Weapons

Firearms

PISTOLS

Hold-outs	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality	RC
Ceska Diplomat	8	6 (cy)	SS	4L	.5	3/12 hrs	250¥	1	10P-E	—
Colt Take-Down	8	2 (b)	SA	7M	.5	4/12 hrs	150¥	.8	8P-E	—
Hämmerli 520	4	6 (c)	SA	4L	1.25	8/4 days	1,000¥	1	11P-E	(1)
Firing Knife	6	5 (cy)	SA	4L	.5	5/12 hrs	250¥	1	8-B+E	—
Knife				(Str+1)L						
Ruger Pug	7	7 (c)	SA	7M	1.75	5/36 hrs	400¥	2	9P-E	—
Star DWT	7	6 (c)	SA	5L	.5	3/18 hrs	300¥	.8	10P-E	—

Light Pistols	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	St. Index	Legality	RC
H&K P11M8	8	8 (c)	SA	6L	1	5/36 hrs	600¥	1.25	8P-E	—
H&K P11M13	8	13 (c)	SA	6L	1.25	6/36 hrs	650¥	1.5	8P-E	—
S&W 6739	8	5 (cy)	SS	6L	.75	3/36 hrs	250¥	.9	9P-E	—
Steyr GB-50	7	18 (c)	SA	6L	1	6/36 hrs	500¥	2	8P-E	1*

Machine Pistols	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality	RC
Ares AMP	6	40 (c)	SA/BF/FA	6L	2.75	8/36 hrs	1,000¥	2	4-G	2(3)
Ceska Scorpion S	5	42 (c)	SA/BF	6L	3	6/36 hrs	900¥	2	5-G	(1)
Enfield Lightning	4	25 (c)	SA/BF/FA	6L	2	6/36 hrs	800¥	3	5-G	—
FN PA-10	6/4	15/30 (c)	SA/BF/FA	6L	1.5/2	10/5 days	1,000¥	3	5-G	2
Makarov 57	4	25 (c)	BF/FA	6L	2	6/36 hrs	650¥	2	5-G	—
Micro Uzi III	6	16 (c)	BF	6L	1.5	6/36 hrs	750¥	1	5-G	—
Ruger P-4	4	100 (c)	BF	7L	1.25	8/48 hrs	1,350¥	2.5	4-G	—
Ruger P-8	8	10 (c)	SA	7L	.75	4/24 hrs	395¥	1	8P-E	—
Seco Quickfire	5	18 (c)	SA/BF/FA	6L	1.5	5/24 hrs	750¥	2	4-G	—

Heavy Pistols	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	St. Index	Legality	RC
Beretta 95S	5	15 (c)	SA	9M	2.5	3/24 hrs	500¥	1	6P-E	2
Beretta 95S-B	5	15 (c)	SA/BF	9M	2.5	6/72 hrs	750¥	1.75	6-G	2
Beretta 100S	5	15 (c)	SA	9M	2.5	5/36 hrs	650¥	1.5	6P-E	—
(smart)	5	15 (c)	SA	9M	2.5	5/36 hrs	1,250¥	1.5	6P-E	—
Beretta 110-T	5	16 (c)	SA	9M	2	3/24 hrs	400¥	1	6P-E	—
B&C MP-11	4/2	15/30 (c)	SA/BF	9M	3	8/36 hrs	1,000¥	2	4-G	2(3)
(smart)	4/2	15/30 (c)	SA/BF	9M	3	8/36 hrs	1,900¥	2	4-G	2(3)
Browning Defender 10	5	15 (c)	SA/BF	9M	2	5/36 hrs	900¥	2	5-G	1
Colt Gladius Magnum	6	6 (cy)	SA	9M	2	3/24 hrs	250¥	1	5P-E	—
Colt M1911A3	5	7 (c)	SA	9M	2	6/24 hrs	500¥	1	7P-E	—
Colt Penetrator	5	12 (c)	SA	9M	2	4/24 hrs	600¥	1.5	6P-E	—
Colt Silver Kiss	3	10 (c)	SA	9S	3	6/48 hrs	2,000¥	1	6P-E	—
Fichetti Hurricane	5/4	14/30 (c)	SA/BF	9S(f)	2	3/48 hrs	600¥	1	6-G	(1)
Fichetti Military XI	4	18 (c)	SA/BF	9M	2.25	5/36 hrs	900¥	2	4-G	1
Fichetti Military XI (smart)	4	18 (c)	SA/BF	9M	2.25	5/36 hrs	1,500¥	2	4-G	1
Heckler & Koch OHWS	5	12 (c)	SA	9M	1.2	18/14 days	2,500¥	2	6P-E	2
Hurricane Fire	4	6 (cy)	SA	9M	2.75	8/2 weeks	230,000¥	2	6P-E/3P-T	(1)
Ingram Mk IV	4	16 (c)	SA/BF	10M	3	18/14 days	2,500¥	3	3-G	3
Ruger P-105	4	10 (c)	SA	10M	2.5	4/24 hrs	600¥	1	6P-E	—
Ruger Warhawk	5	6 (cy)	SS	9M	2	3/24 hrs	250¥	1	6P-E	—
Seco M-85	4	15 (c)	SA	9M	2.5	4/24 hrs	550¥	1	6P-E	—
Sig-Sauer P300	4	18 (c)	SA	9M	3.25	8/48 hrs	800¥	2	6P-E	—
S&W 2058 Cmbt. Mag.	4	8 (cy)	SA	10M	3	5/36 hrs	500¥	2	6P-E	—
StreetArms "Impact"	4	2 (b)	SS	10S	2	3/24 hrs	450¥	1	5-F	—
SuperEagle	4	7 (c)	SA	10M	2.75	6/48 hrs	600¥	1.5	4P-E	—
Walther Hammer	4	20 (c)	SA	10M	2.75	8/24 hrs	1,100¥	3	4P-E	—
Zastava Mag. 2054	5	7 (cy)	SS	9M	1.75	4/36 hrs	350¥	.9	6P-E	—

Taser	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality	RC
Colt TP-6A	7	6 (m)	SS	8S Stun	.75	6/24 hrs	550¥	1	6P-E	—

