

Hello again, welcome to our second Shadow Gear catalog. Yes, that's right, second. No, you haven't missed seven years of catalogs... there's just this one and the Shadow Gear 2050/2051. In fact, that catalog was finished only three years ago, in 1993. And now, after three years of more Shadowrun playing, more cyberpunk novel reading, more ninja movie watching and becoming otaku (anime fans, not deckers, thanks) my friends and I have put together a new catalog of even more marginally useful stuff. Some of you will probably recognize some of it, since it comes from such varied sources as William Gibson, Wilhelmina Baird and Shale Aaron novels, GURPS cyberpunk rules, The Dirty Pair, Akira & AD Police, the Discovery Channel, a book on cold war CIA equipment, real security catalogs, and ideas hinted at in Shadowrun novels & sourcebooks, as well as my and my friends' own demented psyches.

Before we get to the good stuff- just a few disclaimers. Always check with your GM before using any of this stuff in a game. Not all items will be appropriate for all campaigns. Most of this stuff has been playtested, but NOT thoroughly. Most items are designed to give variety to play, not as power-ups, so game balance shouldn't be affected that much by many of them. There is one item that I hesitated to include, but did anyway. Mneminol is good way for shadowrunners to cover their tracks, and a good way to wreck a scenario in under 30 seconds. Be careful in allowing it into your campaign.

I also want to apologize if it seems we've "pirated" any items or ideas that have been previously posted to the net. I haven't seen a Shadowrun version of any of these items before, and I don't often get a chance to read rec.games.frp.cyber or cruise the web for SR stuff (Thanks to Morrighu for posting this.)

I've also asked Morrighu to post an updated version of the 2050/2051 Catalog, with corrections and clarifications for some items, and deletions of items FASA has included in its sourcebooks in the last two years. Enjoy.

<What do you mean live exceeded my credit limit?!!!!>
-Autumn Twilight, Power Shopper.

Shadow Gear Catalog

Summer 2057

(General Release vers. 1.0)

Part 1- Weapons and accessories.

Ingram H-2

For those of you that go heavy on ammo, Ingram introduces the H-2, boasting a 40 shot clip. The H-2 is built off the Smartgun body, but the ammo feed has been modified. Smartgun technology is built in.

Con.	Ammo	Mode	Damage	Kg.	Availability	Cost	Index
4	40(c)	BF/FA	7M	4	6/3 days	¥1200	1

Ares KR33Z Special

Ares hails its new KR33Z ("Kreez") Special as "the best SMG in production." Originally developed for Desert Wars 8, the Kreez has received much praise from both Tech Trak Tonight and Gunbunnies magazine. Includes an integral Smartgun II link.

Con.	Ammo	Mode	Damage	Kg.	Availability	Cost	Index
5	30(c)	SA/BF/FA	7M	3	8/7 days	¥5400	2

Beretta Wolff

Officially classified as a "Heavy Machine Pistol" the Wolff is Beretta's latest contribution to the world of automatic weapons. It boasts an internal sound suppressor, making it popular with those who wish to be discrete. Cannot accept barrel mounted or underbarrel accessories.

Con.	Ammo	Mode	Damage	Kg.	Availability	Cost	Index
5	36(c)	SA/BF	7L	2.75	4/48 hrs.	¥1750	2

Seco PS-9

Another "Heavy Machine Pistol", the PS-9 is popular among gangs for its slim profile, low cost and high damage potential. Cannot accept underbarrel accessories.

Con.	Ammo	Mode	Damage	Kg.	Availability	Cost	Index
6	30(c)	BF	7L	3	4/48 hrs.	¥650	1.2

Disposable Pistols

Planning a run where you know you'll have to leave your weapons behind? Or maybe you can't afford that backup heavy pistol? We've got the guns for you. Use 'em once and throw them away. All guns come preloaded with either regular or gel ammo, and cannot be reloaded.

	Con.	Ammo	Mode	Damage	Kg.	Availability	Cost	Index
Hold-out Pistol	8	4	SS	4L	.25	2/12 hrs.	40¥	.8
Light Pistol	6	12	SA	6L	.75	3/12 hrs.	80¥	.8
Heavy Pistol	5	10	SA	9M	1.5	3/24 hrs.	100¥	.8

SMAHL

SMAHL stands for Shoulder Mounted Argon Heavy Laser. The SMAHL is a man portable anti-vehicular laser developed by the UCAS military.

	Con.	Ammo	Mode	Damage	Kg.	Availability	Cost
SMAHL Unit	NA	12 / charge	SA	18S	6	Suuuuuure.	¥7,000,000
Battery Hip-pack	NA	-	-	-	8	-	¥200,000

TK Industries Slimlite Collapsible Crossbow

The Slimlite Crossbow from TK Industries of Great Britain is the ultimate in silent ranged weapons. Very small but still powerful, the Slimlite makes virtually no noise. It also folds up to be stored more easily. Unfolding takes a simple action.

