated to a lesser position. Imperial army regulars are the forces that are used to collect extortion money, deal with lesser and more non-combatative gangs in the area. Some also post guard duty at Imperial Headquarters and Imperial safe houses. Again, they operate in squads of 8. Serving in non-combat roles are the Imperial Engineers Corps. Imperial Engineers are the forces that keep the technology going, and have been expanded to include an Imperial Medical Corps. There are currently about 40 personnel filling these roles, which consist of Mechanics, Doctors, Medics, Scientists, Netrunners and Pharmacists. Also of note is the Imperial Navy. Not a Navy in the normal sense, the Imperial Navy consists of the assorted pilots of various craft in Imperial use. TIE Fighters, Walkers (yes, they aren't naval in a normal sense, but they were merged due to the specialized skills involved in operating them), Trucks, and Autogyros, are common among Imperials. To move these vehicles they have a force of approximately 20 personnel. They are noticeable by their black uniforms.

The Immortal Circuit **Credited - Kountzer0**

Immortals in Cyberpunk? HA! Unless your GM has completely abandoned the concept of reality (if you could call it that) its just isn't possible. But lets face it, we specialize in the impossible. When Immortals (a la Highlander) don't exist a close alternative has been reached. A few years back, in 2005 to be exact, a couple of students brought the theory of highlander to reality. However immortality eluded them, but thanks to the wonders of technology, the came damn close. The end result is The Immortal Circuit. Consisting of approximately 900 immortals, the circuit is the underground equivalent of LEOs Angels.

How Immortals work

Since the basics have been outlined in the movies and series, the process is simple.

1. Biosculpt & rejuvenation therapy (when the immortal feels the affects of aging)
2. PWD - Personal Warning Device: Installed in the body, detects other immortals in a 5 meter area.
3. Tracking device - nothing major, just something so the Watchers to keep tabs.
4. Spinal Cortex - Used to gain "The Prize". When the head is lobbed off the vertebrae below the skull has a 4 digit code used to gain the prize. The last immortal living is given the description code (of unknown origin) th decypher what the prize is.

The Watchers

In the series the Watchers observed and did not interfere. The rules have changed. Since The Immortal Circuit is essentially a tournament, the Watchers are referees. And Watchers do take steps to eliminate cheaters. (I.E. gun users, holy ground slashers, and anyone who tampers with the Immortal enhancements) The Watchers also assist the last immortal in receiving the prize. The job is pretty straight foward.

The Prize

Only a hand full of people truly know what the Prize is. Rumors have ranged from the uncompairable riches to actual immortality. I can possibly percieve the answer. The actual prize is determined by individual GMs, but at the very least players should deserve it.

Immortal Updates

I know what you are saying "how can there only be one, if new players come into play?" The answer is timing. One new immortal is brought into the ranks every 2 months. There is no limit, you must kill every immortal existing before a new one is selected (screened and approved by the Watchers). If you can, no more immortals will be selected and you gain the prize.

Your average Immortal

Your average Immortal is just not your average Joe Blow. Immortals are selected by scouting humans who want to exist at all cost. The immortals are cunning, determined, and ruthless (somore then others). They are skilled with a blade and talented with many other skills. All immortals (except newer ones) will have at least:

Attributes:

INT: 7+, REF: 8+, EMP: 5+, BODY: 7+

Skills:

Fencing: +5, Dodge: +5, Athletics: +5, Awareness: +4

Basic Immortal package is:

Skinweave (varies), Cyber Optic (with IE, IR, Thermal, TSM)

Immortal Players

It's not that hard for a player to play in the Immortal Circuit. In fact it's pretty easy. Your average Cyberpunk player should know enough to survive in the streets. If your GM allows it, your character receives the basic Immortal Enhancements and a sword free of charge. However there is a downside, the circuit is clandestine. You cannot mention your involvement, and fights must be concealed from public view. Speaking of fights, prepare to fight to keep your head.

GM Logic

First and foremost this is for reference, use it if not. But having an Immortal PC should open up more doors for your campaign. Now instead of running OPs for just money, your players must fight other dangers for personal survival. It should add a new element to your game. If a player gets out of hand, up the skill level of opponents. Please, this is supposed to be a challenge, don't let players cakewalk through it.

Immortal Geography

Believe it or not, this is kind of important. Most Immortals then to stick to high crime areas, that way their handy work goes unnoticed. However some Immortals tend to live the high life in Penthouses and such. Night City due to its mix of both poor and rich has the highest Immortal population with New York City running in second and Detroit running third. Immortals tend to stay away from Europe, most see it as a continent of tight-assed snobs, and the high police presence is a turn off too.

