

RELOADING **Insert Clip:** Simple Action

Remove Clip: Free Action w/ DNI & Gun Wireless ON
Otherwise Simple Action

Bow: Simple Action

Other Weapons/Ammo: Complex Action (see table)

FIREARMS: SKILL USED **Taser:** Pistols

Hold-out/Light Pistol/Heavy Pistol: Pistols

Machine Pistol: Automatics (may use Pistols firing SA)

Submachine Gun/Assault Rifle: Automatics

Sniper Rifle/Shotgun: Longarms

Special Weapons: Exotic Ranged Weapon

Machine Gun/Canon/Launcher: Heavy Weapons

MELEE WEAPONS **Forearm Snap-Blades:** Concealed

under sleeve, Simple Action (Wireless: Free) to Ready

Survival Knife: Gives light for 2 hours. Incl lighter,
Swiss army knife, handle compartment. Wireless:
ARO of local maps, GPS position, makes commcalls

Extendable Baton: Wireless: Free Action to Ready

Stun Baton: 10 Charges, Recharge 1/10 seconds
when plugged in (Wireless: Recharge 1/hour)

Telescoping Staff: Wireless: Free Action to Ready.

Knucks: Unarmed Combat skill

Monofilament Whip: Exotic Melee Weapon skill.

Glitch: Becomes entangled. Critical Glitch: Hit self for
Base DV (resist normally). Wireless: Avoids entangling

Shock Gloves: Unarmed Combat skill, +2 Bonus for
Touch-only attack. 10charges, recharge as Stun Baton

BOWS **Rating:** Min. STR required. Max Rating = 10.

STR < Rating: -3 to Attacks per point of difference.

'Rating' used for Damage & Range = lowest of STR,
Bow Rating, or Arrow Rating.

Crossbow: Doesn't require loading action for each
arrow - uses Internal Magazine (m) with 4 bolts

Injection Arrow/Bolt: Delivers Injection Vector Toxin.
Must do at least 1 Damage.

THROWING KNIVES/SHURIKEN Ready Weapon

(Simple Action): readies AGI/2 knives/shuriken.

Wireless: With Smartlink, cumulative +1 (+1, +2, +3,...)
to each attack after 1st against same target in a Turn

RELOADING WEAPONS

RELOADING METHOD COMPLEX ACTION

Speed Loader	Use speed loader to completely load gun
Fill Clip	Insert (Agility) rounds into clip
Break Action (b)	Insert 2 rounds
Belt Fed (belt)	Remover or insert belt
Fill Belt/Drum	Insert (Agility) Rounds into belt/drum
Internal Magazine (m)	Insert (Agility) rounds
Muzzle-Loader (ml)	Load 1 muzzle tube
Cylinder (cy)	Insert (Agility) rounds into belt
Drum (d)	Remove or insert drum

WEAPON MOUNTS **Integral Accessories** (that come

with a gun) don't take up a mount

Hold-out: 0 Mounts

Taser: 1 Mount (Top)

Pistol/SMG: 2 Mounts (Top, Barrel)

Rifle/Shotgun/Machine Gun: 3 Mounts (Top, Barrel,
Underbarrel)

Canon/Launcher: 2 Mounts (Top, Underbarrel)

DAMAGE (e) = Electricity Damage. (f) = uses

Flechette Ammo (already factored into DV & AP)

AMMO Must buy for a specific class of gun (Light

Pistol, Heavy Pistol, SMG, Assault Rifle,...)

Only 1 type of ammo per clip

Ammo (Damage Modifier / AP Modifier)

APDS (0/-4): -

Explosive Rounds (+1/-1): Critical Glitch: Weapon
destroyed, take base DV (+Ammo), resist normally

Flechette (+2/+5): -

Gel Rounds (0/+1): Stun Damage, when checking for
Knockdown: -2 [Physical]

Hollow Points (+1/+2): -

Stick-n-Shock (-2/Special): Stun & Electricity
Damage. Replace weapon's AP with -5

Tracer (0/0): Only used in FA Weapons. +1 Acc if fire
more than 1 round (cumulative with Laser Sight, but
not Smartgun). Environmental Modifier benefits too.

FIREARM ACCESSORIES **Airburst Link:** Scatter for

Launchers is reduced by 2 meters/hit instead of 1

Bipod: Recoil Comp 2, must be sitting or prone.

Simple Action (Wireless: Free) to deploy/fold up

Concealable Holster: Pistols and Tasers only, -1
Concealability (Wireless - 2).

Gas-Vent System: Recoil Comp = Rating. Cannot
remove once installed.

Gyro Mount: Recoil Comp 6 (can reduce penalties
from movement too). 5 minutes to get into, Complex
Action (Wireless: Free) to exit. Simple Action:
attach/remove weapon

Hidden Arm Slide: Hold-out, Light Pistol, or Taser.
Quick-draw threshold 2, Concealability -1. Wireless:
Ready Weapon as Free Action

Imaging Scope: Camera, Vision Mag, Capacity 3 for
Vision Enhancements. Wireless: Share scope online

Laser Sight: Projects dot. Not cumulative with
Smargun. +1 Acc (Wireless: +1 Attack). Simple Action
(Wireless: Free) to activate/deactivate.

Periscope: Penalty for 'Attacker firing from cover with
imaging device' reduced to -2

Quick-draw Holster: Hold-out, Taser, Pistol. Reduces
Quick-draw threshold by 1.

Shock Pad: Recoil Comp 1

Silencer/Suppressor: Can't use with revolvers or
shotguns. -4 to Perception Tests to notice gun fire.
Wireless: Alerts if mic hears reaction to gun fire.

Smart Firing Platform: Drone with no Rigger
interface. Weapon with Smartgun can be fired by
Pilot 3 & Targeting Autosoft 3. Can add Clearsight
Autosoft. Recoil Comp 5, Initiative: Pilot x 2 + 4d6.

Wireless: can Remote Control (can use Smartlink).

