

COMPILED TABLES

◊ ARSENAL ◊ AUGMENTATION ◊ STREET MAGIC ◊ UNWIRED



MELEE WEAPONS

Blades	Reach	Damage	AP	Availability	Cost	Page
Bayonet (on rifle)	2	(STR/2 + 1)P	—	3	40¥	14, AR
Ceramic Knife	—	(STR/2 + 1)P	—	4	75¥	14, AR
Claymore	2	(STR/2 + 4)P	-1	8R	900¥	14, AR
Combat Axe	2	(STR/2 + 4)P	-1	8R	600¥	314, SR4A
Cougar Fineblade Knife						
Short Blade	—	(STR/2 + 1)P	-1	5R	550¥	14, AR
Long Blade	—	(STR/2 + 2)P	-1	7R	900¥	14, AR
Katana	1	(STR/2 + 3)P	-1	4R	1,000¥	314, SR4A
Katar	—	(STR/2 + 2)P	-2	9R	750¥	14, AR
Knife	—	(STR/2 + 1)P	—	—	20¥	315, SR4A
Kris	—	(STR/2 + 1)P	—	10R	1,000¥	14, AR
Macauitl	1	(STR/2 + 2)P	—	14R	3,000¥	14, AR
Monofilament Sword	1	(STR/2 + 3)P	-1	8R	750¥	315, SR4A
Nodachi	2	(STR/2 + 4)P	-2	12R	2,500¥	14, AR
Rapier	1	(STR/2 + 2)P	-1	4R	550¥	14, AR
Spear	2	(STR/2 + 2)P	—	4	150¥	16, AR
Survival Knife	—	(STR/2 + 1)P	-1	—	50¥	315, SR4A
Sword	1	(STR/2 + 3)P	—	4R	350¥	315, SR4A
Tomahawk	1	(STR/2 + 2)P	—	4	150¥	16, AR
Vibro Blades						
Knife	—	(STR/2 + 2)P	-2	6R	1,000¥	16, AR
Sword	1	(STR/2 + 4)P	-2	8F	2,000¥	16, AR
Victorinox Memory Blade	1	(STR/2 + 2)P	-1	14R	1,250¥	16, AR

Clubs	Reach	Damage	AP	Availability	Cost	Page
AZ-150 Stun Baton	1	7S(e)	-half	4R	800¥	16, AR
Club	1	(STR/2 + 1)P	—	—	30¥	315, SR4A
Extendable Baton	1	(STR/2 + 1)P	—	—	50¥	315, SR4A
Jupiter Taser Club	1	6S(e)	-half	8R	1,200¥	16, AR
Mace	1	(STR/2 + 3)P	—	4	120¥	17, AR
Nunchaku	1	(STR/2 + 2)P	—	6R	75¥	17, AR
Rattan Stick	1	(STR/2)P	+2	4	20¥	17, AR
Sap	—	(STR/2 + 1)S	—	—	30¥	315, SR4A
Staff	2	(STR/2 + 2)P	—	—	50¥	315, SR4A
Stun Baton	1	6S(e)	-half	4R	400¥	315, SR4A
Stun Staff	2	6S(e)	-half	6R	650¥	17, AR
Telescopic Staff	2	(STR/2 + 2)P	—	—	100¥	17, AR
Tonfa	1	(STR/2 + 1)P	—	4	50¥	17, AR

Exotic Melee Weapons	Reach	Damage	AP	Availability	Cost	Page
Garrote	—	(STR/2)P	—	0F	10¥	38, AR
Hardliner Gloves	—	(STR/2+1)P	—	4	100¥	38, AR
Kusarigama	—	—	—	8F	150¥	39, AR
Sickle	1	(STR/2 + 2)P	—	—	—	—
Weighted Chain	2	(STR/2 + 1)P	—	—	—	—
Monofilament Chainsaw	1	5P	-2	4	300¥	335, SR4A
Monofilament Garrote	—	8P	-4	18F	2,000¥	39, AR
Monofilament Whip	2	8P	-4	12F	3,000¥	315, SR4A
Pole Arm	2	(STR/2 + 2)P	-2	4R	1,000¥	315, SR4A
Riot Shield	—	(STR/2)S	+2	6R	200¥	327, SR4A
Sai	—	(STR/2 + 1)P or S	—	4	75¥	39, AR
Taser Armor/Shield	—	6S(e)	-half	10R	750¥	327, SR4A
Whip	2	(STR/2)P	+2	3	100¥	39, AR

Improvised Melee Weapons	Reach	Damage	AP	Skill Used	Page
Baseball Bat	1	(STR/2 + 1)P	—	Clubs	17, AR
Bottle (unbroken, first use)	—	(STR/2 + 1)S	—	Clubs	17, AR



Improvised Melee Weapons	Reach	Damage	AP	Skill Used	Page
Bottle (broken, after first hit)	—	(STR/2 + 1)P	—	Blades	17, AR
Chain	1-2	(STR/2 + 1)P	—	Exotic Melee Weapon (Whip)	17, AR
Chair	—	(STR/2 + 2)S	—	Clubs	17, AR
Fork or Utensil	—	(STR/2)P	—	Blades	17, AR
Frying Pan	—	(STR/2 + 1)P	—	Clubs	17, AR
Folding Spade	1	(STR/2 + 2)P	—	Blades	17, AR
Metahuman Body	1	(BOD/2 + 2)S	—	Unarmed Combat	17, AR
Pistol	—	(STR/2)P	—	Clubs	17, AR
Pool Cue	1	(STR/2)P	+2	Clubs	17, AR
Potted Plant	—	(STR/2 + 1)P	—	Clubs	17, AR
Rifle Butt	1	(STR/2 + 1)P	—	Clubs	17, AR
Sledge Hammer	1	(STR/2 + 3)P	—	Clubs	17, AR
Steel Pipe	1	(STR/2 + 1)P	—	Clubs	17, AR

Unarmed	Reach	Damage	AP	Availability	Cost	Page
Shock Frills	—	6S(e)	-half	6R	200¥	327, SR4A
Shock Glove	—	5S(e)	-half	3R	200¥	315, SR4A

PROJECTILES AND THROWING WEAPONS

Projectile Weapons	Damage	AP	Availability	Cost	Page
AquaDyne Harpoon Gun	6P	-1	6R	600¥	18, AR
Bow	(STR Min + 2)P	—	2	Rating x 100¥	315, SR4A
Arrow	—	—	2	5¥	315, SR4A
Injection Arrow	—	—	8R	50¥	316, SR4A
Collapsible Bow	(STR Min. + 1)P	—	4R	Rating x 125¥	18, AR
Light Crossbow	3P	—	2	300¥	316, SR4A
Medium Crossbow	5P	—	4R	500¥	316, SR4A
Heavy Crossbow	7P	-1	8R	750¥	316, SR4A
Bolt	—	—	2	5¥	316, SR4A
Injection Bolt	—	—	8R	50¥	316, SR4A
Pistol Crossbow	2P	—	4R	250¥	18, AR
Pistol Bolt	—	—	4R	3¥	18, AR
Injection Bolt	—	—	8R	30¥	18, AR
Slingshot	(STR/2)P	—	—	30¥	18, AR

Special Arrowheads	Damage Modifier	AP	Availability	Cost	Page
Barbed Head	—	—	5R	7¥	19, AR
Explosive Head	+1	—	9F	10¥	19, AR
Hammerheads	— (Stun)	+2	5	5¥	19, AR
Incendiary Head	—	—	12F	55¥	19, AR
Screamer Head	(-2)S	+2	2	5¥	19, AR
Stick-n-Shock	6S(e)	-half	6R	13¥	19, AR

Throwing Weapons	Damage	AP	Availability	Cost	Page
Boomerang	(STR/2 + 1)P	—	4	50¥	18, AR
Harpoon/Javelin	(STR/2 + 2)P	—	6	125¥	19, AR
Net	—	—	6	350¥	19, AR
Shuriken	(STR/2)P	—	2	30¥	316, SR4A
Throwing knife	(STR/2 + 1)P	—	2	20¥	316, SR4A

Exotic Ranged Weapons	Damage	AP	Mode	Ammo	Availability	Cost	Page
Ares Screech Sonic Rifle	5S	—	SS	10 (c) or external source	16	8,000¥	39, AR
Blowgun	—	—	SS	1 (ml)	4	10¥	39, AR
Bolas	—	—	—	—	6	75¥	40, AR
FN-AAL Gyrojet pistol	6P	-1	SA	10 (c)	12F	1,000¥	40, AR
Grapple Gun	5S	—	SS	1 (ml)	8R	500¥	337, SR4A



Exotic Ranged Weapons	Damage	AP	Mode	Ammo	Availability	Cost	Page
Micro Flare Launcher	3P	—	SS	1 (ml)	—	50¥	337, <i>SR4A</i>
Monofilament Bolas	8P	-4	—	—	16F	2,500¥	40, <i>AR</i>
Mortimer "Trafalgar"							
Gun Cane	5P	—	SS	1 (b)	9R	750¥	40, <i>AR</i>
SA Retiarius Net Gun							40, <i>AR</i>
Normal	—	—	SS	4 (b)	9	750¥	
Large	—	—	SS	2 (b)	9	1,000¥	
Tiffani Élégance							
Shooting Bracer	4P	—	SS	1 (b)	10R	1,250¥	40, <i>AR</i>

Improvised Throwing Wpns	Short Range	Medium Range	Long Range	Extreme Range	Damage	AP	Page
Baseball/Billiard Ball	0-STR x 2	To STR x 4	To STR x 6	To STR x 10	(STR/2)P	—	19, <i>AR</i>
Bowling Ball	0-STR/2	To STR	To STR x 1.5	To STR x 2	(STR/2 + 2)P	—	19, <i>AR</i>
Brick/Paving Stone	0-STR x 2	To STR x 3	To STR x 4	To STR x 6	(STR/2 + 1)P	—	19, <i>AR</i>
Chair	0-STR	To STR x 1.5	To STR x 2	To STR x 2.5	(STR/2)S	—	19, <i>AR</i>
Combat Axe	0-STR	To STR x 2	To STR x 3	To STR x 4	(STR/2 + 3)P	—	19, <i>AR</i>
Knife (any)	0-STR	To STR x 2	To STR x 3	To STR x 4	(STR/2)P	—	19, <i>AR</i>
Metahuman Body	(STR - BOD)/2	—	—	—	(BOD)S	—	19, <i>AR</i>
Molotov Cocktail	0-STR x 2	To STR x 3	To STR x 4	To STR x 5	5P*	-half	19, <i>AR</i>
Pistol	0-STR x 2	To STR x 3	To STR x 4	To STR x 6	(STR/2 + 1)S	—	19, <i>AR</i>
Potted Plant	0-STR/2	To STR	To STR x 1.5	To STR x 2	(STR/2 + 1)P	—	19, <i>AR</i>
Sword	0-STR	To STR x 2	To STR x 3	To STR x 5	(STR/2 + 2)P	—	19, <i>AR</i>

*Starts fire, see p. 155, *SR4*

FIREARMS

Tasers	Damage	AP	Mode	RC	Ammo	Availability	Cost	Page
Cavalier SafeGuard	5S(e)	-half	SA	—	6 (m)	—	275¥	20, <i>AR</i>
Defiance EX Shocker	8S(e)	-half	SS	—	4 (m)	—	150¥	316, <i>SR4A</i>
Defiance Protector	6S(e)	-half	SA	—	3 (m)	4	300¥	20, <i>AR</i>
Jupiter Taser Club	6S(e)	-half	SS	—	1 (m)	8	1,200¥	20, <i>AR</i>
Yamaha Pulsar	6S(e)	-half	SA	—	4 (m)	—	150¥	316, <i>SR4A</i>

Hold-Outs	Damage	AP	Mode	RC	Ammo	Availability	Cost	Page
Cavalier Scout	4P	—	SA	—	7 (c)	6R	375¥	20, <i>AR</i>
Fichetti Tiffani Needler	8P(f)	+5	SA	—	4 (c)	5R	500¥	20, <i>AR</i>
Fichetti Tiffani Self-Defender	4P	—	SS	—	4 (c)	4R	350¥	20, <i>AR</i>
Morrissey Élan	4P	—	SA	—	5 (c)	7R	450¥	20, <i>AR</i>
Raecor String	6P(f)	+5	SS	—	5 (c)	6R	350¥	316, <i>SR4A</i>
Streetline Special	4P	—	SS	—	6 (c)	4R	100¥	316, <i>SR4A</i>
Walther Palm Pistol	4P	—	SS/BF	—	2 (b)	4R	175¥	20, <i>AR</i>

Light Pistols	Damage	AP	Mode	RC	Ammo	Availability	Cost	Page
Ares Light Fire 70	4P	—	SA	—	16 (c)	3R	350¥	21, <i>AR</i>
Beretta 101T	4P	—	SA	—	12 (c)	4R	200¥	21, <i>AR</i>
Beretta 200ST	4P	—	SA/BF*	(1)	20 (c)	7R	550¥	21, <i>AR</i>
Ceska vz/120	4P	—	SA	—	18 (c)	4R	350¥	21, <i>AR</i>
Colt America L36	4P	—	SA	—	11 (c)	4R	150¥	317, <i>SR4A</i>
Colt Asp	4P	—	SA	—	6 (cy)	3R	175¥	21, <i>AR</i>
Fichetti Executive Action	4P	—	SA/BF	—	18 (c)	12R	700¥	21, <i>AR</i>
Fichetti Security 600	4P	—	SA	(1)	30 (c)	6R	450¥	317, <i>SR4A</i>
Hammerli 620S	4P	—	SA	1	6 (c)	8R	650¥	317, <i>SR4A</i>
SA Puzzler	4P	—	SA	—	12 (c)	15F	900¥	21, <i>AR</i>
Seco LD-120	4P	—	SA	—	12 (c)	3R	250¥	22, <i>AR</i>
Taurus Multi-6	4P/5P	—	SA/SS	—	6 (cy)	6R	200¥	22, <i>AR</i>
Walther PB-120	4P	—	SA	—	10 (c)/15 (c)	9R	400¥	22, <i>AR</i>
Yamaha Sakura Fubuki	4P	—	SA/BF	(1)	10 (ml) x 4	10R	2,000¥	317, <i>SR4A</i>

* Burst fire on this weapon requires a Complex Action.



Machine Pistols	Damage	AP	Mode	RC	Ammo	Availability	Cost	Page
Ares Crusader	4P	—	SA/BF	2	40 (c)	7R	700¥	22
Ceska Black Scorpion	4P	—	SA/BF	(1)	35 (c)	8R	550¥	317, SR4A
FN 5-7C	4P	—	SA/BF	1	20 (c)	8R	600¥	22
PPSK-4 Collapsible Machine Pistol	4P	—	SA/BF	(1)	30 (c)	20F	2,800¥	22
Steyr TMP	4P	—	SA/BF/FA	—	30 (c)	8R	600¥	317, SR4A

Heavy Pistols	Damage	AP	Mode	RC	Ammo	Availability	Cost	Page
Ares Predator IV	5P	-1	SA	—	15 (c)	4R	350¥	317, SR4A
Ares Viper Slivergun	8P(f)	+5	SA/BF	—	30 (c)	5R	500¥	317, SR4A
Browning Ultra-Power	5P	-1	SA	—	10 (c)	4R	300¥	22
Cavalier Deputy	5P	-1	SA	—	7 (cy)	4R	225¥	22
Collapsible Heavy Pistol	5P	-1	SA	—	10 (c)	18R	1,050¥	22
Colt Government 2066	5P	-1	SA	1	14 (c)	6R	500¥	22
Colt Manhunter	5P	-1	SA	—	16 (c)	4R	300¥	317, SR4A
Eichiro Hatamoto II	7P	-1	SS	—	1 (m)	10R	800¥	22
HK Urban Fighter	5P	-1	SA	—	10 (c)	14F	1,400¥	22
Morrissey Alta	5P	-1	SA	—	12 (c)	7R	850¥	22
Morrissey Elite	5P	-1	SA	—	5 (c)	6R	450¥	23
Nitama NeMax	5P	-1	SA	—	10 (c)	16R	1,700¥	23
PSK-3 Collapsible Pistol	5P	-1	SA	—	8 (c)	18F	2,300¥	23
Remington Roomsweeper w/flechettes	5P 7P(f)	-1 +5	SA	—	8 (m)	6R	250¥	317, SR4A
Ruger Super Warhawk	6P	-2	SS	—	6 (cy)	3R	250¥	317, SR4A
Ruger Thunderbolt	5P	-1	BF	2	12 (c)	12R	750¥*	24
Savalette Guardian	5P	-1	SA/BF**	1	12 (c)	7R	800¥	24
Walther Secura	5P	-1	SA	—	12 (c)	5R	300¥	24
Walther Secura Kompakt	5P	-1	SA	—	9 (c)	7R	400¥	24
WW Infiltrator	5P	-1	SA	—	15 (c)	16F	1,100¥	24

* Does not include cost of integral laser sight or smartgun system.

** Burst fire on this weapon requires a Complex Action.

Submachine Guns	Damage	AP	Mode	RC	Ammo	Availability	Cost	Page
AK-97 Carbine	5P	—	SA/BF/FA	(1)	30 (c)	4R	400¥	317, SR4A
Ares Executive Protector	5P	—	SA/BF/FA	(1)	30 (c)	9F	1,000¥	24, AR
Beretta Model 70	5P	—	BF/FA	—	35 (c)	5R	650¥	24, AR
Colt Cobra								
TZ-110	5P	—	SA/BF/FA	2 (3)	32 (c)	5R	550¥	24, AR
TZ-115	5P	—	SA/BF/FA	(1)	32 (c)	5R	475¥	24, AR
TZ-118	5P	—	SA/BF/FA	(1)	32 (c)	5R	650¥	24, AR
Colt M24A3 Water Carbine	5P	—	SA/BF	—	30 (c)	10F	1,200¥	24, AR
FN P93 Praetor	5P	—	SA/BF/FA	1 (2)	50 (c)	11F	650¥	24, AR
HK-227X	5P	—	SA/BF/FA	(1)	28 (c)	8R	800¥	317, SR4A
HK MP-5 TX	5P	—	SA/BF/FA	2 (3)	20 (c)	4R	550¥	317, SR4A
HK Urban Combat	5P	—	SA/BF/FA	2	36 (c)	16F	2,400¥	25, AR
Ingram Smartgun X	5P	—	BF/FA	2 (3)	32 (c)	6R	650¥	317, SR4A
Ingram SuperMach 100	4P	—	SA/FA	3 (4)	40 or 60 (c)	9F	975¥	25, AR
Ingram Warrior-10	5P	—	SA/BF	—	30 (c)	4R	400¥	25, AR
Sandler TMP	5P	—	BF/FA	(1)	20 (c)	4R	350¥	25, AR
SCK Model 100	5P	—	SA/BF	(1)	30 (c)	6R	750¥	25, AR
Uzi IV	5P	—	BF	(1)	24 (c)	4R	500¥	317, SR4A

Assault Rifles	Damage	AP	Mode	RC	Ammo	Availability	Cost	Page
AK-97	6P	-1	SA/BF/FA	—	38 (c)	4R	500¥	318, SR4A
AK-98	6P	-1	SA/BF/FA	—	38 (c)	8F	1,000¥	26, AR
Grenade Launcher	Grenade	—	SS	—	6 (m)			
Ares Alpha	6P	-1	SA/BF/FA	2	42 (c)	12F	1,700¥	318, SR4A
Grenade Launcher	Grenade	—	SS	—	6 (c)			
Ares HVAR	5P	—	SA/BF/FA	3 (4)	50 (c)	11F	2,400¥	26, AR



Assault Rifles	Damage	AP	Mode	RC	Ammo	Availability	Cost	Page
Colt M22A3	6P	-1	SA/BF/FA	1	40 (c)	9R	1,600¥	26, AR
Grenade Launcher	Grenade	—	SS	—	6 (m)			
Colt M23	6P	-1	SA/BF/FA	—	40 (c)	5R	750¥	27, AR
FN HAR	6P	-1	SA/BF/FA	2	35 (c)	8R	1,000¥	318, SR4A
HK G12A3z	6P	-1	SA/BF/FA	2	32 (c)	9F	1,750¥	27, AR
HK XM30	6P	-1	SA/BF/FA	(1)	30 (c)	15F	2,500¥	319, SR4A
Grenade Launcher	Grenade	—	SS	—	8 (c)			
Shotgun	7P	+1	SA	(1)	10 (c)		+1,000¥	
Carbine	5P	—	SA/BF/FA	(1)	30 (c)		+500¥	
Sniper	7P	-2	SA	(1)	10 (c)		+1,000¥	
LMG	6P	-1	BF/FA	2 (3)	100 (belt)		+1,000¥	
Nitama Optimum II	6P	-1	SA/BF/FA	1	30 (c)	10F	2,200¥	27, AR
Underbarrel Shotgun	7P	-1	SA	1	5 (m)			
Sernopal vz/88V	6P	-1	SA/BF/FA	2	35 (c)	8F	1,650¥	27, AR
Steyr AUG-CSL						13F	4,000¥	27, AR
Assault Rifle	6P	-1	SA/BF/FA	1	40 (c)			
Rifle	7P	-1	SA	1	20 (c)			
Submachine Gun	5P	—	SA/BF/FA	1 (2)	25 (c)			
Light Machine Gun	6P	-1	BF/FA	1	50 (c) or belt			

Sport Rifles	Damage	AP	Mode	RC	Ammo	Availability	Cost	Page
Mannlicher Wildhüter	8P	-1	SS	(1)	6 (c)	7R	1,200¥	27, AR
Remington 750	7P	-1	SS	—	5 (m)	4R	500¥	27, AR
Remington 950	8P	-1	SS	—	5 (m)	4R	675¥	27, AR
Ruger 100	7P	-1	SA	(1)	5 (m)	4R	900¥	319, SR4A
PJSS Elephant Rifle	9P	-1	SS	(1)	2 (b)	12R	6,000¥	319, SR4A

Sniper Rifles	Damage	AP	Mode	RC	Ammo	Availability	Cost	Page
Ares Desert Strike	8P	-3	SA	(1)	14 (c)	10F	3,350¥	28, AR
Barrett Model 121	9P	-4	SA	(2)	14 (c)	18F	9,000¥	28, AR
HK PSG Enforcer	7P	-3	SA	(2)	2 x 12 (c)	12F	4,800¥	28, AR
Ranger Arms SM-4	8P	-3	SA	(1)	15 (c)	16F	6,200¥	319, SR4A
Walther MA-2100	7P	-3	SA	(1)	10 (m)	10F	5,000¥	319, SR4A

Shotguns	Damage	AP	Mode	RC	Ammo	Availability	Cost	Page
Auto-Assault 16	7P	-1	SA/BF/FA	2	32 (d)	18R	8,000¥	28, AR
Boyd & Richards Desperado	7P	-1	SS	—	5 (m)	10R	1,700¥+	28, AR
Defiance T-250	7P	-1	SA	—	5 (m)	3R	475¥	28, AR
Enfield AS-7	7P	-1	SA/BF	—	10 (c) or 24 (d)	12R	1,100¥	28, AR
Franchi SPAS-22	7P	-1	SA/BF	(1)	10 (m)	10R	1,250¥	28, AR
Mossberg AM-CMDT	9P(f)	+5	SA/BF/FA	—	10 (c)	12R	1,000¥	319, SR4A
PJSS Model 55 shotgun	7P	-1	SS	(1)	2 (b)	7R	1,200¥	28, AR
Remington 990	7P	-1	SA	(1)	8 (m)	4R	550¥	319, SR4A
With flechettes	9P(f)	+5						
Street Sweeper	7P(f)	+5	SS	—	1 (b)	5R	175¥	29, AR

Special Weapons	Damage	AP	Mode	RC	Ammo	Availability	Cost	Page
Ares S-III Super Squirt	Chemical	—	SA	—	20 (c)	4	500¥	319, SR4A
Fichetti Pain Inducer	Special	-half	SS	—	Special	8R	2,000¥	319, SR4A

Light Machine Guns	Damage	AP	Mode	RC	Ammo	Availability	Cost	Page
Ares MP-LMG	6P	-1	BF/FA	2 (3)	50 (c) or belt	12F	1,500¥	29, AR
Ingram White Knight	6P	-1	BF/FA	5 (6)	50 (c) or 100 (belt)	12F	2,000¥	320, SR4A
SA Nemesis LMG	6P	-1	BF/FA	2	60 (c)	17F	3,500¥	29, AR
GE Vindicator Minigun	6P	-1	FA*	—	50 (c) or belt	16F	5,500¥	29, AR

* The fixed fire rate is 15 rounds per Complex action instead of 10.