Immortal roles

Right about now, players should be thinking, "If I take a Solo, I'm a shoe-in to win" WRONG! The only advantage a Solo has in a sword fight is the probability of acting first. Well guess what? People parry in sword fights, and using your gun enough will guarantee your demise by a higher power. Remember, skill wins the battle, not your role. There you have it, don't lose your head.

Less than Humane Society

Credited - Kountzer0

Members: 500 to a 1000 metalheads

Cities: Night City, New York City, St. Paul, Nashville, Las Vegas, Washington D.C.

The Less than Humane Society is a full borg organization for borgs who are shunned by society (which is to say the most). The general purpose for this organization is for full borgs to come together and talk about problems, exchange stories, sell secrets, call backup, and etc... Most borgs see this place as a home away from home. Corporations use this place for potential employees. For borg PC's this means slightly cheaper therapy cost (GMs discretion), contacts, job opportunities, functioning Panzerfaust dojos, and a sense of belonging. If you are a part of the metal elite, then this is the place for you.

*Geminis` need not apply.

KNight Eyes

Credited - Kountzer0

Members: 25-75 KNights

Location: Night City

FYI:

KNight eyes is this wees latest odd ball gang and probably next weeks body bank special. The gank (or ORDER as they like to call themselves) are your average nocturnal vigilante gang who goes around doing various good things and trying to help fight crime and the same time. Often referred to as "Castaways from the darkages" these warriors are easily noticeable (they all carry swords and wear funky looking armor) but are incredibly talented. While noble in intent, they are unfortunately out numbered by the various gangs that take the right to be a live practicing criminal seriously.

Average KNight's stats: All stats are average except INT: 7, COOL: 10, REF: 9, BODY: 8, EMP 8

Skills:

Combat Sense: 3, Fencing: 5, Brawl: 4, Intimidate: 4, Social: 3, Awareness: 4, Athletics: 4, First Aid: 2, Personal Weapon Skill: 3-5

KNights use other weapons, most prefer handguns and shotguns but Semi-automatic rifles are not uncommon.

Symbols: eye over crossed rifle and sword or just an eye.

PLACES

The 2600

Credited - ohms

Ever been sitting in your cube in front of your mess of tech scanners, countless broken down cyberware parts or half made tinkering you have never completed? You ever wish you had a place where you can call a home away from home where you can converse with other tech heads like yourself? Share ideas, help each other trouble shoot problems and feel welcome in a crowd where feeling too smart is a bad quality? Well no more of that! The 2600 is a tech lounge for the technical, mechanical, cybernetic savvy person like yourself.

The 2600 is located in East Midtown Manhattan in the former Citicorp building (now run in the underground levels). The 2600 was not always a lounge; originally it was just hackers and phreakers who gathered in secrecy on the ground level of the building to share their whorl of knowledge which was the "hacking scene" in the 1990's.

The Citi Corp building is the one with the triangular rooftop.

Here you will find almost any information related to the technical field or equipment.

*Library search: diff. 20

*Streetwise: diff. 30

Rolls may only be made on subjects related to the technical field. There is no sole owner of The 2600. It's more of a co-op where all members put in an equal amount of work to keep things flowing. The atmosphere is nothing to go bragging to all your friends about, it's just a huge underground parking lot which was modified to be a huge room with a bar, lots of work benches and terminals. The east wall covered in monitors displaying current tech news and the Net output. Lets just say the décor fits any techie perfectly. The lounge also has a access door into the abandoned Subway lines where the BMT and IRT Subway gangs live and wage war among each other.

Vigilante Records

Credited - Kountzer0

Located in an area known as "the Market" in Night City, Vigilante Records is a low level record company catering to up and comers on the indy circuit. The basic set up is considered no frills, with only one recording room. The décor is definitely rocker related, with concert posters, ticket stubs, and bumper stickers covering the walls. All this is a severe case of nostalgia for the lady in charge. The owner, Jessica Vigilant, is a decently established rocker herself, and will gladly add backup or female vocals or piano to anyone in need during recording. In addition, Mark McManus, the resident programmer, can make just about anything happen with a Synthesizer.

Thanks to the proximity of local bootleg havens, records produced here can be made on the cheap, often by the same people that will be bootlegging everything when the star becomes famous. Songs can be formatted to Compact Disk (for the truly primitive), Mini Disk (for the mini primitive), or Digital Chip (for the rest of humanity). Rates are pretty flexible, and recording a demo here can be done for as little as 15 eb an hour (although that means the owner picks the time).