Con.	Min. Strength	Damage	Kg.	Availability	Cost	Index
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2/4* 3 6L 2 3/36 hrs. ¥500 .8
 *unfolded/folded

Aquatic Crossbows

Crossbows for underwater use. Use only with special underwater bolts.

	Con.	Min. Strength	Damage	Kg.	Availability	Cost	Index
Light Crossbow	2	3	5L	2	5/72 hrs.	¥500	1
Medium Crossbow	2	4	5M	3	6/72 hrs.	¥800	1
Aquatic Bolts	4	-	as crossbow	.05	4/24 hrs.	¥8	1

Harpoon Guns

Perfect for underwater operations. Disposable CO2 cartridges are used for propellant.

	Con.	Ammo	Mode	Damage	Kg.	Availability	Cost	Index	
Light Harpoon Gun	4	1/24*	SS	5L	2	5/7 days	¥1200	1	
Med. Harpoon Gun	3	1/12*	SS	6M	3	5/7 days	¥1500	1	
Heavy Harpoon Gun	NA		1/8*	SS	7S	4	8/7 days	¥2100	1
Harpoons	4	-	-	as weapon	.1	4/72 hrs.	¥15	1	

*second number is shots / CO2 cartridge

Disposable Silencers / Sound Suppressors

A new idea in sound suppression! Works just like a normal silencer- for the first six or twelve rounds fired. After that, it's still makes your gun look cool, but it won't do much else. Made of non-metallic materials.

	Con.	Kg.	Availability	Cost	Index
Six Round Silencer	-1	.2	4/24 hrs.	¥ 50	2
Twelve Round Silencer	-1	.2	4/24 hrs.	¥150	2
Six Round Sound Suppressor	-1	.2	4/24 hrs.	¥75	2
Twelve Round Snd. Supp.	-1	.2	4/24 hrs.	¥225	2

Depleted Uranium Slugs

Yes, full military ordinance. Imported from Aztland. An APDS round which contains a small amount of depleted uranium in the slug. Halves ballistic armor rating and adds 1 to the power level of the attack.

Con.	Kg.	Availability	Cost	Index
8	1	16/14 days	¥ 80	4

*statistics are for 10 shots

Flame Shotgun Shells

A flammable solid compound is loaded into shotgun shells instead of shot. When the shell is

fired, the compound ignites, creating a 10m long flash of fire. This creates a flash similar to that from a flash grenade, and will set items on fire according to the flammability table below, at +2.

Con.	Damage	Kg.	Availability	Cost	Index
8	5S	.75	6/48 hrs.	¥ 50	1

*statistics are for 10 shots

Single Shot Folding Rocket Launchers

Want the punch of a rocket, but don't want to lug a large launcher around? Smaller and lighter, these launchers hold just one rocket, which can come in handy at the right moment. Unfolding takes a complex action, and MUST be done before firing. A laser sight is integral. Launchers that have the electronics capable of aiming and arming a missile are also available.

	Con.	Ammo	Mode	Damage	Kg.	Availability	Cost	Index
Rocket Launcher	3/NA*	1(b)	SS	as rocket	4	12/14 days	¥2000	2
Missile Launcher	3/NA*	1(b)	SS	as missile	4	12/14 days	¥4000	2

*folded/unfolded

Brush/Knife

Reinforced polycarbonate knife disguised as a hairbrush. The brush's handle pulls out to reveal the blade.

Con.	Damage	Kg.	Availability	Cost	Index
8/NA*	(STR)L	.2	4/48 hrs.	¥80	1

*as brush / to recognize as a knife

Ceroplast Weapons

Made of micro-layered ceroplast, so they will not set off metal detectors. Unfortunately Ceroplast cannot withstand the high temperature Di-Kote™ process. Swords, katana, pole-arms, staves, clubs and shuriken are also available.

	Con.	Damage	Kg.	Availability	Cost	Index
Knife	8	(STR)L	.2	4/24 hrs.	¥30	1
Throwing Knife	9	(STR)L	.1	4/24 hrs.	¥20	1
Sword	4	(STR+2)M	.9	6/48 hrs.	¥500	1
Katana	3	(STR+3)M	.9	6/3 days	¥1000	2
Shuriken	8	(STR)L	.1	4/24 hrs.	¥30	2
Pole-Arm	2	(STR)S	2.5	6/48 hrs.	¥500	2
Staff	2	(STR+2)M Stun	2	6/48 hrs.	¥50	1
Club	5	(STR+1)M Stun	1	4/12 hrs.	¥20	1

Ceramic Weapons

Made of high-tech ceramics. Never need sharpening. May be Di-Koted™.