Smartgun System: See Smartgun System

Speed Loader: Fully reload Cylinder weapon with
Complex Action

Tripod: Recoil Comp 6, must be kneeling or sitting.
Complex Action (Wireless: Free) to deploy/fold up

RECOIL COMPENSATION Numbers in (parentheses):

Only applies when integral accessories are fully
deployed (folding/detachable stocks, etc...)

Heavy Weapons (Machine Guns, Canons, Launchers):
Double Recoil penalties for uncompensated Recoil

FIREARMS **Wireless:** ARO shows Ammo level/type.
With DNI: Free Action to Eject Clip/Change Fire Mode

HOLD-OUTS **No Accessories (incl Smartgun)**

Fichetti Tiffani Needler: Flechettes only. Wireless:
Change color of gun with Simple Action
Streetline Special: MAD Scanner has -2 to detect
Walther Palm Pistol: Can Fire 2 Bullets as Burst Fire
(see Combat Board, Not Enough Bullets)

LIGHT PISTOLS **Ares Light Fire 75:** Integral:

Smartgun, Improved Silencer (-5 bonus instead of -4)
Ares Light Fire 70: Can add Improved Silencer (-5
bonus instead of -4)
Beretta 201T: BF (Burst Fire) requires Complex
Action. Integral: Folding Stock
Colt America L36: -
Fichetti Security: Integral: Folding Stock, Laser Sight
Taurus Omni-6: Light Pistol ammo: SA, 6P, 0 AP.
Heavy Pistol ammo: SS, 7P, -1 AP Integral: Laser Sight

HEAVY PISTOLS **Ares Predator V:** Integral: Smartgun

Ares Viper Slivergun: Flechette only. Integral: Silencer
Browning Ultra-Power: Integral: Laser Sight
Colt Government 2066: -
Remington Roomsweeper: Can use as Shotgun
Ruger Super Warhawk: -

ASSAULT RIFLES **AK-97:** -

Ares Alpha: Special 2 Recoil Comp Integral: Grenade
Launcher, Smartgun
Colt M23: -
FN HAR: Integral: Laser Sight, Gas-Vent 2
Yamaha Raiden: Special 1 Recoil Comp Integral:
Smartgun, Silencer

SHOTGUNS **Defiance T-250:** Short-barreled version:

Concealability +4 (sawed-off), Heavy Pistol Range, 9P
Enfield AS-7: 10(c) or 24(d) ammo Integral:Laser Sight
PJSS Model 55: Can Fire 2 Bullets as Burst Fire (see
Not Enough Bullets) Integral: Rigid Stock, Shock Pad

MACHINE PISTOLS **Steyr TMP:** Integral: Laser Sight
Ares Crusader II: Integral: Gas-Vent 2, Smartgun
Ceska Black Scorpion: Integral: Folding Stock

SUBMACHINE GUNS **Colt Cobra TZ-120:** Integral:

Folding Stock, Laser Sight, Gas-Vent 2
FN P93 Praetor: Special 1 Recoil Comp Integral: Rigid
Stock, Flashlight (Shift Light penalties 1 row up)
HK-227: Integral: Folding Stock, Smartgun, Silencer
Ingram Smartgun X: Integral: Gas-Vent 2, Smartgun,
Silencer
SCK Model 100: Integral: Folding Stock, Smartgun
Uzi IV: Integral: Folding Stock, Laser Sight

CANNONS & LAUNCHERS Double penalties for
uncompensated Recoil

Ares Antioch-2: Grenade launcher Integral: Smartgun
ArmTech MGL-12: Grenade launcher
Aztechnology Striker: Rocket/Missile launcher
Krime Cannon: Assault cannon
Onotari Interceptor: Rocket/Missile launcher
Integral: Smartgun
Panther XXL: Assault cannon Integral: Smartgun

DART GUNS Deliver Injection Vector Toxin with 1

Net Hit (unarmored target) or 3 Net Hits (armored).
Wireless: Dart reports whether it injected, medically
scans target, reports anomalies (Sensor Rating 1)
Parashield Dart Pistol: Hvy Pistol Ranges. Mount: Top
Parashield Dart Rifle: Assault Rifle Ranges. Mount:
Top, Underbarrel. Integral: Imaging Scope

SPECIAL FIREARMS **Ares S-III Super Squirt:** Hit deals

no damage, delivers Contact Vector Toxin. Uses Light
Pistol Range, Mounts: Top, Underbarrel
Fichetti Pain Inducer: Creates microwave beam.
Delivers 'Toxin': Power 8, Speed Immediate, Resist
with BOD + WIL. If Power after resistance > [Mental]:
target must run away or -Power penalty to all tests.
Maintain beam with Complex Action. Uses SMG
Ranges, Mounts: Top, Underbarrel. 10 Charges,
Recharge as Stun Baton

MACHINE GUNS If not vehicle-mounted, MMG
(Medium): requires STR 8, HMG (Heavy): STR 10
Double penalties for uncompensated Recoil
Ingram Valiant: LMG. Integral: Rigid Stock, Shock Pad,
Laser Sight, Gas-Vent 2
Stoner-Ares M202: MMG
RPK HMG: HMG. Integral: Detachable Tripod

TASERS Wireless: Gives target's health status

Defiance EX Shocker: Can be used as Melee Weapon:
Acc 3, DV 8S(e), AP -5, Reach 0
Yamaha Pulsar: -

SNIPER RIFLES **Ares Desert Strike:** Integral: Rigid

Stock, Shock Pad, Imaging Scope
Cavalier Arms Crockett EBR: Integral: Rigid Stock,
Shock Pad, Imaging Scope
Ranger Arms SM-5: Disassemble (or reassemble) into
brief case: Firearms + LOG [Mental] (6, 1 Complex
Action). If firing: -1 Acc/Turn (Min. 3 Acc). Integral:
Rigid Stock, Shock Pad, Imaging Scope, Silencer
Remington 950: Integral: Imaging Scope
Ruger 101: Integral: Rigid Stock, Shock Pad, Imaging
Scope

SMARTGUN SYSTEM +2 Acc, Wind Environmental
Modifier shifts 1 row up. Wireless: +1/+2 Attack for
External/Implanted Smartlink, Take Aim Simple
Action gives (+1 Dice & +1 Acc) or Image Mag benefit

2 Requirements: Smartgun System for Gun AND
Smartlink for shooter

Smartgun System for Gun: Internal OR External
Internal (uses No Mount): Comes built-in (see
weapon description) OR Buy upgraded weapon:
Price x 2, +2 Availability
External (uses Barrel Mount): Purchase as Firearm
Accessory. If install self: **Armorer + LOG (4, 1 hour)**
Smartlink: External or Implanted (more effective)
External: Vision Enhancement in any non-implanted
Imaging Device (Contacts, Glasses, Goggles,...)
Implanted: Vision Enhancement in Cybereyes

SIN System Identification Number

Required for all transactions/purchases (buying groceries, paying rent,...)

