

# IN THE SHADOWS

620 AHR

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# CHARACTER CREATION

- **Step 1:** Generate ability scores.
- **Step 2:** Select species.
- **Step 3:** Select traits.
- **Step 4:** Select starting occupation.
- **Step 5:** Select skills.
- **Step 6:** Select feats.
- **Step 7:** Determine Defense bonus, save bonuses, Wealth and Reputation bonuses, and other purchasable qualities
- **Step 8:** Purchase equipment.
- **Step 9:** Determine other characteristics.
- **Step 10:** Roll 1d8, add to final Wealth bonus.

The number of points available to you for character building is based on the campaign style as follows:

- **Street:** 100
- **Professional:** 275
- **Expert:** 500
- **Elite:** 750

## ABILITY SCORES

Ability score generation is based on the campaign level as follows:

- **Street:** 3d6 in order (cost 0).
- **Professional:** 4d6 minus the lowest in order (cost 10).
- **Expert:** 4d6 minus the lowest as desired (cost 15).
- **Elite:** 5d6 minus the two lowest as desired (cost 25).

## SPECIES

### Dwarf

**Cost:** 36  
**Ability Scores:** +2 Strength, -2 Dexterity, +4 Constitution, +2 Magic.  
**Size:** Medium humanoid.  
**Base Speed:** (1d6\*5) +10 ft.  
**Infravision:** Dwarves have *super-senses (infravision)* (innate) 10 ranks.

**Resistance:** Dwarves have a +4 species bonus on Fortitude saves against diseases and toxins.

**Stability:** Dwarves have a low center of gravity that provides them with a +2 bonus to resist being knocked over or moved (as with a bull rush or overrun) as long as both feet are on the ground.

### Elf

**Cost:** 31  
**Ability Scores:** +2 Dexterity, +4 Appearance, +2 Magic.  
**Size:** Medium humanoid.  
**Base Speed:** (1d6\*5) +15 ft.  
**Low-light vision:** Elves have *super-senses (low-light vision)* (innate) 10 ranks.

### Human

**Cost:** 0  
**Ability Scores:** n/a  
**Size:** Medium humanoid.  
**Base Speed:** (1d6\*5) +15 ft.

### Orc

**Cost:** 24  
**Ability Scores:** +4 Strength, +2 Constitution, -2 Intelligence, -4 Appearance, +2 Aggression.  
**Size:** Medium humanoid.  
**Base Speed:** (1d6\*5) +15 ft.  
**Low-light vision:** Orcs have *super-senses (low-light vision)* (innate) 10 ranks.

**Natural armor:** Orcs have thick hides that provide DR 2 in all hit locations.

### Troll

**Cost:** 75  
**Ability Scores:** +8 Strength, +10 Constitution, -4 Intelligence, -2 Wisdom, -6 Appearance, +2 Aggression.

**Size:** Large humanoid. As Large creatures, Trolls have a -1 size penalty to attack rolls and Defense, a -4 Size penalty to Hide and Move Silently checks, a +1 size bonus to Intimidate checks, a +4 size bonus to grapple checks, a fighting space of 10 ft. x 10 ft., their encumbrance limits are double normal, and they deal more damage when fighting unarmed.

**Base Speed:** (1d6\*5) +20 ft.

**Hit Dice:** 3d8

**Natural armor:** Trolls have thick hides with deposits of bony material that provides them with DR 4 in all hit locations.

## Vital Statistics

VITAL STATISTICS TABLE				
Race	Height	+	Weight	x
Dwarf, female	40 in.	2d6	120 lb.	2d4 lb.
Dwarf, male	42 in.	2d6	150 lb.	2d4 lb.
Elf, female	67 in.	2d6	85 lb.	2d4 lb.
Elf, male	69 in.	2d6	120 lb.	2d4 lb.
Human, female	56 in.	2d10	85 lb.	2d4 lb.
Human, male	60 in.	2d10	120 lb.	2d4 lb.
Orc, female	68 in.	2d10	210 lb.	2d6 lb.
Orc, male	69 in.	2d10	230 lb.	2d6 lb.
Troll, female	98 in.	2d10	500 lb.	2d10 lb.
Troll, male	100 in.	2d10	550 lb.	2d10 lb.

When determining your height, roll the indicated + dice. Note the number. To determine weight, roll the indicated "x" dice, and multiply this result by the number generated for height. Add this to the base weight.

SPECIES LIFESPAN TABLE							
Species	Child	Young Adult	Adult	Middle Age	Old	Venerable	+
Dwarf	1-11	12-15	16-54	55-79	80-109	110+	4d6
Elf*	1-12	13-16	17-199	200-499	500-899	900+	3d%
Human	1-11	12-15	16-39	40-59	60-79	80+	3d6
Orc	1-10	11-14	15-24	25-39	40-50	51+	2d4
Troll	1-8	9-15	16-39	40-59	60-79	80+	2d6

\* This is speculative. No one has scientifically verified an Elf's typical lifespan, and such a thing will not be possible for a very long time.

## TRAITS

### Neutral Traits

#### SINner

**Value:** 0  
 You have an honest-to-God non-criminal System Identification Number (SIN). You are a legal citizen of the nation of extraterritorial megacorporation of your choice, which means you are entitled to all the rights and responsibilities entailed by such. This means your real identity, personal history, biometric data, credit records, medical history, travel history, etc. is stored and accessible in numerous databanks.

### Negative Traits

#### Astral Beacon

**Value:** 1 (3 for Awakened)  
 Your aura is unusually radiant and long lasting. Your astral signature remains for twice as long as normal. Attempts to assense you and to track your signature both gain a +4

circumstance bonus.

## Foci Addict

**Requirements:** Awakened, plus Adept or Magician.

**Value:** See below

You are a foci addict – you have come to rely on foci too much for your magic.

- **Mild (5):** At this level of addiction, few magicians recognize they have a problem. Mild focus addicts keep their foci active more often and use them regardless of whether they need the extra power or not. Some magicians begin to experience a euphoric psychosomatic “crackle” as they tap into foci. You suffer a –2 penalty to Focus Addiction Tests, Spellcasting checks without foci, and to resist using foci.
- **Moderate (10):** The addiction at this level is marked – you refuse to take off or turn off foci under any circumstances, and may become obsessed with gaining more foci to supplement your abilities. You suffer a –4 penalty to Focus Addiction Tests, Spellcasting checks without foci, and to resist using foci.
- **Severe (20):** Magicians at this level of addiction are out of control, constantly using their magical abilities to tap into the foci. Many addicts begin to neglect their physical bodies in a blasphemous parody of ascetic principles. The inebriation experienced in earlier addiction gives way to momentary relief from the aching loss of not using foci. Some addicts turn to drugs or BTLs to compensate for when they are too drained to use magic. You suffer a –8 penalty to Focus Addiction Tests, Spellcasting checks without foci, and to resist using foci.
- **Burnout (30):** This is the same as a Severe addiction, except you have been in this state for some time and are experiencing the tell-tale signs of habitual use on your aura. Using foci at this level of addiction is physically painful for you, but even this comes as welcome relief from the hell the your body has become. Reduce your maximum Magic attribute by 1.

## Sensitive Neural Structure

**Value:** 1

You are unusually sensitive to simsense-based Dumpshock effects, taking a -4 penalty to resist said effects.

## Spirit Bane

**Value:** 2 (5 for Awakened)

A certain spirit type finds you repulsive. Such spirits, if free, are inclined to harass you. When interacting with the selected type of spirit, you take a -4 penalty to social interaction checks, and when commanding said spirits, the spirit will attempt to twist and abuse your commands. When spirits of this type attack you, they do with all the power at their command.

## Positive Traits

### Adept

**Requirements:** Awakened trait.

**Value:** 1

You can apply your Magic score as points towards Adept abilities.

### Astral Chameleon

**Value:** 1 (3 for Awakened)

Your aura is hazy and indistinct. Your astral signature remains for only one-half the normal time, and attempts to assense you or track your astral signature take a -4 penalty.

### Awakened

**Value:** Magic score.

You are an Awakened being, meaning you can tap into that force men call Magic. The value of this trait is equal to your selected Magic score. Your maximum initial Magic score equals 18 plus any species modifiers (do not count species modifiers towards the value of this trait).

This trait alone does not allow you to use magic. For that, you must also have the Adept and/or Magician traits.

Using magic requires skill and training. However, all the

training in the Sixth World won't help you if you don't have the inherent capacity to use magic. The Magic ability score represents this inherent capacity.

For spellcasters, the Magic score represents the maximum power rank any given spell you cast can have, regardless of your ranks in the applicable Magic skills.

For Adepts, the Magic score represents the number of points available to spend on Adept abilities.

For split Spellcasters/Adepts, the Magic score must be “divided” between spellcasting and Adept abilities. For example, if you have a Magic score of 12, you could devote 6 points to Spellcasting and 6 points to Adept powers. As a result, the maximum spell power rank you could use would be 6.

If you have a Magic score of 13 or better, you are capable of astral sight or perception. See *Magic* for more information.

## Chatty

**Value:** 3

You are particularly comfortable behind the anonymity of the Matrix. When communicating via AR or VR, you gain a +2 bonus to Bluff, Diplomacy, and Intimidate skill checks.

## Magician

**Requirements:** Awakened trait.

**Value:** 5

You can learn Magical Skills, developing the ability to cast spells and perform other magical tasks.

## Mentor Spirit

**Requirements:** Magician trait.

**Value:** See below

You have a patron mentor spirit, what shamans call a “totem spirit”. You may have only one mentor spirit. The value of this trait is based on the mentor spirit as follows:

- **Bear:** 5
- **Cat:** 4
- **Dark King:** 3
- **Dog:** 2
- **Dragonlayer:** 2
- **Eagle:** 2
- **Fire-Bringer:** 2
- **Moon Maiden:** 6
- **Mountain:** 2
- **Rat:** 1
- **Raven:** 2
- **Sea:** 3
- **Seductress:** 2
- **Shark:** 2
- **Snake:** 9
- **Thunderbird:** 1
- **Trickster:** 2
- **Wise Warrior:** 5
- **Wolf:** 2

## Neural Hardening

**Value:** 1

You are particularly resistant to simsense-based Dumpshock effects, gaining a +4 bonus to resist such effects.

## Otaku

**Value:** Resonance score.

You are an otaku, a young person who can interface with computers and The Matrix without all of the devices others require. The maximum value of this trait is 18 plus any species modifiers. See *The Matrix* for more information.

**Note:** If you have the Otaku trait, you cannot have the Awakened trait.

## Spirit Affinity

**Value:** 2 (5 for Awakened)

Select a type of spirit – you have a natural way with that spirit type. Such spirits, if free, are fascinated by you and more inclined to aid you in some manner. You gain a +4 bonus to social interaction checks with such spirits. If the spirit type is forced or required to attack you, it may do so at less than normal power, or it may attempt non-lethal methods in order to avoid permanently damaging you.

## MODIFIED TRAITS

These are modifications to the standard Traits for the Sixth World.

## **Neutral Traits**

## **Negative Traits**

### **Paraplegic**

For a variety of reasons, this condition cannot be treated with standard surgery, cybernetics, or magic. Certain genetic therapies and nanotechnologies (upon becoming available) may be able to repair the condition (requiring you to spend XP equal to the value of the trait \*2 in addition to monetary costs). Such procedures will generally take 6-12 months to perform, requiring at least 60 hours per week.

### **Quadriplegic**

For a variety of reasons, this condition cannot be treated with standard surgery, cybernetics, or magic. Certain genetic therapies and nanotechnologies (upon becoming available) may be able to repair the condition (requiring you to spend XP equal to the value of the trait \*2 in addition to monetary costs). Such procedures will generally take 12-18 months to perform, requiring at least 60 hours per week.

## **Positive Traits**





# SKILLS AND FEATS

## NEW SKILLS

### Weapons (cybercombat)

(Intelligence)

This is the skill of fighting in VR cyberspace, using virtual bodies, or icons. If you do not possess ranks in this skill, you take a -6 penalty to cybercombat rolls (attack rolls), on top of any hacking penalty you may be subject to.

## NEW FEATS

### Assensing

You can use your astral sight to glean information about creatures and magical items.

**Prerequisites:** Astral Perception.

**Benefit:** You gain a +6 bonus to Assensing checks.

### Astral Combat

You are skilled at engaging in combat on the astral plane.

**Prerequisites:** Charisma 13, Astral Perception, Astral Projection, Knowledge (arcane lore) 6 ranks.

**Benefit:** When you are astrally projecting and engaged in astral combat, you do not suffer the normal -6 attack roll penalty.

### Astral Projection

You are able to separate your spirit from your body.

**Prerequisites:** Charisma 13, Astral Perception, Knowledge (arcane lore) 6 ranks.

**Benefit:** You can astrally project, roaming the world as pure mental energy. See *Magic* for more information.

### Astral Track

You can track the astral signatures left behind by creatures and magical items.

**Prerequisites:** Perception 13, Assensing, Astral Perception, Knowledge (arcane lore) 6 ranks.

**Benefit:** You can attempt to track any astral signature you can see. See *Magic* for more information.

### Banisher

You are skilled at banishing spirits.

**Prerequisites:** Charisma 13, Magic score, Conjuring, Knowledge (arcane lore) 10 ranks.

**Benefit:** You gain a +6 bonus on checks made to banish spirits. If you know how to conjure the spirit type in question, you gain an additional +4 bonus.

### Conjuring

You know the ritual required to conjure a certain type of spirit.

**Prerequisites:** Magic score, Knowledge (arcane lore) 5 ranks.

**Benefit:** You know the ritual required to conjure a single spirit type (initially selected from among Air, Beasts, Earth, Fire Man, or Water, modified by your Tradition). This allows you to conjure the spirit following the rules found in *Magic*.

**Special:** You may select this feat multiple times; each time, you learn to conjure a different spirit.

### Excessive Binding

You can have more spirits bound to your service than normal.

**Prerequisites:** Charisma 13, Magic score, Conjuring, Knowledge (arcane lore) 10 ranks.

**Benefit:** you can bind an additional number of spirits simultaneously equal to your Charisma bonus.

**Special:** You may select this feat multiple times; each time, you can bind an additional number of spirits equal to your Charisma bonus.

### Hacker

You are skilled at hacking.

**Prerequisites:** Computer Use 7 ranks.

**Benefit:** When you are required to make a check that uses the core skill of Hacking, you make your Computer Use check without the normal -6 penalty.

**Normal:** Without this feat, when called upon to use Computer Use to make a core Hacking skill check, you take a -6 penalty.

### Hermetic Spellcaster

You have learned to use magic in the Hermetic tradition.

**Prerequisite:** Magic score.

**Skills:** Attack, Divine, Transform.

**Benefit:** You gain a +4 bonus to learn spells from formula and Grimoire.

**Rituals:** Rituals involve drawing arcane symbols and sigils, requiring a Craft (visual arts) check with a DC equal to 5 + ½ spell power rank.

**Mishaps:** You take a cumulative -1 penalty to Spellcasting checks for 24 hours.

### Implant Defense

You are very aware of your cybernetic implants and know how to defend them from assault.

**Prerequisites:** Cybernetic implants that are vulnerable to direct physical attack, Base Defense Bonus +1.

**Benefit:** When someone attempts to directly attack one of your cybernetic implants (such as a cybernetic arm or hand), the implant gains a +4 dodge Defense bonus.

### Matrix Fighter

You are quite skilled at cybercombat.

**Prerequisites:** Computer Use 15 ranks.

**Benefit:** When engaged in cybercombat, you can score critical hits (normally, one cannot score a critical hit in cybercombat).

### Matrix Initiative

You have learned to translate your meat rapid response skills to the Matrix.

**Prerequisites:** Intelligence 13, Perception 13, Hacker, Computer Use 10 ranks, Weapons (cybercombat) 1 rank.

**Benefit:** When you roll Initiative in the Matrix in VR mode, you can apply the ranks from your Initiative skill.

**Normal:** You do not get to add your Initiative skill modifier to VR Matrix Initiative checks.

### Rapid Programmer

You are quite skilled at writing computer programs on the fly.

**Prerequisites:** Intelligence 17, Computer Use 15 ranks.

**Benefit:** You are capable of writing programs at a moment's notice. See *The Matrix* for more information.

### Shamanic Tradition

You have learned to use magic in the shamanic tradition.

**Prerequisite:** Magic score.

**Skills:** Create, Move, Summon.

**Benefit:** You gain a +2 bonus to *Summon* Spellcasting checks, and a +4 bonus to social interaction checks with spirits.

**Rituals:** A spirit must be petitioned (Diplomacy check, DC equals 5 + ½ spell power rank). This takes one minute.

**Mishaps:** You take a cumulative -1 penalty to Spellcasting checks until dusk or dawn (whichever is sooner).



# EQUIPMENT

## NOTES

### Timeline and Available Technology

Consult the following books for specific equipment categories (presented in the order they are presented in *Shadowrun 4<sup>th</sup> Edition*):

#### Shadowrun 1<sup>st</sup> Edition

- Melee Weapons
- Projectile and Throwing Weapons
- Firearms
- Ammunition
- Grenades, Rockets, and Missiles
- Explosives
- Clothing and Armor
- Vehicles and Drones

#### Shadowrun 4<sup>th</sup> Edition

- Firearm Accessories
- Electronics
- Datchips and Software
- ID and Credsticks
- Tools
- Vision Enhancers
- Audio Enhancements
- Sensors
- Security Devices
- Breaking and Entering Tools
- Chemicals
- Survival Gear
- Biotech
- Disguises
- Magical Equipment

#### Other

- Cyberware

### Size Customization

Most equipment is still designed for Medium creatures. When a creature attempts to use equipment designed for a creature of a different size category, he takes a -2 penalty to tasks with the item per size category of difference between himself and the target size. For example, a Large creature using a normal Areas Predator takes a -2 attack roll penalty.

