

## ***GURPS: Shadowrun – Misc Equipment List***

This Document gives you a list of miscellaneous Shadowrun Equipment. Page References are to the English Shadowrun 3.0 Sourcebook (SR3) from FanPro. HO means Holdout, SI is the Street Index, Legality Ratings are taken from SR3 273. "R" in an Availability Rating refers to the Rating of the Item (see Availability under Misc Rules in GURPS: Shadowrun). For non-portable equipment (like the Cyberware Scanners for example) the HO Number is Vision roll modifier!

### ***Electronics***

SR3 286

<b>Name</b>	<b>HO</b>	<b>Weight</b>	<b>Cost</b>	<b>SI</b>	<b>Avail.</b>	<b>Legal</b>	<b>Notes</b>
Computer Memory (Non-Cyber)	NA	–	20 \$ × Mp	0,75	Always	Legal	
Telecom	–	30,0 lbs	1,5 × Memory Cost	1	Always	Legal	
<b>Communications</b>							
Wrist-Model Cellphone	-2	–	100 \$	,75	Always	Legal	
with Flip-Up Screen	–	–	150 \$	1	Always	Legal	
Handset Unit Cellphone	0	0,2 lbs	50 \$	,75	Always	Legal	
Earplug Unit Cellphone	+2	–	100 \$	1,5	Always	Legal	
Pager	+4	–	10 \$	1	Always	Legal	
Pocket Secretary	-3	0,5 lbs	2.000 \$	1	Always	Legal	
<b>Personal Computers</b>							
Table Top	–	20,0 lbs	Memory Cost	,75	Always	Legal	
Pocket	-3	2,0 lbs	5 × Memory Cost	1	Always	Legal	
Wrist	-2	–	20 × Memory Cost	1,5	Always	Legal	
Printer	NA	20,0 lbs	100 \$	1	Always	Legal	
<b>Data Display Systems</b>							
Data Unit	-3	4,0 lbs	Memory Cost	1	Always	Legal	Max Capacity: 1.000 Mp
Headset	-4	2,0 lbs	2 × Memory Cost	1,5	Always	Legal	Max Capacity: 500 Mp
Head-Up Display	NA	2,0 lbs	10 × Memory Cost	3	Always	Legal	Max Capacity: 200 Mp
<b>Credstick Verification Readers</b>							
Rating 1	–	2,0 lbs	12.000 \$	1	Always	Legal	Transaction Limit: 5.000 \$
Rating 3	–	2,0 lbs	60.000 \$	1	Always	Legal	Transaction Limit: 20.000 \$
Rating 3	–	2,0 lbs	45.000 \$	1	Always	Legal	Transaction Limit: 20.000 \$, Requires Matrix Access
Rating 5	–	2,0 lbs	100.000 \$	1	Always	Legal	Transaction Limit: 200.000 \$, Requires Matrix Access
Rating 7	–	2,0 lbs	Restricted	N/A	N/A	Legal	Transaction Limit: 500.000 \$, Requires Matrix Access
Rating 9	–	2,0 lbs	Restricted	N/A	N/A	Legal	Transaction Limit: 1.000.000 \$, Requires Matrix Access

## Tools

SR3 288

Name	HO	Weight	Cost	SI	Avail.	Legal	Notes
General Work Toolkit	-3	10,0 lbs	500 \$	2	-1/48h	Legal	
General Work Shop	-	-	5.000 \$	3	-4/72h	Legal	Transportable with a large van or small Truck
General Work Facility	-	-	100.000 \$	4	-10/7d	Legal	Immobile
Vehicle Work			2 × Cost				
Armory Work			2 × Cost				
Electronics Work			3 × Cost				
Computer Work			3 × Cost				
Cyberware Work			3 × Cost				

## Surveillance and Security

SR3 288, SR3 290 (Table)

Name	HO	Weight	Cost	SI	Avail.	Legal	Notes
<b>Vision Enhancers</b>							
Binoculars	-1	2,0 lbs	100 \$	0,8	Always	Legal	Magnification: 50×
Low-Light	-	-	+200 \$	1,25	+4/48h	Legal	
Thermographic	-	-	+250 \$	1,25	+4/48h	Legal	
Flashlight, Pocket	+6	-	10 \$	1	Always	Legal	
Flashlight, Large	+1	4,0 lbs	25 \$	1,25	Always	Legal	
Goggles	0	-	1.500 \$	1,5	+4/48h	Legal	
Low-Light	-	-	+500 \$	2	+2/48h	Legal	
Thermographic	-	-	+700 \$	2	+2/48h	Legal	
<b>Communications</b>							
Micro-Transceiver	+4	-	1.000 \$ × Rating	2	R+4/48h	8P-U	Mini Throat Mike, Earpiece and Transceivermodule. Rating × 2 Frequencies can be programmed
Subvocal Microphone	+6	-	500 \$	1,25	+1/48h	9P-U	
Transceiver	+2	-	500 \$ × Rating	2	R+4/48h	8P-U	Hand-Held. Rating × 2 Frequencies can be programmed
Signal Amplifier	-1	R lbs	250 \$ × Rating	1,5	R/R×12h	10P-U	Amplifies a devices Flux-Rating by the amplifier's rating
Signal Repeater	-	R×2 lbs	1.000 \$ × Rating	3	R/48h	6P-U	Repeats a given signal on another frequency using the repeaters flux rating
Simrig	+4	1,0 lbs	50.000 \$	2	0/2w	Legal	Externally worn basic Simrig, requires 1 Mp per Second of recording
Simlink	+2	1,0 lbs	25.000 \$ + (5.000 \$ × Rating)	2	0/2w	8P-U	Transmits Simrig data to a receiver Unit, Flux Rating is Rating/4
Vidlink Transmitter	+3	1,0 lbs	2.000 \$ × Rating	2	0/1w	8P-U	Flux Rating is Rating/2
Scanner	+4	2,0 lbs	100 \$ × Rating	2	R/24h	Legal	Radio Receiver, monitors frequencies or scan through a range of frequencies. A known signal is intercepted automatically, others not. (Rating vs target flux)
ECCM	-	-	+1.000 \$ per	+5 p	-1 per	Legal	Available for all broadcasting devices, all devices have ECCM 1 automatically, prices shown ar for additional levels