	Con.	Damage	Kg.	Availability	Cost	Index
Knife	8	(STR)L	.2	4/24 hrs.	¥60	1.5

Throwing Knife	9	(STR)L	.1	4/24 hrs.	¥40	1.5
Sword	4	(STR+2)M	.9	6/48 hrs.	¥1000	1.5
Katana	3	(STR+3)M	.9	6/3 days	¥2000	3
Shuriken	8	(STR)L	.1	4/24 hrs.	¥60	3
Pole-Arm	2	(STR)S	2.5	6/48 hrs.	¥1000	3
Staff	2	(STR+2)M Stun	2	6/48 hrs.	¥100	1.5
Club	5	(STR+1)M Stun	1	4/12 hrs.	¥40	1.5
CyberSpur	-	(STR)M	-	4/3 days	¥1000**	3
Hand Razors	-	(STR)L	-	4/3 days	¥800**	3

**Cost for blade only

Collapsible Batons/Staves

Baton: A 45cm steel baton with a rubberized grip, closes to 17cm. Opens with a flick of the wrist - collapses with a simple tap on the end. Staff: A 2.1m staff that springs open with the touch of a button- collapses down to 42cm with a simple twist of the grip.

	Con.	Damage	Reach	Kg.	Availability	Cost	Index
Baton	6/3*	(STR+1)M Stun	0	1	4/36 hrs.	¥40	.75
Staff	3/NA*	(STR+2)M Stun	2	2	5/72 hrs.	¥200	1

*collapsed/open

Bokun

The traditional "practice sword" for those who use katanas. Katana specialization applies to using the bokun.

Con.	Damage	Kg.	Availability	Cost	Index
3	(STR+3)L Stun		1 4/48 hrs.	¥1000	2

Hand Held Electric Stunner

Sleek and subtle, electric stunners can knock an enemy cold fast. Use half impact armor. Damage cannot be staged up (the attack will always be 7D Stun, no matter how many extra successes the attacker nets.) Battery packs are not integral, and can recharge in two hours from a wall socket.

Con.	Ammo	Damage	Kg.	Availability	Cost	Index
8	6	7D Stun	1.5	4/36 hrs.	¥800	1

Cyan Pepper Spray

Projected into a victim's eyes, cyan pepper will blind them for 1d6+4 minutes. Characters blinded by the pepper must also add +6 to all tests while under its effect, due to their inability to focus on anything but their burning eyes. They may reduce this penalty by 1 for every success scored on a Willpower 4 test. Targets with cybereyes are not blinded, but must add +2 to all tests due to irritation of the tissues surrounding the eye. Use firearms skill to attack, target gets a dodge roll using combat pool but no resistance test. Range is 3m, each container holds 4 uses.

Con.	Kg.	Availability	Cost	Index
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8 .1 3/24 hrs. ¥20 .5

Flashlight/ Gas Dispenser

Working flashlight hides a dispenser for your favorite antipersonnel gas. Available gasses include Neurostun IX, Mace XII, Niref D and cyan pepper spray.

Con.	Ammo	Damage	Kg.	Availability	Cost	Index
8	10	as gas	.2	3/48 hrs.	¥40	1

Hand Held Flamethrower

Sprays a 2m electrically ignited stream of highly volatile liquid propellant which will set flammable materials on fire according to the flammability table below. Opponent may use 1/2 impact armor to resist damage. Use firearms skill for attack. Propellant refills cost ¥60 & have an availability of 4/48 hrs..

Con.	Ammo	Damage	Kg.	Availability	Cost	Index
5	12	8M	1	8/72 hrs.	¥800	1

Flammability Table

Make a firearms test against the given target number to set the material on fire.

Volatile substances, petroleum products, gunpowder, explosives, etc.: automatic.

Paper, cardboard, thin wood: 2

Non-fire resistant clothing or other fabrics: 4

Wood 2cm thick or more, most plastics: 5

Fire resistant clothing or other fabrics: 8

Fire resistant plastics, other industrial synthetics: 10

Mortar Rounds

Different types of mortar rounds for different types of jobs.

	Damage	Blast	Kg.	Cost	Availability	Index
Smoke (IR)	-	-	3.5	250¥	14 days	2.5
Neurostun IX	as gas	-	3	300¥	18/14 days	4
Green Ring 4	as gas	-	3	400¥	22/28 days	5

Anti-Canine Sonics

Hand-held or clip-on device emits sounds that cause pain to animals (and people) that are able to detect sounds above the normal human range of hearing. When activated, it imparts a +4 target

number penalty to anyone(anything) within 20 meters that can hear it, and a +2 target number penalty to those within 50 meters that can hear it. This penalty can be reduced by 1 for every success on a willpower 8 test, which must be made every turn. Animals within the range of the device will almost always attempt to get as far from it as possible, they must pass a willpower 5 test to attempt to remain in the device's area of effect.

Con.	Kg.	Availability	Cost	Index
7	.4	4/4 days	¥250	.8

Canine Sedatives

Sure, the old trick you see on trid where the shadowrunner throws the dog some meat with knockout powder on it seems stupid and cliché, but it works. 24 doses/bottle. Speed is 1 turn.

Damage	Availability	Cost	Index
8D Stun	3/24 hrs.	¥200	.75

Automated Weapons Firing Devices (Booby Traps)

Booby traps are combinations of weapons and pre-made sensing devices that can be rigged in less than 30 seconds to slow, impair or kill invaders/pursuers. All require a separate weapon, typically a grenade or pistol.