Medium Machine Guns	Damage	AP	Mode	RC	Ammo	Availability	Cost	Page
FN MAG-5	6P	-2	FA	2 (8)	50 (box) or belt	14F	5,500¥	29, AR
Stoner-Ares M202	6P	-2	FA	—	50 (c) or 100 (belt)	12F	4,500¥	320, SR4A
Ultimax MMG	6P	-2	FA	(6)	40 (c) or belt	13F	4,500¥	29, AR

Heavy Machine Guns	Damage	AP	Mode	RC	Ammo	Availability	Cost	Page
Ruhrmetall SF20	7P	-3	FA	3 (4)	40 (c) or belt	15F	6,500¥	29, AR
RPK HMG	7P	-3	FA	(6)	40 (c) or belt	16F	6,000¥	29, AR
Stoner-Ares M107	7P	-3	FA	3 (9)	40 (c) or belt	15F	7,500¥	30, AR
Ultimax HMG-2	7P	-3	FA	3 (10)	50 (c) or 100 (belt)	15F	7,500¥	320, SR4A

Assault Cannons	Damage	AP	Mode	RC	Ammo	Availability	Cost	Page
Ares Thunderstruck								
Gauss Rifle	9P	-4	SA	(1)	10 (c) + Energy	24F	13,000¥	30, AR
Ares Vigorous								
Assault Cannon	10P	-5	SS	—	12 (c)	18F	4,000¥	30, AR
Panther XXL	10P	-5	SS	(1)	15 (c)	20F	5,500¥	320, SR4A

Flamethrowers	Damage	AP	Mode	Ammo	Availability	Cost	Page
Aztechnology F3a	8P	-half	SS	10	14F	1,800¥	40, AR
Shiawase Blazer	6P	-half	SS	4	16F	1,200¥	40, AR

Laser Weapons	Damage	AP	Mode	Ammo	Availability	Cost	Page
Ares Redline	5P	-half	SA	10 (c) or external source	14F	7,500¥	41, AR
Ares MP Laser 3	7P	-half	SA	2 x 5 (c) or external source	18F	12,000¥	41, AR
Ares Heavy MP Laser	9P	-half	SA	External source	24F	30,000¥	41, AR

Grenade and Mortar Launchers	Damage	AP	Mode	RC	Ammo	Availability	Cost	Page
Ares Antioch-2	Grenade	—	SS	—	8 (m)	8F	600¥	320, SR4A
ArmTech MGL-6	Grenade	—	SA	—	6 (c)	10F	1,500¥	31, AR
ArmTech MGL-12	Grenade	—	SA	—	12 (c)	10F	2,000¥	320, SR4A
Enfield GL-67								
Grenade Launcher	Grenade	—	SS	1	20 (d)	14F	4,000¥	31, AR
M-12 Portable								
Mortar System	As Mortar Round	—	SS	—	1	16F	2,250¥	31, AR

Missile Launchers	Damage	AP	Mode	RC	Ammo	Availability	Cost	Page
Arbelast II MAW	Rocket	Rocket	SS	—	1	14F	1,200¥	31, AR
Aztechnology Striker	Missile	—	SS	—	1 (ml)	10F	1,000¥	320, SR4A
Ballista	Missile	Missile	SA	—	4 (m)	19F	7,500¥	31, AR
Great Dragon								
ATGM Launcher	Missile	Missile	SS	—	1 (ml)	17F	1,200¥	31, AR
M79B1 LAW	12P	-2/-6*	SS	—	1	12F	750¥	31, AR
Mitsubishi								
Yakusoku MRL	Missile	—	SA	—	8 (m)	20F	12,000¥	320, SR4A
Phalanx Vogeljäger	Missile	Missile	SS	—	1	22F	8,750¥	31, AR

* AP of -2 against people, -6 against vehicles.

WEAPON ACCESORIES

General Accessories	Mount	Availability	Cost	Page
Advanced Safety System	—	4	600¥	31, AR
Airburst Link	—	6R	500¥	322, SR4A
Ammo Drum/Box	—	4	25¥	31, AR
Bipod	Under	2	100¥	322, SR4A
Bayonet (on rifle)	Barrel	3	40¥	31, AR



General Accessories	Mount	Availability	Cost	Page
Concealable Holster	—	2	75¥	322, SR4A
Flashlight				33, AR
Standard	Top/Under	2	50¥	
Low-Light	Top/Under	4	200¥	
Infrared	Top/Under	6	400¥	
Guncam	Top/Under	5	375¥	33, AR
Hidden Gun Arm Slide	—	4	350¥	322, SR4A
Imaging Scope	Top	3	300¥	322, SR4A
Laser Sight	Barrel/Top/Under	2	100¥	322, SR4A
Periscope	Top	3	50¥	322, SR4A
Quick-Draw Holster	—	4	100¥	322, SR4A
Safe Target System	—	6	750¥	33, AR
per additional set of RFID or GPS data	—	6	+25¥	
Image Recognition software	—	8	+200¥	
per additional Image	—	8	+5¥	
Shock Pad	—	2	50¥	322, SR4A
Silencer	Barrel	8F	200¥	322, SR4A
Sling	—	—	15¥	33, AR
Smart Firing Platform	Under	12F	2,000¥	322, SR4A
Smartgun System, internal	—	6R	Weapon Cost	322, SR4A
Smartgun System, external	Top/Under	4R	400¥	322, SR4A
Sound Suppressor	Barrel	12F	300¥	322, SR4A
Spare Clips	—	4	5¥	323, SR4A
Speed Loader	—	2	25¥	323, SR4A
Tripod	Under	4	300¥	323, SR4A
Underbarrel				
Bola Launcher	Under	8R	350¥	34, AR
Flamethrower	Under	as flamethrower +2	as flamethrower +200¥	34, AR
Grapple Gun	Under	10R	550¥	34, AR
Weapon Commlink	—	—	1,000¥ + Commlink Cost	34, AR
Weapon Personality	—	8	250¥	34, AR

Recoil Compensators	Mount	Avail.	Cost	Page
Foregrip	Under	2	100¥	34
Gas-Vent 2 System	Barrel	4R	200¥	322, SR4A
Gas-Vent 3 System	Barrel	6R	400¥	322, SR4A
Gyro Stabilization	Under	7	3,000¥	322, SR4A
Hip Pad Bracing System	—	4	200¥	34
Stock	—	4	150¥	34
Underbarrel Weight	Under	2	75¥	34

Target Designators	Mount	Avail.	Cost
Laser Designator			
Weapon-mounted	Top/Under	6	Rating x 50¥
Hand-held	—	6	Rating x 50¥
Microwave Designator	—	8	Rating x 200¥
Radar Designator	—	8	Rating x 200¥

AMMUNITION

Ammunition, per 10 shots	Damage Mod.	AP Mod.	Armor used	Availability	Cost	Page
APDS	—	-4	B	16F	70¥	323, SR4A
Assault Cannon	As Cannon	As Cannon	B	16F	450¥	323, SR4A
AV Rounds	—	-4/-6*	B	18F	120¥	34
Capsule Rounds	— (Stun)	+2	I	4	30¥	34
Explosive Rounds	+1	0	B	8F	50¥	323, SR4A
EX-Explosive Rounds	+1	-1	B	12F	100¥	323, SR4A
Flechette Rounds	+2	+5	I	2R	100¥	323, SR4A
Frangible Rounds	—	+2	B/I	6R	50¥	34
Gel Rounds	— (Stun)	+2	I	4R	30¥	323, SR4A
Hi-C Plastic Rounds	-/-1**	—	B	8F	150¥	34
Hollow Point Rounds	+1	+2	B	6F	50¥	34
Regular Ammo	—	—	B	2R	20¥	324, SR4A
Silver Bullets	—	+2	B	12R	250¥	34
Stick-n-Shock	6S(e)	-half	I	5R	80¥	324, SR4A
Subsonic Rounds	—	+2	B	10F	40¥	
Taser Dart	As Taser	-half	I	2	50¥	324, SR4A

Ammunition, per 10 shots	Damage Mod.	AP Mod.	Armor used	Availability	Cost	Page
Tracer	—	—	B	5R	75¥	324, <i>SR4A</i>
Tracker Rounds						
Security Tag	—	—	B	6R	150¥	35, <i>AR</i>
Stealth Tag	—	—	B	8R	75¥	35, <i>AR</i>
Shotgun Rounds, per 10 shots						
Flare Rounds	-2	+2	I	6	25¥	35, <i>AR</i>
Shock Lock Rounds	+1	—	B	10F	70¥	35, <i>AR</i>

* AVR/AVMs have an AP of -4 against people, -6 against vehicles and Barrier ratings (see p. 166, *SR4A*).

** The Damage Value of Hi-C plastic rounds at long and extreme ranges is reduced by 1.

Miscellaneous Ammunition (per 10 shots)	Damage	AP	Blast	Availability	Cost	Page
AV Assault Cannon Rounds	—	-1/-3**	—	20F	2,500¥	35, <i>AR</i>
Flamethrower Tank	—	—	—	As Flamethrower	Ammo capacity x10¥	35, <i>AR</i>
Flamethrower Fuel Mixture	—	—	—	14F	5¥ (per shot)	35, <i>AR</i>
Gauss Rifle Rounds	—	—	—	18F	350¥	36, <i>AR</i>
Great Dragon Anti-Tank Missiles	18P	-2/-6	-4/m	27F	3,000¥ (per missile)	36, <i>AR</i>
Gyrojet Rockets						
Standard Gyrojet Rockets	—	—	—	12F	80¥	36, <i>AR</i>
Gyrojet Plus Rockets	+1	—	—	16F	200¥	36, <i>AR</i>
Gyrojet Taser Rockets	6S(c)	-half	—	14F	300¥	36, <i>AR</i>
Gyrojet Tracker Rockets						
with Security Tag	—	—	—	14F	200¥	36, <i>AR</i>
with Stealth Tag	—	—	—	16F	125¥	36, <i>AR</i>

* AVR/AVMs have an AP of -2 against people, -6 against vehicles.

** AV Assault Cannon Rounds have an additional AP of -1 against people, -3 against vehicles.

BATTERY PACKS

Peak-Discharge Battery Packs	Power Points	Availability	Cost	Page
Power Clip	10	14F	300¥	36, <i>AR</i>
Satchel Power Pack	30	16F	750¥	36, <i>AR</i>
Power Backpack	80	20F	2,200¥	36, <i>AR</i>

GRENADES, ROCKETS, AND MISSILES

Grenades	Damage	AP	Blast	Availability	Cost	Page
Flare	—	—	—	4	40¥	36, <i>AR</i>
Flash	—	—	Special	6R	30¥	37, <i>AR</i>
Flash-Bang	6S	-3	10m Radius	6R	30¥	324, <i>SR4A</i>
Flash-Pak	Special	—	Special	4	200¥	324, <i>SR4A</i>
Fragmentation	12P(f)	+2	-1/m	10F	35¥	324, <i>SR4A</i>
Gas	Chemical	—	10m Radius	4 + Chemical	20¥ + Chemical	324, <i>SR4A</i>
High Explosive	10P	-2	-2/m	7F	45¥	324, <i>SR4A</i>
Incendiary	Special	—	Special	8R	50¥	37, <i>AR</i>
Ink	—	—	—	6	35¥	37, <i>AR</i>
Smoke	—	—	10m Radius	4R	30¥	324, <i>SR4A</i>
Splash	Chemical	—	10m Radius	4 + Chemical	20¥ + Chemical	37, <i>AR</i>
Thermal Smoke	—	—	10m Radius	6R	35¥	325, <i>SR4A</i>
White Phosphorus	8P/4P	-half	-1/m	12F	120¥	37, <i>AR</i>

Mortar Rounds	Damage	AP	Blast	Availability	Cost	Page
Anti-Vehicle	16P	-2/-6*	-4/m	18F	210¥	37, <i>AR</i>
Fragmentation	18P(f)	+2	-1/m	15F	105¥	37, <i>AR</i>
Gas/Splash	Chemical	—	15m Radius	6F + Chemical	60¥ + Chemical	37, <i>AR</i>
High Explosive	15P	-2	-2/m	12F	135¥	37, <i>AR</i>
Incendiary	—	—	15m Radius	12F	150¥	37, <i>AR</i>
Seeker	As Round	As Round	As Round	+2F	+500¥	37, <i>AR</i>
Smoke	—	—	15m Radius	8F	90¥	37, <i>AR</i>



Mortar Rounds	Damage	AP	Blast	Availability	Cost	Page
Solar	—	—	40m Radius	8F	120¥	37, AR
Thermal Smoke	—	—	15m Radius	10F	105¥	37, AR
White Phosphorus	12P/6P	-half	-1/m	20F	360¥	37, AR

Rocket	Damage	AP	Blast	Availability	Cost	Page
Anti-Vehicle Rockets	16P	-2/-6*	-4/m	20F	1,000¥	325, SR4A
Fragmentation Rockets	16P(f)	+2	-1/m	16F	500¥	325, SR4A
High Explosive Rockets	14P	—	-2	-2/m	20F	—
Inferno Rocket	6P/12P	+0/-half	-/-2/m	24F	1,500¥	38, AR
MP Jabberwocky II (Rating 1-10)	—	—	Special	(6 + Rating) x 3F	1,000¥ + Rating x 300¥	38, AR
Seeker Rocket	As Rocket	As Rocket	As Rocket	+2R	+500	38, AR
Zapper Rocket	8P/12S(e)	+0/-half	-/-4/m	10R	1,150¥	38, AR

* AP of -2 against people, -6 against vehicles.

Missile	Damage	AP	Blast	Availability	Cost	Page
As Rocket	As Rocket	As Rocket	As Rocket	+5	+ Sensor rating x 500¥	38, AR
Ballista Missiles						
Ballista Mk I	14P	-2/-6	-7/m	24F	1,000¥ (per missile)	38, AR
Ballista Mk II	14P	-2/-6	-7/m	28F	2,500¥ (per missile)	38, AR
SAM	12P	-2/-6	-2/m	28F	1,250¥ + Sensor rating x 500¥	38, AR

ARMOR AND CLOTHING

Generic Clothing	Ballistic/Impact	Availability	Cost	Page
Clothing	0/0	—	20-100,000¥	326, SR4A
Feedback Clothing	—	+8	+500¥	326, SR4A
Leather Jacket	2/2	—	200¥	326, SR4A

Armor	Ballistic/Impact	Availability	Cost	Page
Actioneer Business Clothes	5/3	8	1,500¥	320, SR4A
Armor Clothing	4/0	2	500¥	320, SR4A
Armor Jacket	8/6	2	900¥	320, SR4A
Armor Vest	6/4	4	600¥	320, SR4A
Camouflage Suit	8/6	4	1,200¥	320, SR4A
Chameleon Suit	6/4	10R	8,000¥	320, SR4A
Full Body Armor	10/8	14R	6,000¥	320, SR4A
Helmet	+2/+2	—	+1,000¥	320, SR4A
Chemical Seal	—	+6	+5,000¥	320, SR4A
Environment Adaptation	—	+3	+2,000¥	320, SR4A
Lined Coat	6/4	2	700¥	320, SR4A
Urban Explorer Jumpsuit	6/6	8	500¥	320, SR4A
Helmet	-/+2	—	+50¥	—
Mortimer of London				
Berwick Line (c)				
Suit Jacket*	3/2	12	1,500¥	45, AR
Dinner Jacket*	2/2	12	1,750¥	45, AR
Skirt/Trousers	1/1	12	800¥	45, AR
Blouse/Shirt	1/0	12	550¥	45, AR
Greatcoat Line	6/5	8	3,000¥	45, AR
Ulysses Line	6/4	8	2,800¥	45, AR
Vashon Island				
Aces High Jacket Line	3/3	7	1,250¥	46, AR
Steampunk Line (c)				
Overcoat	3/3	7	1,000¥	46, AR
Corset/Vest*	2/2	7	600¥	46, AR
Slacks or Knickers/ Petticoat and Skirt	1/1	7	400¥	46, AR
Blouse/Shirt	1/1	7	250¥	46, AR
Dressing Gown*	1/0	7	750¥	46, AR



Armor	Ballistic/Impact	Availability	Cost	Page
Synergist Business Line (c)				
Suit Jacket*	3/2	8	800¥	46, AR
Short Jacket*	2/2	8	500¥	46, AR
Skirt/Slacks	1/1	8	400¥	46, AR
High-collar Shirt	1/0	8	300¥	46, AR
Longcoat*	4/2	8	1,300¥	46, AR
Victory				
Globetrotter Line				
Camouflage Jacket	6/4	5	1,000¥	46, AR
Camouflage Jumpsuit	5/3	5	750¥	46, AR
Camouflage Vest	3/3	5	400¥	46, AR
Light Armor Clothing	3/0	5	400¥	46, AR
Heavy Armor Clothing	4/2	5	600¥	46, AR
Fatigues	3/0	5	500¥	46, AR
Massaging Liners	—	+2	+800¥	46, AR
Industrious Line				
Jumpsuit	4/2	4	700¥	47, AR
Coverall	5/4	4	900¥	47, AR
Hard Hat	+0/+2	4	50¥	47, AR
Winterized Coverall	6/5	4	1,000¥	47, AR
Zoé				
Executive Suite Line (c)				
Long Jacket*	4/1	9	1,000¥	47, AR
Short Jacket*	3/1	9	750¥	47, AR
Plain Blouse/Shirt	1/0	9	400¥	47, AR
Skirt/Trousers	1/1	9	550¥	47, AR
Heritage Line	2-6/1-4	14	10,000+¥	47, AR
Moonsilver Line				
Evening Gown	4/1	10	7,500¥	47, AR
Cocktail Dress	3/1	10	5,000¥	47, AR
Shawl/Scarf/Stole	+1/0	10	500-1,000¥	47, AR
Second Skin Line	4/1	12	5,000¥	48, AR
Personal Armor				
Body Armor Bag	6/2	8	750¥	48, AR
Chain Shirt	2/7	8	900¥	48, AR
Form-Fitting Body Armor				
Shirt	3/0	6	500¥	48, AR
Half-Body Suit	4/1	7	900¥	48, AR
Full-Body Suit	6/2	8	1,600¥	48, AR
Padded Leather Armor	2/5	8	600¥	48, AR

Personal Armor	Ballistic/Impact	Capacity	Availability	Cost	Page
Bike Racing Armor	4/7	6	6	500¥	48, AR
Helmet	+1/+2	6	—	+200¥	48, AR
Bunker Gear	3/6	4	6	2,500¥	49, AR
Helmet	+1/+2	3	—	+750¥	49, AR
Riot Control Armor	6/9	6	10R	3,000¥	49, AR
Helmet	+1/+2	6	—	+1,000¥	49, AR
SWAT Armor	12/10	8	16R	8,000¥	49, AR
Helmet	+2/+2	4	—	1,200¥	49, AR

SecureTech PPP System	Ballistic/Impact	Availability	Cost	Page
SecureTech PP System				
Forearm Guards	+0/+1	6	200¥	49, AR
Helmet	+0/+2	4	100¥	49, AR
Leg and Arm Casings	+1/+1	6	350¥	49, AR
Shin Guards	+0/+1	5	150¥	49, AR
Vitals Protector	+1/+1	4	200¥	49, AR



Armor Modifications	Ballistic/Impact	Capacity	Availability	Cost	Page
Auto-Injector	—	[2]	4	1,500¥ + chemical cost	50, <i>AR</i>
Chemical Protection	—	[2]	8	Rating x 250¥	327, <i>SR4A</i>
Fire Resistance	—	[1 or 2]*	4	Rating x 100¥	327, <i>SR4A</i>
Gel Packs	+1/+1	—	8R	1,500¥	50, <i>AR</i>
Insulation	—	[1 or 2]*	4	Rating x 150¥	327, <i>SR4A</i>
Nonconductivity	—	[2 or 3]†	6	Rating x 200¥	327, <i>SR4A</i>
Radiation Shielding	—	[4]	8	Rating x 200¥	50, <i>AR</i>
Ruthenium Polymer Coating	—	—	12R	7,500¥	50, <i>AR</i>
Shock Frills	—	—	6R	200¥	327, <i>SR4A</i>
Thermal Damping	—	[3 or 5]§	10F	Rating x 500¥	327, <i>SR4A</i>

*Rating 1-3 = 1, Rating 4-6 = 2 • †Rating 1-3 = 2, Rating 4-6 = 3 • §Rating 1-3 = 3, Rating 4-6 = 5

Military Grade Armor	Ballistic/Impact	Capacity	Availability	Cost	Page
Light Military Armor	12/10	10	16F	12,000¥	51, <i>AR</i>
Medium Military Armor	14/12	15	18F	16,000¥	51, <i>AR</i>
Heavy Military Armor	16/14	20	20F	20,000¥	51, <i>AR</i>
Military Helmet	+2/+2	5	—	+10,000¥	51, <i>AR</i>
Modern Samurai Armor					
Oyoroi Armor	11/11	11	18F	11,000¥	51, <i>AR</i>
Red Samurai Armor	13/13	12	20F	15,000¥	51, <i>AR</i>
Kabuto Helmet	+2/+2	4	—	+10,000¥	51, <i>AR</i>

Military-Grade Armor Enhancements	Capacity	Availability	Cost	Page
Articulated Weapon Arm	[8]	16F	3,000¥	51, <i>AR</i>
Flotation System	[8]	8	2,000¥	51, <i>AR</i>
Foot Anchor	[3]	10	3,000¥	51, <i>AR</i>
Gyromount	[4]	8F	4,000¥	51, <i>AR</i>
Hydraulic Jacks (pair, Rating 1–6)	[Rating + 1]	9	Rating x 1,500¥	51, <i>AR</i>
Integrated Weapons	As weapon	As weapon	As weapon	51, <i>AR</i>
Magnetic System	[2]	8	1,000¥	51, <i>AR</i>
Mobility Upgrade (Rating 1–3)	[Rating x 2]	(Rating x 6)R	Rating x 2,500¥	51, <i>AR</i>
Quick Release	[2]	8	500¥	51, <i>AR</i>
Strength Upgrade (Rating 1–3)	[Rating]	(Rating x 4)R	Rating x 1,500¥	51, <i>AR</i>

Helmets and Shields	Ballistic/Impact	Availability	Cost	Page
Helmet	+1/+2	2	100¥	327, <i>SR4A</i>
Ballistic Shield	+6/+4	12R	1,500¥	327, <i>SR4A</i>
Riot Shield	+2/+6	6R	200¥	327, <i>SR4A</i>
Taser Shield	+2/+6	10R	750¥	327, <i>SR4A</i>

ENVIRONMENTAL AND SURVIVAL GEAR

Arctic Survival Equipment	Ballistic/Impact	Capacity	Availability	Cost	Page
Coldsuit	—	—	4	600¥	51, <i>AR</i>
Crevasse Detector	—	—	6	250¥	52, <i>AR</i>
Filter Contacts (10 day pack)	—	—	6	35¥	52, <i>AR</i>
Polar Survival Kit	—	—	4	200¥	52, <i>AR</i>
Polar Survival Suit	1/3	6	8	1,000¥	52, <i>AR</i>
Polar Tent	—	—	6	250¥	52, <i>AR</i>
Skis, Cross-country	—	—	—	200¥	52, <i>AR</i>
Skis, Alpine	—	—	—	600¥	52, <i>AR</i>
Snowshoes	—	—	—	175¥	52, <i>AR</i>

Desert Survival Equipment	Avail	Cost	Page	Desert Survival Equipment	Avail	Cost	Page
Desert Goggles	4	15¥	53, <i>AR</i>	Snake Mesh Socks	6	50¥	54, <i>AR</i>
Desert Suit	8	1,000¥	53, <i>AR</i>	Solar Still	4	200¥	54, <i>AR</i>
Desert Survival Kit	4	200¥	53, <i>AR</i>	Thermal Air Bag	6	400¥	54, <i>AR</i>
Desert Tent	4	150¥	54, <i>AR</i>				



Camping and Survival Gear	Avail	Cost	Page
Backpack	—	250¥	53
Camouflage Netting (10 sq. meters)	4	100¥	53
Climbing Gear	—	200¥	336, SR4A
Flashlight	—	25¥	336, SR4A
Gecko Tape Gloves	12	250¥	336, SR4A
Ghillie Suit	6	500¥	53
GPS	3	200¥	336, SR4A
Light Stick	—	5¥	336, SR4A

Camping and Survival Gear	Avail	Cost	Page
Magnesium Torch	—	20¥	336, SR4A
Micro Flare Launcher	—	50¥	336, SR4A
Micro Flares	—	25¥	336, SR4A
Rappelling Gloves	—	70¥	336, SR4A
Rations	—	5¥	53, AR
Sleeping Bag	—	75¥	53, AR
Survival Kit	4	100¥	337, SR4A
Tent	—	75¥	53, AR

Space Gear	Ballistic/Impact	Capacity	Availability	Cost	Page
Evo HEL Suit	4/6	5	10	3,000¥	54, AR
Spacesuit	6/8	4	16	12,000¥	54, AR
Security Spacesuit	12/12	8	24	25,000¥	54, AR
Spacesuit Maneuvering Unit	—	—	16	2,500¥	54, AR
Survival Bubble	—	—	Rating x 3	Rating x 2,000¥	54, AR

Toxic Environment Gear	Ballistic/Impact	Capacity	Availability	Cost	Page
Chemsuit (Rating 1–6)	—	—	Rating x 2	Rating x 100¥	336, SR4A
Gas Mask	—	—	—	100¥	336, SR4A
Hazmat Suit	—	—	8	1,000¥	336, SR4A
Hazmat Tools	—	—	8	per tool size (p. 322, SR4)	55, AR
Mitsuhamma EE Suit	3/3	5	10	1,500¥	55, AR
Protective Tent	—	—	Rating x 2	Rating x 2,000¥	55, AR
Radiation Film Badge	—	—	6	25¥	55, AR
Respirator (Rating 1–6)	—	—	Rating x 2	Rating x 100¥	336, SR4A
Water Purification Tablet	—	—	—	5¥	53, AR

Underwater Gear	Ballistic/Impact	Capacity	Availability	Cost	Page
Diving Armor	5/4	3	6	1,750¥	55, AR
Diving Gear	—	—	6	2,000¥	336, SR4A
Diving Light	—	—	6	25¥	55, AR
Drysuit	—	—	6	1,000¥	55, AR
Dual Tank Manifold	—	—	6	600¥	56, AR
Enclosed Breathing Helmet	—	—	8	900¥	56, AR
Full Face Mask	—	—	8	300¥	56, AR
Glow Spray	—	—	6	5¥	56, AR
Ink Grenade	—	—	8	5¥	56, AR
Liquid Breathing Apparatus	—	—	12	50,000¥	56, AR
OXSYS Artificial Gill	—	—	6	1,000¥	56, AR
Underwater Camera	—	—	—	—	56, AR
Standard	—	—	6	125¥	—
Professional	—	—	6	1,000¥	—

ELECTRONICS

Commlink Model	Response	Signal	Cost	Page
Meta Link	1	2	100¥	327–328, SR4A
CMT Clip	1	3	300¥	327–328, SR4A
Sony Emperor	2	3	700¥	327–328, SR4A
Renraku Sensei	2	4	1,000¥	327–328, SR4A
Novatech Airware	3	3	1,250¥	327–328, SR4A
Erika Elite	3	4	2,500¥	327–328, SR4A
Hermes Ikon	4	3	3,000¥	327–328, SR4A
Transys Avalon	4	4	5,000¥	327–328, SR4A
Fairlight Caliban	4	5	8,000¥	327–328, SR4A



Commlink Accessories	Device Rating	Availability	Cost	Page
AR Gloves	3	—	250¥	328, <i>SR4A</i>
Biometric Reader	3	4	200¥	328, <i>SR4A</i>
Nanopaste Trodes	3	2	100¥	328, <i>SR4A</i>
Printer	1	—	5¥	328, <i>SR4A</i>
Satellite Link	3	4	500¥	328, <i>SR4A</i>
Sim Module	3	—	100¥+	328, <i>SR4A</i>
Modified for BTL/hot sim	3	4F	250¥+	328, <i>SR4A</i>
Simrig	3	12	1,000¥	328, <i>SR4A</i>
Skinlink	3	6	50¥	328, <i>SR4A</i>
Subvocal Microphone	3	6	50¥	328, <i>SR4A</i>
Trodes	3	—	50¥	328, <i>SR4A</i>