## Broadcast Encryption / Decryption

Encryption							
Rating 1-4	-	-	1.000 \$ × Rating	1	-/-	8P-V	
Rating 5-7	-	-	2.000 \$ × Rating	1	-/-	8P-V	
Rating 8-9	-	-	4.000 \$ × Rating	1	-/-	8P-W	
Rating 10	-	-	50.000 \$	1	-/-	8P-W	
Decryption							
Rating 1-4	-	-	2.000 \$ × Rating	1	-/-	8P-V	use Decrypt vs Encrypt+4
Rating 5-7	-	-	4.000 \$ × Rating	1	-/-	8P-W	
Rating 8	-	-	40.000 \$	1	-/-	8P-W	

## Surveillance Measures

SR3 289, SR3 292 (Table)

Name	HO	Weight	Cost	SI	Avail.	Legal	Notes
Data Codebreaker	-2	10,0 lbs	10.000 \$ × Rating	1,5	R-2/10d	4P-V	Decrypts data, roll vs. encryption program
Dataline Tap	+6	-	1.000 \$ × Rating	1,5	R/8d	6P-V	Taps into an existing dataline, copies and transmits the data (Flux is rating/4). Normally uses burst-transmission to avoid detection, can be used to create illegal Jackpoints.
Laser Microphone	-1	2,0 lbs	1.500 \$ × Rating	1,5	R+2/48h	6P-U	
Micro-Camcorder	+2	-	2.500 \$	2	+2/48h	8P-U	Uses either a Vidlink Transmitter or an internal 3h vid cartridge. Can be (de)activated remotely, by motion or by time. Size is 3×5×2 cm
Micro-Recorder	+3	-	500 \$ × Rating	2	+2/48h	8P-U	Small recording device, can record up to 6h. Activated remotely, by noise. Comes with a transmitter equal to the device rating
Shotgun Microphone	-1	2,0 lbs	1.000 \$ × Rating	1	R+3/36h	6P-U	Directional Microphone
Signal Locator (Standard)	-3	4,0 lbs	200 \$ × Rating	1,5	R+4/48h	8P-U	Receives GPS Coordinates from the tracking signal or it can be linked to other locators to triangulate the targets position. Can sweep transmission bands for other signals.
Signal Locator (AOD)	-3	4,0 lbs	500 \$ × Rating	1,5	R+2/48h	8P-U	Same as above, but activates the tracking signal through a code sequence on demand
Sony HB500 Portacam	-	7,0 lbs	2.200 \$	2	0/72h	Legal	Trideo Camera
Sony CB5000 Cybercam	-	11,0 lbs	2.700 \$	2	-1/72h	Legal	Cybernetically controllable Cybercamera, requires a tridlink adapter
Tridlink Adapter	0	2,0 lbs	700 \$	1	-2/72h	Legal	Allows users with a cyberjack to mentally control Trideo and Video cameras
Tracking Signal (Standard)	+3	-	500 \$ × Rating	2	R/72h	8P-U	A combined GPS and homing transmitter, 4cm diameter.
Tracking Signal (AOD)	+3	-	600 \$ × Rating	2	R-2/72h	8P-U	This Activate on Demand version transmits only when a coded signal is received and then only for five seconds.
Voice Identifier	-4	10,0 lbs	2.000 \$ × Rating	2	R-4/72h	5P-V	Designed to defeat Voice Masks, compares to a defined set of voices. Roll vs Mask Rating
Improved Concealability	-	-	ca. +50 % Base price per Point	?	?	?	Improves the Holdout Value

## Surveillance Countermeasures

SR3 291, SR3 292 (Table)

Name	HO	Weight	Cost	SI	Avail.	Legal	Notes
Bug Scanner	-3	2,0 lbs	500 \$ × Rating	1,5	R+2/48h	5P-V	Roll device rating vs (target rating - target flux rating). 30 min base time

Data Encryption System	-4	2,0 lbs	1.000 \$ × Rating	2	R+2/14d	4P-V	
Dataline Scanner	-4	2,0 lbs	100 \$ × Rating	2	R+2/14d	4P-U	Can detect dataline taps, roll scanner rating vs tap rating. Cannot determine location
Jammer	-4	10,0 lbs	1.000 \$ × Rating	1,5	R/72h	3P-U	ECM against broadcast signals. Flux Rating is device Rating×1,5. Roll vs. Target device rating + target ECCM rating.
Voice Mask	0	—	3.000 \$ × Rating	1,5	R-2/72h	5P-V	3cm disk, worn or held near the throat. Distorts and pitches the users voice. Cannot imitate the voices of others.
White Noise Generator	-3	2,0 lbs	1.500 \$ × Rating	1,5	R/72h	8P-U	Creates a field of random noise to mask the sounds in its area to defeat eavesdroppers or long-range microphones. Roll Rating vs Rating

### Data Encryption / Decryption

SR3 292, SR3 293 (Table)

Name	HO	Weight	Cost	SI	Avail.	Legal	Notes
<b>Encryption</b>							
Rating 1-3	—	—	50 \$ × Rating <sup>2</sup>	1	-/-	8P-V	
Rating 4-6	—	—	100 \$ × Rating <sup>2</sup>	1	-/-	8P-V	
Rating 7-9	—	—	250 \$ × Rating <sup>2</sup>	1	-/-	8P-W	
Rating 10+	—	—	500 \$ × Rating <sup>2</sup>	1	-/-	8P-W	
<b>Decryption</b>							
Rating 1-3	—	—	100 \$ × Rating <sup>2</sup>	1	-/-	8P-V	use Decrypt vs Encrypt+4
Rating 4-6	—	—	200 \$ × Rating <sup>2</sup>	1	-/-	8P-W	
Rating 7-9	—	—	500 \$ × Rating <sup>2</sup>	1	-/-	8P-W	
Rating 10+	—	—	1.000 \$ × Rating <sup>2</sup>	1	-/-	8P-W	

