

ITEM LIST

PERSONAL ARMOR

Type	Conc.	Wt.	Avail.	Cost	Legality
Armor Clothing					
Gloves	0	.9	-2/36 hrs	110	Legal
Jacket	0	3.1	-2/36 hrs	1105	Legal
Long Coat	0	3.8	-2/36 hrs	1920	Legal
Vest	0	1.9	-2/36 hrs	575	Legal
Pants	0	3.1	-2/36 hrs	630	Legal
Thigh-High Boots	0	3.1	-2/36 hrs	750	Legal
High Boots	0	1.9	-2/36 hrs	575	Legal
Low Boots/Shoes	0	1.3	-2/36 hrs	260	Legal
Armored Duster	+2	7.5	-3/48 hrs	1900	Legal
Forearm Guards	+2	1.3	-3/36 hrs	440	Legal
Form Fitting Body Armor	-3	2.5	-3/7 days	1100	Legal
Helmet, Standard	--	.6	-3/7 days	240	Legal
Helmet, Riot	--	1.5	-4/14 days	375	Legal
Leather Clothing					
Gloves	NA	.3	Always	20	Legal
Jacket	NA	1.6	Always	175	Legal
Shirt	NA	1.6	Always	150	Legal
Long Coat	NA	1.9	Always	515	Legal
Business Suit	NA	1.9	Always	265	Legal
Formal Dress	NA	1.9	Always	265	Legal
Vest	NA	1	Always	90	Legal
Mini-Skirt	NA	.6	Always	40	Legal
Pants	NA	1.6	Always	100	Legal
Thigh-High Boots	NA	1.6	Always	120	Legal
High Boots	NA	1	Always	90	Legal
Low Boots/Shoes	NA	.6	Always	40	Legal
Secure Clothing					
Gloves	-2	.5	0/24 hrs	40	Legal
Jacket	-2	2.4	0/24 hrs	400	Legal
Shirt	-2	2.4	0/24 hrs	340	Legal
Long Coat	-2	2.9	0/24 hrs	850	Legal
Business Suit	-2	2.9	0/24 hrs	600	Legal
Formal Dress	-2	2.9	0/24 hrs	600	Legal
Vest	-2	1.5	0/24 hrs	205	Legal
Mini-Skirt	-2	.9	0/24 hrs	95	Legal
Pants	-2	2.4	0/24 hrs	230	Legal
Thigh-High Boots	-2	2.4	0/24 hrs	270	Legal
High Boots	-2	1.5	0/24 hrs	205	Legal
Low Boots/Shoes	-2	.9	0/24 hrs	95	Legal
Small Riot Shield	--	2	-4/14 days	300	Legal
Medium Riot Shield	--	3	-4/14 days	555	Legal
Large Riot Shield	--	5	-4/14 days	800	Legal
Barrier Shield	--	15	-5/14 days	1000	0P-K
Shin Guards	+2	1.3	-3/36 hrs	440	Legal

FASHION CLOTHING

High Fashion Clothing	--	2.5	Always	1500	Legal
Tres Chic Clothing	--	2.5	Always	15000	Legal

SECURITY ARMOR

Light Security Armor	--	10	-6/10 days	7700	0P-K
Medium Security Armor	--	14	-7/10 days	9750	+1P-K
Heavy Security Armor	--	20	-8/14 days	12000	+2P-K

MILITARY ARMOR

Light Military Armor	--	29/15	-9/1 mo	30250	+2-L
Medium Military Armor	--	40/20	-12/1 mo	38750	+2-L
Heavy Military Armor	--	58/29	-14/2 mo	47250	+2-L

SPECIAL CLOTHING

Camouflage	--	2.5	-2/36 hrs	500	Legal
Fire Retardant	--	10	-1/12 hrs	950	Legal
Insulated	--	10	-1/12 hrs	950	Legal
Ruthenium Polymer	--	2.5	-3/14 days	75000	Legal
Stealth	--	2.5	-2/36 hrs	600	Legal
Thermo Stealth	--	2.5	-3/36 hrs	5000	Legal

TOOLS

Type	Conc.	Wt.	Avail.	Cost	Legality
Kit	+5	5	-3/48 hrs	500	Legal
Shop	--	--	-4/72 hrs	5000	Legal
Facility	--	--	-7/7 days	100000	Legal

VISION ENHANCERS

Digital Binoculars	+2	1	Always	100	Legal
Low-Light Option	--	--	-2/48 hrs	+200	Legal
Thermo Option	--	--	-2/48 hrs	+250	Legal
Flashlight, Pocket	-6	--	Always	10	Legal
Flashlight, Large	+1	2	Always	25	Legal
Goggles	0	.5	-2/48 hrs	1500	Legal
Low-Light Option	--	--	-3/48 hrs	+500	Legal
Thermo Option	--	--	-3/48 hrs	+700	Legal
Optical Binoculars	+2	1	Always	150	Legal
Low-Light Option	--	--	-2/48 hrs	+200	Legal
Thermo Option	--	--	-2/48 hrs	+250	Legal
Smart Goggles	0	.5	-2/36 hrs	2500	0P-N
Smart Shades	-1	.1	-3/36 hrs	3000	0P-N

COMMUNICATIONS GEAR

Micro-Transceiver	-4	--	-1/48 hrs	2000	-4P-U
Scanner	-2	1	-1/24 hrs	1600	Legal
Subvocal Microphone	-6	--	-2/48 hrs	500	-5P-U
Transceiver	-2	1	-1/48 hrs	1500	-4P-U
ECCM	--	1	-1 per 2/as unit	Rat. x 1000	Legal
Encryption/Decryption	--	1	-1 per 2/as unit	Rat. x 2500	-4P-V

SURVEILLANCE MEASURES

Data Codebreaker	+2	5	-1 per 2/10 days	Rat. x 5000	-2P-V
Dataline Tap	-6	--	-1 per 2/8 days	Rat. x 1000	-2P-V
Laser Microphone	+3	1	-3/48 hrs	3500	-2P-U
Micro-Camcorder	-2	--	-3/48 hrs	2500	-4P-U
Micro-Recorder	-2	--	-3/48 hrs	2500	-4P-U
Shotgun Microphone	+2	1	-2/36 hrs	1000	-2P-U
Signal Locator	+3	1	-2/48 hrs	1500	-2P-U
Tracking Signal	-3	--	-2/72 hrs	1500	-4P-U
Voice Identifier	+6	5	-1 per 2/72 hrs	Rat. x 2000	-1P-U

SURVEILLANCE COUNTERMEASURES

Bug Scanner	+4	1	-1 per 2/48 hrs	Rat. x 500	-1P-V
Data Encryption System	--	1	-1 per 2/14 days	Rat. x 2500	0P-V
Dataline Scanner	+4	1	-1 per 2/14 days	Rat. x 100	0P-U
Jammer	+4	5	-1 per 2/72 hrs	Rat. x 1000	+1P-U
Voice Mask	0	--	-1 per 2/72 hrs	Rat. x 3000	-1P-V
White Noise Generator	+5	1	-1 per 2/72 hrs	Rat. x 1500	-4P-U
Voice Stress Analyzer	+5	1	-1 per 2/72 hrs	Rat. x 10000	+1P-U

FORGED CREDSTICK

Type	Conc.	Wt.	Avail	Cost
Rating 1-4	--	--	-1 per 2/24 hrs	Rat. x 1000
Rating 5-8	--	--	-1 per 2/72 hrs	Rat. x 5000
Rating 9-12	--	--	-1 per 2/14 days	Rat. x 10000
Rating 13+	--	--	-1 per 2/1 mo	Rat. x 50000

SHADOWPUNK—ITEM LIST

ELECTRONICS

Type	Conc.	Wt.	Avail.	Cost
Wrist Cell Phone	-1	--	Always	100
With Flip-Up Screen	--	--	Always	150
Handset Cell Phone	0	1	Always	50
Earplug Cell Phone	-4	--	Always	100
Credstick Verification Reader				
Rating 1	--	1	Always	12000
Rating 2-3	--	1	Always	Rat. x 45000
Rating 2-3 (Portable)	--	1	Always	Rat. x 60000
Rating 4-5	--	1	Always	Rat. x 100000
Rating 6-7	--	1	Restricted	Restricted
Rating 8-9	--	1	Restricted	Restricted
Data Display Systems				
Data Unit (1000 Mp Max)	+1	2	Always	Mp x 1
Headset Unit (500 Mp Max)	0	1	Always	Mp x 2
Heads-Up Display (200 Mp Max)	--	1	-3/7 days	Mp x 10
Pager	-5	--	Always	10
Personal Computers				
Desktop Computer	+6	10	Always	Mp x 1
Pocket Computer	+1	1	Always	Mp x 5
Wrist Computer	0	--	Always	Mp x 20
Printer	--	10	Always	100
Computer Memory	--	--	Always	Mp x 20
Pocket Secretary	0	.5	Always	2000
Telecom	--	15	Always	Mp x 1.5
Datajack Modification	--	1	Always	1000