RFID Tags (per 20)	Device Rating	Availability	Cost	Page
Standard RFID Tags	1	—	1¥	329, <i>SR4A</i>
Security Tags	3	4	100¥	329, <i>SR4A</i>
Stealth Tags	3	6	5¥	329, <i>SR4A</i>

Communications	Availability	Cost	Page
Headjammer (Rating 1–6)	6R	Rating x 250¥	329, <i>SR4A</i>
Jammer, Area (Rating 1–10)	(Rating x 3)F	Rating x 500¥	329, <i>SR4A</i>
Jammer, Directional (Rating 1–10)	(Rating x 2)F	Rating x 500¥	329, <i>SR4A</i>
Micro-Transceiver (Rating 1–6)	Rating x 2	Rating x 200¥	329, <i>SR4A</i>
Tag Eraser	6F	150¥	330, <i>SR4A</i>
White Noise Generator (Rating 1–6)	Rating +1	Rating x 50¥	330, <i>SR4A</i>

Storage Media	Availability	Cost	Page
Datachip	—	1¥	330, <i>SR4A</i>

Misc. Electronics	Availability	Cost	Page
Biofabrics	4	100¥	57, <i>AR</i>
Electronic Paper	—	20¥	329, <i>SR4A</i>
EMP Grenade	16F	500¥	57, <i>AR</i>
Expendable Jammer			57, <i>AR</i>
Area (Rating 1–10)	(Rating x 3)F	Rating x 50¥	
Directional (Rating 1–10)	(Rating x 3)F	Rating x 50¥	
Hardening (Rating 1–6)	4	+(Rating x 25¥)	57, <i>AR</i>
Holo Projector	—	200¥	329, <i>SR4A</i>
HERF Gun	16F	2,500¥	57, <i>AR</i>
Inkless Printer	6	50¥	57, <i>AR</i>
Photochromatic Paper (50 sheets)	6	5¥	
Polygraph (Rating 1–5)	12	Rating x 500¥	58, <i>AR</i>
Smart Jammer			58, <i>AR</i>
Area (Rating 1–6)	(Rating x 3)F	Rating x 1,000¥	
Directional (Rating 1–6)	(Rating x 3)F	Rating x 1,000¥	
Voice Mask	8R	500¥	58, <i>AR</i>

Emotitoys	Handling	Accel	Speed	Pilot	Body	Armor	Sensor	Avail	Cost	Page
Emotitoy, nonmobile (Rating 1–6)	—	—	—	3	1	0	3	—	Rating x 100¥	57, <i>AR</i>
Emotitoy, minidrone (Rating 1–6)	+1	3/15	15	3	1	0	3	4	(Rating x 100)+2,000¥	57, <i>AR</i>

Electronics and Sensor Options	Availability	Cost	Page	Electronics and Sensor Options	Availability	Cost	Page
Environmental Resistance	8	+100¥	58, <i>AR</i>	Photosensitive Trigger	4	+10¥	58, <i>AR</i>
Hardening (Rating 1–6)	4	+(Rating x 25¥)	58, <i>AR</i>	Self-Destruct			58, <i>AR</i>
Inertial Trigger	8	+25¥	58, <i>AR</i>	Localized	16F	2,000¥	
Laser Link	—	+50¥	58, <i>AR</i>	Area Effect	20F	10,000¥	
Personality Software	—	+100¥	58, <i>AR</i>				



Photographic Equipment	Availability	Cost	Page
Professional Camera	6	800¥	60, <i>AR</i>
Film Camera	6	250¥	60, <i>AR</i>
Infrared Film (per 25 shots)	6	10¥	60, <i>AR</i>
Macro Lens	6	500¥	60, <i>AR</i>
Steadicam	6	750¥	60, <i>AR</i>
Telephoto Lens	6	625¥	60, <i>AR</i>
Super-Telephoto Lens	6	6,000¥	60, <i>AR</i>

ID/Credsticks	Availability	Cost	Page
Certified Credstick	—	25¥	331, <i>SR4A</i>
Fake License (Rating 1–6)	(Rating x 3)F	Rating x 100¥	332, <i>SR4A</i>
Fake SIN (Rating 1–6)	(Rating x 3)F	Rating x 1,000¥	332, <i>SR4A</i>

SOFTWARE

Matrix Programs	Availability	Cost (up to Rating 3)	Cost (Up to Rating 6)	Page
Common Use	—	Rating x 50¥	Rating x 100¥	330, <i>SR4A</i>
Hacking	(Rating x 2)R	Rating x 500¥	Rating x 1,000¥	330, <i>SR4A</i>
Agents/IC /Pilot	Rating x 3	Pilot rating x 1,000¥	Pilot Rating x 2,500¥	330, <i>SR4A</i>
System	—	Rating x 200¥	Rating x 500¥	330, <i>SR4A</i>
Firewall	—	Rating x 200¥	Rating x 500¥	330, <i>SR4A</i>
Autosoftware (Rating 1–4)	Rating x 2	Rating x 200¥	Rating x 500¥	330, <i>SR4A</i>

Data Software	Availability	Cost	Page
Datasofts (Rating 1–6)	—	Rating x 10¥	330, <i>SR4A</i>
Mapsofts (Rating 1–6)	—	Rating x 5¥	330, <i>SR4A</i>
Tutorsoft (Rating 1–5)	—	Rating x 500¥	330, <i>SR4A</i>

Skillsofts	Availability	Cost	Page
Activesofts (Rating 1–4)	8	Rating x 3,000	330, <i>SR4A</i>
Knowsofts (Ratings 1–5)	4	Rating x 1,000	330, <i>SR4A</i>
Linguasofts (Rating 1–5)	2	Rating x 500	330, <i>SR4A</i>

Simsense	Availability	Cost	Page
Sim Recordings	—	5–200¥+	330, <i>SR4A</i>
BTL Recordings	4F	20–200¥+	330, <i>SR4A</i>
VR Games	—	50¥	331, <i>SR4A</i>
ARE Programs	—	—	—
Virtual Surround Music	—	50¥	331, <i>SR4A</i>
Wall Space	—	50¥	331, <i>SR4A</i>
Virtual Pet	—	100¥	331, <i>SR4A</i>
Virtual Person	—	150¥	331, <i>SR4A</i>
Virtual Weather	—	100¥	331, <i>SR4A</i>
Miracle Shooter™	—	50¥ + 10¥ per month	331, <i>SR4A</i>

Sensor Software	Availability	Cost (up to Rating 3)	Cost (up to Rating 6)	Page
Sensor Software, all types (Rating 1–6)	Rating x 2	Rating x 200¥	Rating x 500¥	60, <i>AR</i>

SENSORS

Vision Enhancers	Availability	Cost	Page	Vision Enhancers	Availability	Cost	Page
Binoculars	—	100¥	332, <i>SR4A</i>	Endoscope	8	250¥	332, <i>SR4A</i>
Contact Lenses	6	50¥	332, <i>SR4A</i>	Monocle	4	25¥	332, <i>SR4A</i>
Glasses	—	25¥	332, <i>SR4A</i>	Periscope	3	50¥	332, <i>SR4A</i>
Goggles	—	50¥	332, <i>SR4A</i>	Mage Sight Goggles	12R	2,000¥	332, <i>SR4A</i>



Vision Enhancements	Avail	Cost	Page	Vision Enhancements	Avail	Cost	Page
Flare Compensation	+2	+50¥	333, <i>SR4A</i>	Ultrasound	+8	+1,000¥	333, <i>SR4A</i>
Image Link	—	+25¥	333, <i>SR4A</i>	Vision Enhancement (Rating 1–3)	+4	+(Rating x 100)¥	333, <i>SR4A</i>
Low Light	+4	+100¥	333, <i>SR4A</i>	Vision Magnification	+2	+100¥	333, <i>SR4A</i>
Smartlink	+4R	+500¥	333, <i>SR4A</i>				
Thermographic	+6	+100¥	333, <i>SR4A</i>				

Audio Enhancers	Avail	Cost	Page	Audio Enhancements	Avail	Cost	Page
Earbuds	—	10¥	333, <i>SR4A</i>	Audio Enhancement (Rating 1–3)	+2	+(Rating x 100)¥	333, <i>SR4A</i>
Headphones	—	50¥	333, <i>SR4A</i>	Select Sound Filter (Rating 1–3)	+8	+(Rating x 200)¥	333, <i>SR4A</i>
				Spatial Recognizer	+6	+100¥	333, <i>SR4A</i>

Sensor Packages	Capacity	Signal	Page
RFID	1	0	333–334, <i>SR4A</i>
Micro	1	2	333–334, <i>SR4A</i>
Handheld/Minidrone	3	3	333–334, <i>SR4A</i>
Spyball	3	3	63, <i>AR</i>
Mounted/Small Drone	5	4	333–334, <i>SR4A</i>
Medium Drone	6	4	333–334, <i>SR4A</i>
Large Drone	8	4	333–334, <i>SR4A</i>
Vehicle	12	5	333–334, <i>SR4A</i>

Sensor Functions	Capacity	Availability	Cost	Page
Atmosphere Sensor (Rating 1–3)	[1]	2	Rating x 25¥	334, <i>SR4A</i>
Barometric	[1]	2	200¥	59, <i>AR</i>
Camera	[1]	—	100¥	334, <i>SR4A</i>
Camera Neutralizer (Rating 1–6)	[5]	12	Rating x 250¥	59, <i>AR</i>
Cyberware Scanner (Rating 1–6)	[1]	4R	Rating x 75¥	334, <i>SR4A</i>
Directional Microphone	[1]	4	50¥	334, <i>SR4A</i>
Geiger Counter	[1]	4	50¥	334, <i>SR4A</i>
Laser Microphone (Rating 1–6)	[2]	8R	Rating x 50¥	334, <i>SR4A</i>
Laser Range Finder	[1]	8	100¥	334, <i>SR4A</i>
Liquid Analyzer	[5]	10	2,000¥	59, <i>AR</i>
MAD Scanner (Rating 1–3)	[1]	6R	Rating x 75¥	334, <i>SR4A</i>
Microphone	[1]	—	50¥	334, <i>SR4A</i>
Motion Sensor	[1]	4	50¥	334, <i>SR4A</i>
Non-Linear Junction Detector (Rating 1–6)	[1]	12R	Rating x 100¥	59, <i>AR</i>
Olfactory Sensor (Rating 1–6)	[1]	4	Rating x 500¥	334, <i>SR4A</i>
Radar (Rating 1–6)	[5]	8	Rating x 200¥	60, <i>AR</i>
Radiation	[1]	6	100¥	60, <i>AR</i>
Radio Signal Scanner (Rating 1–6)	[1]	4R	Rating x 25¥	334, <i>SR4A</i>
Sonar				60, <i>AR</i>
Passive (Rating 1–6)	[3]	8	Rating x 200¥	
Active (Rating 1–6)	[3]	8	Rating x 200¥	
Thermometric	[1]	—	20¥	60, <i>AR</i>
Ultrawideband Radar (1–4)	[2]	8R	Rating x 500¥	60, <i>AR</i>

Spy Toys	Availability	Cost	Page
Appraisal Tools	12	per tool size (p. 332, <i>SR4A</i>)	63, <i>AR</i>
Body Cavity Escape Kit	12F	10,000¥	63, <i>AR</i>
Fingernail Data Storage	—	200¥	63, <i>AR</i>
Operations Cleanup	12F	per tool size (p. 332, <i>SR4A</i>)	63, <i>AR</i>

Disguised Equipment	Availability	Cost	Page
Ballpoint Micro-transceiver (Rating 1–6)	Rating x 3	Rating x 500¥	63, <i>AR</i>
Briefcase Rocket	12	1,400¥	63, <i>AR</i>
Chemical cosmetics			
Makeup Compact (3 chemicals, 10 doses each)	12	300¥	64, <i>AR</i>



Disguised Equipment

	Availability	Cost	Page
Lipstick (1 chemical, 100 doses)	12	1,500¥	64, <i>AR</i>
Cologne (1 chemical, 100 doses)	12	1,000¥	64, <i>AR</i>
Deodorant, roll-on (1 chemical, 100 doses)	12	1,000¥	64, <i>AR</i>
Aerosol (1 chemical, 200 doses)*	12	2,000¥	64, <i>AR</i>
Hollowed Objects			
Hollowed Book	12	50¥	64, <i>AR</i>
False-bottomed Attaché Case	12	300¥	64, <i>AR</i>
Laés Cigarette	12	25¥	64, <i>AR</i>
Scent-masking Cigarette	12	10¥	64, <i>AR</i>

TOOLS

Tools

	Availability	Cost	Page
Kit	—	500¥	332, <i>SR4A</i>
Shop	8	5,000¥	332, <i>SR4A</i>
Facility	12	100,000¥	332, <i>SR4A</i>

SECURITY DEVICES

Security Devices

	Availability	Cost	Page
Barbed Wire (1 roll, 10 meters)	4	15¥	61, <i>AR</i>
Concertina Wire (1 roll, 10 meters)	6	20¥	61, <i>AR</i>
Electric Wire (10 meters)	6	10¥	61, <i>AR</i>
Key Lock (Rating 1–6)	—	Rating x 10¥	335, <i>SR4A</i>
Laser Trip Beam			
Visible	4	25¥	61, <i>AR</i>
Infrared	6	50¥	61, <i>AR</i>
Maglock (Rating 1–6)	—	Rating x 100¥	335, <i>SR4A</i>
Keypad or Card-reader	—	+50¥	335, <i>SR4A</i>
Anti-Tamper Circuits (Rating 1–4)	—	+(Rating x 100¥)	335, <i>SR4A</i>
Biometric Reader (per reader)	+4	+200¥	335, <i>SR4A</i>
Monowire (1 meter)	10F	1,000¥	61, <i>AR</i>
Pressure Mesh/Pads (10 square meters)	8	200¥	61, <i>AR</i>
Proximity Wire (1 standard doorway)	10	500¥	62, <i>AR</i>
Restraints			
Metal	—	20¥	335, <i>SR4A</i>
Plasteel	6R	50¥	335, <i>SR4A</i>
Plastic (per 10)	—	1¥	335, <i>SR4A</i>
Containment Manacles	6R	200¥	335, <i>SR4A</i>
Security Lighting			
Regular Lamps	—	25¥	62, <i>AR</i>
Active Infrared	8	50¥	62, <i>AR</i>
Ultraviolet	4	30¥	62, <i>AR</i>

B&E GEAR

B&E Gear

	Availability	Cost	Page
Autopicker (Rating 1–6)	8R	Rating x 200¥	335, <i>SR4A</i>
Cellular Glove Molder (Rating 1-3)	12F	Rating x 200¥	335, <i>SR4A</i>
Chisel	—	20¥	335, <i>SR4A</i>
Keycard Copier (Rating 1–6)	8F	Rating x 300¥	335, <i>SR4A</i>
Lockpick Set	6R	300¥	335, <i>SR4A</i>
Maglock Passkey (Rating 1–6)	(Rating x 3)F	Rating x 2,000¥	335, <i>SR4A</i>
Miniwelder	2	250¥	335, <i>SR4A</i>
Monofilament Chainsaw	4	300¥	335, <i>SR4A</i>
Sequencer (Rating 1–6)	(Rating x 3)F	Rating x 200¥	335, <i>SR4A</i>
Wire clippers	—	25¥	335, <i>SR4A</i>



Grapple Gun and Accessories

	Availability	Cost	Page
Grapple Gun	8R	500¥	337, SR4A
Catalyst Stick	8F	120¥	337, SR4A
Microwire	4	50¥ per 100 m	337, SR4A
Myomeric Rope	10	200¥ per 10 m	337, SR4A
Standard Rope	—	50¥ per 100 m	337, SR4A
Stealth Rope	8F	85¥ per 100 m	337, SR4A

BIOTECH

Biotech

	Availability	Cost	Page
Biomonitor	—	300¥	337, SR4A
Disposable Syringe	4	10¥	337, SR4A
Medkit (Rating 1–6)	—	Rating x 100¥	337, SR4A
Medkit Supplies	—	50¥	337, SR4A

DocWagon Contracts

	Availability	Cost	Page
Basic	—	5,000¥ per year	337, SR4A
Gold	—	25,000¥ per year	337, SR4A
Platinum	—	50,000¥ per year	337, SR4A
Super-Platinum	—	100,000¥ per year	337, SR4A

Slap Patches

	Availability	Cost	Page
Antidote Patch (Rating 1–6)	Rating	Rating x 50¥	338, SR4A
Stimulant Patch (Rating 1–6)	Rating x 2	Rating x 25¥	338, SR4A
Tranq Patch (Rating 1–10)	Rating x 2	Rating x 20¥	338, SR4A
Trauma Patch	2	500¥	338, SR4A

CHEMTECH

Chemtech

	Availability	Cost	Page
Glue Sprayer	2	150¥	336, SR4A
Inhaler	2R	5¥	80, AR
Mule Log	3R	50¥	80, AR
Slap Patches	—	1¥	80, AR
Thermite Burning Bar	16R	500¥	336, SR4A

Tools

	Availability	Cost	Page
Chemistry Kit	—	500¥	79, AR
Chemistry Shop	8R	5,000¥	79, AR
Chemistry Facility	12R	100,000¥	79, AR
Chemistry Microfac	16R	200,000¥	79, AR

Drugs

	Availability	Cost (per dose)	Page
Aisa	—	15¥	73, AR
Betameth	3R	20¥	74, AR
Betel	—	1¥	74, AR
Bliss	3R	15¥	257, SR4A
Cram	2R	10¥	257, SR4A
Dopadrine	2	15¥	74, AR
G3	—	5¥	74, AR
eX	3R	10¥	74, AR
Hurlg	—	5¥	75, AR
Jazz	2R	75¥	257, SR4A
K-10	16F	900¥	75, AR
Kamikaze	4R	100¥	258, SR4A



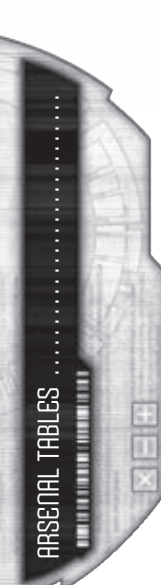
Drugs	Availability	Cost (per dose)	Page
Loco	4R	350¥	75, AR
Long Haul	—	50¥	258, SR4A
Nitro	2R	50¥	258, SR4A
NoPaint	3	15¥	75, AR
Novacoke	2R	10¥	258, SR4A
Oxygenated Fluorocarbons	—	2,000¥	75, AR
Psyche	—	200¥	258, SR4A
Push	—	15¥	75, AR
Red Mescaline	4R	50¥	75, AR
Ripper	—	25¥	75, AR
Slab	5R	150¥	76, AR
Snuff	—	5¥	76, AR
Woad	3R	15¥	76, AR
Zen	4R	5¥	258, SR4A
Zero	2R	100¥	76, AR

Awakened Drugs	Availability	Cost	Page
Crimson Orchid	4R	30¥	76, AR
Deepweed	8F	400¥	257, SR4A
Galak	3R	25¥	76, AR
Laés	10F	500¥	76, AR
Leäl	8R	180¥	76, AR
Overdrive	5R	150¥	77, AR
Pixie Dust	6R	40¥	77, AR
Trance	5R	120¥	77, AR

Magical Compounds	Availability	Cost	Page
Animal Tongue	8R	1,000¥	77, AR
Immortal Flower	14F	1,900¥	77, AR
Little Smoke	12F	1,350¥	78, AR
Rock Lizard Blood	8R	1,500¥	78, AR
Sage	10R	1,300¥	88, SM
Shade	8R	1,000¥	78, AR
Spirit Strength	16F	2,800¥	88, SM
Witches' Moss	10F	1,300¥	88, SM
Wudu'aku	12R	1,150¥	78, AR

Toxins (per dose)	Availability	Cost	Page
Arsenic	12R	120¥	83, AR
Atropine	12R	700¥	83, AR
Breathaker	8R	50¥	83, AR
CS/Tear Gas	4R	20¥	255, SR4A
Cyanide	14F	450¥	84, AR
Ekyelebenle Venom	16F	500¥	84, AR
KE IV	8	10¥	84, AR
Gamma-Scopolamine	14F	200¥	255, SR4A
Naga Venom	10F	800¥	84, AR
Narcoject	8R	50¥	255, SR4A
Nausea Gas	6R	25¥	255, SR4A
Neuro-Stun	12R	60¥	255, SR4A
Nova Scorpion Venom	16F	1,000¥	84, AR
Pepper Punch	—	5¥	255, SR4A
Ringu	24F	2,500¥	84, AR
Seven-7	20F	1,000¥	255, SR4A
Warp	12F	550¥	84, AR
White Star	18F	600¥	85, AR
Ymir	20F	800¥	85, AR





Compounds	Availability	Cost	Page
Acid	(Rating)R	Rating x 500¥	80, AR
Adhesive	(Rating)	Rating x 5¥	80, AR
Adhesive Solvent	(Rating)	Rating x 2.5¥	80, AR
Alkahest	6F	100¥	80, AR
Alkali	(Rating)R	Rating x 100¥	80, AR
Antivenin	As venom	As venom ÷ 2	81, AR
Artificial Skin	—	25¥	81, AR
Blister Pack	—	15¥	81, AR
Body Paint	—	10¥	82, AR
Carcerands	3	50¥	82, AR
Chemical Heater	—	4¥	82, AR
CleenTac (per patch)	—	1¥	82, AR
C-Squared	—	Rating x 15¥	82, AR
DMSO	3	10¥	82, AR
Dry Lubricant	—	2¥	82, AR
Fingerprint Dust	4R	2¥	82, AR
Flash Paper	2	10¥	82, AR
Freeze Foam	(Rating)R	Rating x 4¥	82, AR
Jackstop	4R	15¥	83, AR
Luminol	4R	10¥	83, AR
Olfactory Camouflage	—	10¥	83, AR
Molotov Cocktail	—	30¥	83, AR
Stain	3R	5¥	83, AR

EXPLOSIVES

Explosives	Rating	AP	Availability	Cost	Page
Commercial	3	—	8R	100¥	325, SR4A
Bangalore Torpedo (per section)	6	1	16F	2,500¥	85, AR
Binary Explosive (per kilogram*)	4-12	—	18F	Rating x 150¥	85, AR
Detonating Cord (per meter)	8	-1	10R	25¥	85, AR
Foam	4-15	—	12F	Rating x 100¥	325, SR4A
Linear Cutting Charge (per meter)	4-15	-5	14R	Rating x 200¥	85, AR
Liquid Explosive (per kilogram)	4-15	—	16F	Rating x 125¥	85, AR
Plastic	4-15	—	16F	Rating x 100¥	325, SR4A

* 0.5 kg of each part

Explosives, per kilogram	Rating	Availability	Cost	Page
Ammonium Nitrate	2	5	60¥	86, AR
ANFO	3	6	70¥	86, AR
Dynamite (4 sticks)	3	9R	80¥	86, AR
Gunpowder	2	4	75¥	86, AR
Nitroglycerine	6	10F	300¥	86, AR
TNT	4	9F	200¥	87, AR

Detonators	Availability	Cost	Page
Anti-Removal Device (Rating 1-6)	+(Rating)F	+(Rating x 25¥)	87, AR
Blasting Cap	5R	10¥	87, AR
Detonator Cap	8R	75¥	327, SR4A
Electrical Detonator	5R	20¥	87, AR
Optical Detonator	7F	35¥	87, AR
Pressure Detonator	10F	150¥	87, AR
Pull Detonator	9F	60¥	87, AR
Push Detonator	9F	60¥	87, AR
Radio Detonator	8R	40¥	87, AR
Shockwave Detonator	10F	Rating x 25¥	88, AR
Timer Detonator	8F	35¥	88, AR



Explosives Accessories	Avail	Cost	Page	Explosives Accessories	Avail	Cost	Page
Atomizer	6R	Rating x 300¥	88, <i>AR</i>	Explosive			
Safety Fuse	6R	5¥ per meter	88, <i>AR</i>	Electrical	8R	Rating x 250¥	88, <i>AR</i>
				Optical	9R	Rating x 150¥	88, <i>AR</i>

Making Explosives	Threshold	Availability	Cost	Page
Ammonium Nitrate	8	3	40¥	95, <i>AR</i>
ANFO	12	3	50¥	95, <i>AR</i>
Binary Explosive	16	10R	Rating x 250¥	95, <i>AR</i>
Commercial Explosive	12	5	50¥	95, <i>AR</i>
Dynamite	12	6	50¥	95, <i>AR</i>
Foam Explosive	16	6R	Rating x 200¥	95, <i>AR</i>
Gunpowder	12	2	25¥	95, <i>AR</i>
Liquid Explosive	16	8R	Rating x 225¥	95, <i>AR</i>
Nitroglycerine	12	5	100¥	95, <i>AR</i>
Plastic Explosive	12	6R	Rating x 150¥	95, <i>AR</i>
TNT	12	5R	75¥	95, <i>AR</i>