Trip wire and wire release booby traps are the simplest types. For a trip wire, tension put on a wire will pull the weapon's trigger/ pull the grenade's pin out. Monowire is used most frequently because it is almost impossible to detect. Wire release traps work in a similar fashion, except that releasing tension on a taut wire (such as opening a door that it is attached to) will cause a spring loaded device to pull the weapon's trigger/ pull the pin out. In all cases, the person setting the trap must be able to securely anchor the weapon to some surface. Trip wire/wire release traps will only fire pistols once.

Electronic booby traps are more complicated, but more reliable. The two most common are laser and infrared. Laser trips bounce a signal from the weapon to a reflector that must be mounted on some surface opposite it. As long as the signal returns, the trap will not go off. The other common type of electronic trip is infrared. A sensor monitors if any warm body (like a person) steps into the weapon's line of fire (this is how automated toilets work). Ultrasound trips also exist which monitor the distance between the weapon and any object in its line of fire. If the distance between them changes, it sets the weapon off. Pistols with electronic trips must be securely anchored to some surface. All electronic booby traps will fire a pistol as many times as they are set off, so long as there are bullets left to be fired.

Detecting booby traps is difficult. A trip wire set out in plain sight will require a 5 on a perception test to see, a monowire trip will require an 8. Lasers and ultrasound trips require special equipment to detect, while infrared trips are by their nature undetectable.

Setting booby traps requires demolitions skill. To set a trap using a pistol, make a demolitions test, the target number being 6 for trip wire or wire release, 5 for an infrared trip or 4 for laser or ultrasound trips. If the trap is set off, the number of successes scored in this test is the number of successes for the attack test. Resolve the attack as normal. If an infrared or ultrasound trip is being used, a minimum activation distance may be specified. The maximum activation distance

is 6 meters. To set a trap using a grenade, make a demolitions 2 test. If 1 success is scored, the grenade will go off- resolve damage as normal. Again, if an infrared or ultrasound trip is being used, an activation distance must be specified, as well as an arc of detection (from 60 to 300 degrees.)

Disarming booby traps is also possible, but it is often easier to bypass them or set them off in a harmless manner. To disarm a trap you must figure a way to get close, and then make a demolitions test: 2 for wire trips, 3 for a laser trip, 5 for an ultrasound trip or 6 for an IR trip.

	Kg.	Availability	Cost	Index
Trip wire/wire release kit		.1 4/7 days	¥100	1
Monowire trip wire/wire release kit	.1	5/7 days	¥250	1
Laser trip kit- pistol wi. Smartgun		.2 6/14 days	¥600	1.5
Laser trip kit- pistol wi./out Smartgun	.2	6/14 days	¥800	1.5
Laser trip kit- grenade	.2	6/14 days	¥800	1.5
Ultrasound trip kit- pistol wi. Smartgun	.2	8/14 days	¥800	1.5
Ultrasound trip kit- pistol wi./out Smartgun	.2	8/14 days	¥1000	1.5
Ultrasound trip kit- grenade	.2	8/14 days	¥1000	1.5
Infrared trip kit- pistol wi. Smartgun	.2	6/14 days	¥600	2
Infrared trip kit- pistol wi./out Smartgun	.2	6/14 days	¥900	2
Infrared trip kit- grenade	.2	6/14 days	¥900	2

Part 2- Electronics.

Executive Pocket Secretary

Pocket Secretaries are already handy- containing a phone, personal organizer, computer, portable telecom and an Expert System to run it all for you. But what about those other bits of electronics

you lug around with you? Can't you integrate them into the secretary as well? Well, we just have. Our executive pocket secretary also functions as a GPS, a wide-band radio receiver, a music chip player and a game system. ¥5,000

Game Systems

Game systems abound in 2057. They come in all shapes and sizes, from wrist models, to fit-in-your-palm, to ones you hook to your telecom or trideo. They have all sorts of options, like personal surround-sound or simrig controllers. There are also simsense games, ranging from bottom of the line systems like the Neuroco Char-FX to multiplayer polyPOV systems such as Sony's GameRig or the Fuchi Sol. Telecom and simsense games require a telecom or simsense deck to play them on.

	Cost
Standard Wrist Game System	¥250
Standard Hand-Held System	¥200
Games	¥50
Standard Telecom Game System	¥150
Games	¥40
Standard Trideo Game System	¥350
Games	¥60-¥80
Simrig Controllers	¥100
Neuroco Char-FX Simsense Game System (monoPOV ACT)	¥650

Sony Gamerig Simsense Game System (polyPOV ACT)	¥3000
Fuchi Sol Simsense Game System (polyPOV ACT)	¥4500
Simsense Games	¥100-¥1000

Part 3- Armor and Clothing.