Every piece of information about someone in the Matrix is associated to their SIN

Issued by country or megacorp (AA or AAA)

Given when you become citizen (usually at birth)

Created with algorithm. With proper software just reading number tells name, place/date of birth

Biometric data captured and logged with SIN: DNA, retinal scan, fingerprints

Info stored with Global SIN Registry (GSINR), controlled by Corporate Court. Most secure data store on planet, near impossible to change SIN info

SINless: Default for PCs – born outside system

Biometric information was never captured and tagged with a SIN

SINner (Negative Quality): can still use a Fake SIN, but if your biometric info is ever read it can always bring up your real SIN

FAKE SINS Always in demand, can be purchased

Purely digital object, exists on your Commlink

More expensive = more info matches the purchaser, see Fake SIN Details table

Checking a Fake SIN: Check Rating x 2 Test

(Threshold = Fake SIN Rating)

Check Rating: use Device Rating OR derive from how detailed check is, see 'SIN Verification Details' table

Hits < Threshold: Reports no problem

Hits = Threshold: Something seems "odd" but up to operator whether they want to investigate further
Hits > Threshold: Reports SIN as false, SIN is burned

Burned SIN: If SIN is checked and found false, immediately reported if reader is connected to Matrix

Future uses of SIN automatically fail

Sometimes bad data sharing between countries – GM choice, SIN may be usable in different country

FAKE SIN DETAILS

RATING ATTRIBUTES

- | | |
|---|--|
| 1 | Random anybody, age, nationality, and sex may not match; no supporting data |
| 2 | Rough match; sex matches, age and nationality "pretty close," no supporting data |
| 3 | Good match; sex, age, and nationality match; supporting data, but obviously fake |
| 4 | Casually plausible; sex, age, and nationality match; supporting data appears valid only on cursory checks |
| 5 | Good fit; all statistics match; valid biometrics for another person (with samples); some supporting data and history |
| 6 | Alternate life; all statistics match; valid biometrics with samples; complete and entirely believable history |

SIN VERIFICATION DETAILS

RATING WHAT'S CHECKED

- | | |
|---|--|
| 1 | Do you have a SIN? |
| 2 | Basic redundancy check on the number and vital statistics |
| 3 | Redundancy check on number and statistics; query for external data attached to SIN |
| 4 | Verify all vital statistics; external data checked for obvious conflicts; biometric must be present |
| 5 | Full verification and consistency check; biometrics tested against sample |
| 6 | All possible verification; multiple biometric samples must match; random supporting data verified externally |

MONEY Certified Credstick: Whoever has credstick 'owns' the money, no SIN/passcode required. Unregistered, untraceable. Not Wireless, must access through chip reader/data cable.

Credit Account: Online bank account, tied to SIN, traceable. Accessed through Matrix (commlink), requires passcode and/or biometric reader scan. Included with Low Lifestyle or better.

LICENSES Purely digital object, exists on Commlink

Always tied to a SIN (can't have a generic gun license, must have a gun license for 'Frank Smith')

Required for:

Availability 'R' items ('F' always illegal)

Awakened: license to practice magic (incl Adepts)

Additional license required for each Combat spell
Technomancy

Checking Fake License: same as checking Fake SIN

RESTRAINTS Metal: Armor 16, Structure 2

Plasteel: Armor 20, Structure 2

Plastic: Armor 6, Structure 2

Containment Manacles: As Metal, attached to wrists & ankles, prevent running/extending Cyberweapon

BREAKING & ENTERING Autopicker, Lockpick Set:

see GM Board, Classic Locks

Cellular Glove Molder: GM Board, Biometric Security

Chisel/Crowbar: Double STR to force something open

Keycard Copier, Maglock Passkey, Sequencer: see GM Board, Maglock Keys

Miniwelder: 25P Dmg against Barriers (lasts 30mins)

Monofilament Chainsaw: 16P Dmg against Barriers

ROPES & GRAPPLE GUNS Grapple Gun: Uses Exotic

Ranged Weapon Skill. Uses Light Crossbow Ranges

Microwire: Holds up to 100kg. Very difficult to see, can store in small compartment. Require Rapelling Gloves (see Survival Gear)

Myomeric Rope: Holds up to 400kg. Wireless: can move on its own up to 30 meters distance at 2m/Turn

Stealth Rope: Holds up to 400kg. Touch with Catalyst Stick: Stealth Rope destroyed without a trace (Catalyst Stick reusable)

Rapelling Gloves: +2 on tests to hold grip on rope

INDUSTRIAL CHEMICALS Glue Sprayer: Covers 1

square meter (door or window). Hardens in 1 Turn.

Force open with opposed BOD + STR vs. 10 (for glue)

Glue Solvent: Dissolves 1 square meter of glue

Thermite Burning Bar: Must set carefully. 30P Fire Dmg (consumed in use). Wireless: remotely activate

COMMLINKS Size of a smartphone. **Features:**

Matrix browsing, send/receive images & files, computer, GPS, video camera, phone, text, text-to-speech/speech-to-text, voice-access dialing, RFID tag scanner, chip player, credstick reader, music player, trid-projector, touch-screen display, earbuds.

Holds SIN, licenses, permits, music, files, pictures,... Visible in Matrix (personal files in protected folder)

Matrix Attributes (Firewall, Data Processing) =

Device Rating (if slaved, use Master's Firewall)

Can slave Device Rating x 3 other devices (gun,...)