SUBMACHINE GUNS

SMGs	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	St. Index	Legality	RC
Buzzsaw	2	2×500 (c)	2×FA	6L	5.5	12/14 days	215¥	1	1-G	—
Ceres Tri-Barrel	2	36 (c) or belt	BF/FA	6L	4.5	9/60hrs	1,000¥	3	2-G	—
Defiance AT-900	4	30 (c)	SA/BF/FA	6M	3.75	5/36 hrs	900¥	1	4-G	2
AT-900 (folding stock)	4/5	30 (c)	SA/BF/FA	6M	3.75	5/36 hrs	1,000¥	1.25	4-G	2(3)
AT-900 (smart)	4	30 (c)	SA/BF/FA	6M	3.75	6/36 hrs	1,400¥	1.25	4-G	2
AT-900 (folding stock & smart)	4/5	30 (c)	SA/BF/FA	6M	3.75	6/36 hrs	1,500¥	1.5	4-G	2(3)
FN P55	4	50 (c)	SA/BF/FA	6M	3.5	8/4 days	650¥	2.5	3-G	2
(smart)	4	50 (c)	SA/BF/FA	6M	3.75	9/4 days	900¥	2.75	3-G	2
H&K MP-9	3/5	25 (c)	SA/BF	7M	3.75	5/36 hrs	900¥	1	5-G	3(4)
H&K Type 75	3/5	30 (c)	SA/BF/FA	7M	3	8/48 hrs	1,400¥	2	3-G	2(3)
Ingram MAC-20	5					6/48 hrs	700¥*	1.5	4-G	(1)
SMG ammo		16/32 (c)	SA/FA	7M	3.5					
Heavy Pistol ammo		20 (c)	SA/FA	9M	3.75					
Militech Mini-auto	7	16 (c)	FA	5M	2.75	6/36 hrs	800¥	1	5-G	—
Sandler Model II	3	30 (c)	BF/FA	6M	3.75	4/24 hrs	700¥	1	4-G	2
Steyr MP i 25	4	35 (c)	SA/BF/FA	6M	3.75	5/60 hrs	725¥	2	4-G	1
Steyr SS60	4	30 (c)	SA/BF/FA	7M	3.5	6/36 hrs	1,000¥	2	4-G	2
StreetArms Auger	5	30 (c)	SA/BF/FA	8M	3 or 4	6/24 hrs	750¥	1	3-G	3
Taurus GB-55	4	32 (c)	BF/FA	6M	3	4/24 hrs	650¥	.75	3-G	—
Uzi IV	4	30 (c)	SA/BF/FA	6M	3	6/60 hrs	1,000¥	1	3-G	2(3)
(smart)	4	30 (c)	SA/BF/FA	6M	3.25	8/60 hrs	1,200¥	1.25	3-G	2(3)
Walther S900	4	30 (c)	SA/BF	6M	3	5/36 hrs	900¥	1	4-G	2

* Including barrels for HP and SMG ammo.

RIFLES

Sport Rifles	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality	RC
Andalusian Meraerth	—	12 (m)	SA	10S/(Str+3)M*	4	12/7 days	2,500¥	4	3P-F	2
Remington 1150 Archer	—	10 (m)	BA	9S	4	4/36 hours	1,500¥	1	5P-F	1
Ruger 290	3	15(c)	SA/BF	8S	5.75	6/36 hrs	2,000¥	1.5	4P-F	2

* Ranged/melee combat damages.

Sniper Rifles	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality	RC
FN HS-50	—	12 (c)	SA	14S	3.5	13/12 days	5,000¥	4	1-J	2
H&K PSG-58	—	10 (c)	SA	14S	4	12/7 days	4,500¥	4	2-J	—
H&K PSG-65	—	20 (m)	SA	14S	6	12/7 days	7,000¥	4	1-J	2
RAI 1050	—	5 (c)	SA	15S	5.25	14/10 days	6,000¥	4	1-K	1
Remington H17	1	4 (m)	BA	14S	4	12/7 days	4,500¥	3	3-J	1
Remington M-150	—	12 (c)	SA	14D	9.5	14/30 days	4,500¥	5	1-J	—
Ruger M-32	—	8 (c)	SA	14S	5	10/7 days	3,000¥	3	2-J	—

Shotguns	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality	RC
Ares Wippet	4	6 (m)	SA	6M/9M	2	5/36 hrs	1,500¥	1.5	6P-F	—
Chandler Capture 100	3	10 (m)	SA	10S	4	4/24 hrs	1,500¥	2	4P-F	3
Capture 100 (smart)	3	10 (m)	SA	10S	4	4/24 hrs	2,200¥	2	4P-F	3
Enfield AS-12	2	18 (cy)	SA	10S	4.25	8/8 days	1,300¥	2	2P-F	—
(smart)	2	18 (cy)	SA	10S	4.25	10/8 days	2,100¥	2	2P-F	—
H&H .600NE	—	2 (b)	SA	12S	4.5	—	10,000¥	—	7P-F	(1)
H&K CAWS IIA	2	20 (c)	SA/BF	10S	5	6/5 days	1,300¥	2	3-G	—
H&K S-10	3	25 (c)	SA/BF/FA	10S	7	6/24 hrs	1,000¥	1	2-G	1(2)
Mossberg 850	3	8 (m)	SA	10S	4	3/24 hrs	750¥	1	6P-F	—
Ranger Arms Security 12	3	15 (c)	SA/BF/FA	10S	4.5	10/8 days	2,000¥	2	2-G	2(3)
Remington 1628	4	8 (m)	SS	8S	3	3/24 hrs	500¥	1	6P-F	—
Rem. Rapid Assault 12	3	15 (c)	SA/BF	10S	4.5	12/8 days	2,000¥	2	2-F	—
Sandler "Mad Max"	5	2 (b)	SA	6S	2.25	4/48 hrs	400¥	1	6P-F	—
UBS-5	(–2)	4 (m)	SS	7S	2.25	5/48 hrs	500¥	1.1	5-K	—
UBS-6	(–2)	6 (m)	SA	7S	2.5	6/48 hrs	750¥	1.1	5-K	—
UBS-7	(–3)	2×4 (m)	2×SS	7S	3.5	10/7 days	1,700¥	1.25	3-K	—
Walther Sledge	2	20 (m)	SA/BF	10S	4.5	8/8 days	1,300¥	3	3-F	(2)
Winchester 550	2	8 (m)	SA	9S	4	3/24 hrs	800¥	1	5P-F	—
Winchester 1255	4	8 (m)	SA	10S	3	3.24 hrs	400¥	1	4P-F	—
Wristbreaker I	2	2×10 (m)	2×SA/FA	8S	4.25	14/14 days	1,450¥	3	2-G	(1)
Wristbreaker II	3	2×5 (m)	2×SA	2×8S	2.75	8/10 days	1,450¥	1.5	4P-F	—