ENTERTAINMENT

Type	Conc.	Wt.	Avail.	Cost
Music				
Disk/Chip	-6	--	Always	20
Playback Unit	+1	2	Always	200
Quad Speakers	--	--	Always	100
Video/Trideo				
Disk/Chip	-6	--	Always	20
Playback Unit	+1	2	Always	400
Screen	0	3	Always	150
Simsense				
Sony Beautiful Dreamer (monoPOV ACT)	+3	3	Always	200
Novatech Sandman (polyPOV ACT)	+4	5.5	Always	2500
Truman Paradiso (polyPOV ACT or Dir-X)	--	6	-2/36 hrs	75000
Mono POV Baseline ACT Recording *	-4	--	Always	2 per minute
Mono POV Baseline Dir-X Recording *	-4	--	Always	90 per minute

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

SECURITY DEVICES

Type	Conc.	Wt.	Avail.	Cost	Legality
Chem Sniffers					
Hand-Held	0	1	-1 per 2/72 hrs	Rat. x 10000	-4P-U
Doorway	-2	--	-1 per 2/14 days	Rat. x 20000	-5P-U
Containment Manacles	--	5	-4/7 days	2500	0P-V
Cyberware Scanners					
Hand-Held	0	1	-1 per 2/72 hrs	Rat. x 2000	-4P-U
Doorway	-2	--	-1 per 2/14 days	Rat. x 4000	-5P-U
Headjammer	+6	1	-1 per 2/14 days	Rat. x 1200	-1P-U
Identification Scanners					
Thumbprint	--	--	-1 per 2/72 hrs	Rat. x 200	Legal
Palmprint	--	--	-1 per 2/72 hrs	Rat. x 300	Legal
Retinal	--	--	-1 per 2/72 hrs	Rat. x 1000	Legal
Jackstoppers	-4	--	-2/48 hrs	100	-4P-V

Type	Conc.	Wt.	Avail.	Cost	Legality
Maglocks					
Type I (Rating 1-3)	--	--	-1 per 2/2 days	Rat. x 75	Legal
Type II (Rating 4-6)	--	--	-1 per 2/3 days	Rat. x 100	Legal
Type III (Rating 7-9)	--	--	-1 per 2/3.5 days	Rat. x 150	Legal
Type IV (Rating 10)	--	--	-1 per 2/4 days	Rat. x 250	Legal
Biometric Maglock	--	--	-1 per 2/5 days	Rat. x 350	Legal
Magnetic Anomaly Detectors					
Hand-Held	0	1	-1 per 2/36 hrs	Rat. x 2500	-4P-U
Doorway	-2	--	-1 per 2/14 days	Rat. x 5000	-5P-U
PANICBUTTON™	-4	--	Always	1000	Legal
Restraints					
Metal Restraints	+2	.5	-2/48 hrs	20	-2P-U
Plasteel Restraints	+2	--	-2/48 hrs	50	-5P-U
Skilltwitchers	-3	--	-3/72 hrs	200	0P-V
Squealer	-3	--	-3/72 hrs	200	Legal

SECURITY COUNTERMEASURES

Type	Conc.	Wt.	Avail.	Cost	Legality
Gas Detection System	+1	1	-1 per 1/7 days	Rat. x 1000	Legal
Maglock Passkey	-3	1	-1 per 1/10 days	Rat. x 10000	0P-V
Sequencer	-2	2	-1 per 1/14 days	Rat. ² x 500	0P-V
Ultrasound Detector	-3	--	-3/72 hours	40	Legal
Ultrasound Emitter/Detector	-2	.5	-1 per 1/72 hrs	Rat. x 400	-4P-V
Wire Clippers	-2	1	Always	25	Legal

SURVIVAL GEAR

Type	Conc.	Wt.	Avail.	Cost	Legality
Chemsuit	--	10	-5/10 days	4000	Legal
Climbing Gear	0	2	Always	500	Legal
Rope (50 m)	+4	1	Always	25	Legal
Grapple Gun	-1	2.25	-2/36 hrs	450	0P-U
Grapple Line	+4	1	-2/36 hrs	25	Legal
Stealth Grapple Line	+4	1	-3/72 hrs	50	-2P-V
Catalyst Stick	-5	--	-3/72 hrs	120	Legal
Microflare Launcher	0	2	Always	50	Legal
Microflares	-4	--	Always	75	Legal
Nav-Dat GPS	-2	.5	-3/48 hrs	700	Legal
Respirator	--	1	-2/48 hrs	500	Legal
Pressure Regulator	--	.5	-3/48 hrs	250	Legal
Survival Kit	--	2	-1/48 hrs	100	Legal

SKILLSOFTS AND CHIPS

Type	Conc.	Wt.	Avail.	Cost	Legality
Optical Memory Chip	-6	--	Always	Mp x 5	Legal
Activesoft	-6	--	-3/4 days	Mp x 100	Legal
Datasoft	-6	--	-2/4 days	Mp x 100	Legal
Knowsoft	-6	--	-3/4 days	Mp x 150	Legal
Linguasoft	-6	--	-3/36 hrs	Mp x 50	Legal
Skillssoft Jukebox	+4	1	-2/72 hrs	Ports x Mp x 20	Legal
AutoNav Map Chips	-6	--	Always	Mp x 5	Legal
BTL Direct Input Chip	-6	--	-2/12 hrs	250	3-Y
BTL Dreamdeck Chip	-6	--	-2/12 hrs	100	3-Y
BTL Simdeck Modification	--	--	-2/12 hrs	250	3-Y

SHADOWPUNK—ITEM LIST

BIOTECH

Type	Conc.	Wt.	Avail	Cost
Biomonitor	-6	--	-3/72 hrs	1000
DocWagon™ Contract				
Basic Service	--	--	On payment	5000 per year
Gold Service	--	--	On payment	25000 per year
Platinum Service	--	--	On payment	50000 per year
Super-Platinum Service	--	--	On payment	100000 per year
Medkit	-5	3	-1/24 hrs	200
Medkit Supplies	--	--	-1/24 hrs	50
Stabilization Unit	--	--	-6/1 mo	15000

SLAP PATCHES

Type	Avail	Cost
Adrenaline Patch	-1/24 hrs	100
Antidote Patch	-3/72 hrs	400
Stimulant Patch	-1/24 hrs	150
Tranq Patch	-2/48 hrs	250
Trauma Patch	-2/48 hrs	500

DRUGS

Type	Avail	Cost	Legality
ACTH	-3/12 hrs	100	Legal
Black Lace	-3/7 days	1500	+2-X
Dorph	-2/4 days	400	0P-X
Jazz	-4/4 days	40	0P-X
Kamikaze	-3/4 days	50	+1P-X
Prime	-2/3 days	150	Legal
Psyche	-4/72 hrs	500	Legal
Speedheal	-3/4 days	250	Legal

TOXINS

Type	Avail	Cost	Legality
Atropine	-3/12 hrs	600	Legal
CS/Tear Gas	-2/36 hrs	10	Legal
Cyanide	-2/48 hrs	360	0P-X
Fugu-5	-2/72 hrs	10000	+1-X
Fugu-6	-3/7 days	20000	+1-X
Fugu-8	-4/14 days	30000	+1-X
Green Ring-3	-7/14 days	500	+2-K
Green Ring-8	-8/14 days	800	+2-K
Hyper	-2/24 hrs	180	0P-X
MAO	-3/36 hrs	280	0P-X
Narcoject	-2/48 hrs	150	Legal
Nausea Gas	-2/48 hrs	10	-4P-X
Neuro-Stun VIII	-2/24 hrs	10	-2P-X
Neuro-Stun IX	-3/36 hrs	20	-2P-X
Neuro-Stun X	-4/48 hrs	30	-2P-X
Pepper Punch	-1/4 hrs	5	Legal
Seven-7	-10/14 days	1000	+2-K

CHEMTECH

Type	Avail	Cost	Legality
Acid	-1 per 2/6 days	Rat. x 500	-2P-X
Dikote	-5/14 days	1000 per cm ²	Legal

MAGICAL EQUIPMENT

Type	Avail	Cost
Expendable Spell Focus	-2/26 hrs	Rat. x 1500
Specific Spell Focus	-2/48 hrs	Rat. x 45000
Spell Category Focus	-3/48 hrs	Rat. x 75000
Spell Sustaining Focus	-3/48 hrs	Rat. x 30000
Spirit Focus	-2/48 hrs	Rat. x 60000
Power Focus	-3/72 hrs	Rat. x 105000
Weapon Focus	-4/72 hrs	Rat. x 100000
Elemental Conjuring Materials	-3/24 hrs	6000
Great Form Elemental Conjuring Materials	-8/24 hrs	15000
Shamanic Lodge	-1 per 2/24 hrs	Rating x 3000
Hermetic Library	-1 per 2/7 days	Rating x 6000
Adept Study Materials	-1 per 2/7 days	Rating x 3000
Spell Formula	-1 per 20 Force/48 hrs	Force x 10