If the group/individual has talent, Vigilante will help cultivate it, providing they sign a developmental contract. In addition to extra practice time in the studio, Jessica will help promote, publicize, and get gigs for emerging artists. Usually, once a band is established, they will be given merchandise to resell at venues (Tee's, CDs, Chips, Buttons, etc etc.), to pay off recording time and promotional fees. The kickback is usually 1-3 eb a CD (they sell for 8eb packaged), Chips are 2-5 eb (at 18 eb a chip packaged), Tee Shirts kickback at 5 eb (sold at 15eb at shows), and buttons are .5 eb (sold at 2eb per).

This may not seem like much, but in addition to the gig fee itself (which usually is jack and shit); this bit of supplemental income can really help a band that's struggling. How much of a kickback you get back from sales depends on how good your streetwise is (it really helps to have a fixer, who can also promote heavily on the side). However these services are usually limited to Night City and neighboring cities themselves. Rarely will someone currently signed on to Vigilante Records move out of Cali. In order for that to occur, you are going to have to sell out.

Now, you can sell out on your own, join the faceless gobs of generic wonder bread at the larger firms, or you can do things the right way. If you're looking to move on to the next step of fame and stardom, and want to part ways on good terms, Jessica will help you cut a killer demo package, and do her damndest to get you in the door of a reasonable label. To this end she has helped broker a few deals with Universal Records, usually benefiting all sides amicably.

Smoke & Mirrors **Credited - Kountzer0**

Tired of the same old scene in the city? Can't stand those thuggish night clubs with uncouth booster clientele? Want to frequent a place that's socially upscale, yet laid back enough to unwind after a hard days work? Here at Smoke & Mirrors, we know how you feel. Our gentleman's club is the perfect way to relax after a hard day climbing that corporate ladder. With many vintage wines and brandies to choose from, all your drinking needs will be met. Want to light up after a hard day in a smoke free zone? Not a problem here. We know you're aces, and we want to treat you like a king.

While you wait to be seated our luxurious waiting area features a very well stocked bar for your drinking pleasure, as well as several big screen plasma TVs, usually viewing the various world markets, sporting events, and local news (muted of course). The quaint sound of classical music echoes through the waiting area, and the dimmed lighting makes for a nice contrast to the bright lights of this never sleeping city.

For your dining and meeting pleasures we have private booths and rooms available. Our servants are very courteous and responsive, and our meals are prepared by the finest chef staff Night City has to offer. All of our booths are next to mini fountains, adding a pleasant site to your dinner (and acting as a deterrent to listening devices as well). We at Smoke & Mirrors believe your dinner conversation should be a pleasant and private affair.

We are very conducive to your security needs, and any bodyguard providing a license for weapons will be allowed to keep his weapon, however we ask that they show courtesy for our staff and guests and keep all firearms concealed unless absolutely necessary. Our own security staff is overseen by Klaus and Miranda Dieter, two very well respected European Solos. Both are most cooperative when dealing with your security needs.

At a modest price of 150 eb per person, this is one night out you won't soon forget. Also, we offer package deals to corporations and select individuals, as we value repeat clientele. This is one fringe benefit that's worth every penny. If you want a truly memorable dining experience, we are located in West Hill, right next to West Hill Gardens residential area. Please call or fax reservations no later than 8 hours in advance.

** Game notes: This place is swank, with a capital S. This is the place that most edgerunners wish they could get into, but would never admit to wanting to see. The dress is business formal, and the décor is something out of a classy 1930s speakeasy. The waiting lounge usually has a live pianist covering old Sinatra tunes (he's even pretty good), which is sharp contrast to anything on the radio at the moment. The dimmed lighting old style setup makes this an ideal location for corps looking for nostalgia and a different experience. Local mobsters come here to be reminded of times of gangland past. And upscale European types come here seeing this place as a piece of Americana.*

The Knitting Factory (Night City) **Credited - Kountzer0**

Over the years much has been made of the Knitting Factory in Los Angeles, and to a certain extent, the one in N.Y.C. as well. However, given the earthquake that sent L.A. into the ocean, and certain events that occurred in N.Y.C. (Don't worry folks, Leonard Street is well downtown of the blast, and we're still open for business!), TKF has upped shop to the new hotspot on the west coast, Night City.