Assault Rifles	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality	RC
Ares G-18	3	30 (c)	SA/BF/FA	9M	5	6/36 hrs	2500¥	1	2P-G	2
Beretta Model 301	2	35 (c)	SA/BF/FA	8M	4.5	5/36 hrs	1,800¥	3	1-G	2
Grenade Launcher		6 (m)	SA	(grenade)						
Browning M-30	2	30 (c)	SA/BF/FA	8M	5	4/3 days	800¥	2	2-G	—
Colt M-25	4	30 (c)	SA/BF/FA	8M	4	8/3 days	1,500¥	2	2-G	(1)
Grenade Launcher		6 (m)	SS	(grenade)						
FN-ARGL	—	40 (c)	SA/BF/FA	8M	5	5/36 hrs	2,000¥	2	1-G	2
Grenade Launcher		6 (m)	SS	(grenade)						
HK 70	2	20/45 (c)	SA/BF/FA	8M	3.75	8/7 days	950¥	2	2-G	2
HK 70 K	3	20/45 (c)	SA/BF/FA	8M	4	8/7 days	950¥	2.25	2-G	2(3)
Honda AR-1	3	28 (c)	BF/FA	8M	4.25	9/6 days	1,000¥	2	2-G	—
Ingram M-482	2	45 (c)	SA/BF/FA	8M	5	8/4 days	1,700¥	3	1-G	3
Grenade Launcher		6 (m)	SS	(grenade)						
Kalishnikov AK-100	—	30 (c)	SA/BF/FA	8M	5.75	5/36 hrs	1,000¥	2	2-G	3
AK-100 (smart)	—	30 (c)	SA/BF/FA	8M	5.75	5/36 hrs	2,125¥	2	2-G	3
Kalishnikov AK-101	2	30 (c)	SA/BF/FA	8M	5.5	8/4 days	1,600¥	2	1-G	2
AK-101 (smart)	2	30 (c)	SA/BF/FA	8M	5.5	8/4 days	2,725¥	2	1-G	2
Ranger Arms AR-20	2	40 (c)	SA/BF/FA	8M	5	5/36 hrs	1,500¥	2	1-G	—
Grenade Launcher		6 (c)	SS	(grenade)						
Samopal vz 110v	2	35 (c)	SA/BF/FA	8M	5/25	6/36 hrs	1,400¥	2	1-G	2
Grenade Launcher		6 (c)	SS	(grenade)						
SCK Model 200	2	35 (c)	SA/BF/FA	8M	4	6/36 hrs	1,200¥	2	2-G	1
Seco M-995 (laser)	—	30 (c)	SA/BF/FA	8M	5.75	10/4 days	3,000¥	3	1-G	3
Grenade Launcher		6 (m)	SS	(grenade)						
Seco M-995 (smart)	—	30 (c)	SA/BF/FA	8M	5.75	10/4 days	4,125¥	3	1-G	3
Grenade Launcher		6 (m)	SS	(grenade)						
SIG 880	2	30 (c)	SA/BF	8M	4	4/36 hrs	850¥	2	2-G	2
SIG 882	3	30 (c)	SA/BF	8M	4	5/36 hrs	850¥	2	2-G	2(3)
SIG 883	1	30/50 (c)	SA/FA	9M	6.5	6/48 hrs	1,000¥	2.5	2-H	4(6)
SIG 883 SP	2	5/30 (c)	SA	9M	4.25	3/36 hrs	950¥	1.5	5P-F	1

Multi-Weapon	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality	RC
Mossberg M-712	—				6	12/7 days	4,000¥	3	1-G	
Assault rifle		35 (c)	SA/BF/FA	8M						2
Shotgun		15 (c)	SA	10S						—

HEAVY WEAPONS

Grenade Launcher	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality	RC
Ares Suppressor	—	12 (c)	SA/BF	(grenade)	7	18/14 days	3,400¥	3	1-K	—
(grenade link)	—	12 (c)	SA/BF	(grenade)	7	18/14 days	4,300¥	3	1-K	—
(smart)	—	12 (c)	SA/BF	(grenade)	7	20/14 days	5,200¥	3	1-K	—
(smart & grenade link)	—	12 (c)	SA/BF	(grenade)	7	20/14 days	7,100¥	3	1-K	—
H&K GL-6	2	6 (cy)	SA	(grenade)	6	5/36 hrs	1,500¥	3	1-K	(1)
Rockwell AGL-113	—	20 (c)/belt	FA*	(grenade)	50	24/21 days	15,000¥	4	1-K	—
Thunder Grenade Pistol	3	1 (b)	SS	(grenade)	4	5/36 hrs	1,000¥	2	2-K	—
(smart & grenade link)	3	1 (b)	SS	(grenade)	4	8/48 hrs	3,700¥	2	2-K	—

* The maximum number of rounds that can be fired in a Complex Action is 8, not 10.

Light MGs	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality	RC
Ares Mjolnir	—	Belt	BF/FA	7S	17	25/21 days	8,000¥	4	1-K	—
Grenade Launcher		6 (c)	SA	(grenade)						
Defiance Arms LMG	—	50 (c)/belt	BF/FA	7S	8.5	5/6 days	2,000¥	2	1-H	(1)
IWS Mini-5	—	Belt	FA	7S	14	24/14 days	3,000¥	2	1-K	—
(smart)	—	Belt	FA	7S	14	24/14 days	7,000¥	2	1-K	—

Medium MGs	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality	RC
Whitney-Morgan	—	belt	FA	9S	35	18/28 days	40,000¥	4	1-K	—

Heavy MGs	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legal	RC
IWS GP-50	—	500 (belt)	SA/BF/FA	10S	18	18/18 days	4,250¥	2	2-H	—
M400	—	2×belt	FA	10S	18.5	22/21 days	5,500¥	2	1-H	3
(smart)	—	2×belt	FA	10S	19	24/21 days	7,500¥	2.5	1-H	3

Assault Cannons	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legal	RC
IWS Assault 20	—	20 (m)	SA	18D	16	16/14 days	7,200¥	2	1-K	4(5)
Kingslayer	—	6 (m)	SA/BF	18D	14	12/14 days	4,000¥	3	1-K	(1)

Gun Systems	Hand	Speed	Accel	Body	Armor	Sig	Auto	R-Pilot	Sensor	Cargo	Load
Guardian™	—	—	—	2	0	7	0	4	1	20	250
IWS UA-42	—	—	—	2	0	7	0	3	3	0	50

	Seating	Entry	Fuel	Econ	S/B	L/T	Chass	SI	Avail	Cost
Guardian™	—	—	—	—	—	—	Lt. Axle Trailer	5	18/30 days	94,700¥
ISW UA-42	—	—	—	—	2 min	—	Lt. Axle Trailer	5	14/21 days	60,900¥

ROCKET LAUNCHERS

Rocket Launchers	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legal	RC
Light Aerial Rocket Pods										
Portable	—	1 (m)	SS	(rocket)	2.5	10/10 days	1,000¥	1.75	1-K	—
4-tube	—	4 (m)	FA	(rocket)	5	20/14 days	4,000¥	3.5	1-K	—
7-tube	—	7 (m)	FA	(rocket)	10	21/14 days	7,500¥	4	1-K	—
10-tube	—	10 (m)	FA	(rocket)	15	22/14 days	9,500¥	4	1-K	—
19-tube	—	19 (m)	FA	(rocket)	20	24/14 days	15,000¥	4	1-K	—
Heavy Aerial Rocket Pods										
Portable	—	1 (m)	SS	(rocket)	3	11/10 days	1,250¥	1.75	1-K	—
3-tube	—	3 (m)	BF	(rocket)	7	20/14 days	3,500¥	4	1-K	—
6-tube	—	6 (m)	FA	(rocket)	15	22/14 days	7,000¥	4	1-K	—
10-tube	—	10 (m)	FA	(rocket)	25	24/14 days	12,000¥	4	1-K	—

RECOILLESS RIFLES

Light RCLs	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legal	RC
M10A	—	1 (b)	SS	(grenade)	6.5	12/14 days	2,000¥	2	1-K	—