CYBERDECKS AND PROGRAMS

Type	Avail	Cost
Stock Cyberdecks		
Allegiance Sigma	-2/7 days	14000
Sony CTY-360-D	-2/7 days	70000
Novatech Hyperdeck-6	-2/7 days	125000
CMT Avatar	-3/7 days	250000
Renraku Kraftwerk-8	-5/7 days	400000
Transys Highlander	-7/7 days	600000
Novatech Slimcase-10	-9/7 days	960000
Fairlight Excalibur	-11/7 days	1500000
Cyberdeck Accessories		
Hitcher Jack	-1/48 hrs	250
Off-line Storage	-1/24 hrs	50 + (5 x Mp)
Vidscreen Display	-1/24 hrs	100
Programs		
Rating 1-3	-1/7 days	Size x 100
Rating 4-6	-2/7 days	Size x 200
Rating 7-9	-4/14 days	Size x 500
Rating 10+	-8/30 days	Size x 1000

WEAPON ACCESSORIES

Type	Conc.	Wt.	Avail.	Cost	Legality
Bayonet	+1	.75	-2/24 hrs	50	-2-A
Biometric Safety	--	.1	-2/36	2250	Legal
Bipod	+2	2	-3/12 hrs	350	Legal
Bow Accessory Mount	+1	.1	-1/24 hrs	100	Legal
Concealable Holster	-4	.1	-1/24 hrs	100	Legal
Flashlight, Standard	+1	.25	-1/24 hrs	50	Legal
Flashlight, Low-Light	+1	.25	-1/24 hrs	250	Legal
Flashlight, Thermo	+1	.25	-1/24 hrs	450	Legal
Flash Suppressor	+1	.5	-3/48 hrs	250	As weapon
Gas Venting System	+1	.75	-1/24 hrs	500	Legal
Grenade Launcher	+1	.75	-3/36 hrs	200	+3-J
Per +1 Magazine Capacity	--	--	--	+50	--
Guncam	+1	.25	-2/48 hrs	1000	Legal
Guncam Transmitter	+1	.25	-2/48 hrs	2500	-3P-U
Gyromount, Standard	+5	6	-2/48 hrs	2500	Legal
Gyromount, Deluxe	+6	8	-2/48 hrs	6000	Legal
Hi-Power Scope	+1	.25	-2/36 hrs	250	Legal
Laser Sight	+1	.25	-3/36 hrs	400	Legal
Low-Light Scope	+1	.25	-2/36 hrs	1500	Legal
Micrometer Sight	0	--	-1/12 hrs	150	Legal
Normal Scope	+1	.25	-2/36 hrs	200	Legal
Quick-Draw Holster	--	.1	-2/48 hrs	100	Legal
Quick-Draw Holster, Concealable	-2	.1	-3/72 hrs	150	Legal
Shoulder Stock	+2	.5	-1/24 hrs	100	Legal
Silencer	+1	.2	-2/48 hrs	150	As weapon
Sling	--	.1	-1/12 hrs	20	Legal
Smartgun Link, External	+1	1	-2/48 hrs	600	0P-N
Smartgun Link, Internal	--	.5	Weapon	Wpn x 2	As weapon
Sound Suppressor	+1	.5	-3/48 hrs	750	As weapon
Spare Clips	--	.75	-1/24 hrs	5	Legal
Standard Holster	--	.1	-1/12 hrs	40	Legal
Thermographic Scope	+1	.25	-2/36 hrs	1500	Legal
Tripod	+6	8	-5/12 hrs	600	Legal
Underbarrel Grapple Gun	+1	2	-3/48 hrs	500	0P-U

SHADOWPUNK—ITEM LIST

AMMUNITION

Type	Conc.	Wt.	Avail.	Cost	Legality
Armor Piercing	-2	.25	-7/14 days	70	+1-L
Armor Piercing Incendiary	-2	.25	-8/21 days	150	+2-L
Cannon	-5	1.25	-3/3 days	450	As weapon
Flechette	-2	.5	-2/36 hrs	100	As weapon
Gel Rounds	-2	.25	-2/48 hrs	30	As weapon
General Purpose	-2	.25	-1/24 hrs	20	As weapon
Hi-C Plastic	-2	.25	-3/7 days	150	+1-M
High Explosive	-2	.75	-3/72 hrs	50	As weapon
High Explosive Armor Piercing	-2	.75	-8/21 days	150	+2-L
Hollow Point	-2	.5	-3/48 hrs	50	As weapon
Tracer	-2	.5	-2/24 hrs	75	As weapon
Tracker	-2	1	-3/7 days	3000	-2-U

FIREARMS

Type	Conc.	Wt.	Avail.	Cost	Legality
Light Pistols					
Hammerli Model 610S	0	2.5	-4/24 hrs	1000	-2P-E
Walther Palm Pistol	-2	.75	-2/12 hrs	225	-6P-E
Colt L36	0	1	-2/12 hrs	425	-4P-E
Light Fire 70	+1/+2	.5	-2/12 hrs	550	-4P-E
Tiffany Self-Defender	-1	.5	-1/12 hrs	250	-6P-E
Walther PB-120	0	.75	-3/36 hrs	575	-4P-E
Ceska vz/120	0	1	-2/12 hrs	575	-4P-E
Federated Arms X	+1	1	-3/36 hrs	850	-4P-E
Goncz-Taurus	0	1.25	-2/24 hrs	325	-4P-E
Seco LD-120	+1	1	-2/12 hrs	700	-4P-E
Texas Arms 351	+1	2.5	-4/48 hrs	450	-2P-E
Heavy Pistols					
Browning Ultra-Power	+1	2.25	-2/24 hrs	925	-2P-E
Colt Alpha-Omega	+1	2.5	-2/24 hrs	750	-2P-E
FN-Browning "3-Spot"	+2	3	-3/36 hrs	750	-2P-E
IMI Gamad	+1	2.25	-2/25 hrs	850	-2P-E
Colt Python	+2	2	-2/24 hrs	650	-2P-E
Savalette Guardian	+3	3.25	-3/36 hrs	1750	-2P-E
Mustang Arms Mark II	+2	2.5	-2/24 hrs	850	-2P-E
Nova Model 757 Cityhunter	+3	3.25	-2/24 hrs	1200	-2P-E
Stermeye Type 35	+2	2.5	-2/24 hrs	1050	-2P-E
Colt Manhunter	+2	2.5	-2/24 hrs	1100	-2P-E
Ares Predator	+2	2.25	-2/24 hrs	725	-2P-E
Ruger Thunderbolt (Laser Sight)	+3	2.75	-7/12 days	1850	+2P-E
Ruger Thunderbolt (Smartgun)	+3	2.75	-7/12 days	1950	+2P-E
Colt-AMT Model 2000	-2	2.75	-2/24 hrs	675	-2P-E
Royal Enfield Ordinance Spitfire	-2	2.75	-2/24 hrs	1075	-2P-E
SCK Gyodo	-2	2.5	-2/24 hrs	775	-2P-E
Militech Crusher SSG	+3	3	-2/24 hrs	750	-2P-E
Ares Predator II	+3	2.5	-2/24 hrs	1100	-2P-E
Armalite 44	+2	2.25	-2/24 hrs	825	-2P-E
Federated Arms 454 Super Chief	+3	2.5	-2/24 hrs	800	-2P-E
Malorian Arms 3516	+4	3	-3/36 hrs	1525	-1P-E
Magnum Opus Hellbringer	+5	3.5	-4/48 hrs	850	-1-E
Magnum Opus Hellraiser	+5	3.75	-4/48 hrs	1000	0-E
Machine Pistols					
Ares Crusader MP	+2	3.25	-3/36 hrs	800	-1-G
Beretta 200ST	+2	2	-3/24 hrs	600	-2-G
Goncz-Taurus MP	+2	2.75	-3/36 hrs	475	-1-G
Beretta 1010 MP	+1	2.5	-3/36 hrs	750	-2-G
Ceska Black Scorpion	+2	3	-3/36 hrs	925	-1-G
Glock-30 MP	+2	2.5	-3/36 hrs	1250	-2-G
Sandler TMP	+3	3.25	-3/36 hrs	1600	0-G
Sub-Machine Guns					
Setsuko-Arasaka PMS	+3	3.25	-3/36 hrs	1675	0-G
Militech Mini-Gat	+4	4.5	-4/48 hrs	850	0-G
Beretta M-24	+4	3.25	-3/36 hrs	2275	0-G
Beretta Model 70	+4	3.75	-3/72 hrs	1575	0-G
Federated Arms Tech Assault II	+4	3.5	-3/48 hrs	1600	0-G
Ingram Supermach 100	+5	3.25	-5/48 hrs	1500	0-G

