

EQUIPMENT

PERSONAL ARMOR

Type: the type or name of the item.

Conceal: The bonus or penalty to spot the armor for what it is (important if armor is not allowed or illegal in certain areas).

rPD: The armor bonus applied against Physical Weapons or attacks

rED: The armor bonus applied against Energy Weapons or attacks.

Wt.: The item's weight in Kilograms

Nuyen: The cost of the item in nuyen

Notes: Long Coats grant a -2 the Concealability of items hidden inside them.

The following table lists the different types of clothing and the hit locations they cover.

Type	Location
Helmet	3-5
Gloves	6
Forearm Guards	7-8
Jacket	7-13
Shirt	7-12
Business Suit	7-16
Formal Dress	7-16
Long Coat/Overcoat	7-16
Vest	9-12
Mini-skirt	13-14
Pants	13-16
Thigh-High Boots	14-18
Shin/Knee Guards	15-16
High Boots	15-18
Low Boots/Shoes	17-18

ARMOR CLOTHING

Armor Clothing is the top of the line in civilian personal protection. Constructed from the same high tech materials as Kevlar Clothing, this armor replaces the thin plates of that brand with thicker plates covering more of the body. Armor Clothing is not subtle, as the plates are far easier to spot than any other personal armor. It is intended for those who walk dangerous neighborhoods and can afford to protect themselves with the best.

Power: Armor; **Adv:** None; AP: varies; **Lim:** IIF (-.5); Independent (-2); Coverage (varies); Real Armor (-.25); Half Mass (-.5)

Type	Conceal	rPD	rED	Wt.	Cost
Gloves	0	+3	+2	0.9	110
Jacket	0	+5	+2	3.1	1105
Long Coat	0	+4	+2	3.8	1920
Vest	0	+5	+2	1.9	575
Pants	0	+3	+2	3.1	630
Thigh-High Boots	0	+3	+2	3.1	750
High Boots	0	+3	+2	1.9	575
Low Boots/Shoes	0	+3	+2	1.3	260

ARMORED DUSTER

Inspired by an ancient movie, some say, the Armored Duster is designed to be nearly impenetrable to small arms fire. It will stop Armor Piercing Rounds just as well as standard rounds. It achieves the effect by a remarkable material that allows it to bend and stretch an incredible amount but is difficult to break. This material outside, combined with Kevlar and other high-tech protective weaves as an inner layer, effectively stop Armor Piercing rounds from causing any more damage than a normal one. A drawback to this system is that the weaves need room to stretch, so hard armor plates are virtually non-existent, making impact-based weapons a perfect counter to this armor. Also, concealing weapons beneath the Armored Duster is just as effective as any other Long Coat, giving a +2 Concealment Skill bonus.

Power: Armor +6 rPD; **Adv:** Hardened (+.25); AP: 12; **Lim:** IIF (-.25); Independent (-2); Coverage 7-16 (-.75); Real Armor (-.25); Quarter Mass (-.25); Only vs. Ballistic Weapons (-1)

Type	Conceal	rPD	rED	Wt.	Cost
Armored Duster	+2	+6	0	7.5	1900

FOREARM GUARDS

Padded armorplast sections are form-fitted to each wearer, providing heavy protection across the back of each forearm. They are designed for unarmed parries and forearm or elbow attacks.

Power: +6 rPD; **Adv:** None; AP: 9; **Lim:** IIF (-.25); Independent (-2); Coverage: 7-8 (-2); Real Armor (-.25); Half Mass (-.25)

Power: Hand Attack +2d6; **Adv:** None; AP: 6; **Lim:** Only for forearm/elbow attacks (-.25); Linked to Armor (-.5); IIF (-.25); Independent (-2)

Type	Conceal	rPD	rED	Wt.	Cost
Forearm Guards	+2	+6	0	1.3	440

FORM-FITTING BODY ARMOR

This armor is designed to be worn under normal clothing or armor, and is made from shock-absorbent materials. These materials spread the force of the attack over a greater area, which results in a strike of much less force. Though only protective against Normal attacks, when combined with other armors, it can provide great supplemental armor when necessary. Because the material used to make Form-Fitting Body Armor disperses kinetic energy away from the point of impact to the remaining parts of the armor, it is very stiff and restricting to movement. Wearers of Form-Fitting Body Armor suffer a -1 DCV penalty at all times.

Power: Physical Defense +10; **Adv:** None; AP: 10; **Lim:** IIF (-.25); Independent (-2); Coverage: 7-16 (-.75); Real Armor (-.25); Quarter Mass (-.25); Side Effect (-.5)

Type	Conceal	PD	Wt.	Cost
Form-Fitting Body Armor	-3	+10	2.5	1100

HELMET

Modern helmets are built using the latest plastics, Kevlar and metal alloys to provide the best protection, whether one is riding a motorcycle or avoiding stray gunfire.

Power: Armor +4/+6 rPD, +4 rED; **Adv:** None; AP: 12/15; **Lim:** OIF (-.5); Independent (-2); Coverage: 3-5 (-2); Real Armor (-.25); Quarter Mass (-.25)

Type	Conceal	rPD	rED	Wt.	Cost
Standard Helmet	NA	+4	+4	0.6	240
Riot Helmet	NA	+6	+4	1.5	375

LEATHER CLOTHING

Real leather clothing is rare and expensive, but on the street the cost makes a statement. Real leather is still less expensive than some of the more advanced personal armor and it protects against physical and energy attacks equally well. Most establishments will not look twice at anyone wearing leather clothing, as it is so common.

Power: Armor +2 rPD/+2 rED; **Adv:** None; AP: 6; **Lim:** IIF (-.25); Independent (-2); Coverage (varies); Real Armor (-.25); Quarter Mass (-.25)

Type	Conceal	rPD	rED	Wt.	Cost
Gloves	NA	+2	+2	0.3	20
Jacket	NA	+2	+2	1.6	175
Shirt	NA	+2	+2	1.6	150
Long Coat	NA	+2	+2	1.9	515
Business Suit	NA	+2	+2	1.9	265
Formal Dress	NA	+2	+2	1.9	265
Vest	NA	+2	+2	1	90
Mini-skirt	NA	+2	+2	0.6	40
Pants	NA	+2	+2	1.6	100
Thigh-High Boots	NA	+2	+2	1.6	120
High Boots	NA	+2	+2	1	90
Low Boots/Shoes	NA	+2	+2	0.6	40

SHADOWPUNK—EQUIPMENT

SECURE CLOTHING

Secure Clothing is made from high-tech Kevlar weaves as well as the latest in ultra thin bullet-resistant fibers and is designed to give the wearer modest protection while still concealing the armor properties. It is virtually undetectable and indistinguishable from normal clothing, making it popular for those who want protection, yet still enjoy the latest styles.

Power: Armor +4 rPD/+2 rED; **Adv:** None; **AP:** 9; **Lim:** IIF (-.25); Independent (-2); Coverage (varies); Real Armor (-.25); Half Mass (-.5)

Type	Conceal	rPD	rED	Wt.	Cost
Gloves	-2	+2	+1	0.5	40
Jacket	-2	+4	+1	2.4	400
Shirt	-2	+2	+1	2.4	340
Long Coat	-2	+3	+1	2.9	850
Business Suit	-2	+3	+1	2.9	600
Formal Dress	-2	+2	+1	2.9	600
Vest	-2	+4	+1	1.5	205
Mini-skirt	-2	+2	+1	0.9	95
Pants	-2	+2	+1	2.4	230
Thigh-High Boots	-2	+2	+1	2.4	270
High Boots	-2	+2	+1	1.5	205
Low Boots/Shoes	-2	+2	+1	0.9	95

SHIELDS

Clear high tech plastics form the standard riot shield used by security and police forces. Civilians can purchase similar equipment in case there is need.

Power: Combat Skill Level: DCV +1/+2/+3/+4; **Adv:** None; **AP:** 5/10/15/20; **Lim:** OAF (-1); Independent (-2); STR Minimum (varies)

Type	Conceal	DCV	STR Min	Wt.	Cost
Small Riot Shield	NA	+1	5	2	300
Medium Riot Shield	NA	+2	10	3	555
Large Riot Shield	NA	+3	15	5	800
Barrier Shield	NA	+4	20	15	1000

SHIN GUARDS

Padded armorplast sections are form-fitted to each wearer, providing heavy protection across the shin. They are designed for unarmed protection and knee or shin kicks.

Power: +8 rPD; **Adv:** None; **AP:** 6; **Lim:** IIF (-.25); Independent (-2); Coverage: 15-16 (-2); Real Armor (-.25); Quarter Mass (-.25)

Power: Hand Attack +2d6; **Adv:** None; **AP:** 6; **Lim:** Only for knee/shin attacks (-.25); Linked to Armor (-.5); IIF (-.25); Independent (-2)

Type	Conceal	rPD	rED	Wt.	Cost
Shin Guards	+2	+6	0	1.3	440

FASHION CLOTHING

This section details clothing that can have an impact on a social situation simply by wearing them. A person can always make a statement by the way they are dressed, and the clothing here is designed to make an impression.

HIGH FASHION CLOTHING

This line of clothing includes all the names in fashion and would include pieces from their standard lines. High Fashion clothing is common in the vogue clubs, and one could be looked down on if they were *not* wearing clothing of at least this style.

Power: PRE +5; **Adv:** None; **AP:** 5; **Lim:** Only to those who can see the wearer (-.5); Only when appearance is a factor (-.5); OIF (-.5); Independent (-2)

Power: COM +4; **Adv:** None; **AP:** 2; **Lim:** Only to those who can see the wearer (-.5); Only when appearance is a factor (-.5); OIF (-.5); Independent (-2); Linked to PRE (-.5)

Type	Wt.	Cost
High Fashion Clothing	2.5	1500

TRES CHIC CLOTHING

This line of clothing also includes all the top names in fashion but includes many of their one-of-a-kind pieces, and those that include all the extras. Someone wearing Tres Chic will definitely be noticed.

Power: PRE +10; **Adv:** None; **AP:** 10; **Lim:** Only to those who can see the wearer (-.5); Only when appearance is a factor (-.5); OIF (-.5); Independent (-2)

Power: COM +8; **Adv:** None; **AP:** 4; **Lim:** Only to those who can see the wearer (-.5); Only when appearance is a factor (-.5); OIF (-.5); Independent (-2); Linked to PRE (-.5)

Type	Wt.	Cost
Tres Chic Clothing	2.5	15000

SECURITY ARMOR

Armor listed in this section typically includes heavy armors meant used by security forces the world over. Security Armors can be built with just about any sort of electronics, allowing them to integrate many complex systems into the armor. Security Armors cannot be bought by the piece, they must be bought as a whole set, though the individual parts (helmet, breastplate, pauldrons, gauntlets, upper legs, and boots) may be worn by themselves. Security Armor is typically legal only in the possession of police corporations or on mega-corp lands, and anyone not possessing a license while wearing a suit is subject to arrest and imprisonment.

LIGHT SECURITY ARMOR

Having a great combination of high protection and low weight, the light security armor makes a great suit for the fast response security team.

Power: Armor +6 rPD/+3 rED; **Adv:** None; **AP:** 14; **Lim:** OIF (-.5); Independent (-2); Real Armor (-.25); Quarter Mass (-.25)

Type	rPD	rED	Wt.	Cost
Light Security Armor	+6	+3	10	7700

MEDIUM SECURITY ARMOR

Mixing good protection with manageable weight, the Medium Security Armor is a great suit for high-security areas or for high-risk response teams.

Power: Armor +7 rPD/+3 rED; **Adv:** None; **AP:** 15; **Lim:** OIF (-.5); Independent (-2); Real Armor (-.25); Quarter Mass (-.25)

Type	rPD	rED	Wt.	Cost
Medium Security Armor	+7	+3	14	9750

HEAVY SECURITY ARMOR

Bringing great weight and using it all to protect the wearer, the Heavy Security Armor is closing in on Military Grade. Typically only seen in ultra secure locations or where combat is almost assured, the Heavy Security Armor is the best protection for the money.

Power: Armor +8 rPD/+4 rED; **Adv:** None; **AP:** 18; **Lim:** OIF (-.5); Independent (-2); Real Armor (-.25); Quarter Mass (-.25)

Type	rPD	rED	Wt.	Cost
Heavy Security Armor	+8	+4	20	12000

MILITARY ARMOR

Military armor is covered in thick armor plating outside of a completely environmentally sealed interior. It is truly powered armor, as servomotors assist in movement, giving the incredibly heavy armor an almost weightless feel. Most commonly associated with Military forces, this armor is illegal in the possession of anyone not carrying military identification. Because of the incredible expense of each suit, military armor is usually reserved for heavy weapon infantry support or special assault forces. This armor is uncommon even within the military, and seeing one upon the streets of the sprawl is typically cause for worry.

Two weights are given for the armor. The first details how much the armor actually weighs. The second is how much the armor feels like it weighs to the wearer, in terms of movement and encumbrance.

LIGHT MILITARY ARMOR

The lightest of the Military Armors, it is usually reserved for fast heavy assault squads. It is very rarely seen within the lands of mega-corps, and usually reserved for special ops or the highest level of executive bodyguarding.

Power: Life Support: Self-Contained Breathing, Immune to Intense Heat/Cold/High Pressure/Radiation; **Adv:** None; **AP:** 17; **Lim:** OIF (-.5); Independent (-2)

SHADOWPUNK—EQUIPMENT

Power: Armor +9 rPD/+5 rED; **Adv:** Hardened (+.25); AP: 26; **Lim:** OIF (-.5); Independent (-2); Real Armor (-.25); No Mass (-0); Linked to Life Support (-.5)

Power: STR +10; **Adv:** None; AP: 10; **Lim:** OIF (-.5); Independent (-2); Linked to Life Support (-.5)

Type	rPD	rED	Wt.	Cost
Light Military Armor	+9	+5	29/15	30250

MEDIUM MILITARY ARMOR

Designed to be heavy weapon support for Light Military Armor Assault Squads, the Medium Military Armor is one step closer to a walking tank. Virtually immune to most small arms fire, this armor is meant to stand up to machine gun or greater fire and give back better than it gets.

Power: Life Support: Self-Contained Breathing, Immune to Intense Heat/Cold/High Pressure/Radiation; **Adv:** None; AP: 17; **Lim:** OIF (-.5); Independent (-2)

Power: Armor +11 rPD/+6 rED; **Adv:** Hardened (+.25); AP: 32; **Lim:** OIF (-.5); Independent (-2); Real Armor (-.25); No Mass (-0); Linked to Life Support (-.5)

Power: STR +15; **Adv:** None; AP: 15; **Lim:** OIF (-.5); Independent (-2); Linked to Life Support (-.5)

Type	rPD	rED	Wt.	Cost
Medium Military Armor	+11	+6	40/20	38750

HEAVY MILITARY ARMOR

The Heavy Military Armor truly exemplifies the “army of one” ideal. Extremely rare even in the military, this armor is a walking weapons platform, able to mount and use all man portable heavy weaponry. This armor is usually seen by itself or in support of other lighter military squads.

Power: Life Support: Self-Contained Breathing, Immune to Intense Heat/Cold/High Pressure/Radiation; **Adv:** None; AP: 17; **Lim:** OIF (-.5); Independent (-2)

Power: Armor +13 rPD/+7 rED; **Adv:** Hardened (+.25); AP: 37; **Lim:** OIF (-.5); Independent (-2); Real Armor (-.25); No Mass (-0); Linked to Life Support (-.5)

Power: STR +20; **Adv:** None; AP: 20; **Lim:** OIF (-.5); Independent (-2); Linked to Life Support (-.5)

Type	rPD	rED	Wt.	Cost
Heavy Military Armor	+13	+7	58/29	47250

SPECIAL CLOTHING

The following section details specialized clothing and templates. To apply the special clothing to another type of clothing such as armor, double the cost and add it to the cost of the other piece. To gain the effects of the specialized clothing, it must at least cover the arms, shoulders, chest, stomach, vitals, thighs and legs.