### Security Measures

SR3 292, SR3 294 (Table)

Name	HO	Weight	Cost	SI	Avail.	Legal	Notes
<b>Chem Sniffer</b>							
Hand-Held	0	2,0 lbs	10.000 \$ × Rating	2	R/72h	8P-U	See Weapon Detection, SR3 237. (Basically: Rating vs Concealability)
Doorway	0	—	20.000 \$ × Rating	3	R-2/2w	9P-U	
Containment Menacles	—	10,0 lbs	2.500 \$	2	-4/1w	4P-V	Designed for wrists and ankles, these menacles incorporate a mechanism that clamps down with agonizing pressure on tendon and bone if combat cyberware is activated
<b>Cyberware Scanner</b>							
Hand-Held	0	2,0 lbs	2.000 \$ × Rating	2	R/72h	8P-U	See Weapon Detection, SR3 237. (Basically: Rating vs SR(3) for conventional cyberware, SR(6) for Alphaware, more if Beta- or Deltaware)
Doorway	-4	—	4.000 \$ × Rating	3	R-2/2w	9P-U	
Headjammer	-3	2,0 lbs	1.200 \$ × Rating	2	R/72h	5P-V	Stuns prisoner if he tries to activate any communication equipment, both implanted and carried. Roll HT-Rating. It jams the signal like an ECM with the same Rating
<b>Identification Scanner</b>							
Thumbprint	—	—	200 \$ × Rating	1	R/72h	Legal	
Palmprint	—	—	300 \$ × Rating	2	R-1/72h	Legal	
Retinal	—	—	1.000 \$ × Rating	3	R-2/72h	Legal	

Jackstopper	+4	—	100 \$	2	0/48h	8P-V	Dummy plug for data- and chipjacks: A quick-bonding epoxy seals them in the jack.
Magnetic Anomaly Detector							
Hand-Held	0	2,0 lbs	2.500 \$ × Rating	2	R/36h	8P-U	
Doorway	-4	—	5.000 \$ × Rating	3	R-2/2w	9P-U	
Maglocks							
Rating 1-3	—	—	75 \$ × Rating	0,75	R+1/2d	Legal	
Rating 4-6	—	—	100 \$ × Rating	1	R-1/3d	Legal	
Rating 7-9	—	—	150 \$ × Rating	1,25	R-3/3,5d	Legal	
Rating 10+	—	—	250 \$ × Rating	1,5	R-5/4d	Legal	
Biometric Maglock	—	—	350 \$ × Rating	2	R-4/5d	Legal	Rating 7+ Maglocks using any Identification scanners mentioned above. (+2 to effective device rating for attempts to bypass them.)
PANICBUTTON™ Hook-Up	+4	—	1.000 \$	1	Always	Legal	
Restraints							
Metal	-3	1,0 lbs	20 \$	1	0/48h	6P-U	
Plasteel	-3	—	50 \$	1	0/48h	9P-U	
Skilltwitchers	+3	—	200 \$	2	-2/72h	4P-V	Jams Skillwire implants. When jacked, it imposes a penalty to all Active Skill use (whether from a skillsoft or not) equal to the victims Skillwire Rating. Frequently combined with Jackstoppers to make removal difficult.
Squealer	-2	—	100 \$	2	-2/48h	Legal	Rating 5 alert system that activates when the wearer approaches a specified distance of a restricted area (1 <sup>st</sup> polite warning, 2 <sup>nd</sup> call to security & siren)

### Security Countermeasures

SR3 293, SR3 294 (Table)

Name	HO	Weight	Cost	SI	Avail.	Legal	Notes
Gas Detection System	-1	2,0 lbs	1.000 \$ × Rating	2	R/7d	Legal	Rating vs. 6 to detect various knockout, toxic and military gases.
Maglock Passkey (illegal)	-3	2,0 lbs	10.000 \$ × Rating	3	R×2/10d	4P-V	Use of illegal keys often leaves the lock scrambled or sluggish in response.
Sequencer	-2	4,0 lbs	500 \$ × Rating <sup>2</sup>	3	R×2/2w	4P-V	Designed against Keypad Systems, must be attached to the circuits of the Device.
Ultrasound Detector	-4	—	40 \$	3	-2/72h	Legal	
Ultrasound Detector/Emitter	-2	1,0 lbs	400 \$ × Rating	3	R/72h	8P-V	Roll Emitter vs. Device, if successful 1 m/s is safe. Successful Stealth(Rating) or moving slower increases chances.
Wire Clippers	-6	2,0 lbs	25 \$	1	Always	Legal	

### Survival Gear

SR3 293, SR3 295 (Table)

Name	HO	Weight	Cost	SI	Avail.	Legal	Notes
Chemsuit	—	2,0 lbs	200 \$ × Rating	1	R+4/Rd	Legal	NBC Suit: booted Coveralls, hooded poncho, middens, Head transparent in front of the face and fitted with an air filter. This suit is not fully sealed.
Climbing Gear							
Ascent/Cescent Harness	-3	0,5 lbs	75 \$	1	Always	Legal	
Ascent/Descent Kit	-3	4,0 lbs	250 \$	1	Always	Legal	This includes: Harness, Gloves, carabiners, crampons etc, but no rope.