### Melee Weapons

MELEE WEAPONS														
Weapon	Skill	Acc	Dmg	Type	AP	Rng	RoF	Arm	HLM	Str	Siz	Wt	Av	PDC
Club	Maces and Clubs	+0	1d10	Blunt	-2	*0.5	D+2	2	+0	2	M	3	-	5
Katana	Heavy Blades	-1	1d14	Slashing	-2	*0.2	D+3	2	+0	2	L	4	12 R	18
Knife	Light Blades	+0	1d6	Slashing	-0	*1	D+1	1	+0	1	S	1	-	4
Monofilament Whip	Flails and Chains (EWP)	-2	1d30	Slashing	*	*0.2	D+2	1	-2	1	L	2	36 F	22
Pole Arm	Polearms	+0	1d14	Slashing	-2	*0.2	D+3	2	+1	3	L	10	12 R	18
Sap	Maces and Clubs	+0	1d8	Blunt	-1	*0.2	D+1	0	+1	1	T	1	-	5
Staff	Maces and Clubs	+0	1d12	Blunt	-3	*0.2	D+3	3	+0	3	L	4	-	7
Stun Baton	Maces and Clubs	+0	1d10*	Blunt	-2	*0.5	D+2	2	+0	2	M	3	12 R	15
Sword	Heavy Blades	+1	1d10	Slashing	-1	*0.2	D+2	1	+0	2	M	2.5	12 R	14

### Ranged Weapons

RANGED WEAPONS																
Weapon	Skill	Acc	Dmg	Type	AP	Rng	RoF	RpR	Arm	Cal	HLM	Ammo	Str	Siz	Wt	PDC
<i>Projectile and Throwing Weapons</i>																
Bow	Bows	+0	1d12	Pierce	-2	*8 (2)	D+1	n/a	1	n/a	-2	1	7	L	3	14
Crossbow	Crossbows	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Light	*	-1	1d10	Pierce	-1	40 (2)	D+1	n/a	1	n/a	-2	1	2	M	3	14

### Concealability

Divide the Concealability rating by 3 and round down. This is the bonus you receive to Sleight of Hand checks made to conceal the item.

### Availability

Availability acts as a DC for the requisite checks to find and purchase an item when necessary. To find an item, make a Gather Information check (this will not be a necessary step all of the time). To purchase the item, make a Diplomacy check. The DC for these checks is the ((listed Availability -4) \*2) +10, assuming the revised Availability isn't on the tables below. While you can choose to spend more to increase the chance of success, you only gain a bonus when the additional amount you're willing to spend pushes the item price into the next higher Purchase DC, in which case, you gain a +4 bonus.

These rules assume you are directly buying the item. If you are acquiring an item through contacts, the contact follows these rules while you follow the normal rules for dealing with contacts.

### Fencing Gear

Fencing an item requires a DC 30 Diplomacy check, with each check taking 6 hours. As long as you do not fail critically, you can track your totals until you reach the DC. This allows you to sell the item at roughly -5 PDC (adding the Wealth as normal). For every 5 points over the DC, increase the selling price by +1 DC (not to exceed the normal PDC -1). You can gain a +1 bonus to your check for every point less you ask on the Purchase DC.

### Cyberware and Bioware Grades

As of the current timeframe, there are NO cyberware grades available. Neither is Bioware available. You'll just have to wait and hope the world progress that way.

### Turning It Off

Removing the wireless link from a piece of gear requires a DC 20 Repair check (and appropriate tools), with each check taking 10 minutes. As long as you don't fail critically, you can track your totals until your reach the DC.

## WEAPONS

Note that weapon statistics may be revised as progress on *Warfare* continues.

RANGED WEAPONS																
Weapon	Skill	Acc	Dmg	Type	AP	Rng	RoF	RpR	Arm	Cal	HLM	Ammo	Str	Siz	Wt	PDC
Medium	*	+0	1d12	Pierce	-2	50 (2)	D+2	n/a	1	n/a	-2	1	3	M	4	15
Heavy	*	+0	1d16	Pierce	-2	60 (2)	D+3	n/a	1	n/a	-2	1	4	M	5	17
Shuriken	Slings & TW	+0	1d3	Pierce	+2	*1	D+1	n/a	0	n/a	-2	1	2	T	0.1	5
Throwing Knife	Slings & TW	+0	1d8	Pierce	-0	*2	D+1	n/a	1	n/a	-2	1	2	T	0.2	4
<b>Tasers</b>																
Defiance EX Shocker	Handguns	+1	1d6	Elec	-0	10.*	SA	n/a	-	-	+0	1	2	S	0.5	11
<b>Pistols</b>																
Ares Predator	Handguns	+0	1d12	Ball	-0	50 (4)	SA	n/a	2	.45 ACP	-2	10	8	M	2.5	14
Ares Viper	Handguns	+0	1d10	Ball	*	40 (4)	SA	n/a	2	10mm	-2	30	4	M	2.5	15
Beretta Model 101T	Handguns	+0	1d10	Ball	-3	40 (4)	SA	n/a	1	9mm	-2	10	4	S	2	14
Browning Max-Power	Handguns	+0	1d12	Ball	-0	40 (4)	SA	n/a	2	10mm	-2	8	4	S	2.5	15
Colt America L36	Handguns	+0	1d10	Ball	-3	30 (4)	SA	n/a	1	9mm	-2	9	4	S	2	11
Fichetti Security 500	Handguns	+0	1d10	Ball	-3	30 (4)	SA	n/a	1	9mm	-2	22	4	S	2	15
Remington Roomsweeper	Shotguns	+1	1d24	Ball	+1	5 (2)	SA/pump	n/a	1	12-g	-2	6	11	L	6	13
Ruger Super Warhawk	Handguns	+0	1d16	Ball	-0	50 (4)	SA	n/a	3	.44 M	-2	6	10	M	3	13
Streetline Special	Handguns	+0	1d6	Ball	-0	10 (4)	SA	n/a	1	.25 ACP	-2	6	2	T	0.6	10
Walther Palm Pistol	Handguns	+0	1d10	Ball	-0	30 (4)	SA	n/a	1	.380	-2	2 (bl)	2	T	0.2	12
<b>Submachine Guns</b>																
AK-97 Carbine	AR	+0	1d16	Ball	-2	70	SA/FA	60	3	7.62	-2	22	10	L	8.5	15
HK S Variant	SMG	+0	1d10	Ball	-3	40 (4)	SA/FA	80	1	9mm	-2	30	4	M	6	18
HK227	SMG	+0	1d10	Ball	-3	40 (4)	SA/FA	80	1	9mm	-2	30	4	M	6	17
Uzi III	SMG	+0	1d10	Ball	-3	40 (4)	SA/FA	60	1	9mm	-2	16	4	M	7.5	15
<b>Rifles and Shotguns</b>																
AK-97	AR	+0	1d16	Ball	-2	100	SA/FA	60	3	7.62	-2	22	10	L	9.5	15
AK-98	AR	+0	1d16	Ball	-2	100	SA/FA	60	3	7.62	-2	22	10	L	11	21
Defiance T-250	Shotguns	+1	1d24	Ball	+1	15	SA/pump	n/a	1	12-g	-2	5	11	L	8	15
Enfield AS-7	Shotguns	+1	1d24	Ball	+1	15	SA/FA	45	1	12-g	-2	10	11	L	13.5	18
FN HAR	AR	+0	1d12	Ball	-3	180	SA/3rb/FA	65	2	5.56	-2	20	10	L	8.5	18
Ranger Arms SM-3	Rifles	+1	1d16	Ball	-3	265	SA	n/a	3	7.62	-2	6	10	L	12	25
Remington 750	Rifles	+1	1d16	Ball	-3	250	SA	n/a	3	7.62	-2	5 int	10	L	12	16
Remington 950	Rifles	+1	1d16	Ball	-3	265	SA	n/a	3	7.62	-2	5 int	10	L	12	17
<b>Light Machine Guns</b>																
Ingram Valiant	MG	+0	1d12	Ball	-3	330	SA/FA	90/120	2	5.56	-2	Belt	12	L	14	19
<b>Heavy Weapons</b>																
Assault Cannon	Rifles	+0	2d30	Ball	-2	200	SA	n/a	6	14mm	-2	20	22	H	40	24
Heavy MG	MG	+1	2d20	Ball	-5	630	SA/FA	50	6	.50	-2	Belt	21	H	45	23
Medium MG	MG	+0	1d16	Ball	-3	265	SA/FA	90	3	7.62	-2	Belt	12	L	20	21
Missile Launcher	Heavy Wpn	+0	*	*	*	500	MC	n/a	*	*	-0	4	10	L	20	25

Contrary to the text, weapons are NOT available in either caseless or cased. If a weapons doesn't specify caseless, it is not available as such.

RANGED WEAPON AVAILABILITY			
Weapon	Av	Weapon	Av
<b>Projectile and Throwing Weapons</b>			
Bow	9	Crossbow	-
Crossbow	-	Heavy	18
Light	12	Shuriken	6
Medium	15	Throwing Knife	6
<b>Tasers</b>			
Defiance EX Shocker	15	-	-
<b>Pistols</b>			
Ares Predator	9	Fichetti Security 500	9
Ares Viper	9	Remington Roomsweeper	9
Beretta Model 101T	9	Ruger Super Warhawk	9
Browning Max-Power	9	Streetline Special	6
Colt America L36	9	Walther Palm Pistol	9
<b>Submachine Guns</b>			
AK-97 Carbine	15	HK227	12
HK S Variant	30	Uzi III	12
<b>Rifles and Shotguns</b>			

RANGED WEAPON AVAILABILITY			
Weapon	Av	Weapon	Av
AK-97	9	FN HAR	12
AK-98	24	Ranger Arms SM-3	36
Defiance T-250	9	Remington 750	9
Enfield AS-7	24	Remington 950	9
<b>Light Machine Guns</b>			
Ingram Valiant	18	-	-
<b>Heavy Weapons</b>			
Assault Cannon	48	Medium MG	42
Heavy MG	54	Missile Launcher	36

**Ares Viper:** This fires only flechette rounds. Against soft targets, these have AP -4. Against hard targets, these have AP +6.

**Assault Cannon:** Treat the ammo as Explosive.

**Bow:** Contrary to the text, this is a compound bow.

**Defiance T-250:** The short barrel version has one-half the normal range (round down) but +2 Concealability.

**Enfield AS7:** When using the drum, increase the weight by 6 pounds and reduce the Concealability by 4 points.

**Fichetti Security 500:** This comes with both a 10-round clip and a 22-round clip.

**Ingram Valiant:** This is already designed for Smartlink use.

**Katana:** The katana as presented here is designed to be

wielded with two hands. You can wield it with one hand at a -2 attack roll penalty.

**Monofilament Whip:** Against hard armors and surfaces, a monofilament whip has an AP of +10. Against soft armors and objects, the AP is -6. If you roll a critical miss on the attack roll, you must succeed on a DC 15 Reflex save or strike yourself with the monofilament whip. The monofilament whip has a reach of 10 feet.

**Ranger Arms SM-3:** This comes with a scope, but you must purchase the scope features separately.

**Remington 750/950:** This mounts a scope, but you must purchase the features of the scope separately.

**Stun Baton:** This has 10 charges ( it takes 30 minutes to recharge 1 charge). When activated, even a touch (this MUST hit the body – typically requiring a critical hit or called shot) forces the target to make a DC 30 Fortitude save. If this fails, the victim is stunned for 1d10+10 rounds (minus his Fortitude save bonus). If it fails by 10 or more, the victim is knocked unconscious for 1d10 minutes. On a critical failure, the victim is knocked unconscious for 1d10 minutes and suffers 1d6 points of electrical damage to the area hit. In all cases, if the victim is wearing armor in the location struck, he may add the Energy DR as a bonus to the saving throw.

## Firearm Accessories

FIREARM ACCESSORIES					
Item	Av	PDC	Item	Av	PDC
Airburst link	18 R	15	Quick draw holster	12	10
Bipod	6	10	Shock pad	6	7
Concealable holster	6	9	Silencer	24 F	12
Gas-Vent 2 system	12 R	12	Smart firing platform	36 F	20
Gas-Vent 3 system	18 R	15	Smartgun system	18 R	+1
Gyro stabilization	21	22	Sound suppressor	36 F	14
Hidden arm gun slide	12	14	Spare clip	12	2
Imaging scope	9	14	Speed loader	6	5
Laser sight	6	10	Tripod	12	14
Periscope	9	7		-	-

**Airburst link:** Using an airburst link adds one standard action to the time required to fire the grenade. This reduces the scatter to 1d2, and more importantly, it detonates in the air (often negating things like cover).

**Concealable holster:** This provides a +4 equipment bonus to Sleight of Hand checks made to conceal applicable weapons.

**Gas-Vent System:** Installing a gas-vent system takes 1 hour and a DC 25 Craft (mechanical) check. Gas-vents reduce the recoil penalty of automatic fire by 2 or 3 points (reducing it to a cumulative -4 or -3).

**Gyro Stabilization:** Attaching or removing a weapon is a standard provoking action. Removing the harness is a full-round provoking action. This negates the first 6 points of recoil penalty (essentially providing a free round of recoilless fire).

**Hidden Arm Slide:** Drawing a weapon in this is a swift action. Resetting the weapon is a standard provoking action.

**Imaging Scope:** Attaching or removing scope is a standard provoking action. This is essentially only a mount and requires specific Vision Enhancements.

**Laser Sight:** Provides a +1 attack bonus in appropriate conditions. Effective range is about 200 feet, though in high-light conditions, the bonus may be negated. Takes a full-round provoking action to attach or remove.

**Periscope:** Attacks around corners with is attachment suffer a -2 penalty.

**Quick-Draw Holster:** With a DC 15 Dexterity check, you can draw a weapon in this holster as a swift action. Available only for handguns.

**Shock Pad:** When applied to an appropriate weapon, this reduce the recoil penalty by 1 point.

**Silencer:** This increases the DC required to hear and identify the source of the gunshot by +4. Attaching this is a full-round provoking action.

**Smart Firing Platform:** This has Response 3, Signal 3, Firewall 3, System 3. It has a Sensor rating of +3, and a rating 3 Targeting autofit.

**Smartgun System (internal only):** This provides a +4 bonus to attack rolls. When the camera is used to fire around corners, this provides no bonus, but you suffer only a -1 penalty.

As noted, the camera can be fitted with enhancements. Most firearms are not ready for a Smartgun link. Retro-fitting a weapon to be smart capable (including the clip-ejection mechanisms and such) has a PDC equal to the original weapon PDC +2.

## Ammunition

PDC is per box of 50 rounds.

HANDGUN CALIBERS						
Caliber	Damage	AP	BF	Arm	Wt	PDC
4.6 x 30 mm (0.18)	1d5	-5	+5	1		10
5.7x28 mm (0.22)	1d8	-2	+7	1		8
7mm Nambu (0.27)	1d6	-0	+5	1		6
7.62 mm Tokarev (0.3)	1d10	-0	+5	1		10
7.63 mm Mauser (0.3)	1d8	-0	+5	1		8
7.65 mm Luger (0.3)	1d8	-0	+5	1		8
9mm (0.35) Largo	1d8	-0	+5	1		8
9mm Makarov (0.35)	1d8	-0	+5	1		8
9 mm Parabellum (0.35)	1d10	-3	+6	1		10
9mm Short (0.35)	1d6	-0	+4	1		6
10 mm Auto (0.39)	1d12	-0	+7	2		12
.17 Magnum Rimfire (4.3)	1d6	-1	+4	1		6
.22 CB (5.5)	1d4	-0	+2	1		4
.22 Long (5.5)	1d6	-0	+3	1		6
.22 Long Rifle (5.5)	1d7	-0	+3	1		7
.22 Short (5.5)	1d5	-0	+2	1		5
.22 WMR (Magnum) (5.5)	1d8	-0	+3	1		8
.25 ACP (6.3)	1d6	-0	+3	1		6
.32 ACP (8.1)	1d8	-0	+4	1		8
.32 H&R Magnum (8.1)	1d10	-0	+6	1		10
.357 Magnum (9)	1d14	-0	+7	1		12
.357 SIG (9)	1d10	-0	+5	1		10
.38 Special (9.6)	1d10	-0	+5	1		10
.380 ACP (9.6)	1d10	-0	+5	1		10
.40 Smith & Wesson (10)	1d10	-0	+7	1		10
.40 Super (10)	1d10	-0	+7	1		10
.41 Action Express (10.4)	1d12	-0	+6	2		12
.44 Remington Mag (11.1)	1d16	-0	+9	3		11
.44 Special (11.1)	1d12	-0	+7	2		11
.45 ACP (11.4)	1d12	-0	+6	2		11
.454 Casull (11.5)	1d20	-0	+10	3		12
.455 Webley (11.5)	1d16	-0	+9	3		12
.460 S&W Magnum (11.6)	1d20	-0	+10	3		12
.475 Wildey Magnum (12)	1d24	-0	+12	4		12
.50 Action Express (12.7)	1d20	-0	+10	3		12
.500 S&W Magnum (12.7)	1d24	-0	+12	4		12
Taser cartridge	*	*	*	*		15
Taser dart	*	*	*	*		13

RIFLE CALIBERS						
Caliber	Damage	AP	BF	Arm	Wt	PDC
5.45mm Russian	1d12	-3	+6	2		12
5.56 mm NATO (0.21)	1d12	-3	+8	2		12
6.5 x 52mm Mannlicher (0.25)	1d16	-2	+8	3		13
7 x 57 mm Mauser (0.27)	1d16	-2	+8	3		13
7.62 x 51 mm NATO (0.3)	1d16	-3	+11	3		13
7.62x39mm Russian(0.3)	1d16	-2	+9	3		13
7.63x25mm Mauser (0.3)	1d12	-2	+5	2		12
7.92x57 mm Mauser (0.31)	1d16	-2	+7	3		13

RIFLE CALIBERS						
Caliber	Damage	AP	BF	Arm	Wt	PDC
12.7 x 107 mm (0.50)	2d20	-5*	+18	6		15
14.5 mm (0.57)	2d24	-5*	+14	6		15
15.2 mm Steyr (0.59)	4d10	-5*	+18	4		15
20 x 110 mm Hispano (0.78)	2d20	-3	+18	6		15
.17 Hornady Mag (4.3)	1d6	-3	+4	1		6
.22 Long (5.5)	1d6	-2	+4	1		6
.22 Long Rifle (5.5)	1d7	-2	+4	1	0.5	7
.22 Short (5.5)	1d5	-2	+3	1		5
.22 WMR (Mag) (5.5)	1d8	-2	+4	1		8
.222 Remington Mag (5.6)	1d12	-2	+6	2		12
.224 Weatherby Mag (5.6)	1d10	-2	+6	1		10
.243 Winchester (6.1)	1d12	-2	+7	2		12
.25-06 Remington (6.35)	1d12	-2	+7	2		12
.270 Winchester (6.85)	1d16	-2	+7	3		13
.30 Carbine (7.62)	1d12	-2	+8	2		12
.300 Winchester Mag (7.62)	1d20	-2	+11	3		13
.30-06 Springfield (7.62)	1d16	-2	+11	3		13
.30-30 Winchester (7.62)	1d16	-2	+11	3		13
.303 British (7.69)	1d16	-2	+9	3		13
.308 Winchester (7.8)	1d16	-2	+9	3		13
.338 Winchester Mag (8.5)	1d20	-2	+10	3		13
.35 Remington (8.8)	1d20	-2	+8	3		13
.44-40 Winchester (11.1)	1d20	-2	+10	3		13
.444 Marlin (11.2)	1d20	-2	+10	3		13
.470 Nitro Express (11.9)	1d24	-3	+13	4		15
.50 BMG (12.7)	2d20	-5*	+18	6		15
.577 Nitro Express (14.6)	1d24	-4*	+14	4		15
.585 Nyati (14.8)	1d30	-4*	+14	5		15
.600 Nitro Express (15.2)	1d30	-4*	+15	5		15
.700 Nitro Express (17.7)	1d30	-4*	+15	5		15

\* These rounds are particularly good at penetrating 20<sup>th</sup> and early 21<sup>st</sup> century body armor (soft armors). Against standard ballistic cloth, multiply the AP by \*4. Against ceramic plate inserts, use the \*4 value against the soft part of the armor, the normal AP value against the plate, and treat the hit as 2d6 marks against the plate.