Typical Matrix Actions: Full Matrix Defense, Change

Icon, Edit File, Matrix Search, Send Message

Sim Module Upgrade: Requires DNI. Allows simsense and VR. Hot-Sim Mod: allows Hot-Sim VR

AR Requires (Image Link & Earbuds) OR DNI OR

Technomancy

Image Link: Vision Enhancement for contacts/glasses/goggles/cybereyes)

Earbuds: Come w Commlink (or Cyberears Sound Link)

DNI Direct Neural Interface (plug brain into devices)

Requires: Trodes (no Essence) OR Technomancy, OR Implanted Datajack/Commlink/Cyberdeck/Control Rig

Change Linked Device Mode: Free Action (not Simple)

Allows AR without Image Link & Earbuds

DNI & Sim Module (Commlink upgrade): **Allows VR**

ELECTRONIC ACCESSORIES **Biometric Reader:** scans

fingerprints, retinal, voice pattern,... (no DNA scan).

Can lock commlink/electronics with it.

Satellite Link (Dish): Limits Noise from distance to -5

Simrig: Records simsense. Requires DNI/Sim Module.

Subvocal Microphone: Tape to throat, talk in whisper. -4 to Perception Tests to hear you.

SOFTWARE **Datasoft:** +1 [Mental] to Knowledge skill

Mapsoft: +1 limit to Navigation tests in area

Shopsoft: +1 [Social] to Availability/Negotiation tests for specific class of product (firearms, electronics,...)

Tutorsoft: Ratingx2 on Instruction Test (No MAG/RES)

COMMUNICATIONS & COUNTERMEASURES

Bug Scanner: Finds wireless devices in 20 meters.

Electronic Warfare + LOG [Rating] (Wireless: can use **Rating + LOG [Rating]**), any Net Hits finds device. If Running Silent, opposed by LOG + Sleaze

Data Tap: Attach to data cable: directly connected to whatever is connected to data cable. Wireless: Free Action: Data Tap self-destructs (doesn't harm cable)

Headjammer: Used on prisoners: Noise = Rating, only for person wearing it. Remove with key, or: **Hardware**

+ LOG [Mental] or Locksmith + AGI [Physical] (8, 1 Complex Action), or can remove from self with

Complex Action: **Escape Artist + AGI [Physical] (4)**

Jammer: Noise = Rating. Personas not affected unless device they're running on is in area. **Area Jammer:** all directions, Noise reduced by 1 per 5 meters distance.

Directional Jammer: 30-degree arc, Noise reduced by 1 per 20 meters distance.

Wireless: Designate devices/personas not jammed

Micro-transceiver: Subvocal Microphone & Earbuds to communicate within 1 km. Wireless: no range limit

Satellite Link (Dish): Limits Noise from distance to -5

Tag Eraser: Must be within 5 millimeters of device and not blocked by casing (ineffective on cyberware, maglock, vehicle,...). 10 Matrix Dmg (resist normally)

White Noise Generator: Prevents audio surveillance. -4 on Perception Tests to overhear conversation.

SURVIVAL GEAR **Chemsuit:** Worn over Clothing/

Armor. +Rating to Toxin Resistance Tests. Not cumulative with Chemical Protection Armor Mod

Climbing Gear: incl Rope. Need for Assisted Climbing.

Diving Gear: Regulator & Air Tank = same Toxin protection as Gas Mask. Wet Suit = Rating 1 Insulation

Flashlight: Available in infrared, can be gun-mounted

Gas Mask: 1 hour air supply Wireless: analyzes air

Gecko Tape Gloves: Allow Assisted Climbing

Hazmat Suit: Gives Chemical Seal, 4 hour air supply. Incl Geiger Counter. Wireless: Analyzes environment

Light Stick: 10 meter radius, 3 hours

Magnesium Torch: Bright Light for 5 minutes

Micro Flare Launcher: Range 200 meters, illuminates a city block for 2 minutes (negates darkness penalties)

Attack: Uses Exotic Ranged Weapon skill, 5P

SENSORS Sensors can allow seeing invisible objects,

detect by smell,... still must make Perception Test

Sensor Array: Can use Electronic Warfare in place of Perception skill. Limit = Sensor Array Rating.

Holds 8 Sensor Functions, Housing limits Rating, p.446 Housing: must be in Wall-Mounted Housing (Capacity

6) or other device (i.e. Cybereyes) with Capacity 6.

Single Sensors Use 1 Capacity slot

SENSOR FUNCTIONS **Cyberware Scanner, Motion**

Sensor, MAD Scanner: As GM Board Sensors/Scanner

Atmosphere Scanner: Forecasts weather

Geiger Counter: Measures radiation

Laser Range Finder: Calculates distance to target

Olfactory Scanner: +Rating to scent Perception Tests

Radio Signal Scanner: as Bug Scanner, see Communications & Countermeasures

Ultrasound: Active Mode: detects invisible objects, maps area. Passive Mode: detects other Active Mode Ultrasound devices or Motion Sensors.

Vision Magnification: Magnify vision up to 50x

RFID TAG Tiny computer. Can be microscopic or size

of a matchbox. Adhesive backing to stick to anything. Can hold data (1-2 files). Can create ARO.

Matrix Owner can be changed to "nobody"

Uses: Broadcast AR message, GPS tracker, employee tracking, access control, owner's contact info for pets

Standard Tag: Nothing special

Datachip: Huge storage capacity for files. Not Wireless - must access with data cable/chip reader.

Security Tag: Can't erase with Tag Eraser. Can implant in skin, remove: Medicine + LOG [Mental] (10, 1 min.)

Sensor Tag: Holds 1 Sensor (Rating 2). Records data, holds up to 24 hours. Wireless: view data in real time

Stealth Tag: Runs Silent, Sleaze = Rating (3). Add'l -2 Concealability.

SURVIVAL GEAR CONT'D **Rappelling Gloves:** +2 on

tests to hold grip on rope

Respirator: +Rating to Toxin Resistance Tests against Inhalation Vectors

Survival Kit: Knife, lighter, compass, blanket, rations...

