

CHAOS

Create the type of disorientation and weirdness that even cameras and sensors can see.

TYPE

P

RANGE

LOS

DAMAGE

S

DURATION

I

DRAIN

F-2

CHAOTIC WORLD

Like Chaos, but affects a whole group of people.

TYPE

P

RANGE

LOS(A)

DAMAGE

S

DURATION

I

DRAIN

F

SPELLS

LIGHTNING BOLT

A jolt of massive electrical power, targeted precisely.
Simple, effective, bright.

TYPE

P

RANGE

LOS

DAMAGE

P

DURATION

I

DRAIN

F-3

BALL LIGHTNING

Instead of precise targeting, go big.
Spark up a whole group of people!

TYPE

P

RANGE

LOS(A)

DAMAGE

S

DURATION

I

DRAIN

F-1

SPELLS**KNOCKOUT**

TYPE	RANGE	DAMAGE	DURATION	DRAIN
M	TOUCH	S	I	F-6

STUNBOLT

TYPE	RANGE	DAMAGE	DURATION	DRAIN
M	LOS	S	I	F-3

STUNBALL

TYPE	RANGE	DAMAGE	DURATION	DRAIN
M	LOS(A)	S	I	F

SPELLS**DEATH TOUCH**

TYPE	RANGE	DAMAGE	DURATION	DRAIN
P	TOUCH	P	S	F-6

MANABOLT

TYPE	RANGE	DAMAGE	DURATION	DRAIN
P	LOS	P	S	F-3

MANABALL

TYPE	RANGE	DAMAGE	DURATION	DRAIN
P	LOS(A)	P	S	F

MAGIC FINGERS

Create an invisible hand that can manipulate objects with fine control.

TYPE

P

RANGE

LOS

DAMAGE

—

DURATION

S

DRAIN

F-2

ARMOR

Get an armor boost equal to hits thanks to magical protection.

TYPE

P

RANGE

LOS

DAMAGE

—

DURATION

S

DRAIN

F-2

CONFUSION

Disorient the target, making it difficult for them to do anything.

TYPE
M

RANGE
LOS

DAMAGE
—

DURATION
S

DRAIN
F-3

MASS CONFUSION

Like Confusion, but affects a whole group of people.

TYPE
M

RANGE
LOS(A)

DAMAGE
—

DURATION
S

DRAIN
F-1

INFLUENCE

Implant a simple suggestion in your target's mind.

TYPE

M

RANGE

LOS

DAMAGE

—

DURATION

S

DRAIN

F-1

SPELLS

FLING

Summon psychokinetic force that can hurl an object through the air.

TYPE

P

RANGE

LOS

DAMAGE

—

DURATION

1

DRAIN

F-2

HEAL

Bring back a box on the target's Condition Monitor for each hit.

TYPE**M****RANGE****TOUCH****DAMAGE****—****DURATION****P****DRAIN****F-4**

ICE SHEET

Create a slippery sheet of ice,
then watch people try to keep their balance.

TYPE

P

RANGE

LOS(A)

DAMAGE

—

DURATION

I

DRAIN

F

INVISIBILITY

Hide yourself from whoever you don't want to see you.

TYPE
M

RANGE
LOS

DAMAGE
—

DURATION
S

DRAIN
F-2

IMPROVED INVISIBILITY

Hide yourself from eyes, cameras, and sensors.

TYPE
M

RANGE
LOS

DAMAGE
—

DURATION
S

DRAIN
F-1

LIGHT

The world's oldest spell.
Fiat lux, and chase away the darkness.

TYPE

P

RANGE

LOS(A)

DAMAGE

—

DURATION

S

DRAIN

F-4

MASK

Change your appearance to whatever it needs to be.

TYPE

M

RANGE

TOUCH

DAMAGE

—

DURATION

S

DRAIN

F-2

LEVITATE

Make items, or even people, hover in mid-air.

TYPE

P

RANGE

LOS

DAMAGE

—

DURATION

S

DRAIN

F-2

PHYSICAL MASK

Change your appearance so you're fooling cameras and electronic devices, not just other people.

TYPE**P****RANGE****TOUCH****DAMAGE****—****DURATION****S****DRAIN****F-1**

CHAOS

Create the type of disorientation and weirdness that even cameras and sensors can see.

TYPE

P

RANGE

LOS

DAMAGE

S

DURATION

I

DRAIN

F-2

CHAOTIC WORLD

Like Chaos, but affects a whole group of people.