MANATECH

Manatech	Availability	Cost	Page
AMP	12	10,000¥	64, <i>AR</i>
AMP FAB Refill	10	100¥	64, <i>AR</i>
Astral Pigments	—	30¥	64, <i>AR</i>
Awakened Ivy	(Force)R	Force x 150¥ per square meter	64, <i>AR</i> ; 126, <i>SM</i>
Awakened Ivy Nutrients	(Force)R	Force x 2.5¥ per square meter	64, <i>AR</i>
Biofiber	(Force x 3)R	Force x 100¥ per square meter	64, <i>AR</i> ; 264, <i>SR4A</i>
Biofiber Nutrients	(Force x 3)R	Force x 5¥ per square meter	64, <i>AR</i>
Flourescing Astral Bacteria			65, <i>AR</i> ; 126, <i>SM</i>
FAB I	10	50¥ per cubic meter	
FAB II	16R	Force x 50¥ per cubic meter	
FAB II-b	12R	3¥ per cubic meter	
FAB III	20F	Force x 15,000¥	
FAB Nutrients	10	1¥ per cubic meter	
Forensic Thaumaturgy Kit	2	500¥	65, <i>AR</i>
GloMoss	(Force)R	Force x 25¥ per square meter	65, <i>AR</i> ; 126, <i>SM</i>
GloWand	4R	60¥	65, <i>AR</i>
Guardian Vines	(Force + 2)R	Force x 500¥ per square meter	65, <i>AR</i> ; 126, <i>SM</i>
Guardian Vines, Black	(Force + 3)F	Force x 1,000¥ per square meter	65, <i>AR</i> ; 126, <i>SM</i>
Haven Lily	(Force + 3)R	Force x 1,000¥ per square meter	65, <i>AR</i> ; 126, <i>SM</i>
Leech Constructs	5	300¥	65, <i>AR</i>
Leechband	6	450¥	65, <i>AR</i>
Leech Solvent	5	30¥	66, <i>AR</i>
Lucifer Lamp	10	150¥	66, <i>AR</i>
Lucifer Lamp Bulbs	10	100¥ per hour (Max. 500 hours)	66, <i>AR</i>
Magecuffs	5	1,000¥	66, <i>AR</i>
Magemask	2R	200¥	66, <i>AR</i>
Mage Sight Cable	8R	60¥ per meter	66, <i>AR</i>
Mage Sight Goggles	12R	2,000¥	66, <i>AR</i> ; 332, <i>SR4A</i>
Manahazard Containment Device			66, <i>AR</i>
Manacase	4R	200¥	66, <i>AR</i>
Manacoffin	8R	1,200¥	67, <i>AR</i>
Manasheath	6R	300¥	67, <i>AR</i>
PocketMage Library (Rating 1-3)	3	Rating x 600¥	67, <i>AR</i>
Quicksilver Camera	4	2,500¥	67, <i>AR</i>
Manasensitive Film Plate	4	25¥	67, <i>AR</i>
Wyrd Mantis Essence	6	600¥	67, <i>AR</i>

Grenade	Damage	AP	Blast	Availability	Cost	Page
Esprit "Petite Brume"	—	—	5m Radius	12R	1,000¥	64, <i>AR</i>



ODDS AND ENDS

Disguise	Availability	Cost	Page
Latex Face Mask	8	500¥	338, <i>SR4A</i>
Nanopaste Disguise			338, <i>SR4A</i>
Small Container	12	500¥	
Large container	16	1,000¥	

Parachutes	Availability	Cost	Page
Standard	6	500¥	59, <i>AR</i>
Low Altitude	6	120¥	59, <i>AR</i>
HALO	8	2,000¥	59, <i>AR</i>

Odds and Ends	Availability	Cost	Page
Forensic Tools	8	per tool size (p. 332, <i>SR4A</i>)	62, <i>AR</i>
Glasscutter	4	10¥	62, <i>AR</i>
Hypersonic Sound Beam	8	200¥	62, <i>AR</i>
Inline Skates	—	100¥	62, <i>AR</i>
Science Tools	8	per tool size (p. 332, <i>SR4A</i>)	62, <i>AR</i>
Smart Pack	4	500¥	62, <i>AR</i>
Butt Pack	4	80¥	62, <i>AR</i>
Smart Pouch System			62, <i>AR</i>
Ammunition Pouch	8	25¥	
Ration Pouch (3-day supply)	8	50¥	
Smart Canteen (1 liter)	8	5¥	
Combat Load Vest	8	300¥	

VEHICLES AND DRONES

Personal Mobility Vehicles	Hand	Accel	Speed	Pilot	Body	Armor	Sensor	Avail	Cost	P
Daiatsu-Caterpillar Horseman	+1	10/20	80	1	4	4	1	4	12,000¥	107, <i>AR</i>
with passenger module	0	5/20	75	1	6	4	1	6	+6,000¥	
with cargo module	-1	5/20	70	1	6	4	1	4	+3,000¥	
with advanced cargo module	+1	10/20	75	1	6	4	2	8	+5,000¥	
with drone module	0	10/20	75	1	6	4	2	8	+4,000¥	
Ares-Segway Terrier	+2	5/15	40	2	2	1	2	—	4,500¥	107, <i>AR</i>

Bikes	Hand	Accel	Speed	Pilot	Body	Armor	Sensor	Avail	Cost	P
Dodge Scoot (Scooter)	+1	10/15	60	1	4	2	1	—	3,000¥	348, <i>SR4A</i>
Harley-Davidson Scorpion (Chopper)	+2	15/30	120	2	8	4	1	—	12,000¥	348, <i>SR4A</i>
Indian Pathfinder (Racing Bike)	+2	25/40	160	1	6	6	1	—	6,000¥	107, <i>AR</i>
Suzuki Mirage (Racing Bike)	+2	20/50	200	1	6	4	1	—	6,500¥	348, <i>SR4A</i>
Thundercloud Contrail (Racing Bike)	+1	20/40	180	1	6	4	1	—	5,000¥	108, <i>AR</i>
Evo Falcon (Off-Road Bike)	0	10/30	80	1	7	7	1	—	10,000¥	108, <i>AR</i>
Yamaha Growler (Off-Road Bike)	+1	15/40	150	1	6	6	1	—	5,500¥	348, <i>SR4A</i>
Entertainment Systems Cyclops (Mono)	+3	15/25	100	1	4	2	1	—	6,500¥	108, <i>AR</i>
Horizon Doble Revolution (Encl. Mono)	+3	15/25	120	2	6	6	2	4	8,000¥	108, <i>AR</i>

Cars	Hand	Accel	Speed	Pilot	Body	Armor	Sensor	Avail	Cost	P
Chrysler-Nissan Jackrabbit (Subcompact)	0	15/35	120	1	8	2	1	—	10,500¥	109, <i>AR</i>
Honda Spirit (Subcompact)	+1	10/20	80	1	8	6	1	—	10,000¥	348, <i>SR4A</i>
Hyundai Shin-Hyung (Sedan)	+2	20/45	160	1	10	5	1	—	17,000¥	109, <i>AR</i>
Mercury Comet (Sedan)	0	15/30	110	2	10	6	1	—	14,000¥	348, <i>SR4A</i>
Rover 2068 (SUV)	+1	20/35	140	2	13	10	2	6	25,000¥	109, <i>AR</i>
Mitsubishi Nightsky (Limousine)	-2	15/25	100	3	12	10	1	—	120,000¥	348, <i>SR4A</i>
Eurocar Westwind 3K (Sports Car)	+3	20/60	240	3	10	6	1	—	85,000¥	348, <i>SR4A</i>
Thundercloud Morgan (ATV)	0	15/30	120	1	8	4	1	—	7,500¥	109, <i>AR</i>



Trucks	Hand	Accel	Speed	Pilot	Body	Armor	Sensor	Avail	Cost	Page
Ares Roadmaster (Transport)	-1	10/30	120	2	16	16	2	4	48,000¥	109, AR
GAZ P-179 (Pickup Truck)	-1	15/30	90	1	14	6	1	—	12,000¥	109, AR
Tata Hotspur (Off-Road Racing Truck)	+1	20/50	200	2	16	10	2	8	60,000¥	109, AR
Ford-Canada Buffalo (RV)	-2	10/20	80	2	16	10	2	—	55,000¥	110, AR
GMC Bulldog Step-Van (Van)	0	5/10	90	2	16	8	1	—	35,000¥	349, SR4A
GMC Hermes Van (Delivery Van)	-1	5/10	100	2	17	6	2	8	45,000¥	110, AR
Conestoga Vista (Bus)	-3	15/25	90	1	20	4	1	—	25,000¥	110, AR
Nordkapp Zugmaschine (Traktor Trailer)	-1	15/30	110	2	18	8	1	—	90,000¥	110, AR
with Trailer	-3	5/20	90	2	24	8	1	—	+20,000¥	110, AR

Hovercraft	Hand	Accel	Speed	Pilot	Body	Armor	Sensor	Avail	Cost	Page
GMC Everglades (Hovercraft)	+1	10/20	120	2	14	6	1	4	25,500¥	349, SR4A
Mostran KVP-27T (Hovercraft)	+2	10/15	90	1	8	8	1	4	40,000¥	111, AR

Watercraft	Hand	Accel	Speed	Pilot	Body	Armor	Sensor	Avail	Cost	Page
SeaDoo Bolt (Water Scooter)	+2	15/25	45	2	5	4	1	—	6,000¥	111, AR
Blohm & Voss Spitzenreiter (Utility)	-1	10/20	40	1	16	2	2	—	22,000¥	111, AR
Zemlya-Poltava Crest (Speedboat)	+2	10/30	80	1	12	6	1	8	35,000¥	111, AR
Colorado Craft Sylph (Hydrofoil)	+3	15/40	100	2	8	4	1	4	40,000¥	111, AR
Harland and Wolff Classique III (Yacht)	-1	10/25	35	2	24	8	2	12	235,000¥	111, AR
MT Sea Nymph (Yacht)	-3	10/20	45	2	18	6	1	—	170,000¥	349, SR4A
SC Otter (Sport Cruiser)	+1	5/10	45	1	12	6	1	—	12,500¥	349, SR4A
Proteus Lamprey (Sea Sled)	0	10/15	35	1	6	4	1	—	14,000¥	112, AR
Krasnay Sormova Partisan (Sentry Sub)	-1	5/15	40	2	20	15	2	16F	650,000¥	112, AR
Vulkan Electronaut (Minisub)	0	5/10	30	2	12	10	2	10	158,000¥	349, SR4A

Glider and FPMV	Hand	Accel	Speed	Pilot	Body	Armor	Sensor	Avail	Cost	Page
Lockheed Sparrow (FPMV)	+1	15/40	90	3	4	2	1	12R	19,500¥	112, AR
Artemis Industries Dawnglider (Glider)	0	10/20	60	2	6	2	1	16R	55,000¥	112, AR
Moonlight Aerospace Phoenix (Glider)	+1	15/30	80	1	6	1	1	6	16,000¥	112, AR

LAVs	Hand	Accel	Speed	Pilot	Body	Armor	Sensor	Avail	Cost	Page
MiG-67	+2	50/200	800	1	18	10	2	20F	950,000¥	112, AR
Cascade Skraacha	0	40/160	600	1	16	14	2	12F	475,000¥	113, AR

Winged Planes	Hand	Accel	Speed	Pilot	Body	Armor	Sensor	Avail	Cost	Page
Hawker-Siddeley HS-950 Skytrain (Tilt-Wing)	0	30/120	550	2	30	4	2	16	1,500,000¥	113, AR
Cessna C750 (Twin-Prop Airplane)	-1	20/90	340	2	18	4	—	8	164,000¥	349, SR4A
Piper Brat (Very Light Jet)	+1	30/150	650	3	18	6	2	16	1,000,000¥	113, AR
Gulfstream Luxe V (Executive Jet)	+1	40/150	800	3	14	10	3	18	1,200,000¥	113, AR
Renault-Fiat Fokker Tundra-9 (Amph. Jet)	-1	30/120	500	2	18	8	2	12	325,000¥	113, AR

Rotorcraft	Hand	Accel	Speed	Pilot	Body	Armor	Sensor	Avail	Cost	Page
Hughes Aerospace Emblem (Shuttle)	-1	15/50	300	2	18	6	2	14	640,000¥	114, AR
Ares Dragon (Cargo Helicopter)	-1	10/40	260	3	22	8	—	12	495,000¥	349, SR4A
Hughes Stallion (Utility Helicopter)	-1	15/50	190	3	14	8	—	12	225,000¥	349, SR4A
Mitsubishi Karura (Autogyro)	0	10/30	100	2	12	6	2	14	200,000¥	114, AR
Northrup Wasp (Autogyro)	0	15/30	130	2	10	6	—	12R	106,000¥	349, SR4A

VTOL/VSTOL	Hand	Accel	Speed	Pilot	Body	Armor	Sensor	Avail	Cost	Page
GMC Banshee (Thunderbird)	+1	50/250	1,000	2	20	18	—	24F	2,350,000¥	349, SR4A
Fed Boeing Commuter (Tilt-Wing Airplane)	-2	10/30	120	3	16	8	—	16R	320,000¥	349, SR4A

Zeppelin	Hand	Accel	Speed	Pilot	Body	Armor	Sensor	Avail	Cost	Page
Luftschiffbau LZ-2065	-3	5/10	30	1	36	2	2	16	800,000¥	114, AR



Military, Security Medical Craft	Hand	Accel	Speed	Pilot	Body	Armor	Sensor	Avail	Cost	Page
Dodge Guardian (Police Motorcycle)	+2	20/35	100	2	8	10	2	8R	14,000¥	114, <i>AR</i>
General Product COP (Police SUV)	+1	10/35	120	1	12	12	3	6R	18,000¥	114, <i>AR</i>
Chrysler-Nissan Patrol-1 (Patrol Car)	+3	10/45	180	3	10	10	1	12R	22,700¥	349, <i>SR4A</i>
Lone Star Mod. Honda 3240 (Pursuit Car)	+2	20/50	220	2	9	6	1	14R	107,500¥	114, <i>AR</i>
DocWagon SRT (Ambulance)	+1	20/40	150	2	14	10	2	12R	65,000¥	114, <i>AR</i>
Lone Star Black Mariah (Prisoner Trans.)	-1	5/25	100	1	15	15	1	18R	55,000¥	115, <i>AR</i>
Ares Citymaster (Riot Control Vehicle)	-1	5/30	120	3	16	20	3	20R	51,200¥	349, <i>SR4A</i>
GMC Beachcraft (Patrol Hovercraft)	+2	10/40	160	2	12	16	2	16R	63,000¥	349, <i>SR4A</i>
Surfstar Marine Seacop (Harbor Patrol)	0	10/20	60	1	14	14	2	12R	24,000¥	115, <i>AR</i>
Celebrian Striker (Patrol Corvette)	-2	10/20	50	1	30	20	3	26F	2,200,000¥	115, <i>AR</i>
USS Boston Class (Patrol Sub)	-2	5/15	70	2	30	20	3	30F	29,000,000¥	115, <i>AR</i>
DocWagon CRT Helicopter (Medical)	0	25/60	340	3	20	10	2	20R	1,310,000¥	116, <i>AR</i>
Northup Yellowjacket (Military Helic.)	0	15/30	130	2	10	8	2	12F	122,000¥	116, <i>AR</i>
Aztechnology Aguilar-GX (Attack Helic.)	+1	15/60	400	2	16	16	2	20F	1,800,000¥	116, <i>AR</i>
Federated-Boeing Eagle-C (Fight/Bomb)	+2	60/240	1200	3	20	12	3	26F	10,000,000¥	116, <i>AR</i>

Microdrones	Hand	Accel	Speed	Pilot	Body	Armor	Sensor	Avail	Cost	Page
Shiwase Kanmushi	+1	2/10	10	3	0	0	1	8	1,000¥	350, <i>SR4A</i>
S-B Microskimmer	+1	2/10	10	3	0	0	1	8	1,000¥	350, <i>SR4A</i>
Stonebrooke Smokecloud (Wh. Distr.)	+1	2/10	10	3	0	0	2	14R	1,500¥	116, <i>AR</i>
Toyota MK-Centipede (Search & Rescue)	+1	2/10	10	3	0	1	1	4	1,000¥	116, <i>AR</i>

Minidrones	Hand	Accel	Speed	Pilot	Body	Armor	Sensor	Avail	Cost	Page
Ares Heimdall (Drone Missile)	+1	special	3000	3	1	1	2	14F	1,500¥	117, <i>AR</i>
Bust-A-Move (Toy Walker Drone)	0	3/10	10	2	1	0	1	—	350¥	117, <i>AR</i>
Cyberspace Designs Dragonfly (Hunt/Kill)	+1	3/15	30	3	1	1	2	12R	2,500¥	117, <i>AR</i>
Ferret RPD-1X (Wheeled Perimeter)	0	10/20	60	3	1	2	3	8	3,000¥	118, <i>AR</i>
Lone Star iBall	+1	3/15	15	3	1	0	2	6	1,500¥	350, <i>SR4A</i>
MCT Fly-Spy	+1	3/15	15	3	1	0	2	6	2,000¥	350, <i>SR4A</i>

Small Drones	Hand	Accel	Speed	Pilot	Body	Armor	Sensor	Avail	Cost	Page
Ares Sentinel "R" Series (Rail Sentry)	0	5/10	40	3	2	6	2	4R	2,000¥	118, <i>AR</i>
Atztechnology Armadillo (Aerial EW)	0	5/15	50	3	2	6	3	12F	20,000¥	118, <i>AR</i>
Aztechnology Crawler	0	5/20	50	3	2	0	2	4	1,700¥	350, <i>SR4A</i>
Entertainment Systems Falcon (Aerial Pet)	+2	5/30	70	3	2	2	1	16	59,000¥	118, <i>AR</i>
GMC Sandal (Wheeled Delivery)	0	10/25	60	2	2	4	2	4	3,500¥	119, <i>AR</i>
Knight Errant P4 (Wheeled Pursuit)	+1	20/50	180	3	2	2	3	10R	8,000¥	119, <i>AR</i>
Lockheed Optic-X	0	5/20	75	3	2	0	2	6	1,700¥	350, <i>SR4A</i>
Modified GMC Chariot (Disguised Combat)	0	10/25	40	3	2	2	2	8F	4,800¥	119, <i>AR</i>
Transys Steed (Wheeled Personnel)	+1	10/20	40	3	2	2	3	—	4,000¥	120, <i>AR</i>

Medium Drones	Hand	Accel	Speed	Pilot	Body	Armor	Sens	Avail	Cost	Page
Evo Orderly (Med-Assitant Humanoid)	0	5/20	40	3	3	3	2	4	2,000¥	120, <i>AR</i>
Federated-Boeing Kull (Aerial Rec/Supp)	+1	30/150	300	3	3	0	2	4	10,000¥	120, <i>AR</i>
Ford LEBD-1 (Aerial Law Enforcement)	0	5/20	80	3	3	6	3	6R	4,500¥	120, <i>AR</i>
GM-Nissan Doberman	0	10/25	75	3	3	6	3	6	3,000¥	350, <i>SR4A</i>
MCT-Nissan Roto-drone	0	10/25	100	3	3	2	3	6	2,000¥	350, <i>SR4A</i>
Mitsuhama Akiyama (Cyborg Walker Assassination)	+3	5/15	40	—	4	4	4	24R	250,000¥	120, <i>AR</i>
Mitsuhama Otomo (Cyborg Anthroform Walker)	+1	5/15	30	—	6	0	3	24R	150,000¥	120, <i>AR</i>
Renraku Manservant-3 (Humanoid Walker)	0	5/15	15	3	3	0	2	—	2,500¥	121, <i>AR</i>
Renraku Stormcloud	-3	5/10	25	3	3	2	3	6	2,600¥	350, <i>SR4A</i>

Heavy Drones	Hand	Accel	Speed	Pilot	Body	Armor	Sensor	Avail	Cost	Page
Ares Auxilia Mk3 (Tracked Military)	-1	10/30	50	3	4	12	2	10F	8,000¥	121, AR
C-D Dalmatian (Large)	0	15/40	120	3	4	2	3	9	2,200¥	350, SR4A
CrashCart AutoDoc (Large)	0	5/10	30	3	4	2	1	8R	4,000¥	350, SR4A
GTS Tower (LTA Carrier)	0	10/30	120	3	4	2	3	12	25,000¥	121, AR
Lockheed Vulcan (Wheeled Maintenance)	-1	5/15	30	3	4	4	2	4	6,000¥	121, AR
McDonnell-Douglas Nimrod (Aer. Combat)	+2	40/200	800	3	4	8	3	18F	75,000¥	121, AR
Mesametric Beaver (Walker Construction)	-1	5/15	15	3	4	8	1	—	4,000¥	122, AR
Mitsuhama Tomino (Cyborg Walker Combat Drone)	+2	5/15	35	—	10	10	3	24R	350,000¥	122, AR
Saeder-Krupp Mk-17D Neptune (Recon)	-1	5/20	30	3	4	12	3	10	22,000¥	122, AR
Saeder-Krupp Schildkröte (Hazmat)	-1	5/20	40	3	4	6	2	10	8,000¥	122, AR
Steel Lynx (Large)	0	15/40	120	3	4	9	3	12R	5,000¥	350, SR4A
Wuxing Crimson Samurai (Centaroid)	+1	15/30	100	3	4	12	3	10R	9,500¥	123, AR

Weapon Name	Damage	AP	Mode	Blast	Ammo	Avail.	Cost	Page
Ares Firelance Vehicle Laser	12P	-half	SS	—	100*	25F	400,000¥	123, AR
Ares Fogger Glop Cannon	Special	—	SA	—	50(belt)	15R	10,000¥	123, AR
Aztechnology Itzcóatl Gauss Cannon	18P	-10	SS	-2/m	50(belt)	30F	600,000¥	123, AR
Fleche Hail Barrage Rocket Launcher	Rocket	Rocket	Special	Rocket	20	25F	20,000¥	123, AR
GE Vigilant Light Autocannon	8P	-4	FA	—	200(belt)	15F	5,000¥	123, AR
GE Vanquisher Heavy Autocannon	11P	-6	FA	—	200(belt)	20F	20,000¥	123, AR
GM Light Cannon	13P	-6	SA	-1/m	50(belt)	18F	50,000¥	124, AR
GM Heavy Cannon	17P	-8	SS	-1/m	50(belt)	22F	100,000¥	124, AR
Lone Star FlashFlood Water Cannon	8S	-half	FA	—	200(belt)	10R	5,000¥	124, AR
Shiawase Microwave Cannon	Special	-half	SS	—	100*	20R	25,000¥	124, AR
SK Taurus Light Gauss Cannon	14P	-8	SS	-2/m	50(belt)	25F	200,000¥	124, AR
Winter Systems Mercury Ship Laser	16P	-half	SS	—	1000*	30F	1,000,000¥	124, AR

* This is the amount of power points the weapon has available if not supported by an external power source. If supported by such a source, its ammo capacity is limited only by the power output of that source.

Missile Type	Damage	AP	Blast	Avail	Cost	Page
Aztechnology Series 5 Iron Bomb	22P(f)	0	-2/m	12F	400¥	124, AR
Cardeon Mark 78 Torpedo	16P	-4**	-2/m**	25F	4000 + (400 x Sensor Rating)¥	124, AR
Esprit Corail Depth Charge	12P	-4**	-1/m**	10F	800¥	125, AR
Mitsubishi-GM Outlaw	As Block	As Block	As Block	15F	1,000¥	125, AR
Block I	16P	-2	20m Radius	25F	2,000 + (500 x Sensor Rating)¥	125, AR
Block II	16P	-2	20m Radius	25F	8,000 + (500 x Sensor Rating)¥	125, AR
Block III	18P	-2/-6*	-4/m	25F	4,000 + (600 x Sensor Rating)¥	125, AR
Block IV	18P	-2/-6*	-4/m	28F	4,000 + (800 x Sensor Rating)¥	125, AR
Block V (Fragmentation)	16P(f)	+3	-1/m	25F	4,000 + (500 x Sensor Rating)¥	125, AR
Block V (HE)	16P	-2/-6*	-2/m	25F	4,000 + (500 x Sensor Rating)¥	125, AR
Block VI	16P	-4**	-2/m**	25F	6,000 + (500 x Sensor Rating)¥	125, AR
Mærsk Fiske Supercavitating Torpedo	12P	-4**	-2/m**	24F	10,000 + (500 x Sensor Rating)¥	125, AR
Proteus AG Piranha Mini-Torpedo	8P	-4**	-2/m**	12F	1,000 + (400 x Sensor Rating)¥	125, AR
Saab-Saaker AIM-27 Sparrow Hawk	22P	-2/-6*	-4/m	30F	8,000 + (500 x Sensor Rating)¥	125, AR

* vs. people/vs. vehicles

** The AP and Blast values given are meant for airborne explosions. The shockwave of undersea explosions travel much farther and have a much more dramatic effect on armor (see *Underwater Combat*, p. 171, *Arsenal*).