Heavy RCLs	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legal	RC
Panther	—	1 (b)	SS	(grenade)	10	14/14 days	4,000¥	3	1-K	(2)

melee weapons

Melee Weapons	Concealability	Reach	Damage	Weight	Availability	Cost	Street Index	Legality
Bio-Injector	8	0	5L	—	14/7 days	15,000¥	3	Legal
MX-23 Stunlance	2	2	(Str+2)L/9S Stun	3	5/48 hrs	2,500¥	1	5-C

special weapons

Special Weapons	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality	RC
Ares GAP-9	4	10 (c)	SA	10M	2.75	14/14 days	2,000¥	4	4P-E	—
Ares MicroSquirt	9	5/5 (c)	SA	(drug)	.25	12/10 days	550¥	2	8P-E	—
Ares MP Maser	—	20	SA	10M	25	—	750,000¥	—	1-K	—
Caracal	—				12	12/14 days	5,000¥	3	1-K	—
Assault rifle		30 (c)	SA/BF/FA	8M						
Grenade Launcher		6 (m)	SS	(grenade)						
SMGs		2×30(c)	SA/BF/FA	7M						
GE M-72	—	10	SS	7M	5.5	12/10 days	2,000¥	3	2-K	—
IWS Rocket Rifle	—	5 (m)	SA	(rocket)	6.5	14/14 days	6,000¥	4	1-K	—
Phoenix Gyroc	3	3 (break)	SA	ammo	3	8/7 days	5,000¥	2	1-J	—
Sonic Stunner	6	10	SA	15M Stun	2	6/36 hrs	1,000¥	1.5	6P-E	—
Thumper	6	10 (c)	SA	5L Stun	1.25	3/12hrs	120¥	.75	10P-E	—
Winter Restraint Cannon	—	25 (c)	SA	12S Stun	15	14/30 days	7,000¥	4	1-K	—
Winter Restraint Carbine	2	10 (c)	SA	10S Stun	7	14/30 days	2,500¥	4	1-K	—
(smart)	2	10 (c)	SA	10S Stun	7	16/30 days	3,500¥	4	1-K	—

weapon accessories

Accessories	Mount	Conceal	Rating	Weight	Availability	Cost	Street Index	Legality
Ares MirrorSmarts	—	10	—	—	6/60 hrs	6,500¥	2	Legal
Armament Case Handle*	Top	(–2)	—	.25	(comes with armament case)			Legal
Accessories	Mount	Conceal	Rating	Weight	Availability	Cost	Street Index	Legality
Gun Camera	Top/Under	–1	—	.25	2/48 hrs	300¥	.5	Legal
GyroMount 1S	Under	–3	3	2.5	6/48 hrs	2,000¥	1	Legal
Nikon Smartscopes								
No magnification	Top	–2	1/0**	1	5/60 hrs	3,250¥	1	5P-N
Magnification 1	Top	–2	1/1**	1	5/60 hrs	3,500¥	1	5P-N
Magnification 2	Top	–2	1/2**	1	5/60 hrs	3,750¥	1.1	5P-N

Accessories	Mount	Conceal	Rating	Weight	Availability	Cost	Street Index	Legality
Nikon Smartscope (continued)								
Magnification 3	Top	–2	1/3**	1	5/60 hrs	4,250¥	1.1	5P-N
Revolver Silencer	Barrel	–3	—	1	6/60 hrs	700¥	3	As weapon

* Does not need to be purchased separately; it is included with each armament case.
** Smartlink rating/Magnification rating

Armament Cases	Max. Size	Conceal	Armor	Weight	Availability	Cost	Street Index	Legality
Briefcase	SMG	—	0/2	1.5	5/36 hrs	500¥	2	As weapon
Computer case	Pistol	—	0/2	1.5	4/36 hrs	450¥	2	As weapon
Guitar case	Rifle	—	0/1	3.5	5/36 hrs	700¥	2	As weapon
Keyboard case	LMG	—	0/1	5	6/36 hrs	700¥	2	As weapon
Suitcase, large	Rifle	—	0/1	3	6/36 hrs	600¥	2	As weapon
Suitcase, small	SMG	—	0/1	2.5	4/36 hrs	400¥	2	As weapon
Toolbox	Pistol	—	1/1	1	4/36 hrs	400¥	2	As weapon
Violin case	SMG	—	0/1	2	6/36 hrs	650¥	2	As weapon

ammunition + explosives

Ammo (per 10)	Conceal	Damage	Weight	Availability	Cost	Street Index	Legality
Armor-Piercing	8	–1 Damage	.5	8/7 days	50¥	2.5	(weapon)-M
Duplex	(normal)	(see rules)	(normal)	+10/×7	×7	×1.5	(ammo)-M
Firepower™	8	+1 Power	.5	3/36 hrs	35¥	.75	6P-E
GAP-9 Ammo							
Skill Rating 4	6	(as weapon)	.75	14/14 days	200¥	4	6P-E
Skill Rating 6	6	(as weapon)	.75	14/14 days	300¥	4	6P-E
Skill Rating 8	6	(as weapon)	.75	16/14 days	400¥	5	6P-E
HESH	8	(see rules)	.75	18/14 days	200¥	3	3-M
Vortex	6	(as weapon)	1	14/14 days	500¥	4	2-M

GRENADES

Grenades	Conceal	Damage	Blast	Weight	Availability	Cost	Street Index	Legality
Anti-armor grenade	8	10S	–5/m	.1	8/5 days	125¥	3.5	2-J
Claymore	4	cone: 10D sphere: 10S	–1/5 m –1/3 m	1.5	8/6 days	175¥	3	1-J
CS grenade	5	(CS gas)	—	.5	6/4 days	75¥	2.5	3P-J
Scatter Grenade	5			.5	6/5 days	100¥	2.25	2-J
Concussion charge		8M Stun	–1/m					
High Explosive charge		7S	–1/m					
Smoke charge		—	—					
Shotgun Mini-grenades	8	–2 Power	(by grenade)	.1	+2/by grenade	×2	+1	by grenade

COMMERCIAL EXPLOSIVES

Explosives	Conceal	Damage	Blast	Weight	Availability	Cost	Street Index	Legality
Shaped Charge	4	15D	–5/m	1	12/48hrs	500¥	2.5	1-J

ROCKETS & MISSILES

Rockets	Conceal	Damage	Blast	Weight	Availability	Cost	Street Index	Legality
Heavy Aerial Rockets								
Standard	—	7D	(see rules)	15	10/7 days	150¥	3	1-M
Anti-Personnel	—	11D(f)	(see rules)	15	12/7 days	300¥	4	1-M
Smoke	—	—	—	17.5	10/7 days	150¥	3	1-M
Sub-Munition	—	(see rules)	(see rules)	20	14/7 days	1,000¥	4.5	1-M
White Phosphorous	—	14M/10L	(see rules)	17.5	12/7 days	1,200¥	4	1-M
Light Aerial Rockets								
Standard	—	3D	(see rules)	4	9/7 days	100¥	3	1-M
Anti-Personnel	—	5D(f)	(see rules)	4	10/7 days	200¥	4	1-M
Smoke	—	—	—	4.5	9/7 days	75¥	3	1-M
Sub-Munition	—	(see rules)	(see rules)	5	12/7 days	350¥	4.5	1-M
White Phosphorous	—	8M/5L	(see rules)	4.5	10/7 days	400¥	4	1-M