CAMOUFLAGE CLOTHING

Clothing designed to maximize the ability to blend into surroundings and blur a soldier’s outline. Available in Urban, Forest, Arctic, Desert, and Night motifs.

Power: Concealment Skill +3; **Adv:** None; AP: 6; **Lim:** IIF (-.25); Independent (-2); Only to Conceal wearer’s body (-.5); Only in specific environment (-.5)

Type	Wt.	Cost
Camouflage Clothing	2.5	500

FIRE RETARDANT CLOTHING

This clothing is based off the same heat and flame resistant materials that are currently in use by modern fire fighters. The clothing is ultra resistant to natural heat and flames as well as that created by spells or flame weapons.

Power: Armor +6 rED; **Adv:** None; AP: 9; **Lim:** OIF (-.5); Independent (-2); Real Armor (-.25); Only vs. Fire or Heat Attacks (-.5)

Power: Life Support: Immune to Intense Heat; **Adv:** None; AP: 2; **Lim:** OIF (-.5); Independent (-2); Real Armor (-.25)

Type	Wt.	Cost
Fire Retardant Clothing	10	950

INSULATED CLOTHING

This clothing is based off the latest in heat absorbent and heat retaining material. It is also built with super-conductive material that can melt ice almost instantly. It is ultra resistant to cold extremes and can protect against natural as well as magical cold dangers.

Power: Armor +6 rED; **Adv:** None; AP: 9; **Lim:** OIF (-.5); Independent (-2); Real Armor (-.25); Only vs. Cold Attacks (-.5)

Power: Life Support: Immune to Intense Cold; **Adv:** None; AP: 2; **Lim:** OIF (-.5); Independent (-2); Real Armor (-.25)

Type	Wt.	Cost
Insulated Clothing	10	950

RUTHENIUM POLYMER CLOTHING

Utilizing the latest ruthenium polymer technology and imaging systems, this clothing can render a character nearly invisible to sight. Utilizing several imaging cameras strategically located on the clothing, the smart systems controlling the color patterns of the ruthenium polymers can alter the colors to near perfectly mimic the surrounding environment, rendering the wearer almost completely invisible. Note that fast movement can overwhelm the systems as they try to account for the rapidly changing environment, and it renders the system ineffective.

Power: Invisibility: Normal Sight; **Adv:** Reduced END: 0 END (+.5); AP: 30; **Lim:** IIF (-.25); Independent (-2); Only when moving combat speed or slower (-.5)

Type	Wt.	Cost
Ruthenium Polymer Clothing	2.5	75000

STEALTH CLOTHING

A suit built from sound absorbing and dampening materials, this suit helps to cancel sound created by the wearer’s movements. It is also built with a minimal amount of swinging or moving parts, and buckles, straps are made of sound canceling materials.

Power: Stealth Skill +3; **Adv:** None; AP: 6; **Lim:** IIF (-.5); Independent (-2)

Type	Wt.	Cost
Stealth Clothing	2.5	600

THERMO STEALTH CLOTHING

This clothing is constructed of material that is designed to conceal the wearer’s body heat. It accomplishes this by varying methods, such as restrained dispersal, ambient temperature surface matching, and internal cooling systems. It is very effective at concealing the wearer from heat scans and thermographic sight.

Power: Invisibility: Infrared Vision; **Adv:** Reduced END: 0 END (+.5); Persistent (+.5); AP: 40; **Lim:** IIF (-.25); Independent (-2); Always On (-.5)

Type	Wt.	Cost
Camouflage Clothing	2.5	5000

TOOLS

Using the skills Electronics, Mechanics, or Weaponsmith requires tools to do the job. Tools in Shadowrun come in kits, shops, and facilities. A kit is portable and contains the basic gear to make repairs. A shop is transportable with a large van or small truck. A facility is immobile because of the bulky, heavy machines involved.

Prices vary between the types of tools. General construction tools use basic tools at the listed base cost. Electronic, computer, and cyberware repairs require microtronics tools, which costs triple the base figures. Vehicle tools cost double the base figures.

Power: Skill Levels: Electronics, Mechanics, or Weaponsmith; **Adv:** None; AP: 0/15/30; **Lim:** OAF (Bulky or Immobile) (varies); Independent (-2)

Type	Conceal	SL	Wt.	Cost
Tool Kit	+5	0	5	500
Tool Shop (Bulky)	--	+5	--	5000
Tool Facility	--	+10	--	100000

SHADOWPUNK—EQUIPMENT

VISION ENHANCERS

DIGITAL BINOCULARS

Compact vision magnifiers that produce digital images at up to 50x magnification. They do not function in magnetic fields. They can also be bought with low-light and thermographic options.

Power: +10 Telescopic Vision (Infrared Vision, Ultraviolet Vision); **Adv:** None; AP: 10 (+5, +5); **Lim:** OAF (-1); Independent (-2); Does not work in magnetic fields (-.25)

Type	Conceal	Wt.	Cost
Digital Binoculars	+2	1	100
Low-Light Option	--	--	+200
Thermographic Option	--	--	+250

FLASHLIGHT

This category includes basic flashlights, as well as pocket-sized and heftier models that can double as a club if necessary.

Power: Images: Normal Sight; **Adv:** Reduced END: 0 END (+.5); AP: 15; **Lim:** OAF (-.5); Independent (-2); Only to create light (-1)

Type	Conceal	Wt.	Cost
Pocket Flashlight	-6	--	10
Large Flashlight	+1	2	25

GOGGLES

Strap-on or helmet-mounted vision enhancer capable of magnification, low-light, or thermographic vision. Each option can be added to the system, and toggled through by a button on the side of the unit. Goggles only come in digital variants.

Power: +10 Telescopic Vision (Infrared Vision, Ultraviolet Vision); **Adv:** None; AP: 10 (+5, +5); **Lim:** OIF (-.5); Independent (-2); Does not work in magnetic fields (-.25)

Type	Conceal	Wt.	Cost
Goggles	0	.5	1500
Low-Light Option	--	--	+700
Thermographic Option	--	--	+500

OPTICAL BINOCULARS

Compact vision magnifiers that optically magnify images by up to 50x. They can be bought with low-light and thermographic options, but these options will not work in magnetic fields because of their digital nature.

Power: +10 Telescopic Vision (Infrared Vision, Ultraviolet Vision); **Adv:** None; AP: 10 (+5, +5); **Lim:** OAF (-1); Independent (-2) (Does not work in magnetic fields (-.25))

Type	Conceal	Wt.	Cost
Optical Binoculars	+2	1	150
Low-Light Option	--	--	+200
Thermographic Option	--	--	+250

SMART GOGGLES

Integrating a SmartLink interface into a non-cybernetic set of goggles. The goggles have a variety of methods for achieving this depending on the type of SmartLink System installed into the weapon. For regular SmartLink systems, there is a jack located near the back of the unit where the weapon cable interfaces with the system. For SmartLink Plus systems, the same jack interfaces with a cable connected to a special glove that completes the circuit when the weapon is held. They are also available in a sunglasses version for those who wish to be subtle.

Power: Combat Skill Levels: +1 with All Ranged Combat; **Adv:** None; AP: 10; **Lim:** OIF (-.5) (IIF for Shades (-.25)); Independent (-2); Does not work in magnetic fields (-.25); One weapon at a time (-.5); Only when interfaced with a Smartgun equipped weapon (-.5)

Type	Conceal	Wt.	Cost
Smart Goggles	0	.5	2500
Smart Shades	-1	.1	3000

COMMUNICATIONS GEAR

MICRO-TRANSCIVER

This is a tiny rectangular wafer (1 cm x 2 cm x 1 mm) that transmits and receives radio transmissions on a preselected frequency.

Power: Radio Perception/Transmission; **Adv:** None; AP: 10; **Lim:** IAF (-.5); Independent (-2); Does not work in magnetic fields (-.25)

Type	Conceal	Wt.	Cost
Micro-Transceiver	-4	--	2000

SCANNER

This device receives radio frequencies. It can be programmed to monitor specific frequencies, or to scan through a range of frequencies for active signals. This device also features a fold-out screen for intercepted vid-calls.

Power: High Range Radio Perception; **Adv:** None; AP: 12; **Lim:** OAF (-1); Independent (-2); Does not work in magnetic fields (-.25); Only to receive transmissions (-1)

Power: Systems Operation Skill +3; **Adv:** None; AP: 6; **Lim:** Linked to High Range Radio Perception (-.5); OAF (-1); Independent (-2); Does not work in magnetic fields (-.25); Only to search for specific frequencies/transmissions (-1)

Type	Conceal	Wt.	Cost
Scanner	-2	1	1600

SUBVOCAL MICROPHONE

This microphone is strapped in place at the center of the throat and allows the user to subvocalize his communications.

Power: Invisibility: Normal Hearing; **Adv:** Reduced END: 0 END (+.5); AP: 30; **Lim:** IAF (-.5); Independent (-2); Does not work in magnetic fields (-.25); Only to subvocalize radio transmission (-2)

Type	Conceal	Wt.	Cost
Subvocal Microphone	-6	--	500

TRANSCIVER

This is a standard, hand-held, two-way radio. Many models come equipped with headsets, handsets, earphones, or wrist models. Frequencies are programmable and each unit can maintain 10 programmed frequencies at one time.

Power: High Range Radio Perception; **Adv:** None; AP: 12; **Lim:** OAF (-1); Independent (-2); Does not work in magnetic fields (-.25)

Type	Conceal	Wt.	Cost
Transceiver	-2	1	1500

ECCM

All broadcast communications equipment is subject to interference and jamming, which is known as electronic countermeasures (ECM). ECM is countered by electronic counter-countermeasures (ECCM), such as noise filtering and signal amplification. Characters can purchase ECCM individually for each piece of their communications gear that transmits or receives radio. The maximum an item can increase the skill is +10.

Power: Penalty Skill Levels: Systems Operation skill rolls affected by jammers or ECM; **Adv:** None; AP: 3 per Rating; **Lim:** IIF (-.25); Independent (-2); Does not work in magnetic fields (-.25)

Type	Conceal	SL	Wt.	Cost
ECCM	NA	+1-10	1	Rating x 1000

BROADCAST ENCRYPTION/DECRYPTION

Broadcast communications gear may be purchased with encryption programming that allows transmission and reception of sophisticated scramble-coded signals and frequency-skipping algorithms. Each signal transmitted by such a system is only receivable by a system with the proper decoding equipment. Receivers can also be programmed with code-breaking programs so that they can intercept and decrypt encrypted signals. The maximum an item can increase the skill is +10. Encryption and Decryption are bought separately.

Power: Cryptography Skill; **Adv:** None; AP: 2 per Rating; **Lim:** IIF (-.25); Independent (-2); Does not work in magnetic fields (-.25); Only to encrypt or decrypt radio transmissions (-1)

Type	Conceal	SL	Wt.	Cost
Encryption/Decryption	NA	+1-10	1	Rating x 2500

SHADOWPUNK—EQUIPMENT

SURVEILLANCE MEASURES

DATA CODEBREAKER

This small device contains a version of the deceiver Decrypt utility. Encrypted data can be input through standard methods such as a chip or disk, or through a fiber-optic cable that is connected to another device (such as a dataline tap). This device can be bought up to a maximum of +10.

Power: Cryptography Skill; **Adv:** None; AP: 2 per Rating; **Lim:** OAF (-1); Independent (-2); Does not work in magnetic fields (-.25); Only to decrypt electronic data (-.5)

Type	Conceal	SL	Wt.	Cost
Data Codebreaker	+2	+1-10	5	Rating x 5000

DATALINE TAP

This device is spliced into a dataline and transmits a copy of any data to a distant receiver, either through the Matrix or by radio signal. Because fiber-optic lines cannot be directly tapped, the dataline tap must be set in certain locations for it to work as intended, such as inside devices, between devices and fiber-optic cables, or spliced into fiber-optic junction boxes. To avoid being detected, the dataline taps are often set to conduct burst-data transmissions at irregular intervals. These devices can even record the simsense feed of a deceiver's Matrix run. Deckers often use this device to create an illegal jackpoint into the Matrix.

Power: Radio Perception/Transmission; **Adv:** None; AP: 10; **Lim:** Only to re-transmit incoming data (-1); IIF (-.25); Independent (-2); Does not work in magnetic fields (-.25)

Power: Bugging Skill; **Adv:** None; AP: 2 per Rating; **Lim:** Only to conceal the dataline tap (-1); Linked to Radio Perception/Transmission (-.5); IIF (-.25); Independent (-2); Does not work in magnetic fields (-.25);

Type	Conceal	SL	Wt.	Cost
Dataline Tap	-6	+1-10	--	Rating x 1000

LASER MICROPHONE

This device bounces a laser beam against a solid object like a windowpane, reading the variations in vibration on the surface and translating them into the sounds that are on the other side of the surface. Soundproof rooms and walls prevent such eavesdropping.

Power: Detect Sounds (Passive), +8 PER Roll, Discriminatory, Ranged; **Adv:** None; AP: 28; **Lim:** OAF (-1); Independent (-2); Does not work in magnetic fields (-.25)

Type	Conceal	Wt.	Cost
Laser Microphone	+3	1	3500

MICRO-CAMCORDER

A very small video camcorder (3 cm x 5 cm x 2 cm) is able to record up to 3 hours of audio/video on a single Magneto-Optical Chip. It may be set to activate when it senses motion, or by standard controls.

Power: Clairsentience: Normal Sight and Hearing, Retrocognition; **Adv:** None; AP: 45; **Lim:** Retrocognition only (-1); IAF (-.5); Independent (-2); Does not work in magnetic fields (-.5); 1 fuel charge lasting 3 hours (-0); No Range (-.5)

Type	Conceal	Wt.	Cost
Micro-Camcorder	-2	--	2500

MICRO-RECORDER

This is a very small sound recorder (3 cm x 3 cm x 1.5 cm) that can record up to 6 hours of audio on a single Magneto-Optical Chip. It may be set to activate upon hearing a sound or by standard controls.

Power: Clairsentience: Hearing Group, Retrocognition, x8 range (3200" Range); **Adv:** Trigger: when motion is sensed or remote control (+.25); AP: 69; **Lim:** Retrocognition only (-1); IAF (-.5); Independent (-2); Does not work in magnetic fields (-.5); 1 fuel charge lasting 3 hours (-0); Normal Hearing only (-.25)

Type	Conceal	Wt.	Cost
Micro-Recorder	-2	--	2500

SHOTGUN MICROPHONE

This directional microphone (30 cm x 8 cm polyfoam-protected cone attached to a pistol grip) allows the user to listen in on distant

conversations. Solid objects block reception, as well as loud sounds outside the line of eavesdropping.

Power: Normal Hearing, Telescopic +15; **Adv:** None, AP: 15; **Lim:** OAF (-1); Independent (-2); Does not work in magnetic fields (-.25); Only in one direction (-1)

Type	Conceal	Wt.	Cost
Shotgun Microphone	+2	1	1000

SIGNAL LOCATOR

This unit receives the coordinates from a tracking signal. The locator comes in a hard plastic case with a map screen in the lid. It receives the GPS coordinates from a tracking signal and displays the signal's location on a map as long as the locator is within the range of the signal. A locator can be linked to others to triangulate on a set tracking signal should GPS data be unavailable. The device can also be programmed to sweep transmission bands for other tracking signals.

Power: Detect Tracking Signal (Passive) +20 PER Roll, Tracking, 360 Degree Perception; **Adv:** None; AP: 33; **Lim:** OAF (-1); Independent (-2); Does not work in magnetic fields (-.25); Requires a Systems Operation Skill Roll (-.5); Requires GPS Data or 2 other devices (-.25)

Type	Conceal	Wt.	Cost
Signal Locator	+3	1	1500

TRACKING SIGNAL

This device is a combined GPS and homing signal transmitter (4 cm disk) with Kleen-Tac™ backing. The tracking signal broadcasts its GPS data when turned on. It can be turned on and off by remote, and is usually turned off to prevent detection.