TYPE

P

RANGE

LOS(A)

DAMAGE

S

DURATION

I

DRAIN

F

SPELLS

LIGHTNING BOLT

A jolt of massive electrical power, targeted precisely.
Simple, effective, bright.

TYPE

P

RANGE

LOS

DAMAGE

P

DURATION

I

DRAIN

F-3

BALL LIGHTNING

Instead of precise targeting, go big.
Spark up a whole group of people!

TYPE

P

RANGE

LOS(A)

DAMAGE

S

DURATION

I

DRAIN

F-1

SPELLS**KNOCKOUT**

TYPE	RANGE	DAMAGE	DURATION	DRAIN
M	TOUCH	S	I	F-6

STUNBOLT

TYPE	RANGE	DAMAGE	DURATION	DRAIN
M	LOS	S	I	F-3

STUNBALL

TYPE	RANGE	DAMAGE	DURATION	DRAIN
M	LOS(A)	S	I	F

SPELLS**DEATH TOUCH****TYPE****P****RANGE****TOUCH****DAMAGE****P****DURATION****S****DRAIN****F-6****MANABOLT****TYPE****P****RANGE****LOS****DAMAGE****P****DURATION****S****DRAIN****F-3****MANABALL****TYPE****P****RANGE****LOS(A)****DAMAGE****P****DURATION****S****DRAIN****F**

MAGIC FINGERS

Create an invisible hand that can manipulate objects with fine control.

TYPE

P

RANGE

LOS

DAMAGE

—

DURATION

S

DRAIN

F-2

ARMOR

Get an armor boost equal to hits thanks to magical protection.

TYPE

P

RANGE

LOS

DAMAGE

—

DURATION

S

DRAIN

F-2

CONFUSION

Disorient the target, making it difficult for them to do anything.

TYPE
M

RANGE
LOS

DAMAGE
—

DURATION
S

DRAIN
F-3

MASS CONFUSION

Like Confusion, but affects a whole group of people.

TYPE
M

RANGE
LOS(A)

DAMAGE
—

DURATION
S

DRAIN
F-1

INFLUENCE

Implant a simple suggestion in your target's mind.

TYPE

M

RANGE

LOS

DAMAGE

—

DURATION

S

DRAIN

F-1

FLING

Summon psychokinetic force that can hurl an object through the air.

TYPE

P

RANGE

LOS

DAMAGE

—

DURATION

1

DRAIN

F-2

HEAL

Bring back a box on the target's Condition Monitor for each hit.

TYPE

M

RANGE

TOUCH

DAMAGE

—

DURATION

P

DRAIN

F-4

ICE SHEET

Create a slippery sheet of ice,
then watch people try to keep their balance.

TYPE**P****RANGE****LOS(A)****DAMAGE****—****DURATION****I****DRAIN****F**

INVISIBILITY

Hide yourself from whoever you don't want to see you.

TYPE
M

RANGE
LOS

DAMAGE
—

DURATION
S

DRAIN
F-2

IMPROVED INVISIBILITY

Hide yourself from eyes, cameras, and sensors.

TYPE
M

RANGE
LOS

DAMAGE
—

DURATION
S

DRAIN
F-1

LIGHT

The world's oldest spell.
Fiat lux, and chase away the darkness.

TYPE

P

RANGE

LOS(A)

DAMAGE

—

DURATION

S

DRAIN

F-4

MASK

Change your appearance to whatever it needs to be.

TYPE

M

RANGE

TOUCH

DAMAGE

—

DURATION

S

DRAIN

F-2

LEVITATE

Make items, or even people, hover in mid-air.

TYPE

P

RANGE

LOS

DAMAGE

—

DURATION

S

DRAIN

F-2

PHYSICAL MASK

Change your appearance so you're fooling cameras and electronic devices, not just other people.