Type	Conc.	Wt.	Avail.	Cost	Legality
Uzi Miniauto-9	+3	2.75	-3/36 hrs	1150	0-G
Arasaka Minami-10	+4	3.5	-2/24 hrs	1150	0-G
Ingram Warrior-10	+4	3	-2/24 hrs	900	0-G
IMI Gamdai	+5	3.5	-4/48 hrs	2175	+1-G
Malorian Arms Sub-Flechette Gun	+4	3.5	-3/36 hrs	1725	0-G
Militech-10	+3	3.25	-3/36 hrs	1100	0-G
Colt Vampire	+5	3.25	-3/36 hrs	2500	0-G
Colt Cobra TZ-115	+4	3	-3/36 hrs	2000	0-G
Colt Cobra TZ-118	+4	3	-3/36 hrs	2100	0-G
H&K MP-5 TX	+3	3.25	-3/36 hrs	1800	0-G
Stermeyer 21	+4	2.75	-3/36 hrs	1250	0-G
Ingram Smartgun	+4	3	-2/24 hrs	1650	0-G
SCK Model 100	+4	4.5	-3/36 hrs	1875	0-G
Steyr AUG-CSL	+4	3.5	-5/4 days	5000	+1-G
H&K MPK-2020	+5	4.5	-3/36 hrs	2325	0-G
SCK Katsu	+4	4.25	-3/36 hrs	1400	0-G
SCK Rinzai	+5	4.5	-4/48 hrs	2575	0-G
Ares Sandstorm	+4	4.75	-8/1 mo	5000	+2-G
Malorian 3600 Super SMG	+5	4.75	-4/72 hrs	2425	+1-G
Arasaka Rage	+5	4.75	-5/7 days	2050	+2-G
Shotguns					
Remington Roomsweeper	+4	3	-3/24 hrs	1025	+1-F
Franchi SPAS-27	+5	4	-3/7 days	950	-1-F
Remington 550	+7	3.5	-2/24 hrs	625	+1P-F
Constitution Arms Hurricane	+5	6.5	-4/7 days	1800	+2-F
Remington 770	+7	3.75	-2/36 hrs	725	+1P-F
Arasaka Assault Shot-12	+7	4.25	-4/8 days	1175	+1-F
Mossberg CMTD	+5	4.25	-4/8 days	1500	+1-F
Mossberg SM-CMTD	+5	4.25	-5/8 days	1600	+1-F
Remington 990	+7	4	-2/48 hrs	900	+1P-F
Remington Elephant Gun	+7	5	-4/8 days	950	+1P-F
Rifles					
Ares High Velocity Assault Rifle	+7	5	-7/7 days	2150	+2-G
Militech M31A1	+6	4.5	-3/48 hrs	2450	+2-G
AKR-20	+6	4.75	-2/36 hrs	1400	+2-G
Chadran Arms Jungle Reaper	+7	4.5	-2/36 hrs	1350	+2-G
Darra-Polytechnic M-9	+7	4.75	-2/24 hrs	1550	+2-G
Militech Ronin LAR	+8	4.5	-3/48 hrs	2350	+2-G
Stermeyer CG-13	+7	4	-3/36 hrs	1975	+2-G
Steyr AUG-CSL	+4	3.5	-5/4 days	5000	+1-G
Colt M22A2	+9	4.75	-4/3 days	3150	+2-G
Colt M23	+7	4.5	-3/36 hrs	1650	+2-G
H&K 77UK	+8	4.75	-4/4 days	3625	+2-G
Ceska vz88V	+7	4.75	-3/36 hrs	2650	+2-G
Federated Arms Light Assault-15	+7	4.5	-3/48 hrs	1850	+2-G
Fabrica De Arms M-2012	+7	5	-3/48 hrs	2300	+2-G
FN-RAL Heavy Assault Rifle	+7	4.5	-3/36 hrs	2400	+2-G
H&K G12A3z	+7	5.25	-4/4 days	2525	+2-G
Royal Enfield Ordinance LPA1	+7	4.75	-3/36 hrs	1975	+2-G
Ares Alpha Combat Gun	+7	5.25	-4/48 hrs	2000	+3-G
Sport/ Sniper Rifles					
Steyr AUG-CSL	+7	4.5	-5/4 days	5000	+1-G
Ruger Sport 100	+6	3.75	-2/24 hrs	1500	-1P-F
Walther MA-2100 Sniper Rifle	+10	4.5	-6/7 days	4525	+2-J
Barrett Model 121 Sniper Rifle	+12	10	-7/1 mo	5000	+2-J
Stein & Wasserman Model F Sniper Rifle	+7	8	-7/14 days	1500	+2-J
Remington Gyro-Sniper Rifle	+10	12	-8/2 mo	2100	+2-J

SHADOWPUNK—ITEM LIST

Type	Conc.	Wt.	Avail.	Cost	Legality
Man-Portable Machine Guns					
Ares High Velocity MP-LMG	+8	8	-10/14 days	2600	+2-K
Ares MP-LMG	+8	7.5	-3/5 days	2300	+2-H
H&K G-6 LMG	+9	7.75	-3/5 days	2900	+2-H
Vindicator Minigun	+10	15	-12/14 days	1500	+3-K
Fabrique National MAG-5	+8	9.5	-9/14 days	2650	+2-H
Stoner-Ares M107 GP-HMG	+8	12.5	-9/14 days	3000	+2-H
Needle & Flechette Weapons					
Fichetti Hornet Needle Pistol	+2	2	-4/7 days	2375	+1P-E
Malorian Arms Heavy Flechette Pistol	+2	3	-8/8 days	2700	+1P-E
Militech Silver Shadow Flechette Pistol	+3	3.25	-8/9 days	2000	+1P-E
Fichetti Talon Needle SMG	+4	3.75	-10/10 days	2950	+1-G
Fichetti Spike Needle Rifle	+7	4.25	-10/12 days	4225	+3-G
Hammer M-11 Bolt Pistol	+4	3.75	-10/10 days	2300	+2P-E
Fichetti Sliver Heavy Needle Sniper Rifle	+8	7	-12/14 days	4650	+4-J
Grenade Launchers					
Ares Antioch	+3	2.5	-4/4 days	2000	+3-J
ArmTech MGL-6	+3	2.5	-3/36 hrs	2250	+3-K
ArmTech MGL-12	+5	5	-3/36 hrs	2500	+3-K
Heavy Weapons					
Colt-Mausier M2X Assault Cannon	+10	15.5	-8/14 days	5800	+2-H
Rhinemetall EMG 85 Kinetic Energy Railgun	+12	25	-10/1 mo	8500	+4-H
Panther Assault Cannon	+8	18	-8/14 days	7950	+2-H
Royal Enfield Ordnance Cockeril Assault Cannon	+9	20	-8/14 days	6500	+2-H
Man-Portable Rocket Launchers					
M79B1 Light Anti-Armor Weapon	+9	2.5	-3/36 hrs	7275	+3-K
Arbalest II Medium Anti-Armor Weapon	+10	2.75	-4/48 hrs	8250	+3-K
Man-Portable Missile Launchers					
Ares Man-Portable Missile Launcher	+9	3	-6/14 days	5000	+3-J
Ballista Multi-Role Missile Launcher	+9	6.5	-9/30 days	5600	+3-K
Great Dragon Anti-Tank Guided Missile Launcher	+10	2.75	-4/48 hrs	7500	+3-K
Militech Urban Missile Launcher	+7	2.5	-4/48 hrs	3500	+3-K
Anti-Personnel Missile	+4	2.25	-4/14 days	2000	+3-J
Anti-Vehicle Missile	+4	3.25	-4/14 days	3375	+3-J
High-Explosive Missile	+4	2.25	-4/14 days	3375	+3-J
Surface-to-Air Missile	+4	1.5	-9/21 days	4875	+3-K
Great Dragon ATGM	+4	3	-4/48 hrs	4500	+3-J
Anti-Armor Micromissile	+3	1.5	-4/48 hrs	1700	+3-J
Anti-Personnel Micromissile	+3	1	-4/48 hrs	1250	+3-J
High-Explosive Micromissile	+3	1	-4/48 hrs	1700	+3-J
Mortars					
60mm Mortar	+8	30	-6/14 days	6225	+3-J
80mm Mortar	+9	35	-7/21 days	7875	+3-J
120mm Mortar	+10	40	-8/1 mo	9425	+3-J
Mortar Shell	+3	4	-9/14 days	Var.	+3-J