Power: Radio Perception/Transmission; **Adv:** Trigger: Remote Control (+.25); AP: 13; **Lim:** IIF (-.25); Independent (-2); Only to receive and transmit GPS data on its own location (-1); Does not work in magnetic fields (-.25)

Type	Conceal	Wt.	Cost
Tracking Signal	-3	--	1500

VOICE IDENTIFIER

This system is designed to defeat voice-masking devices by analyzing the masked voice and comparing it to a variety of possible voices.

Power: Normal Hearing +1 PER Roll; **Adv:** None; AP: 1 per Rating; **Lim:** OAF (-1); Independent (-2); Only to counter Images and Mimicry (-1); Does not work in magnetic fields (-.25)

Type	PER	Conceal	Wt.	Cost
Voice Identifier	+1-10	+6	5	Rating x 2000

SURVEILLANCE COUNTERMEASURES

BUG SCANNER

This hand-held device scans various frequencies to detect locally generated signals by their signal strength. The scanner will not detect bugs unless they are transmitting. It is housed in a plastic case with a holographic screen that displays a directional arrow that points to the closest transmitting device.

Power: Bugging Skill; **Adv:** None; AP: 2 per Rating; **Lim:** OAF (-1); Independent (-2); Does not work in magnetic fields (-.25); Only to detect active radio transmissions (-.5)

Type	SL	Conceal	Wt.	Cost
Bug Scanner	+1-10	+4	1	Rating x 500

DATA ENCRYPTION SYSTEM

This device contains a built-in version of the Scramble IC program that encrypts data fed into it. A similar device with the proper decode sequence can decrypt the data. This piece of equipment can also be hooked up to a fiber-optic data transmission device (telecom, fax) so that phone calls, e-mail, and so forth can be decrypted. The keypad on this device allows selection of random or pre-arranged codes.

Power: Cryptography Skill; **Adv:** None; AP: 2 per Rating; **Lim:** OAF (-.25); Independent (-2); Does not work in magnetic fields (-.25); Only to encrypt data transmissions (-1)

Type	SL	Conceal	Wt.	Cost
Data Encryption System	+1-10	NA	1	Rating x 2500

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DATALINE SCANNER

When in-line with a system, this device emits a pulse, measures its return and analyzes the echo to detect the presence of dataline taps, even those that are inactive. The scanner cannot determine the location of the tap only that one exists.

Power: Bugging Skill; **Adv:** None; **AP:** 2 per Rating; **Lim:** OAF (-1); Independent (-2); Does not work in magnetic fields (-.25); Only to detect dataline taps (-1)

Type	SL	Conceal	Wt.	Cost
Dataline Scanner	+1-10	+4	1	Rating x 100

JAMMER

This transmitter engages electronic countermeasures (ECM) to override broadcast signals, scrambling them by filling the band with garbage. This technique targets all radio frequencies. When the Jammer is turned on, to use any radio control or communication requires a Systems Operation Skill Roll modified by the rating of the Jammer. Success means that the device may be used as normal for that particular action. Failure means that the device cannot break through the Jamming. Jammers are directly countered by ECCM.

Power: Change Environment: Penalties to Systems Operation x1024 Area (1024" Radius); **Adv:** Reduced END: 0 END (+.5); **AP:** 83 +4.5 per Rating; **Lim:** OAF (-1); Independent (-2); Does not work in magnetic fields (-.25); Only for radio-based communications (-.5)

Type	Penalty	Conceal	Wt.	Cost
Jammer	-1-10	+4	5	Rating x 1000

VOICE MASK

This small (3 cm diameter) disk is worn or held near the throat to create a resonating frequency that distorts the timbre and pitch of the user's voice. This device cannot be used to imitate the voices of others or to bypass voice recognition systems.

Power: Images: Normal Hearing; **Adv:** Reduced END: 0 END (+.5); **AP:** 8 + 4.5 per Rating; **Lim:** IIF (-1); Independent (-2); Does not work in magnetic fields (-.25); Only to distort user's voice (-1); No Range (-.5)

Type	PER	Conceal	Wt.	Cost
Voice Mask	-1-10	0	--	Rating x 3000

WHITE NOISE GENERATOR

This device creates a field of random noise, masking the sounds within its area. It is designed to defeat eavesdroppers and long-range microphones (shotgun or laser).

Power: Change Environment: Penalties to Hearing Perception Rolls x16 Area (16" Radius); **Adv:** Reduced END: 0 END (+.5); **AP:** 38 +4.5 per Rating; **Lim:** OAF (-1); Independent (-2); Does not work in magnetic fields (-.25); Only against electronic eavesdropping (-.25)

Type	Penalty	Conceal	Wt.	Cost
White Noise Generator	-1-10	+5	1	Rating x 1500

VOICE STRESS ANALYZER

This system acts as a lie detector. It detects minute changes in vocal patterns and tones, comparing those tones to a pre-recorded set of parameters. The user must first use the analyzer on the subject while he or she is in an unstressed situation or is telling the truth. If done correctly, the Analyzer will attempt to detect lies by the individual. If done incorrectly, Analyzer will give false readings no matter what the actuality. The user of the Voice Stress Analyzer must succeed with a hearing perception (including the bonus from this piece) vs. target's presence (or acting) roll to get the proper readings from the Analyzer (the GM should roll this test secretly). This piece does not gain the benefits of Hearing Amplification, but a Sound Editor does eliminate background noise.

Power: Detect Spoken Lies: Hearing Group, Ranged, 360 Degree Perception; **Adv:** None; **AP:** 15 +1 per Rating; **Lim:** OAF (-1); Independent (-2); Does not work in magnetic fields (-.25); Requires opposed Perception vs. Acting roll (-.75); Must use Analyzer on subject in calm and truthful situation (-1)

Type	SL	Conceal	Wt.	Cost
Voice Stress Analyzer	+1-10	+5	1	Rating x 10000

CREDSTICK

Credsticks are pen-sized tubes that serve as simultaneous ID and credit card. A credstick shows any licenses and permits a person holds, and can also provide emergency medical information. It also stores encoded finger/palm/retinal prints and more. In many ways, credsticks can be a person's single most important connection to the world.

In addition to storing SINs and other ID, credsticks primarily are used to transfer money. Credsticks contain encoded optical chips that retain the access codes necessary to transfer funds to or from the owner's account, as well as the account's most recent balance information.

To use a credstick, a shopper inserts it into the store's credstick reader, which connects through the Matrix to the appropriate financial institution and allows the user to deposit, withdraw, or transfer funds. In order to manipulate funds, an ID check is required.

Credsticks can also record transactions not already in the financial computer network, but they must be periodically connected to the network to validate such transactions. Failure to do so results in invalidation of all non-network transactions and cancellation of the credstick's financial function.

Registered credsticks come in five types, distinguished by the amount of funds one can access and the amount of ID cross referencing each requires for use, as noted in the table below.

Credstick Type	Transaction Amount	ID Required
Standard	1-5000¥	Passcode
Silver	1-20000¥	Fingerprint
Gold	1-200000¥	Voiceprint
Platinum	1-1000000¥	Retinal Scan
Ebony	Unlimited	Cellular Scan

Certified Credstick

Similar to a cash or bearer bond, a certified credstick is not registered to a specific person and is worth the amount of credit encoded on it. It requires no identification to use. As it is encoded by the financial institution that issued it with raw funds, it can be used by individuals other than the person to whom it was originally issued. Banks usually charge a small percentage to create a certified credstick, and they cannot be used as ID.

Forging Credsticks and IDs

Forging a credstick is a difficult task. Though the stick itself may be easy enough to build, fabricating the background identification files that make a credstick legitimate requires considerable effort.

In credstick ID verification, the information offered by the credstick is instantly cross-referenced and double verified through a dozen or more channels. Such cross-referencing is a simple and quick matter in the Matrix, so falsifying an identity involves an incredible amount of electronic manipulation. Someone must create and covertly insert into the world's databanks a suitable, appropriate, and credible "credit history" that appears to be a permanent part of the information net. Only extremely well-connected experts possess the resources to pull off a scam of this magnitude. Entire shadowy organizations exist solely for the purpose of creating false identities and forged credsticks. These organizations, normally based in one of the world's data havens, maintain contact with the "real world" only through secret channels.

Creating the credit history and the forged stick itself costs money. The greater the amount of detail and reliability of the history required by the client, the higher the rating of the credstick, and the more money it costs to produce.

The Forged Credstick table below provides information on how much it costs to create a false credstick. Once created, a credstick is used as if it

SHADOWPUNK—EQUIPMENT

is the real thing. Under most circumstances, a good forgery will stand up to the verification process and be accepted as legitimate. Only a particularly sophisticated credstick checking and ID verification system might detect a fake.

When a game master determines that verification is necessary, he will roll the Forgery skill of the stick against the Forgery skill of the verification system (the forged stick's roll is equal to its rating +10). If the credstick makes the roll by more, it means that the forgery has passed. If the reader makes the roll by more, it means that the system has rejected the forgery. If both succeed by the same amount, the verification system instructs the operator to interrogate the individual. This is most often an Interrogation vs. Persuasion skill contest, though a GM might consider other skills if necessary.

Stick Rating	Cost
1-4	Rating x Rating x 1000¥
5-8	Rating x 5000¥
9-12	Rating x 10000¥
13+	Rating x 50000¥

ELECTRONICS

CELL PHONE

Portable phones range from the common wrist model, with or without flip up view screen, to handset units, to audio-only earplug models with lightweight boom microphones. They offer most of the same triphone service features as telecoms. The user must be within range of a cellular tower to connect to the network, but there are few places in the modern world that don't have cellular coverage. Phone service is usually limited to a specific sprawl, though a user can merely register that he or she is "roaming" and their service will be available in other sprawlzones. Because cell phones broadcast and receive, they are subject to electromagnetic distortions and jamming. Decking cannot be done over cellular frequencies.

The advanced digital technology of cellular networks allow cellular service providers (or anyone with access to the provider's computer network) to triangulate the position of a cell phone within their area of coverage to within 5 meters. The phone does not need to be active to accomplish this, it needs only to be turned on. Many security-conscious fold only keep their phones on when they need to, or use fake ID to acquire service. Cellular phone calls travel some distance through the Matrix and can be tapped by deckers.

Power: Radio Perception/Transmission; **Adv:** None; **AP:** 10; **Lim:** OAF (-1); Independent (-2); Does not work in magnetic fields (-.25); Only within range of cellular towers (-.25)

Type	Conceal	Wt.	Cost
Wrist Model Cell Phone	-1	--	100
With Flip-Up Screen	--	--	150
Handset Unit Cell Phone	0	1	50
Earplug Unit Cell Phone	-4	--	100

CREDSTICK VERIFICATION READERS

All credstick checking and ID verifying systems are rated by how efficiently they comb the world's databanks to verify the ID or the credstick. The more efficient the cross-referencing, the higher the rating, and the longer the verification takes. The reader's rating also limits the transaction amount it can process. Any unit up to rating 3 is portable, complete with cellular connection to the Matrix.

When a game master determines that verification is necessary, he will roll the Forgery skill of the stick against the Forgery skill of the verification system (the verification reader's roll is equal to its rating +10). If the credstick makes the roll by more, it means that the forgery has passed. If the reader makes the roll by more, it means that the system has rejected the forgery. If both succeed by the same amount, the verification system instructs the operator to interrogate the individual. This is most often an Interrogation vs. Persuasion skill contest, though a GM might consider other skills if necessary.

Verification Reader Rating	Limit	Wt.	Cost
1	5000¥	1	12000
2-3	20000¥	1	Rating x 45000 (Rating x 60000 for portable)
4-5	200000¥	1	Rating x 100000
6-7	500000¥	1	Restricted
8-9	1000000¥	1	Restricted

DATA DISPLAY SYSTEMS

Typical data units have fold-up monitors and will accept on-line input or standard datachips, allowing them to function as a computer's display screen, a television, a video or trideo player, or a simple data reader. People who work with their hands can purchase headset units the project data in a heads-up display on a surface such as a transparent face shield, the lenses of a pair of glasses or shades, or a monocle. A headset unit usually has only one slow to accept standard data chips (1000 Mp). Helmets of government and corporate military forces often have headset display units, allowing soldiers to access maps and other important tactical data without disrupting their regular functions.

Type	Conceal	Wt.	Cost
Data Unit (1000 Mp Max)	+1	2	Mp x 1
Headset Unit (500 Mp Max)	0	1	Mp x 2
Heads-Up Display (200 Mp Max)	NA	1	Mp x 10

PAGER

Modern pagers are credstick-sized, compact, and feature fold out displays or even voice message playback. They had 5 Mp of memory and can receive text files, e-mail, and voice-mail messages. Unlike cell phones, a character cannot be tracked by his pager, as pagers do not transmit. However, someone can dig up the pager's receiver frequency and monitor any transmissions to it.

Power: Radio Perception; **Adv:** None; **AP:** 8; **Lim:** OAF (-1); Independent (-2); Does not work in magnetic fields (-.25); Only within range of cellular towers (-.25); Only for text or voice recordings (-.5)

Type	Conceal	Wt.	Cost
Pager	-5	--	10

PERSONAL COMPUTERS

The standard personal computer is the size of a keyboard, with a roll-out, flat screen monitor. A digital radio signal transmits input and output to peripherals. Program and data cartridges are the size of a standard datachip and slot into the ends of the keyboard. Internal program storage is more than sufficient for common programs such as word and data processors, communications software and games, and the storage is non-volatile (meaning that it can be stored indefinitely). Disposable printers for one-color printing come attached to containers of paper, barely increasing the unit's size. Full-color printers add two centimeters to the height of the paper box. Smaller computers exist, usually designed for a specific purpose. These accept a limited range of spoken commands and output data in a synthesized voice. They may be fiber-optic linked to a monitor. Internal storage capacity is limited, and they do not accept standard program or datachips. Some models have miniature keyboards that are useable with a stylus, can accept links to a standard keyboard, or recognize handwriting.

Type	Conceal	Wt.	Cost
Desktop Computer	+6	10	Mp x 1
Pocket Computer	+1	1	Mp x 5
Wrist Computer	0	--	Mp x 20
Printer	NA	10	100
Computer Memory (non-cyber)	NA	--	Mp x 20

SHADOWPUNK—EQUIPMENT

POCKET SECRETARY

The pocket secretary is an office for the businessman on the go. The compact unit functions as a cellular phone, a computer (100 Mp memory), digital camera, and filing system. Standard software performs call screening, voice-mail, automatic teleconfirmation of credit transactions, word processing with standard letters on file and voice recognition, and stenographer functions. Pocket secretaries are not equipped for jacking into the Matrix. Cases are shock- and water-resistant for durability and long service.

Type	Conceal	Wt.	Cost
Pocket Secretary	0	0.5	2000

TELECOM

The telecom, also known as a tridphone, is the entertainment and communication center of the modern home. It also incorporates a workstation for a home office or the telecommuting corporate worker. The typical telecom functions as a telephone with audio-video reception and transmission (speakerphone is the normal mode, but handsets and headsets, with or without connecting fiber-optic cables, are available), a computer with display screen and keyboard (advanced models have datajacks and interface hardware), and a television/trideo unit (the most advanced models feature simsense ports). The exact services accessible through the telecom depend on the user's subscriptions. Subscription services include the usual entertainment, sales, news, dating, sports and literary channels; magazine and news services, with printouts available through the computer printer; public data access; phone services on local or long-distance nets; and secretarial services. Phone services also include caller ID, caller ID blocking, call forwarding, call return, mailboxes and faxing. Telecoms are also jackpoints for Matrix access, and allow users to access email and other Matrix functions.

Type	Conceal	Wt.	Cost
Telecom	NA	15	Mp x 1.5
Datajack Modification	NA	1	1000
Simsense Modification	See Simsense Decks Below		
Subscriptions	NA	--	50 per month

ENTERTAINMENT

MUSIC

Recorded music comes in laser-read compact disks (CD) and optical chips (OC). Both formats record to a fidelity far beyond the average person's discrimination. Playback units are slightly larger than the storage disks, fitting comfortably into the hand or clipping to a belt. Extra speakers can achieve a "total dimension of sound." Headsets or mastoid-implant speakers are available for private listening. Units with flat roll-out screens are available for disks with video tracks.