TYPE

P

RANGE

TOUCH

DAMAGE

—

DURATION

S

DRAIN

F-1

COMBAT AXE



ACCURACY

4

REACH

2

DAMAGE

(STR + 5)P

AP

-4

COST

4,000¥

WEAPONS

EXTENDABLE BATON



ACCURACY

5

REACH

1

DAMAGE

(STR + 2)P

AP

—

COST

100¥

KATANA



ACCURACY

7

REACH

1

DAMAGE

(STR + 3)P

AP

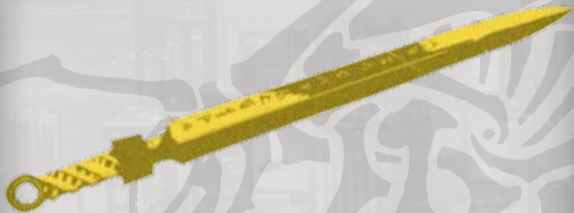
-3

COST

1,000¥

WEAPONS

SWORD



ACCURACY

6

REACH

1

DAMAGE

(STR + 3)P

AP

-2

COST

500¥

WEAPONS

STUN BATON



ACCURACY

4

REACH

1

DAMAGE

9S(e)

AP

-5

COST

750¥

COLT AMERICA L36



ACC

7

DAM

7P

AP

—

MODE

SA

RC

—

AMMO

11(c)

COST

320¥

ARES ALPHA



ACC

5 (7)

DAM

11P

AP

-2

MODE

SA/BF/FA

RC

2

AMMO

42(c)

COST

2,650¥

INGRAM VALIANT



ACC

5 (6)

DAM

9P

AP

-2

MODE

BF/FA

RC

2 (3)

AMMO

50(c) or
100(belt)

COST

5,000¥

ARES PREDATOR V



ACC

5 (7)

DAM

8P

AP

-1

MODE

SA

RC

—

AMMO

15(c)

COST

725¥

ARES PREDATOR V



ACC

5 (7)

DAM

8P

AP

-1

MODE

SA

RC

—

AMMO

15(c)

COST

725¥

ARES PREDATOR V



ACC

5 (7)

DAM

8P

AP

-1

MODE

SA

RC

—

AMMO

15(c)

COST

725¥

RANGER ARMS SM-5



ACC

8

DAM

14P

AP

-5

MODE

SA

RC

-1

AMMO

15(c)

COST

28,000¥

WEAPONS**PARASHIELD
DART RIFLE****ACC****6****DAM****as drug/
toxin****AP****—****MODE****SA****RC****—****AMMO****6(m)****COST****1,200¥**

DEFIANCE EX SHOCKER



ACC

4

DAM

9S(e)

AP

-5

MODE

SS

RC

—

AMMO

4(m)

COST

250¥

ARES CRUSADER II



ACC

5 (7)

DAM

7P

AP

—

MODE

SA/BF

RC

2

AMMO

40(c)

COST

830¥

BROWNING ULTRA-POWER



ACC

5 (6)

DAM

8P

AP

-1

MODE

SA

RC

—

AMMO

10(c)

COST

640¥

STREETLINE SPECIAL



ACC

4

DAM

6P

AP

—

MODE

SA

RC

—

AMMO

6(c)

COST

120¥

WEAPONS

ENFIELD AS-7



ACC

4 (5)

DAM

13P

AP

—

MODE

SA/BF

RC

—

AMMO

10(c) or
24(d)

COST

1,100¥

WEAPONS

FICHETTI SECURITY 600



ACC

6 (7)

DAM

7P

AP

—

MODE

SA

RC

-1

AMMO

30(c)

COST

350¥

WEAPONS

LASER SIGHT



ACC MOD

1

DAM MOD

—

AP MOD

—

RECOIL COMP.

—

COST

125¥

© 2014 THE TOPPS COMPANY

ADD-ON

52/110

SHOCK PAD



ACC MOD

—

DAM MOD

—

AP MOD

—

RECOIL COMP.

1

COST

50¥

WEAPONS

SILENCER



ACC MOD

—

DAM MOD

—

AP MOD

—

RECOIL COMP.

—

COST

500¥

WEAPONS

SMARTGUN SYSTEM, EXTERNAL



ACC MOD

2

DAM MOD

—

AP MOD

—

RECOIL COMP.

—

COST

200¥

ARMOR

ARMOR CLOTHING



ARMOR RATING

6

COST

450¥

ARMOR

URBAN EXPLORER JUMPSUIT



ARMOR RATING

9

COST

650¥

ARMOR

ARMOR JACKET



ARMOR RATING

12

COST

1,000¥

ARMOR

ARMOR JACKET



ARMOR RATING

12

COST

1,000¥

ARMOR

ARMOR JACKET



ARMOR RATING

12

COST

1,000¥

ARMOR

LINED COAT



ARMOR RATING

9

COST

900¥

ARMOR

LINED COAT



ARMOR RATING

9

COST

900¥

ARMOR

LINED COAT



ARMOR RATING

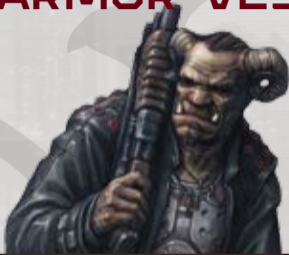
9

COST

900¥

ARMOR

ARMOR VEST



ARMOR RATING

9

COST

500¥

ARMOR

NONCONDUCTIVITY



CAPACITY
[RATING]