Rappelling Gloves	+3	—	70 \$	1	Always	Legal	
Rope (50m)	-3	2,0 lbs	125 \$	1	Always	Legal	
Grapple Gun	+2	4,5 lbs	450 \$	2	0/36h	4P-U	½ DAM, MAX = 50m, Acc 0, SS 13, use any of Guns(Rifles), Guns(Pistols) or Crossbow. Used at a weapon it does 1d Cr. damage. Rated strength: 2.000 lbs
Grapple Line (100m)	-3	4,0 lbs	50 \$	2	0/36h	Legal	
Stealth Grapple Line	-3	6,0 lbs	85 \$	3	-2/72h	6P-V	Touched with a catalyst stick causes it to crumble to dust within seconds.
Catalyst Stick	+3	—	120 \$	2	-2/72h	Legal	Reusable.
Micro Flare Launcher	0	4,0 lbs	50 \$	1	Always	Legal	Pensized, ½ DAM, MAX = 200m, Acc 0, SS 9, use Guns (Pistols). Used as a weapon it does 1d Cr. damage and will ignite flammable material.
Micro Flares	+4	—	75 \$	1	Always	Legal	Red, white or green available, illuminates an area equal to one city block for about 30 seconds, negates poor lighting modifiers.
Nav-Dat GPS	-2	1,0 lbs	700 \$	1	0/48h	Legal	Accuracy: 2m. Maps of all sort can be uploaded in various detail levels. The device is accessible by a datajack and has a numerous navigational functions.
Ration Bars (10 days)	—	2,0 lbs	30 \$	1	+2/48h	Legal	
Respirator	—	2,0 lbs	500 \$	2	Always	Legal	Small (20×10 cm) connected to a full or partial face mask, provides air for 4 hours of moderate exertion. Partially protects from damaging gasses.
Pressure Regulator	—	1,0 lbs	250 \$	2	-2/48h	Legal	Allows underwater-usage of a Respirator.
Survivial Kit	—	4,0 lbs	100 \$	1	Always	Legal	Generic Survival equipment: flares, small utility knife, lighter, matches, compass, lightweight thermal blanket, ration bars, water purification unit ...

### Skillsofts and Chips

SR3 295, SR3 296 (Table)

Name	HO	Weight	Cost	SI	Avail.	Legal	Notes
Activesoft	+6	—	100 \$ × Mp	1,25	-2/4d	Legal	Streetindex and Availability will vary with very high rated or illegal Programs.
Datasoft	+6	—	Special	1,25	0/4d	Special	Cost and Legality depend on the value of the data on the chip.
Knowsoft	+6	—	150 \$ × Mp	1,25	-1/4d	Legal	Streetindex and Availability will vary with very high rated or illegal Programs.
Linguasoft	+6	—	50 \$ × Mp	1,25	-2/36h	Legal	Streetindex and Availability will vary with very high rated or illegal Programs.
Skillsoft Jukebox	-3	—	20 \$ × Mp × Ports	1	+1/72h	Legal	A portable computer with numerous ports for slotting skillsofts, connected via fiber-optic to a data- or chipjack. Selection through keypad, voice or mental command (only datajack). Mp in price is the maximum program size.
Optical Memory Chip	+6	—	5 \$ × Mp	1	Always	Legal	Empty Datachip
Autonav Map Chip	+6	—	25 \$	1	Always	Legal	Available for all urban areas, allows rating 2 (SR) autonav to plot and follow routes.

### Rigger and Vehicle Gear

SR3 305, SR3 306 (Table)

Name	HO	Weight	Cost	SI	Avail.	Legal	Notes
Datajack Port	—	30,0 lbs	2.500 \$	1.5	Always	Legal	Gives +1 to all control rolls of the vehicle for a driver with a datajack. Does not support Vehicle Control Rigs. Price doubles for Motorcycles.
Remote Control Gear	—	20,0 lbs	5.000 \$	2	Always	Legal	Enables the Vehicle to be remote controlled by a rigger using a Remote Control Deck. The Vehicle gains a Level 10 Autopilot program if none was added yet.
Vehicle Control Gear	—	4,0 lbs	2.500 \$	2	Always	Legal	Adapts a Datajack Port or a Remote Control Gear to allow a character with a VCR to rig the vehicle. The Vehicle must have some basic sensors and Computerized Controls to be effectively controlled by the rigger.
Remote Control Deck	—	6,0 lbs	5.000 \$ × Rating	2	R+3/72h	Legal	
Remote Control Deck ECCM							



## **GURPS: Shadowrun – Cyberware List**

This Document gives you a list of Shadowrun Cyberware. Page References are to the English Shadowrun 3.0 Sourcebook (SR3) and to the English Shadowrun Men and Machine (SRMM) Sourcebook from FanPro. SI is the Street Index, Legality Ratings are taken from SR3 273. "R" in an Availability Rating refers to the Rating of the Item (see Availability under Misc Rules in GURPS: Shadowrun).

### **Headware**

SR3 298

Name	Essence	Wgt.	Cost	SI	Avail.	Legal	Notes
Chipjack	0,20	0,0 lbs	1.000 \$	0,9	+1/72h	Legal	
Datajack	0,20	0,0 lbs	1.000 \$	0,9	Always	Legal	
Headware Memory	Mp / 300	0,0 lbs	150 \$ × Rating	1	+1/24h	Legal	
Data Lock							
Knowsoft Link							
Tooth Compartement							
Breakable							
Storage							
Cranial Bombs							
Kink Bomb							
Micro Bomb							
Area Bomb							
<b>Communications</b>							
Commlink	0,005 × Rating <sup>2</sup>						Scanner
Radio	0,01 × Rating <sup>2</sup>						
Radio Receiver	0,005 × Rating <sup>2</sup>						
Subvocal Microphones							
Cellphone	0,10	0,0 lbs	3.700 \$	,9	+1/24h	Legal	Cellphone with a device rating of 2 for the purposes of ECM. 5 Mp of memory are available for storage of incoming calls/faxes/etc. Accessible via Datajack, Data or Image Link

### **Headware – Cybereyes**

SR3 300

Name	Essence	Wgt.	Cost	SI	Avail.	Legal	Notes
Cybereye Replacement	0,20	0,0 lbs	5.000 \$	0,75	+2/24h	Legal	Includes both eyes and 0,50 "Essence Space" for upgrades without affecting the Character's Essence. A character with natural Night Vision or Infravision will lose those advantages (without gaining extra Character Points!) if cybereyes are implanted.