AVAILABILITY

High Rating: harder to acquire
 'R' Restricted requires License
 'F' Forbidden always illegal

DELIVERY TIMES TABLE

GEAR COST	DELIVERY TIME
Up to 100¥	6 hours
101¥ to 1,000¥	1 day
1,000¥ to 10,000¥	2 days
10,001 to 100,000¥	1 week
More than 100,000¥	1 month

PURCHASING GEAR

All Legal purchases require a

SIN, traceable

Blackmarket Goods: Buying Forbidden items, legal items with no trace, Restricted items without license

Availability Test: opposed test: **Negotiation + CHA [Social]** vs. Availability Rating

Each add'l 25% of item cost paid: +1 die on test (Max: 400%)

Tie: Item arrives in Delivery Time x 2

Win: Item arrives in Delivery Time / Net Hits

Fail: Can try again after Delivery Time x 2

Glitch: Inquiries attract police, dishonest seller,...

Contacts: Can use to perform Availability Test. Make test with their stats, +Connection Rating to [Social].

May ask for finder's fee if low Loyalty

FENCING GEAR

Standard/legal goods (no Availability Rating): worthless used/second hand

Other items can be fenced by self or through Contact

Contact: pay (5% x Loyalty) of item's cost

Self: Make Extended Test to find Buyer: **Etiquette + CHA [Social] (10, Delivery Time)**

Plus, use item's Availability Rating in Teamwork Test (Multiple items bundled = multiple Assistants)

Make Opposed Test to negotiate with Buyer:

Negotiation + CHA [Social]

Offer: 25% +/-5% per Net Hit (+Seller/-Buyer)

If decline offer, must start over and find new Buyer

CAPACITY

[Brackets]: Capacity used. Can put in open Capacity OR pay Essence (not both)

Not in Brackets: Gain open Capacity and pay Essence

CONCEALED GEAR

Observer from afar:

Perception + INT

[Mental]

+Concealability

Modifiers Table

+Visibility Modifiers

(as Ranged Attack)

Observer pat down:

Can use AGI [Physical]

instead of INT [Mental]

Concealability

Modifiers Table:

Negatives halved

Positives doubled

If not trying to hide gear: Success Test

If trying to hide gear:

Test opposed by **Palming + AGI [Physical]**

Observer can use Palming test instead of Perception

ENCUMBRANCE

Carrying Capacity: STRx10 kilograms

Exceeding Carrying Capacity: **BOD + STR** Test

Each Hit temporarily adds 10 kg to Carrying Capacity

Every 15 kg (or part thereof) above Carrying

Capacity: -1 [Physical] (can't reduce below 0)

DEVICE RATINGS

If not specified use Device Ratings

Table (see Matrix board or p. 421). Quick Reference -

Device Rating 2: Basic Cyberware, Weapons, Vehicles

WIRELESS

Benefits only gained if Wireless is ON.

Wireless can be cut off by Noise if:

Noise Rating (excluding distance) > Device Rating

Wireless ON: Device on Matrix, vulnerable to hacking

Turn Wireless OFF: Change Device Mode Action

With DNI: Free Action for 1 or All Devices

Without DNI: Simple Action for 1 Device

Throwback: Item with no Wireless capability (but can always be Directly Connected). Modify Device to be a Throwback **Hardware + LOG [Mental] (8, 10 minutes)**

CONCEALABILITY MODIFIERS

MODIFIER	EXAMPLE ITEMS
-6	RFID tag, bug slap patch, microdrone, contact lenses
-4	Hold-out pistol, monowhip, ammo clip, credstick, chips/softs, sequencer/passkey, autopicker, lockpick set, commlink, glasses
-2	Light pistol, knife, sap, minidrone, microgrenade, flash-pak, jammer, cyberdeck, rigger command console
0	Heavy pistol, machine pistol with folding stock collapsed, grenade, goggles, ammo belt/drum, club, extendable baton (collapsed)
+2	SMG, machine pistol with folding stock extended, medkit, small drone, extendable baton (extended), stun baton
+4	Sword, stun baton, sawed-off shotgun, bullpup assault rifle
+6	Katana, monosword, shotgun, assault rifle, sport rifle, crossbow
+8	Sniper rifle, bow, grenade launcher, medium drone
+10/Forget about it	Machine gun, rocket launcher, missile launcher, staff, claymore, metahuman body

AUGMENTATIONS

All have Neural Interface (does not

give DNI): Activate/Change Mode mentally (even with Wireless OFF) with Free Action unless specified

Recovering from Surgery: Getting new Cyber/Bioware installed: take Essence Cost x 3 Physical & Stun Damage (never go into Overflow)

Can't get 'used' Alpha/Beta/Deltaware

'WARE GRADES

GRADES	ESS COST MULTIPLIER	AVAIL MODIFIER	COST MULTIPLIER
Standard	x 1.0	—	x 1
Alphaware	x 0.8	+2	x 1.2
Betaware	x 0.7	+4	x 1.5
Deltaware	x 0.5	+8	x 2.5
Used	x 1.25	-4	x 0.75

DWARF/TROLL GEAR

-2 if Dwarf/Troll uses human-

sized item (or Human/Elf/Ork uses Dwarf/Troll item) -4 if Dwarf uses Troll-sized item or Troll uses Dwarf-sized item

GRENADES Minigrenades: for Grenade launchers
Hand-held Grenades: Use Throwing Weapons skill
Rig Grenade as booby trap: **Demolitions + LOG [Mental] (8, 1 Complex Action)**

High-Explosive/Fragmentation: -
Flash-bang: 10m radius, Dmg not reduced by distance
Flash-pak: Size of cigarette pack. -4 Attacks in direction of Flash-pak (-2/-1 for external/implanted Flare Comp. Wireless: Select targets get ½ penalties). 10 Charges, uses 1/Turn. Recharge as Stun Baton
Gas/Smoke/Thermal Smoke: Creates Inhalation Toxin/Smoke/Thermal Smoke (applies to Normal & Thermographic vision) in 10m Radius, lasts ~4 Turns

ANTI-VEHICLE ROCKET/MISSILE -10 AP vs. Vehicles and Barriers, otherwise -4 AP

EXPLOSIVES Base DV = Rating x Square Root of kg used (round down)

'Attack' with **Demolitions + LOG [Mental]**

Blast: -2/m circular explosion, -1/m directional Attached directly to target: ½ Armor
Otherwise: -2 AP

If Barrier destroyed, creates shrapnel cloud:

DV = Explosive's DV - Barrier's Structure, Blast: -1/m

Detonator Cap: Set Timer. Wireless: Simple Action to change Timer, Free Action to detonate without Timer

BIOTECH **Biomonitor:** Monitors vitals. Wireless: can notify others of danger (teammates, DocWagon,...)