Located in the serene Old Downtown section of the city, on the same street as Counter Intelligence Associates, shop was opened up back in 2016. While not as glitzy as Café Chrome or Rainbow Nights, the Knitting Factory is more utilitarian, offering a small stage that has seen many a rockerboy on their rise to the top. Many established stars have gotten their big break here, and the memorabilia is very visible behind the Plexiglas wall. It's rumored that Jack Masters actually owns this place, but such rumors are viciously denied.

For those who are listening to the music, not making it, the bar is fully stocked, the 'tenders are top notch (and damned good looking to boot). Security is discrete and professional, and the door check guarantees any weapon checked will be returned, no questions asked. Given the proximity to the Maelstroms headquarters, guests of the club are in fact encouraged to come armed, as hecklers outside may occasionally ambush individuals less armed than themselves. Hint, Inquisitors will not be welcome here. Juvie Club-goers and goldenkids, this is not a standard nightclub. We cater to a distinct clientele (anyone but you freaks), and the staff cannot guarantee your safety inside the club. You've been warned. Everyone else, doors open at 9, line forms to the right, and shitkickers and an attitude are a must.

HOUSE RULES

Further Differentiating Roles in Cyberpunk **Credited - Kountzer0 & ohms**

We all know that as great as an RPG is, it will never fully cover every aspect of life. Most of us wouldn't expect it to. However, sometimes delving a bit further into things is necessary to add new twists, quirks, and characteristics to a class or role. Sometimes it also makes good sense as well. It's with this in mind that Ohms and I started brainstorming on variances in the roles of Cyberpunk. After all, Solo 1 broke Solos down into several different professions in their respective field. So here's what we've come up with thus far:

Netrunner

Variant: Infiltrator

Using more of the hands on approach to data retrieval, information gathering, sabotage, and hacking the Infiltrator role is more of the conventional spy than the Netrunner who sits at a terminal or jacked into a cyberdeck 24/7/365. With expertise in subterfuge and breaking & entering, the Infiltrator can get to information on hard copy where a Netrunner will have no success. Not only can he obtain hard copy data he can also attempt to obtain valuable information only passed from person to person by means of skills such as disguise, forgery and persuasion & fast talk.

The following is the skills list for an Infiltrator:

Interface, Awareness/Notice, Hide/Evade, Stealth, Pick lock, Electronic security, Programming, Library Search, System Knowledge, Handgun

Common pickup skills may include:

Persuasion & fast talk, Disguise, Forgery, Pick pocket, Shadow/Track, Basic Tech, Electronics

Medtech

One big problem I have noticed in the Medtech role was that there was no detail when referring to pre/post hospital care. Now you and I both know that Medtech's can't both work in and out side the hospital. As skilled as a physician may be he could never be a medic because of the training for starters and the aspect of the job differs. This is the same thought that a medic could never be a physician because the training a medic gets is not going to be in depth in the field of practical in-hospital medicine.

Variant: Medic

From a hospital to an ambulance the medic is versed in the art of stabilizing a patient on the go, sometimes in very hostile situations with limited resources. A medic is very aware of his surroundings when going into a potentially hostile situation to help someone. Physicians and Medics are highly skilled in medicine but work in different ways to help patients. Where a

physician is there to help the patient from the point where he is already stabilized and having a calm atmosphere to work with almost all medical resources at his finger tips the medic is there for the patient when they are at their possible worst. They are that patient's only life line to live working anywhere from calm to a hostile conditions.

The following is the skill list for Medic:

Medtech, Diagnose illness, First aid, Basic tech, Human perception, Handgun, Driving, Education & general knowledge, Awareness/notice, Pharmaceuticals.

Common pickup skills may include:

Cryotank operations, Cybertech, Library search, Chemistry, Streetwise.

Variant: Physician/Ripper Doc

The Physician and the Ripper Doc are one in the same. They both have pretty much the same education but somewhere along the lines the Ripper Doc in his passed as a medical Student couldn't cut in school or did not have the finances to continue paying for school. They do the same job but in different situations.

People who have money to obtain cyberware through legitimate means would go to a physician to have them installed. A victim of a gun shot would who is not wanted by the law can be treated with no worries about being put through the system in a hospital to be treated by a physician.

On the flipside:

If you are wanted by the law you wouldn't want to be run through the system and attract unwanted attention to yourself, so you would go see the Ripper Doc in the back alley. The Ripper Doc is also the man you want to see if you want to fence off bodies - dead or alive I'm sure he will be happy to take them off your hands.