Type	Conceal	Wt.	Cost
Disk/Chip	-6	--	20
Playback Unit	+1	2	200
Quad Speakers	--	--	100

VIDEO/TRIDEO

Video recording systems long ago switched to digital information storage and LCD screens. Most recorders function in the pseudo-holographic format popularly known as trideo, or trid. Trid screens range from tiny 30 mm diagonal wristphone displays to wall-sized screens. Displays capable of showing recorded imagery have the usual image speed and quality controls, as well as simple special-effects distortion and color alteration capability.

Type	Conceal	Wt.	Cost
Disk/Chip	-6	--	20
Playback Unit	+2	2	400
Screen (6 cm)	0	3	150

SIMSENSE

Simulated sensory impressions are the modern blockbusters in entertainment. Developed from ASIST (Artificial Sensory Induction System Technology), the system consists of a lightweight headset deceives the user by inducing false sensory signals in the brain. The user, despite the imperfect simulation and the undercurrent of sensory impressions from the real world around him, experiences a programmed set of stimuli while neural overrides prevent him from injuring himself

or others during playback. The simsense lets someone experience something that happened to someone else.

Simsense recordings are classified as Baseline or Full-X. Baseline offers only the sensory tracks, the actual physical stimuli and input. Users receive the sensations of the performer, but the emotions are their own. Full-X handles both sensory and emotional tracks. While the recording is running, users become the person who made the recording.

Most users prefer programs that are "hosted" by a specific simstar whose actual sensations are the ones that have been recorded, allowing the user a true vicarious experience. Many simstars have cults of fans devoted to them and emulating their every move.

Simsense can be recorded on chip or CD, and is also broadcast on pay-per-view simsense Matrix channels. There are two aspects of sim recordings to keep in mind: output format and POV mode. Recordings are usually made first in Direct Experience (Dir-X) format, the closest thing to being there. Dir-X takes up huge amounts of storage space, however, so mass-produced recordings are translated into ASIST Control Transport (ACT) format through data compression, which reduces the quality slightly—the recording is less intense. A third illegal output format exists, known as BTL (see Skillsofts and Chips below).

The Point-of-View (POV) Mode of sim recordings can be monoPOV or polyPOV. MonoPOV means that you experience the sim through one performer only. PolyPOV allows users to switch from on POV to another during play, from performer to performer. Multiple users experiencing different POVs of the same story can simultaneously access a single polyPOV recording. PolyPOV is now a standard feature on player units.

Sim recordings are played through a player unit, or simdeck, and either directly fed through fiber-optic cable into a datajack or through a trode headset.

Type	Conceal	Wt.	Cost
Sony Beautiful Dreamer (monoPOV ACT)	+3	3	200
Novatech Sandman (polyPOV ACT)	+4	5.5	2500
Truman Paradiso (polyPOV ACT or Dir-X)	NA	6	75000
Mono POV Baseline ACT Recording *	-4	--	2 per minute
Mono POV Baseline Dir-X Recording *	-4	--	90 per minute

* Triple Cost for Full-X. Multiply costs by number of POVs for polyPOV.

SECURITY DEVICES

CHEM SNIFFER

These devices, which may be hand-held or architectural, analyze molecules in the air and trigger an alarm if they detect concentrations of explosives or ammunition propellant.

Power: Detect Explosives, Discriminatory, +1 PER Roll (per Rating);
Adv: None; **AP:** 10 +1 per Rating; **Lim:** OAF (-1); Independent (-2);
 Does not work in magnetic fields (-.25)

Type	PER	Conceal	Wt.	Cost
Hand-Held Chem Sniffer	+1	0	1	Rating x 10000
Doorway Chem Sniffer	+1	-2	--	Rating x 20000

CONTAINMENT MANACLES

Designed for wrists and ankles, these manacles incorporate a mechanism that clamps down with agonizing pressure on tendon and bone if the prisoner extends razors, spurs, or any similar cybermods. Each turn the cyberware is activated, the manacles automatically do their damage.

Power: 2d6 RKA (Physical); **Adv:** 1 recoverable fuel charge lasting 1 hour (+.25); Continuous (+1); Uncontrolled (+1); **AP:** 98; **Lim:** Only when target attempts to activate cyberweapons (-1); Does not work in magnetic fields (-.25); OAF (-1); Independent (-2); No Range (-.5)

SHADOWPUNK—EQUIPMENT

Power: 4d6 Entangle (8 DEF, +4d6 BODY); **Adv:** None; **AP:** 80; **AP:** 100; **Lim:** Hands or Feet only (-.75); OAF (-1); Independent (-2); No Range (-.5); 1 recoverable charge (-1.25); Linked to RKA (-.5)

Type	Conceal	Wt.	Cost
Containment Manacles	NA	5	2500

CYBERWARE SCANNER

Consisting of a hand-held microprocessor with a fold-out monitor and a sonic magnetic scanning wand, this device detects and displays information on cyberware. It also comes in architectural models.

Power: Detect Cyberware, Discriminatory, +1 PER Roll (per Rating); **Adv:** None; **AP:** 10 + 1 per Rating; **Lim:** OAF (-1); Independent (-2); Does not work in magnetic fields (-.25)

Type	PER	Conceal	Wt.	Cost
Hand-Held Cyberware Scanner	+1	0	1	Rating x 2000
Doorway Cyberware Scanner	+1	-2	--	Rating x 4000

HEADJAMMER

This headset features straps that lock onto a prisoner's head. Any time the prisoner attempts to use an implanted phone or radio, the headjammer does its damage and jams the signal.

Power: Ego Attack 4d6; **Adv:** 1 recoverable fuel charge lasting 1 hour (+.25); Continuous (+1); Uncontrolled (+1); **AP:** 130; **Lim:** OAF (-1); Independent (-2); Only when target attempts to use cybernetic radio systems (-2); Does not work in magnetic fields (-.25)

Power: Change Environment: -1 to Systems Operations Rolls (per Rating), 1" Radius; **Adv:** 1 recoverable fuel charge lasting 6 hours (+.5); **AP:** 12 + 4.5 per Rating; **Lim:** Linked to Ego Attack (-.5); OAF (-1); Independent (-2); Only to block radio communications (-.5); Does not work in magnetic fields (-.25)

Type	Penalty	Conceal	Wt.	Nuyen
Headjammer	-1	+6	1	Rating x 1200

IDENTIFICATION SCANNERS

A variety of devices contain print or retinal readers (pads for thumbprints and palmprints; eyecup pads for retinal scans) and library files of recording patterns. Most record the patterns of anyone who attempts to use the scanner. ID scanners are often incorporated into locks that only open for authorized patterns.

Power: Normal Sight; Microscopic (1000x), Analyze, +1 PER Roll; **Adv:** None; **AP:** 14; **Lim:** OIF, Immobile (-1.5); Independent (-2); Does not work in magnetic fields (-.25); Only to read palm-, finger-, thumb-, and retinal prints (-.5)

Type	PER	Wt.	Nuyen
Thumbprint	+1	--	Rating x 200
Palmprint	+1	--	Rating x 300
Retinal	+1	--	Rating x 1000

JACKSTOPPERS

This dummy plug is designed to fit inside a datajack or chipjack, where it injects a quick-bonding epoxy and seals itself in the jack. Law enforcement uses these on captured deckers and BTL addicts. To clear the jack requires a Paramedics skill roll at -4, and a 10 nuyen dose of resin solvent available in convenience stores.

Power: Suppress 5d6; Mind Link; **Adv:** 1 Continuing charge lasting 1 month (+.75); Standard Effect: 15 (+0); **AP:** 44; **Lim:** OIF, Expendable (-.75); Independent (-2); Only to turn off datajacks or chipjacks (-2)

Type	Conceal	Wt.	Nuyen
Jackstopper	-4	--	100

MAGLOCKS

Household and commercial security rely almost exclusively on maglocks, electronic locks that feature a variety of access control options, such as keypads, passcards, and finger-, thumb-, palm-, voice-, and retinal prints. Maglocks may be linked to the Matrix and may also be linked to the PANICBUTTON™ system to signal an alarm if tampered with. Maglocks come in four levels of security, Type I through Type IV. Biometric maglocks are Type III and IV that use any of the print identification scanners. Biometric scanners add 2 to the effective rating of the maglock for attempts to bypass them.

Power: Negative Skill Levels: Lockpicking; **Adv:** None; **AP:** 5 per Rating; **Lim:** OIF, Immobile (-1.5); Only against attempts to bypass maglock (-1)

Type	Wt.	Nuyen
Type I (Rating 1-3)	--	Rating x 75
Type II (Rating 4-6)	--	Rating x 100
Type III (Rating 7-9)	--	Rating x 150
Type IV (Rating 10)	--	Rating x 250
Biometric Maglock	--	Rating x 350

MAGNETIC ANOMALY DETECTORS

Magnetic Anomaly Detectors are used to detect weapons and concentrations of metal. They come in hand-held wand-type designs and free-standing or architecturally-integrated doorway systems.

Power: Detect Metal, Discriminatory, +1 PER Roll (per Rating); **Adv:** None; **AP:** 10 + 1 per Rating; **Lim:** OAF (-1); Independent (-2)

Type	PER	Conceal	Wt.	Cost
Hand-Held Magnetic Anomaly Detector	+1	0	1	Rating x 2500
Doorway Magnetic Anomaly Detector	+1	-2	--	Rating x 5000

PANICBUTTON™ SYSTEM

This keychain-sized device is a dedicated cellular phone that connects directly to Lone Star or whichever security provider is covering the area. It also acts as a tracking signal. It has an effective Systems Operation Skill of 11- for jamming purposes.

Power: Radio Perception/Transmission; Skill Levels: Systems Operation; **Adv:** None; **AP:** 16; **Lim:** OAF (-1); Independent (-2); Does not work in magnetic fields (-.25); Only within range of cellular towers (-.25)

Type	Conceal	Wt.	Cost
PANICBUTTON™ System	-4	--	1000

RESTRAINTS

In addition to the usual metal models, high-tech plastic strips may be heat-fused to a subject's wrists or ankles where they will remain in place until the subject is cut free. Such restraints can be painful if the wearer resists them.

Power: 4d6 Entangle (8 DEF, +4d6 BODY); **Adv:** None; **AP:** 80; **AP:** 100; **Lim:** Hands or Feet only (-.75); OAF (-1); Independent (-2); No Range (-.5); 1 recoverable charge (-1.25); Linked to RKA (-.5); (Plasteel Only: Extra Time: Full Phase (-.5))

Type	Conceal	Wt.	Cost
Metal Restraints	+2	.5	20
Plasteel Restraints	+2	--	50

SKILLTWITCHERS

Similar to a standard skillsoft, a skilltwitcher sends a jamming signal into skillwire implants. When jacked, a skilltwitcher imposes a penalty to all Agility, Combat, Intellect, and Interaction skills (whether skillsoft or not) equal to the victim's Skillwire rating. Skilltwitchers are frequently combined with jackstoppers to make their removal difficult.

Power: Negative Skill Levels: Overall; **Adv:** None; **AP:** 100; **Lim:** OAF, fragile (-1.25); Independent (-2); Only when inserted into a Chipjack (-1); Only up to the user's Skillwire rating (-.25)

Type	Conceal	Wt.	Cost
Skilltwitcher	-3	--	200

SQUEALERS

Formally known as location forbiddler, this small box is strapped to the wrist or ankle of corporate employees or visitors. When the wearer approaches within a specified distance of a restricted area, the box emits a polite warning. At a closer distance, the device transmits a call to security and activates a siren to alert the guards in the area. For purposes of avoiding jamming, it has an effective Systems Operation Skill of 14-.

Power: Images: Normal Hearing; **Adv:** Trigger: within a specified distance of an item; **AP:** 5; **Lim:** OIF (-.5); Independent (-2); Does not work in magnetic fields (-.25)

Power: Radio Perception/Transmission; **Adv:** None; **AP:** 10; **Lim:** OIF (-.5); Independent (-2); Only to alert guards and trigger alarms (-1)

Type	Conceal	Wt.	Cost
Squealers	-3	--	200

SHADOWPUNK—EQUIPMENT

SECURITY COUNTERMEASURES

GAS DETECTION SYSTEM

Portable gas detection systems are used to detect the presence of various knockout, toxic, and military gases.

Power: Detect Gas, Discriminatory, +1 PER Roll (per Rating); **Adv:** None; AP: 10 +1 per Rating; **Lim:** OAF (-1); Independent (-2); Does not work in magnetic fields (-.25)

Type	PER	Conceal	Wt.	Cost
Gas Detection System	+1	+1	1	Rating x 1000

MAGLOCK PASSKEYS

These sophisticated electronic devices fool a maglock with a passcard system into opening. The passkey is slotted into the cardreader just like any legitimate passcard. Use of such systems often leave the lock scrambled or sluggish in response, providing evidence that the lock has been violated. Passcards start at rating 1 with a 11- Lockpicking Skill, with each rating increasing the roll by 1.

Power: Lockpicking; **Adv:** None; AP: 5 +2 per Rating; **Lim:** OAF (-1); Independent (-2); Only to bypass passcard maglocks (-2)

Type	Conceal	Wt.	Cost
Maglock Passkey	-3	1	Rating x 10000

SEQUENCER

This device is designed to defeat keypad systems on maglocks. The device must be attached to the keypad's circuits, so the character using it must still remove the keypad's case.

Power: Lockpicking Skill; **Adv:** None; AP: 2 per Rating; **Lim:** OAF (-1); Independent (-2); Does not work in magnetic fields (-.25)

Type	SL	Conceal	Wt.	Cost
Sequencer	+1-10	-2	2	Rating x Rating x 500

ULTRASOUND DETECTOR

This simple device detects ultrasound fields that fall within its range. It will alert a user to an ultrasonic motion sensor system or someone using an ultrasound sight.

Power: Detect Ultrasound, Discriminatory, +1 PER Roll (per Rating); **Adv:** None; AP: 10 +1 per Rating; **Lim:** OAF (-1); Independent (-2); Does not work in magnetic fields (-.25)

Type	PER	Conceal	Wt.	Cost
Ultrasound Detector	+1	-3	--	40

ULTRASOUND EMITTER/DETECTOR

This device detects and analyzes the ultrasonic field produced by certain motion sensors. It can also attempt to spoof the sensor into thinking that nothing is moving through its field.

Power: Detect Ultrasound, Discriminatory, +1 PER Roll (per Rating); **Adv:** None; AP: 10 +1 per Rating; **Lim:** OAF (-1); Independent (-2); Does not work in magnetic fields (-.25)

Power: Invisibility: Ultrasonic Perception; **Adv:** Reduced END: 0 END (+.5); AP: 30; **Lim:** OAF (-1); Independent (-2); Does not work in magnetic fields (-.25); Only when moving combat speed or slower (-.5)

Type	PER	Conceal	Wt.	Cost
Ultrasound Detector	+1	-2	.5	Rating x 400

WIRE CLIPPERS

These are clippers specially designed to cut through wire such as fences or cables.

Power: 1d6+1 HKA; **Adv:** None; AP: 20; **Lim:** OAF (-1); Independent (-2); Extra Time: 1 Turn (-1.25); Only to cut through wire barriers (-2)

Type	Conceal	Wt.	Cost
Wire Clippers	-2	1	25

SURVIVAL GEAR

CHEMSUIT

A suit designed to be completely resistant to toxins and other hazardous chemicals. It is environmentally sealed and breathing is self-contained so the wearer can walk through dangerous gases without fear of harm. Only available in a full suit, so it cannot be adapted for armor use.

Power: Life Support: Immune to Radiation, Self-Contained Breathing, Immune to all terrestrial diseases and biowarfare agents, Immune to all terrestrial poisons and chemical warfare agents; **Adv:** None; AP: 32; **Lim:** 1 Fuel Charge lasting 5 hours (-.25); OIF (-.5); Independent (-2)

Type	Wt.	Cost
Chemsuit	10	4000

CLIMBING GEAR

This contains everything needed to climb, including harnesses, rope, gloves, carabineers, crampons and so forth.