Disposable Syringe: Can deliver Injection Vector Toxin (victim must be restrained or grappled)

Medkit, Autodoc, DocWagon Contract, Antidote Slap Patch, Stim Patch, Trauma Patch: see GM Board

Chem Patch: 'Blank' patch, add toxin and apply later (victim must be restrained or grappled)

Tranq Patch: Does Stun Damage = Rating, Resist with only **BOD** (victim must be restrained or grappled)

TOOLS Purchase for specific skill. **Kit:** mobile. **Shop:** can transport in a van. **Facility:** not moveable.

ARMOR **Multiple Armors:** Only highest applies
Electrochromic Clothing: Can change colors/patterns or display images/texts, Simple Action (Wireless: Free) to start change, but takes a few Turns to take effect

Chameleon Suit: +2 limit (Wireless: +2 Dice Pool) to Sneaking Tests

Lined Coat: -2 Concealability to hidden items

ARMOR MODIFICATIONS Capacity = Armor Rating

Chemical Seal: Only Full Body Armor with Helmet. Immune to Contact/Inhalation Vector attacks. 1 hour air supply. Activate: Complex Action (Wireless: Free).

Shock Frills: 8S Electricity Damage (-5 AP) if someone touches you. Can attack with Unarmed Combat skill. Simple Action (Wireless: Free) to activate. 10 Charges. Recharge as Stun Baton

Thermal Damping: +2 limit (Wireless: +2 Dice Pool) to Sneaking Tests against Thermal Vision/Sensors

Other Mods: See Combat Board, Elemental Damage

HELMETS & SHIELDS Max "+" = STR

Each +2 over STR = -1 AGI & REA

Shields: -1 [Physical] if Shield gets in way. Can upgrade with Armor Modifications, Capacity = Rating

Riot Shield: 9S Electricity Damage (-5 AP) if touched

AUDIO DEVICES **Directional Mic:** Listen as if 100m

closer where pointed (solid objects/noise interfere)

Laser Mic: Aim at solid object, such as window, reads sounds on other side. Can't use Spatial Recognizer.

Omni-directional Mic: Standard microphone.

Capacity 1 version is micro, range only 5 meters.

AUDIO ENHANCEMENTS **Audio Enhancement:**

+Rating to Limit (Wireless: +Rating to Dice Pool) on audio Perception Tests

Select Sound Filter: Blocks out background noise, Each Rating point lets you focus on 1 specific sound (approaching footsteps, specific conversation).

Spatial Recognizer: +2 to Limit (Wireless: +2 to Dice Pool) on Perception Tests to pinpoint source of sound

OPTICAL DEVICES Can't take Vision Enhancements
Mages can use for Line of Sight (-3 Spellcasting)
Binoculars (Optical): Vision Magnification
Endoscope: See through end of myomeric rope (Wireless: can move on its own up to 30 meters distance at 2m/Turn). Can look around corners, under doors,... Unwieldy (can't cast spells while using)
Mage Sight Goggles: As Endoscope but not unwieldy (can cast spells while using)
Periscope: Wireless: only -1 to shoot around corners

IMAGING DEVICES Can take Vision Enhancements
Mages cannot use for Line of Sight
Binoculars: built-in Vision Magnification
Contacts: Must be Wireless

VISION ENHANCEMENTS **Image Link:** Allows AR

Low-light: Doesn't work in total darkness

Flare Compensation: protects against glare/flashes

Smartlink: See Smartgun System

Thermographic: see heat (infrared)

Vision Enhancement: +Rating to Limit (Wireless: +Rating to Dice Pool) on visual Perception Tests

Vision Magnification: Magnify vision up to 50x

EYEWARE Any size/color/shape - natural to chrome
Vision Enhancements use Capacity (with Cybereyes)
OR Essence (no Cybereyes)

Cybereyes: includes Image Link and Camera

Ocular Drone: Normal eye (with enhancements), until removed. Functions as Horizon Flying Eye drone. While out: -3 to all tests (requiring vision)

Retinal Duplication: see GM Board-Biometric Security

Smartlink: See Smartgun System

Others: See Vision Enhancements

EARWARE **Cyberears:** Replace inner ear only, or whole ear. Includes Sound Link.

Balance Augmenter: +1 to balance tests (climbing, jumping,...)

Damper: +2 to Resist sonic attack & Flash-bangs

Sound Link: Allows audio AR (like Image Link)

Others: See Audio Enhancements

BODYWARE Capacity Cost: can put in Cyberlimb

Bone Lacing: BOD bonus to Resist Physical Damage, Armor bonus cumulative with other Armor
Plastic: +1 BOD, +1 Armor, (STR+1)P Unarmed Dmg
Aluminum: +2 BOD, +2 Armor, (STR+2)P Unarmed Dg
Titanium: +3 BOD, +3 Armor, (STR+3)P Unarmed Dmg
Incompatible: Bone Density Augmentation, bone alterations

Dermal Plating: +Rating to Armor, Incompatible:

Orthoskin, skin augmentations that add Armor

Fingertip Compartment: Stores micro-drone, RFID tag, chip. Complex (Wireless: Simple) Action:

Insert/Remove object. Concealability –10. Can store Monofilament Whip: Ready: Simple Action (after Remove object action), Retract: Complex Action

Grapple Gun: Implanted, must attach rope externally

Internal Air Tank: Hold breath for Rating hours (immunity to Inhalation-Vector Toxins). Simple (Wireless: Free) Action to activate/deactivate. Refill from tank in 5 minutes or 6 hours normal breathing

Muscle Replacement: +Rating to STR & AGI,

Incompatible: Muscle Toner, Muscle Augmentation, other muscle alterations

Reaction Enhancers: +Rating to REA. Wireless:

compatible with Wireless Wired Reflexes, can exceed +4 Augmentation limit, Incompatible: augmentations that add to REA, Wired Reflexes (if Wireless OFF)

Smuggling Compartment: Store item size of light pistol. Concealability –10. Complex (Wireless: Simple) Action: Insert/Remove object

Wired Reflexes: +Rating REA, +(Rating)d6 Initiative.