<b>Cybereye Upgrades</b>							
Camera	0,40	0,0 lbs	5.000 \$	2	-2/24h	Legal	Photo Camera, includes a chip which can store about 60 photographs. Exchangeable through a port in the eye
Display Link	0,00	0,0 lbs	1.000 \$	1	0/36h	Legal	Text-only information (from a datajack or from headware memory) can be displayed in the character's field of vision.
Flare Compensation	0,10	0,0 lbs	2.000 \$	1,25	-1/48h	Legal	
Image Link	0,10	0,0 lbs	1.600 \$	2	0/48h	Legal	Like a Display Link, but can also display images including video feeds.
Low-Light	0,20	0,0 lbs	3.000 \$	1,25	0/36h	Legal	Provides light-intensification similar to the Night Vision Advantage
Opticam	0,50	0,0 lbs	20.000 \$	2	-1/72h	Legal	Video Camera, records what the user sees either into Headware Memory or pipes it through a Datajack
Protective Covers	0,00	0,0 lbs	500 \$	1,5	0/48h	Legal	Protects both cybernetic and natural eyes against impact and particles. Treat as rigid DR 3 armor against all attack to the eyes.
Retinal Clock	0,00	0,0 lbs	450 \$	1	+1/24h	Legal	Displays an accurate time/date stamp in the users field of vision. Includes alarm, timer and stopwatch-style operation. It is similar to the Absolute Timing advantage, except that it cannot wake the character or do similar "active" actions.
Retinal Duplication	0,20	0,0 lbs	25.000 \$ × Rating	2	-4/7d	3-Q	Duplication of another Persons retinal pattern, either as a retinal modification or as a stored pattern in a cybereye.
Thermographic	0,20	0,0 lbs	3.000 \$	1,25	0/36h	Legal	Infrared vision, similar to the Infravision Advantage.
Optical Vision Enhancement	0,20	0,0 lbs	5.000 \$ × Rating	1	0/48h	Legal	Available in ratings 1-3, gives a vision bonus equal to its rating.
Electronic Vision Enhancement	0,10	0,0 lbs	7.500 \$ × Rating	1	-2/48h	Legal	Available in ratings 1-3, gives a vision bonus equal to its rating.

### **Headware – Cyberears**

SR3 300

<b>Name</b>	<b>Essence</b>	<b>Wgt.</b>	<b>Cost</b>	<b>SI</b>	<b>Avail.</b>	<b>Legal</b>	<b>Notes</b>
Cyberear Replacement	0,20	0,0 lbs	4.000 \$	0,8	+2/24h	Legal	Includes both ears and 0,50 "Essence Space" for upgrades without affecting the Character's Essence.
<b>Cyberear Upgrades</b>							
Dampener	0,10	0,0 lbs	3.500 \$	0,75	+2/24h	Legal	
Hearing Amplification	0,20	0,0 lbs	3.500 \$	1,25	0/48h	Legal	Boosts the ear's sensitivity across the spectrum. The effect is similar to a shotgun micropohne with the user able to hear ten times closer to the sound source. A dampener is highly recommended with this system.
High Frequency	0,10	0,0 lbs	3.000 \$	1,25	0/48h	Legal	
Low Frequency	0,10	0,0 lbs	3.000 \$	1,25	0/48h	Legal	
Recorder	0,30	0,0 lbs	7.000 \$	2	-4/48h	12P-N	Like a "tape deck", includes a 1 Mp mini-chip, good for 300 seconds.
Select Sound Filter	0,20	0,0 lbs	10.000 \$ × Rating	1,25	-2/48h	Legal	Maximum Level: 5, adds this as a bonus to all Hearing rolls.

### **Bodyware**

SR3 300, SRMM where noted





## ***GURPS: Shadowrun – Cost of Living***

This table gives you a clue how much you will pay for what you call "home" per month. The given Values are only recommendations, if you want better food, just pay for it.

<b>Type</b>	<b>Residence</b>	<b>Food</b>
Street	0 \$ / m <sup>2</sup>	0 \$ / month
Squatter	1 \$ / m <sup>2</sup>	50 \$ / month
Low	25 \$ / m <sup>2</sup>	500 \$ / month
Middle	40 \$ / m <sup>2</sup>	2.500 \$ / month
High	60 \$ / m <sup>2</sup>	3.500 \$ / month
Luxury	125 \$ / m <sup>2</sup>	25.000 \$ / month

## GURPS: Shadowrun – Ammunition Types

This document gives you an overview over ammunition types in use with GURPS: Shadowrun. Use this table to determine the effects of ammunition in use. Remember, not the Gun but the Bullet determines the damage. Ref is the GURPS Page Reference, A.Div means Armor Divisor, a value greater than 1 there indicates, whether the AP rules of halving penetrating damage are in effect. I took the more specialized rules from the different Sourcebooks. The full rules can be found in GURPS Vehicles.