COST
RATING X 250¥

© 2014 THE TOPPS COMPANY

ARMOR MOD

65/100

COMMLINKS

SONY EMPEROR



DEVICE RATING

2

COST

700¥

COMMLINKS

HERMES IKON



DEVICE RATING

5

COST

3,000¥

COMMLINKS

RENRAKU SENSEI



DEVICE RATING

3

COST

1,000¥

COMMLINKS

RENRAKU SENSEI



DEVICE RATING

3

COST

1,000¥

COMMLINKS

TRANSYS AVALON



DEVICE RATING

6

COST

5,000¥

ERIKA ELITE



DEVICE RATING

4

COST

2,500¥

ERIKA MCD-1



DEVICE RATING

1

ATTRIBUTE ARRAY

4 3 2 1

PROGRAMS

1

COST

49,500¥

MICRODECK SUMMIT



DEVICE RATING

1

ATTRIBUTE ARRAY

4 3 3 1

PROGRAMS

1

COST

58,000¥

MICROTRÓNICA AZTECA 200



DEVICE RATING

2

ATTRIBUTE ARRAY

5 4 3 2

PROGRAMS

2

COST

110,250¥

RENRAKU TSURUGI



DEVICE RATING

3

ATTRIBUTE ARRAY

6 5 5 3

PROGRAMS

3

COST

214,125¥

GEAR

GOGGLES

[RATING 1, W/ LOW LIGHT]



LIMIT

—

CAPACITY

—

COST

550¥

GEAR

SURVIVAL KIT



LIMIT

—

CAPACITY

—

COST

200¥

GEAR

EAR BUDS

[W/ AUDIO ENHANCEMENT 2]



LIMIT

—

CAPACITY

2

COST

1,100¥

GEAR

TRAUMA PATCH



LIMIT

—

CAPACITY

—

COST

500¥

GEAR

STIM PATCH

[RATING 1-6]



LIMIT

—

CAPACITY

—

COST

RATING x 25¥

GEAR

DISGUISE KIT



LIMIT

—

CAPACITY

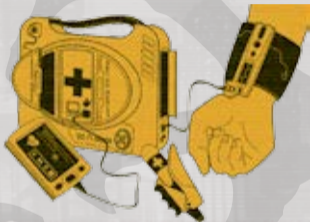
—

COST

500¥

MEDKIT

[RATING 1-6]