Mini-Missiles	Conceal	Intelligence	Damage	Blast	Weight	Availability	Cost	Street Index	Legality
Anti-Armor	10	2	12M	–12/m	.25	16/14 days	750¥	2	2-K
HEP	10	2	14M	—	.25	12/14 days	200¥	2	2-K
Normal	10	2	12M	–6/m	.25	14/14 days	500¥	2	2-K

RECOILLESS RIFLE ROUNDS

Rounds	Conceal	Damage	Blast	Weight	Availability	Cost	Street Index	Legality
Heavy Recoilless Rifle Rounds								
Anti-Armor	3	18D	–6/m	3	8/36 hrs	400¥	3	1-M
Anti-Personnel	3	18D(f)	–1/.5 m	3	8/36 hrs	300¥	3	1-M
High Explosive	3	18S	–1/.5 m	3	8/36 hrs	300¥	3	1-M
Smoke	3	—	—	2.5	6/36 hrs	250¥	2.5	2-M
Light Recoilless Rifle Rounds								
Anti-Armor	5	12D	–6/m	3	5/36 hrs	200¥	3	2-M
Anti-Personnel	5	12S(f)	–1/.5 m	3	5/36 hrs	150¥	3	2-M
High Explosive	5	12S	–1/.5 m	3	5/36 hrs	150¥	3	2-M
Smoke	5	—	—	2.5	4/36 hrs	125¥	2.5	2-M

clothing + armor

Armor	Conceal	Ballistic	Impact	Weight	Availability	Cost	Street Index	Legality
Armanté "Tokyo" Suit	13	2	1	1	3/48hrs	1,000¥	.75	Legal
Bodygear								
Pants	16	0	2	1	3/24 hrs	100¥	.75	Legal
Jacket	15	2	1	1.5	3/24 hrs	100¥	.75	Legal
Shirt	—	0	0	.5	3/24 hrs	50¥	.75	Legal
Fire-Resistant Coveralls	10	3*	3*	2.5	3/36hrs	300¥	1	Legal
Kelmar Police Armor								
Light	2	3	5	2.5	20/14 days	10,000¥	3	3P-L
Heavy	1	5	7	4	24/20 days	12,500¥	3.5	3P-L
Helmet	—	+0	+1	.75	20/14 days	2,000¥	3.5	3P-L
Sneak Suit	(+6)	0	0	2	8/14 days	70,000¥	7.5	Legal
Spidersilk Jumpsuit	—	7	5	Body ÷ 3	18/1 month	Body × 750¥	3	5-K
Spidersilk Under-clothing	12	4	1	Body ÷ 4	14/14 days	Body × 500¥	3	5-K

* Only against fire damage

Item	Conceal	Weight	Availability	Cost	Street Index	Legality
Thermographic Camouflage Dye(+4)	—	6/24 hrs	20¥	1	Legal	

electronics

Item	Conceal	Rating	Weight	Availability	Cost	Street Index	Legality
DataScope®	8	—	.25	4/36 hrs	5,000¥	1	Legal
Panoramic Motion Sensor	2	1-10	2.5	(rating)/48 hrs	rating × 200¥	2	Legal
Remote Heat Sensor	4	1-10	.5	(rating)/48 hrs	rating × 300¥	1.5	Legal
Remote Seismic Sensor	4	1-10	1	(rating)/48 hrs	250¥ × rating	2.5	Legal
Superball	—	1-10	—	(rating x 2)/48 hrs	rating × 50¥ per meter	3	1-Z
Tripwire Sensor	6	1-4	—	(Rating)/24 hrs	Rating × 100¥	1	Legal

implants

CYBERWARE

Cyberware	Rating	Essence	Cost	Availability	Street Index	Legal
Heart Replacement	—	.5	5,000¥	8/48 hrs	1	Legal
Program Carrier	—	.2	4/48 hrs	25,000¥*	1	3-S
Vehicle Control Rig	0	1.2	2,400¥	6/48 hrs	1	7P-N

* Excluding the cost of persona chips or an ASIST converter.

BIOWARE

Bioware	Rating	Bio Index	Availability	Cost	Street Index	Legality
Compound Eyes	—	.3	6/60 hrs	rating × 3,000¥	1.25	Legal
With Ultra-violet	—	.3	6/60 hrs	rating × 4,500¥	1.25	Legal

biotech

DEPRESSANTS

Compound	Vector	Speed	Duration	Addiction	Tolerance	Edge	Fix Factor	Availability	Cost	SI	Legal
Alcohol	Ingestion	1D6 min.	1D3 hrs.	2M	3	25/—	2 days	Always	1-10¥	0.8	Legal
Barbiturates	Ingestion	10 min.	3D6–2 hrs.	4M/3P	3	3/10	3 days	4/3 hrs.	1¥	0.8	6P-X
Benzodiazepines	Ingestion	10 min.	1D6+3 hrs.	2M/2P	5	2/8	1 week	4/3 hrs.	1¥	0.9	6P-X
Butaqualide	Ingestion	1D6 min.	1D6+1 min.	5M	3	5/20	1 week	5/1 hr.	20¥	2.5	5P-X
Chloral Hydrate	Injection	30 sec. (10 turns)	1D3+5 hrs.	4M/3P	3	3/8	2 days	5/4 hrs.	2¥	1	4P-X
Glutethimide	Ingestion	10 min.	1D6+3 hrs.	3M/4P	4	2/5	1 day	5/4 hrs.	3¥	1	4P-X
Marihuana											
Eaten	Ingestion	2D6 min.	1D3 hrs.	3M	3	10/—	1 week	3/1 hour	20¥	.5	6-X
Smoked	Inhalation	1D6 min.	4D6 min.	3M	3	10/—	1 week	3/1 hour	4¥	.5	6-X
Methaqualone	Ingestion	10 min.	1D6+3 hrs.	4M/4P	4	1/5	2 days	4/3 hrs.	3¥	1.2	4P-X
Nicotine	Dermal, ingestion, inhalation	Instant	3D6+3 min.	3M	1	10/30	1 day	Always	2¥/pack	0.8	Legal
Paxium	Ingestion	2D6 min.	4D6 min.	2M	4	10/25	1 week	3/1 hr.	5¥	2.5	6P-X
Sonniene	Ingestion	2D6 min.	1D6+1 hrs.	4M	3	2/10	5 days	4/1 hour	80¥	3	4-X