SHOTGUN GAUGE						
Gauge	Damage	AP	Arm	BF	Wt	PDC
.410	-	-	-	-	-	-
00	1d8 /1d4 /1d3	+3	1	+0	0.5	8
Birdshot	1d6 /1d4 /1d3	+4	1	-1	0.5	7
Slug	1d10	+1	1	+1	0.5	9
28-g	-	-	-	-	-	-
00	1d10 /1d6 /1d3	+2	1	+0	1	9
Birdshot	1d8 /1d4 /1d3	+3	1	-1	1	8
Slug	1d14	+0	1	+2	1	10
20-g	-	-	-	-	-	-
00	1d12 /1d8 /1d4	+2	1	+0	1	10
Birdshot	1d10 /1d6 /1d3	+3	1	-1	1	9
Slug	1d14	+0	1	+4	1	11
16-g	-	-	-	-	-	-
00	1d14 /1d10 /1d5	+1	1	+0	1	11
Birdshot	1d12 /1d8 /1d4	+2	1	-1	1	10
Slug	1d16	-1	1	+6	1	12
12-g	-	-	-	-	-	-
00	1d24 /1d16 /1d8	+1	1	+0	1	12
Birdshot	1d16 /1d10 /1d5	+2	1	-1	1	11
Slug	1d20	-2	2	+8	1	13
10-g	-	-	-	-	-	-
00	1d24+2 /1d16 /1d8	+0	1	+0	2	13

SHOTGUN GAUGE						
Gauge	Damage	AP	Arm	BF	Wt	PDC
Birdshot	1d20 /1d12 /1d6	+1	1	-1	2	12
Slug	1d20	-3	2	+10	2	14

VARIANT AMMUNITION					
Ammo	PDC	Damage	AP	BF	Av
Flechette	+1	*	*	*	6 R
Gel	+1	*	+2	n/a	12 R

VARIANT AMMUNITION				
Ammo	PDC	Damage	AP	BF
Armor piercing	+2 (Mil)	*0.5	*2	+10
Caseless	Special	+0	+0	+0
Cold load	+1	-2 / -4	*0.75	*0.5
Duplex sabot	+3	+1d6	+1	+0
Equalloy	+2	+2	*0.5	-6
Explosive	*3 (III)	Special	-2	-4
Raufoss	+5/rnd (Mil)	Special	*2	+8
Flechette	+2	-1 step	Special	+5
Full metal jacket	+0	+0	*1	+0
Full metal jacket tumbler	+0 (Mil)	+1	*1	+0
Geco BAT	*2	+1d3	*0.5	-4
Gel	+1	Special	+4	-8
Glaser safety slug	*2	+1d4	*0.5	-7
Hot load	*2	+1d3	*1	+2
Hydrashock	+1	+1d4	*0.5	-6
Incendiary	*3 (Mil)	Special	*0.75	-3
Jacketed hollowpoint	+0	+2	*0.5	-3
Jacketed softpoint	-2	+1	*0.5	-4
Lead semi-wadcutter	-2	+1	*0.5	-5
Lead wadcutter	-2	+1	*0.5	-6
Multiball	+2	+0	*0	+0
Rubber/plastic	+1	Special	Special	-10
Semi-jacketed ESC	*3 (III)	+2	*2	+2
SG bean bag	+1	Special	Special	-10
SG breaching	+1 (Res)	1/5	*0.1	Special
SG CS	+8 (Res)	1/4	*0.1	-10
SG CS penetrator	+10 (Res)	1/5	*0.1	Special
SG Dragon	+8	1d12	*1	None
SG flechette	+2	+2	+2	+2
SG slug penetrator	+3	*0.5	*2	+10
SG stun rounds	+1	Special	+4	-8
Silent load	*4 (III)	+2	*2	+2
Tracer	+2 (Mil)	+0	+0	-2
THV	*3 (Mil)	+1	+9	+1

**Flechette:** These deal normal damage -1 step. Against soft targets, the AP is 4 points better. Against hard targets, the AP is 6 points worse.

**Gel:** At a distance equal to one-half of a range increment, these deal normal damage -1 step. At greater ranges, these deal subdual damage.

**SG stun rounds:** At a distance equal to one-half of a range increment, these deal normal damage -1 step. At greater ranges, these deal subdual damage.

## Grenades, Rockets, and Missiles

Note that missile and rocket statistics may be revised as progress on *Warfare* continues.

GRENADES, ROCKETS, and MISSILES											
Weapon	Base Damage	Blast Inc	Base Reflex	Type	Range Inc	Speed	Attack	Size	Wt	Av	PDC
<b>Grenades</b>											
Offensive	3d24	15 ft.	23	Frag	*1	-	-	T	0.75	15	5
Mini	3d20	10 ft.	21	"	-	-	-	"	0.4	15	6
Defensive	3d24	10 ft.	20	Frag	*1	-	-	T	0.75	15	5
Mini	3d20	5 ft.	19	"	-	-	-	"	0.4	15	6
Concussion	3d24	15 ft.	23	Con	*1	-	-	T	0.75	15	5
Mini	3d20	10 ft.	21	"	-	-	-	"	0.4	15	6
Gas (neuro-stun VIII)	Special	Special	Special	Special	*1	-	-	T	1.5	15	8
Mini	"	"	"	"	-	-	-	"	0.8	15	9
Smoke	Special	Special	Special	Special	*1	-	-	T	1.5	9	6
Mini	"	"	"	"	-	-	-	"	0.8	9	7
<b>Missiles and Rockets</b>											
Missile, APM	3d30	15 ft.	24	Frag	Weapon	1,760 ft./200	+6	M	7	36	17
Missile, AVM	3d30	5 ft.	24	Frag	Weapon	2,640 ft./300	+8	M	7	36	20
Missile, HEM	3d30	30 ft.	24	Con	Weapon	1,760 ft./200	+4	M	7	36	19
Rocket, APM	3d30	15 ft.	24	Frag	Weapon	1,760 ft./200	-	M	6	34	15
Rocket, AVM	3d30	5 ft.	24	Frag	Weapon	2,640 ft./300	-	M	6	34	18
Rocket, HEM	3d30	30 ft.	24	Con	Weapon	1,760 ft./200	-	M	6	34	17

Hand grenades are set to a default of roughly 6 seconds (1 round) (detonating immediately before your action in the next round). You can adjust this to 3 seconds (halfway between the beginning of the next round and your initiative in that round), or 2 to 20 rounds later. Mini-grenades are designed to detonate on impact, or when programmed via airburst link.

**Gas grenade:** This expands and functions as a smoke grenade, except it releases neuro-stun VIII (see *Chemicals*).

**Missiles and Rockets:** The difference between a missile and a rocket is that a rocket is direct fire and stupid, using your attack skill. A missile is fire-and-forget. You fire the missile, and it

goes on its merry way, using its own guidance and on-board systems (your skill does not apply). Rockets suffer normal range increment modifiers. Missiles do not – they use the same attack bonus at all ranges.

The Speed entry is the speed of the rocket/missile in feet per round/mph.

Missiles and rockets have 10 rounds worth of fuel.

**AVM:** This has an AP of -8, and detonates only if it impacts an object with a Hardness of 10+, at which point, it detonates after piercing the armor (negating the protection).

## Explosives

Note that explosive statistics may be revised as progress on *Warfare* continues.

EXPLOSIVES AND SPLASH WEAPONS										
Weapon	Base Damage	Blast Inc	Base Reflex	Type	Range Inc	Size	Wt	Av	PDC	
Commercial	2d20	5 ft.	19	Concussion	*1	T	1	18 R	8	
Plastic, compound 4	3d20	5 ft.	25	Concussion	*0.5	S	1	24	9	
Plastic, compound 12	3d20	5 ft.	25	Concussion	*0.5	S	0.5	30	12	

**Radio Detonator:** This has a Signal rating of 3.

## CLOTHING AND ARMOR

BALLISTIC AND MODERN ARMOR											
Armor	Damage Reduction					Score Reduction		Spd	Wt	Av	PDC
	Ballistic	Blunt	Energy	Piercing	Slashing	Fighting	Dexterity				
<b>Light Armor</b>											
Armor Clothing	10	3	1	1	1	-0	-1	*1	4	6	15
Armor Jacket	12	4	1	1	1	-1	-0	*1	3	6	17
Armor Vest	12	4	1	1	1	-0	-0	*1	2.5	12	16
Lined Coat	15	5	1	4	4	-1	-1	*1	6	6	17
Vest with Plates	12	4	1	4	4	-0	-1	*1	4	9	16
<b>Medium Armor</b>											
Full Suit	15/31	5/8	1/3	2/10	2/10	-0	-3	*1	24.5	36 R	28
Partial Suit	15/31*	5/8*	1/3*	2/10*	2/10*	-0	-3	*1	24.5	30 R	26
<b>Helmets</b>											
Helmet	12	4	1	1	2	-2	-1	-	4.5	12	12

BALLISTIC AND MODERN ARMOR HIT POINTS BY AREA										
Armor	Head	Neck	Torso	Groin	Upper Arms	Lower Arms	Hands	Upper Legs	Lower Legs	Feet
<b>Light Armor</b>										
Armor Clothing	x	x	Yes	Yes	Yes	Yes	x	Yes	Yes	x
Armor Jacket	x	x	Yes	x	Yes	Yes	x	x	x	x

BALLISTIC AND MODERN ARMOR HIT POINTS BY AREA										
Armor	Head	Neck	Torso	Groin	Upper Arms	Lower Arms	Hands	Upper Legs	Lower Legs	Feet
Armor Vest	x	x	Yes	x	x	x	x	x	x	x
Lined Coat	x	x	Yes	Yes	Yes	Yes	x	Yes	Yes	x
Vest with Plates	x	x	Yes	x	x	x	x	x	x	x
<b>Medium Armor</b>										
Full Suit	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Partial Suit	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
<b>Helmets</b>										
Helmet (25%)	Yes	x	x	x	x	x	x	x	x	x

**Full Suit:** If you wear other armor with this, you double the penalties.

**Helmet:** Typically, these are not sealed, and have a 75% chance of intercepting a head shot.

**Partial Suit:** The numbers behind the slash apply only to the Head and Torso areas. If you wear other armor with this, you double the penalties.

When pitted against an opposing device, if your item has a superior rating, it wins the contest. If the ratings are equal, roll opposing 1d20 +ratings, high roll wins. If the opposing device has a greater rating, roll opposing 1d20 + ratings, except your device takes a -10 penalty.

## GEAR AND OPPOSING ROLLS

Many items in this section require, by the rules, opposed rolls between the item and something else. Use the following rules for such instances (not requiring skill rolls):

## ELECTRONICS

**Commlink:** See *Computers* below for Commlink stats and prices. The Active and Storage Memory statistics are presented as the number of present standard 10-block OMCs in the device. A number in parenthesis indicates the maximum number of chips the device can use.

**Sim module:** See *Computers – Customizing* below for sim module information.

## Computers

COMPUTERS										
Device	Response	Signal	Active Mem	Storage Mem	I/O (blk/rnd)	Size	Wt	Avail	PDC	
<b>Commlinks</b>										
CMT Clip	3	3	1 (1)	2 (2)	150	T	0.2	-	14	
Erika Elite	10	4	5 (5)	7 (7)	500	T	0.2	-	21	
Fairlight Caliban	13	5	7 (7)	12 (12)	650	T	0.2	-	25	
Hermes Ikon	11	3	5 (6)	8 (8)	550	T	0.2	-	22	
Meta Link	2	2	1 (1)	2 (2)	100	T	0.2	-	10	
Novatech Airware	8	3	4 (4)	6 (6)	200	T	0.2	-	19	
Renraku Sensei	6	4	3 (3)	4 (4)	300	T	0.2	-	18	
Sony Emperor	5	3	4 (4)	4 (4)	250	T	0.2	-	17	
Transys Avalon	12	4	6 (6)	10 (10)	600	T	0.2	-	23	
<b>Cyberdecks</b>										
Allegiance Alpha	3	2	2 (2)	5 (10)	50	S	5	-	25	
Fairlight Excalibur	20	7	100 (100)	100 (200)	500	S	5	-	40	
Fuchi Cyber-4	12	4	20 (25)	50 (100)	200	S	5	-	33	
Fuchi Cyber-6	14	4	20 (25)	50 (100)	300	S	5	-	37	
Fuchi Cyber-7	15	4	40 (45)	100 (200)	400	S	5	-	38	
Radio Shack CD-100	2	2	2 (2)	5 (10)	50	S	5	-	22	
Sony CTY-360	8	3	10 (10)	10 (20)	100	S	5	-	32	
<b>Telimmersion Tortoises</b>										
Allegiance Alpha	3	1	2 (2)	10 (20)	50	M	10	-	19	
Fairlight Excalibur	20	3	100 (100)	200 (400)	500	M	10	-	34	
Fuchi Cyber-4	12	2	20 (25)	100 (200)	200	M	10	-	27	
Fuchi Cyber-6	14	2	20 (25)	100 (200)	300	M	10	-	31	
Fuchi Cyber-7	15	2	40 (45)	200 (400)	400	M	10	-	32	
Radio Shack CD-100	2	1	2 (2)	10 (20)	50	M	10	-	16	
Sony CTY-360	8	1	10 (10)	20 (4)	100	M	10	-	26	
<b>Telepresence Tortoises</b>										
Allegiance Alpha	3	1	2 (2)	10 (20)	50	M	13	-	17	
Fairlight Excalibur	20	3	100 (100)	200 (400)	500	M	13	-	32	
Fuchi Cyber-4	12	2	20 (25)	100 (200)	200	M	13	-	25	
Fuchi Cyber-6	14	2	20 (25)	100 (200)	300	M	13	-	29	
Fuchi Cyber-7	15	2	40 (45)	200 (400)	400	M	13	-	30	
Radio Shack CD-100	2	1	2 (2)	10 (20)	50	M	13	-	14	
Sony CTY-360	8	1	10 (10)	20 (4)	100	M	13	-	24	
<b>Operating Systems</b>										
<b>OS</b>	<b>Firewall</b>	<b>System</b>	<b>Active Mem</b>	<b>Storage Mem</b>	<b>I/O</b>	<b>-</b>	<b>-</b>	<b>Avail</b>	<b>PDC</b>	
Iris Orb	9	11	33	44	550	-	-	-	18	
Mangadyne Deva	6	12	36	48	600	-	-	-	17	
Novatech Navi	9	16	42	58	800	-	-	-	19	



COMPUTERS									
Device	Response	Signal	Active Mem	Storage Mem	I/O (blk/rnd)	Size	Wt	Avail	PDC
Redcap Nix	3	7	21	28	350	-	-	-	15
Renraku Ichi	5	8	24	32	400	-	-	-	16
Vector Xim	2	4	12	16	200	-	-	-	12

## Computers - Operating Systems

For operating systems, the AM (Active Memory) is the amount of Active Memory (in blocks) constantly occupied by the OS – this effectively reduces your AM for other applications by this amount.

The SM is the amount of Storage Memory (in blocks) filled by the OS, reducing your SM for other on-board programs.

As with your hardware, your System affects your maximum I/O speed. Use the lesser of the two.

## Computers - Programs

For more information on what these programs do, see *The Matrix*.

**Prog DC:** This is the Computer Use DC required to write the program yourself, at a rating of 1. See *The Matrix* for more information on writing your own programs.

**Mem\*:** Multiply the rating of the program by this number to determine the Active Memory required to use the program. Double this amount to determine the Storage Memory required by the program.

**Avail:** This is the Availability of the program at rating 1. Each additional point of rating increases the Availability by +1.

**PDC:** This is the Purchase DC for the program at rating 1. Each additional point of rating increases the DC by +1.

PROGRAMS				
Program	Prog DC	Mem*	Avail	PDC
Agent/IC/Pilot	32	5	Rtg*2	18
Analyze	14	2	-	7
Armor	22	3	Rtg R	15
Attack	22	3	Rtg R	15
Autosoft	-	-	-	-
Clearsight	18	3	Rtg	13
Defense	32	4	Rtg R	15
Electronic Warfare	24	3	Rtg R	15
Maneuver	24	3	Rtg	13
Targeting	34	4	Rtg R	15
Biofeedback filters	14	3	Rtg R	15
Black Hammer	40	10	Rtg R	20
Blackout	40	10	Rtg R	18
Browse	12	1	-	7
Command	16	3	-	7
Data bomb	26	4	Rtg R	15
Decrypt	22	1	Rtg R	15
Defuse	24	2	Rtg R	15
ECCM	22	3	Rtg R	15
Edit	12	1	-	7
Encrypt	22	2	-	7
Exploit	22	3	Rtg R	15
Medic	22	4	Rtg R	15
Reality filter	18	3	-	7
Scan	14	1	-	7
Sniffer	16	2	Rtg R	15
Spoof	14	3	Rtg R	15
Stealth	24	3	Rtg R	15
Track	24	8	Rtg R	15

## Computers - Customizing

You can perform some basic customization under these rules (see future documents for expanded rules).