GEAR AND VEHICLE MODIFICATIONS

Desktop Forges

	Availability	Cost
Small Desktop Forge	10R	15,000¥
Large Desktop Forge	16R	150,000¥

Vehicle Mod

	Slots	Threshold	Tools	Cost	Avail	Special Skill	Page
Additional Fuel Tank	1	8	Shop	1,000¥	4	—	131, AR
Amenities							
Squatter	0	6	Shop	100¥	—	—	131, AR
Middle	1	6	Shop	100¥	2	—	131, AR
High	2	10	Shop	1,000¥	8	—	131, AR
Luxury	4	20	Shop	10,000¥	16	—	131, AR
Ammo Bins	1	4	Shop	200¥	6R	Armorer	131, AR
Amphibious Operation							
Level 1	2	10	Shop	Body x 250¥	6	Nautical Mechanics	131, AR
Level 2	4	20	Shop	Body x 1,000¥	12	Nautical Mechanics	131, AR
Anti-Theft	2	20	Shop	Body x 200¥	6R	—	131, AR
Armor							
Normal	1	Rating	Shop	Rating x 200¥	6R	Armorer	132, AR
Concealed	2	Rating x 2	Shop	Rating x 1,000¥	12R	Armorer	132, AR
Smart	2	Rating x 2	Shop	Rating x 2,000¥	16R	Armorer	132, AR
Assembly Time Imprvmnt.	1	Body x 4	Facility	1,000¥	8	—	132, AR
Ballast Tanks							
Level 1	1	16	Facility	Body x 2,000¥	8	—	133, AR
Level 2	4	24	Facility	Body x 10,000¥	16	—	133, AR
Chameleon Coating	1	10	Facility	Body x 1,000¥	12R	—	133, AR
Complete Skinlink	1	8	Shop	5,000¥	8	Hardware	133, AR
Drone Rack							
Mini	1	8	Kit	500¥	4	—	133, AR
Small	2	10	Shop	1,000¥	4	—	133, AR
Small Landing	3	20	Facility	5,000¥	10	—	133, AR
Large	4	16	Shop	4,000¥	6	—	133, AR
Large Landing	6	30	Facility	20,000¥	12	—	133, AR
Multilaunch	5	20	Facility	10,000¥	16	—	134, AR
Ducted Waterjet	2	10	Facility	Body x 200¥	6R	—	134, AR
ECM	1	20	Shop	Rating x 1,000¥	12F	Hardware	134, AR
Ejection Seats	1	10	Facility	500¥	8R	—	134, AR
Engine Customization							
Speed	2	24	Facility	Speed x Body x 5¥	6	—	134, AR
Acceleration	2	24	Facility	Accel x Body x 25¥	6	—	134, AR
Enhanced Image Screens	1	16	Shop	Body x 100¥	10R	—	134, AR
Extra Entry/Exit Points	1	8	Shop	5,000¥	8	—	134, AR
Extreme Environment Mod	1	16	Shop	2,000¥	6	—	134, AR
Flotation	4	24	Facility	Body x 2,000¥	12	—	134, AR
Flying Fox Gliding System	3	20	Facility	Body x 3,500¥	16R	—	135, AR
Fuzzy Logic	1	4	Kit	2,500¥	12R	Hardware	135, AR
Gecko Tips	1	8	Shop	300¥	6	—	135, AR
GridLink	1	4	Shop	750¥	4	Hardware	135, AR
GridLink Override	1	10	Shop	2,000¥	8F	Hardware	135, AR
Gun Port	1	4	Kit	500¥	6R	—	135, AR
Gyro Link	1	8	Shop	5,000¥	12F	Hardware	135, AR
Hovercraft Upgrade							
Rebuild	3	10	Shop	Body x 1,000¥	12	—	136, AR
Add-on	4	16	Shop	Body x 2,000¥	12	—	136, AR
Hydrofoil Capability	2	10	Facility	Body x 2,000¥	10	—	136, AR
Improved Economy	1	24	Facility	Accel (Running) x Speed x 5	4	—	136, AR

Vehicle Mod	Slots	Threshold	Tools	Cost	Avail	Special Skill	Page
Improved Sensor Array	1	8	Shop	1,000¥	6	Hardware	136, AR
Improved Suspension	1	8	Shop	Body x 5,000¥	4	—	136, AR
Improved Takeoff and Landing							
Level 1	4	24	Facility	Body x 1,000¥	8	—	136, AR
Level 2	6	36	Facility	Body x 5,000¥	16	—	136, AR
Interior Cameras	0	8	Kit	Body x 100¥	6R	Hardware	137, AR
Life Support							
Level 1	1	10	Shop	Body x 500¥	8	—	137, AR
Level 2	3	24	Facility	Body x 2,000¥	12	—	137, AR
Limited Maneuverability	+4	8	Shop	100¥	4	—	137, AR
Lighter Than Air	1	Body x 6	Shop	Body x 400¥	6	—	137, AR
Lock-On Countermeasures	1	20	Shop	5,000¥	10R	—	137, AR
Manual Control Override							
Drive-by-Wire	1	4	Shop	500¥	2	—	138, AR
Manual Controls	4	20	Facility	Body x 500¥	10	—	138, AR
Secondary Controls	1	6	Shop	1,000¥	4	—	138, AR
Mechanical Arm/Grapple							
Grapple	1	8	Shop	1,000¥	4	—	138, AR
Full Arm	2	16	Facility	4,000¥	6	—	138, AR
Metahuman Adjustment	— (1 for trolls)	4	Kit	500¥ per passenger	—	—	138, AR
Missile Defense System	1	10	Shop	10,000¥	12R	Software	138, AR
Motorcycle Gyro Stabilization	1	16	Facility	Body x 300¥	8	—	138, AR
Multifuel Engine	1	20	Facility	Body x 1,000¥	12	—	138, AR
Nitrous Injection	1	8	Kit	2,500¥	4	—	139, AR
Off-Road Suspension	1	8	Shop	Vehicle Cost x 25%	4	—	139, AR
Oil Slick Sprayer	1	10	Shop	500¥	8F	—	139, AR
Passenger Protection	2	Rating x 4	Shop	Rating x 2,000¥	Rating x 2	—	139, AR
Personal Armor	2	Rating x 2	Shop	Rating x 500¥	(Rating)R	Armorer	139, AR
Pimped Ride							
Level 1	1	10	Shop	Body x 50¥	2	Artisan	139, AR
Level 2	1	20	Shop	Body x 500¥+	8	Artisan	139, AR
Rail Propulsion	— (perm.)/1 (temp.)	16	Facility	Body x 500¥	4	—	140, AR
Ram Plate	1	8	Shop	Body x 250¥	6R	—	140, AR
Reflective Hull	1	20	Shop	Body x 300¥	10	—	140, AR
Removed Manual Controls	1	4	Shop	200¥	2	—	140, AR
Retrans Unit	1	4	Kit	4,000¥	12	Hardware	140, AR
Rigger Adaptation	1	6	Kit	2,500¥	4	Hardware	140, AR
Rigger Cocoon							
Basic	1	6	Kit	1,500¥	8	—	140, AR
Enhanced	2	10	Kit	4,000¥	14R	Hardware	140, AR
Road Strip Ejector	1	10	Shop	800¥ + strips	12F	—	140, AR
Rocket Booster	5	36	Facility	Body x 5,000¥	16F	—	141, AR
Satellite Communication	1	6	Kit	500¥	4	Hardware	141, AR
Searchlight	1	10	Kit	1,200¥	4	—	141, AR
Self-Repair	1	20	Shop	Body x 1,500¥	16R	—	141, AR
Sidecar	1	24	Shop	1,500¥	6	—	141, AR
Signature Masking	Rating	Rating x 6	Shop	Rating x 2,000¥	14F	—	141, AR
Smoke Projector	1	8	Shop	700¥	6R	—	141, AR
Smuggling Compartment							
Normal	1	16	Facility	1,500¥	6F	Disguise	142, AR
Shielded	1	20	Facility	3,000¥+	12F	Disguise	142, AR
Special Armor Mod	1	12	Shop	Rating x 500¥	8	Armorer	142, AR
Special Machinery	variable	variable	variable	variable	variable	variable	142, AR
SunCell	1	16	Shop	Body x 500¥	6	Hardware	142, AR
Termination System							
Basic	1	20	Shop	500¥	8R	Hardware	142, AR
Enhanced	1	24	Shop	700¥ + gas	10R	Hardware	142, AR
Self-Destruct	2	30	Shop	1,000¥	12F	Demolitions	142, AR
Torpedo Launcher	1	8	Shop	2,000¥	12F	Armorer	143, AR



Vehicle Mod	Slots	Threshold	Tools	Cost	Avail	Special Skill	Page
Touch Sensors	1	16	Shop	Body x 500¥	8	Hardware	143, AR
Tracked Vehicle	1 (perm.)/2 (temp.)	20	Facility	Body x 1,000¥	4	—	143, AR
Turbocharger	1	10	Shop	Accel. (Running) x Body x 20¥	4	—	143, AR
Unstable Structural Agility	4	24	Facility	Body x 5,000¥	12R	—	143, AR
Valkyrie Module	2	6	Kit	2,000¥	10	Hardware	143, AR
Vehicle Tag Eraser	1	8	Shop	Body x 250¥	6F	Hardware	144, AR
Walker Mode	2	10	Shop	Body x 500¥	4	—	144, AR
Winch							
Standard	1	10	Shop	600¥	2	—	144, AR
Enhanced	2	16	Facility	5,000¥	8	—	144, AR
Workshop	1	20	Facility	10,000¥	10	—	144, AR
Workshop Forge	1	20	Facility	50,000¥	20R	Hardware	144, AR
Weapon Mount							
Normal Size	1	6	Kit	1,500¥	8F	Armorer	145, AR
Reinforced Size	2	10	Kit	4,000¥	10F	Armorer	145, AR
External Visibility	—	—	—	—	—	—	145, AR
Internal Visibility	+2	+6	Shop	+1,000¥	+2F	—	145, AR
Concealed Visibility	+3	+10	Shop	+4,000¥	+4F	Disguise	145, AR
Fixed Flexibility	—	—	—	—	—	—	145, AR
Flexible Flexibility	+1	+6	Shop	+2,000¥	+2F	—	145, AR
Turret Flexibility	+3	+16	Facility	+5,000¥	+6F	—	145, AR
Heavy Turret Flexibility	+4	+24	Facility	+15,000¥	+8F	—	145, AR
Manual Control	+1	—	—	—	—	—	145, AR
Armored Control	+2	+10	Shop	+2,000¥	+2F	—	145, AR
Remote Control	—	+6	Shop	+500¥	+2F	—	145, AR

Weapon Mod	Slots	Threshold	Tools	Cost	Availability	Special Skill	Page
Additional Clip	2	20	Facility	Weapon Cost	10R	—	146, AR
Advanced Safety							
Basic System	1	6	Kit	100¥	—	—	146, AR
Immobilizer	1	6	Shop	200¥	6	—	146, AR
Self-destruct	1	10	Shop	300¥	8F	Demolitions	146, AR
Explosive Self-destruct	2	16	Facility	400¥	10F	Demolitions	146, AR
Glue Trap	1	10	Shop	400¥	8	—	146, AR
Spring Trigger Spike	1	8	Shop	300¥	8	—	146, AR
Electro Shocker	1	8	Shop	500¥	8R	—	146, AR
Pain Inducer	1	10	Shop	2,000¥	8R	—	146, AR
Ammo Skip System	1	16	Shop	250¥	8R	—	147, AR
Barrel Extension	1	20	Facility	Weapon Cost	8R	—	147, AR
Barrel Reduction	1	6	Kit	20¥	4R	—	147, AR
Bayonet Mount	1	4	Kit	20	2	—	147, AR
Camera Upgrade	1	6	Kit	Enhancement Cost	6	Hardware	147, AR
Camouflage Ghillie Shroud	1	10	Shop	100¥	4	—	147, AR
Ceramic/Plasteel Components							
Level 1	1	16	Facility	Weapon Cost x 2	12F	—	147, AR
Level 2	1	24	Facility	Weapon Cost x 3	16F	—	147, AR
Level 3	1	40	Facility	Weapon Cost x 6	20F	—	147, AR
Chameleon Coating	2	10	Shop	1,000¥	10R	—	148, AR
Custom Look							
Level 1	1	8	Shop	100¥	2	Artisan	148, AR
Level 2	1	16	Shop	1,000¥	8	Artisan	148, AR
Easy Breakdown							
Manual	1	24	Shop	Weapon Cost	8R	Industrial Mechanic	148, AR
Powered	2	30	Facility	Weapon Cost + 200¥	10R	Industrial Mechanic	148, AR

Weapon Mod	Slots	Threshold	Tools	Cost	Availability	Special Skill	Page
Electronic Firing	2	16	Facility	1,000¥	10R	—	148, <i>AR</i>
Endoscope	1	8	Shop	300¥	8	—	148, <i>AR</i>
Exchangeable Weapon Mod	as mod	+4	Shop	+50¥	+2	—	148, <i>AR</i>
Extended Clip	1	4	Shop	500¥	4R	—	148, <i>AR</i>
Drum	2	16	Facility	1,000¥	6R	—	148, <i>AR</i>
Extreme Environment Mod							
Level 1	1	6	Shop	100¥	8R	—	148, <i>AR</i>
Level 2	4	36	Facility	Weapon Cost x 3	16R	—	148, <i>AR</i>
Firing Selection Change							
Small Mod	1	10	Shop	300¥	4R	—	148, <i>AR</i>
Large Mod	4	40	Facility	Weapon Cost + 2,000¥	12F	—	148, <i>AR</i>
Flashlight	1	6	Kit	Flashlight Cost	—	—	148, <i>AR</i>
Folding Stock	1	4	Kit	30¥	2	—	148, <i>AR</i>
Powered Folding Stock	1	8	Shop	100¥	6	—	148, <i>AR</i>
Foregrip	1	8	Shop	50¥	—	—	148, <i>AR</i>
Gas Vent 2	1	4	Shop	200¥	4R	—	148, <i>AR</i>
Gas Vent 3	2	8	Shop	400¥	6R	—	148, <i>AR</i>
Gecko Grip	1	10	Kit	100¥	6	—	149, <i>AR</i>
Heavy Barrel	3	16	Facility	Weapon Cost	6R	—	149, <i>AR</i>
High Velocity	2	30	Facility	Weapon Cost x 2	8R	—	149, <i>AR</i>
Improved Range Finder	1	10	Kit	1,000¥	6	—	149, <i>AR</i>
Increased Cylinder	1	10	Facility	500¥	4R	—	149, <i>AR</i>
Internal Bipod	3	16	Shop	400¥	4	—	149, <i>AR</i>
Laser Sight	1	4	Kit	100¥	2	—	150, <i>AR</i>
Melee Hardening	1	16	Facility	300¥	4	—	150, <i>AR</i>
Metahuman Customization	1	8	Shop	50¥	—	—	150, <i>AR</i>
Personalized Grip	1	10	Kit	100¥	2	Artisan	150, <i>AR</i>
Pilot Upgrade							
Rating 1–3	—	10	Kit	Rating x 1,000¥	(Rating x 3)R	Hardware	150, <i>AR</i>
Rating 4–6	—	10	Kit	Rating x 2,500¥	(Rating x 3)R	Hardware	150, <i>AR</i>
Powered Slide Mount	mount slot max + 1	8	Facility	3,500¥	8	—	150, <i>AR</i>
Propulsion System							
Limping	2	16	Facility	3,000¥	10F	Automotive Mechanic	150, <i>AR</i>
Crawling	5	24	Facility	10,000¥	14F	Automotive Mechanic	150, <i>AR</i>
Flying	8	36	Facility	20,000¥	18F	Aeronautics Mechanic	150, <i>AR</i>
Reduced weight	1	24	Facility	Weapon Cost	6	—	150, <i>AR</i>
Safe Target System	1	6	Kit	200¥	4	Hardware	150, <i>AR</i>
Silencer	2	10	Shop	400¥	8F	—	150, <i>AR</i>
Sound Suppressor	3	16	Shop	600¥	12F	—	150, <i>AR</i>
Revolver Silencer	4	24	Facility	2,500¥	16F	—	150, <i>AR</i>
Thermal Suppressor	1	8	Shop	200¥	6F	—	150, <i>AR</i>
Skinlink	1	6	Kit	50¥	6	—	150, <i>AR</i>
Sling/Lanyard	—	4	Kit	10¥	—	—	150, <i>AR</i>
Smartgun System	1	8	Shop	Weapon Cost	6R	—	150, <i>AR</i>
Tracker	—	4	Kit	150¥	—	—	150, <i>AR</i>
Trigger Removal	—	8	Kit	50¥	2	—	150, <i>AR</i>
Underbarrel Weapon	3	20	Facility	As Underbarrel Weapon	As Underbarrel Weapon	—	150, <i>AR</i>
Underbarrel Weight	2	6	Kit	25¥	6	—	151, <i>AR</i>
Auto-adjusting Weight	4	10	Shop	150¥	10	—	151, <i>AR</i>
Voice Activation/Response	1	6	Shop	50¥	2	Hardware	151, <i>AR</i>





WEAPON RANGE TABLE

Range in Meters

	Short (+0)	Medium (-1)	Long (-2)	Extreme (-3)
Pistols				
Taser	0-5	6-10	11-15	16-20
Hold-out Pistol	0-5	6-15	16-30	31-50
Light Pistol	0-5	6-15	16-30	31-50
Heavy Pistol	0-5	6-20	21-40	41-60
Automatics				
Machine Pistol	0-5	6-15	16-30	31-50
SMG	0-10	11-40	41-80	81-150
Assault Rifle	0-50	51-150	151-350	351-550
Longarms				
Shotgun (flechette)	0-10	11-25	26-40	41-60
Shotgun (slug)	0-10	11-40	41-80	81-150
Sporting Rifle	0-100	101-250	251-500	501-750
Sniper Rifle	0-150	151-350	351-800	801-1,500
Heavy Weapons				
Light Machine Guns	0-75	76-200	201-400	401-800
Medium/Heavy Machine Gun	0-80	81-250	251-750	751-1,200
Assault Cannon	0-100	101-300	301-750	751-1,500
Grenade Launcher	5-50*	51-100	101-150	151-500
Missile Launcher	20-70*	71-150	151-450	451-1500
Mortar	150-300*	301-1,000	1,001-4,000	4,001-6,000
Ballista	20-100*	101-500	501-3,000	3,001-5,000
Ballistic Projectiles				
Bow	0-STR	To STR x 10	To STR x 30	To STR x 60
Light Crossbow	0-6	7-24	25-60	61-120
Medium Crossbow	0-9	10-36	37-90	91-150
Heavy Crossbow	0-15	16-45	46-120	121-180
Pistol Crossbow	0-5	6-15	16-30	31-50
Impact Projectiles				
Thrown Knife	0-STR	To STR x 2	To STR x 3	To STR x 5
Shuriken	0-STR	To STR x 2	To STR x 5	To STR x 7
Thrown Grenades				
Standard	0-STR x 2	To STR x 4	To STR x 6	To STR x 10
Aerodynamic	0-STR x 2	To STR x 4	To STR x 8	To STR x 15
Exotic Weapons				
Blowgun	0-BOD	To BOD x 2	To BOD x 3	To BOD x 4

* See Grenade Launcher Minimum Range, p. 155, *SR4A*



IMPLANT GRADES

Grade	Essence Cost Multiplier	Availability Modifier	Cost Multiplier	Page
Standard	1	—	1	313, <i>SR4A</i>
Second-hand	1.2	-1	0.5	32, <i>AU</i>
Alphaware	0.8	—	2	313, <i>SR4A</i>
Betaware	0.7	—	4	313, <i>SR4A</i>
Deltaware	0.5	—	10	313, <i>SR4A</i>

CYBERWARE

Cosmetic Cyberware Modifications	Essence	Capacity	Availability	Cost	Page
Cyberglad	0.1	[1]	+4	500¥ + 100¥ per extra dose (max. 6)*	33, <i>AU</i>
Cyberlimb Casemod	—	—	—	—	33, <i>AU</i>
Full Arm/Leg	—	—	+2	+400¥	
Lower Arm/Leg	—	—	+2	+300¥	
Hand/Foot	—	—	+3	+250¥	
Torso	—	—	+4	+1,200¥	
Skull	—	—	+4	+1,000¥	
Engraved Datajack	—	—	+2	+200¥	34, <i>AU</i>
Eyemod	—	—	+3	+500¥	34, <i>AU</i>
Shaped Dermal Plating	—	—	+5	+1,200¥	34, <i>AU</i>
Wet Sheath	—	—	+2	+1,300¥	34, <i>AU</i>

* Does not include the costs of the drug/compound.

Cosmetic Cyberware Implants	Essence	Capacity	Availability	Cost	Page
Breast Implants (pair)	0.25	[2]	4	3,000¥	34, <i>AU</i>
Fang Implants (pair)	0.1	[1]	6	800¥	34, <i>AU</i>
Extendable	0.15	[1]	8	1,200¥	34, <i>AU</i>
Fiberoptic hair	0.1	[1]	—	450¥+	35, <i>AU</i>
Horn Implants (pair)	0.15	[1]	8	1,500¥	35, <i>AU</i>
Retractable	0.25	[1]	10	2,200¥	35, <i>AU</i>
Penile Implant	0.25	[1]	5	3,000¥	35, <i>AU</i>

Headware	Essence	Capacity	Availability	Cost	Page
Attention Coprocessor (Rating 1-3)	0.3	—	8	Rating x 3,000¥	36, <i>AU</i>
Commlink	0.2	[2]	—	2,000¥ + Commlink Cost	338, <i>SR4A</i>
Control Rig	0.5	—	8	10,000¥	338, <i>SR4A</i>
Cranial Bombs	—	—	—	—	339, <i>SR4A</i>
Kink Bomb	0	[1]	16F	2,000¥	
Microbomb	0	[2]	16F	5,000¥	
Area Bomb	0	[3]	20F	10,000¥	
Data Filter	0.2	—	12	2,500¥	36, <i>AU</i>
Datajack	0.1	[1]	—	500¥	339, <i>SR4A</i>
Data Lock	0.1	[1]	12	1,000¥ + Encryption	339, <i>SR4A</i>
Encephalon	—	—	—	—	36, <i>AU</i>
Rating 1	0.75	—	8	30,000¥	36, <i>AU</i>
Rating 2	1.5	—	10	75,000¥	37, <i>AU</i>
Invoked Memory Stimulator	0.2	—	24	50,000¥	157, <i>AU</i>
Math SPU	0.15	—	9	4,500¥	36, <i>AU</i>
Olfactory Booster (Rating 1-6)	0.2	[2]	Rating x 4	Rating x 1,000¥	339, <i>SR4A</i>
Orientation System	0.2	[1]	4	1,250¥	36, <i>AU</i>
Radar Sensor (Rating 1-4)	0.3	[2]	12	Rating x 3,000¥	36, <i>AU</i>
Sim Module	0.2	[2]	—	2,000¥	339, <i>SR4A</i>
Hot-Sim Modified	0.2	[2]	12F	5,000¥	339, <i>SR4A</i>
Taste Booster (Rating 1-6)	0.2	—	Rating x 4	Rating x 1,500¥	339, <i>SR4A</i>
Tooth Storage Compartment	—	—	8	200¥	339, <i>SR4A</i>
Tooth Breakable Compartment	—	—	12	500¥	339, <i>SR4A</i>



Headware	Essence	Capacity	Availability	Cost	Page
Ultrasound Sensor	0.3	[2]	10	6,000¥	339, <i>SR4A</i>
Voice Mask	0.1	—	7F	3,000¥	37, <i>AU</i>
Voice Modulator	0.2	—	4	7,500¥	339, <i>SR4A</i>
Secondary Pattern (Rating 1–6)	—	—	(Rating x 3)F	Rating x 5,000¥	37, <i>AU</i>

Eyeware	Essence	Capacity	Availability	Cost	Page
Cybereyes Basic System					340, <i>SR4A</i>
Rating 1	0.2	4	—	500¥	
Rating 2	0.3	8	4	750¥	
Rating 3	0.4	12	6	1,000¥	
Rating 4	0.5	16	8	1,500¥	
Eyeband					37, <i>AU</i>
Rating 1	0.3	6	4	800¥	
Rating 2	0.4	8	6	1,000¥	
Rating 3	0.5	12	8	1,250¥	
Eye Laser System	—	[3]	10	2,000¥	38, <i>AU</i>
Eye Laser Designator	—	—	12R	1,000¥	39, <i>AU</i>
Eye Laser Microphone (Rating 1–3)	—	—	12R	Rating x 500¥	39, <i>AU</i>
Eye Laser Range Finder	—	—	10	1,000¥	39, <i>AU</i>
Eye Tool Laser	—	[6]	10R	2,000¥	39, <i>AU</i>
Eye Light System	0.1	[2]	6	750¥	38, <i>AU</i>
Eye Recording Unit	0.1	*	4	2,000¥*	340, <i>SR4A</i>
Flare Compensation	0.1	[1]	4	750¥	340, <i>SR4A</i>
Image Link	0.1	*	4	500¥*	340, <i>SR4A</i>
Low-Light Vision	0.1	[2]	4	1,000¥	340, <i>SR4A</i>
Microscopic Vision	0.2	[3]	4	1,300¥	38, <i>AU</i>
Ocular Drone	—	[6]	6	3,000¥	340, <i>SR4A</i>
Protective Covers	—	—	4	100¥	340, <i>SR4A</i>
Retinal Duplication (Rating 1–6)	0.1	[1]	16F	Rating x 15,000¥	340, <i>SR4A</i>
Single Cybereye					38, <i>AU</i>
Rating 1	0.1	2/[1]**	—	300¥	
Rating 2	0.15	4/[2]**	4	450¥	
Rating 3	0.2	6/[3]**	6	600¥	
Rating 4	0.25	8/[4]**	8	900¥	
Smartlink	0.1	[3]	8R	1,000¥	340, <i>SR4A</i>
Thermographic Vision	0.1	[2]	4	1,000¥	340, <i>SR4A</i>
Vision Enhancement (Rating 1–3)	0.1	[Rating]	Rating x 3	Rating x 1,500¥	340, <i>SR4A</i>
Vision Magnification	0.1	[2]	4	1,000¥	340, <i>SR4A</i>

* Included in the Cybereyes basic system.

** The value after the slash refers to the Capacity Cost if the single cybereye is installed in a cyberlimb.

Earware	Essence	Capacity	Availability	Cost	Page
Cyberears					341, <i>SR4A</i>
Rating 1	0.2	4	—	500¥	
Rating 2	0.3	8	4	750¥	
Rating 3	0.4	12	6	1,000¥	
Rating 4	0.5	16	8	1,500¥	
Audio Enhancement (Rating 1–3)	0.1	[Rating]	Rating x 3	Rating x 1,500¥	341, <i>SR4A</i>
Balance Augmenter	0.1	[4]	10	5,000¥	341, <i>SR4A</i>
Damper	0.1	[1]	4	750¥	341, <i>SR4A</i>
Ear Recording Unit	0.1	*	4	500¥*	341, <i>SR4A</i>
Increased Sensitivity	0.1	[1]	6	1,000¥	37, <i>AU</i>
Select Sound Filter (Rating 1–6)	0.1	[Rating]	Rating x 3	Rating x 1,000¥	341, <i>SR4A</i>
Sound Link	0.1	*	—	250¥*	341, <i>SR4A</i>
Spatial Recognizer	0.1	[2]	8	750¥	341, <i>SR4A</i>

* Included in the Cyberears basic system.