Another reason you would go to a Ripper Doc would be... let's give you another scenario; Can't afford those new wolvers you want? Well the Ripper Doc just may have a set for slightly "used" ones for sale at a discounted price (depending on the roll, as stated in Wildside).

The following is the skill list for a Physician:

Medtech, Diagnose illness, Human perception, Library search, Awareness/notice, Cryotank operations, Cybertech, Education & general knowledge, Pharmaceuticals, Zoology.

Common pickup skills may include:

Personal Grooming, Wardrobe & style, Biology, Basic tech, Chemistry, Teaching.

The following is the skill list for a Ripper Doc:

Medtech, Diagnose illness, Resist torture/drugs, Streetwise, Pharmaceuticals, Handgun, Awareness/notice, Cryotank operations, Cybertech, Human perception.

Common pickup skills may include:

Brawling, Library search, Persuasion & fast talk, Education & general knowledge, Chemistry, Botany.

Rockerboys

Variants: The Gangsta Rapper

Not one for an instrument or heavy metal riff, the Gangsta Rapper trades flashy hair for even flashier bling. In these turbulent times, the Gangsta Rapper is more than someone who sings about blunts, booze, and beatches. The Gangsta Rapper is a source of hope. A street-smart operator that found his way out of the zone, and into the record studio, the Gangsta Rapper is often more similar to his Rockerboy brethren than either may care to admit. Both work almost non stop on their craft, not content to merely settle in life. Both are highly aware of the situation on the streets, and more often than not both work towards remedying things, be it fighting corporate gentrification, settling gang disputes, or raising social awareness. Both Rockers and Rappers have the potential to reach vast amounts of people, as both genres have been thoroughly imbedded in the cities and sprawls of America, as well as the 'burbs and arcologies of corporate living.

The following is the skill list for Gangsta Rapper:

Charismatic leadership, Streetwise, Handgun, Perform, Oratory, Intimidate, Composition, Brawling, Awareness/notice, Expert: Music industry

Common pickup skills may include:

Resist torture/drugs, Wardrobe & style, Personal grooming, Persuasion & Fast talk, Melee, Human perception.

Professional Athlete

Credited - Kountzer0

As rare as they are, professional athletes still have an important role in 2020 America. Athletes, through physical prowess, charisma, and an almost unequal determination to be the best, exemplify what's best in America. Athletes are more than just elite moneybags; in 2020 even the meanest, most morally corrupt athlete is a role model.

There are multiple variations of athletes, everything from baseball player to combat hockey player to minefield soccer player is fair game. While most major sports are corporate sponsored, the more dangerous ones are played with only a minimal interference from corporations. So while the Night City Rangers (South California's hottest new Baseball team) are overburdened with corporate sponsorship (complete with TV spots, holo-ads in the outfield, other assorted corporate propaganda EVERYWHERE), the Thrashers (the Combat Zones meanest combat hockey team), only airs via pirate broadcast, and is funded just enough to keep the warehouse running and the team equipped. However, both are revenue generators for Media corps, so both get plugged heavily for viewing.

The special ability of the Professional Athlete is dependant on their sport of choice. A combat hockey player's special ability thus is Hockey. The special ability is more than just raw ability in exhibition however. Professional Athletes also add half their level to initiative when engaged in their sport. Professional Athletes also add their special ability to tactics to determine game plans for combating other teams (or opposing players). In addition, for each level of special

ability, the professional athlete gains one point of Reputation. Professional athletes also add Athletics to skill roles during physical competition.

While more traditional sports roles may not have much excitement and role-playing potential, a professional athlete in a combat or death sport is a campaign unto itself. Professional athletes should focus on Reflex, Body and MA for attributes. However Cool and Int can be important as well.

Here is the skill list for a professional athlete:

Special ability (sport of choice), Athletics, Brawl, Melee, Dodge, Strength feat, Endurance, Awareness, Resist torture/drugs, Persuasion & Fast talk, Intimidate, or Seduction.

Common Pick-up skills include:

Leadership, Human perception, Social, Personal grooming, Wardrobe & style.