SPECIAL WEAPONS

Type	Conc.	Wt.	Avail.	Cost	Legality
Lasers					
Ares MP Laser III	+8	20	-12/21 days	120000	+2-K
Hip Battery	+2	2	-5/14 days	500	Legal
Ares MP Laser Plus	+10	30	-13/1 mo	300000	+3-K
Battery Pack	+8	15	-5/1 mo	2000	Legal
Ares Redline	+4	5	-9/21 days	75000	0-K
Battery Clip	0	1	-5/14 days	250	Legal
Flamethrowers					
Shiawase Blazer	+4	6	-6/14 days	1100	+2-K
Kendachi Dragon	+6	21	-7/21 days	1700	+2-K
Chemtech Application Gear					
Cascade	+3	5.5	-6/14 days	1800	-2P-F
Dart Pistol	0	1.5	-3/2 days	600	Legal
Dart Rifle	+3	3.25	-5/7 days	1700	Legal
ELD-AR	+4	4.5	-5/7 days	950	Legal
Splat Gun	+4	3	-5/7 days	600	Legal
Spray Tank	+4	5	-2/12 hrs	100	Legal
Ares SuperSquirt II	+2	2	-5/14 days	800	-2P-E
Other Weapons					
Ares Protector SMG	-4/+4	5/3	-3/3 days	2000	0-G
Bracer Gun	-2	.3	-6/7 days	700	-4P-E
Gun Cane	-4	1	-5/7 days	1350	-4P-E
Netgun	+3	4	-4/36 hrs	1000	-2P-E
Large Netgun	+3	4.5	-4/36 hrs	1325	-2P-E
Kendachi Monocoil	+1	2	-4/36 hrs	825	-2-E
Grenades					
Concussion	+1	.25	-3/4 days	30	+1-J
Dual Charge	+2	.5	-4/7 days	150	+1-J
Defensive	+1	.25	-3/4 days	30	+1-J
Flare	+1	.25	-1/24 hrs	40	Legal
Flash	+1	.25	-2/48 hrs	40	+1-J
Flash-Pak	-4	.2	-2/36 hrs	250	Legal
Gas (Neuro-Stun VII)	+2	.25	-4/4 days	60	+1-J
Incendiary	+2	.5	-2/4 days	50	+1-J
IPE Concussion	+2	.5	-4/7 days	70	+1-J
IPE Defensive	+2	.5	-4/7 days	60	+1-J
IPE Offensive	+2	.5	-4/7 days	60	+1-J
Smoke	+2	.5	-2/48 hrs	30	Legal
Smoke, Thermal	+2	.5	-2/48 hrs	50	+1-J
Superflash	+2	.25	-5/14 days	80	+2-J
White Phosphorous	+2	.5	-3/5 days	120	+1-J
Commercial Explosives (per Kilo)					
Commercial	+1	1	-3/48 hrs	60	0P-J
Plastic, Compound IV	+1	1	-4/48 hrs	80	0-J
Plastic, Compound XII	+1	1	-5/48 hrs	200	+1-J
Radio Detonator	-1	.25	-2/48 hrs	250	-2-J
Timer	+1	.5	-2/48 hrs	100	-2-J
Mines					
Anti-Personnel	-1	2	As grenade	As grnd x 10	+2-J
Anti-Vehicle	+1	5	-5/7 days	500	+3-J
Bouncing Mine	--	--	-1/as mine	+500	As mine
Directional Mine	--	--	As mine	x1.5	As mine
Disguised Mine	--	--	As mine	x2 per +2	As mine
Built-In Sensor	--	--	As mine	1000 per +1	As mine
Smart Mine	--	--	As mine	1000 per +1	As mine

MELEE WEAPONS

Type	Conc.	Wt.	Avail.	Cost	Legality
Axes					
Throwing Axe	+3	.5	-2/24 hrs	35	-4-D
Masterwork Throwing Axe	+3	.5	-2/24 hrs	55	-4-D
Hand Axe	+4	.75	-2/36 hrs	350	-1-A
Masterwork Hand Axe	+4	.75	-2/36 hrs	525	-1-A
Battle Axe	+6	1.5	-2/36 hrs	460	0-B
Masterwork Battle Axe	+6	1.5	-2/36 hrs	690	0-B
Wallacher Combat Axe	+7	2	-2/48 hrs	975	+1-B
Centurion Laser Crescent Axe	+6	5.2	-3/48 hrs	1725	+1-B

SHADOWPUNK—ITEM LIST

Type	Conc.	Wt.	Avail.	Cost	Legality
Blades					
Knife	+1	.5	-1/4 hrs	35	-4-A
Masterwork Knife	+1	.5	-1/4 hrs	55	-4-A
Throwing Knife	+1	.25	-1/24 hrs	40	-4-D
Masterwork Throwing Knife	+1	.25	-1/24 hrs	60	-4-D
Cougar Fine Blade Short Combat Knife	+1	.5	-3/72 hrs	400	-4-A
Redstone Survival Knife	+2	.75	-2/6 hrs	125	-2-A
Cougar Fine Blade Long Combat Knife	+2	.75	-4/72 hrs	500	-4-A
Short Sword/Wakizashi	+3	.75	-2/24 hrs	250	-1-B
Masterwork Short Sword/Wakizashi	+3	.75	-2/24 hrs	375	-1-B
Broadsword/Ninja-to	+4	1.5	-2/48 hrs	350	0-B
Masterwork Broadsword/Ninja-to	+4	1.5	-2/48 hrs	525	0-B
Ares Monosword	+4	2	-4/14 days	1000	-1-J
Bastard Sword/Katana	+5	2	-2/72 hrs	425	+1-B
Masterwork Bastard Sword/Katana	+5	2	-2/72 hrs	650	+1-B
Greatsword	+6	6	-3/7 days	475	+1-B
Masterwork Greatsword	+6	6	-3/7 days	725	+1-B
Club					
Baton	+3	1	-1/6 hrs	50	-2-C
Riot Baton	+3	1	-1/6 hrs	75	-2-C
Club	+4	1	-1/6 hrs	65	-2-C
Rattan Stick	+4	1	-1/6 hrs	100	-2-C
Nunchaku	+2	.5	-2/48 hrs	200	-4-C
Masterwork Nunchaku	+2	.5	-2/48 hrs	300	-4-C
Metal Nunchaku	+2	1	-3/72 hrs	350	-4-C
Masterwork Metal Nunchaku	+2	1	-3/72 hrs	525	-4-C
Three-Section Staff	+4	2	-3/72 hrs	400	-6-C
Masterwork Three-Section Staff	+4	2	-3/72 hrs	600	-6-C
Extendable Baton	0/+3	1	-2/24 hrs	375	-2-C
Ares Shock Rod	+4	2	-2/36 hrs	1500	-1-C
AZ-150 Super Stun Baton	+3	2	-2/36 hrs	2000	-1-C
Easton Robo-Bat	+6	6	-4/7 days	750	Legal
Louisville Cyberslugger	+6	6	-4/7 days	1000	Legal
Hammers					
Light Hammer	+3	1.5	-1/6 hrs	60	-4-C
Masterwork Light Hammer	+3	1.5	-1/6 hrs	90	-4-C
Heavy Hammer	+4	3	-1/12 hrs	400	-3-C
Masterwork Heavy Hammer	+4	3	-1/12 hrs	600	-3-C
Warhammer	+5	5	-2/24 hrs	500	-2-C
Masterwork Warhammer	+5	5	-2/24 hrs	750	-2-C
Sledgehammer	+6	10	-2/36 hrs	550	-1-C
Masterwork Sledgehammer	+6	10	-2/36 hrs	825	-1-C
Kendachi Thunderhammer	+5	5	-3/72 hrs	2450	0-C
Ares Shockhammer	+5	5	-3/48 hrs	1575	0-C
Slamdance, Inc. Hyper-Hammer	+8	15	-4/14 days	3000	+2-C
Polearms					
Staff	+6	2	-2/24 hrs	90	-4-C
Masterwork Staff	+6	2	-2/24 hrs	120	-4-C
Metal Staff	+6	3	-2/36 hrs	120	-3-C
Masterwork Metal Staff	+6	3	-2/36 hrs	150	-3-C
Collapsible Metal Staff	+2/+6	3	-2/48 hrs	600	-3-C

Type	Conc.	Wt.	Avail.	Cost	Legality
Masterwork Collapsible Metal Staff	+2/+6	3	-2/48 hrs	800	-3-C
Metal Staff/Three-Section Staff	+4/+6	3	-2/48 hrs	600	-3-C
Masterwork Metal Staff/Three-Section Staff	+4/+6	3	-2/48 hrs	800	-3-C
Spear	+6	2	-2/48 hrs	85	0-C
Masterwork Spear	+6	2	-2/48 hrs	135	0-C
Longspear	+8	4	-2/48 hrs	120	+1-C
Masterwork Longspear	+8	4	-2/48 hrs	180	+1-C
Glaive	+8	6	-2/48 hrs	650	+1-B
Masterwork Glaive	+8	6	-2/48 hrs	975	+1-B
Centurion Laser Crescent Glaive	+8	10	-4/4 days	1900	+2-B
Ares Shockstaff	+6	4	-2/36 hrs	1575	-1-C
Whips					
Whip	+4	1	-2/48 hrs	135	-6-C
Chain Whip	+4	2	-2/72 hrs	185	-5-C
Kusari-Gama	+4	1	-3/48 hrs	250	-1-C
Ares Electrowhip	+4	1	-4/7 days	725	+1-C
Kendachi Monofilament Whip	+1	--	-12/14 days	7750	+3-J
Barehanded Weapons					
Ares Karate-Hand	-1	.5	-1/24 hrs	200	-4-C
Forearm Snap Blades	0/+2	1.5	-2/48 hrs	300	0-B
Shock Glove	-2	.5	-3/48 hrs	750	-1-B
Kendachi Monofilament Garrote	-1	--	-10/14 days	5000	+3-J