Bodyware	Essence	Capacity	Availability	Cost	Page
Auto-Injector					39, <i>AU</i>
Reusable (1 dose)	0.1	[0]	4	500¥ + contents	39, <i>AU</i>
One-shot (1 dose)	0.05	[0]	8	700¥ + contents	39, <i>AU</i>
Extra Dose Capacity (Max 6)	—	[0]	—	+100¥ per dose	39, <i>AU</i>
Balance Tail	0.5	4/[2]*	9	5,500¥	39, <i>AU</i>
Biomonitor	0.3	[1]	4	1,000¥	39, <i>AU</i>
Blood Circuit Control System	1	—	15	30,000¥	39, <i>AU</i>
Bone Lacing					341, <i>SR4A</i>
Aluminum	1	—	12F	15,000¥	341, <i>SR4A</i>
Ceramic	1.2	—	12F	22,500¥	39, <i>AU</i>
Kevlar	1	—	10F	10,000¥	39, <i>AU</i>
Plastic	0.5	—	8F	5,000¥	341, <i>SR4A</i>
Titanium	1.5	—	16F	40,000¥	341, <i>SR4A</i>
Cosmetic Modification	—	—	2–12	200¥–10,000¥	341, <i>SR4A</i>
Cyberfins	0.3	[3]	9	3,500¥	39, <i>AU</i>
Cyber Safety	—	[1]	7	350¥	40, <i>AU</i>
Dermal Plating (Rating 1–3)	Rating x 0.5	—	(Rating x 5)R	Rating x 5,000¥	342, <i>SR4A</i>
Dermal Sheath					40, <i>AU</i>
Rating 1	0.6	—	8	10,000¥	
Rating 2	1.0	—	12	20,000¥	
Rating 3	1.6	—	16	40,000¥	
Ruthenium Polymer Coating	—	—	+2	+2,500¥	40, <i>AU</i>
Chameleon Modification	+ 0.2	—	+4R	+4,000¥	40, <i>AU</i>
Fingertip Compartment	0.1	[1]	4	750¥	342, <i>SR4A</i>
Flex Hands	0.3	—	10	3,500¥	40, <i>AU</i>
Foot Anchor	0.4	[3]	10	4,000¥	40, <i>AU</i>
Gastric Neurostimulator	0.2	—	6	2,500¥	40, <i>AU</i>
Grapple Gun	0.5	[5]	8	1,500¥	342, <i>SR4A</i>
Grip Feet	0.3	[2]	10	6,000¥	40, <i>AU</i>
Internal Air Tank	0.25	[3]	4	650¥	342, <i>SR4A</i>
Magnetic System	0.25	[2]	8	1,200¥	40, <i>AU</i>
Move-by-Wire System					40, <i>AU</i>
Rating 1	2	—	12R	50,000¥	
Rating 2	3	—	18R	85,000¥	
Rating 3	5	—	25F	175,000¥	
Muscle Replacement (Rating 1–4)	Rating x 1	—	(Rating x 5)R	Rating x 5,000¥	342, <i>SR4A</i>
OXSYS Cybergill	0.25	—	6	4,500¥	42, <i>AU</i>
Reaction Enhancers (Rating 1–3)	Rating x 0.3	—	(Rating x 5)R	Rating x 10,000¥	342, <i>SR4A</i>
Retractable Climbing Claws	0.2	[2]	8	2,200¥	42, <i>AU</i>
Simrig	0.5	—	8	5,000	342, <i>SR4A</i>
Skillwires (Rating 1–5)	Rating x 0.2	—	(Rating x 4)	Rating x 2,000¥	342, <i>SR4A</i>
Skillwire Expert System	0.1	—	8	3,000¥	42, <i>AU</i>
Smart Articulation	0.8	—	6	15,000¥	42, <i>AU</i>
Smuggling Compartment	0.2	[2]	6	1,500¥	342, <i>SR4A</i>
Touch Link	0.1	—	6	1,000¥	342, <i>SR4A</i>
Wired Reflexes					342, <i>SR4A</i>
Rating 1	2	—	8R	11,000¥	
Rating 2	3	—	12R	32,000¥	
Rating 3	5	—	20R	100,000¥	

* The value after the slash refers to the Capacity Cost if the balance tail is installed in a cybertorso.

Cyberlimbs	Essence	Capacity	Availability	Cost	Page
Obvious Limbs					343, <i>SR4A</i>
Full Arm	1	15	4	15,000¥	
Full Leg	1	20	4	15,000¥	
Hand/Foot	0.25	4	2	5,000¥	
Lower Arm	0.45	10	4	10,000¥	
Lower Leg	0.45	12	4	10,000¥	
Torso	1.5	10	12	20,000¥	
Skull	0.75	4	16	10,000¥	



Cyberlimbs	Essence	Capacity	Availability	Cost	Page
Synthetic Limbs					344, <i>SR4A</i>
Full Arm	1	8	4	20,000¥	
Full Leg	1	10	4	20,000¥	
Hand/Foot	0.25	2	2	6,000¥	
Lower Arm	0.45	5	4	12,000¥	
Lower Leg	0.45	6	4	12,000¥	
Torso	1.5	5	12	25,000¥	
Skull	0.75	2	16	15,000¥	

Customized Cyberlimbs	Essence	Capacity	Availability	Cost	Page
Each BOD, STR, or AGI point above 3	as cyberlimb	as cyberlimb	+1	+1,500¥	44, <i>AU</i>

Cyberlimb Enhancements	Essence	Capacity	Availability	Cost	Page
Armor (Rating 1–4)	—	Rating x 2	Rating x 5	Rating x 300¥	344, <i>SR4A</i>
Body (Rating 1–7)	—	Rating x 1	(Rating x 3)R	Rating x 200¥	344, <i>SR4A</i>
Strength (Rating 1–7)	—	Rating x 1	(Rating x 3)R	Rating x 250¥	344, <i>SR4A</i>
Agility (Rating 1–7)	—	Rating x 1	(Rating x 3)	Rating x 250¥	344, <i>SR4A</i>

Bulk Modification	Essence	Capacity	Availability	Cost	Page
Each Increased Capacity Point (Max. 4)	—	+1	+1	+1,000¥	44, <i>AU</i>

Optimized Cyberlimb	Essence	Capacity	Availability	Cost	Page
All models	per cyberlimb	-2	+4	+5,000¥	44, <i>AU</i>

Cyberlimb Accessories	Essence	Capacity	Availability	Cost	Page
Cyberarm Gyromount	—	[4]	12F	6,000¥	344, <i>SR4A</i>
Cyberarm Slide	—	[8]	12R	3,000¥	344, <i>SR4A</i>
Cyber Holster	—	[7]	8R	2,000¥	344, <i>SR4A</i>
Cyberskates (pair)	—	[3]	5	650¥	44, <i>AU</i>
Hydraulic Jacks (Rating 1–6)	—	[Rating per limb]	9	Rating x 2,000¥ (total)	344, <i>SR4A</i>
Large Smuggling Compartment	—	[5]	6	2,000¥	344, <i>SR4A</i>
Scanner System (Rating 1–4)	—	[2]	6R	Rating x 500¥	44, <i>AU</i>
Snake Fingers (per hand)	—	[1]	6	1,000¥	44, <i>AU</i>
Telescoping Cyberlimb (per limb)	—	[2]	6	2,500¥	44, <i>AU</i>

Modular Cyberlimb	Essence Cost Multiplier	Availability Modifier	Cost Multiplier	Page
Modular Cyberlimb	1	+1	1.1	44, <i>AU</i>

Modular Plug-In	Replaced Limb	Availability	Cost	Page
Built-in Utility Kit	Lower Arm	6	1,500¥	46, <i>AU</i>
Built-in Medkit	Hand	7	1,000 + (Rating x 100¥)	46, <i>AU</i>
Drone Hand	Hand	8	3,500¥	46, <i>AU</i>
Grapple Hand	Lower Arm	12R	3,000¥	46, <i>AU</i>
Hydraulic Press	Lower Arm	8	5,000¥	46, <i>AU</i>
Jackhammer	Lower Arm/Leg	8	5,000¥	47, <i>AU</i>
Nail Pistol	Hand	8	900¥	47, <i>AU</i>
Raptor Cyberlegs (pair)	Lower Legs	12	25,000¥ (both)	47, <i>AU</i>
Skimmer Discs (pair)	Feet	8	5,000¥ (both)	47, <i>AU</i>
Vacuum Pump	Hand	6	4,000¥	48, <i>AU</i>
Waterjets (pair)	Feet	8	3,000¥	48, <i>AU</i>
Welding Laser	Hand	10R	3,000¥	48, <i>AU</i>

CYBERWEAPONS

Cyberguns	Essence	Capacity	Availability	Cost	Page
Holdout Pistol	0.15	[2]	12R	800¥	344, <i>SR4A</i>
Light Pistol	0.35	[4]	14R	1,500¥	344, <i>SR4A</i>
Machine Pistol	0.4	[4]	16R	2,000¥	344, <i>SR4A</i>
Heavy Pistol	0.6	[6]	16R	3,200¥	344, <i>SR4A</i>
Submachine Gun	1	[10]	20R	2,500¥	344, <i>SR4A</i>
Shotgun	1.1	[11]	20R	2,100¥	344, <i>SR4A</i>
Grenade Launcher	1.5	[15]	20F	4,000¥	344, <i>SR4A</i>
External Clip Port	0.1	[1]	—	100¥	344, <i>SR4A</i>
Laser Sight	0.1	[1]	—	100¥	344, <i>SR4A</i>
Silencer	0.2	[2]	—	400¥	344, <i>SR4A</i>
Sound Suppressor	0.3	[3]	—	600¥	344, <i>SR4A</i>

Cyber Melee Weapons	Essence	Capacity	Availability	Cost	Page
Hand blade (Retractable)	0.25	[3]	10F	1,500¥	344, <i>SR4A</i>
Hand Razors (Retractable)	0.2	[2]	10F	900¥	344, <i>SR4A</i>
Spur (Retractable)	0.3	[3]	12F	1,800¥	344, <i>SR4A</i>
Shock Hand	0.25	[3]	8R	1,000¥	344, <i>SR4A</i>

Other Cyberweapons	Essence	Capacity	Availability	Cost	Page
Dartgun	0.35	[3]	12R	1,400¥	42, <i>AU</i>
Eye/Oral Dart	0.25	[3]	14R	1,500¥	42, <i>AU</i>
Fingertip Dartgun	—	[4]	16R	2,750¥	42, <i>AU</i>
Oral Gun	0.25	[3]	14R	1,600¥	43, <i>AU</i>
Oral Slasher	0.25	[3]	12R	1,500¥	43, <i>AU</i>
Projectile Spur	0.3	[4]	12F	2,200¥	43, <i>AU</i>
Squirtgun	0.3	[4]	10R	1,250¥	43, <i>AU</i>
Taser	0.3	[3]	8R	1,000¥	43, <i>AU</i>
Cyberweapon Mounts					
Articulated Weapon-Arm	—	[8]	24F	5,000¥	43, <i>AU</i>
External Mount	—	[7]	16F	2,500¥	43, <i>AU</i>

CYBER MELEE WEAPONS

Blades	Reach	Damage	AP
Hand Blade	—	(STR ÷ 2 + 2)P	—
Hand Razors	—	(STR ÷ 2 + 1)P	—
Retractable Climbing Claws	—	(STR ÷ 2)P	—
Shock Hand	—	6S(c)	-half
Spurs	—	(STR ÷ 2 + 3)P	—
Exotic Melee Weapons			
Fang Implants	—	(STR ÷ 2)P	—
Horn Implants	—	(STR ÷ 2 + 1)P	—
Hydraulic Press Plug-In (strike)	—	(STR ÷ 2 + 1)P	—
Hydraulic Press Plug-In (pinch)	—	10P	-4
Jackhammer Plug-In (ram)	—	6P	—
Jackhammer Plug-In (drill)	—	6P	-2
Oral Slasher	—	4P	-2
Unarmed Combat Attack			
Aluminum Bone Lacing	—	(STR ÷ 2 + 2)P	—
Ceramic Bone Lacing	—	(STR ÷ 2 + 2)P	—
Plastic Bone Lacing	—	(STR ÷ 2 + 1)P	—
Titanium Bone Lacing	—	(STR ÷ 2 + 3)P	—



CYBER RANGED WEAPONS

Cyberguns	Damage	AP	Mode	Blast	RC	Ammo
Cyber Hold-Out	4P	—	SS	—	—	2 (m)/6 (c)
Light Cyber Pistol	4P	—	SA	—	—	12 (m)/12 (c)
Cyber Machine Pistol	4P	—	SA/BF	—	1	12 (m)/35 (c)
Heavy Cyber Pistol	5P	-1	SA	—	—	10 (m)/10 (c)
Cyber Submachine Gun	5P	—	SA/BF	—	2	12 (m)/24(c)
Cyber Shotgun	7P	-1	SA	—	—	10 (m)/10 (cy)
With Flechettes	9P(f)	+2				
Cyber Microgrenade Launcher	as grenade	—	SS	-2/meter	—	2 (m)/6 (c)

Other Ranged Cyberweapons	Damage	AP	Mode	Blast	RC	Ammo	Page
Dartgun	3P	—	SA	—	—	5 (m)	42, AU
Eye/Oral Dart	2P	—	SS	—	—	1	42, AU
Eye Tool Laser	3P	-half	SS	—	—	10 (battery)	39, AU
Fingertip Dartgun	3P	—	SA/FA*	—	—	5 (m)	42, AU
Grapple Hand Plug-In	5S	—	SS	—	—	1 (ml)	46, AU
Nail Pistol Plug-In	4P	—	SA	—	—	30 (c)	47, AU
Oral Gun	4P	—	SS	—	—	4 (m)	43, AU
Projectile Spur	7P	-2	SS	—	—	1	43, AU
Squirtgun	Chemical	—	SA	—	—	10 (m)/15 (c)	43, AU
Taser	6S(e)	-half	SA	—	—	4 (m)	43, AU
Welding Laser Plug-In	5P	-half	SS	—	—	10 (battery) or external	

* One Long Burst only (see description).

Ammunition, Per 10 Shots	Armor Used	Availability	Cost	Page
Darts	I	8R	15¥	43, AU

CYBERWARE-RELATED GEAR

Gear	Availability	Cost	Page
Modular Plug-in Adaptation	+2	+500¥	47, AU

Firearm Accessory	Mount	Availability	Cost	Page
Cyber Safety	—	6	200¥	42, AU

CYBERWARE SUITES

Cyberware Suite	Essence	Availability	Cost	Page
Lone Star SWAT (standard)	2.52	12F	16,875¥	48, AU
Watchman Version (alphaware)	1.96	12F	33,750¥	48, AU
Shiawase ExecutiveSuite Line				48, AU
Silverline (alphaware)	0.74	11	47,700¥	48, AU
Goldline (betaware)	0.63	14	95,400¥	48, AU
S-K Cyberlogician				49, AU
Standard Civilian Version (alphaware)	1.93	16F	186,480¥	49, AU
Deluxe Civilian Version (betaware)	1.65	19F	372,960¥	49, AU
Standard Military Version (alphaware)	2.42	22F	305,730¥	49, AU
Deluxe Military Version (betaware)	2.07	25F	611,460¥	49, AU
Urban Kshatriya (standard)	2.43	15F	26,415¥	49, AU
Alpha Version (alphaware)	1.89	15F	52,830¥	49, AU
Beta Version (betaware)	1.62	18F	105,660¥	49, AU
Zeiss SenseSation Line				49, AU
Basic Edition (standard)	1.35	12	24,750¥	49, AU
Livecaster Edition (alphaware)	1.05	12	49,500¥	49, AU
Executive Edition (betaware)	0.9	15	99,000¥	49, AU



BIODRONE CYBERWARE

Biodrone Control Cyberware	Essence	Availability	Cost	Page
CAST	0.5	25	25,000¥+	152, <i>AU</i>
Orientation Goad	0.1	4	500¥	152, <i>AU</i>
Stirrup Interface				153, <i>AU</i>
Rating 1	2.5	15R	45,000¥	
Rating 2	3.5	21R	80,000¥	
Rating 3	5.5	28R	100,000¥	

Special Biodrone Cyberware	Essence	Availability	Cost	Pages
TRACES	0.75	25F	25,000¥	153, <i>AU</i>
SEIES	0.75	25F	20,000¥	153, <i>AU</i>

BIOWARE

Biosculpting	Essence	Availability	Cost	Page
Minor Modification	0	4	100–2,000¥	61, <i>AU</i>
Moderate Modification	0.1	6	1,000–5,000¥	61, <i>AU</i>
Severe Modification	0.3–0.5	6–12	10,000+¥	62, <i>AU</i>
Metatype Change	0.3	8	25,000¥	62, <i>AU</i>
Sex Change	0.3	6	20,000¥	62, <i>AU</i>

Cosmetic Bioware	Essence	Availability	Cost	Page
Chameleon Skin	0.2	6	4,000¥	62, <i>AU</i>
Dynamic Chameleon Skin	0.2	8	7,000¥	62, <i>AU</i>
Clean Metabolism	0.1	4	2,500¥	62, <i>AU</i>
Chloroplast Skin	0.1	4	2,500¥	62, <i>AU</i>
Dietware	0.1	4	2,500¥	62, <i>AU</i>
Hair Growth	—	4	500¥	62, <i>AU</i>
Sensitive Skin	—	4	2,500¥	63, <i>AU</i>
SilkySkin	—	4	1,500¥	63, <i>AU</i>
Skin Pigmentation + Biotattoos	—	4	1,500¥	63, <i>AU</i>

Basic Bioware	Essence	Availability	Cost	Page
Adrenaline Pump (Rating 1–3)	Rating x 0.75	(Rating x 6)F	Rating x 30,000¥	345, <i>SR4A</i>
Bone Density Augmentation (Rating 1–4)	Rating x 0.3	12	Rating x 20,000¥	345, <i>SR4A</i>
Cat's Eyes	0.1	4	7,500¥	345, <i>SR4A</i>
Chemical Gland	0.3	12*	30,000¥ + (compound dose cost x 100¥)	68, <i>AU</i>
Exhalation Spray	0.1	—	5,000¥	68, <i>AU</i>
Internal Release	—	—	1,000¥	68, <i>AU</i>
Spit	0.1	—	3,000¥	68, <i>AU</i>
Weapon Reservoir	0.1	—	2,000¥	68, <i>AU</i>
Digestive Expansion	0.5	4	20,000¥	345, <i>SR4A</i>
Echolocation	0.1	8	15,000¥	63, <i>AU</i>
Elastic Joints	0.3	10	15,000¥	64, <i>AU</i>
Enhanced Articulation	0.3	12	40,000¥	345, <i>SR4A</i>
Enhanced Pheromone Receptors (Rating 1–3)	0.1	10	Rating x 5,000¥	64, <i>AU</i>
Extended Volume (Rating 1–3)	Rating x 0.1	4	Rating x 4,000¥	64, <i>AU</i>
False Front (Rating 1–4)	Rating x 0.2	(Rating x 4)R	Rating x 12,000¥	68, <i>AU</i>
Mimic Option	—	+4	+10,000¥	69, <i>AU</i>
Signal Drug (per dose)	—	8	50¥	69, <i>AU</i>
Mimic Signal Drug (per dose)	—	12	500¥	69, <i>AU</i>
Gecko Hands	0.1	6	12,000¥	64, <i>AU</i>
Gills	0.2	6	12,000¥	65, <i>AU</i>
Hand and Foot Webbing	0.1	6	6,000¥	65, <i>AU</i>
Hearing Enhancement	0.1	6	5,000¥	65, <i>AU</i>
Metabolic Arrester	0.3	8	10,000¥	66, <i>AU</i>
Muscle Augmentation (Rating 1–4)	Rating x 0.2	(Rating x 5)R	Rating x 7,000¥	345, <i>SR4A</i>
Muscle Toner (Rating 1–4)	Rating x 0.2	(Rating x 5)R	Rating x 8,000¥	346, <i>SR4A</i>

* See description



Basic Bioware	Essence	Availability	Cost	Page
Nephritic Screen (Rating 1-4)	Rating x 0.1	8	Rating x 10,000¥	66, AU
Nictitating Membrane	0.1	4	2,000¥	66, AU
Orthoskin (Rating 1-3)	Rating x 0.25	(Rating x 4)R	Rating x 30,000¥	346, SR4A
Dragon's Hide	0.1	4	7,000¥	69, AU
Electroshock	0.25	4	25,000¥	69, AU
Sharkskin	0.1	4	5,000¥	69, AU
Smart insulation	0.1	4	12,000¥	69, AU
Pathogenic Defense (Rating 1-6)	Rating x 0.1	8	Rating x 10,000¥	346, SR4A
Platelet Factories	0.2	12	25,000¥	346, SR4A
Quills	0.25	6	2,500¥	66, AU
Skin Pocket	0.1	4	5,000¥	346, SR4A
Spidersilk Gland	0.3	10	40,000¥	66, AU
Suprathyroid Gland	0.7	20F	45,000¥	346, SR4A
Symbiotes (Rating 1-3)	Rating x 0.2	(Rating x 5)	Rating x 10,000¥	346, SR4A
Synthacardium (Rating 1-3)	Rating x 0.1	(Rating x 4)	Rating x 10,000¥	346, SR4A
Tactile Sensitivity	0.2	8	4,000¥	67, AU
Tailored Critter Pheromones (Rating 1-3)	Rating x 0.2	(Rating x 4)	Rating x 15,000¥	67, AU
Tailored Pheromones (Rating 1-3)	Rating x 0.2	(Rating x 4)F	Rating x 15,000¥	346, SR4A
Toxin Extractor (Rating 1-6)	Rating x 0.2	(Rating x 3)	Rating x 20,000¥	346, SR4A
Tracheal Filter (Rating 1-6)	Rating x 0.2	(Rating x 3)	Rating x 15,000¥	346, SR4A
Troll's Eyes	0.1	6	8,000¥	67, AU
Vocal Range Enhancer	0.1	8	12,000¥	67, AU

Cultured Bioware	Essence	Availability	Cost	Page
Cerebral Booster (Rating 1-3)	Rating x 0.2	(Rating x 6)	Rating x 10,000¥	347, SR4A
Damage Compensators (Rating 1-12)	Rating x 0.1	(Rating x 3)F	Rating x 15,000¥	347, SR4A
Mnemonic Enhancer (Rating 1-3)	Rating x 0.1	(Rating x 5)	Rating x 7,500¥	347, SR4A
Pain Editor	0.3	18F	40,000¥	347, SR4A
Reception Enhancer (Rating 1-3)	Rating x 0.2	Rating x 3	Rating x 20,000¥	70, AU
Reflex Recorder				347, SR4A
Skill Group	0.2	12	25,000¥	
Skill	0.1	10	10,000¥	
Sleep Regulator	0.15	8	10,000¥	347, SR4A
Synaptic Booster (Rating 1-3)	Rating x 0.5	(Rating x 6)R	Rating x 80,000¥	347, SR4A
Thermosense Organs	0.3	10	15,000¥	70, AU
Trauma Damper	0.2	8R	40,000¥	70, AU

BIOWARE MELEE ATTACKS

Unarmed Combat Attack	Reach	Damage	AP	Page
Bone Density 1	—	(STR ÷ 2)P	—	347, SR4A
Bone Density 2	—	(STR ÷ 2 + 1)P	—	347, SR4A
Bone Density 3	—	(STR ÷ 2 + 2)P	—	347, SR4A
Bone Density 4	—	(STR ÷ 2 + 3)P	—	347, SR4A
Electroshock Orthoskin	—	6S(c)	-half	69, AU
Quills	—	(STR ÷ 2 + 1)P	+1	69, AU

SYMBIONTS

Symbiont	Essence	Availability	Cost	Page
Leech Symbiont				70, AU
Carapace	0.2	16	30,000¥	71, AU
Glow	0.2	16	40,000¥	71, AU
Sac	0.2	24	30,000¥ + (compound dose cost x 100¥)	71, AU
Endosymbiont				
Booster	0.2	16	30,000¥	71, AU
Electroreceptor	0.2	12	20,000¥	71, AU
Mender	0.2	16	40,000¥	71, AU
Digester	0.2	12	20,000¥	71, AU
Slimworm	0.2	4	1,000¥	71, AU
Stalwart	0.2	16	30,000¥	71, AU



GENETECH

Genetic Restoration	Treatment Time	Essence	Availability	Cost	Page
Age Rejuvenation					
Léonization	3 months+	—	12R	400,000¥	88, <i>AU</i>
Life-span Expansion	2 months	—	10R	250,000¥	88, <i>AU</i>
Physical Vigor	2 months	—	10R	250,000¥	88, <i>AU</i>
Maintenance Session	1 month	—	—	50,000¥	88, <i>AU</i>
Augmented Healing	1 week–2 months	—	8	15,000¥/week	88, <i>AU</i>
Cellular Repair	1 week–2 months	—	8	15,000¥/week	88, <i>AU</i>
Corrective Therapies	1 week	—	4	15,000¥	88, <i>AU</i>
Revitalization	0.1 Essence per month	—	12	75,000¥ + 20,000¥/month	88, <i>AU</i>

Phenotype Adjustments	Treatment Time	Essence	Availability	Cost	Pages
DNA Masking					
Genewipe	2 months	0.2	16F	45,000¥	89, <i>AU</i>
Masque	2–3 weeks	0.1	10F	25,000¥	89, <i>AU</i>
Reprint	1 month	0.1	12F	30,000¥	89, <i>AU</i>
Shuffle	1 month	0.2	12F	30,000¥	89, <i>AU</i>
Genetic Optimization	2 months	0.2	10	45,000¥	89, <i>AU</i>
Phenotypic Alteration	2–6 weeks	0.1–0.2+	8	40,000¥+	89, <i>AU</i>
Ethnicity Alteration	4 weeks	0.2	8	40,000¥	89, <i>AU</i>
Print Removal	2 weeks	0.1	8F	25,000¥	89, <i>AU</i>
Metaposeur	4 weeks	0.1	8	40,000¥	

Transgenics	Treatment Time	Essence	Availability	Cost	Pages
Enhanced Protein Exchange					
Adapsin	1 month	0.2	16	30,000¥	90, <i>AU</i>
Daredrenaline	2 weeks	0.1	6	25,000¥	90, <i>AU</i>
Double Elastin	2 weeks	0.2	8	12,000¥	90, <i>AU</i>
Dynomitan	1 month	0.2	8	25,000¥	90, <i>AU</i>
Hyper-Glucagon	2 weeks	0.1	6	20,000¥	90, <i>AU</i>
Magnesense	2 weeks	0.1	6	20,000¥	90, <i>AU</i>
Neo-EPO	2 weeks	0.2	6	25,000¥	91, <i>AU</i>
PuSHeD	1 month	0.1	8	15,000¥	91, <i>AU</i>
Qualia	1 month	0.4	8	25,000¥	91, <i>AU</i>
Reakt	1 month	0.4	10	30,000¥	91, <i>AU</i>
Synch	1 month	0.3	8	30,000¥	91, <i>AU</i>
Vasocon	2 weeks	0.1	6	25,000¥	91, <i>AU</i>
Vegsin	2 weeks	0.1	6	15,000¥	91, <i>AU</i>
Environmental Microadaption					
Cold Adaptation	3 months	0.5	6	40,000¥	91, <i>AU</i>
Heat Adaptation	3 months	0.5	5	40,000¥	91, <i>AU</i>
Low Oxygen Tolerance	3 months	0.5	4	35,000¥	91, <i>AU</i>
Microgravity Adaptation	3 months	0.5	4	30,000¥	92, <i>AU</i>
Pollution Tolerance	3 months	0.3	5	35,000¥	92, <i>AU</i>
Radiation Tolerance	3 months	0.5	6	35,000¥	92, <i>AU</i>
Immunization					
Basic Immunity	3 weeks	0.1	4	20,000¥	93, <i>AU</i>
Allergen Immunization	1 week	0.1	4	5,000¥ x Allergy Value (BP)	93, <i>AU</i>
Neurotoxin Immunization	1 month	0.2	8R	30,000¥	93, <i>AU</i>
Soft-Nanite Immunization	3 weeks	0.1	8	25,000¥	93, <i>AU</i>
Transgenic Alteration					
Alien Look	1–3 months	0.2	10R	40,000¥	93, <i>AU</i>
Animal Features	1–3 months	0.3	10R	45,000¥	93, <i>AU</i>