Complex (Wireless: Simple) Action to activate.

Wireless: compatible with Wireless Reaction

Enhancers, can exceed +4 Augmentation limit.

Incompatible: augmentations that add to REA or Initiative, Reaction Enhancers (if Wireless OFF)

CYBER IMPLANT WEAPONS In Cyberlimb or body

Cybergun: Built from non-metallic compounds.

Ammo: Magazine contained in arm, Clip sticks out Includes Smartgun, can add Laser Sight/Silencer

Cyber Melee Weapon: Use Unarmed Combat Skill, [Physical] Limit. Shock Hand: 10charges, recharge as Stun Baton

HEADWARE Capacity Cost: can put in Cyberlimb

Commlink: includes Sim Module (allows VR)

Control Rig: see Rigger Board

Cortex Bomb: Denotation: Remote/time/sound recognition. Kink: destroy specific headware/cyberlimb components. Micro: destroy head/limb.

Area: as Fragmentation grenade (head – autokills)

Cyberdeck: see Matrix Board

Datajack: gives DNI, has data cable for Direct Connection. Wireless: Rating 1 Noise Reduction

Data Lock: Protected data (carrier can't access). Only Direct Connection access. Rating used for defense.

Olfactory Booster: +Rating to scent Perception Tests. Record smells, smell ammo traces, explosives, fear,...

Simrig: Records simsense. Requires DNI/Sim Module.

Taste Booster: +Rating to taste Perception Tests.

Tooth Compartment: Smuggle chip/RFID. Open with Wireless or manual catch. Breakable: bite hard to start tracking signal, release poison,...

Ultrasound Sensor: Active Mode: replaces normal vision, detects invisible objects, maps area. Passive Mode: detects other Active Mode Ultrasound devices or Motion Sensors.

Voice Modulator: Amplify voice, perfect pitch. +Rating to Impersonation (voices). Bypass voice recognition, see GM Board-Biometric Security.

SKILLJACK/SKILLWIRES/SKILLSOFTS Can't use Edge

Replaces skill use. Can't 'learn' from them.

Incompatible: Reflex Recorder

Skilljack: Max Skillsoft Rating = Skilljack Rating

Max Total Rating of all running Skillsofts = Skilljack Rating x 2 (Wireless: x 3)

Start/Stop Skillsoft: Free Action

Knowsoft: Any Knowledge skill

Linguasoft: Talk/write any language (sounds stilted and non-native)

Skillwires (requires Skilljack): Allows Activesofts (any Active skill not Resonance/Magic based)

Must run Activesoft on Skilljack (counts towards Skilljack's total Skillsoft Rating limits)

Max Activesoft Rating = Skillwire Rating

Wireless: +1 to Limit used

CYBERLIMBS Include Skulls & Torsos (shells only)

Incompatible: all other bioware & cyberware (unless it uses Capacity of limb)

Unarmed Damage: (STR)P

+1 Box to Physical Condition Monitor per limb Hands/Feet don't count, Partial limbs give +½ box

Base STR/AGI 3, not affected by other cyber/bioware Can exceed +4 Augmentation Bonus for limb

Customization: Add STR/AGI (can't exceed racial max). Can't change Customization after purchase.

Enhancement: Add STR/AGI (can exceed racial max)

Attributes used vary by task:

Primarily 1 Limb: That limb's attributes

Multiple limbs: Average of all limbs involved (Full Body task = 5 limbs: 2 Arms, 2 Legs, 1 Torso)

Avg of 5 limbs with 1 Cyberlimb: If Cyberlimb is 1-5 above AGI, use AGI +1, 6-10 = AGI +2

Careful coordination of multiple limbs: Worst limb

Partial Limbs/Hands/Feet: Only use for direct tasks

(i.e. gripping with hand)

Enhancement (Armor): cumulative with other Armor

Synthetic Cyberlimb: look natural. Obvious if touched Against visual tests: –8 Concealability Cybertechnology can replace Perception

CYBERLIMB ACCESORIES Can only be installed in Cyberlimbs

Cyberarm Gyromount: Recoil Comp 3 (can reduce penalties from movement too). Simple (Wireless: Free) Action to activate.

Cyberarm Slide: Concealed compartment for Hold-out/Light Pistol/Taser. Ready Weapon as Free Action.

Cyber Holster: Concealed compartment for any pistol Ready Weapon as Simple (Wireless: Free) Action

Hydraulic Jacks: Per Rating:

+1 [Physical] for jumping, sprinting, lifting with legs (Wireless: +1 to Dice Pool)

+20% to max jump distance

Reduce fall distance by 2 meters (for damage)

Large Smuggling Compartment: Store item size of small SMG ('breadbox size'). Complex (Wireless: Simple) Action: Insert/Remove object

BIOWARE: ADRENALIN PUMP Free action to activate. Can be forced to activate from physical/emotional stress if fail Composure Test.
Active: No Wound Modifiers, not unconscious from Stun Damage, can't rest, +Rating to STR,AGI,REA,WIL
Duration: Rating x 1d6 Turns. Can't turn off early.
Duration End: Take Stun Damage = # of Turns Active, Resist with BOD + WIL. Can't activate again for 1 hour.