Power: Climbing Skill; **Adv:** None; AP: 6; **Lim:** OAF (-1); Independent (-2)

Type	SL	Conceal	Wt.	Cost
Climbing Gear	+3	0	2	500
Rope (50 m)	--	+4	1	25

GRAPPLE GUN

This gun can shoot a grappling hook up to 150 meters. It comes equipped with an internal spool. If used as a weapon, it fires at Very Heavy Crossbow ranges and does 8d6 Normal damage.

Type	Conceal	Wt.	Cost
Grapple Gun	-1	2.25	450

GRAPPLE LINE

Braided nylon and other synthetic fibers woven together to create strong lines supporting incredibly heavy loads. Attached to grappling hooks and often thrown or fired from a grapple gun, these provide a bonus to climbing (GM discretion). Stealth grapple line is easily disposed of to prevent detection, as a catalyst stick touched to the line causes a chemical reaction that causes the line to crumble to dust in seconds. The catalyst stick is reusable.

(Stealth Grapple Line Only: **Power:** Major Transform 2d6: Rope to Dust; **Adv:** None; AP: 30; **Lim:** OAF (-1); Independent (-2); Only when touched by catalyst stick (-.5); No Range (-.5))

Type	Conceal	Wt.	Cost
Grapple Line (50 m)	+4	1	25
Stealth Grapple Line (50 m)	+4	1	50
Catalyst Stick	-5	--	120

MICROFLARES

This pen-sized flare launcher can shoot red, white, or green flares more than 200 meters. The flare will illuminate an area equal to one city block. It can also be used as a makeshift weapon.

Power: Images: Sight Group; **Adv:** x64 Radius (64" Radius) (+2.5); AP: 25; **Lim:** OAF (-1); Independent (-2); 3 Continuing charges lasting 5 minutes (-.25); Only to create light (-1)

Type	Conceal	Wt.	Cost
Microflare Launcher	0	2	50
Microflares	-4	--	75

NAV-DAT GPS

This Global Positioning System can instantly cross-reference a user's position against all known satellites and give the user's coordinates to within 2 meters. The device also comes with accurate internal digital maps accessible by datajack as well as numerous useful navigational functions.

Power: Bump of Direction Talent; Detect Coordinates, Discriminatory, PER Roll +3; **Adv:** None; AP: 21; **Lim:** OAF (-1); Independent (-2); Does not work in magnetic fields (-.25); Requires satellite data (-.25)

Type	Conceal	Wt.	Cost
Nav-Dat GPS	-2	.5	700

SHADOWPUNK—EQUIPMENT

RESPIRATOR

This small oxygen cylinder (20 x 10 cm) connected by a plastic hose to a full or partial facemask provides enough air for several hours of moderate exertion. A pressure regulator allows the wearer to use to respirator underwater.

Power: Life Support: Self Contained Breathing; **Adv:** None; **AP:** 10;

Lim: OAF (-1); Independent (-2); 1 Fuel charge lasting 3 hours (-0)

Type	Conceal	Wt.	Cost
Respirator	--	1	500
Pressure Regulator	--	.5	250

SURVIVAL KIT

This rugged bag contains a useful of stuff: flares, small utility knife, lighter, matches, compass, lightweight thermal blanket, several day's worth of ration bars, a water purification unit, a filter mask and any other gear the gamemaster and players think appropriate.

Type	Conceal	Wt.	Cost
Survival Kit	--	2	100

SKILLSOFTS AND CHIPS

Optical memory chips (OMCs) are small and thin memory storage devices, about 2 x 3 x 1 cm. They are the diskettes or CDs of the Shadowpunk age. Blank OMCs cost about 5¥ per Mp.

In order to control software piracy, programs are usually sold encoded into optical code chips (OCCs). OCCs are similar to OMCs, except that the program inside has been "burned" into the chip. The chips crystalline lattice has been altered and the program permanently ingrained. Programs on OCCs may be copied into memory (computer, headware, etc.) but any copies of the copies are corrupted. Essentially, a copy protection system is built into the chip so that copies of the program may be made from the chip itself, but any second-generation copies are worthless. It basically prevents the creation of chip copies.

Matrix utility programs, skillsoft programs and BTL programs are all cooked into optical code chips.

Source and Object Code

A source program, also called source code, is the original form of a program. All source programs are written in programming languages intelligible to humans. Common programming languages in the Sixth World include HoloLISP, InterMod, MATCom, and Oblong. These languages use different combinations of verbal or written input and dynamic icon manipulation to combine code icons in virtual reality and literally construct programs.

After a programmer has written the source code of a program, he can translate it into an object format. Object format is the actual "machine language", a series of linked holographic constructs that constitute executable programs. Object code gets cooked into an OCC and is loaded into memory when a utility runs.

A character must have the source code of a program to copy, upgrade or modify the program. Object-code copies of programs cannot be used to change a program. Likewise, copies of programs can only be made and given to others if the original source code is used to make the object code copies. Certain software pirates have discovered methods of "cracking" OCCs and object code in order to copy software, but they keep their secrets close to their chests.

Type	Conceal	Wt.	Cost
Optical Memory Chip	-6	--	Mp x 5

SKILLSOFT

A skillsoft is memory on a chip. When used in conjunction with the proper headware and bodyware, skillsofts allow users to know and do things they never learned in the normal fashion. Because a skillsoft's "memory imaging" encoding differs from any actual memories or learned experiences the user may already have, the skillsoft and/or skillwire system must override the user's own reflexes, abilities, and memories, forcing a reliance on the encoded capabilities.

Skillsofts come in three types: *Knowsofts* replicate Background skills such as Knowledge, Profession, or Science skills. A sub-classification of knowsofts is the *linguasoft*, which allows language use and replicates language skills. *Datasofts* are pure information, like that found in textbook. They do not include any application or comprehension ability. *Activesofts* replicate Agility, Combat, Intellect, or Interaction skills.

Knowsofts and datasofts can be accessed with a chipjack, piped through a datajack from a data reader, or from headware memory. A full skillwire system is required to use activesofts. The skillwire system can access activesofts from a chipjack, datajack, or from headware memory.

Additional chipjacks or datajacks can accommodate additional skillsofts. Skillsofts can be downloaded into headware memory through a datajack. Once the chip is in and the data transferred to headware memory, the user can remove the chip. If the user doesn't have enough headware memory, he must keep the chip slotted to use it. Once downloaded, the resulting program takes up the amount of space shown on the Skill Memory Table (see The Matrix) with a x2 Size Multiplier. Skillsofts are treated as Skill Levels that add +1 to the appropriate skill per rating.

Type	Conceal	Wt.	Cost
Activesoft	-6	--	Mp x 100
Datasoft	-6	--	Mp x 100
Knowsoft	-6	--	Mp x 150
Lingasoft	-6	--	Mp x 50

SKILLSOFT JUKEBOX

Essentially a portable computer with numerous ports for slotting skillsofts, the jukebox is connected via fiber-optic cable to datajack or chipjack. Through the keypad, voice, or cybernetic command (on through the datajack), the user can switch between skillsofts. Ideal for combat and other situations when switching skillsofts needs to be quick and efficient.

Type	Conceal	Wt.	Cost
Skillsoft Jukebox	+4	1	Ports x Mp x 20

AUTONAV MAP CHIPS

These are detailed maps available for all urban areas, these allow vehicles with rating 2 autonav and higher to follow any mapped route as long as it does not cover terrain classified as rough.

Type	Conceal	Wt.	Cost
Autonav Map Chips	-6	--	25

BETTER-THAN-LIFE CHIPS (BTLs)

BTL chips are simsense recordings that have been cut without signal peak controllers. Most BTLs have had their signal intensities jacked up across the board, outputting high-amplitude ASIST and directly stimulating the pleasure centers of the brain.

BTL chips come in two playback formats. The Dreamdeck chip requires a simsense deck that has been modified to produce BTL signals (a fairly simple modification). The Direct Input Chip is designed to be slotted into a datajack or chipjack; it contains all the necessary electronics. Both are designed to burn out after one use, though they can be modified to bypass that feature.

A wide variety of BTLs circulate on the street. Some versions cut out the RAS override, allowing the user to walk and talk while chipping. Some are only track loops of one particular euphoric or intense emotion. A variety called personafix modifies the basic personality responses of the user along specific psychological lines, or even to create an artificial personality based on a famous or historical figure.

BTL is highly addictive, and many users loop themselves into continuous playback. Extended use can result in numerous unpleasant side effects, including catatonia, multiple personality disorder, amnesia, flashbacks, mania, synesthesia (sensory crossover), and even death. Most BTL users die from accidents while under the influence, or from malnutrition, dehydration or suicide.

Type	Conceal	Wt.	Cost
BTL Direct Input Chip	-6	--	250
BTL Dreamdeck Chip	-6	--	100
BTL Simdeck Modification	NA	NA	250

SHADOWPUNK—EQUIPMENT

BIOTECH

BIOMONITOR

A small, compact device worn over the wrist, upper arm or heart that measures the bearer's life signs – heart rate, blood pressure, temperature, etc. It can even analyze blood, sweat, and skin samples. Biomonitorers are designed to transmit this data to a receiver display unit. Most models come with a built-in transmitter and include the readout units in the cost; at the same cost, a secondary model can easily be hooked up to a vidlink or other transmitter to simultaneously transmit info with video feed or other signals. It has an effective Systems Operation Skill of 11- for jamming purposes.

Power: Skill Levels: Paramedic, PS: Doctor, Science: Biochemistry;
Adv: None; **AP:** 9; **Lim:** OAF (-1); Independent (-2); Does not work in magnetic fields (-.25); Only when diagnosing the user (-1)

Type	SL	Conceal	Wt.	Cost
Biomonitor	+3	-6	1	1000

DOCWAGON™ CONTRACT

DocWagon™ offers first-class medical care on a 24-hour, house (or street) call basis. Four contract services are available: basic, gold, platinum, and super-platinum. A DocWagon™ contract requires filing of tissue samples (held in a secure vault staffed by bonded guards and mages) and comes with a sealed-band, direct-dial wrist phone, which also serves as a homing beacon for roving DocWagon™ ambulances, choppers, and AVs. It has an effective Systems Operation Skill of 11- for jamming purposes. Rupture of the band will alert the DocWagon™ representative.

Once a call from a contract-holder is confirmed, most DocWagon™ franchises guarantee arrival of a trauma team in less than ten minutes, or else the immediate medical care is free. Resuscitation service carries a high premium, as does High Threat Response (HTR) service. In the latter case, the client (or his heir) is expected to pay medical bills up to and including death compensation for DocWagon™ employees. Gold service includes one free resuscitation per year, a 50 percent reduction on HTR service charges, and a 10 percent discount on extended care. Platinum service includes four free resuscitations per year, no HTR service charges (though death compensation still applies), and a 50 percent discount on extended care. Super-Platinum service have five free resuscitations per year, do not have to pay for HTR service charges or death compensation, and have 75 percent discounts on extended care. Super-Platinum subscriber wristphones also contains a biomonitor that will automatically call DocWagon™ if the client's life signs ever stray beyond "safe" parameters, as well as triggering an audible alarm.

DocWagon™ will not respond to calls on extraterritorial government or corporate property without permission from that controlling authority.

Type	Cost
DocWagon™ Basic Service	5000¥ per year
DocWagon™ Gold Service	25000¥ per year
DocWagon™ Platinum Service	50000¥ per year
DocWagon™ Super-Platinum Service	100000¥ per year

MEDKIT

The Sixth World medkit is well equipped to handle most typical medical emergencies. It includes drug supplies, bandages, tools and even a "doctor" – an expert system (Paramedics 12-) designed to diagnose problems from information given by the user. The system will request more information if the diagnosis is unclear. Having determined the course of action, it will advise the user on techniques. Medkits are not infallible, and a standard waiver of liability must be filed with the manufacturer upon purchase. Most models will advise users of their inability to supply proper treatment, as well as issuing reminders when their stocks of expendable materials are low. Roll 1d6 after using a medkit. On a roll of 1, the supplies of the medkit run out and need to be restocked.

Type	Conceal	Wt.	Cost
Medkit	+5	3	200
Medkit Supplies	--	--	50

ORGANIC REPLACEMENTS

Vat-grown replacement tissues and organs are readily available. Most common are "Type O" products tailored for minimal rejection reaction, though they require a program of tailored immuno-suppressant treatment to prevent a body's rejection of the transplant. The safest transplant material is grown from the samples of the patient's own cells. Regrettably, no replacements for brain or nervous tissue are yet available, and fully viable clones only exist in the realm of fiction.

Type	Base Time to Grow	Cost
Eye or Small Organ	3 weeks	7500
Large Organ	5 weeks	15000
Hand/Foot	6 weeks	15000
Limb	8 weeks	25000

STABILIZATION UNIT

An enclosed capsule with carrying handles, this unit is designed to stabilize a critically wounded person until proper medical care can be applied. It is standard equipment on DocWagon™ vehicles and in use with all the better ambulance services. Stabilization units automatically stabilize any person placed inside. They do their job so well that the patient receives a bonus of +3 REC for the next month that only helps to heal their wounds.

Power: 2d6 Aid to REC; **Adv:** Fade: 5 AP per month (+2); AP: 60;
Lim: OAF (-1); Independent (-2); Only to heal from current wounds (-1)

Power: 1d6 Healing (Regeneration); **Adv:** Reduced END: 0 END (+.5); Persistent (+.5); AP: 20; **Lim:** OAF, Bulky (-1.5); Independent (-2); Extra Time: 1 Turn (-1.25); Only for targets at 0 Body or below (-1)

Type	Wt.	Cost
Stabilization Unit	30	15000

SLAP PATCHES

Slap patches are adhesive drug-dispensers that release measured doses to allow continual, safe administration of necessary chemicals. Patches must be applied directly against the patient's skin. Dermal plating or sheathes hinder their effects (reduce the effect of the patch by the resistant physical defense of the implant), and blood filtration implants reduce their effects by their power defense, which makes them all but useless.

ADRENALINE PATCH

This patch releases concentrated adrenaline stimulators and supplements to give the character instant energy. The effects of the patch wear off in 10 minutes, and at that time if the character loses his entire END, he pays the rest in STUN as normal.

Power: Aid: END; **Adv:** Fade: 5 AP per 10 Minutes (+.75); AP: 105;
Lim: OAF, Expendable (-1.25); Independent (-2); 1 Charge

Type	Aid	Wt.	Cost
Adrenaline Patch	3d6	--	100

ANTIDOTE PATCH

This patch releases a broad-spectrum antidote to aid the patient in resisting the effects of a toxin. If applied immediately after exposure (before the damage is applied) the antidote patch gives 8 Power Defense.

Power: Power Defense; **Adv:** Usable as Attack (+1); AP: 16; **Lim:** 1 continuing charge lasting 5 minutes (-.75); OAF, Expendable (-1.25); Independent (-2); Only when in contact with user's skin (-.25)

Type	Power Defense	Wt.	Cost
Antidote Patch	+8	--	400

STIMULANT PATCH

This patch releases a non-addictive stimulant to keep a character awake at times when awareness is vital. The effects of the patch wear off in 10 minutes. The patch restores 6d6 AP of STUN.

Power: Aid: STUN; **Adv:** Fade: 5 AP per 10 Minutes (+.75); AP: 105;
Lim: OAF, Expendable (-1.25); Independent (-2); 1 Charge (-2)

Type	Aid	Wt.	Cost
Stimulant Patch	6d6	--	150

SHADOWPUNK—EQUIPMENT

TRANQ PATCH

This patch is designed to anesthetize patients in preparation for medical attention. Tranq patches are also used in some circles to sedate unruly prisoners. The patch does 10d6 Stun.