DESIGNER DRUGS

Compound	Vector	Speed	Duration	Addiction	Tolerance	Edge	Fix Factor	Availability	Cost	SI	Legal
Diamond-Four	Injection	Instant	2D6 days	2P	2	5/20	4 weeks	10/48 hours	1,500¥	3.5	3P-X
Foolkiller	Inhalation	Instant	1D6 days	5P	2	5/20	1 week	8/3 hours	35¥	2.5	3-X
Genesios Three	Injection, ingestion	1D6 turns	1D6+17 hrs.	2M	5	10/30	2 weeks	14/14 days	1,000¥	8.5	4P-X
Musk	Injection	2D6 hrs.	2D6 hrs.	3M	3	20/—	2 weeks	3/1 hour	250¥	2	6-X
NuYou	Injection	3D6 hrs.	1D6 days	6M	3	5/25	3 weeks	4/2 hours	350¥	3	4-X
Schwarzenine	Injection	1D6 min.	1D3 hrs.	6P	4	3/9	5 days	8/3 hours	45¥	3.5	3-X
Shades	Ingestion	30 min.	1D3 hrs.	5M	2	2/10	1 week	4/1 hour	30¥	2	5-X

HALLUCINOGENS

Compound	Vector	Speed	Duration	Addiction	Tolerance	Edge	Fix Factor	Availability	Cost	SI	Legal
Ecstacy			6D6 min.	4M	4	10/25	2 days	5/7 hrs.	150¥	4	4-X
	Inhalation	2 min.									
	Injection	2 min.									
	Ingestion	30 min.									
LSD	Ingestion	20 min.	1D6+2 hrs.	1M	2	2/5	4 weeks	4/7 hrs.	5¥*	1.5	5-X
MDA, MDMA	Ingestion	20 min.	4D6 hrs.	2M	2	3/6	2 weeks	4/7 hrs.	10¥	1.75	4-X
Mescaline	Inhalation	5 min.	1D6+6 hrs.	2M	2	2/5	1 week	4/5 hrs.	80¥	2	4-X
Phencyclidine	Injection	2 min.	1D4 days	5M	4	1/3	1 week	8/14 hrs.	25¥	2.5	4-X
Ribopropyl-methionine	Injection	3 min.	1D6+1 min.	8P	2	1/2	3 days	10/7 hrs.	100¥	3	3-X
Zen	Inhalation	10 min.	1D6+3 hrs.	5M	3	5/10	1 week	5/10 hrs.	120¥	3	4-X

* 200¥ per 100 tabs

NARCOTICS

Compound	Vector	Speed	Duration	Addiction	Tolerance	Edge	Fix Factor	Availability	Cost	SI	Legal
Heroin	Injection	1 turn	1D3 hrs.	5M, 5P	3	2/4	3 days	5/2 hrs.	20¥	2.5	3-X
Hydromorphone	Injection	1 min.	1D3+3 hrs.	4M, 4P	5	4/7	1 week	5/6 hrs.	250¥	1.5	3P-X
Meperidine	Ingestion, injection	1 min.	2D6+12 hrs.	4M, 4P	5	2/4	1 week	6/6 hrs.	500¥	2.5	3-X
Methadone	Inhalation	1 min.	1D3+3 hrs.	2M,3P	3	3/5	1 week	5/6 hrs.	50¥	2	4-X
Morphine	Injection	1 min.	1D3+3 hrs.	4M, 4P	4	5/10	1 week	4/3 hrs.	150¥	1.25	3P-X
Opium	Inhalation	10 min.	1D3+3 hrs.	4M, 4P	3	8/15	2 weeks	6/24 hrs.	50¥	1.25	5P-X

STIMULANTS

Compound	Vector	Speed	Duration	Addiction	Tolerance	Edge	Fix Factor	Availability	Cost	SI	Legal
Amphetamines	Ingestion	5 min.	1D3+1 hrs.	5P	3	3/6	2 weeks	4/3 hrs.	1.50¥	1.5	4P-X
Brown Study	Ingestion	30 min.	2D6 hrs.	1M	4	5/10	1 week	6/6 hrs.	35¥	3	3P-X
Caffeine	Ingestion	30 min.	1D6 hrs.	1M	3	25/50	—	Always	0.05¥*	1	Legal
Cocaine	Inhalation	Instant	1D3 hrs.	6P	3	3/5	1 week	4/1 hr.	10¥	2	3-X
Endorphins	Injection	1D6 min.	1D3 hrs.	4P	4	2/5	1 week	6/3 hrs.	30¥	3	3-X
J	Ingestion	1 min.	4D6 min.	1M	1	25/50	3 weeks	10/3 hrs.	600¥	4	3P-X
Methylphenidate			1D3+1 hrs.	3P	5	2/4	1 week	4/3 hrs.	25¥	1.8	4P-X
Ingestion	5 min.										
Inhalation	1 min.										
Injection	1 min.										
Phenmetrazine			1D3+1 hrs.	5P	4	3/5	2 weeks	5/3 hrs.	7.50¥	1.5	4P-X
Ingestion	5 min.										
Injection	1 min.										
Spaz	Air or Ingestion	Immediate	2d6 hrs.	5P	1	3/5	1 week	8/24 hrs.	10¥	1.5	4-X
Triphetamines	Ingestion	1 min.	1d6 hrs.	2M	4	2/5	1 week	5/3 hrs.	0.50¥	1.5	5P-X

* Per tablet; coffee and other caffeinated beverages cost more

FLORA

Compound	Vector	Speed	Damage	Addiction	Tolerance	Edge	Fix Factor	Availability	Cost	SI	Legal
Autumn crocus	Ingestion	1 hr.	4D	—	—	—	—	20¥/plant	6/6 weeks	1.5	Legal
Belladonna	Ingestion	2 min.	5D	—	—	—	—	7/1 week	1,200¥/plant	1	Legal
Black nightshade	Ingestion	2 min.	5D	—	—	—	—	6/2 weeks	70¥/plant	2	Legal
Calabar bean	Ingestion	1D6× 5 min.	—/10D	—	—	—	—	6/4 weeks	250¥/dose	1.5	Legal
Chat	Ingestion	10 min.	—	—	—	—	—	4/3 hrs.	5¥/leaf	1.5	Legal
Foxglove	Ingestion	2 min.	3D	—	—	—	—	10/2 weeks	200¥/plant	2	Legal
Godflesh	Ingestion	2 min.	—	—	—	—	—	7/3 weeks	100¥/mushroom	2	5—X
Jamacia quassia	Contact	Instant	8M —	—	—	—	8/6 days	400¥/kg	3	Legal	
Kava	Ingestion	5 min.	—	—	—	—	—	6/2 weeks	30¥/leaf	3	Legal
Opium poppy	—	—	—	—	—	—	—	4/3 weeks	15¥/plant	1.5	5—X
Pareira	Ingestion	1D6 min.	7D	—	—	—	—	10/2 weeks	100¥/	2.5	8—X
Peyote				3P	5	2/20	5 days	9/2 weeks	125¥/	2.5	3—X
Ingestion	5 min.	1D6 hrs.									
Inhalation	1 min.	3D6 hrs.									
Rauwolfia	Ingestion	5 min.	—	—	—	—	—	4/1 week	100¥/plant	1	Legal
Sea Onion											
Red	Ingestion	3 min.	10D*	—	—	—	—	6/2 weeks	50¥/onion	1	Legal
White	Ingestion	3 min.	—	—	—	—	—	4/1 week	10¥/onion	1	Legal
Sinicuichi	Ingested	1 min.	—	—	—	—	—	9/4 weeks	250¥/dose	2.5	Legal
Smooth Stro-phanthus	Injection	1 min.	7D	—	—	—	—	10/4 weeks	400¥/dose	5	3P—X
Strychnine	Ingestion	1 turn	6D	—	—	—	—	10/2 weeks	50¥/berry	2.5	6—X