Thermal Signature Reduction Suit

The surface of this suit is heated and cooled electronically to help the wearer blend thermally with their environment. The result is that the wearer is difficult to detect using infrared technology.

Add

the rating (up to 12) to perception tests of people using IR goggles or vision. Unlike ruthenium polymer technology, the background against which the wearer is standing is not replicated exactly, but the general surrounding thermal conditions are reproduced. The wearer could be tracked by their movement, as they eclipse the heat from small objects.

Kg.	Availability	Cost	Index
4+Body	6/ 8 days	¥6,000 x Rating	1

Kevlar™ Lined Leathers

Like the look of a leather jacket, but can't give up the armor protection of a Secure Jacket? Have we got the answer for you! Real leather exterior with Kevlar™ lining. Bullet holes are expensive to fix, but they just add to the coolness, neh?

Con.	Kg.	Availability	Protection	Cost	Index
9	4	5/48 hrs.	(5/3)	¥1350	.9

Armor Clothing

Need to look street and be protected? This armor clothing is for you. Add the armor level of the top to that of the bottom- drop all left over fractions.

	Con.	Kg.	Availability	Protection	Cost	Index
Kevlar™ T-shirt	15	.5	4/48 hrs.	(2/0)	¥200	.8
Kevlar™ Sweatshirt	14	1	4/48 hrs.	(2/2)	¥350	.8
Kevlar™ Turtleneck	14	.75	4/48 hrs.	(2/1.5)	¥300	1
Women's Leather Top	-	.75	Always	(0/1)	¥600	.75
Women's Synthleather Top	-	.75	Always	(0/5)	¥200	.6
Leather Pants	-	1.5	Always	(0/1)	¥750	.75
Synthleather Pants	-	1.5	Always	(0/5)	¥250	.6
Military Issue Pants	-	1	4/48 hrs.	(1/5)	¥350	.8
Kevlar™ Weave Skirt	14	.5	4/48 hrs.	(1/5)	¥200	.75
Leather Skirt	-	.75	4/48 hrs.	(0/1)	¥500	.75

Flexplate™ Armor Vests

Tired of those rigid plates that don't bend naturally? Flexplate™ armor vests feature plates that are ingeniously hinged to allow you movement without that awkward stiffness other plated vests have.

Con.	Kg.	Availability	Protection	Cost	Index
12	2	4/48 hrs.	(4/3)	¥1200	1

Full and Partial Armor Vests

Full armor vests cover the whole upper torso- more than a standard armor vest. Partial armor vests are for the women- open at the neck to be revealing (heart region is exposed for called shots.)

	Con.	Kg.	Availability	Protection	Cost	Index
Full Armor Vest	12	1	3/36 hrs.	(3/2)	¥300	.8
Partial Armor Vest	12	1	3/36 hrs.	(1/1)	¥200	.6

Tailored Gelpaks

Tailoring Gelpaks involves shaping the pockets of gel along the natural crease lines of clothing. This will halve the concealability penalties, but triple the cost. (See Gelpaks, Fields of Fire p.53) Availability is the armor's original x3, Street Index is the armor's original x 4.

Gripp™ Shoes

A shadowrunner needs shoes that go anywhere, do anything and do it well. Gripp™ shoes are created just for people like you. Their soles are made of a revolutionary material with extremely high coefficients of static and dynamic friction, and specially designed to remove liquid from between them and what you're standing on. A full line of shoes from combat boots to pumps, all in the latest styles. Halves any penalties imposed on an athletics test because of slick surfaces, round up.

Kg.	Availability	Cost	Index
.5-2	4/36 hrs.	¥200	.8

Weighted Boots

Steel toed boots with some extra steel. Add one to the power level of any kick-based attack.

Kg.	Availability	Cost	Index
3	4/36 hrs.	¥200	.8

Cleated Boots

Boots with cleats are traditional for hiking and outdoor activities. These rugged boots can take unbelievable punishment. They can also give it out- they make vicious weapons. Not only that, but they reduce target numbers by 1 for athletics tests for running on ground they can dig into. Gripp™ shoes with cleats lose the bonuses conferred by the Gripp™ soles.

Kg.	Availability	Dam.	Cost	Index
2.5	2/12 hrs.	(STR-2)L	¥150	1

S.W.A.T. Combat Trainers

High-topped cross-training shoes developed especially for S.W.A.T. teams are now available to you! They even have Kevlar™ insoles, in case someone sneaks up behind you and shoots you in the bottom of the foot. (Domo arigato, William Gibson.) Gripp™ soles are standard.

Kg.	Availability	Cost	Index
1	6/36 hrs.	¥250	.8

Shin Guards

A version of forearm guards for people with a kick-based fighting style. Adds one to impact armor rating in melee combat, not cumulative with the bonus for forearm guards.

Con.	Kg.	Availability	Protection	Cost	Index
10	.3	5/36 hrs.	(0/1)	¥250	.75

Armored Swimsuit

A swimsuit for females that provides that extra protection a paranoid shadowrunner wants. A Spandex/Kevlar™ composite weave, available in many colors and prints. Covers the full torso, but is high cut over the hips.