Power: Energy Blast; **Adv:** AVLD: Power Defense (+1.5); AP: 12.5 per Rating; **Lim:** OAF, Expendable (-1.25); Independent (-2); No Range (-.5); 1 Charge (-2)

Type	EB	Wt.	Cost
Stimulant Patch	10d6	--	250

TRAUMA PATCH

This patch is the last-ditch hope of a victim unable to receive medical care. The trauma patch must be placed over the victim's heart directly on the skin, and automatically stabilizes that person.

Power: 1d6 Healing (Regeneration); **Adv:** Persistent (+.5); AP: 15; **Lim:** OAF, Expendable (-1.25); Independent (-2); Extra Time: 1 Turn (-1.25); 1 continuing charge lasting 20 minutes (-.5); Only for targets at 0 Body or below (-1)

Type	Wt.	Cost
Trauma Patch	--	500

DRUGS

Most drugs have a chance for addiction, physical tolerance and so on, though a GM should be able to discuss with a drug abusive character the chances of such a thing happening. Drugs can be very beneficial, but a GM should recognize that there are drawbacks to abuse and take steps to ensure there is a negative side to the habitual use of drugs.

ACTH

Adrenocorticotrophic hormone (ACTH) is a naturally occurring hormone used primarily as a trigger for voluntary activation of the adrenal pump. Packaged in inhalers with six doses, once administered it instantly activates the adrenal pump. Though ACTH is not addictive, a tolerance builds up over time, rendering it ineffective as an external trigger.

Type	Vector	Speed	Cost
ACTH	Inhale	Instant	100

BLACK LACE

A high-powered version of the drug Dorph, which imparts euphoria, adrenaline rush, and invulnerability to pain. Black Lace is deadly. Users of Black Lace become fearless, cold-blooded killing machines, which is exactly what the military designers had in mind from the start.

Power: 3d6 Aid: STR, CON, BODY; **Adv:** Three characteristics simultaneously (+.75); Fade: 5 AP per minute (+.25); AP: 60; **Lim:** 1 Charge (-2), IIF (-.25); Independent (-2); Side Effect: Forced Disadvantage (Psychopathic Killer, Very Common, Total) with Activation 10- (-.5)

Power: CON +10; **Adv:** None; AP: 20; **Lim:** Only to resist being stunned (-1); 1 Continuing charge lasting 5 minutes (-.75), Linked to Aid (-.5); IIF (-.25); Independent (-2); Side Effect: Forced Disadvantage (Psychopathic Killer, Very Common, Total) with Activation 10- (-.5)

Power: EGO +5; **Adv:** None; AP: 10; **Lim:** 1 Continuing charge lasting 5 minutes (-.75); Linked to Aid (-.5); IIF (-.25); Independent (-2); Side Effect: Forced Disadvantage (Psychopathic Killer, Very Common, Total) with Activation 10- (-.5)

Type	Vector	Speed	Cost
Black Lace	Inject	Instant	1500

DORPH

Designed as a combat drug and painkiller, Dorph causes endorphins to race through the body, reducing pain and stress. Dorph allows the user to reduce the effects of stun or shock. A side effect of Dorph is that it causes some short-term damage to the nervous system and reflexes.

Power: 3d6 Aid: CON, STUN; **Adv:** Two characteristics simultaneously (+.5); Fade: 5 AP per hour (+1); AP: 75; **Lim:** IIF (-.25); Independent (-2); 1 charge (-2); Side Effect: 3d6 SPD Drain; Fade: 5 AP per hour, Trigger: after Aid wears off (-1)

Type	Vector	Speed	Cost
Dorph	Inject	Instant	400

JAZZ

Developed by Lone Star's R&D Division, Jazz was designed to better the odds for run-of-the-mill law-enforcement officers who run up against wired and chromed street samurai. Designed as "energizers", jazz significantly boosts the user's reflexes and reactions for a short period. Jazz users frequently suffer a crash period, where they are flooded with despondent and miserable emotions, and long-term users suffer brutal side effects.

Power: 2d6 Aid: DEX, SPD; **Adv:** Two characteristics simultaneously (+.5); Fade: 5 AP per 5 minutes (+.5); AP: 40; **Lim:** IIF (-.25); Independent (-2); 1 charge (-2); Side Effect: 4d6 Ego Attack, Trigger: after Aid wears off (-.5)

Type	Vector	Speed	Cost
Jazz	Inhale	Instant	40

KAMIKAZE

Kamikaze is a tailored amphetamine combat drug. In moderate doses, kamikaze can give users an edge, somewhat equalizing the odds when unaugmented (either biologically or cybernetically) individuals face augmented opponents in combat. As use continues and addiction grows, the individual requires larger doses, and adverse side effects begin to manifest. Large doses can cause excitement, tremors, momentary euphoria and dilated pupils. Excess doses (bordering on overdose levels) cause anxiety, hallucinations, and uncontrolled muscular movements. Anything higher leads to death. The repeated use of Kamikaze has a destructive effect on the user's metabolism. Every 4 applications of the drug inflict an automatic ½d6 points of Cyberware or Bioware damage.

Power: 1d6 Aid: STR, DEX, BODY, EGO; **Adv:** Four characteristics simultaneously (+1); Fade: 5 AP per minute (+.25); AP: 23; **Lim:** IIF (-.25); Independent (-2); 1 Charge (-2); Side Effect: 1d6 Drain: DEX, EGO, Two characteristics simultaneously, Fade: 5 AP per minute, Trigger: After Aid wears off, Linked to ½d6 RKA, NND (Defense is Blood Filtration system), Does Body, Trigger: Every 4th dose, Only to do Cyberware or Bioware damage (-.5)

Type	Vector	Speed	Cost
Kamikaze	Inhale	Instant	50

PRIME

This drug narrows the user's concentration down to a highly focused point and eliminates extraneous emotion, making the user extremely cold and rational.

Power: 2d6 Aid: EGO; **Adv:** Fade: 5 AP per hour (+1); AP: 40; **Lim:** IIF (-.25); Independent (-2); 1 charge (-2); Side Effect: 2d6 Drain: EGO, Fade: 5 AP per day, Trigger: After Aid wears off (-1); Extra Time: 1 minute (-1.5)

Power: Perception: All +2; **Adv:** None; AP: 6; **Lim:** IIF (-.25); Independent (-2); Linked to Aid (-.5); 1 continuing charge lasting 6 hours (-0)

Type	Vector	Speed	Cost
Prime	Ingest	1 min	150

PSYCHE

This designer smart drug, allegedly produced by MCT, is especially prized by magicians.

Power: 2d6 Aid: INT, EGO; **Adv:** Fade: 5 AP per 6 hours (+1.25); AP: 45; **Lim:** IIF (-.25); Independent (-2); 1 charge (-2); Extra Time: 10 minutes (-2)

Type	Vector	Speed	Cost
Psyche	Ingest	10 min	500

SPEEDHEAL

Speedheal is designed to enhance the body's natural healing process. The side effect of this drug are reduced coordination, lack of energy, and very slow reflexes while the drug is in effect.

Power: 3d6 Aid: REC; **Adv:** Fade: 5 AP per week (+1.5); AP: 75; **Lim:** IIF (-.25); Independent (-2); 1 Charge (-2); Side Effect: 3d6 Drain: DEX, Fade: 5 AP per week (-1); Extra Time: 10 minutes (-2)

Type	Vector	Speed	Cost
Speedheal	Ingest	10 min	250

SHADOWPUNK—EQUIPMENT

TOXINS AND DISEASES

ATROPINE

Atropine is a distilled alkaloid and the active component of the medicinal agent belladonna, which is derived from the nightshade plant. Extreme in its action, it is a tranquilizer that relaxes the involuntary muscle system. Powerful and poisonous, atropine is effective in doses measuring 0.3 to 0.6 milligrams. It works internally by acting on the vagus nerve, inhibiting the actions of the organs.

Victims of atropine poisoning experience the following symptoms: increased pulse rate, dryness of mouth, inability to focus on near objects, mental confusion, hallucinations, hot and dry skin, hyperpyrexia (high fever because of the inability to sweat). Some subjects may also develop a rash

Power: 12d6 Drain: BODY; **Adv:** Fade: 5 AP per 6 hours (+1.25); AP: 150; **Lim:** Gradual Effect: 1 hour (-1.25); IIF (-.25); Independent (-2); 1 Charge (-2)

Type	Vector	Speed	Cost
Atropine	Inject	Instant	600

CS/TEAR GAS

Commonly referred to as tear gas, CS gas is an irritant that affects the skin, eyes and mucous membranes, causing them to burn and water. It also stimulates a psychological panic response—increased heart rate, shortness of breath and so forth. Filtration systems reduce the effects of CS Gas by 1 per 5 points of power defense.

Power: Change Environment: -4 to DEX Rolls, DEX-based skills, EGO Rolls, OCV, and DCV **Adv:** None; AP: 68; **Lim:** IIF (-.25); Independent (-2); 1 Continuing charge lasting 5 minutes (-.75); Extra Time: 1 Turn (-.5); Lesser effect against targets with air filtration systems (-.25)

Type	Vector	Speed	Cost
CS/Tear Gas	Contact or Inhale	1 Turn	10

CYANIDE

Cyanide is one of the most rapidly acting of all poisons. Its presence is noted by a momentary burning sensation in the mouth (if cyanide is swallowed or inhaled), the smell of bitter almonds, and an almost instant lapse into spasmodic breathing.

Cyanide works by inhibiting and blocking the enzyme that controls the oxygen release from red blood cells. The result is death by cellular asphyxiation. Oxidizing agents, such as hydrogen permanganate, can transform cyanide into a harmless examine, but they must be applied immediately.

Power: 7d6 Drain: BODY; **Adv:** Fade: 5 AP per day (+1.5); AP: 175; **Lim:** IIF (-.25); Independent (-2); 1 Charge (-2); Extra Time: 1 minute (-1)

Type	Vector	Speed	Cost
Cyanide	Ingest, Inhale, Inject	1 min	360

FUGU NEUROTOXINS

This is a deadly poison that is injected or eaten, and many shady organizations use this family to torture captured prisoners. Fugu is based on one of the deadliest neurotoxins in the natural world.

Power: Drain: BODY; **Adv:** Fade: 5 AP per day (+1.5); AP: 75/150/200; **Lim:** IIF (-.25); Independent (-2); 1 Charge (-2)

Type	Drain	Vector	Speed	Cost
Fugu-5	3d6	Ingest or Inject	Instant	10000
Fugu-6	6d6	Ingest or Inject	Instant	20000
Fugu-8	8d6	Ingest or Inject	Instant	30000

GREEN RING

The Green Ring family is colorless and odorless nerve gasses developed from research done in the 1970s. The victims suffer from cramping, nausea, and double vision

Power: Drain 1: BODY; **Adv:** Fade: 5 AP per day (+1.5); AP: 100/125; **Lim:** IIF (-.25); Independent (-2); 1 Charge (-2)

Power: Drain 2: STR, DEX, CON; **Adv:** Three characteristics simultaneously (+.75); Fade 5 AP per 5 minutes (+.5); AP: 55/110; **Lim:** IIF (-.25); Independent (-2); 1 Charge (-2); Linked to Drain (-.5)

Type	Drain	Vector	Speed	Cost
Green Ring-3	4d6	Contact or Inhale	Instant	500
Green Ring-8	5d6	Contact or Inhale	Instant	800

HYPER

Hyper is a direct neural stimulator, acting on the nerves connected to the temporal and occipital lobes of the brain. These sections of the brain interpret most nervous sensations, including taste, smell, sound, and sight. The drug known as hyper artificially produces the effects of hyperaesthesia, a condition of excessive sensitivity to sensory stimuli, resulting in pain from even the most minor sensations. A tap, for example, feels like a sharp blow, a whisper, becomes a shout, and so on. Filtration systems reduce the effects of Hyper by 1 per 5 points of power defense.

Power: Change Environment: -3 to DEX Rolls and Skills, INT Rolls and Skills, OCV and DCV; **Adv:** AP: 54; **Lim:** IIF (-.25); Independent (-2); 1 Continuing charge lasting 5 minutes (-.75); Lesser effect against targets with air filtration systems (-.25)

Power: 3d6 Ego Attack; **Adv:** None; AP: 30; **Lim:** IIF (-.25); Independent (-2); Power Defense applies (-.5)

Type	Vector	Speed	Cost
Hyper	Inhale or Inject	Instant	180

MAO

Monoamine oxidase (MAO) is an enzyme that promotes rapid oxidation of adrenaline, thus removing the effects of adrenaline. It can be used to counter the effects of the adrenal pump.

Power: 2d6 Drain: SPD, DEX, STR, EGO; **Adv:** Four characteristics simultaneously (+1); Fade: 5 AP per minute (+.25); AP: 45; **Lim:** IIF (-.25); Independent (-2); 1 Charge (-2)

Type	Vector	Speed	Cost
MAO	Inject	Instant	280

NARCOJECT

A drug intended to incapacitate rather than kill an opponent. It is typically delivered in dart form, though only contact is needed for it to take effect.

Power: 8d6 EB; **Adv:** AVLD: Power Defense (+1.5); AP: 100; **Lim:** IIF (-.25); Independent (-2); 1 Charge (-2)

Type	Vector	Speed	Cost
Narcoject	Contact or Inject	Instant	150

NAUSEA GAS

Designed to incapacitate riotous crowds and break their willingness to cause disturbance, nausea gas is a potent and loathed weapon. Filtration systems reduce the effects of Hyper by 1 per 5 points of power defense.

Power: Change Environment: -4 to DEX Rolls and Skills, INT Rolls and Skills, OCV and DCV; **Adv:** AP: 72; **Lim:** IIF (-.25); Independent (-2); 1 Continuing charge lasting 5 minutes (-.75); Lesser effect against targets with air filtration systems (-.25)

Type	Vector	Speed	Cost
Nausea Gas	Inhale	1 Turn	10

NEURO-STUN

Similar to Narcoject but delivered in gas form, the many varieties of Neuro-Stun gas are effective at putting down crowds when needed.

Power: Energy Blast; **Adv:** AVLD: Power Defense (+1.5); AP: 50/100/150; **Lim:** IIF (-.25); Independent (-2); 1 Charge (-2); Extra Time: 1 Turn (-.5)

Type	EB	Vector	Speed	Cost
Neuro-Stun VIII	4d6	Contact or Inhale	1 Turn	10
Neuro-Stun IX	8d6	Contact or Inhale	1 Turn	20
Neuro-Stun X	12d6	Contact or Inhale	1 Turn	30

PEPPER PUNCH

Pepper Punch uses oreocapsicum, derived from hot peppers, as an active ingredient. It is mixed with other irritants, such as CS gas, and deployed as a gas, liquid or foam spray. Liquids and foams frequently incorporate ultraviolet dye so that the target may be identified later.

SHADOWPUNK—EQUIPMENT

A victim dosed with pepper punch feels an intense burning on any affected skin, and his eyes and nose will water. Filtration systems reduce the effects of Hyper by 1 per 5 points of power defense.

Power: Change Environment: -4 to DEX Rolls and Skills, INT Rolls and Skills, OCV and DCV; **Adv:** AP: 72; **Lim:** IIF (-.25); Independent (-2); 1 Continuing charge lasting 5 minutes (-.75); Lesser effect against targets with air filtration systems (-.25)

Type	Vector	Speed	Cost
Pepper Punch	Contact or Inhale	1 Turn	5

SEVEN-7

Seven-7 is a cutting edge war gas developed by Mitsuhamma and it is colorless and odorless. It has very similar effects to Green Ring-8, but is far more deadly.