MISSILE WEAPONS

Type	Conc.	Wt.	Avail.	Cost	Legality
Bows					
Light Short Bow	+5	1	-2/36 hrs	200	-1-D
Medium Short Bow	+5	1	-2/36 hrs	275	-1-D
Heavy Short Bow	+5	1	-2/36 hrs	350	-1-D
Very Heavy Short Bow	+5	1	-2/36 hrs	425	-1-D
Light Compound Short Bow	+5	1.5	-2/36 hrs	350	-1-D
Medium Compound Short Bow	+5	1.5	-2/36 hrs	425	-1-D
Heavy Compound Short Bow	+5	1.5	-2/36 hrs	500	-1-D
Very Heavy Compound Short Bow	+5	1.5	-2/36 hrs	575	-1-D
Light Long Bow	+7	1.5	-2/36 hrs	425	-1-D
Medium Long Bow	+7	1.5	-2/36 hrs	500	-1-D
Heavy Long Bow	+7	1.5	-2/36 hrs	675	-1-D
Very Heavy Long Bow	+7	1.5	-2/36 hrs	750	-1-D
Light Compound Long Bow	+7	1.75	-2/36 hrs	575	-1-D
Medium Compound Long Bow	+7	1.75	-2/36 hrs	650	-1-D
Heavy Compound Long Bow	+7	1.75	-2/36 hrs	825	-1-D
Very Heavy Compound Long Bow	+7	1.75	-2/36 hrs	900	-1-D
Ranger X Compound Bow	+7	1.75	-4/48 hrs	1100	0-D
Crossbows					
Pistol Crossbow	+3	1.5	-4/36 hrs	275	-2-D
Light Crossbow	+5	2	-2/36 hrs	350	-2-D
Medium Crossbow	+6	3	-3/36 hrs	425	-2-D
Heavy Crossbow	+7	4	-3/36 hrs	500	-1-D
Very Heavy Crossbow	+8	4.5	-4/36 hrs	575	-1-D
Repeating Crossbow	+7	4	-4/48 hrs	600	0-D
Throwing Weapons					
Throwing Knife	0	.25	-1/24 hrs	40	-4-D
Shuriken/Dart	-1	.25	-1/24 hrs	50	-2-D
Net	+5	4	-1/24 hrs	350	Legal
Caltrops (per 10)	-1	.5	-1/24 hrs	80	-6-D

SHADOWPUNK—ITEM LIST

RIGGER GEAR

Type	Avail	Cost	Legality
Remote Control Deck Equipment			
Remote Control Deck	-2/72 hrs	Rat. x 5000	Legal
Remote Control ECCM			
Rating 1-3	-2/7 days	Rat. x 7500	Legal
Rating 4-6	-3/14 days	Rat. x 15000	Legal
Rating 7-9	-6/28 days	Rat. x 35000	Legal
Rating 10	-9/45 days	500000	Legal
Hitcher Jacks	-1/48 hrs	250	Legal
Audio/Visual Screen Display	-1/24 hrs	100	Legal
Intercom Speaker	-1/24 hrs	25	Legal
Type	Avail	Cost	Legality
Remote Control Biofeedback Filter	-1 per 2/7 days	Rat. x 10000	Legal
Remote-Control Encryption Module	-1 per 2/Rat. days	Rat. x 5000	0P-W
Rigger Decryption Module	-1 per 1/Rat. days	Rat. x 7500	0P-W
Rigger Network Security Module	-1 per 2/ Rat. days	Rat. x 5000	0P-W
Rigger Protocol Emulation Module	-1 per 1/Rat. days	Rat. x 5000	0P-W
Storage Memory	-1/24 hrs	Mp x 6	Legal
Vehicle Equipment			
Morphing License Plate	-4/14 days	5000	0-U
Oil-Slick Sprayer	-3/14 days	600	-2-U
Oil Tank Refills	-3/14 days	50	-4-U
Vehicle Smoke Projector	-3/21 days	1000	0-J
Infrared Smoke	-4/28 days	1200	-1-J
Vehicle Modifications			
Nitrous Oxide Injector	-2/48 hrs	5000	Legal
Turbocharging/Superconductive Drive			
Stage 1 Turbo	-3/12 days	2000	Legal
Stage 2 Turbo	-3/12 days	5000	Legal
Stage 3 Turbo	-3/12 days	15000	Legal
Stage 4 Turbo	-3/12 days	40000	Legal
Control Modifications			
Pilot Computer			
Rating 1	Always	0	Legal
Rating 2	-3/14 days	5000	Legal
Rating 3	-4/14 days	25000	Legal
Rating 4	-5/35 days	500000	Legal
Rating 5	-7/70 days	2500000	Legal
AutoNav Computer			
Rating 1	-1/96 hrs	500	Legal
Rating 2	-2/6 days	1000	Legal
Rating 3	-2/8 days	5000	Legal
Rating 4	-3/14 days	15000	Legal
Datajack Port	-2/72 hrs	2000	Legal
Drive-By-Wire System	-4/16 days	Rating x BODY x 2000	Legal
Improved Handling	-3/12 days	Rating x BODY x 500	Legal
Motorbike Gyro-Stabilization Gear	-3/10 days	5000	Legal
Off-Road Suspension	-3/12 days	BODY x 750	Legal
Remote Control Interface	-2/72 hrs	BODY x 1000	Legal
Rigger Adaptation	-2/7 days	3000	Legal
Secondary Controls	-2/72 hrs	400	Legal
Protective Systems			
Ablative Armor	-2/6 days	3000	+2-V
Advanced Passenger Protection System (APPS)	-2/6 days	3000	Legal
Vehicle Armor	-3/12 days	1500 per +1	+2-V
Personal Armor	-4/10 days	375 per +1	Legal
Concealed Armor	-4/21 days	2000 per +1	+2-V
Crash Cage	-2/96 hrs	3000	Legal
EnviroSeal System	-4/14 days	BODY x 500	Legal
Life Support System	-4/14 days	BODY x 750	Legal
Roll Bars	-2/72 hrs	3000	Legal

Type	Avail	Cost	Legality
Signature Modifications			
Active Thermal Masking	-4/21 days	BODY x 1000	0-V
Vehicle Weapon Systems			
Fixed Mount, External	-3/48 hrs	BODY x 100	+2-W
Fixed Mount, Internal	-3/48 hrs	BODY x 150	+3-W
Missile/Rocket Mount, External	-5/60 days	1500	+4-W
Missile/Rocket Mount, Internal	-5/60 days	5000	+4-W
Pintle Mount	-2/96 hrs	BODY x 50	+2-W
Ring Mount	-4/14 days	BODY x 150	+3-W
Smartlink Integration Kit	-3/48 hrs	1000	-1P-V
Targeting System	-3/48 hrs	Rat x 10000	-1P-V
Turret, Standard	-4/30 days	BODY x 1000	+4-W
Turret, Pop-Up	-4/30 days	BODY x 1500	+4-W
Vehicle Gyroscopic Stabilizers	-4/72 hrs	BODY x 250	0-V
Electronic Systems			
Electronic Countermeasures (ECM)	-1 per 1/Rat. x 7 days	Rat. x 10000	+1P-U
ECM Booster	As ECM	Rat. x 10000	+1P-U
Electronic Counter-Countermeasures (ECCM)	-1 per 2/Rat. x 7 days	Rat. x 10000	Legal
Remote-Control Encryption Module (RCEM)	-1 per 2/Rat. x 1 days	Rat. x 5000	-4P-V
Sensors			
Rating 1	-2/7 days	5000	Legal
Rating 2	-2/10 days	7500	Legal
Rating 3	-3/14 days	10000	Legal
Rating 4	-3/21 days	12500	Legal
Rating 5	-4/30 days	15000	-3P-V
Rating 6	-5/45 days	20000	-2P-V
Rating 7	-6/60 days	30000	-1P-V
Rating 8	-7/90 days	50000	0P-V
Rating 9	-8/180 days	100000	+1P-V
Rating 10	-9/1 year	500000	+2P-V
Vehicle Accessories			
Amphibious Operation Package	-3/10 days	2500 per +1" Swim	Legal
Anti-Theft Systems			
Improved Security			
Rating 3-6	-2/7 days	Rat. x 400	Legal
Rating 7-9	-3/10 days	Rat. x 1000	Legal
Rating 10+	-3/14 days	Rat. x 5000	Legal
Electric Shock Systems	-4/14 days	+2000	-1-C
Proximity Alert	-2/7 days	+250	Legal
Ejection Bucket Seat	-3/10 days	3000	Legal
Reinforced Ejection Bucket Seat	-3/10 days	6000	Legal
Convertible top	-2/72 hrs	10% base vehicle	Legal
Crane	-3/14 days	STR x 250	Legal
Drone Rack	-2/96 hrs	Total BODY of Drones x 500	Legal
Mechanic Arm	-2/2 days	STR x 1500	Legal
Medical Clinic	-8/30 days	300000	Legal
Photovoltaic Chameleon Paint	-3/14 days	BODY x 500	Legal
Seats			
Bench	-3/48 hrs	750	Legal
Folding Bench	-3/48 hrs	750	Legal
Reinforced Bench	-3/48 hrs	1500	Legal
Standard Bucket	-3/48 hrs	700	Legal
Folding Bucket	-3/48 hrs	700	Legal
Reinforced Bucket	-3/48 hrs	1500	Legal
Armored	-3/48 hrs	+1500	Legal
Sidecar	Always	2000	Legal
Spotlight	-2/96 hrs	600	Legal
Tires			
Standard	Always	BODY x 10	Legal