* Does not affect those capable of vomiting, i.e. humans, metahumans and most animals unless something is somehow preventing them from doing so.

dose

Awakened Flora

Name	Availability	Cost	Street Index
Aloe	8/2 weeks	400¥/plant	2.5
Awakened Barvine	2/3 weeks	500¥/square meter	3
Awakened Catnip	4/5 days	100¥/plant	1.5
Awakened Fly Agaris	10/3 weeks	1,200¥/mushroom	4.5
Awakened Hound's Tongue	6/2 weeks	200¥/dose	1.5
Awakened Mandrake	12/5 weeks	1,000¥/plant	2.5
Awakened Moneywort	12/5 weeks	5,000¥/plant	1
Awakened Peyote	14/5 weeks	12,500¥/dose	1
Balsam of Peru	10/3 weeks	500¥/dose	2.5
Demonseed	6/3 weeks	500¥/fruit	2
Healing Snakeroot	6/1 week	1,000¥/root	1.5
Herb Mercury	8/4 weeks	3,000¥/plant	1.5
Mirror Basil	8/2 weeks	500¥/plant	3

Awakened Flora (continued)

Name	Availability	Cost	Street Index
St. Michael	6/4 weeks	500¥/plant	2
Tess' Bloom	3/62 hours	10¥/plant	1
Torus Buckthorn	10/4 weeks	1,000¥/plant	5
Vambane	5/2 weeks	300¥/bulb	1
Underdog	3/5 weeks	500¥/plant	3

FAUNA

Name	Vector	Speed	Damage	Addiction	Tolerance	Edge	Fix Factor	Avail.	Cost	SI	Legal
Cyrano	Special	3 minutes	6M Stun	8P	—	—	—	14/3 weeks	1,500¥	3	6-X
Gin Toad	Ingestion	1 turn	—	—	—	—	—	8/1 week	500¥	1.5	Legal
Marine Toad	Ingestion	1 turn		3P	3	6/30	10 days	8/1 week	1,500¥	2.5	4-X
Halucinogen											
small amounts			—								
large amounts			3S								
Neurotoxin			6D								

magic

spells

Target: the target number used for casting the spell. If "(R)" appears after the target number, the spell is resisted by the target. If a number in brackets ( ) following an "Object Resistance" notation indicates the typical target number (at the gamemasterís discretion). "See p. 192, *SR3*" refers to the Detection Spell Target Number table on page 192 of *SR3*; again, a number between brackets ( ) shows the suggested, typical target number. "(V)" after the target number indicates the spell requires a voluntary subject.
Duration: Instant, Sustained, or Permanent. The latter has the time it must be sustained in brackets after it—e.g. Permanent (10 turns). If there is no sustaining time given, such as for spells with a variable Drain Level, check *SR3* page 178 instead.
Range: the range at which the spell operates: Touch, Line Of Sight (LOS), or Self. An "(A)" notation after the range indicates it is an areaeffect or area sense spell, while "(E)" indicates an extended area or extended sense spell; for Detection spells, there is a further indication: if the letter "D" appears in the notation, the spell is directional.

COMBAT SPELLS

Name	Type	Target	Duration	Range	Drain
Flying Ball	Physical	Body (R)	Instant	LOS	+1D
Force Drain	Mana	2 × Force (R)	Instant	LOS	S
Tire Wrecker	Physical	Object Resistance (8) +½ armor	Instant	LOS	+1S

DETECTION SPELLS

Name	Type	Target	Duration	Range	Drain
Astral Perception	Mana	6	Sustained	Touch	–1S
Clair Spell	Mana	6 (R)	Sustained	Touch (D)	S
Clair Spell (Extended Range)	Mana	6 (R)	Sustained	Touch (D, E)	D
Detect Credstick Protection	Mana	Willpower (R)	Sustained	Touch	M
Detect Damage Level	Physical	4	Instant	Touch	–1S
Detect Magical Sites	Mana	see p. 192, *SR3*	Sustained	Touch (D)	–2M
Detect Sentients	Mana	see p. 192, *SR3*	Sustained	LOS(D)	L
Detect Traps	Physical	see p. 192, *SR3*	Instant	Touch (D)	–1S
Detect Traps (Extended Range)	Physical	see p. 192, *SR3*	Instant	Touch (D, E)	–1D
Detect Wound Level	Mana	4 (R)	Instant	Touch	–1M
Enhanced Senses	Physical	6 (V)	Sustained	Touch	+1M
Enhanced Sight	Physical	6 (V)	Sustained	Touch	+1S
Memory Probe	Physical	Willpower (R)	Sustained	Touch	+1S
Sound Selection	Mana	6 (V)	Sustained	Touch	+1S

HEALTH SPELLS

Name	Type	Target	Duration	Range	Drain
Air Breathing	Physical	4 (V)	Sustained	Touch	+1L
Allergy	Physical	Body (R)	Sustained	Touch	+2S
Essence Drain	Physical	Willpower (R)	Sustained	Touch	+3D
Hair Growth	Physical	4	Sustained	Touch	+2L
Hair Loss	Physical	4	Permanent (10 turns)	Touch	+1S
Heal Light Wounds	Mana	10 – Essence	Permanent (5 turns)	Touch	–1L
Heal Moderate Wounds	Mana	10 – Essence	Permanent (10 turns)	Touch	–1M
Heal Serious Wounds	Mana	10 – Essence	Permanent (15 turns)	Touch	–1S
Heal Deadly Wounds	Mana	10 – Essence	Permanent (20 turns)	Touch	–1D
Suffer	Physical	Body (R)	Sustained	Touch	+2M
Treat Light Wounds	Mana	10 – Essence	Permanent (5 turns)	Touch	–2L
Treat Moderate Wounds	Mana	10 – Essence	Permanent (10 turns)	Touch	–2M
Treat Serious Wounds	Mana	10 – Essence	Permanent (15 turns)	Touch	–2S
Treat Deadly Wounds	Mana	10 – Essence	Permanent (20 turns)	Touch	–2D
Water Breathing	Physical	4 (V)	Sustained	Touch	+1L

ILLUSION SPELLS

Directed Illusion

Name	Type	Target	Duration	Range	Drain
Deafness	Physical	Intelligence (R)	Sustained	LOS	+1M

Indirect Illusions

Name	Type	Target	Duration	Range	Drain
Fake Death	Physical	4 (R)	Sustained	LOS	+1D
Hide Vehicle	Physical	Signature	Sustained	Touch	S
Illusionary Barrier	Physical	4 (R)	Sustained	LOS (A)	+1S
Maya's Flame Burst	Physical	4 (R)	Instant	LOS	S
Misinformation	Mana	4 (R)	Sustained	Touch	S
Undetectable Lie	Physical	4 (R) or Object Resistance	Sustained	LOS	+1M
Voicechange	Physical	4 (R)	Sustained	LOS	–1L