The basic components you can replace are Response Chips (Response), Wireless Radio (Signal), and Memory. Replacing these parts requires a DC 10 Craft (electronics) check.

You can attempt to build these parts using the normal rules.

CUSTOMIZATION		
Part	Avail	PDC
Memory (datachip)	-	-
10-blocks	-	7
25-blocks	-	10
50-blocks	-	12
100-blocks	-	15
Response chip	-	-
1	5	8
2	6	9
3	7	10
4	8	11
5	9	12
6	10	13
7	11	14
8	12	15
9	13	16
10	14	17
11	15 R	18
12	16 R	19
13	17 R	20
14	18 R	21
15	19 R	22
16	20 R	23
17	21 R	24
18	22 R	25
19	23 R	26
20	24 R	27
Sim module	-	-
Standard	5	10
Hot-sim capable	25	15
Wireless radio	-	-
1	5	5
2	6	6
3	7	7
4	8	8
5	9	9
6	10	10
7	11	11
8	12	12
9	13 R	13
10	14 R	15
11	15 R	17
12	17 R	19
13	19 R	21
14	21 R	23
15	23 R	25
16	25 R	27
17	27 R	29
18	29 R	31
19	31 R	33
20	33 R	35

**Memory (datachip):** In terms of Capacity (for fitting in other devices), a memory chip occupies approximately 0.25 Cap. For a/v use, consider the following guidelines. These are for high-quality representations. Average quality uses 75%, and low quality uses 50%.

- **Audio:** 10 hours per block.
- **Holographic image (trideo), moving:** 2 hours per block.
- **Holographic image, still:** 400 per block.
- **Still image, black and white:** 1,250 per block.
- **Still image, color:** 1,000 per block.

- **Video, black and white:** 6 hours per block.
  - **Video, color:** 5 hours per block.
- Sim Module:** Contrary to the text, you must have a DNI to access a sim module – trodes do not have the capacity.

## Electronics Accessories

ELECTRONICS ACCESSORIES					
Item	Av	PDC	Item	Av	PDC
AR gloves	-	13	Sim module (hot)	12 F	13
Biometric reader	12	12	Simrig	36	18
Printer	-	2	Subvocal microphone	18	7
Satellite link	12	15	Trodes	-	7
Sim module	-	10	-	-	-

- Nanopaste Trodes:** These are *not available*.
- Simrig:** This plugs into your datajack.
- Skinlink:** This is not available.
- Subvocal microphone:** Subvocalizing requires a DC 10 Intelligence check. Hearing subvocalizations increases the Listen DC by +6.
- Trodes:** Trodes allow you to interact with the Matrix and simsense, but only to a limited degree. You do not gain the full effect when using trodes. Trodes are used primarily by the poor who can't afford datajacks.

## Misc Electronics

MISC ELECTRONICS					
Item	Av	PDC	Item	Av	PDC
Electronic paper	-	4	Holo projector	-	12

**Holo Projector:** Maximum range is 15 feet. Determining that a projection is a projection requires a DC 10 Spot check.

## RFID Tags

Physically accessing a tag takes 1 minute and requires a DC 25 Craft (electronic) check.

RFID TAGS					
Item	Av	PDC	Item	Av	PDC
Standard RFID tags	-	2	Stealth tags	-	2
Security tags	12	10	-	-	-

**Security Tag:** Removing a tag takes 10 rounds (-1 per 5 points over the DC) and a DC 30 Treat Injury check (with surgical tools).

**Stealth Tag:** Increase the DC to find and recognize a stealth tag by +4.

## Communications and Countermeasures

ELECTRONICS ACCESSORIES					
Item	Av	PDC	Item	Av	PDC
Headjammer	18 R	*250	Micro-transceiver	Rtg	*200
Jammer, area	Rtg+2 F	*500	Tag eraser	18 F	11
Jammer, directional	Rtg F	*500	White noise generator	Rtg+1	*50

**Jammer:** This reduces the Signal rating of devices within 15 feet by the rating. For each additional 15-ft. increment, reduce the effective rating by 1 point. A conical jammer blocks an area that is 50 feet in length at the base rating.

**White Noise Generator:** These are available in ratings 1 – 20. Listen checks to hear the sounds within 30 feet of a white noise generator suffer a penalty equal to the white noise generator rating +5.

## DATACHIPS AND SOFTWARE

See *Computers – Customizing* above for program and datachip pricing.

**Datasoft:** Datasofts, for convenience, use the pricing in the book. The higher the rating (ranging from 1 – 20), the more comprehensive the information. Some datasofts may be even more expensive.

**Mapsoft:** These are available in ratings 1 – 20. In many cases, a mapsoft may provide a rating bonus to Navigate checks.

**Tutorsoft:** Available in ratings 1 – 20. When used to improve a skill, divide the normal time requirement by the rating of the tutorsoft.

## Skillssofts

*For now, skillssofts are available only for skills. A future document will include rules for Feats on skillssofts.*

Skillssofts are skills encoded on an Optical Memory Chip, allowing you to access the information found therein. There are two basic types of Skillssoft – *Activesoft*, and *Knowsoft*.

Activesofts require the use of Skillwires – without the skillwires, the chip is useless. Knowsofts contain information. Unlike a Datasoft, which is raw information, a Knowsoft is designed to aid in performing a skill task. The primary difference between a Datasoft and a Knowsoft is that a Knowsoft actually provides a bonus to the appropriate skill checks. To properly utilize a Knowsoft, you must have an image link or be able to route the information from the chip to your commlink AR display (typically through a datajack).

When using a Knowsoft, you apply the rating as a bonus to your skill check. However, because the chip has to be able to access and process information in order to provide the bonus, using a Knowsoft can increase the amount of time required to perform a task, as follows:

- **Rating 1 – 5:** Normal time.
- **Rating 6 – 10:** Increase by one step.
- **Rating 11 – 15:** Increase by two steps.
- **Rating 16 – 20:** Increase by three steps.

Use the following progression for “steps”: Free/Swift/Immediate Action -> Standard Action -> Full-Round Action -> 5 full-round actions -> 1 minute -> 2 minutes -> 5 minutes -> 10 minutes -> 30 minutes -> 1 hour -> 2 hours.

If you have ranks in the skill that are equal to, or greater than the program rating of the skill, the chip provides only a +1 bonus regardless of the rating with no time increase.

An Activesoft allows you to perform the encoded skill as if possessing ranks in the skill equal to the program rating. You *cannot* spend an action point to modify Activesoft skill checks. You *do not* apply any ability score bonus to a skill acquired via Activesoft.

Certain skills are available as Skillssofts, but not with the breadth and utility of the base skill. For example, you can purchase Drive Activesofts, but you must purchase an Activesoft for each different vehicle type.

**Memory Used:** Activesofts use a number of memory blocks equal to the rating \*5. Knowsofts use a number of memory blocks equal to the rating.

### Reading the Skillssoft Costs – Skills Table:

- **Skill:** This is the skill
- **Price:** This is the cost for a standard chip by Program Rating (PR). Multiply the PR by the listed number and compare the result to Table 7-1: Purchase DCs on p. 204 of *d20 Modern Roleplaying Game*. **Narrow Price:** This is the cost for a specialized version of the chip that contains more limited information.
- **Type:** This indicates if the skill is an Activesoft or Knowsoft. If this has a dagger (†), then it has special requirements.
- **Av:** This is the Availability and restriction of the program.
- **Max:** This is the maximum rating available for the program.

Skill	Price (PR*)		Type	Av	Max
	Wide	Narrow			
Balance	*1,000	-	Active	18	5
Climb	*1,000	-	Active	18	10
Communications	*5,000	-	Active	18	10
Computer Use	*5,000	-	Active	18	10
Craft	-	-	-	-	10
Chemical	*5,000	*500	Know	15	*
Electronic	*1,000	*100	Know	15	*

SKILLSOFTS					
Skill	Price (PR*)		Type	Av	Max
	Wide	Narrow			
Home Economics	*1,000	*100	Know	15	"
Mechanical	*1,000	*100	Know	15	"
Pharmaceutical	*1,000	*100	Know	15 R	"
Structural	*1,000	*100	Know	15	"
Visual Art	*1,000	*100	Active	15	"
Demolitions	*5,000	-	Know	15 R	10
Diplomacy	*5,000	-	Know	15	10
Disable Device	*5,000	*500	Know	15 R	10
Drive	*1,000	*100	Active	18	15
Gamble	*5,000	*500	Know	15	10
Handle Animal	*1,000	*100	Know	15	15
Hide	*5,000	-	Active	18	10
Investigate	*5,000	-	Know	15	10
Jump	*1,000	-	Active	18	10
Knowledge	-	-	Know	15	15
Arcane Lore	*5,000	-	"	"	"
Art	*1,000	-	"	"	"
Behavioral Sciences	*5,000	*500	"	"	"
Business	*5,000	*500	"	"	"
City	-	*1,000	"	"	"
Civics	*5,000	*500	"	"	"
Earth/Life Sciences	*1,000	*100	"	"	"
History	*1,000	*100	"	"	"
Physical Sciences	*1,000	*100	"	"	"
Tactics	*5,000	*500	"	R	"
Technology	*1,000	*100	"	"	"
Theology/Philosophy	*1,000	*100	"	"	"
Move Silently	*5,000	-	Active	18	10
Navigate	*1,000	-	Know	15	15
Paradrop	*5,000	-	Active	18	10
Perform	-	-	-	-	10
Act	*5,000	-	Know	15	"
Dance	*1,000	*100	Active	18	"
Keyboards	*1,000	*100	Active	18	"
Percussion Inst.	*1,000	*100	Active	18	"
Sexual Techniques	*1,000	-	Active	18	"
Stand-Up	*5,000	-	Know	15	"
Stringed Inst.	*1,000	*100	Active	18	"
Wind Inst.	*1,000	*100	Active	18	"
Pilot	*5,000	*500	Active	18 R	15
Read/Write Language	-	*1,000	Know	15	20
Repair	*1,000	-	Know	15	15
Ride	*5,000	*500	Active	18	10
Sleight of Hand	*5,000	-	Active	18	10
Speak Language	-	*1,000	Know	15	20
Survival	-	-	Know	15	15
Arctic	-	*1,000	"	"	"
Desert	-	*1,000	"	"	"
Swamp	-	*1,000	"	"	"
Temperate	-	*1,000	"	"	"
Tropical	-	*1,000	"	"	"
Urban	-	*1,000	"	"	"
Swim	*1,000	-	Active	18	15
Treat Injury †	*5,000	-	Know	15	15
Tumble	*5,000	-	Active	18	10
Use Rope	*1,000	-	Active	18	10
<b>Weapons</b>	-	*5,000	Active	18 R	10
Assault Rifles	-	"	"	"	"
Axes	-	"	"	"	"
Black Powder Firearms	-	"	"	"	"
Bows	-	"	"	"	"
Crossbows	-	"	"	"	"
Flails and Chains	-	"	"	"	"
Grenade Launchers	-	"	"	"	"

SKILLSOFTS					
Skill	Price (PR*)		Type	Av	Max
	Wide	Narrow			
Handguns	-	"	"	"	"
Heavy Blades	-	"	"	"	"
Heavy Weapons	-	"	"	"	"
Light Blades	-	"	"	"	"
Maces and Clubs	-	"	"	"	"
Machine Guns	-	"	"	"	"
Picks and Hammers	-	"	"	"	"
Polearms	-	"	"	"	"
Rifles	-	"	"	"	"
Shotguns	-	"	"	"	"
Slings & Thrown	-	"	"	"	"
Spears and Lances	-	"	"	"	"
Submachine Guns	-	"	"	"	"
Unarmed	-	"	"	"	"

**Craft:**

- **Chemical:** A narrowed chip allows you to craft a specific compound.
- **Electronic:** A narrowed chip allows you to craft a specific device.
- **Mechanical:** A narrowed chip allows you to craft a specific device.
- **Pharmaceutical:** A narrowed chip allows you to craft a specific compound.
- **Structural:** A narrowed chip allows you to craft a specific structure.

**Disable Device:** A narrowed chip allows you to disable a specific device.

**Drive:** A narrowed chip allows you to drive a specific car.

**Gamble:** A narrowed chip allows you to gamble with a specific game.

**Handle Animal:** A narrowed chip allows you to handle a specific animal (horses, dogs, etc).

**Knowledge:**

- **Behavioral Sciences:** A narrowed chip allows use for one of the following: criminology, psychology, sociology.
- **Earth and Life Sciences:** A narrowed chip allows use for one of the following: biology, botany, genetics, geology, paleontology.
- **History:** A narrowed chip allows use for a specific period in history.
- **Physical Sciences:** A narrowed chip allows use for one of the following: astronomy, chemistry, engineering, mathematics, physics.
- **Theology and Philosophy:** A narrowed chip allows use for a specific religion or philosophy.

**Perform:**

- **Act:** A narrowed chip allows use for a specific type of acting, such as comedy, drama, action-adventure, etc.
- **Dance:** A narrowed chip allows use for a specific dance style.
- **Keyboards:** A narrowed chip allows use for a specific type of keyboard.
- **Percussion Instruments:** A narrowed chip allows use for a specific instrument.
- **Stringed Instruments:** A narrowed chip allows use for a specific instrument.
- **Wind Instruments:** A narrowed chip allows use for a specific instrument.

**Pilot:** A narrowed chip allows you to pilot a specific vehicle.

**Ride:** A narrowed chip allows you to ride a specific type of animal (camel, horse, etc.)

**Treat Injury:** Treat Injury is actually a dual-chip and requires Skillwires of the appropriate rating to use due to the precision of certain Treat Injury tasks.

**Weapon Skills:** All Weapon Skill chips are specific to certain weapons, such as a katana, an Ares Predator, Defiance T-250, etc.

## ID AND CREDSTICKS

ID AND CREDSTICKS					
Item	Av	PDC	Item	Av	PDC

ID AND CREDSTICKS					
Item	Av	PDC	Item	Av	PDC
Certified credstick	-	5	Fake SIN	Rtg*2 F	*5000
Fake license	Rtg F	*100	-	-	-

**Fake License:** These are available in ratings 1 – 20. Use the *Gear and Opposing Rolls* rule. The scanner doesn't reveal the license as fake unless you roll a critical failure on the license roll. A scanner with a higher rating automatically rejects the license, and will reveal it as a fake on a roll of 1d20 + scanner rating versus a DC equal to 10 + license rating.

**Fake SIN:** These are available in ratings 1 – 20, and follow the same verification rules as a fake license.

## TOOLS

TOOLS					
Item	Av	PDC	Item	Av	PDC
Kit	-	15	Facility	36	34
Shop	24	23	-	-	-

**Kit:** A kit typically weighs 20 pounds and takes about 7 cubic feet of space (roughly 3 ft. x 1.5 ft. x 1.5 ft.).

**Shop:** A shop typically weighs about 500 pounds, and occupies 96 cubic feet (roughly 6 ft. x 4 ft. x 4 ft.).

## VISION ENHANCERS

VISION ENHANCERS					
Item	Av	PDC	Item	Av	PDC
<b>Vision Enhancement</b>					
Binoculars	-	10	Endoscope	24	13
Contact lenses	18	7	Monocle	12	5
Glasses	-	5	Periscope	9	7
Goggles	-	7	Mage sight goggles	36 R	20
<b>Enhancements</b>					
Low-light	+12	*	Ultrasound	+24	*
Flare compensation	+6	*	Vision enhancement	+12	*
Image link	-	*	Vision magnification	+6	*
Thermographic	+18	*	-	-	-

**Flare Compensation:** This negates glare vision modifiers, and reduces modifiers from flashes of light (including heat flashes for those with thermal) by one-half. The polarization also allows you to look directly at the sun without harm. Flare comp also has a 50% chance to negate laser blindness.

**Low-Light Vision:** This provides the equivalent of 10 ranks of *super-senses (low-light vision)*.

**Smartlink:** This basic system provides only the attack roll bonus, and does not allow for other smart actions.

**Thermographic Vision:** This provides the equivalent of 10 ranks of *super-senses (infravision)*.

**Ultrasound:** When active, this provides the equivalent of 5 ranks of *super-senses (sonar)*.

**Vision Enhancement:** This is available in ratings 1 – 6. This provides the rating as a bonus to vision-based Perception-based checks.

**Vision Magnification:** The optical version only has x25 maximum magnification.

## AUDIO ENHANCEMENTS

AUDIO ENHANCERS					
Item	Av	PDC	Item	Av	PDC
<b>Audio Enhancer</b>					
Earbuds	-	3	Headphones	-	7
<b>Enhancements</b>					
Audio enhancement	+6	*	Spatial recognizer	+18	*
Select sound filter	+24	*	-	-	-

**Audio Enhancement:** This is available in rating 1 – 6. This provides the rating as a bonus to hearing-based Perception-based

checks (Listen). At rating 2 this also acts as 1 rank of *super-senses (ultrahearing)*, increasing to 2 ranks at rating 4, and 3 ranks at rating 6.

**Select Sound Filter:** This is available in ratings 1 – 6.

**Spatial Recognizer:** This provides a +4 bonus to checks made to determine the source of a specific sound.

## SENSORS

**General Note:** Double the range of ratings available for these devices, to a maximum of 10.

SENSORS					
Item	Av	PDC	Item	Av	PDC
<b>Sensor Functions</b>					
Atmosphere sensor	6	*25	Laser range finder	24	10
Camera	-	10	MAD scanner	18 R	*75
Cyberware scanner	12 R	*75	Microphone	-	7
Directional microphone	12	7	Motion sensor	12	7
Geiger counter	12	7	Olfactory sensor	12	*500
Laser microphone	24 R	*50	Radio signal scanner	12 R	*25

**Directional Microphone:** Maximum range is 300 feet. This allows you to listen to sounds in the line of effect as with a Listen check, except the penalty for distance is -1 per 100 feet.

**Laser Microphone:** Maximum range is 300 ft. Add the device rating (1 – 12) to the applicable Listen checks.

**Olfactory Scanner:** This detects and identifies scent molecules in the area. Effectively, each rating of this (1 – 6) acts as a rank of *super-senses (scent)*. You can also set this to continually scan the ambient air. If the system detects explosive traces, ammunition propellant, chemical hazards, biological hazards, or similar hazards, it sets off an alarm. This can identify scents with a 1d20 + (rating\*2) bonus against a variable DC.