For example, Bobby Daring is a Combat Hockey player for the Thrashers. His skill list would look like this:

Hockey: 6, Athletics: 4, Brawl: 3, Melee: 5, Strength feat: 3, Endurance: 4, Awareness/notice: 3, Resist torture/drugs: 3, Intimidate: 4, Dodge: 5

His 16 Pickup points are spread out like this:

Leadership: 5, Human perception: 5, Wardrobe & style: 2, Personal grooming: 2, Social: 2

Combat Hockey

Credited - Kountzer0

Combat Hockey is a sport that developed its roots deep in the Combat Zone of Night City. At the 28th St. Park, under the overpass of the William Gibson Freeway, two block gangs, lacking the heavy firepower to firebomb each other, opted for a more physical way to settle a dispute. The old basketball courts were cleared, and the fence surrounding it was electrified. Both gangs scrounged for equipment; roller blades, hockey sticks, spiked gloves, and a 7 pound metal ball. The premise was simple; the first team to score 3 goals wins. The resulting game was so brutal, it drew gangers from the surrounding area to watch, and before long, everyone was willing to give it a go.

That was 2017. In the 3 years since, the game has been somewhat refined. Hockey sticks have been modified to be lethal melee weapons (mono-knives added to the stick end, the other end sharpened like a scythe), padding has been heavily spiked, and battle gloves or cyber arms are standard. Also, players have taken to using mono-wire as well. Also of note, the addition of ramps to the arena makes it more likely that a body count will be established early on, and continues throughout the night. Also, to make it more structured, there are now 3 ten-minute periods per game. Each team has five players and a goalie. Usually, there are 5 or 6 backup

players per team. Although as many as ten backups has been used during a match.

The arena itself is usually an old basketball park, parking lot or warehouse that has been modified to play the game. Anywhere were you can allocate a total playing area of 100 foot by 50 foot will suffice. A fence is then electrocuted (does anywhere from 1 to 3d6 of damage per bump into it, with a 20% chance of shorting exposed cyberware). The goal area is a 4-foot by 4 foot net that is protected by the goalie. The players must adhere to the rules presented by the 2 refs; otherwise they forfeit the game, and lose the stakes involved. There are really only two types of penalties. Too many players in the arena (more than the six, goalie included) is a one minute penalty. Killing a player is a two minute penalty. Penalties require one player to be off the rink, allowing an odd man advantage. Excessive death does not stop play. Games that have come down to 4 players total have occurred.

During the first year of play, excessive death was fairly common. Lately, the game has curbed the fatal violence, often out of necessity. Teams exactly bloody retribution for a fatality, often singling out a player for 3 or sometimes 4 on 1, with deliberate intent to kill. As a result, while deaths are still fairly common, most aren't deliberate. Most teams are self-sponsored, but after being videoed and played during a pirate broadcast, its popularity has risen to the point that corporations have limited sponsorship of some of the teams. While they have also tried to mass-produce this sport for their own ends, the corporate brand is rather bland and not as exciting. Also, of the original teams, certain players have come to stand out in the public eye.

These players are celebrities in their own rights. Others have attained such a level of skill that they can no longer be considered gangers, but rather professional athletes in the truest sense of ability. This is especially important, as most players aren't professional athletes, but merely gangers who are somewhat athletic and extremely violent.

Wetwork pay scale rules

Credited - Kountzer0

This variation of normal pay scales for PC's NPC's varies per operation as opposed to the standard book pay scale per month. The base pay is 1000 eb per agent - per 3 days of operation. It's

broken down to 3 categories listed below in a convenient chart.

*Note - multipliers are multiplied on top of each other then divided by 2 to prevent excessive cost.

Risk Assessment (multiplier in cost)	Variables	Agent Quality
No risk = x.5	Green/street thug = x.25	Time table = x2.0 - x5.0
Possible risk = x1.0	"I've seen a gun fight" = x.5	Out of city = x2.0
Occasional risk = x2.0	Average = x1.0900 eb	Out of country (not cumulative) = x4.0
Possible serious damage = x3.0	Combat Veteran = x2.0700 eb	High profile = x2.0 - x3.0
Serious damage = x4.0	"My gun is my soul!" = x3.0800 eb	
Agent might die (10-50% chance of death) = x5.0-x10.0	"Walking weapons platform" = x4.0800 eb	
Agent Probable death = x20.0	Cities top 3 = x5.0	
Suicide run (95% chance of death) = x100.0	"Blackhand who?" = x10.0	

We have setup an example to help you out
 Pantsman (a extremely heavily modified body conversion) has been requested by Militech to blow up some stuff in Europe. Pantsmans` pay scale for the operation is:
 Agent probable death = x20.0
 Walking weapons platform = x4.0
 Out of country = x4.0
 High profile = x3.0
 Base cost of 1000 eb
 Divided final cost by 2
 Grand total = 480,000 eb