MANIPULATION SPELLS

Elemental Manipulations

Name	Type	Target	Duration	Range	Drain
Flame Arrows	Physical	4 (R)	Instant	LOS	+1(Damage Level+2)
Chained Lightning	Physical	4 (R)	Instant	LOS	+1(Damage Level+2)
Limited Fireball	Physical	4 (R)	Instant	(Magic × successes)	+1(Damage Level+1)
Small Meteors	Physical	4 (R)	Sustained	LOS	+2M

Telekinetic Manipulations

Name	Type	Target	Duration	Range	Drain
Arrow Barrier	Physical	6	Sustained	LOS(A)	+2M
Blunder	Mana	Quickness (R)	Instant	LOS (A)	S
Lift & Push	Physical	Body (R)	Instant	LOS	+1S
Quickmove	Physical	6	Instant	LOS	+1S
Remote Control	Physical	6	Instant	LOS	M

Transformation Manipulations

Name	Type	Target	Duration	Range	Drain
Insect Barrier	Physical	6	Sustained	LOS (A)	+2M
One-Way Barrier	Physical	6	Sustained	LOS (A)	+2S
Protection From Cold	Physical	6	Sustained	Touch	+2L
Protection From Electricity	Physical	6	Sustained	Touch	+2L
Protection From Fire	Physical	6	Sustained	Touch	+2L
Protection From Heat	Physical	6	Sustained	Touch	+2L
Protection From Light	Physical	6	Sustained	Touch	+2L
Rubber Skin	Physical	6 (V)	Sustained	LOS	+1M
Sound Barrier	Physical	6	Sustained	LOS (A)	+1M
Steel Skin	Physical	6 (V)	Sustained	LOS	+1M
Stoplight Control	Physical	Object Resistance	Sustained	LOS	+2M

Transformation Manipulations (continued)

Name	Type	Target	Duration	Range	Drain
Turn To Goo	Physical	Body or Object Resistance	Sustained	LOS	+2S
Wind	Physical	4	Instant	LOS (A)	+2M

magical equipment

Focus	Availability	Cost	Street Index	Bonding Cost
Astral Combat Focus	4/48 hrs	Force × 20,000¥	2	2 × Force
Astral Weapon Focus	6/72 hrs	(Reach × 2000¥) + Force x 5000¥	2	3 × Force
Banishing Focus	4/24 hrs	Force × 50,000¥	2	2 × Force
Specific Spirit Focus	3/24 hrs	Force × 10,000¥	2	1 × Force
Spirit Box	8/72 hrs	Force × 10,000¥	2	2 × Force

Focus	Base Enchanting Time	Enchanting Target Number	First Bonding Cost
Astral Combat Focus	30 days	5	3 × Force
Astral Weapon Focus	20 days	6	5 × Force
Banishing Focus	20 days	5	4 × Force
Specific Spirit Focus*	10 days	4	2 × Force
Spirit Box	40 days	6	4 × Force

* Requires the presence of, or a knowledge of the astral signature of, the spirit in question.

vehicles

bike

Model	Hand	Speed	Accel	Body	Armor	Sig	Auto	Pilot	Sensor	Cargo	Load
AT Bike	3	Q×5*	S**	1	0	6	0	—	—	1	20

* Speed is equal to five times the rider's Quickness Attribute Rating.
** Acceleration is equal to the rider's Strength Attribute Rating.

Model	Seating	Entry	Fuel	Econ	S/B	L/T	Chass	SI	Avail	Cost
AT Bike	1	—	None	NA	—	—	Special	1	1/24 hours	650¥

cars

Model	Hand	Speed	Accel	Body	Armor	Sig	Auto	Pilot	Sensor	Cargo	Load
C-N Python	3/8	195	18	3	0	1	2	—	0	2	40
EC 3000	3/8	180	10	3	0	2	3	—	0	4	30

Model	Seating	Entry	Fuel	Econ	S/B	L/T	Chass	SI	Avail	Cost
C-N Python	2	2d + 1t	G (130 l)	8.55 km/l	—	—	Sports Car	2	4/4 days	69,250¥
EC 3000	2 + 1b	2d + 1t	G (155 l)	9 km/l	—	—	Sports Car	2	4/4 days	73,400¥

aircraft

HELICOPTERS

Model	Hand	Speed	Accel	Body	Armor	Sig	Auto	Pilot	Sensor	Cargo	Load
MDD C111 Com	4	120	10	7	4	3	3	—	1	9	570
MDD C111 Exec	4	120	10	7	4	3	3	—	1	45	1,470
MDD C111 Sec	4	120	10	7	4	3	3	—	1	17	825

Model	Seating	Entry	Fuel	Econ	S/B	L/T	Chass	SI	Avail	Cost
MDD C111 Com	14	1d+1s+1h	Jet (1,000 l)	0.35 km/l	—	VTOL	Cargo Hel.	1	12/2 weeks	437,500¥
MDD C111 Exec	8	1d+1s+1h	Jet (1,000 l)	0.35 km/l	—	VTOL	Cargo Hel.	2	14/4 weeks	437,500¥
MDD C111 Sec	2 + 10b	1d+1s+1h	Jet (1,000 l)	0.35 km/l	—	VTOL	Cargo Hel.	3	20/4 weeks	1,297,250¥

VECTORED-THRUST AIRCRAFT

Model	Hand	Speed	Accel	Body	Armor	Sig	Auto	Pilot	Sensor	Cargo	Load
PKF40	3	880	50	7	1	5	4	—	6	1	1,577

Model	Seating	Entry	Fuel	Econ	S/B	L/T	Chass	SI	Avail	Cost
PKF40	1e	1c	Jet (2,500 l)	0.25 km/l	—	VTOL	Jump Jet	3	30/5 months	22,5M¥

skate gear

Skating Gear	Conceal	Weight	Availability	Cost	Street Index	Legality
Battery Packs	11	.1	2/36 hrs	50¥	.8	Legal
Bodygear Rollerblades	2	1	2/24 hrs	100¥	.75	Legal
Breederz Skateboards						
Standard	2	2	2/24 hrs	50¥	.75	Legal
Trickster	2	1.5	3/24 hrs	100¥	.75	Legal
SmartWheel*	—	—	6/36 hrs	90¥	1.25	Legal
SmartLogic**	—	.1	6/36 hrs	210¥	1.25	Legal
Sonic II	2	2	8/48 hrs	750¥	2	Legal
Spider IX	2	2	9/60 hrs	1,900¥	2	Legal

* Per wheel.
** For a SmartLogic unit controlling all four wheels.

Poon Guns	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index	Legality
StreetMaster	3	1 (m)	SS	6L	3.5	8/72 hrs	890¥	2.25	9P-E
Highway-Hawk	7	1 (m)	SS	6L	1	10/5 days	1,680¥	3.75	10P-E
Roadster	10	1 (m)	SS	6L	—	10/5 days	5,000¥	3.75	9P-E