## SECURITY DEVICES

SECURITY DEVICES					
Item	Av	PDC	Item	Av	PDC
<b>Security Devices</b>					
Key lock	-	*10	Anti-tamper circuits	-	*
Maglock	-	*100	Biometric reader	+12	*
Keypad/card-reader	-	*	-	-	-
<b>Restraints</b>					
Metal	-	4	Plastic	-	2
Plasteel	18 R	7	Containment manacles	18 R	12

**Key Lock:** This is available in ratings 1 – 10. A rating 1 – 4 lock is Cheap, 5 – 9 is Average, and 10 is High Quality. The Disable Device DC required to pick these locks is 20 + rating.

**Restraints:** Prices are for binding Medium creatures. For each size category difference, increase the DC by +1.

RESTRAINTS					
Restraint	Hard	HP	Disable	Escape	Break
Containment manacles	10	10	30	35	30
Metal	10	10	25	35	30
Plasteel	10	10	n/a	35	35
Plastic (10)	0	2	n/a	45	27

## BREAKING AND ENTERING TOOLS

BREAKING AND ENTERING TOOLS					
Item	Av	PDC	Item	Av	PDC
Autopicker	24 R	*200	Maglock passkey	Rtg*2 F	*2,000
Cellular glove molder	36 F	*200	Miniwelder	6	13
Chisel	-	4	Monofilament	12	14

BREAKING AND ENTERING TOOLS					
Item	Av	PDC	Item	Av	PDC
			chainsaw		
Keycard copier	24 F	*300	Sequencer	Rtg F	*200
Lockpick set	18 R	14	Wire clippers	-	5

**Autopicker:** This is available in ratings 1 – 10. When used on a key lock, add twice the rating of the autopicker as a bonus to your Disable Device check.

**Cellular Glove Molder:** This is available in ratings 1 – 6. Use the *Gear and Opposing Rolls* rule.

**Chisel (prybar):** Provides a +6 bonus to applicable Strength checks.

**Keycard Copier:** This is available in ratings 1 – 12. Manufacturing the card from a copy requires a DC 20 Craft (electronic) check, taking 60 hour (-10 minute per 5 points over the DC). When using the forged key, use the *Gear and Opposing Rolls* rule.

**Maglock Passkey:** This is available in ratings 1 – 10. When using the maglock passkey, use the *Gear and Opposing Rolls* rule.

**Maglock Sequencer:** This is available in ratings 1 – 10 with the same prices as a Maglock passkey.

**Miniwelder:** This can cut through metal (up to Hardness 15) up to one-half inch thick at a rate of up to 3 inches per full-round action. It can join at the same rate.

**Monofilament Chainsaw:** When held against an object, this deals 1d24+12 points of damage per round with an AP of -4. As a weapon, it uses (heavy blades: Exotic) with an additional -4 penalty, dealing 1d4 damage (AP – 2).

**Wire Clippers:** Provides a +6 bonus to applicable Strength checks.

## CHEMICALS

CHEMICALS					
Item	Av	PDC	Item	Av	PDC
Glue sprayer	6	11	Thermite burn bar	48 R	15

**Glue Sprayer:** Takes one full-round to harden. Breaking the bond requires a DC 30 Strength check.

**Thermite Burning Bar:** When held against an object, this deals 1d20+20 points of fire damage to a small area. Burns for up to 5 rounds.

## Chemical Descriptions

### CS/Tear Gas

**Delivery:** Aerosol, liquid.

**Dosage:** ???

**PDC/Dose:** Varies

**Avail:**

**Craft DC:** 21

**Time:** 4 hours

**DC:** 25

**Onset:** Immediate

**Duration:** 1d10 minutes

**Symptoms:** Blindness, dizziness, labored breathing.

**Damage:** n/a

**Save:** Blurred vision, no dizziness, no labored breathing.

- **Critical success:** Shrug it off.
- **Critical failure:** Add nausea.

This becomes inert after 2 minutes of contact with air.

### Gamma-Scopolamine

**Delivery:** Injection.

**Dosage:** 2 mg

**PDC/Dose:**

**Avail:**

**Craft DC:**

**Time:**

**DC:** 35

**Onset:** Immediate

**Duration:** 1 hour + 1 hour

**Symptoms:** Dizziness, hallucinations.

**Damage:** Ability damage (1d8 Wisdom), paralysis.

**Save:** Ability damage only.

- **Critical success:** Shrug it off.
- **Critical failure:** Duration is 2 hours + 1 hour.

After the main effects wear off in an hour, this deals 1d8 points of Wisdom damage (this recovers at 1 point per 2 hours).

### Narcojet

**Delivery:** Injection

**Dosage:** 4 mg

**PDC/Dose:**

**Avail:**

**Craft DC:**

**Time:**

**DC:** 35

**Onset:** Immediate

**Duration:** Varies

**Symptoms:** Unconsciousness.

**Damage:** 10d6 subdual damage.

**Save:** Drowsiness 1d20 minutes, no subdual damage.

- **Critical success:** Drowsiness 1d4 rounds.
- **Critical failure:** 15d6 subdual damage

The subdual damage from this never becomes lethal damage.

### Nausea Gas

**Delivery:** Inhaled.

**Dosage:** 10 mg

**PDC/Dose:**

**Avail:**

**Craft DC:**

**Time:**

**DC:** 24

**Onset:** 1d3+1 rounds

**Duration:** 1d10 minutes

**Symptoms:** Dizziness, nausea.

**Damage:** n/a

**Save:** Dizziness only.

- **Critical success:** Shrug it off.
- **Critical failure:** Add vomiting.

This becomes inert after 2 minutes of contact with air.

### Neuro-Stun

**Delivery:** Contact, inhalation.

**Dosage:**

**PDC/Dose:** 8

**Avail:**

**Craft DC:**

**Time:**

**DC:** 40

**Onset:** 1 round

**Duration:** 1d10 minutes

**Symptoms:** Dizziness, fatigue.

**Damage:** 10d6 subdual damage.

**Save:** Dizziness 1d10 rounds, no subdual damage.

- **Critical success:** Shrug it off.
- **Critical failure:** 15d6 subdual damage.

### Pepper Punch

**Delivery:** Contact, inhalation.

**Dosage:** 4 mg.

**PDC/Dose:**

**Avail:**

**Craft DC:**

**Time:**

**DC:** 25

**Onset:** 1 round

**Duration:** 1d6 minutes

**Symptoms:** Blurred vision, labored breathing.

**Damage:** n/a

**Save:** Blurred vision 1d6 rounds.

- **Critical success:** Shrug it off.
- **Critical failure:** Blindness, double duration.

2050s version of mace.

### Seven-7

**Delivery:** Contact, inhalation.

**Dosage:** 10 mg

**PDC/Dose:**

**Avail:**

**Craft DC:**

**Time:**

**DC:** 30

**Onset:** 1 round

**Duration:** 1d10 minutes

**Symptoms:** Dizziness, nausea.

**Damage:** Ability damage (1d8 Constitution).

**Save:** Dizziness, nausea, 1d4 minutes.

- **Critical success:** Dizziness 1d6 rounds.
- **Critical failure:** 1d16 Constitution damage.

## SURVIVAL GEAR

SURVIVAL GEAR					
Item	Av	PDC	Item	Av	PDC
Chemsuit	Rtg *6	*100	Light stick	-	2
Climbing gear	-	12	Magnesium torch	-	4
Diving gear	18	20	Micro flare launcher	-	7
Gas mask	-	10	Micro flares	-	5
Gecko tape gloves	36	13	Rappelling gloves	-	8
GPS	9	12	Respirator	Rtg*6	*100
Hazmat suit	24	18	Survival kit	12	10

**Chemsuit:** As long as this suit is intact, it provides complete protection against contact chemicals. If the suit loses more than one-half its hit points (equal to rating) rounded down, it stops providing complete protection.

**Diving Gear:** The wetsuit provides a +2 bonus to save versus cold temperatures.

**Flashlight:**

FLASHLIGHTS				
Object	Bright	Shadowy	Duration	PDC
Penlight	10 ft.	20 ft.	120 hours	3
Infrared	"	"	"	4
Ultraviolet	"	"	"	4
Standard	30 ft.	60 ft.	60 hours	4
Infrared	"	"	"	5
Ultraviolet	"	"	"	5
Battery flood	100 ft.	200 ft.	30 hours	7
Infrared	"	"	"	8
Ultraviolet	"	"	"	8

**Gecko Tape Gloves:** When all parts are utilized, these provide a +6 bonus to Climb checks. For every pair missing, reduce the bonus by -2.

**Hazmat Suit:** As long as this suit has at least 6 hit points (10 hp normally), it provides complete protection against contact chemicals. Even if breached, it may continue to provide some measure of protection.

**Light Stick:** Activating a chemical light stick is a standard action. These sticks provide enough light to provide bright illumination in a 5-ft. are, with shadowy illumination to 10 ft. Duration is typically 12 hours.

**Micro Flare Launcher:** Weapons (handguns), *Accuracy +0, Damage n/a, Type Light, AP n/a, Range 60 ft. (2), RoF D+2, RpR n/a, Arm n/a, Cal 40mm, HLM -2, Ammo 1, Str 2, Size Medium, Weight 2.* This fires LED lights with a brilliant, but short lifespan. In calm air conditions, it takes roughly 20 rounds for the light to descend to earth, during which time, it provides light equal to approximately 50% daylight to a maximum radius of 250 feet.

**Magnesium Torch:** Provides light equal to daylight in a radius of roughly 40 ft. for 5 minutes. Magnesium torches are difficult to extinguish, but do not deal significantly greater damage than standard flaming torches.

**Rappelling Gloves:** Provides a +2 bonus to Climb checks made with rope, and are required for gripping ultrathin microwire.

**Respirator:** This is available in ratings 1 – 10, and provides the bonus to saving throws against inhaled agents.

## Grapple Gun

GRAPPLE GUN					
Item	Av	PDC	Item	Av	PDC
Grapple gun	24 R	15	Myomeric rope	30	*
Catalyst stick	24 F	10	Standard rope	-	*
Microwire	12	*	Stealth rope	24 F	*

Weapons (rifles), *Accuracy +0, Damage 1d10, Type Blunt, AP -2, Range 25 ft. (4), RoF D+4, RpR n/a, Arm 1, Cal n/a, HLM -2,*

*Ammo 1, Str 2, Size Medium, Weight 4.*

It takes the grapple gun one full round to retract 50 ft. of line.

**Micro Wire:** If grabbed without proper protection, this deals 1d6+4 damage to the hands (or other gripping part). Micro wire can support up to 4,500 pounds.

**Myomeric Rope:** Can support up to 50 pounds.

**Standard Rope:** This can support up to 9,000 pounds.

**Stealth Rope:** Can support up to 7,000 pounds. When a catalyst stick is applied, this dissolves at a rate of 100 ft. per round.

## BIOTECH

BIOTECH					
Item	Av	PDC	Item	Av	PDC
Biotech					
Biomonitor	-	14	Medkit	-	*100
Disposable syringe	12	3	Medkit supplies	-	7
DocWagon Contract					
Basic	-	23	Platinum	-	31
Gold	-	29	Super Platinum	-	34
Slap Patches					
Antidote patch	Rtg *3	*50	Tranq patch	Rtg*6	*20
Stimulant patch	Rtg*6	*25	Trauma patch	6	15

**Biomonitor:** When called for, being able to read a person's biomonitor can provide a +2 bonus to Treat Injury checks made to diagnose conditions.

**Medkit:** This is available in ratings 1 – 10, and provides the rating as a bonus to Treat Injury checks.

## Slap Patches

Applying a slap patch is a full-round provoking action that may require an attack roll (Weapons (unarmed) with unwilling unrestrained targets. Slap patches have an onset time of 1 round. If the target has any kind of natural armor (natural, dermal, etc), add the Piercing value of the armor to the onset time.

**Antidote Patch:** This is available in ratings 1 – 10. Apply the rating as a bonus to applicable saving throws.

**Stimulant Patch:** This is available in ratings 1 – 10. When applied, this negates rating \*5 points of subdual damage for rating \*(1d6+4) minutes. After this time ends, the user regains all of the subdual damage negated by the patch, plus an additional 1d10 points. When applied to a creature that has been rendered unconscious something other than subdual damage, if applicable, roll 1d20 -rating to oppose the original effect.

**Tranq Patch:** This is available in ratings 1 – 20. When applied, it deals subdual damage equal to rating \*1d6. A Fortitude save with a DC equal to 30+ rating reduces the effect by one-half.

**Trauma Patch:** When applied, this allows the subject to make a Fortitude save as is the subject of a successful Treat Injury stabilization check.

## DISGUISES

DISGUISES					
Item	Av	PDC	Item	Av	PDC
Latex face mask	24	15	Nanopaste, small	36	15
-	-	-	Nanopaste, large	48	18

**Latex Face Mask:** A staple of Scooby-Doo cartoons, this provides a bonus equal to its rating to applicable Disguise checks. Programming a new disguise requires a Computer Use (+Edit) check with a DC equal to the desired rating of the disguise +5, with a maximum rating equal to your Craft (visual arts) ranks.

**Nanopaste Disguise:** [Multiply the listed price by the rating, which ranges from 1 – 12] Add the rating to applicable Disguise checks.

## CYBERWARE

### Limits on 'Ware

Your hand is a certain size. You can't make it grow bigger or

smaller. This size is essentially the only thing aside from cash that limits the number of implants you can get in your body. Most implants have a Size value. Each section of your body has a Capacity value. You can take no more implants in a location when your implant Size values equal your Capacity values. Note that some implants have a percentage listed for Size. This is because some implants come in differing sizes for different size creatures. A datajack is a datajack, and uses the same amount of space in a Medium creature as it does in a Large being. Therefore, a datajack has a fixed Size. Muscle replacement, on the other hand, has to be scaled for the user, and thus, takes the same percentage of space in any given size creature.

## Ware and Size

Use the following to determine the space available per size category, and the price multiplier for implants that are fitted in different sizes. Implants that use the cost multiplier are noted with a <sup>s</sup>.

Some implants take percentage Capacity. If the Size has a second number listed in [brackets], this is Capacity for the implant, allowing you to stick other implants in that one. For example, a cyber eye is Size 1 [4]. This means that it occupies 1 point of your Eye Capacity, but has its own Capacity of 4.

CAPACITY BY SIZE CATEGORY			
Hit Location	Size Category		
	Small	Medium	Large
Head	5	7	10
Eye	0.75	1	1.5
Ear	1.5	2	3
Throat	0.75	1	1.5
Torso	26	35	52
Upper Arm	5	7	10
Lower arm	5	7	10
Hand	2.25	3	4.5
Finger	0.75	1	1.5
Upper Leg	11	15	22.5
Lower leg	7	10	15
Foot	2.25	3	4.5
Toe	0.75	1	1.5
Cost	*2	*1	*2

## Loss of Self

When you get cyberware implanted in your body, you lose a little bit of yourself. This is represented by the Self DC listed below. When you get your first implant, you must make a Self Madness check against the listed DC. As you acquire implants, total the Self check DCs.

Each time you acquire a new implant, you must make a Self Madness check against a DC equal to the total Self DCs of your current implants so far plus the DC of the new implant. However, if you have multiple implants installed in the same procedure, you simply roll against the highest Self DC +1.

If you fail this save, you gain a failed notch but do not suffer the normal fight or flight effect. Success, however, does NOT provide you with a hardened notch. These notches can be treated normally.

## Implantation

Getting cybernetics requires getting surgery. This requires at the very least, surgical tools, the implants, and someone willing to perform the surgery. Preferably, you also have a medical facility and anesthetic somewhere in the mix.

As a general guideline, implantation surgery requires a Treat Injury check (remember the penalty if the surgeon doesn't have the Surgery feat). The DC for the check is 15 +1 per hit location involving the implant. Surgery takes time: determine the basic time by assuming 1 hour for each 1 point/5% of Size (adjust for differing size beings as necessary; implants that affect All areas take 36 hours). Add 1d4 hours to the total, and subtract 5% for every 5 points over the DC the surgeon scores on his Treat Injury check.

Surgery deals (controlled) damage to the hit locations. Assume the surgery automatically reduces the hit location to 0 hit points, and goes into the negatives in an amount equal to 1 point for each points of Size/5%. Assuming the surgeon makes his Treat Injury check, this damage heals at 150% the normal rate

due to the cleanness of the work.

If the surgeon scores a critical failure, he deals damage equal to the amount determined from above + 1d10.

Cyber-implantation surgery costs a amount equal to (on average) \$500 per point of Size/5% in addition to the implant costs.

## Repairing Cyberware

Repairing cyberware can be easy, or difficult depending on the implant and the nature of the damage. In general, assume it requires a DC 20 Repair check (you take a -4 penalty if you don't have the Cyber-mechanic feat), one hour (1d4+1 hours without the Cyber-mechanic feat), and the appropriate tools (including a micro-electronics kit for most implants). If surgery is required to get to the implant, use the same rules and procedures as outlined above.