Genetic Infusions	Availability	Cost	Transgenics	Availability	Cost
All variants	16F	1,000¥	DNArt	10	100,000+¥
			Chimera Pet	6	10,000+¥

NANOTECH

Nanoware	Type	Availability	Cost	Page
Anti-Rad (Rating 1–6)	Hard	10	Rating x 1,500¥	108, <i>AU</i>
Carcerand Plus (Rating 1–6)	Soft/Hard	6	Rating x 2,500¥ (+drug)	108, <i>AU</i>
Control Rig Booster (Rating 1–3)	Hard	8	Rating x 5,000¥	108, <i>AU</i>
Implant Medics (rating 1–6)	Soft/Hard	6	5% of implant cost	108, <i>AU</i>
Nantidotes (Rating 1–6)	Hard/Soft	8	Rating x 1,000¥	108, <i>AU</i>
Universal Nantidotes (Rating 1–9)	Hard/Soft	12	Rating x 2,500¥	109, <i>AU</i>
Nanite Hunters				
Single System (Rating 1–6)	Hard	10R	Rating x 1,000¥	109, <i>AU</i>
Universal (Rating 1–6)	Hard	16R	Rating x 2,500¥	109, <i>AU</i>
Nanosymbiotes (Rating 1–3)	Soft	12	Rating x 5,000¥	109, <i>AU</i>
Nanotattoos (Rating 1–3)	Hard	8	Rating x 250¥ (per area)	109, <i>AU</i>
Neural amplifiers				
Learning Stimulus (Rating 1–3)	Soft	8	Rating x 4,000¥	110, <i>AU</i>
Limbic (Rating 1–3)	Soft	10	Rating x 5,000¥	110, <i>AU</i>
Neocortical (Rating 1–3)	Soft	10	Rating x 5,000¥	110, <i>AU</i>
Recall (Rating 1–3)	Soft	6	Rating x 2,500¥	110, <i>AU</i>
O-Cells (Rating 1–9)	Soft	8	Rating x 2,500¥	110, <i>AU</i>
Oxyrush (Rating 1–5)	Hard/Soft	8	Rating x 1,000¥	111, <i>AU</i>
Taggants				
Markers	Soft/Hard	8	Rating x 500¥	111, <i>AU</i>
RFID Markers	Hard	8	Rating x 750¥	111, <i>AU</i>
Trauma Control System (Rating 1–6)	Hard	8	Rating x 2,000¥	111, <i>AU</i>

Nanocybernetics Bodyware	Essence	Capacity	Availability	Cost	Page
Dynamic Handprints	0.2	—	12F	Rating x 1,000¥	112, <i>AU</i>
Flashback System	0.3	—	8	5,000¥	112, <i>AU</i>
Nano-Biomonitor	0.3	—	8	10,000¥	112, <i>AU</i>
Nanohive (Rating 1–6)	0.5 + (Rating x 0.25)	[2]	Rating x 5	Rating x 10,000¥	112, <i>AU</i>
Retinal Adjusters	0.2	—	16F	Rating x 5,000¥	112, <i>AU</i>
Smart Skin (Rating 1–3)	0.5 x Rating	—	(Rating x 5)	Rating x 10,000¥	113, <i>AU</i>
Voice Mimic (Rating 1-6)	0.2	—	16F	Rating x 3,000¥	113, <i>AU</i>

Nanotech	Type	Availability	Cost	Page
Altskin (per application)	Soft/Hard	12	1,500¥	113, <i>AU</i>
Armor		+4R	+500¥	113, <i>AU</i>
Newprint		+4F	+(Rating x 200¥)	114, <i>AU</i>
Sealer		—	+250¥	114, <i>AU</i>
Shade		—	+200¥	114, <i>AU</i>
Shifter		+4	+300¥	114, <i>AU</i>
Demolishers (per application)	Hard	8R	5,000¥	114, <i>AU</i>
Smart Demolishers	Hard	12R	10,000¥	114, <i>AU</i>
Etchers	Hard	8	500¥	114, <i>AU</i>
Monowire (per meter)	Hard	16	1,000¥	114, <i>AU</i>
Nanoscanner	—	8R	Rating x 2,500¥	114, <i>AU</i>
NanoSpy (per application)	Hard	8R	7,000¥	114, <i>AU</i>
Savior Medkit	Soft/Hard	6	2,000¥	114, <i>AU</i>
Savior Medkit Supplies	—	6	500¥	114, <i>AU</i>
Smart Corrosives (per application)	Soft/Hard	as corrosive + 4	as corrosive + 5,000¥	115, <i>AU</i>
Universal Sealant (1 dose)	Hard	10	250¥	115, <i>AU</i>



Nanofax Products	Availability	Cost	Page
Nanofax (Plastic/Fabric Fabrication Only)	12R	500,000¥	115, <i>AU</i>
Nanofax (Electronic/Mechanical Fabrication)	16R	2,500,000¥	115, <i>AU</i>
Nanofax Upkeep and Licenses (per year)	8R	50,000¥	115, <i>AU</i>
Evo Worldwear Subscription (per year)*	--	35,000¥	115, <i>AU</i>
Typical Licensed Item	--	5,000¥	115, <i>AU</i>
Complex Licensed Item	--	10,000¥	115, <i>AU</i>

*Similar subscriptions exist for all aspects of personal fashion, including scents, jewelry, and accessories.

Weaponized Nanotech	Type	Availability	Cost	Page
Cutters (per dose)	Hard	12F	8,000¥	116, <i>AU</i>
Intruders (per dose, Rating 1–6)				116, <i>AU</i>
Activators	Hard	8R	Rating x 500¥	116, <i>AU</i>
Broken Arrows	Hard	10F	Rating x 500¥	116, <i>AU</i>
Deactivators	Hard	10F	Rating x 500¥	116, <i>AU</i>
Fuzz	Hard	12F	Rating x 1,000¥	116, <i>AU</i>
Gremlins	Hard	16F	Rating x 1,500¥	116, <i>AU</i>
Nanoinfectors (Rating 1–6)	Hard	+8R	+(Rating x 1,000¥)	117, <i>AU</i>
Shrikes (per dose)	Hard	16F	10,000¥	117, <i>AU</i>
Surtr (per dose)	Hard	20F	20,000¥	117, <i>AU</i>

MEDICAL PROVIDERS

Providers	Typical Skills	Availability/Interval	Basic Care	Intensive Care	Services
Traditional Healer	2–4	4/12 hours	100¥ (Outpatient)	NA	a, sometimes k, l
Local General Practitioner	3–4	4/12 hours	100¥ (Outpatient)	NA	a, b
Street Clinic	2–4	4/12 hours	100¥ (Outpatient)	NA	a, b
Public Hospital	2–4	6/12 hours	250¥	500¥	a, b, c, d, e, f, i
Bodyshop	2–5	4/12 hours	250¥	1,000¥	a, b, e
Private Hospital	4–6	8/1 day	500¥	1,000¥	a, b, c, d, e, f, i
Street Doc	1–6	6/12 hours	500¥	1,000¥	a, b, c, d, e
Corporate Hospital	4–7	16/1 day	1,000¥	1,000¥	a, b, c, d, e, f, g, i, j, k, l
Elite Clinics	5–6	16/2 days	1,000¥	2,000¥	a, b, c, d, e, f, g, k, l
Elite Shadow Clinics	6	20/1 day	2,000¥	4,000¥	a, b, c, d, e, f, g, k, l
Delta Clinics	6–7	24/1 week	5,000¥	10,000¥	a, b, c, d, e, f, g, h, k, l

Service Guide

- (a) General medical care.
- (b) Basic hospitalization.
- (c) Intensive care.
- (d) Surgery and major trauma.

- (e) Implantation (basic and alpha-grade cyberware/bioware).
- (f) Implantation (beta-grade cyberware/bioware, cultured bioware, basic gene therapies, nanoware).

- (g) Implantation (nanocybernetics, all genetech).
- (h) Implantation (deltaware, experimental genetech and nanoware).
- (i) Ambulance/emergency services.

- (j) Armed emergency response.
- (k) Magical healing.
- (l) Long-term magical care.

MEDTECH GEAR

Equipment	Cost	Maximum Patients
Medical Station	70¥/Rating	2
Medical Shop	10,000¥	4
Mobile Medical Shop	15,000¥	2
Medical Facility	200,000¥	8
Mobile Medical Facility	300,000¥	4

Biotech Gear	Availability	Cost	Page
Biomonitor	—	300¥	337, <i>SR4A</i>
Disposable Syringe	4	10¥	337, <i>SR4A</i>
Medkit (Rating 1–6)	—	Rating x 100¥	337, <i>SR4A</i>
Medkit Supplies	—	50¥	337, <i>SR4A</i>



DocWagon Contracts	Availability	Cost	Page
Basic	—	5,000¥ per year	329, <i>SR4A</i>
Gold	—	25,000¥ per year	329, <i>SR4A</i>
Platinum	—	50,000¥ per year	329, <i>SR4A</i>
Super-Platinum	—	100,000¥ per year	329, <i>SR4A</i>

Slap Patches	Availability	Cost	Page
Antidote Patch (Rating 1–6)	Rating	Rating x 50¥	338, <i>SR4A</i>
Stimulant Patch (Rating 1–6)	Rating x 2	Rating x 25¥	338, <i>SR4A</i>
Tranq Patch (Rating 1–10)	Rating x 2	Rating x 20¥	338, <i>SR4A</i>
Trauma Patch	2	500¥	338, <i>SR4A</i>

Pharmaceuticals	Availability	Cost	Page	Biomedes	Availability	Cost	Page
Inoculation (Rating 1–6)	—	Rating x 50¥	134, <i>AU</i>	AEXD	8	500¥	135, <i>AU</i>
Antivirals (Rating 1–6)	—	Rating x 20¥	134, <i>AU</i>	Antibac	7	600¥	135, <i>AU</i>
Antibiotics (Rating 1–6)	—	Rating x 10¥	135, <i>AU</i>	Binder	8 (14)	750¥	135, <i>AU</i>
Antiparasitics (Rating 1–6)	—	Rating x 25¥	135, <i>AU</i>	Zeta-Interferon	9	800¥	135, <i>AU</i>

Body Part	Cost (Type 0)	Cost (Cultured)	Growth Time	Page
Eye	4,000¥	4,000¥	2 Weeks	126, <i>AU</i>
Organ	6,000¥	9,000¥	3 Weeks	126, <i>AU</i>
Hand/Foot	8,000¥	8,000¥	3 Weeks	126, <i>AU</i>
Full Limb	21,000¥	25,000¥	4 Weeks	126, <i>AU</i>
Skin/Hair	300¥	500¥	4 hours	126, <i>AU</i>
Spinal Cord (Research Only)	Not available	70,000¥	6 Weeks	126, <i>AU</i>
Full Body	25,000¥	40,000¥	8 Weeks	126, <i>AU</i>

SURGERY TESTS

Procedure	Extended Test	Surgery Damage	Page
Cosmetic/Biosculpting			126, <i>AU</i>
Minor	Medicine (Cosmetic Surgery) + Logic (4, 1 hour)	3P	126, <i>AU</i>
Moderate	Medicine (Cosmetic Surgery) + Logic (8, 1 hour)	5P	126, <i>AU</i>
Severe	Medicine (Cosmetic Surgery) + Logic (16, 1 hour)	7P	129, <i>AU</i>
Gene Therapy	Medicine (Genetics) + Logic (6, 1 day)	3P	127, <i>AU</i>
Implant Repair	Cybertechnology + Logic (variable, 1 hour)	As implant surgery	127, <i>AU</i>
Implant Surgery (Cyberware/Bioware)			127, <i>AU</i>
Basic Grade	Medicine (Implant Surgery) + Logic (4, 1 hour)	*	127, <i>AU</i>
Basic Grade (Cultured Bioware)	Medicine (Implant Surgery) + Logic (8, 1 hour)	*	127, <i>AU</i>
Second-Hand	Medicine (Implant Surgery) + Logic (6, 1 hour)	*	127, <i>AU</i>
Alphaaware	Medicine (Implant Surgery) + Logic (8, 1 hour)	*	127, <i>AU</i>
Betaaware	Medicine (Implant Surgery) + Logic (12, 1 hour)	*	127, <i>AU</i>
Deltaware	Medicine (Implant Surgery) + Logic (20, 1 hour)	*	127, <i>AU</i>
Symbiont	Medicine (Implant Surgery) + Logic (4, 1 hour)	3S	127, <i>AU</i>
Nanoware Installation	Cybertechnology (Nanoware) + Logic (6, 1 day)	3S	129, <i>AU</i>
Organ Transplant/Replacement	Medicine (Trauma Surgery) + Logic (4, 1 hour)	5P	126, <i>AU</i>
Trauma Surgery	Medicine (Trauma Surgery) + Logic (variable, 1 hour)	—	126, <i>AU</i>

* See the Implant Surgery Damage table

IMPLANT SURGERY DAMAGE

Bio-/Cyberware Implant Essence Cost*	Severity	Damage Value
Less than or equal to 0.2	Superficial	3S
0.21–0.5	Minor	3P
0.51–1	Moderate	5P
1+	Major	7P

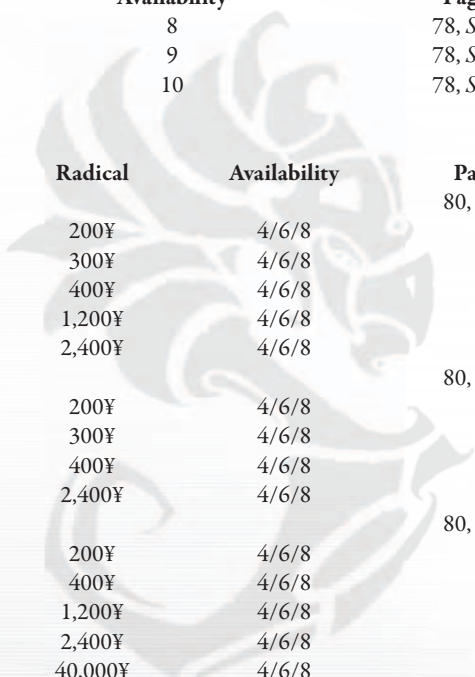
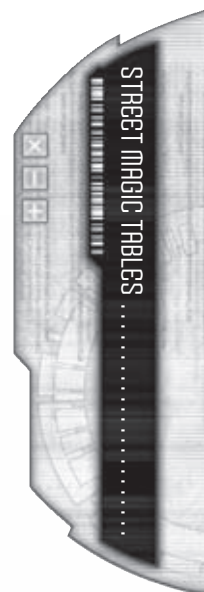
* Cybersuites must be installed in their integrity; use the total Essence cost of the suite to calculate surgery damage.



MAGICAL GEAR TABLES

Magical Goods	Cost	Availability	Page	
Orichalcum, per unit	50,000¥	12	81, <i>SM</i>	
Quickening Materials	Force x 1,000¥	Force x 4	85, <i>SM</i>	
Ritual Sorcery Materials	Force x 500¥	Force x 2	81, <i>SM</i>	
Talisman	100¥	—	81, <i>SM</i>	
Metamagic Foci	Cost	Availability	Page	
Anchoring Focus	Force x 10,000¥	(Force x 6)R	84, <i>SM</i>	
Centering Focus	Force x 15,000¥	(Force x 6)R	84, <i>SM</i>	
Masking Focus	Force x 10,000¥	(Force x 6)R	84, <i>SM</i>	
Shielding Focus	Force x 5,000¥	(Force x 6)R	84, <i>SM</i>	
Symbolic Link Focus	Force x 2,500¥	(Force x 6)F	84, <i>SM</i>	
Focus Formulae	Cost	Availability	Page	
Anchoring Focus	Force x 2,500¥	As spell category	82, <i>SM</i>	
Banishing Focus	Force x 1,000¥	(Force x 4)R	82, <i>SM</i>	
Binding Focus	Force x 1,500¥	(Force x 6)R	82, <i>SM</i>	
Centering Focus	Force x 2,500¥	(Force x 8)R	82, <i>SM</i>	
Counterspelling Focus	Force x 1,000¥	As spell category	82, <i>SM</i>	
Masking Focus	Force x 2,500¥	(Force x 8)R	82, <i>SM</i>	
Power Focus	Force x 2,000¥	(Force x 8)R	82, <i>SM</i>	
Shielding Focus	Force x 2,500¥	(Force x 8)R	82, <i>SM</i>	
Spellcasting Focus	Force x 1,000¥	As spell category	82, <i>SM</i>	
Summoning Focus	Force x 1,000¥	(Force x 4)R	82, <i>SM</i>	
Sustaining Focus	Force x 1,500¥	As spell category	82, <i>SM</i>	
Symbolic Link Focus	Force x 2,500¥	(Force x 8)F	82, <i>SM</i>	
Weapon Focus	Force x 2,000¥	(Force x 8)F	82, <i>SM</i>	
Enchanting Tools	Cost	Availability	Page	
Talislegger Kit	100¥	4	79, <i>SM</i>	
Assaying Kit	500¥	8	79, <i>SM</i>	
Enchanting Shop	50,000¥	12	79, <i>SM</i>	
Alchemy Microlab	100,000¥	12R	79, <i>SM</i>	
Renting an Enchanting Shop	Cost	Availability	Page	
Per hour	25¥	8	78, <i>SM</i>	
Per day	100¥	9	78, <i>SM</i>	
Per month	1,500¥	10	78, <i>SM</i>	
Reagents	Cost, per unit		Availability	Page
	Raw	Refined	Radical	
Animal*				80, <i>SM</i>
Blood, Fur, Scales, Skin	50¥	100¥	200¥	4/6/8
Silk	75¥	150¥	300¥	4/6/8
Intact Pelts	100¥	200¥	400¥	4/6/8
Ivory	300¥	600¥	1,200¥	4/6/8
Venom	600¥	1,200¥	2,400¥	4/6/8
Herbal*				80, <i>SM</i>
Sap, Petals, Leaves, Bark	50¥	100¥	200¥	4/6/8
Cotton	75¥	150¥	300¥	4/6/8
Fruit	100¥	200¥	400¥	4/6/8
Rare Hardwoods	600¥	1,200¥	2,400¥	4/6/8
Metal				80, <i>SM</i>
Iron	50¥	100¥	200¥	4/6/8
Copper	100¥	200¥	400¥	4/6/8
Silver	300¥	600¥	1,200¥	4/6/8
Mercury	600¥	1,200¥	2,400¥	4/6/8
Gold	10,000¥	20,000¥	40,000¥	4/6/8

*Parts of endangered plants or animals may be Restricted or Forbidden by eco-conscious governments.



MAGICAL GEAR TABLES (CONT.)

Reagents	Cost, per unit			Availability	Page
	Raw	Refined	Radical		
Mineral					80, <i>SM</i>
Crystals	50¥	100¥	200¥	4/6/8	
Fossils	75¥	150¥	300¥	4/6/8	
Obsidian	100¥	200¥	400¥	4/6/8	
Semi-Precious Gems	200¥	400¥	800¥	4/6/8	
Precious Gems	500¥	1,000¥	2,000¥	4/6/8	
Magical Compounds		Cost	Availability		Page
Sage		1,300¥	10R		88, <i>SM</i>
Spirit Strength		2,800¥	16F		88, <i>SM</i>
Witches' Moss		1,300¥	10F		88, <i>SM</i>

ADEPT POWERS TABLE

Power	Cost	Page	Power	Cost	Page
Analytics	.25 per level	174, <i>SM</i>	Linguistics	.25	177, <i>SM</i>
Animal Empathy	.25 per level	175, <i>SM</i>	Living Focus	1	178, <i>SM</i>
Astral Perception	1	195, <i>SR4AA</i>	Magic Sense	.5	178, <i>SM</i>
Attribute Boost	.25 per level	195, <i>SR4A</i>	Melanin Control	.5	178, <i>SM</i>
Berserk	1	175, <i>SM</i>	Metabolic Control	.5	178, <i>SM</i>
Blind Fighting	.5	175, <i>SM</i>	Missile Mastery	1	178, <i>SM</i>
Cloak	.25 per level	175, <i>SM</i>	Missile Parry	.25 per level	196, <i>SR4A</i>
Combat Sense	.5 per level	195, <i>SR4A</i>	Motion Sense	.5	178, <i>SM</i>
Commanding Voice	.25	176, <i>SM</i>	Multi-Tasking	.5	178, <i>SM</i>
Cool Resolve	.25 per level	176, <i>SM</i>	Mystic Armor	.5 per level	197, <i>SR4A</i>
Counterstrike	.5	176, <i>SM</i>	Natural Immunity	.25 per level	197, <i>SR4A</i>
Critical Strike	.25 per level	195, <i>SR4A</i>	Nerve Strike	1	178, <i>SM</i>
Distance Strike	2	176, <i>SM</i>	Nimble Fingers	.25	179, <i>SM</i>
Eidetic Sense Memory	.5	176, <i>SM</i>	Pain Relief	1	179, <i>SM</i>
Elemental Strike	.5	176, <i>SM</i>	Pain Resistance	.5 per level	197, <i>SR4A</i>
Empathic Healing	.5	176, <i>SM</i>	Penetrating Strike	.25 per level (max 3)	179, <i>SM</i>
Enhanced Perception	.25 per level	195, <i>SR4A</i>	Piercing Senses	.25 per level	179, <i>SM</i>
Enthralling Performance	.5	176, <i>SM</i>	Power Throw	.25 per level (max 3)	179, <i>SM</i>
Facial Sculpt	.25 per level	177, <i>SM</i>	Quick Draw	.5	179, <i>SM</i>
Flexibility	.25 per level	177, <i>SM</i>	Rapid Healing	.25 per level	197, <i>SR4A</i>
Freefall	.25 per level	177, <i>SM</i>	Rooting	.25 per level	179, <i>SM</i>
Gliding	1	177, <i>SM</i>	Smashing Blow	1	179, <i>SM</i>
Great Leap	.25 per level	195, <i>SR4A</i>	Spell Resistance	.5 per level	197, <i>SR4A</i>
Improved Ability	.25 or .5 per level	196, <i>SR4A</i>	Sustenance	.25	179, <i>SM</i>
Improved			Temperature Tolerance	.25 per level	179, <i>SM</i>
Physical Attribute	1 per level	196, <i>SR4A</i>	Three-Dimensional		
Improved Reflexes	2, 3, or 5	196, <i>SR4A</i>	Memory	.5	180, <i>SM</i>
Improved Sense	.25	196, <i>SR4A</i>	Traceless Walk	1	180, <i>SM</i>
Inertia Strike	.5	177, <i>SM</i>	Wall Running	1	180, <i>SM</i>
Iron Gut	.25 per level	177, <i>SM</i>	Voice Control	.5	197, <i>SR4A</i>
Iron Lungs	.25 per level	177, <i>SM</i>			
Iron Will	.25 per level	177, <i>SM</i>			
Killing Hands	.5	196, <i>SR4A</i>			
Kinesics	.5 per level	196, <i>SR4A</i>			



SPELL TABLE

Key

Name is self-explanatory. Spells marked with an asterisk (*) appear in *SR4A*; the rest appear in *Street Magic*.

Type is either Mana (M) or Physical (P). See p. 203, *SR4A*.

Test is either O (Opposed Test, resisted with the noted attribute + Counterspelling), (Success Test). Spells marked S (OR) must beat the Object Resistance threshold (see p. 203, *SR4A*).

Range is either line of sight (LOS) or touch (T). Spells with an (A) are area effect. For Detection spells, the notation after the slash refers to the range of the sense: a directional (D) sense like sight or an area (A) sense detecting targets in all directions; (EA) is an extended area effect. Spells with a (V) require a voluntary subject.

Damage is either Physical (P) or Stun (S).

Duration is either Instant (I), Sustained (S) or Permanent (P). See p. 203, *SR4A*.

Drain is the Drain Value (p. 203, *SR4A*).