Power: 10d6 Drain: BODY; **Adv:** Fade: 5 AP per day (+1.5); AP: 250; **Lim:** IIF (-.25); Independent (-2); 1 Charge (-2)

Power: 4d6 Drain: STR, DEX, CON; **Adv:** Three characteristics simultaneously (+.75); Fade 5 AP per 5 minutes (+.5); AP: 110; **Lim:** IIF (-.25); Independent (-2); 1 Charge (-2); Linked to Body Drain 1 (-.5)

Type	Vector	Speed	Cost
Seven-7	Contact or Inhale	1 Turn	1000

CHEMTECH

ACIDS

Most acids are relatively mild; they are used as solvents and generate heat when mixed with water. Typically, it is dangerous to add water to acids, as it causes a reaction in which the acid might froth and splash the area. Mild acids may have some caustic effects on skin; they are particularly dangerous to eyes, and poisonous if taken internally. Stronger concentrated acids are more dangerous and can cause severe burns. They are highly corrosive, capable of dissolving metals and alloys. Acids must be kept in containers that will not corrode. If handled properly, acids can be used for creative endeavors such as melting through locks and doors, etching walls or windows, and even as a weapon. Acid burns generate nasty scars and can be used to blind individuals.

Power: Killing Attack—Ranged; **Adv:** Penetrating (+.5); Continuous (+1); Uncontrolled (+.5); AP: varies; **Lim:** OAF, Fragile (-1.25); Independent (-2); 1 Continuing Charge lasting 5 minutes (-.75)

Type	RKA	Wt.	Cost
Acid	Rating x 1 DC	--	Rating x 500

DIKOTE

Dikote is a process that deposits a thin diamond film on any solid surface. The diamond film imparts more structural strength and resilience. Dikoted surfaces are smooth and relatively frictionless, conduct heat well and can be modified to conduct electricity. Not everything can be glazed with Dikote. The item treated must be able to withstand the heat generated by the plasma used in the glazing process. Cloth and plastic cannot be coated, though ceramics and most metals can. Dikoting an object adds +1 DEF (+1 rPD/+1 rED). Dikoting a melee weapon adds +1 DC to the base damage of the weapon.

Type	Wt.	Cost
Dikote	--	1000 per cm ²

MAGICAL GEAR

EXPENDABLE SPELL FOCUS

Expendable foci are enchanted to provide a boost of energy for casting a single spell. Once the focus is used, its energy is spent and the focus is consumed. Expendable foci are popular because they do not require any points to bond, and are inexpensive. An expendable spell focus is created for a single category of spells (combat, detection, etc.) and can be used with any spell of that category. When used, add a total of rating x 10 Active Points to the Multipower Pool and the spell itself to determine the effect. This focus is activated ahead of time and awaits a trigger from the user to take effect.

Power: Aid +3d6 Magic; **Adv:** Variable Effect: Magic Attribute and a Single Spell (+.25); Reduced END: 0 END (+.5); AP: 26 per Rating; **Lim:** OAF, Expendable (-1.25); Independent (-2); 1 charge (-2)

Type	Aid	Wt.	Cost
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Expendable Spell Focus	+10	--	Rating x 1500
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SPECIFIC SPELL FOCUS

A specific spell focus provides extra power equal to its force when casting a specific spell. When used, add a total of rating x 10 Active Points to the Multipower Pool and the spell itself to determine the effect. Note that it takes a half-phase action to activate the focus.

Power: Aid +3d6; **Adv:** Variable Effect: Magic Attribute and a Single Spell (+.5); Reduced END: 0 END (+.5); Persistent (+.5); Standard Effect (+0); AP: 75 per Rating; **Lim:** OAF (-1); Independent (-2)

Bonding Cost: Rating x 6

Type	Aid	Wt.	Cost
Expendable Spell Focus	+10	--	Rating x 45000

SPELL CATEGORY FOCUS

A spell category focus is useful for all spells of a single category, chosen at the time when it is purchased. When used, add a total of rating x 10 Active Points to the Multipower Pool and any spells of a particular category to determine the effect. Note that it takes a half-phase action to activate the focus.

Power: Aid +3d6; **Adv:** Variable Effect: Multipower Pool and all Slot of Magic of a particular category (+1); Reduced END: 0 END (+.5); Persistent (+.5); Standard Effect (+0); AP: 90 per Rating; **Lim:** OAF (-1); Independent (-2)

Bonding Cost: Rating x 7.5

Type	Aid	Wt.	Cost
Spell Category Focus	+10	--	Rating x 75000

SPELL SUSTAINING FOCUS

A spell sustaining focus is used to by magicians to sustain spells without conscious effort from the magician. The spell is cast, and the focus activated, and the spell continues until the focus runs out of Endurance. The END cost is standard for the spell (there is no reduction for resisting drain). The focus is only for a single specific spell, chosen when the focus is bonded.

Power: END Reserve; **Adv:** None; AP: 20 per Rating; **Lim:** OAF (-1); Independent (-2); Only for a single spell (-1)

Bonding Cost: Rating x 1

Type	END	REC	Wt.	Cost
Spell Sustaining Focus	100	10	--	Rating x 30000

SPIRIT FOCUS

A spirit focus increases the magicians abilities with a single type of elemental or nature spirit. The type of spirit must be declared when the focus is purchased. The magician can choose to apply one of the following abilities when using the focus in dealing with the declared spirit type: Skill Levels: Conjuring +3; Dispel +3d6; PRE +10 (Only for determining Spirit Services (-1)). These are per Rating, so a rating 4 Spirit Focus would grant +12 Conjuring, +12d6 Dispel, +40 PRE

Power: Variable Power Pool 10 Points; **Adv:** Powers can be changed as a 0-phase action (+1); No skill roll required (+1); AP: 45 per Rating; **Lim:** Very limited class of powers (-1); OAF (-1); Independent (-2)

Point Cost: Rating x 2

Type	Wt.	Cost
Spirit Focus	--	Rating x 60000

POWER FOCUS

A power focus is the most flexible, and the most powerful of foci. It increases the owner's magic attribute by Rating x 10, allowing him to learn higher force spells

Power: Aid +3d6; **Adv:** Variable Effect: Magic Attribute and all Slot of Magic (+2); Reduced END: 0 END (+.5); Persistent (+.5); Standard Effect (+0); AP: 120 per Rating; **Lim:** OAF (-1); Independent (-2)

Point Cost: Rating x 10

Type	Aid	Wt.	Cost
Power Focus	+10	--	Rating x 105000

SHADOWPUNK—EQUIPMENT

WEAPON FOCUS

Weapon foci are magical melee weapons. Any Awakened character can bond and use a weapon focus. An active weapon focus adds its Rating in Overall Combat Skill Levels that can be when wielding the weapon in combat. Weapon foci also accompany the character into Astral Space, and also allows the wielder to bypass most of the defenses of spirits against normal weapons.

All weapon foci require the magical metal orichalcum in their construction. Orichalcum is an alloy of copper, gold, silver, and mercury, which can only be created by magic. It is a rich orange-gold color, and legend holds that it was invented in the ancient city of Atlantis.

Weapon foci can only be melee weapons, for the nature of magic prevents enchanting of magical missiles. As magic only functions in the hands of a magician, an enchanted missile would become non-magical as soon as it was loosed.

Power: Aid: HKA, or HA; **Adv:** Reduced END: 0 END (+.5); AP: 22.5 per Rating; **Lim:** OAF (-1); Independent (-2); Only usable by magicians (-1)

Power: Combat Skill Levels: Overall; **Adv:** None; AP: 8; **Lim:** OAF (-1); Independent (-2); Only usable by magicians (-1)

Point Cost: Rating x 2

Type	Aid	CSL	Wt.	Cost
Weapon Focus	+10	+1	--	Rating x 10000

WEAPON ACCESSORIES

BAYONET

A bayonet is a long knife designed to be attached under the barrel of a rifle-sized weapon. When wielded in melee combat from the end of the weapon, in similar fashion to a spear, using the Pole Arm weapon familiarity. The bayonet can also be detached and wielded as a standard knife using the Blades weapon familiarity.

Type	Conceal	Wt.	Cost
Bayonet	+1	.75	50

BIOMETRIC SAFETY

A weapon modified with this system has a specialized biometric ID reader built into the weapon's grip and attached to the weapon's internal safety mechanism. The owner's palmprint is stored in the system's encrypted firmware. When the weapon is picked up, the reader scans for the correct palmprint and only deactivates the safety if the print matches. If the match fails, the safety remains on and the gun may not be fired.

Type	Conceal	Wt.	Cost
Biometric Safety	--	.1	2250

BIPOD

Bipods are two-legged braces that extend downward from the weapon, allowing the weapon to be fired low to the ground with the user in a sitting or lying position. A bipod uses the underbarrel mount, modifies weapon concealability by -2 (-1 when folded), and reduces the strength minimum of the weapon by 10 when bracing.

Type	Conceal	Wt.	Cost
Bipod	+2	2	350

BOW ACCESSORY MOUNT

This lightweight gadget allows bows and crossbows to mount a single imaging or SmartLink system accessory. The smartlink system can only be used if the character has a smartlink induction pad in the hand with which they hold the bow (or is using smartgoggles).

Type	Conceal	Wt.	Cost
Bow Accessory Mount	+1	.1	100

CONCEALABLE HOLSTER

Custom-fitted to the wearer, the holster can be designed for wear over the hip, in the small of the back, under the arm, on the forearm or on the ankle. It grants -4 to the Concealability of the pistol it was designed to hold.

Type	Conceal	Wt.	Cost
Concealable Holster	-4	.1	100

FLASHLIGHT

This tactical light illuminates whatever is in the weapon's sight up to a distance of 20 meters. The cone of light is narrow, concentrating the illumination in a small area. In addition, the lens is recessed, making it difficult for those not directly in the light's path to trace its source. Low-light and infrared versions of the flashlight are also available. The low-light version uses soft red light to illuminate an area for characters with low-light vision. The infrared version provides illumination for characters with thermographic vision.

Type	Conceal	Wt.	Cost
Standard Flashlight	+1	.25	50
Low-Light Flashlight	+1	.25	250
Infrared Flashlight	+1	.25	450

FLASH SUPPRESSER

Similar to a sound suppresser, the Flash Suppresser reduces the flash the comes from the barrel when the weapon is fired. The flash suppresser is typically a cylindrical device that screws onto the barrel of the weapon.

Type	Conceal	Wt.	Cost
Flash Suppresser	+1	.5	250

GAS VENTING SYSTEM

This system vents a weapon's barrel gases at a specific vector to counter barrel climb. These systems are all barrel-mounted, and subtract from the weapon's concealability by -1. The gas vent system reduces the strength minimum of the weapon by 5 when fired on Autofire.

Type	Conceal	Wt.	Cost
Gas Venting System	+1	.75	500

GRENADE LAUNCHER

This is an underbarrel mounted grenade launcher attached to rifle sized weapons. It fires just like a normal grenade launcher. The base cost includes a grenade launcher that holds 1 shot in it's magazine. For an increase in magazine size (8 max) add 50 nuyen.

Type	Conceal	Wt.	Cost
Grenade Launcher	+1	.75	200
Per +1 Magazine Max	--	--	+50

GUNCAM

The guncam is a miniaturized video camera that records whatever the gun is targeting. The device can be either externally linked to a recording device or it can include a miniaturized vidlink transmitter, allowing the images to be transmitted to a receiver elsewhere. The transmitter has a Systems Operation Skill of 11- for purposes of jamming.

Type	Conceal	Wt.	Cost
Guncam	+1	.25	1000
Guncam Transmitter	+1	.25	2500

GYRO-STABILIZED MOUNT

These systems consist of a heavy upper-body harness with an attached, articulated, gyro-stabilized arm that mounts a rifle or heavy weapon. The gyro-stabilized mount neutralizes recoil allowing a weapon to be fired more accurately and with less exertion from the wielder. The standard model reduces the strength minimum by 10, and the deluxe gyromount reduces the strength minimum by 15.

Type	Conceal	Wt.	Cost
Standard Gyromount	+5	6	2500
Deluxe Gyromount	+6	8	6000

HI-POWER SCOPE

Like a normal scope, but with higher magnification, this accessory mounts on top of the weapon and provides its benefits when bracing.

Type	Conceal	Wt.	Cost
Hi-Power Scope	+1	.25	250

LASER SIGHT

This device projects a laser beam to produce a glowing red spot on the target. The sight activates when the user touches the trigger. Laser sights may not be used with a smartlink system, and are available in underbarrel or top-mounting versions. Laser sights may be removed from the weapon by taking a full-phase action.

Type	Conceal	Wt.	Cost
Laser Sight	+1	.25	400

SHADOWPUNK—EQUIPMENT

LOW-LIGHT SCOPE

A normal or hi-power scope that provides low-light vision through the scope. The wielder must brace to use the scope.

Type	Conceal	Wt.	Cost
Low-Light Scope	+1	.25	1500

MICROMETER SIGHT

A more accurate sight than normal sights, the character must brace to gain the benefits of this sight.

Type	Conceal	Wt.	Cost
Micrometer Sight	0	--	150

NORMAL SCOPE

An aligned scope mounted on the top of a weapon that provides its benefits only when bracing.

Type	Conceal	Wt.	Cost
Normal Scope	+1	.25	200

QUICK-DRAW HOLSTER

This holster is specially designed so that a weapon may be quickly pulled and fired. A character who attempts to Fast Draw a pistol sized weapon from a quick draw holster gains +2 Skill Levels to Fast-Draw. The Quick-Draw Holster comes in standard and concealable versions. The concealable version also grants -2 to the Concealability of the pistol it was designed to hold.

Type	Conceal	Wt.	Cost
Quick-Draw Holster	--	.1	100
Concealable Quick-Draw Holster	-2	.1	150

SHOULDER STOCK

A rigid or folding stock can be added to SMG-sized weapons. The shoulder stock reduces the strength minimum by 2, but it also reduces concealability by -2 (or -1 when folded).

Type	Conceal	Wt.	Cost
Shoulder Stock	+2	.5	100

SILENCER

A silencer is a barrel-mounted accessory that reduces the sound and flash of a semi-auto weapon's discharge. A silencer reduces concealability by -1, and requires a full-phase action to install or remove.

Type	Conceal	Wt.	Cost
Silencer	+1	.2	150

SLING

Made from nylon or cloth and attached to the barrel and stock, a sling allows the user to hang the gun from their shoulder and makes it less likely that they will drop it in combat or other difficult situations. Slings can only be attached to submachine guns, rifles, and shotguns.

Type	Conceal	Wt.	Cost
Sling	--	.1	20

SMARTGUN LINK

Available in internal and external versions, the smartgun system provides a feedback circuit relating the gun's angle of fire to the shooter's line of sight. The internal smartgun system is built into the gun and doubles the weapons cost if installed after manufacturing. The external system mounts on the weapon (in top or underbarrel positions) and can be transferred from weapon to weapon, with one hour of maintenance and alignment. Without a receptor (smart goggles or smartlink cyberware), the hardware is dead weight.

Type	Conceal	Wt.	Cost
Internal Smartgun Link	--	.5	Weapon x 2
External Smartgun Link	+1	1	600

SOUND SUPPRESSER

Similar to silencers, sound suppressers are used with autofire weapons. Sound suppressers reduce concealability by -1, but drastically reduce the sound of a weapon being fired.

Type	Conceal	Wt.	Cost
Sound Suppressor	+1	.5	750

SPARE CLIPS

Type	Conceal	Wt.	Cost
Spare Clips	--	.75	5

STANDARD HOLSTER

This is a standard holster for pistol-sized weapons and they are available in styles to be worn on the hip or shoulder, in the small of the back, or on the thigh or ankle.

Type	Conceal	Wt.	Cost
Standard Holster	--	.1	40

THERMOGRAPHIC SCOPE

A normal or hi-power scope that provides thermographic vision through the scope. The wielder must brace to use the scope.

Type	Conceal	Wt.	Cost
Thermographic Scope	+1	.25	1500

TRIPOD

A heavy, stable mounting for heavy weapons, tripods are not concealable, and reduce the strength minimum of a weapon to effectively 0, so that any character can fire a tripod-mounted weapon. Tripods require a ½ phase action to set up, and the user must brace to fire the weapon.

Type	Conceal	Wt.	Cost
Tripod	+6	8	600

UNDERBARREL GRAPPLE GUN

Designed as an underbarrel attachment for submachine gun-sized weapons or larger, this device uses the rules for grapple gun. It can be loaded with regular or stealth grapple line.