## Availability

CYBERWARE AVAILABILITY			
Implant	Avail	Implant	Avail
<b>Bodyware</b>			
Auto-injector	-	Internal air tank	
One-shot		Muscle replacement	12
Reusable		Nutrient tank	
Extra capacity		Pick pocket	
Biomonitor		Reaction enhancer	
Blood circuit control system		Simrig	18
Brawlers		Skillwires	Rtg
Claw (spur)	15	Skillwire expert system	
Contraceptive implant		Smart articulation	
Cybergill		Stud implant	
Dermal plating	12	Surge implant	
Fingertip compartment	9	Touch wires	
Flex hand		Toxbox	
Gastric compensator		Wired reflexes	24
Hand razors	12		
<b>Earware</b>			
Audio enhancement	12	Ear recording unit	12
Balance augments	12	Select sound filter	12
Cyber ear	6	Sound link	12
Damper	12	Spatial recognizer	12
<b>Eyeware</b>			
Cyber eye	6	Microscopic vision	12
Eye recorder	12	Protective covers	12
Eyeband	12	Retinal duplication	24
Eyelight	12	Smartlink	12
Eye laser	12	Thermal vision	12
Flare compensator	15	Vision enhancement	12
Image link	12	Vision magnification	12
Low-light	12		
<b>Headware</b>			
Attention coprocessor		Math processor	
Bio-regulator		Memory	9
Combat computer		Olfactory booster	
Commlink	9	Orientation system	
Control rig	18	Radar sensor	
Cranial explosive	-	Sim module	
Area	60	Hot-sim modified	
Kink	36	Tooth compartment	-
Micro	54	Breakable	9
Datajack	-	Storage	6
Data filter		Ultrasound sensor	
Encephalon		Voice mask	
Fang Implant		Voice modulator	6
Fear lock		Secondary pattern	18
<b>Cybernetic Limbs</b>			
Skull	18	Entire Leg	12
Torso	18	Lower leg	12
Entire Arm	12	Foot	12

CYBERWARE AVAILABILITY			
Implant	Avail	Implant	Avail
Lower arm	12	Hook	6
Hand	12	Peg leg	6
Cybernetic Limb Accessories			
Armor		Electrical shielding	
Articulated mount		EMP hardening	
Cyberarm slide		External mount	
Cyber gun		Flesh	
External ammo feed		Flex joints	
Grenade launcher		Foot anchor	
Handgun, medium		Hydraulic jacks	
Handgun, small		Joint locks	
Laser sight		Magnetic system	
Shotgun		Pain switch	
Silencer		Remote hand	
Submachine gun		Shock hand	
Cyber holster		Strength augmentation	18
Cyber skates		Telescopic limb	
Dexterity augmentation			

## Bodyware

BODYWARE				
Implant	Size	Self	Location	Price
Auto-injector	-	-	Any	-
One-shot	0.5	1	-	15
Reusable	0.75	1	-	17
Extra capacity	*0.1	1	-	#(*100¥)
Biomonitor	1	1	Any	18
Blood circuit control system	Special	1	All	(30,000¥) <sup>s</sup>
Brawlers	5%	1	Fingers	(500¥) <sup>s</sup>
Claw (spur)	Special	1	Lower arm	(2,000¥) <sup>s</sup>
Contraceptive implant	0.5%	1	Torso	(1,000¥) <sup>s</sup>
Cybergill	50%	1	Throat	(4,500¥) <sup>s</sup>
Dermal plating	0	5	Varies	Special <sup>s</sup>
Fingertip compartment	All	-	Finger	(750¥) <sup>s</sup>
Flex hand	66%	1	Hand	(3,500¥) <sup>s</sup>
Gastric compensator	2%	1	Torso	(2,500¥) <sup>s</sup>
Hand razors	Special	-	Fingers	(900¥) <sup>s</sup>
Internal air tank	10%	2	Torso	(650¥) <sup>s</sup>
Muscle replacement	0	10	All	Rtg * (5,000¥) <sup>s</sup>
Nutrient tank	5%	-	Torso	(5,000¥) <sup>s</sup>
Pick pocket	1	-	Lower arm	23
Reaction enhancer	1%	1	Torso	Rtg * (10,000¥) <sup>s</sup>
Simrig	5%	1	All	PDC 23
Skillwires	1%	5	All	Rtg * (5,000¥) <sup>s</sup>
Skillwire expert system	0	-	SW	26
Smart articulation	0	2	All	(15,000¥) <sup>s</sup>
Stud implant	0.5%	2	Torso	(5,000¥) <sup>s</sup>
Surge implant	2%	-	Torso	(10,000¥) <sup>s</sup>
Touch wires	1	2	Lower arm	23
Toxbox	1	-	Varies	\$5,000
Wired reflexes	2%	5	All	Special <sup>s</sup>

**Auto-injector:** Auto-injectors are implanted devices that dispense medication or chemicals into the implantee's bloodstream. There are two kinds of auto-injectors: *reusable* and *one-shot*.

Reusable auto-injectors feature an external port through which they can be easily refilled and are usually implanted just below the skin's surface in a location offering convenient access. One-shot units are usually implanted deep inside their bearer's body, to increase the difficulty for detecting or removing these devices, and are commonly used to introduce harmful substances into an unwilling victim. Typical auto-injectors carry one dose, but versions exist that hold up to six doses. These doses may contain the same kind or any combination desired.

**Biomonitor:** This is an implanted monitor that tracks your heart rate, blood pressure, temperature, etc, and displays the information on command, or at set intervals on an image link, or through a datajack to an exterior device. When called for, being able to read a person's biomonitor can provide a +2 bonus to Treat Injury checks made to diagnose conditions.

**Blood circuit control system:** This system of micro sensors, vents, and iris diaphragms surveys the pressure in your blood vessels and reduces or completely shuts down the blood supply to injured or traumatized body parts, preventing massive blood loss. This system uses 5% of the available Capacity in all hit locations (round up).

**Brawlers:** Brawlers are simply heavy metallic knuckle reinforcement. These increase your punch damage by +1 point. Versions are available for three times the price and 7% space that have small spikes, changing your unarmed damage to piercing.

**Claw:** This is implanted in the forearm. It is a group of three long (forearm length) blades that allow you to deal 1d8 damage (Weapons (unarmed)) (for a Medium creature). Normally, these are fixed, and use 50% of the lower arm Capacity. Retractable versions that use 75% of the Capacity are available for twice the listed price. Extending or retracting these blades is a free action.

**Contraceptive implant:** Available for men and women, this locks down the sections of the body responsible for making babies. To determine effectiveness, roll percentile. On a result of 100, roll again. If the second roll is 76 or higher, the implant has failed that time. This includes a wireless link, allowing you to use a wireless-capable computer to turn the implant on and off.

**Cybergill:** This implant draws in water and filters out the oxygen, while then expelling the water, carbon dioxide, and other water gases (preventing water toxicity). The result is that you can breathe underwater. In addition to the throat Capacity, this uses 1% of your Torso Capacity as well.

This does not render you immune to nitrogen narcosis or decompression sickness. A common co-implant is an internal air tank filled with helium (used to periodically flush nitrogen from the lungs).

**Dermal plating:** This bonds high-density protective plating to your body. Dermal plating is obvious (DC 5 Spot), and customizable in terms of texture and color.

DERMAL PLATING PROTECTION			
Type	Rating 1	Rating 2	Rating 3
Ballistic	5	10	15
Blunt	4	8	16
Energy	3	4	5
Pierce	4	8	16
Slash	4	8	16
Weight	+5%	+10%	+20%

DERMAL PLATING PRICE <sup>s</sup>			
Hit Location	Rating 1	Rating 2	Rating 3
Leg	10,000 ¥	13,200 ¥	20,000 ¥
Torso	10,000 ¥	13,200 ¥	20,000 ¥
Arm	7,500 ¥	10,000 ¥	15,000 ¥
Neck	2,500 ¥	3,300 ¥	5,000 ¥
Head	5,000 ¥	6,600 ¥	10,000 ¥
Entire body	20,000 ¥	26,400 ¥	40,000 ¥

**Fingertip compartment:** This replaces the tip of a finger with a small storage compartment. Inserting or removing an item from the compartment is a full-round action. Spotting such a compartment is a DC 30 Spot check, or a DC 20 Search check (by touching).

**Flex hand:** This implant replaces most of the bones in the hand with flexible alternatives, allowing you to twist and contort your hands in unusual ways. This provides a +2 bonus (per hand) to checks where such contortions would be useful (such as escaping from handcuffs).

**Gastric compensator:** This renders you unaffected by the nausea condition.

**Hand razors:** These small blades effectively replace your fingernails. They allow you to deal regular damage with your unarmed attacks. Retractable versions are available for twice the normal price. Hand razors are implanted in all of the fingertips on the hand. Fixed version use 25% of the Capacity of a finger; retractable versions use 50%. Extending or retracting these blades is a free action.

For an additional +50% in price, these can be modified in a manner as to provide a +4 bonus to Climb checks.



**Internal air tank:** This implant replaces part of one lung. It stores enough air for you to effectively hold your breath for two hours (regardless of size). It includes an intake valve under the ribcage for refilling. Refilling the tank takes 5 minutes (multiply for size as necessary).

**Muscle replacement:** All of your muscle tissue is removed and replaced with a stronger synthetic material. This is available in rating 1 – 5. Each point of rating increases your Strength by +2, and your Dexterity by +1.

**Nutrient tank:** This implant is tied into your digestive system. When you eat, bits of nutrients are siphoned off for storage in the tank. At full capacity, the tank can provide you with the equivalent of three days of food and water. Refilling the tank requires at eating at least 6 days worth of your normal caloric requirements. Larger tanks are available; each additional day's worth increases the Size requirement by 5%, and the cost by \$2,500.

**Pick pocket:** This is essentially a retractable, prehensile metal tentacle implanted in your arm. One end of the tentacle has a small claw and fiber-optic camera. The cable is used to pick pockets and other small items that are within range (this provides a +6 bonus to applicable Sleight of Hand checks). The pick pocket has a maximum range of 2 feet (more can be added for larger creatures), a Strength score of 1, and can fit through openings as small as one-half inch in diameter. Because it has a camera, you can use the pick pocket to look around corners, but the camera isn't designed for distance viewing and suffers double the normal penalties. Using the pick pocket requires that you have an Image Link.

**Reaction enhancer:** This is available in ratings 1 – 5, and is implanted in the spine. Each point of rating provides a +2 bonus to initiative, and a +1 bonus to Reflex saving throws. Reaction enhancers cannot be combined with other reaction-boosting ware.

**Skillwires:** This implant takes Capacity in every hit location, and allows you to utilize active skillchips. Skillwires are available in ratings 1 – 20, and can handle as many skillchips as you can insert or store in memory, as long as the total chip rating added together doesn't exceed the skillwires rating.

For example, if you have rating 10 skillwires, you could use a rating 5 Weapons (unarmed) skill chip and a rating 5 Weapons (light blades) chip, or a rating 10 Drive chip.

If you have multiple chips slotted, changing from one to another is a standard action.

You CANNOT use action points to alter the effects of skill checks made via skillwires.

Skillwires include a single chip jack for slotting.

**Skillwire expert system:** This is a SOTA modification to your skillwire system. It allows for even more precise action; this allows you to use action points to boost skillwire check results.

**Smart articulation:** This system modifies the body's skeletal joints, replacing connective tissue with high-tensile smart materials, neural contact maps, and shock-gel sacs. The resulting combination allows you to set your own skeletal rigidity. On a loose setting, contortionists' feats are easy to replicate. You gain a +8 bonus on Escape Artist Tests and to escape a grapple. You can also wriggle through very tight openings (a few inches wider than your skull) and contort to fit into half as much space as usual.

On a rigid setting, even a determined grappler cannot dislodge joints and your limbs become inflexible. Smart articulation adds a +8 bonus to resist having your joints damaged or otherwise manipulated. You also gain a +4 bonus to Climb and Jump checks since the system takes the strain off joints when absorbing your weight for short amounts of time.

Unfortunately, in either loose or rigid settings, you will find it difficult to walk or run. Until you return your skeletal rigidity to its normal setting, you will only be able to move half as fast as usual, because you must adjust your gait to excessively loose or tight joints. Smart articulation is incompatible with enhanced articulation and elastic joints; it is also still currently unavailable for cyberlimbs.

Altering your articulation is a full-round action.

**Stud implant:** This is a penile implant. Activating or deactivating the implant is a standard action. In terms of endurance, it will probably last longer than your interest (Treat your Constitution as +10 for sustaining).

**Surge implant:** Activating this implant is a free action; when activated, it provides you with an additional action for the round in which you activated it. This puts a lot of stress on your body however. You can use it as often as once per hour, but each additional use in an hour deals 1 point of damage to all of your hit locations. If you use it more than 6 times in a 24-hour period,

each additional use deals an additional point of damage to all hit locations.

**Touch wires:** This implant consists of dozens of long, very thin prehensile wires with tactile sensors on the ends. These wires emerge from your wrist and hand. Touch wires provides you a +5 bonus to Search checks when using the wires, allow you to make a Search check as a standard action (instead of a full-round action), and allow you to search a 10 ft. x 10 ft. area (instead of 5 ft. x 5 ft.), or a volume of goods 10 ft. on a side. If you have touch wires in both hands, the bonuses are the same, but you can search double the space at the same time.

**Toxbox:** This implant is an augmentation for hand razors and claw implants (and the Headware Fang Implant). It is a small reservoir connected to the offensive weapon and housed in the forearm. It can hold up to four "doses" of a substance (typically a poison), and these can be used to coat the connected weapon (a full-round action). Refilling the toxbox is a full-round action per dose.

**Wired reflexes:** This enhancement increases your reaction time and short-distance speed. When active, the world appears to move in slow motion. These are available in ratings 1 – 3.

For an extra 25%, you can have a trigger implanted with the system that allows you to turn it on and off with a mental command and a standard action. If you do not have the trigger implanted, then the constant slowness of the world can cause a mental disconnection from your fellow man. Every 6 months (+ Charisma modifier), make a DC 10 Self Madness check to prevent the acquisition of a hardened notch. You can have the trigger implanted later, but the cost is then 50% of the price.

When active, wired reflexes make you jumpy. You tend to react to surprises before your conscious mind has acknowledged the event. Generally, such a reaction will be they type you would normally take (if you are prone to violence first, your reaction will tend to be violent; if you are the cautious sort, your reaction might be to jump for cover). To prevent such a reaction, you must make a Will save with the DC based on the rating of the reflexes: 10 / 15 / 20.

WIRED REFLEXES				
Rating	Init	Reflex	ApR/AoO	Price
1	+4	+3	+1	11,000 ¥ <sup>S</sup>
2	+8	+6	+2	32,000 ¥ <sup>S</sup>
3	+12	+9	+3	100,000 ¥ <sup>S</sup>

Wired reflexes cannot be combined with other reaction-boosting ware.

## Earware

Implants in *italics* are included with the basic cyber ear package of rating 2 or better.

EARWARE			
Implant	Size	Self DC	Price
Audio enhancement	25%	-	Rtg * (250¥) <sup>S</sup>
Balance augmenter	50%	-	(5,000¥) <sup>S</sup>
Cyber ear	2 (all) [varies]	4	Rtg (\$500¥) <sup>S</sup>
Damper	20%	-	(5,000¥) <sup>S</sup>
<i>Ear recording unit</i>	1	-	15
Select sound filter	Rating	-	Rtg * (1,000¥)
<i>Sound link</i>	5%	-	(500¥) <sup>S</sup>
Spatial recognizer	2	-	17

**Audio enhancement:** This is available in rating 1 – 6. This provides the rating as a bonus to hearing-based Perception-based checks (Listen). At rating 2 this also acts as 1 rank of *super-senses (ultrahearing)*, increasing to 2 ranks at rating 4, and 3 ranks at rating 6. If you have a voice modulator, you can also speak in these frequencies.

**Balance augmenter:** This provides a +2 bonus to Balance checks, as well as any other checks in which your balance is a factor (such as a Tumble check when landing from a fall).

**Cyber ear:** These are normally sold in pairs, and provide perfect hearing, with a +1 bonus to Listen checks. There are 4 ratings available; this affects the Capacity of the ears as follows: 4 / 8 / 12 / 16 (for a Medium creature). Each point of rating also provides an inherent +1 bonus to Listen checks.

**Damper:** This implant provides protection for your hearing, both from loud sounds, and sudden volume increases. It provides a +4 bonus to saving throws when applicable, and reduces the

duration by 50%. This does not [provide protection against directed sonic attacks.

**Ear recording unit:** This is included in the basic cyber ear package of rating 2 – 4. The stats above are in case you need to replace a damaged unit. With a free action mental command, you can turn this on or off. While active, it records everything you hear directly into any attached storage (usually a datajack's memory, recorder connected through a datajack, or onboard memory). You have a variety of recording formats available for various quality and compression.

**Select sound filter:** This is available in ratings 1 – 6. This filter allows you to block out background noise and focus on specific sounds or patterns of sounds (including sound, word, or speech pattern recognition). Each point of rating allows you to select one sound group (such as a conversation or the breathing of a guard dog) and focus on it. You can only actively listen to one group at a time, but you can record the other groups for later playback or set them to triggered monitoring (such as sounding an alert if there is a variation in the breathing pattern of the dog, or if the conversation brings up a certain topic). In terms of a Listen check, you do not suffer penalties for ambient noise.

**Sound link:** This plays audio (recordings, soundtracks, music, etc) from linked sources (datajack memory, onboard memory, mp3 player connected to your datajack, etc) directly into your cyber ears.

**Spatial recognizer:** This device aids in pinpointing the direction and location of a sound, and provides a +4 bonus to Listen checks made to determine the source of a sound.

## Eyewear

Implants in *italics* are included with the basic cyber eye of rating 2 or better.

EYEWARE			
Implant	Size	Self DC	Price
Cyber eye	1 (all) [varies]	4	Rtg *(500¥) <sup>§</sup>
<i>Eye recorder</i>	1	-	20
Eyeband	All [8]	2	(2,000¥) <sup>§</sup>
Eyelight	2	-	17
Eye laser	3	-	23
Flare compensator	25%	-	(750¥) <sup>§</sup>
<i>Image link</i>	5%	-	(500¥) <sup>§</sup>
Low-light	25%	-	Rtg *(250¥) <sup>§</sup>
Microscopic vision	3	-	19
Protective covers	-	-	(100¥) <sup>§</sup>
Retinal duplication	10%	-	Rtg *(15,000¥)
Smartlink	5%	-	(1,000¥) <sup>§</sup>
Thermal vision	25%	-	Rtg *(250¥) <sup>§</sup>
Vision enhancement	20%	-	Rtg *(250¥) <sup>§</sup>
Vision magnification	20%	-	(1,500¥) <sup>§</sup>

**Cyber eye:** These are normally sold in pairs, and provide 20/20 vision. The vision from these eyes is sharp enough to provide a +1 bonus to Search and Spot checks. There are 4 ratings available; this affects the Capacity of the eye as follows: 4 / 8 / 12 / 16 (for a Medium creature). Each point of rating also provides an inherent +1 bonus to Search and Spot checks.

It is possible to have a single eye implanted. Typically, any implants present in the solitary eye are only one-half as effective as normal. You can also have a solitary eye implanted in a location other than an eye socket at 5 times the normal cost. You could have a cyber eye in the back of your head, or in your chest, or palm, etc. When using these eyes, you suffer the normal penalties for lack of depth perception, with an additional -4 penalty.

**Eye recorder:** This included in the basic cyber eye package of rating 2 – 4. The stats above are in case you need to replace a damaged unit. With a free action mental command, you can turn this on or off. While active, it records everything you see directly into any attached storage (usually a datajack's memory, recorder connected through a datajack, or onboard memory). You have a variety of recording formats available for various quality and compression.