### Smallarms

Name	Ref.	DAM	A.Div	1/2 D	MAX	Notes
<i>Armor Piercing Saboted (APS)</i>	UT 44	+1/d	(2)	+50%	+50%	
<i>Plastic Bullets</i>	UT 44	1/2		1/2	1/2	
<i>Explosive Bullets</i>	UT 44	-1/d + 1d exp.	(1/2)			Explosive Damage: On personal Armor only Blunt Trauma (at 5-6), if bullet penetrates it does 1dX5 damage. 50% chance setting fire to flammables.
<i>Armor Piercing Hollow Point (APHP)</i>	UT2 51					A combination of AP and HP rounds: If Damage before DR is > 3xDR, treat as HP, else as AP.
<i>Shaped-Charge 10mm Rounds</i>	UT2 51	3d exp. + 1d-4 exp.	(10)			Damage not reduced after 1/2 DAM, first damage against the target hit, other is regular explosion damage for anyone nearby (B121). DR of nearby targets is not reduced.
<i>Shaped-Charge 12.7mm Rounds</i>	UT2 51	4d exp. + 1d-3 exp.	(10)			See above
<i>Shaped-Charge 12.7mmCP Rounds</i>	--	2d exp. + 1d-5 exp.	(10)			See above, special rules for shorter bullets of pistol-sized smallarms.
<i>Generic Hollow Point (HP)</i>	V 102		(1/2)			Damage that penetrates DR gets multiplied by 1.5
<i>Generic Armor Piercing (AP)</i>	V 102		(2)			Damage that penetrates DR gets halved
<i>Semi Armor Piercing High Explosive (SAPHE)</i>	V 103	+ 1d exp.	(1/2)			This is a regular round, with an explosive charge added. Armor against the regular round is doubled. If the explosive charge goes off in flesh, damage is y5d.
<i>Armor Piercing Explosive (APEX)</i>	V 103	+ 1d-2 exp	(2)			This is a regular round, with an explosive charge added. Armor against the regular round is halved. If the explosive charge goes off in flesh, damage is 3d.
<i>Subsonic Ammunition</i>	CII 36	-33%		1/2	1/2	Like normal ammunition, but subsonic for use in conjunction with a silencer. Cost is like the corresponding regular round. Subsonic Ammunition is available for Standard, AP(S), HP and APHP.
<i>Silencer / Sound Suppressor Effects</i>	CII 36	-25%		-33%	-33%	Like normal ammunition, but in conjunction with a silencer or sound suppressor.

### Shotgun Ammunition

Name	Ref.	DAM	A.Div	1/2 D	MAX	Notes
<i>Shot Shells</i>	UT2 52					+1 toHit Bonus at all ranges, Roll each die individually against DR
<i>Shotgun Slugs</i>	UT2 52			x3	x5	x2 Wounding Multiplier after DR due to size.
<i>Dragon</i>	UT2 52	5d				Incendiary load, covers an area two hexes wide and six long. Roll once for each target.
<i>Flechette</i>	UT2 52			-10	-10	Treat it as shot, except that damage becomes Impaling and that Flechettes cannot penetrate rigid armor.
<i>Chemical</i>	UT2 52	1d cr.				Contains three doses of a biochemical agent (see Bio-Tech and UT70). Cost of the agent adds to the cost of a shot.
<i>Stun</i>	UT2 52					Damage halves after DR, except for knockback purposes.
<i>Armor Piercing Shot or Slug</i>	UT2 52		(2)			
<i>Shaped-Charge 18.5mm Rounds</i>	UT2 51	5d+2 exp. + 1d-1 exp.	(10)			See above

## Ammunition Types

### Gyroc Launchers

Name	Ref.	DAM	A.Div	½ D	MAX	Notes
<i>Armor Piercing Explosive (APEX)</i>	UT 46	8d + 1d+3 exp.	(2)			Explosive Damage in flesh is multiplied by 5, 50% chance of setting fire to flammables.
<i>Chemical Rounds (CHEM)</i>	UT 46	1d				Chemical filling which covers one hex for three seconds. Cost of the agent adds to the cost of a shot.
<i>High Explosive (HEX)</i>	UT 46	4d + 2d exp.				Explosive Damage in flesh is multiplied by 5, 66% chance of setting fire to flammables.
<i>Standard Light Anti-Personell (SLAP)</i>	UT 46	6d				Damage Multiplier is 1½
<i>Stingray [Stun]</i>	UT 46	1d				Victim rolls HT: Crit. Success: nothing; Success: loses 1d Fatigue; Failure: loses 3d fatigue; Crit. Failure: Heart stops, CPR necessary (see UT 46)
<i>Flare</i>	UT2 55	1d cr. + 1d burn				Burns for one minute, HT roll if looking at impact point without anti-glare goggles, blind vor (20-HT) secs.
<i>Salvo [Flechette]</i>	UT2 55	2d imp. per flechette		20%	20%	Salvo opens after 2 yards to a cluster of 8 flechettes. Use the autofire rules and multiply the number of salvo rounds fired by 8 to get effective RoF.

### Grenades, both throwable and launchable

Name	Ref.	DAM	A.Div	½ D	MAX	Notes
<i>Aerodynamic Grenades</i>	UT2 65			3xST	5xST	½ DAM is for ACC Purposes only. SS is 10, Acc is 2. Any grenade can be made aerodynamic
<i>Chemical Grenades</i>	UT 67					Chemical filling which covers six hexes for a maximum of 300 seconds (divide by wind speed in mph). Chem grenades cost equal to ten doses of the filling.
<i>Concussion Grenades</i>	UT 67	6dX2				Fragmentation is limited to whats picked up. See B121f
<i>Flare Grenades</i>	UT 68					Burns for five minutes, (HT roll if you look into it, blind for 20-HT turns).
<i>Fragmentation Grenades</i>	UT 68	6dX2 + 2d cut				See B121 for explosion rules
<i>Flash-Bang Grenades</i>	UT2 65	Stun				Without Protection HT-5 or stun, HT (eye and ear protection), HT-2 (eye or ear protection). Roll to wake up with the same modifiers!
<i>Concussion Mini Grenades</i>	UT2 67	1d+2				See above
<i>Fragmentation Mini Grenades</i>	UT2 67	1d+2 + 1d cut.				See above
<i>Chemical Mini Grenades</i>	UT2 67					See above, except that they cover only a 2-hex radius
<i>Flare Mini Grenades</i>	UT2 67					See above, except that it has ¼ the radius of effect.
<i>Flash-Bang Mini Grenades</i>	UT2 67					See above, except that it has ¼ the radius of effect.