LIMIT

4

CAPACITY

—

COST

RATING x 250¥

MCT-NISSAN ROTO-DRONE



HANDL	SPEED	ACCEL	BODY	ARM	PILOT	SENS	SEATS	COST
4	4	2	4	4	3	3	—	5,000¥

VEHICLES & DRONES

SUZUKI MIRAGE



HANDL	SPEED	ACCEL	BODY	ARM	PILOT	SENS	SEATS	COST
5/3	6	3	5	6	1	2	1	8,500¥

VEHICLES & DRONES

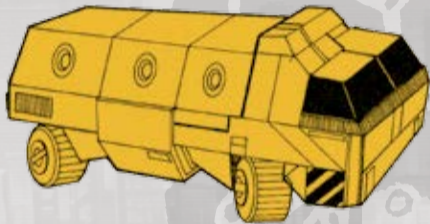
TOYOTA GOPHER



HANDL	SPEED	ACCEL	BODY	ARM	PILOT	SENS	SEATS	COST
5 / 5	4	2	14	10	1	2	3	25,000¥

VEHICLES & DRONES

GMC BULLDOG



HANDL	SPEED	ACCEL	BODY	ARM	PILOT	SENS	SEATS	COST
3 / 3	3	1	16	12	1	2	6	35,000¥

VEHICLES & DRONES

SAMUVANI CRISCRAFT OTTER



HANDL	SPEED	ACCEL	BODY	ARM	PILOT	SENS	SEATS	COST
4	3	2	12	6	2	2	8	21,000¥

VEHICLES & DRONES

MCT FLY-SPY



HANDL	SPEED	ACCEL	BODY	ARM	PILOT	SENS	SEATS	COST
4	3	2	1	0	3	3	—	2,000¥

BROWSE



**Cuts the time for a
Matrix Search action in half**

COST
80¥

PROGRAMS

BIOFEEDBACK FILTER



**+2 dice pool modifier to resist
biofeedback damage**

COST
250¥

© 2014 THE TOPPS COMPANY

90/110

PROGRAMS

DECRYPTION



+1 bonus to your Attack attribute

COST
250¥

PROGRAMS

ENCRYPTION



+1 bonus to Firewall attribute

COST
80¥

HAMMER



Whenever you cause Matrix Damage with an action, this offensive program lets you inflict +2 DV worth of Matrix Damage.

COST
250¥

DEFUSE



**+4 dice pool modifier to resist
damage from a Data Bomb**

COST
250¥

DATA BOMB



When a Data Bomb goes off, it causes (Rating)D6 Matrix Damage (resisted normally) to the icon that tripped it, deletes the file, and then is itself deleted

COST
—

PROGRAMS

BABY MONITOR



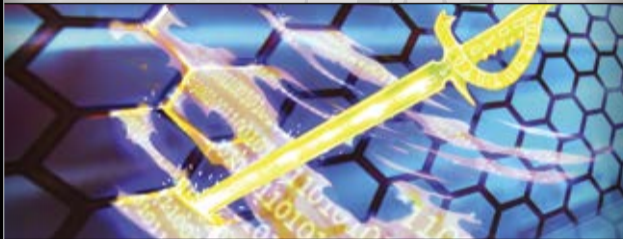
**Tells you your Overwatch Score
whenever it is running**

COST
250¥

© 2014 THE TOPPS COMPANY

96/110

EXPLOIT



+2 bonus to your Sleaze attribute when attempting a Hack on the Fly action

COST
250¥

TRACK



**+2 to your Data Processing attribute
when making Trace User tests**

COST
250¥

SNEAK



**+2 dice pool modifier to defend
against Trace User actions**

COST
250¥

PROGRAMS

STEALTH



+1 bonus to your Sleaze attribute

COST

250¥

© 2014 THE TOPPS COMPANY

100/110

CYBERWARE

CYBEREYES

[Rating 1, w/ flare
compensation,
image link,
low-light vision,
thermographic
vision]

ESSENCE

0.2

CAPACITY

4

COST

8,000¥

CYBERWARE

CYBEREYES

[Rating 1, w/ flare
compensation,
image link,
low-light vision,
thermographic
vision]

ESSENCE

0.2

CAPACITY

4

COST

8,000¥



CYBEREARS

[Rating 1,
w/ audio
enhancement
1, damper,
sound link,
spatial
recognizer]



ESSENCE

0.2

CAPACITY

4

COST

13,250¥

CYBEREARS

[Rating 3,
w/ audio
enhancement
3, balance
augmenter,
select sound
filter 4, sound
link]

ESSENCE

0.2

CAPACITY

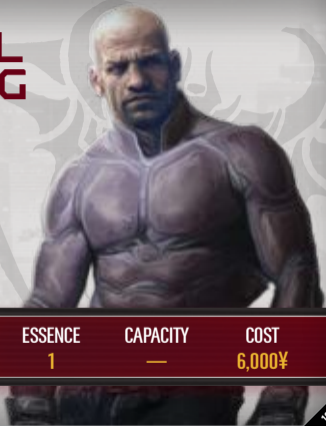
4

COST

13,250¥

CYBERWARE

DERMAL PLATING



[Rating 2]

ESSENCE

1

CAPACITY

—

COST

6,000¥

CYBERWARE

WIRED REFLEXES

[Rating 1]

ESSENCE

2

CAPACITY

—

COST

39,000¥

CYBERARM 1



(obvious, full,
Agility 6,
Strength 5, w/
shock hand)

ESSENCE

1

CAPACITY

—

COST

52,500¥

CYBERARM 2



(synthetic, full,
Agility 4,
Armor 4,
Strength 4,
w/ cyber holster)

ESSENCE

1

CAPACITY

—

COST

38,000¥

CYBERLEG



(obvious, full, Agility 6,
Armor 4, Strength 6)

ESSENCE
1

CAPACITY
20

COST
57,000¥

CYBERWARE

ADRENALINE PUMP



(Rating 1)

ESSENCE
0.75

CAPACITY
—

COST
55,000¥