**Eyeband:** When you take this implant, they completely remove your eyes and replace them with a sensor band that plugs into your eye sockets and wraps completely around your head. This provides you with 360° vision, assuming the vision isn't obstructed by hair or headgear, and provides a +2 bonus to Spot checks. With a mental command (a free action), you can restrict

the visual range to your normal angle. It takes 10 weeks, modified by your Intelligence bonus to adapt to this field of vision, during which time, you take a -4 penalty to vision-based checks (as well as attack rolls). The eye band can take eyewear just as a normal cybereyes can (treat the entire band as a pair of eyes).

**Eyelight:** The eye light system consists of tiny but high-powered low-heat lights in your cybereyes that channel a tight, polarized beam outward along a path parallel to the optical center of the eyes. An eye light system illuminates a small area you are looking at with a dim light (enough to illuminate about half a page of paper or to work within an electronic device or a control box). It provides enough light that if you have a low-light system, the area is clearly illuminated. The tight beam and polarization minimize the beam's scatter, so the light can't be seen unless the user is staring directly at another person or this person is able to see the small spot illuminated by the eye light system.

**Eye laser:** This system is available only for cybernetic eyes (no organic eyes). The eye laser system features a "look-to-talk" system, allowing the user to communicate and transmit information via infrared laser to another character with an eye laser system or external laser talk gear. The laser transmits through one eye and receives through the other. This communication system has the advantage of being discreet and, unlike wireless radio, is immune to jamming and interception. The lasers must be immobile and pointed towards each other, and at the GM's discretion, fog, smoke, or other conditions may affect the transmission (optimal range is 1,500 feet). The eye laser may also be used to scan barcodes and other optical glyphs.

Additionally, you can use the eye laser as a laser microphone, laser range finder, and painting laser (Weapons (rays, beams, and bolts) using Perception to lock on).

**Flare compensator:** This negates glare vision modifiers, and reduces modifiers from flashes of light (including heat flashes for those with thermal) by one-half. The polarization also allows you to look directly at the sun without harm. Flare comp also has a 50% chance to negate laser blindness.

**Image link:** This is essentially a Heads-Up Display projected into your field of view. It is an essential component for many systems.

**Low-light:** This is available in ratings 1 – 10. Each point of rating acts as a rank of *super-senses (low-light vision)*, allowing you to see in the dark.

**Microscopic vision:** The microscopic vision subsystem functions as an implanted microscope, using tiny optical lenses to magnify the image of small objects near the user's eyes. The magnification factor of the microscopic vision may be continuously adjusted to magnify objects up to 1,000 times their normal size. To magnify an object, it should be within 6 inches of your eyes and you should be able to steady your head.

**Protective covers:** These covers, available in transparent, one-way black, and mirror chrome, provide your eyes with armor protection. Each eye gains 1 point of armor protection.

**Retinal duplication:** This is an upload of a secondary retinal pattern, designed to defeat retinal scanners. Each point of rating (1 – 5) provides you with a +2 bonus to the Disguise check to bypass the scanner.

**Smartlink:** This interacts with a Smartgun to project the weapon's angle of fire on your image link, providing targeting crosshairs and highlighting perceived targets (+4 attack bonus). Smartguns also include an invisible laser range finder that displays the exact distance and elevation on your image link. This can display additional weapon data such as ammo count and heat build-up as well. In addition to the Headware space, the Smartlink takes up 5% of the space available in the upper arm, lower arm, and hand that has the Smartlink.

**Thermal vision:** This is available in ratings 1 – 10. Each point of rating acts as a rank of *super-senses (infravision)*, allowing you to see heat emissions.

**Vision enhancement:** This provides the rating as a bonus to vision-based Perception-based checks.

**Vision magnification:** This provides you with 2x – 50x magnification, adjustable with a mental command (and a standard action).

## Headware

HEADWARE			
Implant	Size	Self DC	Price
Attention coprocessor	0.1	1	Rtg *(3,000¥)
Bio-regulator	0.5	-	(10,000¥) <sup>§</sup>
Combat computer	0.5	1	Rtg *(150,000¥)

HEADWARE			
Implant	Size	Self DC	Price
Commink	[2]	1	+2 PDC
Control rig	0.5	1	26
Cranial explosive	-	-	-
Area	15%	1	(10,000¥) <sup>s</sup>
Kink	1	1	23
Micro	10%	1	(2,000¥) <sup>s</sup>
Datajack	0.5	1	15
Data filter	0.1	1	21
Encephalon	0.1	1	30 / 33
Fang implant	0.5%	1	(1,000¥) <sup>s</sup>
Fear lock	0.5%	-	(15,000¥) <sup>s</sup>
Math processor	0.1	1	23
Memory	0.5	1	Special
Olfactory booster	1	2	Rtg * (1,000¥) <sup>s</sup>
Orientation system	1	1	19
Radar sensor	2	1	Rtg * (3,000¥)
Sim module	[1]	1	20
Hot-sim modified	[1]	1	23
Tooth compartment	-	-	-
Breakable	1%	1	(500¥) <sup>s</sup>
Storage	1%	1	(200¥) <sup>s</sup>
Ultrasound sensor	2	1	Rtg * (3,000¥)
Voice mask	5%	1	(3,000¥) <sup>s</sup>
Voice modulator	5%	1	(7,500¥) <sup>s</sup>
Secondary pattern	-	-	Rtg * (5,000¥)

**Attention coprocessor:** This is a tiny computer module that coordinates sensory input while not usurping your primary concentration. The ultimate effect is that it provides a bonus to your Perception score equal to (rating 1) +2, (rating 2) +4, or (rating 3) +6.

**Bio-regulator:** This implant regulates many of your body's autonomous functions, such as heart rate, gag reflex, temperature, etc. This provides you with the benefits of the Endurance feat, a +2 bonus to save against disease, poisons, and similar agents, and when you are affected by the dazed and nausea conditions, the effects last only for one round before the regulator negates them.

**Combat computer:** This is a dedicated computer implanted in your brain. It contains thousands of battle scenarios, real and theoretical. When you take a full-round action to study the battlefield (be it a small unit engagement with one or two foes, or a full-on battle), roll 1d20: on a result of 2 or better, you gain an insight bonus (equal to the rating, ranging from +1 to +5) to Defense, Reflex saves, and attack rolls (against targets within 100 ft.). In a surprise round, you gain the bonus to Listen and Spot checks to avoid being surprised.

**Control rig:** This dedicated port allows you to plug yourself into an appropriately modified vehicle, in order to better control the vehicle using mental commands. This provides a +4 bonus to the Drive/Pilot check, and a +2 initiative bonus while so plugged in.

**Cranial explosive:** This is an explosive implanted in the head. They can be set for remote detonation, timed detonation, or even sound-recognition detonation.

**Area explosives** deal damage identical to a fragmentation grenade, except you take the maximum damage \*2 to the head with no save or physical protections applying. These deal damage to your surroundings as well.

**Kink explosives** are very small and designed to destroy only tiny targets. They are often set to destroy specific bits of headware, cause blindness, cause deafness, etc.

**Micro-explosives** deal maximum fragmentation damage \*2 to your head with no save or physical protections, but do not damage the surroundings (though they can make a mess).

**Datajack:** This is a small port, normally implanted in the temple, or behind the ear, that allows you to interface with appropriately equipped electronics devices via fiber-optic cable (typically 5 feet long). These also allow you to slot datachips. Two users with datajacks (or more, if using an appropriate hub) can connect via the cable to have a direct mind-to-mind conversation that is immune to normal eavesdropping and interception methods. A datajack has an internal 10-block memory.

**Data filter:** This small implant serves to block information from embedding itself in your long-term memory. When active,

you take a -2 penalty to Perception-based check, and can't remember anything that occurs while the implant is active. Activating the implant is a full-round action, and you must pre-set the duration, otherwise, you're likely to forget you turned it on.

**Encephalon:** This small computer takes control over minor thought and background mental processes. It provides a (rating 1) +2 or (rating 2) +4 bonus to Intelligence-based skill checks.

**Fang implant:** This is a set of cybernetic fangs implanted in place of your canine teeth, giving you a bite attack (secondary, Weapons (unarmed), one-half Strength bonus). Retractable version is available for twice the space and price. Damage for a Medium creature is 1d3.

**Fear lock:** This implant monitors, regulates, and shuts down the part of the brain responsible for the feeling of fear. When you are affected by the cowering, panicked, and shaken conditions (and other fear effects), the effects last for only one round before being negated. You gain a +4 bonus to Helplessness Madness saves. However, this also reduces the intensity of your other emotional responses, so you gain only one-half the effect of morale bonuses, and take a -2 penalty on Self Madness saves.

**Math processor:** This is essentially a micro-calculating computer that is dedicated to mathematical functions. It provides a +2 bonus to skill checks involving heavy mathematics, including using Communications to encode and decode. Additionally, it can function as a stopwatch, alarm clock, and incredibly accurate chronometer (these functions require an image link).

**Memory:** Headware memory comes in 100-, 500-, and 1,000-block capacities (PDC 12, 18, and 20 respectively).

**Olfactory booster:** This enhances your ability to discern and identify scents. Effectively, each rating of this (1 – 6) acts as a rank of *super-senses (scent)*. You can also set this to continually scan the ambient air. If the system detects explosive traces, ammunition propellant, chemical hazards, biological hazards, or similar hazards, it sets off an alarm in your head. You can turn the booster off completely with a mental command in order to block out overwhelming odors.

**Orientation system:** This is essentially a navigational aid. Designed to be used with the few GPS satellites in orbit, it includes a gyroscopic monitor for when sat access is denied. It is designed to keep track of your location and motion. It is intended for use with slotted map chips. It includes integrated editing software for updating and creating virtual maps. The net effect is to provide a +4 bonus to Navigation checks (+6 if actively connected with GPS satellites). This requires an image link or similar display in order to make use of the bonus.

**Radar sensor:** This device emits ultra-wide band and terahertz radar in short stepped-frequency pulses. An expert system analyzes the Doppler shift in the bounced signals and converts the information into a three-dimensional "map" that overlays (or replaces) your visual senses, similar in some ways to ultrasound. The advantage to the radar sensor is that it can "see" through walls and other materials, which appear as translucent. This system is excellent for detecting motion (even as slight as breathing), calculating exact distances, and allowing you to visualize floor plans, locations of people, and placement of materials like weapons. It is unaffected by visual tricks like camouflage and invisibility screens. It is unable to ascertain colors, lighting, or other visual features.

The radar sensor uses the same visibility modifiers as ultrasound. It can penetrate its rating x 5 of structural hardness. For example, a Rating 2 radar sensor could "see through" two hardness 5 walls. Radar sensors are vulnerable to jammers and jamming.

Essentially, treat the Radar Sensor as rating=rank *Super-senses (radar)*.

**Tooth compartment:** This is a hollow tooth. The storage model can be removed or implanted as a full-round action, and can hold really small items. The breakable model is bitten down on (DC 5 Will save to perform, standard action), and doing so triggers the tooth (could be poison, could be a radio transmitter, etc).

**Ultrasound sensor:** This is an emitter that sends out ultrasonic pulses and a receiver that picks up the echo of these pulses to create a topographic ultrasound "map" that is laid over (or replaces) your normal visual sensory input (this requires an image link). Ultrasound is excellent for determining textures, calculating exact distances, and discerning things invisible to the naked eyes, but it is poor for things like color and light intensity, and it cannot penetrate things like glass (which would be transparent to an optical sensor). As a standard action, you can set the implant to passive mode. In passive mode, it doesn't send out pulses, but can still detect ultrasound pulses from outside sources (such as motion detectors).

Essentially, treat the Ultrasound sensor as rating =rank *Super-senses (sonar)*, utilizing ultrasound.

**Voice mask:** This small implant garbles the frequency of your voice, which makes it completely unrecognizable (+10 to Disguise checks to prevent others from discerning your identity via voice) and making it useless for vocal identification systems.

**Voice modulator:** This allows you to increase the volume of your voice up to 100 decibels, and shift your pitch in order to create perfect bird calls, uncanny vocal impressions, etc. It can also play back a recorded voice (most voice recognition systems can discern this playback from the original voice).

You can also have a secondary pattern installed. This allows you to attempt to duplicate the recorded voice using your own words. Secondary patterns are available in ratings 1 – 5. You gain a +(rating \*2) bonus to Disguise checks made to fool others with the false vocal pattern.

## Cybernetic Limbs

Cybernetic limbs have a base Strength and Dexterity equal to the species average. They have a base hardness of 5 (acting as an object). The hit points below are based on a Medium creature; adjust for size as normal. Cyberlimbs are treated as tech constructs for the purposes of damage, healing and other applicable aspects.

Note that the cyber skull and cyber torso here are more like shells than full replacements such as found in FR Cyborgs.

Cyber limbs generally weigh about 25% more than organic limbs.

CYBERNETIC LIMBS			
Implant	Hit Points <sup>s</sup>	Self DC	Price <sup>s</sup>
Skull	+10 <sup>s</sup>	15	(10,000 ¥) <sup>s</sup>
Torso	+25 <sup>s</sup>	15	(20,000 ¥) <sup>s</sup>
Entire Arm	15 / 15 (l/u) <sup>s</sup>	5	(15,000 ¥) <sup>s</sup>
Lower arm	15 <sup>s</sup>	5	(10,000 ¥) <sup>s</sup>
Hand	10 <sup>s</sup>	5	(5,000 ¥) <sup>s</sup>
Entire Leg	25 / 35 (l/u) <sup>s</sup>	5	(15,000 ¥) <sup>s</sup>
Lower leg	25 <sup>s</sup>	5	(10,000 ¥) <sup>s</sup>
Foot	10 <sup>s</sup>	5	(5,000 ¥) <sup>s</sup>
Hook	3	-	(500 ¥)
Peg leg	10	-	(400 ¥)

CYBERNETIC LIMB ACCESSORIES			
Implant	Size	Location	Price
Armor	0	Varies	Special <sup>s</sup>
Articulated mount	10	Torso	26
Cyberarm slide	25%	Low arm	(3,000¥) <sup>s</sup>
Cyber gun	-	Low arm	-
External ammo feed	2	-	+1,000 ¥
Grenade launcher	75%	-	Weapon *2
Handgun, medium	50%	-	Weapon *2
Handgun, small	25%	-	Weapon *2
Laser sight	+1	-	+500 ¥
Shotgun	75%	-	Weapon *2
Silencer	+1	-	+500 ¥
Submachine gun	75%	-	Weapon *2
Cyber holster	50%	Up leg	(2,000¥) <sup>s</sup>
Cyber skates	50%	Feet	(1,000¥) <sup>s</sup>
Dexterity augmentation	Special	Varies	Rtg *(1,000¥) <sup>s</sup>
Electrical shielding	Special	Varies	Special <sup>s</sup>
EMP hardening	Special	Varies	Special <sup>s</sup>
External mount	8	Varies	23
Flesh	0	Varies	Special
Flex joints	5%	Varies	(10,000¥) <sup>s</sup>
Foot anchor	50%	Feet	(4,000¥) <sup>s</sup>
Hydraulic jacks	75%	Legs	Rtg *(2,000¥) <sup>s</sup>
Joint locks	5%	Varies	(10,000¥) <sup>s</sup>
Magnetic system	50%	Varies	(1,200¥) <sup>s</sup>
Pain switch	1	Head	26
Remote hand	Special	Hand	(*5)
Shock hand	25%	Hand	(1,000¥) <sup>s</sup>
Strength augmentation	Special	Varies	Rtg *(750¥) <sup>s</sup>
Telescopic limb	50%	Varies	Special <sup>s</sup>

**Armor:** Cyberlimbs have a base hardness of 5. You can improve the armor value of a limb by adding armor plating (not dermal plating, which is incompatible with cybernetic limbs). Armor can be increased up an amount based on the location, and is purchased per section with the following prices (based on a Medium creature):

CYBERLIMB ARMOR			
Area	Price <sup>s</sup>	Added Weight <sup>s</sup>	Max Extra Armor
Skull	Rtg *\$1,000	Points * 0.25 lbs.	+8
Torso	Rtg *\$1,000	Points *2 lbs.	+15
Entire Arm	Rtg *\$500	Points *1 lbs.	+8
Lower arm	Rtg *\$250	Points *0.5 lbs.	+8
Hand	Rtg *\$250	Points * 0.1 lbs.	+8
Entire Leg	Rtg *\$1,500	Points *1.5 lbs.	+12
Lower leg	Rtg *\$750	Points *0.75 lbs.	+12
Foot	Rtg *\$250	Points *0.1 lbs.	+8

**Articulated mount:** Requires cyber torso and Smartlink; This is a separate articulated tracking mount, anchored in the middle of your back and extending out over your shoulder or out to the side for a clear field of fire. It has a full range of motion (except for dead spots behind your body, depending upon the exact actual location of the highly mobile weapon arm) and may be equipped with a Huge or smaller weapon.

**Cyberarm slide:** This is essentially a track mount on the forearm that can hold a Small or Medium weapon. With a mental command, the weapon slides forward into your hand (free action).

**Cyber gun:** This requires a lower arm or full arm; You can have a variety of weapons installed in a lower cyber arm as noted on the table above. Essentially, select a weapon that matches the list, and use the stats for it. Except for ammo capacity. Cyber guns have internal ammo feeds (reloading one shell at a time) with the following capacities:

Weapon	Ammo
Grenade launcher	1
Handgun	5 (9mm +)
Handgun	10 (Less than 9mm)
Shotgun	2
Submachine gun	As handgun

There are several accessories you can have built into the weapon. Cyber guns are built as smart weapons, ready for Smartlink access. Cyber guns are internal, and fired through the palm of the hand. For twice the cost and \*1.5 Capacity, you can have the weapon be retractable (standard action).

An external ammo feed is a small port that allows you to utilize the weapon's normal magazine for ammo (this makes it very not concealed however).

**Cyber holster:** This is a compartment in the upper leg that can hold a Small or Medium weapon. On a mental command (standard action), the compartment opens, and extends the weapon (think *Robocap*). While concealed, detecting the cyber holster requires a DC 30 Spot check or (if using touch) a DC 25 Search check.

**Cyber skates:** Requires cyber feet; These are in-line retractable skates implanted in your feet. These follow the normal rules for skates.

**Dexterity augmentation:** Available only for full limbs and torso, requires cyber torso; The Dexterity score of a limb can be increased to a maximum of 20. Every 5 points or fraction thereof requires 20% of the Capacity for the limb sections. To take full advantage of the augmented Dexterity, you should try to have the same score in each limb and the torso. If you have differing Dexterity scores, your effective Dexterity equals all of the scores added together and divided by 5 (apply each augmented limb, and then your normal Dexterity score to fill out the range).