### Special Grenade Launcher Grenades

Name	Ref.	DAM	A.Div	½ D	MAX	Notes
<i>Shaped-Charge Grenades</i>	UT 68	4dX2	(10)			
<i>Stun Baton Grenades</i>	UT2 65	4d cr.		20%		Full knockback, damage penetrating DR is halved
<i>Flechette Grenades</i>	UT2 66	8d+8 imp.		8%	20%	Use Shotgun Rules, DR is applied separately to each 1d+1
<i>High Explosive Squash Head (HESH) Grenades</i>	UT2 66	6dX2				If a HESH round scores a direct hit and fails to penetrate armor, apply 10% of the damage rolled to 1% of DR, drop all fractions.
<i>High Explosive Squash Head (HESH) Mini Grenades</i>	UT2 67	1d+2				See above
<i>Flechette Mini Grenades</i>	UT2 67	4d+4 imp.		8%	20%	See above
<i>Shaped-Charge Mini Grenades</i>	UT2 67	4d	(10)			
<i>Stun Baton Mini Grenades</i>	UT2 67	2d cr.				See above

## GURPS: Shadowrun – Ammunition Costs

This document gives you an overview over ammunition costs in Gurps Shadowrun. Availability is a SR construct: The first number is the skill modifier to get the item, ("- " means automatic availability), the second one the required time ("- " means instantly). SI is the Street Index. Multiply WPS with the SI to get the black-market prices.

### Standard Ammunition

Caliber	WPS	CPS	Avail.	SI
7mm CP	0,00650 lbs	1 \$	-/-	1
9mm CP	0,01350 lbs	1 \$	-/-	1
10mm CP	0,01875 lbs	2 \$	-/-	1
12,7mm CP	0,03850 lbs	4 \$	-/-	1
5,5mmCR	0,01250 lbs	1 \$	-2/24h	1
5,7mm CL	0,00150 lbs	1 \$	-2/24h	1
6,85mm CR	0,02000 lbs	2 \$	-3/24h	1
7,7mm CR	0,02850 lbs	3 \$	-4/36h	1
10mm CR	0,03750 lbs	4 \$	-6/3d	1,5
10mm CLR	0,06000 lbs	6 \$	-8/3d	1,5
12,7mm CR	0,15000 lbs	15 \$	-12/1w	2

### Armor Piercing Saboted (APS)

Caliber	WPS	CPS	Avail.	SI
7mm CP	0,00433 lbs	3 \$	-2/24h	2
9mm CP	0,00900 lbs	7 \$	-2/24h	2
10mm CP	0,01250 lbs	9 \$	-2/24h	2
12,7mm CP	0,02567 lbs	19 \$	-2/24h	2
5,5mmCR	0,00833 lbs	6 \$	-4/48h	2
5,7mm CL	0,00100 lbs	6 \$	-4/48h	2
6,85mm CR	0,01333 lbs	10 \$	-5/48h	2
7,7mm CR	0,01900 lbs	14 \$	-6/3d	2
10mm CR	0,02500 lbs	19 \$	-8/3d	3
10mm CLR	0,04000 lbs	30 \$	-12/1w	3
12,7mm CR	0,10000 lbs	75 \$	-16/2w	4

### Plastic Bullets

Caliber	WPS	CPS	Avail.	SI
7mm CP	0,00650 lbs	1 \$	-/-	1
9mm CP	0,01350 lbs	1 \$	-/-	1
10mm CP	0,01875 lbs	2 \$	-/-	1
12,7mm CP	0,03850 lbs	4 \$	-/-	1
5,5mmCR	0,01250 lbs	1 \$	-2/24h	1
5,7mm CL	0,00150 lbs	1 \$	-2/24h	1
6,85mm CR	0,02000 lbs	2 \$	-3/24h	1
7,7mm CR	0,02850 lbs	3 \$	-4/36h	1
10mm CR	0,03750 lbs	4 \$	-6/3d	1,5
10mm CLR	0,06000 lbs	6 \$	-8/3d	1,5
12,7mm CR	0,15000 lbs	15 \$	-12/1w	2

### Explosive Bullets

Caliber	WPS	CPS	Avail.	SI
7mm CP	0,00433 lbs	1 \$	-1/12h	1,5
9mm CP	0,00900 lbs	3 \$	-1/12h	1,5
10mm CP	0,01250 lbs	4 \$	-1/12h	1,5
12,7mm CP	0,02567 lbs	8 \$	-1/12h	1,5
5,5mmCR	0,00833 lbs	3 \$	-3/24h	1,5
5,7mm CL	0,00100 lbs	2 \$	-3/24h	1,5
6,85mm CR	0,01333 lbs	4 \$	-4/48h	1,5
7,7mm CR	0,01900 lbs	6 \$	-4/48h	1,5
10mm CR	0,02500 lbs	8 \$	-8/3d	2,5
10mm CLR	0,04000 lbs	12 \$	-8/3d	2,5
12,7mm CR	0,10000 lbs	30 \$	-12/1w	3

### Armor Piercing Hollow Point (APHP)

Caliber	WPS	CPS	Avail.	SI
7mm CP	0,00650 lbs	4 \$	-2/24h	2
9mm CP	0,01350 lbs	8 \$	-2/24h	2
10mm CP	0,01875 lbs	11 \$	-2/24h	2
12,7mm CP	0,03850 lbs	23 \$	-2/24h	2
5,5mmCR	0,01250 lbs	8 \$	-4/48h	2
5,7mm CL	0,00150 lbs	7 \$	-4/48h	2
6,85mm CR	0,02000 lbs	12 \$	-5/48h	2
7,7mm CR	0,02850 lbs	17 \$	-6/3d	2
10mm CR	0,03750 lbs	23 \$	-8/3d	3
10mm CLR	0,06000 lbs	36 \$	-12/1w	3
12,7mm CR	0,15000 lbs	90 \$	-16/2w	4