Combat Spells	Type	Test	Range	Damage	Duration	Drain	Page
Acid Stream (Indirect, Elemental)*	P	O (REA)	LOS	P	I	(F ÷ 2) + 3	204, <i>SR4A</i>
Ball Lightning (Indirect, Elemental)*	P	O (REA)	LOS (A)	P	I	(F ÷ 2) + 5	204, <i>SR4A</i>
Blast (Indirect)*	P	O (REA)	LOS (A)	S	I	(F ÷ 2) + 2	204, <i>SR4A</i>
Clout (Indirect)*	P	O (REA)	LOS	S	I	(F ÷ 2)	204, <i>SR4A</i>
Corrode [Object] (Indirect, Elemental)	P	S (OR)	T	P	I	(F ÷ 2)	164, <i>SM</i>
Death Touch (Direct)*	M	O (WIL)	T	P	I	(F ÷ 2) - 2	204, <i>SR4A</i>
Demolish [Object] (Direct)	P	S (OR)	LOS (A)	P	I	(F ÷ 2) + 2	165, <i>SM</i>
Fireball (Indirect, Elemental)*	P	O (REA)	LOS (A)	P	I	(F ÷ 2) + 5	204, <i>SR4A</i>
Firewater (Indirect, Elemental)	P	O (REA)	LOS	P	I	(F ÷ 2) + 5	164, <i>SM</i>
Flamethrower (Indirect, Elemental)*	P	O (REA)	LOS	P	I	(F ÷ 2) + 3	204, <i>SR4A</i>
Knockout (Direct)*	M	O (WIL)	T	S	I	(F ÷ 2) - 3	205, <i>SR4A</i>
Lightning Bolt (Indirect, Elemental)*	P	O (REA)	LOS	P	I	(F ÷ 2) + 3	205, <i>SR4A</i>
Manaball (Direct)*	M	O (WIL)	LOS (A)	P	I	(F ÷ 2) + 2	204, <i>SR4A</i>
Manabolt (Direct)*	M	O (WIL)	LOS	P	I	(F ÷ 2)	204, <i>SR4A</i>
Melt [Object] (Indirect, Elemental)	P	S (OR)	LOS	P	I	(F ÷ 2) + 2	164, <i>SM</i>
Napalm (Indirect, Elemental)	P	O (REA)	LOS (A)	P	I	(F ÷ 2) + 7	164, <i>SM</i>
One Less [Metatype/Species] (Direct)	M	O (WIL)	T	P	I	(F ÷ 2) - 3	165, <i>SM</i>
Powerball (Direct)*	P	O (BOD)	LOS (A)	P	I	(F ÷ 2) + 3	205, <i>SR4A</i>
Powerbolt (Direct)*	P	O (BOD)	LOS	P	I	(F ÷ 2) + 1	205, <i>SR4A</i>
Punch (Indirect)*	P	O (REA)	T	S	I	(F ÷ 2) - 2	204, <i>SR4A</i>
Ram [Object] (Direct)	P	S (OR)	T	P	I	(F ÷ 2) - 2	165, <i>SM</i>
Shatter (Direct)*	P	O (BOD)	T	P	I	(F ÷ 2) - 1	205, <i>SR4A</i>
Shattershield (Direct)	M	O (Force)	T	P	I	(F ÷ 2) - 3	165, <i>SM</i>
Slaughter [Metatype/Species] (Direct)	M	O (WIL)	LOS (A)	P	I	(F ÷ 2) + 1	165, <i>SM</i>
Slay [Metatype/Species] (Direct)	M	O (WIL)	LOS	P	I	(F ÷ 2) - 1	165, <i>SM</i>
Sludge [Object] (Indirect, Elemental)	P	S (OR)	LOS (A)	P	I	(F ÷ 2) + 4	164, <i>SM</i>
Stunball (Direct)*	M	O (WIL)	LOS (A)	S	I	(F ÷ 2) + 1	205, <i>SR4A</i>
Stunbolt (Direct)*	M	O (WIL)	LOS	S	I	(F ÷ 2) - 1	205, <i>SR4A</i>
Toxic Wave (Indirect, Elemental)*	P	O (REA)	LOS (A)	P	I	(F ÷ 2) + 5	204, <i>SR4A</i>
Wreck [Object] (Direct)	P	S (OR)	LOS	P	I	(F ÷ 2)	165, <i>SM</i>

Detection Spells	Type	Test	Range	Duration	Drain	Page
Analyze Device (Active, Directional)*	P	O (WIL)	T/D	S	(F ÷ 2)	206, <i>SR4A</i>
Analyze Magic (Active, Directional)	M	O (WIL)	T/D	S	(F ÷ 2)	165, <i>SM</i>
Analyze Truth (Active, Directional)*	M	O (WIL)	T/D	S	(F ÷ 2)	206, <i>SR4A</i>
Animal Sense (Active, Directional)	M	O (WIL)	T/D	S	(F ÷ 2) - 1	166, <i>SM</i>
Area Thought Recognition (Active, Psychic)	M	O (WIL)	T/A	S	(F ÷ 2) + 2	168, <i>SM</i>
Astral Clairvoyance (Passive, Directional)	M	S	T/D	S	(F ÷ 2) - 1	166, <i>SM</i>
Astral Window (Active, Directional)	M	O (Force)	T/D	S	(F ÷ 2)	168, <i>SM</i>
Borrow Sense (Active, Directional)	M	O (WIL)	T/D	S	(F ÷ 2)	166, <i>SM</i>
Catalog (Active)	P	S (OR)	T/A	S	(F ÷ 2) + 2	167, <i>SM</i>
Clairaudience (Passive, Directional)*	M	S	T/D	S	(F ÷ 2) - 1	206, <i>SR4A</i>
Clairvoyance (Passive, Directional)*	M	S	T/D	S	(F ÷ 2) - 1	206, <i>SR4A</i>
Combat Sense (Active, Psychic)*	M	O (WIL)	T/A	S	(F ÷ 2) + 2	206, <i>SR4A</i>
Detect Enemies (Active)*	M	O (WIL)	T/A	S	(F ÷ 2) + 1	206, <i>SR4A</i>
Detect Enemies, Extended (Active)*	M	O (WIL)	T/EA	S	(F ÷ 2) + 3	206, <i>SR4A</i>
Detect Individual (Active)*	M	O (WIL)	T/A	S	(F ÷ 2) - 1	206, <i>SR4A</i>
Detect Life (Active)*	M	O (WIL)	T/A	S	(F ÷ 2)	206, <i>SR4A</i>
Detect Life, Extended (Active)*	M	O (WIL)	T/EA	S	(F ÷ 2) + 2	206, <i>SR4A</i>
Detect [Life Form] (Active)*	M	O (WIL)	T/A	S	(F ÷ 2) - 1	207, <i>SR4A</i>
Detect [Life Form], Extended (Active)*	M	O (WIL)	T/EA	S	(F ÷ 2) + 1	207, <i>SR4A</i>
Detect Magic (Active)*	M	O (WIL)	T/A	S	(F ÷ 2)	207, <i>SR4A</i>
Detect Magic, Extended (Active)*	M	O (WIL)	T/EA	S	(F ÷ 2) + 2	207, <i>SR4A</i>
Detect [Object] (Active)*	P	S (OR)	T/A	S	(F ÷ 2) - 1	207, <i>SR4A</i>
Diagnose (Active, Directional)	M	O (WIL)	T/D	I	(F ÷ 2)	199, <i>SM</i>
Enhance Aim (Passive, Directional)	P	S	T/D (V)	S	(F ÷ 2) - 1	167, <i>SM</i>



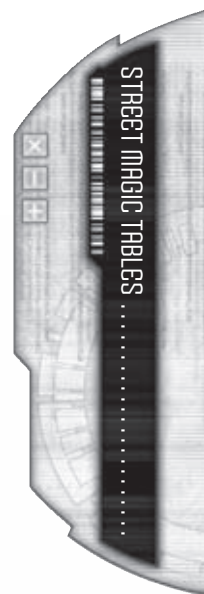
SPELL TABLE (CONT.)

Detection Spells		Type	Test	Range	Duration	Drain	Page
Eyes of the Pack (Passive, Directional)	M	S	T/D (V)	S	(F ÷ 2) + 1	166, SM	
Hawkeye (Passive, Directional)	P	S	T/D (V)	S	(F ÷ 2) - 1	167, SM	
Mana Window (Active, Directional)	M	O (Force)	T/D	S	(F ÷ 2)	168, SM	
Mindlink (Active, Psychic)*	M	S	T/A (V)	S	(F ÷ 2) + 1	207, SR4A	
Mindnet (Active, Psychic)	M	S	T/A (V)	S	(F ÷ 2) + 3	168, SM	
Mindnet, Extended (Active, Psychic)	M	S	T/EA (V)	S	(F ÷ 2) + 5	168, SM	
Mind Probe (Active, Directional)*	M	O (WIL)	T/D	S	(F ÷ 2) + 2	207, SR4A	
Night Vision (Passive, Directional)	P	S	T/D (V)	S	(F ÷ 2) - 1	168, SM	
[Sense] Cryptesthesia (Passive, Directional)	M	S	T/D	S	(F ÷ 2)	168, SM	
Spatial Sense (Passive)	P	S	T/A	S	(F ÷ 2) + 2	168, SM	
Spatial Sense, Extended (Passive)	P	S	T/EA	S	(F ÷ 2) + 4	168, SM	
Thermographic Vision (Passive, Directional)	P	S	T/D (V)	S	(F ÷ 2) - 1	168, SM	
Thought Recognition (Active, Psychic/Directional)	M	O (WIL)	T/D	S	(F ÷ 2)	168, SM	
Translate (Active, Psychic/Directional)	M	O (WIL)	T/D	S	(F ÷ 2)	169, SM	
Health Spells		Type	Test	Range	Duration	Drain	Page
Alleviate Addiction	M	S	T	S	(F ÷ 2) - 4	169, SM	
Alleviate Allergy	M	S	T	S	(F ÷ 2) - 4	169, SM	
Antidote*	M	S	T	P	(Toxin DV) - 2	207, SR4A	
Awaken	M	S	T	S	(F ÷ 2) - 4	169, SM	
Crank	P	S	T (V)	P	(F ÷ 2)	169, SM	
Cure Disease*	M	S	T	P	(Disease DV) - 2	207, SR4A	
Decrease [Attribute] (Negative)*	P	O (attribute)	T	S	(F ÷ 2) + 1	207, SR4A	
Decrease Reflexes (Negative)	P	O (REA)	T	S	(F ÷ 2) + 1	169, SM	
Detox*	M	S	T	P	(Toxin DV) - 4	207, SR4A	
Enabler (Negative)	M	O (BOD)	T	S	(F ÷ 2)	169, SM	
Fast	M	S	T (V)	S	(F ÷ 2) - 5	169, SM	
Heal*	M	S	T	P	(Damage Value) - 2	208, SR4A	
Healthy Glow	P	S	T	P	(F ÷ 2) - 1	169, SM	
Hibernate*	M	S	T (V)	S	(F ÷ 2) - 3	208, SR4A	
Increase [Attribute]*	P	S	T (V)	S	(F ÷ 2) - 2	208, SR4A	
Increase Reflexes*	P	S	T (V)	S	(F ÷ 2) + 2	208, SR4A	
Intoxication (Negative)	M	O (BOD)	T	P	(F ÷ 2)	169, SM	
Nutrition	P	S	T (V)	P	(F ÷ 2)	170, SM	
Oxygenate*	P	S	T (V)	S	(F ÷ 2) - 1	208, SR4A	
Prophylaxis*	M	S	T (V)	S	(F ÷ 2) - 2	208, SR4A	
Resist Pain*	M	S	T	P	(Damage Value) - 4	208, SR4A	
Stabilize*	M	S	T	P	(Overflow damage) - 2	208, SR4A	
Stim	M	S	T (V)	S	(F ÷ 2) - 5	200, 170	
Illusion Spells		Type	Test	Range	Duration	Drain	Page
Agony (Realistic, Single-Sense)	M	O (WIL)	LOS	S	(F ÷ 2) - 2	170, SM	
Bugs (Realistic, Multi-Sense)	M	O (WIL)	LOS	S	(F ÷ 2)	170, SM	
Camouflage (Realistic, Single-Sense)	M	O (WIL)	LOS	S	(F ÷ 2) - 2	170, SM	
Chaff (Realistic, Multi-Sense)	P	O (INT)	LOS	S	(F ÷ 2)	170, SM	
Chaos (Realistic, Multi-Sense)*	P	O (INT)	LOS	S	(F ÷ 2) + 1	209, SR4A	
Chaotic World (Realistic, Multi-Sense)*	P	O (INT)	LOS (A)	S	(F ÷ 2) + 3	209, SR4A	
Confusion (Realistic, Multi-Sense)*	M	O (WIL)	LOS	S	(F ÷ 2)	209, SR4A	
Double Image (Realistic, Multi-Sense)	M	O (WIL)	T	S	(F ÷ 2) - 3	170, SM	
Dream (Realistic, Multi-Sense)	M	O (WIL)	LOS	S	(F ÷ 2) - 1	170, SM	
Entertainment (Obvious, Multi-Sense)*	M	O (WIL)	LOS (A)	S	(F ÷ 2) + 1	209, SR4A	
Flak (Realistic, Multi-Sense)	P	O (INT)	LOS (A)	S	(F ÷ 2) + 2	170, SM	
Foreboding (Realistic, Multi-Sense)	M	O (WIL)	LOS (A)	S	(F ÷ 2) + 2	171, SM	
Hot Potato (Realistic, Single-Sense)	M	O (WIL)	LOS (A)	S	(F ÷ 2) - 1	171, SM	
Hush (Realistic, Single-Sense)*	M	O (WIL)	LOS (A)	S	(F ÷ 2) + 2	209, SR4A	
Improved Invisibility (Realistic, Single-Sense)*	P	O (INT)	LOS	S	(F ÷ 2) + 1	209, SR4A	
Invisibility (Realistic, Single-Sense)*	M	O (WIL)	LOS	S	(F ÷ 2)	209, SR4A	
Mask (Realistic, Multi-Sense)*	M	O (WIL)	T	S	(F ÷ 2)	209, SR4A	
Mass Agony (Realistic, Single-Sense)	M	O (WIL)	LOS (A)	S	(F ÷ 2)	170, SM	
Mass Confusion (Realistic, Multi-Sense)*	M	O (WIL)	LOS (A)	S	(F ÷ 2) + 2	209, SR4A	
Mass [Sense] Removal (Realistic, Single-Sense)	P	O (INT)	LOS (A)	S	(F ÷ 2) + 1	171, SM	
Orgasm (Realistic, Single-Sense)	M	O (WIL)	LOS	S	(F ÷ 2) - 2	171, SM	
Orgy (Realistic, Single-Sense)	M	O (WIL)	LOS (A)	S	(F ÷ 2)	171, SM	
Phantasm (Realistic, Multi-Sense)*	M	O (WIL)	LOS (A)	S	(F ÷ 2) + 2	209, SR4A	
Physical Camouflage (Realistic, Single-Sense)	M	O (WIL)	LOS	S	(F ÷ 2) - 1	170, SM	
Physical Double Image (Realistic, Multi-Sense)	P	O (INT)	T	S	(F ÷ 2) - 2	170, SM	
Physical Mask (Realistic, Multi-Sense)*	P	O (INT)	T	S	(F ÷ 2) + 1	209, SR4A	
[Sense] Removal (Realistic, Single-Sense)	P	O (INT)	LOS	S	(F ÷ 2) - 1	171, SM	
Silence (Realistic, Single-Sense)*	P	O (INT)	LOS (A)	S	(F ÷ 2) + 3	209, SR4A	
Sound Barrier (Realistic, Single-Sense)	P	O (INT)	LOS (A)	S	(F ÷ 2) + 3	171, SM	



SPELL TABLE (CONT.)

Illusion Spells	Type	Test	Range	Duration	Drain	Page
Stealth (Realistic, Single-Sense)*	P	O (INT)	LOS	S	(F ÷ 2) + 1	209, <i>SR4A</i>
Stench (Realistic, Single-Sense)	M	O (WIL)	LOS	S	(F ÷ 2)	171, <i>SM</i>
Stink (Realistic, Single-Sense)	M	O (WIL)	LOS	S	(F ÷ 2) - 2	171, <i>SM</i>
Swarm (Realistic, Multi-Sense)	M	O (WIL)	LOS (A)	S	(F ÷ 2) + 2	170, <i>SM</i>
Trid Entertainment (Obvious, Multi-Sense)*	P	O (INT)	LOS (A)	S	(F ÷ 2) + 2	209, <i>SR4A</i>
Trid Phantasm (Realistic, Multi-Sense)*	P	O (INT)	LOS (A)	S	(F ÷ 2) + 3	209, <i>SR4A</i>
Vehicle Mask (Realistic, Multi-Sense)	P	O (INT)	T	S	(F ÷ 2) - 2	171, <i>SM</i>
Manipulation	Type	Test	Range	Duration	Drain	Page
Alter Memory (Mental)	M	O (WIL)	LOS	P	(F ÷ 2) + 2	171, <i>SM</i>
Alter Temperature (Environmental)	P	S	LOS (A)	S	(F ÷ 2) + 1	171, <i>SM</i>
Animate (Physical)	P	S (OR)	LOS	S	(F ÷ 2)	172, <i>SM</i>
Armor (Physical)	P	S	LOS	S	(F ÷ 2) + 3	210, <i>SR4A</i>
Astral Armor (Mana)	M	S	LOS	S	(F ÷ 2) + 2	172, <i>SM</i>
Bind (Physical)	P	O (STR)	LOS	S	(F ÷ 2) + 1	172, <i>SM</i>
Calm Animal (Mental)	M	O (WIL)	LOS	S	(F ÷ 2) - 1	172, <i>SM</i>
Calm Pack (Mental)	M	O (WIL)	LOS (A)	S	(F ÷ 2) + 1	172, <i>SM</i>
Catfall (Physical)	P	S	LOS	S	(F ÷ 2)	172, <i>SM</i>
Clean [Element] (Environmental)	P	S	LOS (A)	P	(F ÷ 2) + 2	172, <i>SM</i>
Compel Truth (Mental)	M	O (WIL)	LOS	S	(F ÷ 2) - 1	172, <i>SM</i>
Control Actions (Mental)*	M	O (WIL)	LOS	S	(F ÷ 2)	210, <i>SR4A</i>
Control Animal (Mental)	M	O (WIL)	LOS	S	(F ÷ 2) + 1	172, <i>SM</i>
Control Emotions (Mental)*	M	O (WIL)	LOS	S	(F ÷ 2)	210, <i>SR4A</i>
Control Pack (Mental)	M	O (WIL)	LOS (A)	S	(F ÷ 2) + 3	172, <i>SM</i>
Control Thoughts (Mental)*	M	O (WIL)	LOS	S	(F ÷ 2) + 2	210, <i>SR4A</i>
[Critter] Form (Physical)*	P	S	LOS (V)	S	(F ÷ 2) + 1	211, <i>SR4A</i>
Deflection (Physical)	P	S	LOS	S	(F ÷ 2) + 1	172, <i>SM</i>
[Element] Aura (Environmental)	P	S	LOS	S	(F ÷ 2) + 3	173, <i>SM</i>
[Element] Wall (Environmental)	P	S	LOS (A)	S	(F ÷ 2) + 5	173, <i>SM</i>
Fashion (Physical)	P	S	T	P	(F ÷ 2)	173, <i>SM</i>
Fix (Physical)	P	S (OR)	T	P	(F ÷ 2) + 1	173, <i>SM</i>
Fling (Physical)*	P	S	LOS	I	(F ÷ 2) + 1	210, <i>SR4A</i>
Gecko Crawl (Physical)	P	S	T	S	(F ÷ 2) - 1	173, <i>SM</i>
Glue (Physical)	P	S (OR)	LOS	S	(F ÷ 2) + 1	173, <i>SM</i>
Glue Strip (Physical)	P	S (OR)	LOS (A)	S	(F ÷ 2) + 3	173, <i>SM</i>
Ice Sheet (Environmental)*	P	S	LOS (A)	I	(F ÷ 2) + 3	210, <i>SR4A</i>
Ignite (Physical)*	P	O (BOD)	LOS	P	(F ÷ 2)	210, <i>SR4A</i>
Influence (Mental)*	M	O (WIL)	LOS	P	(F ÷ 2) + 1	210, <i>SR4A</i>
Interference (Environmental)	P	S	LOS (A)	S	(F ÷ 2) + 3	173, <i>SM</i>
Levitate (Physical)*	P	S	LOS	S	(F ÷ 2) + 1	210, <i>SR4A</i>
Light (Environmental)*	P	S	LOS (A)	S	(F ÷ 2) - 1	211, <i>SR4A</i>
Lock (Physical)	P	S (OR)	LOS	S	(F ÷ 2)	173, <i>SM</i>
Magic Fingers (Physical)*	P	S	LOS	S	(F ÷ 2) + 1	211, <i>SR4A</i>
Makeover (Physical)	P	S	T (V)	P	(F ÷ 2)	173, <i>SM</i>
Mana Barrier (Environmental)*	M	S	LOS (A)	S	(F ÷ 2) + 1	211, <i>SR4A</i>
Mana Bind (Mana)	M	O (STR)	LOS	S	(F ÷ 2)	172, <i>SM</i>
Mana Net (Mana)	M	O (STR)	LOS (A)	S	(F ÷ 2) + 2	172, <i>SM</i>
Mana Static (Environmental)	M	S	LOS (A)	P	(F ÷ 2) + 4	173, <i>SM</i>
Mass Animate (Physical)	P	S (OR)	LOS (A)	S	(F ÷ 2) + 2	172, <i>SM</i>
Mist (Environmental)	P	S	LOS (A)	I	(F ÷ 2) + 3	174, <i>SM</i>
Mob Control (Mental)*	M	O (WIL)	LOS (A)	S	(F ÷ 2) + 2	211, <i>SR4A</i>
Mob Mind (Mental)*	M	O (WIL)	LOS	S	(F ÷ 2) + 4	210, <i>SR4A</i>
Mob Mood (Mental)*	M	O (WIL)	LOS (A)	S	(F ÷ 2) + 2	210, <i>SR4A</i>
Net (Physical)	P	O (STR)	LOS (A)	S	(F ÷ 2) + 3	172, <i>SM</i>
Offensive Mana Barrier (Environmental)	M	S	LOS (A)	S	(F ÷ 2) + 3	174, <i>SM</i>
Petrify (Physical)*	P	O (BOD)	LOS	S	(F ÷ 2) + 2	211, <i>SR4A</i>
Physical Barrier (Environmental)*	P	S	LOS (A)	S	(F ÷ 2) + 3	211, <i>SR4A</i>
Poltergeist (Environmental)*	P	S	LOS (A)	S	(F ÷ 2) + 3	211, <i>SR4A</i>
Preserve (Physical)	P	S	T	P	(F ÷ 2)	174, <i>SM</i>
Pulse (Environmental)	P	S (OR)	LOS (A)	I	(F ÷ 2) + 3	174, <i>SM</i>
Reinforce (Physical)	P	S	LOS	S	(F ÷ 2) + 1	174, <i>SM</i>
Shadow (Environmental)*	P	S	LOS (A)	S	(F ÷ 2) + 1	211, <i>SR4A</i>
Shapechange (Physical)*	P	S	LOS (V)	S	(F ÷ 2) + 2	211, <i>SR4A</i>
Shape [Material] (Environmental)	P	S (OR)	LOS (A)	S	(F ÷ 2) + 3	174, <i>SM</i>
Spirit Barrier (Environmental)	M	S	LOS (A)	S	(F ÷ 2)	174, <i>SM</i>
Spirit Zapper (Environmental)	M	S	LOS (A)	S	(F ÷ 2) + 2	174, <i>SM</i>
Sterilize (Physical)	P	S	LOS (A)	I	(F ÷ 2) + 2	174, <i>SM</i>
Turn to Goo (Physical)*	P	O (BOD)	LOS	S	(F ÷ 2) + 2	211, <i>SR4A</i>



COMMON RIGGER/DRONE TESTS

Action	Jumped-In Rigger Dice Pool	Autonomous Drone Dice Pool	Remote-Controlled Dice Pool
Initiative	as rigger	Pilot + Response	as rigger
Attack	Sensor + Gunnery	Pilot + Targeting	Command + Gunnery
Melee Defense	Response + Melee skill	Pilot + Defense	Command + Melee skill
Ranged Defense	Response	Response	Command
Full Defense	as above + Dodge	as above + Defense	as above + Dodge
Damage Resistance	Body + Armor	Body + Armor	Body + Armor
Infiltration	Response + Infiltration	Pilot + Covert Ops	Command + Infiltration
Maneuvering	Response + Vehicle skill	Pilot + Maneuver	Command + Vehicle skill
Perception	Sensor + Perception	Sensor + Clearsight	Sensor + Perception

FORGERY TABLE

Forgery	Threshold	Interval
Fake Corpscrip	(Rating x 20)	1 day
Fake Game Credits	(Rating x 16)	1 hour
Fake License	(Rating x 16)	1 hour
Fake National Currency	(Rating x 18)	1 day
Fake Nuyen	(Rating x 24)	1 day
Fake SIN	(Rating x 32)	1 week

PAYDATA STREET COSTS

Situation	Cost Adjustment
Data is damaged, but mostly salvageable	-20% to -50%
Data is only available on an obsolete medium	-20%
Data is publicly available but obscure	-10%
Data is in a Proprietary File Format	+10%
Certified data	+50%
Sole remaining copy of data	+100%
Unique enchantment formula	+200%
Nanoschematics	+400%
Spirit formula	+400%

CORRUPTION TABLE

Threshold	Corrupted Data Task
2	Corrupt some specific information on a basic commlink
4	Compromise a criminal dossier in a police database
8	Impair all copies of a file in a corporate nexus
15	Corrupt every mention of Aztechnology's secretive board of directors from Jackpoint
20+	Scramble all SINs with the same biometric data in the Global SIN Registry nexus

VERIFYING PROGRAMS TABLE

Hits	Information Learned
1	The nature and type of the program
2	The program's rating
3	Existence of program options (+1 per additional hit) including option ratings
4	Detect code error and bugs
5+	Manufacturer or programmer (if signed) plus any further information that the program may provide

CRACKING COPY PROTECTION

Program Type	Threshold (Interval 1 hour)
Common	9 + Rating
Hacking	13 + Rating
Agents/IC/Pilot	13 + Rating
System	10 + Rating
Firewall	13 + Rating
Autosoft	12 + Rating

ACTIONS HANDLED BY DATA REQUESTS:

- Audio/video communications
- Database access
- File transfers
- Newsfeeds and updates
- Social networking
- Text/graphic messages
- Website requests

ACTIONS NEEDING SUBSCRIPTIONS:

- Accessing a node*
- Command connections to drones and agents
- Encrypted connections†
- Jumped-in rigger connections to a drone
- Slaved connections (p. 59, *Unwired*)
- Tacnets (p. 125, *Unwired*)
- Using a program on another node

* An agent run on a persona does not take up an extra slot, while an independent agent does

† Only encrypted connections that wouldn't otherwise take up a subscription slot count. For example, an encrypted link to an agent takes up only 1 subscription, not 2.

ADVANCED PROGRAMMING TABLE

Software	Threshold	Interval
Agent/IC/Pilot	Rating x 3	3 months
AR Environment	12	1 month
Autosofts	Rating x 2	6 months
Common Use Programs	Rating	1 month
Firewall	Rating x 2	3 months
Hacking Programs	Rating x 2	1 month
Sensor	Rating x 2	1 month
System	Rating x 2	6 months
Tactical	Rating x 3	6 months
Program Options		
General	Rating*	1 month
Biofeedback	Rating x 2	1 month
Psychotropic	Rating x 3	3 months
Hacking	Rating*	1 month
Malware		
Bugs (adding)	4	1 hour
Bugs (finding/repairing)	12†	1 week
Virus	Rating x 4	3 months
Metamorphic Engine	+6	+1 month
Trojan	Rating x 4	3 months

* Options without a rating are considered Rating 3 for Threshold purposes.

† Subject to gamemaster discretion. If the bug is intentionally added, threshold = net hits x 4.

SPOOFING LIFE

Lifestyle	Threshold
Squatter	2
Low	4
Middle	12
High	48
Luxury	100+
Hospitalized Standard Care	15
Hospitalized Intensive Care	30

UNWIRED TABLES