BIOWARE Bone Density Augmentation: +Rating to BOD for Damage Resistance Tests, Unarmed Combat Damage = STR + (Rating - 1)P. Incompatible: Bone Lacing, bone alterations
Cat's Eyes: Low-light Vision. Incompatible: Cyber Eyeware (enhancements or Cybereyes)
Cerebral Booster: +Rating to LOG
Damage Compensator: Ignore (Rating) Damage for Wound Modifiers (Physical, Stun, or combo of both)
Enhanced Articulation: +1 [Physical], +1 Escape Artist
Mnemonic Enhancer: +Rating to [Mental], Knowledge & Language skills, memory-related tests
Muscle Augmentation: +Rating to STR. Incompatible: Muscle Replacements, augmentations that add STR
Muscle Toner: +Rating to AGI. Incompatible: Muscle Replacements, augmentations that add AGI
Orthoskin: +Rating to Armor, cumulative with other Armor. Incompatible: Dermal Plating, skin augmentations that add Armor
Pain Editor: +1 WIL, -1 INT, -4 to Perception Tests using touch, No Wound Modifiers, Not unconscious from Stun Damage. Don't know Condition Monitors without Observe in Detail Simple Action or Biomonitor. Activate/deactivate with Free Action.
Pathogenic Defense: +Rating to Disease Resistance Tests
Platelet Factories: -1 to Physical Damage taken (Minimum 1 Damage)
Reflex Recorder: +1 to a skill linked to Physical Attribute (can't stack, can get different skills). Incompatible: Skillwires
Skin Pocket: Store item size of light pistol. Complex Action: Insert/Remove object. Concealability -10.

BIOWARE CONT'D Sleep Regulator: Need only 3 hours sleep/night (but harder to be awakened while sleeping). Stay awake twice as long before sleep deprivation fatigue damage. No effect on Healing.
Synaptic Booster: +(Rating) REA, +(Rating)d6 Initiative
Suprathyroid Gland: +1 AGI,BOD,REA,STR, +25% Lifestyle costs (eat twice as much, hyperactive)
Incompatible: Wired Reflexes, Reaction Enhancers, augmentations that add to REA or Initiative
Symbiotes: +Rating to Healing tests (Physical & Stun), Pay (Rating x 200\$)/month (or High/Luxury Lifestyle)
Synthacardium: +Rating to Athletics skill group (Gymnastics, Running, Swimming)
Tailored Pheromones: Doesn't apply to magical tests. +Rating to [Social] (even if target can't smell you) +Rating to Acting & Influence skill groups if target can smell you (Performance, Impersonation, Con, Etiquette, Leadership, Negotiation).
Toxin Extractor: +Rating to Toxin Resistance Tests
Tracheal Filter: +Rating to Toxin Resistance Tests vs. Inhalation Vector Toxins

VEHICLES/DRONES Default models (can add Interface/Manual aftermarket):
Rigger Interface: Drones Yes, Vehicles No
Manual Controls: Vehicles Yes, Drones No
Sensor Rating (Individual or Array) = Sensor Attribute
Small Drone: Comes with 3 Sensor Functions
Medium Drones & Vehicles: Come equipped with Sensor Array (choose 8 Functions)
Weapon Mounts: Max = BOD/3 (round down)
Gain Recoil Comp = Vehicle/Drone BOD
Fire in 90° arc (Horizontal & Vertical)
Default: Remote Control, Vehicles can add Manual
Standard: Assault rifle or smaller, 250 ammo (belt)
Heavy: Counts as 2 Weapon Mounts towards Max, Any weapon, 500 ammo or BOD Missiles/Rockets

VEHICLES: SKILLS USED **Bike, Car, Truck, Van:** Pilot Ground Craft. **Boat, Submarine:** Pilot Watercraft
Fixed-Wing, Rotorcraft, VTOL/VSTOL: Pilot Aircraft

VTOL/VSTOL Vertical / Short Take Off/Landing - flies like plane but doesn't require runway

VEHICLES No Integral features other than below:
Boats: Morgan Cutlass: Includes 2 Heavy, Manual Operation Weapon Mounts (usually 2 LMGs)
Fixed-Wing Aircraft
Artemis Industries Nightwing: Made for stealth
Renault-Fiat Fokker Tundra-9: Can take off/land in water
Rotorcraft: Nissan Hound: Includes 2 Standard Weapon Mounts

DRONES **Micro Shiawase Kanmushi:** Pilot Walker skill. Size of insect, hard to tell it's not natural insect. Climbs walls/ceiling. Destroyed if stepped on or by tag eraser
Sikorsky-Bell Microskimmer: Pilot Ground Craft skill (Hovercraft Specialization). Size of small frisbee. Moves by small hoverjets, can skim over water.
Mini Horizon Flying Eye: Pilot Aircraft skill. Size of eyeball. Flies with thrusters/rolls on ground. Optional: Built-in Flash-pak and Smoke grenade, destroys drone if used
MCT Fly-Spy: Pilot Aircraft skill. Shaped like large insect (hard to tell it's not natural from distance).
Small Aztechnology Crawler: Pilot Walker skill. Can walk up stairs/over small obstacles, size of medium-small dog
Lockheed Optic-X2: Pilot Aircraft skill. Size of large hawk (folds up to size of deck/tablet). VSTOL flight. Stealth-design: -3 to radar/sensor/visual/audio Perception Tests to detect
Medium Ares Duelist: Pilot Walker skill. Size of small person. Walks on 2 feet. Includes: 2 Swords (blade arms, don't count toward Max Weapon Mounts), Targeting (Swords) Autosoft Rating 3
GM-Nissan Doberman: Pilot Ground Craft skill. Includes 1 Standard Weapon Mount (Max = 1)
MCT-Nissan Roto-Drone: Pilot Aircraft Skill. Flies as helicopter. BOD=7 for calculating Max Weapon Mounts
Large Cyberspace Designs Dalmation: Pilot Aircraft skill. Size of large hang glider (size of lawn mower when stored). VTOL flight, can hover.
Steel Lynx Combat Drone: Pilot Ground Craft skill. Four wheeled legs. Includes Heavy Weapon Mount