### Shaped-Charge

Caliber	WPS	CPS	Avail.	SI
12,7mm CP	0,03850 lbs	5 \$	-4/48h	5
10mm CR	0,03750 lbs	11 \$	-12/1w	6
10mm CLR	0,06000 lbs	18 \$	-12/1w	6
12,7mm CR	0,15000 lbs	45 \$	-18/2w	8

## Ammunition Costs

### Generic Hollow Point (HP)

Caliber	WPS	CPS	Avail.	SI
7mm CP	0,00650 lbs	1 \$	-1/12h	1
9mm CP	0,01350 lbs	2 \$	-1/12h	1
10mm CP	0,01875 lbs	3 \$	-1/12h	1
12,7mm CP	0,03850 lbs	6 \$	-1/12h	1
5,5mmCR	0,01250 lbs	2 \$	-3/24h	1
5,7mm CL	0,00150 lbs	2 \$	-3/24h	1
6,85mm CR	0,02000 lbs	3 \$	-4/36h	1
7,7mm CR	0,02850 lbs	4 \$	-5/48h	1
10mm CR	0,03750 lbs	6 \$	-7/3d	1,5
10mm CLR	0,06000 lbs	9 \$	-9/4d	1,5
12,7mm CR	0,15000 lbs	23 \$	-13/1w	2

### Generic Armor Piercing (AP)

Caliber	WPS	CPS	Avail.	SI
7mm CP	0,00650 lbs	2 \$	-/-	1
9mm CP	0,01350 lbs	4 \$	-/-	1
10mm CP	0,01875 lbs	6 \$	-/-	1
12,7mm CP	0,03850 lbs	11 \$	-/-	1
5,5mmCR	0,01250 lbs	4 \$	-2/24h	1
5,7mm CL	0,00150 lbs	3 \$	-2/24h	1
6,85mm CR	0,02000 lbs	6 \$	-3/24h	1
7,7mm CR	0,02850 lbs	8 \$	-4/36h	1
10mm CR	0,03750 lbs	11 \$	-6/3d	1,5
10mm CLR	0,06000 lbs	18 \$	-8/3d	1,5
12,7mm CR	0,15000 lbs	45 \$	-12/1w	2

### SAPHE

Caliber	WPS	CPS	Avail.	SI
10mm CR	0,02500 lbs	8 \$	-8/3d	3
10mm CLR	0,04000 lbs	12 \$	-10/1w	3
12,7mm CR	0,10000 lbs	30 \$	-16/2w	5

### APEX

Caliber	WPS	CPS	Avail.	SI
10mm CR	0,03750 lbs	19 \$	-12/1w	4
10mm CLR	0,06000 lbs	30 \$	-14/1w	4
12,7mm CR	0,15000 lbs	75 \$	-18/2w	7

### 18,5mm Shotgun Ammunition

Type	WPS	CPS	Avail.	SI
Shots	0,12000 lbs	2 \$	-/-	1
Slugs	0,12000 lbs	2 \$	-/-	1
Dragon	0,12000 lbs	4 \$	-3/24h	2
Flechette	0,12000 lbs	4 \$	-2/24h	1,5
Chemical	0,12000 lbs	2 \$	-/-	1
Stun	0,12000 lbs	2 \$	-/-	1
AP Shot	0,12000 lbs	6 \$	-2/24h	2
AP Slug	0,12000 lbs	6 \$	-2/24h	2
Shaped-Charge	0,12000 lbs	6 \$	-12/1w	8

### Gyroc Ammunition

Type	WPS	CPS	Avail.	SI
APEX	0,20000 lbs	13 \$	-10/2w	12
CHEM	0,20000 lbs	3 \$	-6/3d	6
HEX	0,20000 lbs	8 \$	-8/3d	10
SLAP	0,20000 lbs	4 \$	-8/3d	10
Stingray	0,20000 lbs	8 \$	-5/48h	6
Flare	0,20000 lbs	4 \$	-5/48h	6
Salvo	0,20000 lbs	8 \$	-8/3d	10

### Grenades (40mmCGL)

Type	WPS	CPS	Avail.	SI
Chemical	1,00000 lbs	spcl.	spcl.	spcl.
Concussion	1,00000 lbs	30 \$	-2/24h	1
Flare	1,00000 lbs	30 \$	-/-	1
Fragmentation	1,00000 lbs	30 \$	-2/24h	1
Flash-Bang	1,00000 lbs	30 \$	-1/12h	1
Shaped-Charge	1,00000 lbs	45 \$	-12/1w	8
Stun-Baton	1,00000 lbs	30 \$	-1/12h	1
Flechette	1,00000 lbs	45 \$	-2/24h	1,5
HESH	1,00000 lbs	45 \$	-3/24h	1,5
Aerodynamic	N/A	+5,00 \$	N/A	N/A

### Mini-Grenades (20mmCGL)

Type	WPS	CPS	Avail.	SI
Chemical	0,12500 lbs	spcl.	spcl.	spcl.
Concussion	0,12500 lbs	5 \$	-3/24h	2
Flare	0,12500 lbs	5 \$	-1/12h	2
Fragmentation	0,12500 lbs	5 \$	-3/24h	2
Flash-Bang	0,12500 lbs	5 \$	-2/24h	2
Shaped-Charge	0,12500 lbs	8 \$	-14/1w	16
Stun-Baton	0,12500 lbs	5 \$	-2/24h	2
Flechette	0,12500 lbs	8 \$	-3/24h	3
HESH	0,12500 lbs	8 \$	-4/48h	3



Holdout / Concealability Conversion

<b>Conc</b>	<b>HO</b>
x	x-6

**Availability Target Numbers**

SR	GURPS
x	(x-4)*-1