Con.	Kg.	Availability	Protection	Cost	Index
15	.4	6/48 hrs.	(1/0)	¥150	.8

Armored Wetsuits

Great for amphibious assaults. Mottled blue/black works well as night camouflage- also available in traditional black. There are two versions- partial (neck to knees, short sleeves) and full (complete body coverage.) The full wetsuit acts as a rating 5 chemsuit.

	Con.	Kg.	Availability	Protection	Cost	Index
Partial	14	2	5/10 days	(2/2)	¥1500	1
Full	14	3	5/10 days	(3/2)	¥1800	1

Kevlar™ Ski Mask

Anonymity and protection in one package. What else could you ask for?

Con.	Kg.	Availability	Protection	Cost	Index
-	.25	4/48 hrs.	(+1/+0)	¥50	.6

Part 4- Cyberware.

Built In Forearm/Shin Guards

Now you can have forearm or shin guards built into your cyberlimbs- subdermal reinforced plates. Their added protection can go with you anywhere.

Con.	Availability	Protection	Cost	Index
10	5/36 hrs.	(+0/+1)*	¥500	1.2

*in melee combat

CyberLoks

Tired of going to a salon and spending long hours and big bucks for a new hairdo? Check out Dorian Darien's latest in fashion cyberware- CyberLoks! Change your hair's color, thickness, curliness, and its length up to 18 cm- in seconds! Or, go to any CyberLoks authorized salon, and have them do it for you. (Characters need a mirror to use CyberLoks well.)

Availability	Ess.	Cost	Index
4/36 hrs.	.2	¥7500	1.5

Cyberhair

A variety of other replacement hair is available which is not highly variable or cybernetically controlled. It comes in a full range of colors, styles, and options such as illuminated fiber-optic hair, hair that waves continuously, fire resistant hair, etc..

Availability	Ess.	Cost	Index
4/24 hrs.	0	¥50-¥10,000	1.5

Variable Color Cybereyes

Cybereyes are normally available in an unending array of colors and styles. However, ones that actually change colors are a bit more expensive.

Availability	Ess.	Cost	Index
4/48 hrs.	.2	¥7500	1

More Oral Cyberware

More cool stuff for your mouth! Oral tool lasers, oral lamps and oral flame-throwers (we kid you not!) The lamp comes with or without a flash option that can make it function as a flash-pak (see the Street Samurai Catalog, p.45) The flame-thrower has a range of 1 meter and does 6M damage but otherwise functions as the flamethrower listed above.

	Ammo	Damage	Availability	Cost	Index
Oral Tool Laser	-	4L	10 / 2 weeks	¥8400	2
Oral Lamp	-	-	8 / 2 weeks	¥1200	3
Oral Lamp we. flash	-	-	8 / 2 weeks	¥2200	3
Oral Flamethrower	2	6M	8 / 2 weeks	¥3200	3

Retractable Fangs

17.2 mm upper canines and 11 mm lowers- perfect for vampire wanna-bes, or Halloween.

Availability	Damage	Ess.	Cost	Index
5/6 days	4L	.2	¥12,000	1

Part 5- Miscellaneous.

Portable Fire Extinguisher

This 10 cm long tube sprays a fire retardant powder up to 2m. It can easily put out a fire in a half meter square. One use / container.

Con	Kg.	Availability	Cost	Index
4	.2	2/4 hrs.	¥5	.8

Petrochem Pills

These large pills are made to be dropped in the fuel tank of any petrochem- powered vehicle. They form particulate matter that which clogs the fuel system within 3 minutes of the vehicle being started, causing it to cease running. Treat each pill as a 6D attack against the vehicle, armor does not reduce the target number. A cleanout of the fuel system will solve the problem; it costs ¥100 and can be done at any garage. ¥50 for 6 pills. Availability 5/48 hrs., Street Index .8

High Powered Drill

The 3mm DiKoted™ bit on this drill will bore through 10cm of steel in only 30 seconds. Also comes with a beater attachment for mixing world-class malts. A kit of 8 bits ranging in size from .5 mm to 4 mm is also available.

	Con	Kg.	Availability	Cost	Index
Drill	5	2	4/24 hrs.	¥500	.75
Bit Set	8	.1	4/24 hrs.	¥100	1

Explosive-set Pitons

Explosive-set pitons may be either fired from a pistol grip launcher or set by hand. They will set into almost any substance. Pistol fired pitons use firearms skill to set- heavy pistol ranges.

	Con	Kg.	Ammo	Mode	Availability	Cost	Index
Launcher	4	2	1	SS	4/48 hrs.	¥750	1
Piton- Fired	11	.1	-	-	3/24 hrs.	¥20	1
Piton- Hand Set	11	.1	-	-	2/6 hrs.	¥12	.75

Scuba Gear

Everything you need to go diving- or mount an amphibious assault. Price includes a standard full-body wetsuit.