SHADOWPUNK—ITEM LIST

Type	Avail	Cost	Legality
Tires (Continued)			
Performance	Always	BODY x 15	Legal
Off-Road	Always	BODY x 25	Legal
Puncture Resistant	Always	BODY x 40	Legal
Snow	Always	BODY x 15	Legal
Winch	-3/14 days	100 + STR x 10	Legal

CYBERWARE

Type	Essence	Avail.	Cost	Legality
Headware				
Chipjack	3.3	-2/72 hrs	1000	Legal
Cranial Cyberdeck				
Allegiance Sigma	19	-2/7 days	14000	0P-S
Sony CT-360-D	25	-3/14 days	75000	0P-S
Novatech Hyperdeck-6	27	-3/14 days	150000	0P-S
CMT Avatar	28	-4/14 days	300000	0P-S
Renraku Kraftwerk-8	29	-5/1 mo	450000	0P-S
Transys Highlander	30	-7/1 mo	700000	0P-S
Novatech Slimcase-10	32	-9/1 mo	1500000	0P-S
Fairlight Excalibur	35	-12/2 mo	2000000	0P-S
Data Compactor				
Level 1	.8	-3/60 hrs	9500	Legal
Level 2	1.3	-3/60 hrs	19000	Legal
Level 3	1.7	-3/60 hrs	28500	Legal
Level 4	2.1	-3/60 hrs	38000	Legal
Data Filter	2.5	-3/36 hrs	5000	Legal
Datajack, Standard	3.3	Always	1000	Legal
Datajack, Induction	5	-3/4 days	2000	Legal
Data Lock	Rat. x .5	-3/36 hrs	Rat. x 1000	As Encr.
Encephalon				
Level 1	1	-3/12 days	3000	Legal
Level 2	4.3	-3/12 days	13000	Legal
Level 3	8.7	-3/12 days	26000	Legal
Internal Memory	Mp/30	-2/24 hrs	Mp x 150	Legal
Math Subprocessor				
Level 1	3	-3/60 hrs	4500	Legal
Level 2	4	-3/60 hrs	6000	Legal
Level 3	5	-3/60 hrs	7500	Legal
Orientation System	4.9	-3/6 days	25000	Legal
Radio Encryption/ Decryption	Rating x .5	-4/72 hrs	Rating x 2500	-4P-V
Radio Receiver	2.7	-1/24 hrs	2000	Legal
Radio Transceiver				
Standard	3.3	-1/24 hrs	2500	Legal
Subvocal	6.3	-2/72 hrs	3800	Legal
Remote Control Deck	3.3	-2/72 hrs	Rating x 25000	Legal
Remote Control Biofeedback Filter	Rating x .2	-1 per 2/7 days	Rating x 10000	Legal
Remote Control Encryption Module	Rating x .5	-1 per 2/Rat x 1 days	Rating x 5000	Legal
Rigger Decryption Module	Rating x .4	-1 per 2/Rat x 1 days	Rating x 17500	-4P-W
Rigger Network Security Module	Rating x .5	-1 per 2/Rat x 1 days	Rating x 10000	Legal
Rigger Protocol Emulation Module	Rating x .5	-1 per 2/Rat x 1 days	Rating x 5000	Legal
Telephone	2.5	-1/24 hrs	2500	Legal
Wide Range Radio Transceiver				
Standard	4	-3/36 hrs	3000	Legal
Subvocal	7	-4/72 hrs	4500	Legal
Bodyware				
Air Filtration System	Rat. x .2	-3/4 days	Rat. x 1000	Legal
Balance Tail	3	-4/7 days	9000	Legal
Biomonitor	2.3	-3/72 hrs	2500	Legal
Blood Filtration System	Rat. x .2	-3/4 days	Rat. x 1000	Legal
Bone Lacing				
Plastic	2.1	-3/14 days	7500	-2P-N
Kevlar	1.9	-3/21 days	10000	-2P-N
Aluminum	4.3	-3/14 days	25000	-2P-Q
Ceramic	4.7	-3/21 days	40000	-2P-Q
Titanium	6.4	-3/14 days	75000	-2-R
Boosted Reflexes				
Level 1	2.6	-2/24 hrs	20000	-4P-Q
Level 2	3.3	-2/24 hrs	35000	-2P-Q
Level 3	8.5	-2/24 hrs	50000	-1P-Q
Chemical Analyzer				
Level 1	3.7	-2/6 days	3000	Legal

Type	Essence	Avail.	Cost	Legality
Level 2	4.3	-2/6 days	3500	Legal
Level 3	4.9	-2/6 days	4000	Legal
Cyberfangs	4.6	-2/48 hrs	5000	Legal
Cyberfins	4.5	-3/48 hrs	5000	+1P-N
Cybergills	1.7	-3/72 hrs	1500	Legal
Cyberspike	6	-2/72 hrs	5600	+1-N
Cyberspur	6.7	-2/72 hrs	7000	+1-N
Dermal Plating	1.2	-2/12 days	40000	-2P-N
Dermal Sheath	1.7	-3/14 days	100000	-2P-N
Ruthenium Coating	+6.7	-6/18 days	+100000	0P-N
Fingertip Compartment	2	-2/24 hrs	2500	Legal
Flex Hands	1.7	-3/72 hrs	6000	Legal
Gas Spectrometer				
Level 1	3.7	-2/6 days	3000	Legal
Level 2	4.3	-2/6 days	3500	Legal
Level 3	4.9	-2/6 days	4000	Legal
Hand Razors	4	-3/72 hrs	4000	+1-N
Hydraulic Jacks				
Level 1	3.3	-3/6 days	6000	Legal
Level 2	6.7	-3/6 days	12000	Legal
Level 3	10	-3/6 days	18000	Legal
Level 4	13.3	-3/6 days	24000	Legal
Independent Air Supply	3.1	-2/5 days	2500	Legal
Joint Augmentation				
Level 1	3	-2/4 days	30000	-1P-Q
Level 2	4.5	-2/4 days	45000	-1P-Q
Level 3	6	-2/4 days	60000	-1P-Q
Level 4	7.5	-2/4 days	75000	-1P-Q
Magnetic System	3	-3/7 days	3000	Legal
Move-By-Wire				
Level 1	10.3	-4/10 days	250000	+1P-R
Level 2	16.4	-6/20 days	500000	+1P-R
Level 3	22.5	-9/30 days	1000000	+1P-R
Level 4	28.6	-10/45 days	2000000	+1P-R
Mr. Studd/Midnight Lady Sexual Implant	2	-1/24 hrs	6000	Legal
Muscle Replacement				
Level 1	1	-2/4 days	10000	-1P-Q
Level 2	2	-2/4 days	20000	-1P-Q
Level 3	3	-2/4 days	30000	-1P-Q
Level 4	4	-2/4 days	40000	-1P-Q
Olfactory Booster	3	-3/8 days	2500	Legal
Per +1 to Smell PER	+1		500	
Pain Editor	6.7	-3/6 days	11300	-2P-N
Reaction Enhancer	Rat. x 1	-3/7 days	Rat. x 3000	-2P-R
Reflex Trigger	2	-4/14 days	12000	0P-Q
Retractable Climbing Claws	5.3	-3/72 hrs	8500	-2P-N
Skillwire System	Rat. x .7	-1 per 2/10 days	Rat. x 10000	Legal
SmartLink Systems				
SmartLink	3.8	-2/36 hrs	15000	-1P-N
SmartLink II	4.5	-2/36 hrs	18000	-1P-N
Subdermal Armor	2.1	-2/12 days	40000	-2P-N
SynthLink Systems				
Level 1	2.6	-1/5 days	9000	Legal
Level 2	5.1	-1/5 days	18000	Legal
Level 3	7.7	-1/5 days	27000	Legal
Tactical Computer				
Level 1	3	-6/60 days	50000	+2P-R
Level 2	6	-6/60 days	100000	+2P-R
Level 3	9	-6/60 days	150000	+2P-R
Level 4	12	-6/60 days	200000	+2P-R
Tactile Booster	Rat. x .7	-2/6 days	Rat. x 500	Legal
Targeting Computer				
Level 1	1.4	-3/48 hrs	12500	-1P-N
Level 2	2.9	-3/48 hrs	25000	-1P-N
Level 3	4.3	-3/48 hrs	37500	-1P-N
Level 4	5.7	-3/48 hrs	50000	-1P-N
Toxin Filtration System	Rat. x .2	-3/4 days	Rat. x 1000	Legal
Vehicle Control Rig				
Level 1	7.8	-3/48 hrs	12000	-2P-N
Level 2	11.6	-4/48 hrs	60000	-2P-N
Level 3	15.4	-4/48 hrs	300000	-1P-N
Voice Synthesizer	4.9	-3/48 hrs	11000	-2P-Q
Wired Reflexes				
Level 1	8.2	-2/8 days	55000	-1P-Q
Level 2	11.9	-2/8 days	165000	0P-Q
Level 3	15.6	-4/14 days	500000	+1-R