Type	Conceal	Wt.	Cost
Underbarrel Grapple Gun	+1	2	500

AMMUNITION

ARMOR PIERCING

Armor piercing rounds and specially designed to travel at high velocities and pierce armor. The negative aspect to Armor Piercing rounds is that they penetrate targets just as well as they do armor, and tend to travel right through, doing reduced damage.

Type	Conceal	Wt.	Cost
Armor Piercing	-2	.25	70

ARMOR PIERCING INCENDIARY

Similar to standard armor piercing rounds, Armor Piercing Incendiary rounds attach a small amount of white phosphorous to the round, which burns the victim from within as it passes through the body. The victim is damaged by the bullet as normal, but is also subject to a No Normal Defense attack from the white phosphorous (defense is Life Support: Immune to Intense Heat). The bullet must also overcome the resistant physical armor for the NND attack to do any damage, in that the physical RKA must do at least 1 Body.

Type	Conceal	Wt.	Cost
Armor Piercing Incendiary	-2	.25	150

CANNON

These are highly stable explosive rounds made of HDX superplast compound. They are designed to be fired from Assault Cannons.

Type	Conceal	Wt.	Cost
Cannon	+5	1.25	450

FLECHETTE

Tiny, tightly packed metal slivers function as the business end of a flechette round. They are devastating against unprotected targets, but are reduced in effectiveness against armored targets.

Type	Conceal	Wt.	Cost
Flechette	-2	.5	100

GEL ROUNDS

Designed as non-lethal ammo for riot control, these rounds use a hard jelly-like substance to achieve their effect.

Type	Conceal	Wt.	Cost
Gel	-2	.25	30

SHADOWPUNK—EQUIPMENT

GENERAL PURPOSE

Standard ammunition for firearms in the Sixth World.

Type	Conceal	Wt.	Cost
General Purpose	-2	.25	20

GLAZER

Glazer rounds are explosive rounds with a thin metal jacket that release flechette-like fragments upon impact. They cause massive systemic damage to unarmored targets, but are reduced in effectiveness against armored targets.

Type	Conceal	Wt.	Cost
Glazer	-2	.5	75

HI-C PLASTIC

These rounds are designed to be undetectable by magnetic anomaly detectors. Though the rounds are composed of densiplast, the powerful propellant contained within the bullet makes them almost as damaging as regular rounds.

Type	Conceal	Wt.	Cost
Hi-C Plastic	-2	.25	150

HIGH EXPLOSIVE

High explosive rounds are solid slugs designed to fragment and explode on impact. They are standard issue with some military units, though unpopular because of their high misfire rate. Exposure to intense heat such as flames or fireballs can also cook the touchy things off.

Type	Conceal	Wt.	Cost
High Explosive	-2	.75	50

HIGH EXPLOSIVE ARMOR PIERCING

Designed in a similar fashion to armor piercing rounds, these are designed with a chemical timer that is triggered when the outer armor piercing shell is peeled away. The time is miniscule, but it is just enough to trigger the small explosive charge inside the round shortly after it penetrates armor.

Type	Conceal	Wt.	Cost
High Explosive Armor Piercing	-2	.75	250

HOLLOW POINT

Hollow point bullets are the same as standard rounds except that the tip of the bullet is indented. When a hollow point strikes a target, its shape causes the bullet's tip to peel back, expanding its surface area and allowing it to transfer more kinetic energy. This results in a dramatic increase in damage against unarmored targets, but those wearing armor can easily resist their effect.

Type	Conceal	Wt.	Cost
Hollow Point	-2	.5	50

TRACER

Tracer ammo burns "tracers" along the line of flight, making it easier to home in on the target. For each tracer round fired during autofire (depending on how the user has set his ammo up in the clip), it adds +1 to the OCV. This helps the user to hit with more rounds in autofire, up to a maximum equal to the number of non-tracer rounds fired.

Type	Conceal	Wt.	Cost
Tracer	-2	.5	75

TRACKER

Designed to penetrate and lodge within a target, tracker rounds contain a tracking signal so that the target may be tracked using a signal locator. If the target takes Body, the tracking device penetrates the target past the armor. If the target resists the Body, roll 1d6. On a result of a 6, the tracker round lodges in the target's armor.

Type	Conceal	Wt.	Cost
Tracker	-2	1	3000

SHOTGUN AMMUNITION

Any shotgun can be loaded with slug or shot rounds. Slug rounds use the stats listed in the weapon description. Shot rounds fire down a line of hexes designated by the user. The line widens to 2 hexes after the choke setting is reached (as in a choke of 1 widens to 2 hexes 1" away from the user, resulting in standard Area of Effect: Cone, choke of 2 widens to 2 hexes wide 2" away from the user, etc.). The maximum

choke is 10. The maximum range is equal to the weapon's DC times 2. Anyone in the shotgun's area of effect is subject to a hit from the weapon. The only options to avoid the attack are those available against any area effect weapon. The damage of the weapon remains the same but becomes an attack with the Reduced Penetration Power Limitation. It takes a ½ Phase action to manually adjust the choke of a shotgun, though a user SmartLinked in can cybernetically change the choke as a 0 Phase action. Shot and slug ammo cost 20 nuyen per 10 rounds.

BIG D'S TEMPER™

Created by Cavalier Arms and marketed in the wake of the great dragon Dunkelzahn's death, Big D's Temper shells are also known as fireball shells. When fired, these shells spout flame and phosphorous from the barrel, burning nearby targets. The nature of the shells makes the possibility of damaging the weapon itself very high. The weapon damage is applied against Energy Defenses.

Type	Conceal	Wt.	Cost
Big D's Temper	-2	1	200

BOLA

Bola rounds consist of two slugs connected by a resilient monofilament line. When fired, the bullets spin around each other during flight, and together strike the target with a wider area of impact than standard slugs. The round uses the maximum range as shot rounds. Targets struck by bola rounds are subject to a 1d6 Entangle that takes no damage from attacks, does not prevent the use of accessible foci, and cannot form barriers.

Type	Conceal	Wt.	Cost
Bola	-2	1	100

FLARE

Flare rounds are fired like a bullet, but when it reaches its maximum range, it explodes in a shower of burning sparks. They are typically shot into the air as a signal or location marker, as they are only ½ damage when used as a weapon (though the damage is applied against energy defenses), though it is possible for them to start fires.

Type	Conceal	Wt.	Cost
Flare	-2	1	25

SHOCK LOCK

These slugs are composed of a ceramic and metal composite that disintegrates upon impact so that bystanders are not injured by bullet fragments. Designed to shatter a door's lock or hinge, they are considered to be armor piercing against inanimate objects (not ballistic armor), though they act as explosive rounds against normal soft targets.

Type	Conceal	Wt.	Cost
Shock Lock	-2	.75	70

STUN SHELLS

Rather than being packed with buckshot, these shells are packed with tiny rubber balls. Designed to stop a target rather than kill, stun shells operate in the same way as a standard shot round, except that they inflict normal damage.

Type	Conceal	Wt.	Cost
Stun Shells	-2	.5	25

SPECIAL WEAPONS

CALTROPS

Also known as crows' feet, caltrops consist of a welded group of small spikes designed to lie on a surface with at least one spike facing upward. Caltrops are most often scattered in handfuls on the ground to deter foot pursuit. Caltrops force anyone moving through the area to succeed at a DEX roll or suffer ½d6 RKA that is NND (defense is not touching the ground).

Power: Change Environment 2" Radius, Force DEX Roll to those walking through the area or suffer ½d6 RKA NND that does Body (Defense is not touching the ground); **Adv:** Reduced END: 0 END (+.5); Persistent (+.5); AP: 86; **Lim:** OIF (-.5); Independent (-2) Range is based on STR (-.25)

Type	Conceal	Wt.	Cost
Caltrops (per 10)	-1	.5	80

SHADOWPUNK—EQUIPMENT

DART WEAPONS

Dart weapons are considered to be Armor Piercing ammunition with a damage code of 1½d6 for the Pistol and 2d6+1 for the rifle. If after subtracting armor from the damage, the target takes any BODY damage, ignore the BODY damage and determine the results of the chemical applied to the dart. If the location of the dart hit is inorganic (cyberlimbs), ignore all effects of the dart unless it could have some effect on inorganic matter.

MORTARS

Mortars are launchers of highly explosive charges over great distances. Any grenade type is also a mortar round (except for IPE grenades). To convert a grenade round to a mortar round, increase all effects by 1/3 for the 60mm Mortar, by 2/3 for the 80mm Mortar, and by 1 for the 120mm Mortar. Increase the base cost by x5 for the mortar round.

MISSILES & ROCKETS

When fired, missiles achieve their full speed the segment after the character launches the weapon. When at full speed, missiles travel 670" per segment (about mach 4). To determine how long it takes for a missile to reach its target, divide the range to the target by 670 and that's how many segments until the missile reaches the target. During this time, the missile can be shot down or otherwise destroyed (GMs discretion on what weapons can attack the missile, DCV 17, DEF 3, BODY 5). Also, if the target moves out of range before the missile reaches the target, then it automatically misses its target.

SHOTGUNS

Shotguns can fire standard slug rounds (listed in the weapons table) or may fire shot rounds, which gives them the ability to hit an area of effect. Firing shot is much like making an area of effect (cone) attack except the choke on the shotgun can be adjusted (Smartgun chokes can be adjusted cybernetically as a 0-Phase action) by taking a ½-Phase action. A shotgun choke can be set from 1 to 10. At setting 1 it functions exactly like a standard area of effect cone. For each step up on the choke, the cone is slimmed as follows. The cone is 1" wide at the beginning, and then travels 2 hexes before becoming 2" wide. So at setting 2, the cone is twice as long as setting 1. Setting 3 is 3 times as long as setting 1 (traveling 3 hexes before become 2" wide, 3 more hexes before becoming 3" wide, etc.). All attacks made with shot ammunition are Reduced Penetration.

LIFESTYLES

Even though it may sometimes seem that many Shadowrun characters live in a bar or a rundown squat, each character actually has a unique lifestyle. Players can use the following information to flesh out events that might occur in their character's lives between adventures, and also influence certain other aspects of a character's life.

Lifestyle measures the quality of a character's daily life and his or her living expenses, including shelter, food, entertainment, clothing, and so on. It does not cover technical resources, weapons, magical equipment, professional hirelings, or other major but not personal items. The players and the gamemaster can also decided on other interesting details of the character's lifestyle. For example, a character might live in an abandoned building, but install enough conveniences in it to qualify as having a luxury lifestyle. Keeping all those gadgets running, buying security, maintaining water supplies, and keeping a low profile will cost him as much as a mansion in a ritzy neighborhood.

Players can choose from five lifestyles: Luxury, High, Middle, Low, Squatter, or Streets; they may also find themselves saddled with the Hospitalized lifestyle (see below). A character living a Middle or higher lifestyle can support guests at a rate of 10% of his own cost of living per guest. A host can also keep a guest at a lower lifestyle than his own by paying 10% of the cost of the guest's lifestyle.

Characters may possess more than one lifestyle to account for safehouses or multiple homes. Shadowrunning teams often purchase a separate lifestyle to account for a "home base" of sorts.

To buy a permanent lifestyle, a character must pay 100 times the monthly upkeep. This doesn't guarantee a home forever, as enemies could destroy it, or other problems can result in loss of the property. A character can sell a permanent lifestyle of Middle or better, and a Trading vs. Trading skill roll should be used to determine profit or loss. A character can always hire the services of a real estate agent to help them sell the property, though such services often come with the price of commission.

LUXURY LIFESTYLE

This lifestyle offers the best of everything: ritzy digs, lots of high-tech toys, the best food and drink, you name it. The character has a household staff, maid service or gadgets to do the chores. He is likely (and expected) to have a powerful car and a big house, a snazzy condo, or the penthouse suite in a top hotel. Home security is top-of-the-line, with well-trained guards, astral security, and instant response times. His holophone is state-of-the-art with all the features, multistation trideo, all satellite and cable channels, and subscriptions to several major newspapers and journals. He's on the VIP list at several exclusive restaurants and clubs, both real and virtual. This is the life for the high-stakes winners in the world of Shadowrun: high-level executives, government big-shots, yakuza bigwigs, and the few shadowrunners who pull off the big scores (and live to spend their pay).

Cost: 100,000¥ per month or more

HIGH LIFESTYLE

A High lifestyle offers a roomy house or condo, good food and the technology that makes life easy. The character may not have the same perks as the really big boys, but neither does he have as many people gunning for him. His home is in a secure zone and protected by good, solid bribes to the local police contractor and gang boss. He has a housekeeping service or enough tech to take care of most chores, and a luxury commuter car is at his beck and call. This is the life for the well-to-do on either side of the law: mid-level managers, senior yakuza and the like.

Cost: 10,000¥ per month

MIDDLE LIFESTYLE

The Middle lifestyle offers a nice house or condo with lots of comforts. Characters with this lifestyle sometimes eat nutrisoy as well as higher-priced natural food, but at least the autocook has a full suite of flavor faucets. Characters also have a commuter car or first-class tube pass. They have a basic vid-phone with a fax, and subscribe to a few cable channels and a local news screamsheet. This is the lifestyle of ordinary successful wage earners or criminals.

Cost: 5,000¥ per month

LOW LIFESTYLE

With this lifestyle, the character has an apartment, and nobody is likely to bother him much if he keeps the door bolted. He can count on regular meals; the nutrisoy may not taste great, but at least it's hot. Power and water are available during assigned rationing periods. Security depends on how regular the payments to the local street gang are. When characters with Low lifestyle travel, they ride the tube. Factory workers, petty crooks, and other folks stuck in a rut, just starting out, or down on their luck tend to have Low lifestyles.

Cost: 1,000¥ per month

SQUATTER LIFESTYLE

Life stinks for the squatter, and most of the time, so does the character. He eats low-grade nutrisoy and yeast, adding flavor with an eyedropper. His home is a squatted building, perhaps fixed up a bit, possibly even converted into a barracks or divided into closet-sized rooms and shared with other squatters. Or maybe he just rents a coffin-sized sleep tank by the night. He has to use a public dataterm (when he can find one that works) to call, fax, or e-mail anyone, but he might pick up a pirate trid station on his dumpstered trid unit. The only thing worse than a Squatter lifestyle is living on the streets.

Cost: 100¥ per month

SHADOWPUNK—EQUIPMENT

STREETS LIFESTYLE

The character lives on the streets—or in the sewers, steam tunnels, condemned buildings, or whatever temporary flop he or she can get. Food is wherever the character finds it, bathing is a thing of the past, and the character's only security is what he creates for himself. This lifestyle is the bottom of the ladder, inhabited by the down-and-outers of all stripes.

Cost: Free

HOSPITALIZED LIFESTYLE

This special lifestyle applies only when a character is sick or injured. The character is confined to a hospital: a real one, a clinic equipped as a hospital, or a private location with the necessary equipment. Characters cannot own this lifestyle. They only pay for it until they get well or go broke, whichever comes first.

Cost: 500¥ per day for basic care; 1,000¥ per day for intensive care

PAYMENTS

Characters must pay the cost of the lifestyle each month to keep up a lifestyle. If they miss a payment, they may end up in debt and living a lower lifestyle.

Each month that a character misses a payment, roll 1d6. If the result is greater than the number of consecutive months of payments missed, no sweat. The character's credit (which is part of the cost of the lifestyle) absorbs the missed payment. If he makes the next payment, everything is fine.

If the die roll result is less than or equal to the number of missed payments, the character is in trouble. His lifestyle gets downgraded one level, which means being evicted from his former home, having some of his tech repossessed, having to hock some clothes, and so on.

The character is also in debt, and owes somebody one month's cost of his former lifestyle. If the character is mostly legit, he's in debt to a credit company. If the character is a criminal, shadowrunner, or living a lifestyle lower than Middle, being in debt may mean that he or she has defaulted on less formal financial obligations. This situation can lead to earnest discussions with large persons on the subject of debt management. After the character gets out of the hospital, he or she can pay back the loan. If not, there's always a good market for fresh body parts.