Con	Kg.	Availability	Cost	Index
NA	7	4/24 hrs.	¥1000	1

Combustible Optical Chips

These are normal optical chips made with a highly flammable substance instead of the normal inert recording media. They are a completely normal optical code chip (but they can easily be disguised as OMCs) except that they contain a small packet of catalyst. When a specific routine in the chip is called, the catalyst is released and the chip destroys itself. Combustible chips are ¥100, and the destruct routine must be burned into the chip with an optical chip encoder (see Virtual Realities 2.0 p.83) Availability 6/8 days.

Armored Attache Cases

Style and protection. Available with real leather exteriors at 2x cost. Locks must be purchased separately.

	Con	Kg.	Armor	Availability	Cost	Index
Level 1	-	2	1/2	4/48 hrs.	¥500	.8
Level 2	-	3	2/4	4/48 hrs.	¥800	.8
Level 3	-	3.5	3/5	4/48 hrs.	¥1200	.8

Bolt Cutters

These can cut easily through tempered steel, macroplast, densiplast, ceroplast, structoplast and monofilament. Harder substances such as crystofiber or hardened titanium alloy cannot be cut.

Con	Kg.	Availability	Cost	Index
2	3	3/12 hrs.	¥100	3

Miniature Cutting Torch

This pocket sized torch can reach temperatures in excess of 1500 degrees Celsius, allowing it to cut through most substances fairly quickly.

	Con	Kg.	Availability	Cost	Index
Torch	6	.8	2/6 hrs.	¥80	1
Replacement Fuel	9	.6	2/6 hrs.	¥20	1

Thermal Well

This device consists of a ceramic tube in which a substance with a high burn temperature (such as thermite) rests above an amount of metal. Within a minute of ignition, the burning substance melts the metal (heating it to temperatures above 2600 °C), which flows out of the bottom of the tube and will noiselessly cut through up to 2cm of

solid steel (barrier rating 18). The metal will quickly solidify once it is out of the tube. Treat a Thermal Well as a shaped demolitions charge.

Con	Kg.	Availability	Cost	Index
4	1	6/4 days	¥1200	1

Pyrokinetic Tape

Less than 2 mm thick, this "tape" is high explosive wedged between two layers of adhesive backing. The result is a thin, almost unnoticeable explosive charge. 7 meters/ roll.

	Rating	Kg.	Availability	Cost	Index
PK 3	3	.3	6/12 days	¥800	2
PK 5	5	.3	6/12 days	¥1200	2

Lock Pick Kit

A full set of picks for key-type mechanical locks. ¥ 500

Lock Pick Knife

Resembling an ordinary pocket knife, instead of blades it contains picks for key-type mechanical locks. Since a full set of picks are not available, there is a +1 target number penalty for using it (but better than the +2 penalty for improvised tools.)

Con	Kg.	Availability	Cost	Index
10	.2	8/14 days	¥100	5

Mechanical Lock Picker

This ingenious device can open any standard key-type mechanical lock. Sold only to authorized security and law enforcement organizations.

Con	Kg.	Availability	Cost	Index
3	.5	16/14 days	¥500	5

Mini-Maglites

Tough as the full sized, but much smaller. Mini Maglite- ¥12, Concealability 9. Micro Mini Maglite- ¥15, Concealability- NA.

Micro-Lights

Disposable coin-sized light sources. ¥6.

Fiberoptic Scope

A fiberoptic scope consists of a cluster of fiberoptic "threads" which confer light from one end of

the scope to an eye piece at the other. The advantage of it being fiberoptic is that it can bend around corners, through tight spaces, or under doors. Mages can also cast spells at what they see through a fiberoptic scope, since the image they see has not been electronically processed or enhanced. Typical cable lengths are 1-10 meters, cable diameter is 0.5 cm. Cameras and video equipment can also be fitted with fiberoptic lenses.

	Con	Kg.	Availability	Cost	Index
Fiberoptic Scope	4	1	4/48 hrs.	¥800	.75
Fiberoptic Lenses	5	.4	5/48 hrs.	¥500	.8

Climbing Claws

Sometimes known as Tiger's Claws, these are 1.5 cm spikes worn on the palms of the hands. They will sink and grip into soft substances such as wood, wallboard, drop ceilings, interior structoplast, etc.. They confer a -1 bonus to the target number for a climbing test on such substances. An additional -1 bonus can be gained by using them in conjunction with foot spikes, worn on the toe of the shoe or boot.

	Con	Kg.	Dam.	Availability	Cost	Index
Climbing Claws	3	.2	(STR-1)L	6/4 days	¥80	1
Toe spikes	3	.3	(STR-1)L	6/4 days	¥90	1

Glass Cutter

Di-Koted™ tip collapsible cutter can make holes from 1.2 cm dia. to 120 cm dia. in glass of any hardness, plexiglass or crystoplast. Perfect for those times you need to be discrete.