SHADOWPUNK—ITEM LIST

Type	Essence	Avail.	Cost	Legality
Cyber-Optics				
Cybereyes	1.6	-1/24 hrs	2000	Legal
Bright-Light System	3.6	-4/14 days	5000	-3P-Q
Cosmetic Modification	--	-1/24 hrs	500	Legal
Digital Camera	1.1	-3/24 hrs	2500	Legal
Eye Light System	1.4	-2/72 hrs	2500	Legal
Flare Compensation	Rat. x .3	-3/48 hrs	Rat. x 1000	Legal
Image Enhancement	Rat. x .7	-3/48 hrs	Rat. x 2000	Legal
Low-Light Vision	1.7	-2/36 hrs	1250	Legal
Optishields	2.8	-2/24 hrs	12750	Legal
Rangefinder	4	-3/48 hrs	3250	Legal
Remote Eye	8	-3/72 hrs	10000	Legal
Retinal Clock	1	-2/24 hrs	750	Legal
Retinal Duplication	3	-4/7 days	15000	+1-Q
Thermographic Vision	3.3	-4/36 hrs	1250	Legal
Ultrasound Vision	5	-3/48 hrs	3750	Legal
Vision Magnification	Rat. x .3	-2/48 hrs	Rat. x 750	Legal
Cyber-Audio				
Cyberears	1.6	-1/24 hrs	2000	Legal
Cosmetic Modification	--	-1/24 hrs	500	Legal
Hearing Amplification	Rat. x .5	-2/48 hrs	Rat. x 2000	Legal
Level Damper	Rat. x .3	-2/48 hrs	Rat. x 1000	Legal
Recorder	1.1	-4/48 hrs	2500	-8P-N
Parabolic Hearing	Rat. x .3	-2/48 hrs	Rat. x 750	Legal
Sound Editor	Rat. x .5	-3/48 hrs	Rat. x 1000	Legal
Spatial Recognizer	5	-2/48 hrs	10000	Legal
Voice Stress Analyzer	5.9	-5/14 days	35000	-2-N
Wide Range Hearing	1	-2/48 hrs	750	Legal
Cyber Limbs				
Cyberarm, Obvious	11.6	-2/4 days	65000	Legal
Cyberarm, Synthetic	11.6	-2/4 days	100000	Legal
Cyberleg, Obvious	11.6	-2/4 days	65000	Legal
Cyberleg, Synthetic	11.6	-2/4 days	100000	Legal

CYBERLIMB OPTIONS

Type	ECU	Avail.	Cost	Legality
Anchoring Cyberfeet	3.5	-2/48 hrs	3750	Legal
Buzz Hand	10	-8/14 days	7500	+3-N
Cyberarm Gyromount	3.6	-5/21 days	22500	0P-R
Cyberguns				
Hold-out	3	-4/7 days	5150	-4P-Q
Light Pistol	6.1	-4/7 days	6000	-2P-Q
Machine Pistol	7.5	-4/7 days	6150	0P-Q
Heavy Pistol	7.7	-4/7 days	6750	0P-Q
Submachine Gun	8.5	-4/7 days	8900	+1P-Q
Shotgun	9.2	-4/7 days	7000	0P-Q
External Clip Port	2	-4/7 days	2250	As gun
Laser Sight	1.5	-4/7 days	1250	Legal
Silencer	2	-4/7 days	1250	As gun
Cyberspike	7.7	-2/72 hrs	3750	+1-N
Cyberspur	8.3	-2/72 hrs	6250	+1-N
Cyberwhip	4.3	-2/72 hrs	4250	-2-N
Extension Hand	3.8	-3/72 hrs	1875	Legal
Flashbulb	5.7	-4/14 days	5000	-3P-Q
Grapple Gun & Winch	2.4	-2/36 hrs	2500	0P-U
Hammer Hand	3.6	-4/7 days	4500	0-Q
Hand Razors	5	-3/72 hrs	3750	+1-N
Hidden Holster	5.6	-2/48 hrs	4000	-1P-N
Hydraulic Jacks				
Level 1	4.4	-3/6 days	5500	Legal
Level 2	8.9	-3/6 days	11000	Legal
Level 3	13.3	-3/6 days	16500	Legal
Level 4	17.8	-3/6 days	22000	Legal
Magnetic System	6	-3/7 days	3000	Legal
Quick-Change Mount	1	-2/24 hrs	5000	Legal
Quick Draw Armholster	6.5	-2/48 hrs	4000	-1P-N
Reinforced Structure	0.7	-4/14 days	13500	Legal
Shocker	5.3	-3/4 days	5000	0P-Q
Skate Feet System	5.7	-4/48 hrs	1875	Legal
SmartLink Systems				
SmartLink	4.6	-2/36 hrs	10000	-1P-N
SmartLink II	5.5	-2/36 hrs	13000	-1P-N
Standard Cyberhand/Cyberfoot	--	-2/4 days	500	Legal
Taser	6.7	-3/72 hrs	5000	+1-N
Toolkit	2.8	-1/24 hrs	5000	Legal

BIOWARE

Type	Bio Idx.	Avail.	Cost	Legality
Adrenal Pump				
Level 1	4.5	-5/16 days	100000	-1P-R
Level 2	9	-5/16 days	200000	-1P-R
Cat's Eyes	2	-2/6 days	12500	Legal
Cerebral Booster				
Level 1	1.6	-3/14 days	10000	Legal
Level 2	3.2	-3/14 days	20000	Legal
Decentralized Heart	2.7	-2/10 days	30000	Legal
Enhanced Articulation	6	-3/6 days	37500	Legal
Extended Volume	Rat. x .7	-2/4 days	Rat. x 5000	Legal
Mnemonic Enhancer	2	-3/7 days	25000	Legal
Muscle Augmentation				
Level 1	1.7	-3/6 days	25000	0P-Q
Level 2	3.3	-3/6 days	50000	0P-Q
Level 3	5	-3/6 days	75000	0P-Q
Level 4	6.7	-3/6 days	100000	0P-Q
Muscle Toner				
Level 1	4	-3/6 days	60000	0P-Q
Level 2	6	-3/6 days	90000	0P-Q
Level 3	8	-3/6 days	120000	0P-Q
Level 4	10	-3/6 days	150000	0P-Q
Nanotech Visual Upgrade	3.3	-3/14 days	25000	Legal
Nephritic Screen	Rat. x .3	-2/4 days	Rat. x 2500	Legal
Pain Resister	7.7	-3/6 days	20000	-2P-N
Platelet Factory	2.8	-3/8 days	15000	Legal
Reflex Recorder	1.6	-4/6 days	10000	Legal
Skinweave	3	-4/8 days	50000	-1P-N
Suprathyroid Gland	10.8	-4/12 days	115000	-2P-Q
Symbiotes				
Level 1	3.3	-3/10 days	25000	Legal
Level 2	6.7	-3/10 days	50000	Legal
Level 3	10	-3/10 days	75000	Legal
Synaptic Accelerator				
Level 1	8.6	-3/12 days	100000	-1P-Q
Level 2	11.4	-3/12 days	200000	-1P-Q
Synthacardium				
Level 1	2	-2/10 days	12500	Legal
Level 2	4	-2/10 days	25000	Legal

CYBERWARE GRADES

Type	Essence	Avail.	Cost	Legality
Alphaware	80%	As Cyberware	x2	As Cyber- ware
Betaware	60%	-3/x1.5	x4	As Cyber- ware
Deltaware	50%	-5/x3	x10	As Cyber- ware
Standard	100%	As Cyberware	x1	As Cyber- ware
Used	As grade	As grade	x½	As Cyber- ware

BIOWARE GRADES

Type	Essence	Avail.	Cost	Legality
Cultured Bioware	75%	-2/x1.25	x3	As Bioware