Con	Kg.	Availability	Cost	Index
8	.3	6/24 hrs.	¥200	.75

Pheromone Tuned Personal Products

In business, it's always important to look and SMELL your best. That's right, smell comes into play in many social situations. And now you can put the power of pheromones in your own hands. We've developed a full line of personal products- soaps, body washes, facial scrubs, shampoos, conditioners, deodorants, body powders, perfumes, colognes and aftershaves that can be tailored to work with your natural pheromones.

Pheromone tuned personal products grant an extra die for charisma tests in situations where the character can be smelled, up to six hours after one of the products has been used. Only the character that the product has been mixed for will gain this bonus. This bonus is not cumulative with the charisma bonus from tailored pheromone bioware. The initial cost is ¥1500 for pheromone testing/product formulation, and then is ¥350 a month for the products.

Mneminol

Mneminol is a memory drug that activates certain brain chemicals that are typically only present during the sleep period. These chemicals prevent the formulation of long-term memories (they are the reason that we don't remember our dreams.) A person under the effects of Mneminol will remember nothing from the time the drug took effect up to 30 seconds before the present time,

and will often act disoriented. After the drug wears off they will be able to remember only bits of what happened during the last 30 seconds of its effect, and nothing else from that period. People who have been under the effects of Mneminol often feel like they have been asleep for the duration of its effect.

Subjects under the effects of Mneminol may develop paranoid symptoms during its duration. They must pass a willpower 4 test every 10 minutes to prevent this.

Memories of what happened during the period of the drug's duration can never be recovered, magically or scientifically, since they were never formed. While Mneminol is illegal in the UCAS and CAS, it is legal in most NAN states, where it is used during certain ceremonies.

Speed is 30 seconds, duration is one hour (every success on a body 8 test will reduce this by 10 minutes.) ¥500/dose. Availability 8/8 days, Street Index of 3.

Scent Masker

Been having trouble with animals picking up your scent? Do security dogs smell you long before you see them? Try Predator Anti-Odor Oil. After showering, rub the anti-odor oil over your entire body and in your hair- you'll be completely scentless for up to 12 hrs.. Remember to wash your clothes as well, they also carry your spoor.
¥40, 5 uses/bottle.

Dog Pepper

Got the hounds on your trail already? Sprinkle a little dog pepper across your track. The ultra-strong odor and pepper-like qualities will ruin the sense of smell of nearly any tracking animal for at least four hours. ¥80 / 10 disposable packages.

MagiBac strain 317-B

MagiBac strain 317-B is an infectious bacterium that is magically active. In its evolution, 317-B developed a self-protection mechanism that benefits its host. Strains of 317-B were able to complete a full infection cycle more often in hosts that were resistant to magical attacks- and over time 317-B itself became able to grant the host that magical resistance. Hosts infected with 317-B are given an additional 3 spell defense dice 6 hours after infection. These dice last until the disease is cured. However, 317-B is still a pathogen, and does attack the body. Scientists are working frantically to develop a symbiotic version of the bacterium, but no symbiotic version is available at this time.

Damage	Speed	Availability	Cost	Index
5M	12 hrs.	15/8 days.	¥5000/ dose	1.5

Cryogenic Molecular Realignment

Cryogenic Molecular Realignment (CryRel) involves cooling a material to near absolute zero and then letting it warm up one degree at a time. This causes the molecules to realign themselves and re-form any bonds that had broken between them, essentially repairing any microfractures on the molecular level. The process works on the same principle as tempering steel or firing clay. The affected material becomes extremely tough, but does not lose any of its other properties,

such as its flexibility.

Any object that has undergone CryRel may multiply its toughness from the object resistance table by 1.33 (round up). Barriers made of CryReled material also multiply their ratings by 1.33. Weapons that are CryReled may be used to attack hardened targets as if the armor were not hardened. Light armor (clothing based) that is CryReled adds 1 to its impact rating. Furthermore, ballistic attacks that are less than the ballistic rating of the armor are treated as doing stun damage. Heavy armor that is CryReled multiplies its ballistic and impact ratings by 1.33 (round down), and follows the stun damage rule for ballistic attacks, unless it is already hardened. The combat pool penalty for wearing the armor does not change. Armor that has been CryReled does not degrade as easily either- it degrades at 1 point per multiple of the power, but this starts at serious level instead of moderate.

Machines and other objects with moving/working parts and objects made of substances with very different coefficients of expansion and contraction must be completely disassembled before being CryReled. Electronics, non-solids, monowire and volatile chemicals cannot be CryReled. Foci that are CryReled lose all magical properties; however foci made with CryReled substances subtract 1 from the target number of the enchanting test, due to the "purity" of CryReled materials.

CryRel is an expensive process, due to the time and expense in supercoolant. The base cost is ¥14,000 plus ¥5,000 per kilogram of the substance. The base time to CryRel an object is 1d6 weeks, the minimum time is one week.

Imago T-shirt

High quality 100% synthetic T-shirt is plaid with the words "I took pot shots at Nessie" in white on the front. ¥12, ¥15 for troll sizes.