For example, if your Dexterity is 12, and you have a cyber arm with a 16 and a cyber leg with a 14, your effective Dexterity is ((16 + 14 + 12 + 12 + 12) / 5) 11.

**Electrical shielding:** Cyberlimbs are vulnerable to electrical attacks. Any time a cyberlimb takes electrical damage, it must make a Fortitude save with a DC of 5 + damage, with failure shutting the limb down until repaired.

This implant provides the limb with insulation against such attacks. It is available in ratings 1 – 50. Each point of rating reduces the damage taken from an electrical attack by one point (and thus, the DC). If the insulation completely negates the damage, no save is required. In such a case, if the electricity is

channeled through the limb to the rest of the body, negating the damage also stops the charge from spreading.

This takes 1% Capacity for every 10 points (or fraction thereof). See the table under below for prices.

**EMP hardening:** Cyberlimbs are vulnerable to electromagnetic pulses. When a cyberlimb is attacked with an EMP, it must make a Fortitude save with a DC equal to 15 + the "damage" of the pulse. If it fails, it shuts down until repaired.

This implant provides the limb with insulation against such attacks. It is available in ratings 1 – 50. Each point of rating reduces the damage taken from an EMP by one point (and thus, the DC). If the insulation completely negates the damage, no save is required.

This takes 1% Capacity for every 10 points (or fraction thereof). See the table below hardening for prices.

ELECTRICAL RESISTANCE/EMP HARDENING PRICES <sup>s</sup>		
Area	Electrical resistance <sup>s</sup>	EMP hardening <sup>s</sup>
Skull	Rtg * 500¥	Rtg * 1,000¥
Torso	Rtg * 1,500¥	Rtg * 3,000¥
Entire Arm	Rtg * 500¥	Rtg * 1,000¥
Lower arm	Rtg * 250¥	Rtg * 500¥
Hand	Rtg * 150¥	Rtg * 300¥
Entire Leg	Rtg * 1,000¥	Rtg * 2,000¥
Lower leg	Rtg * 500¥	Rtg * 1,000¥
Foot	Rtg * 150¥	Rtg * 300¥

**External mount:** Requires full arm or cyber torso; These are bulky attachments to either your arms or shoulders, holding the mounted weapon in a cased, motorized, pivoting system that enables the weapon to fire in the direction you look or point your appropriate arm (and within a 15-degree pivoting range). These can mount any Medium or smaller firearm.

**Flesh:** Cybernetic limbs are clearly and obviously mechanical. When you order a cyberlimb, you can have "flesh" added to it; either realistic or synthetic. Synthetic flesh is composed of a semi-organic/plastic material. It is available in ratings 1 – 10. At rating 1, spotting the fake requires a DC 10 Spot check (or DC 5 Search if using touch). Each additional point of rating increases the Spot DC by +1, but not the Search DC – while it looks more realistic, it still feels very synthetic. Realistic flesh is also available in ratings 1 – 10. The primary difference is that realistic flesh is a biological organism. It matches your body temperature, it has veins, and flowing blood, can tan, and even heal. It is available in ratings 1 – 10. At rating 1, the DCs to detect it are Spot 20 and Search 15, with a +1 to each DC per additional point of rating.

If you have flesh on your cyberlimbs, you cannot have cyber limb armor (or dermal plating).

CYBERLIMB FLESH		
Area	Realistic <sup>s</sup>	Synthetic <sup>s</sup>
Skull	Rtg *10,000 ¥	Rtg *1,500 ¥
Torso	Rtg *10,000 ¥	Rtg *1,000 ¥
Entire Arm	Rtg *2,500 ¥	Rtg *500 ¥
Lower arm	Rtg *1,250 ¥	Rtg *250 ¥
Hand	Rtg *500 ¥	Rtg *100 ¥
Entire Leg	Rtg *5,000 ¥	Rtg *1,000 ¥
Lower leg	Rtg *2,500 ¥	Rtg *500 ¥
Foot	Rtg *500 ¥	Rtg *250 ¥

**Flex joints:** This procedure replaces the normal joints of the cyberlimb with multi-jointed hinges, allowing for a far greater range of flexibility. When applicable for the limb, you gain a +10 bonus to Escape Artist checks and can escape bonds with a full-round action instead of a minute. These are most useful when applied to all limbs. This also allows you to squeeze through tight spaces in one-half the normal time. Flex joints are not compatible with Joint Locks.

**Foot anchor:** This is a retractable, high-impact barbed spur that when activated, shoots from your heel into the ground (up to hardness 8) in order to help anchor you in place. When activated and locked in, these provide you with a +2 bonus to resist being knocked down or moved per anchor, and a +1 bonus to Strength when firing weapons in automatic mode. You can attempt to kick with these (Weapons (unarmed)) at a -4 penalty for 1d6 + Strength damage.

**Hook:** This isn't a cybernetic implant, but more a primitive replacement for a hand. A hook is hardness 4, with 3 hit points. If

used to perform a two-handed action, the check is at a -4 penalty. As a weapon, the hook deals 1d3 damage, using Weapons (unarmed). You take a -2 penalty to the attack roll until you acquire another rank in Weapons (unarmed).

**Hydraulic jacks:** Requires full cyber legs (pair); Hydraulic jacks are available in ratings 1 – 10. These jacks provide you with a bonus to Jump checks equal to the rating \*2. If you land on your feet from a fall, subtract the rating from any damage suffered.

**Joint locks:** This procedure replaces your normal cybernetic joints with joints designed to lock into place with a mental command. When activated, these allow you to lock the joint in place, maintaining the position with no further thought, effort, or fatigue. If you use a joint locked arm to grab a hold of something, you can make a Strength check and continue to use that result until that result would fail (as opposed to making repeated Strength checks). When performing grapple maneuvers (not escaping), you gain a +4 bonus to maintain the grapple. If you have both arms with joint locks, and a cybernetic torso, in certain situations, against compression forces, you can effectively double your strength (such as trying to hold two walls that are closing in on each other apart).

**Magnetic system:** This is a series of powerful electromagnetic implants in all the sections of a limb. When activated, each limb provides a +2 bonus to checks made to cling onto ferrous objects. For the purposes of maintaining a grip on smaller items (like a sword handle), you gain a +4 bonus. For the purposes of being pulled off or determining sustainable weight, each limb has a Strength of 8 (so four limbs equals Strength 32 to resist being pulled off).

**Pain switch:** Cyberlimbs are connected to your nervous system and use a variety of sensors to simulate tactile sensation, including pain. Thus, if you take a critical hit to a cyberlimb, you suffer the normal penalties. However, you can have a pain switch implanted in your head Capacity. This allows you to turn off the receptors to one or more of your cyberlimbs as a standard action. When active, you suffer only one-half the normal penalties. However, you take a -8 penalty to skill checks that require a sense of touch.

**Peg leg:** Like the hook, this isn't really a cybernetic limb, but more of a table leg strapped to your leg. It reduces the movement penalty from -50% to -33%, and you are limited to a run multiplier of \*2 (\*3 with the Run feat). You take a -2 penalty on checks involving your legs, such as Balance, Climb, and Tumble.

**Remote hand:** This cybernetic hand is removable and can be remote controlled. The transmitter has Signal 3. The cyberhand has the normal statistics, and is limited in movement to what an independent hand could reasonably be expected to do. Detaching the hand is a standard action; reattaching the hand is a full-round action.

**Shock hand:** This enhancement requires a cybernetic hand. It stores 10 charges; when you strike or touch something, you can choose to use a charge, which duplicates the effects of a taser. The shock hand can be plugged into any normal outlet and recharged at a rate of 1 charge per minute.

**Strength augmentation:** Available only for full limbs and torso; requires cyber torso: The Strength score of a limb can be increased to a maximum of 40. Every 10 points or fraction thereof requires 20% of the Capacity for the limb sections.

When applicable, you can apply the augmented Strength score (for example, if you have a cyber arm with augmented Strength, then squeezing with that hand uses the augmented score), but for other applications of Strength, you use an average score determined as with Dexterity augmentation above. Strength augmentation increases the weight of a cyber limb by 2% per point.

**Telescopic limb:** Requires full limb; This enhancement allows you to double the length of the cybernetic limb. However while so extended, you take a -2 penalty to actions involving the limb. If you have both legs extended, you take a -25% movement penalty, and -2 Dodge penalty. Extending or retracting a limb (or set of limbs) is a standard action.

## MAGICAL EQUIPMENT

MAGICAL EQUIPMENT					
Item	Av	PDC	Item	Av	PDC
<b>Foci</b>					
Spellcasting	F*12 R	*15 k	Binding	F*12 R	*10 k
Sustaining	F*12 R	*10 k	Weapon	F*15	*10 k

MAGICAL EQUIPMENT					
Item	Av	PDC	Item	Av	PDC
Summoning	F*12 R	*15 k	Power	F*15 R	*25 k
Banishing	F*12 R	*5 k	-	-	-
Magical Supplies					
Spirit binding materials	F*6	*500	Magical lodge materials	F*6	*500
Fetishes					
Combat	24 R	12	Illusion	6	10
Detection	6	7	Manipulation	18 R	14
Healing	6	15	-	-	-
Spell Formulae					
Combat	24 F	20	Illusion	24 R	18
Detection	12 R	15	Manipulation	24 R	19
Healing	12 R	15	-	-	-

**Biofiber:** This is NOT AVAILABLE.

## Vehicle Statistics

**Crew:** The typical crew required to operate the vehicle fully.  
**Pass:** The number of passengers the vehicle is designed to transport.  
**Cargo:** This is expressed as available Cargo Factor x Maximum weight.  
**Spd:** The vehicle's top speed in miles per hour.  
**Def:** The vehicle's base Defense.  
**Hand:** The vehicle's handling modifier.  
**Hard:** The vehicle's Hardness.  
**Size:** The vehicle's size category.  
**HP:** The vehicle's normal hit points.  
**Sen:** The vehicle's Sensor rating (as a bonus to 1d20).  
**Pilot:** The vehicle's normal Pilot program rating.  
**Sig:** The vehicle's Signature rating.  
**Fuel:** The fuel capacity of the vehicle.  
**Econ:** The distance the vehicle can get on one gallon of gas (or applicable unit of fuel).  
**PDC:** The Purchase DC of the vehicle.

## VEHICLES AND DRONES

VEHICLES															
Vehicle	Crew	Pass	Cargo	Spd	Def	Hand	Hard	Size	HP	Sen	Pilot	Sig	Fuel	Econ	PDC
<b>Cars</b>															
Chrysler-Nissan Jackrabbit	1	4	1 x220	60	9	+2/-4	0	L	75	0	2	25	200	0.6	27
w/methane engine	1	4	1 x220	67	9	+2/-4	0	L	75	0	2	20	450	0.75	26
Eurocar Westwind 2000	1	4	5 x99	157	9	+2/-4	0	L	75	+5	6	10	15	14	34
Ford Americar	1	4	12 x242	79	9	+0/-4	0	L	75	+5	4	10	15	28	28
Mitsubishi Nightsky	1	7	10 x132	90	8	+0/-4	6	H	200	+5	8	10	31	18	37
Mitsubishi Runabout	1	0	1 x110	56	9	+0/-4	0	L	75	0	2	25	200	0.3	26
Toyota Elite	1	3	11 x220	90	9	+0/-4	0	L	75	+5	8	10	20	28	35
<b>Bikes</b>															
Dodge Scoot	1	0	1 x22	45	11	+2/-2	0	S	25	0	-	25	200	0.4	20
Harley Scorpion	1	1	4 x132	90	10	+0/-2	0	M	37	0	4	10	7	23	27
Yamaha Rapier	1	0	1 x80	146	10	+2/-4	0	M	37	0	2	10	7	20	26
<b>Hovercraft</b>															
Chrysler-Nissan G12a	2	0	66 x2,200	90	9	+0	0	L	100	0	4	10	100	2	31
GMC Beachcraft Patroller	2	0	65 x1,122	124	9	+0	18	L	100	0	4	10	137	1	34
<b>Boats</b>															
Aztech Nightrunner	1	1	14 x550	56	9	+2	0	L	75	0	6	20	250	0.6	30
w/electric motor	1	1	14 x550	34	9	+2	0	L	75	0	6	25	400	0.25	30
GMC Rivervine	1	16	16 x385	67	8	+2	18	H	250	+5	4	10	50	5	33
Samuvani Chriscraft Otter	1	1	48 x1,430	34	8	+0	0	H	250	+5	4	15	50	16	28
Sendanko Marlin	1	4	12 x330	22	9	+2	0	L	75	0	-	30	Sail	-	27
<b>Aircraft</b>															
Ares Dragon	1	2	95 x7,150	195	6	-2	0	G	700	+5	6	15	875	0.5	39
Cessna C750	2	0	48 x2,420	255	6	-2	5	G	700	+5	4	20	125	2	36
EFA Variants	1	0	2 x3,740	1,500	6	+0	18	G	700	+35	6	25	625	0.7	39
Fed. Boeing Commuter	2	15	6 x1,870	240	8	-2	0	H	250	+5	6	20	187	1.4	37
Fed. Boeing Eagle	1	0	2.5 x1,100	1,350	6	+0	30	G	700	+40	6	10	625	0.5	50
Hughes Airstar	2	9	226 x4,620	150	8	+0	18	H	200	+5	8	15	1,125	0.5	40
Hughes WK 2 Stallion	2	0	70 x2,750	142	8	-2	0	H	200	+5	6	15	312	0.5	38
Lear Platinum	2	15	29 x880	247	6	+0	5	G	700	+10	6	20	125	2	39
Northrup PRC 42 Wasp	1	0	2 x158	97	9	+2	0	L	75	+10	-	15	75	1	36
Yellowjacket	1	0	1 x114	97	9	+0	0	L	75	+10	0	15	75	1	37
<b>Military and Restricted Issue</b>															
Ares Citymaster	1	16	41 x1,166	90	8	-2/-14	30	H	250	0	6	5	62	12	39
Chrysler-Nissan Patrol	1	4	11 x88	135	9	+0/-4	6	L	75	0	6	5	15	16	34
GMC Banshee	3	0	29 x1,771	750	6	-4	54	G	600	+35	4	25	1,875	0.1	37
<b>Remotes/Drones</b>															
Patrol Vehicle <sup>1</sup>	0	0	2.5 x110	52	11	+0	0	S	25	+5	4	10	6	23	26
Spotter Drone <sup>2</sup>	0	0	0 x22	150	10	+0	0	M	37	+5	4	30	35	2.5	27
Surveillance Drone <sup>3</sup>	0	0	0 x22	52	11	+0	0	S	25	+5	4	30	30	0.5	26

<sup>1</sup> The patrol vehicle is equal essentially to the GM-Nissan Doberman (page 174) in R3R.

<sup>2</sup> The spotter drone is equal essentially to the GM-Nissan Spotter (page 176) in R3R.

<sup>3</sup> The surveillance drone is equal essentially the Eireann-Tir Prospero (page 177) in R3R.

VEHICLE AVAILABILITY			
Vehicle	Av	Vehicle	Av

VEHICLE AVAILABILITY			
Vehicle	Av	Vehicle	Av
<b>Cars</b>			
Chrysler-Nissan Jackrabbit	6	Mitsubishi Nightsky	39
w/methane engine	6	Mitsubishi Runabout	
Eurocar Westwind 2000	12	Toyota Elite	24
Ford Americar	6	-	-
<b>Bikes</b>			
Dodge Scoot	6	Yamaha Rapier	6
Harley Scorpion	6	-	-
<b>Hovercraft</b>			
Chrysler-Nissan G12a	12	GMC Beachcraft Patroller	45
<b>Boats</b>			
Aztech Nightrunner	6	Samuvani Christcraft Otter	6
w/electric motor	9	Sendanko Marlin	6
GMC Rivervine	15	-	-
<b>Aircraft</b>			
Ares Dragon	55	Hughes Airstar	55
Cessna C750	27	Hughes WK 2 Stallion	39
EFA Variants	75	Lear Platinum	45
Fed. Boeing Commuter	48	Northrup PRC 42 Wasp	30
Fed. Boeing Eagle	95	Yellowjacket	30
<b>Military and Restricted Issue</b>			
Ares Citymaster	39	GMC Banshee	75
Chrysler-Nissan Patrol	27	-	-
<b>Remotes/Drones</b>			
Patrol Vehicle	24	Surveillance Drone	6
Spotter Drone	9	-	-

## Drones

Drones have computers for brains. Therefore, like computers, drones have additional statistics.

- **Response:** 4
- **Signal:** 4
- **Firewall:** 4
- **System:** 4

As with a computer, you can upgrade these statistics.

- **Response:** You can install a faster Response chip as with computers at +1 Purchase DC.
- **Signal:** You can install a more powerful Wireless Radio as with computers at +1 Purchase DC.
- **Operating System:** You can alter the Firewall and System ratings by replacing the default OS at +1 Purchase DC.

## Vehicle Design and Customization

This is based on the Vehicle Design and Customization rules found in *Wheels of Death*.

CHASSIS TABLE CONVERSION NOTES								
Chassis	Size	Base HP	Start CF	Max CF	Hand	Hardness	Sensor/Sonar	Other
<b>Vectored-Thrust Aircraft</b>								
Jump Jet Fighter	G	700	6	64	-2	0	+25	EnviroSeal (gas), VSTOL L/T Profile
Thunderbird	G	600	16	96	+2	0	+15	EnviroSeal (gas), VSTOL L/T Profile
<b>Special Vehicles</b>								
Semiballistic	C	400	250	500	-4	5	+0	Special L/T Profile, Rigger Adaptation, 8 Partial Basic Amenities
Suborbital	C	200	300	750	-4	10	+0	Special L/T Profile, Rigger Adaptation, 8 Partial Basic Amenities
<b>Drones, Car</b>								
Crawler, Micro	D	1	0	0.6	+0	0	+5	
Crawler, Medium Track	S	25	2	12	+0	0	+5	
Crawler, Medium Wheel	S	25	2	12	+0/-4	0	+5	
Crawler, Small (T&W)	T	6	0	6	+0	0	+5	
<b>Drones, Fixed-Winged Aircraft</b>								
UAV, Large	L	75	2	25	+0	0	+10	Standard L/T Profile, Setup Time 10 minutes
UAV, Medium	M	37	1	12	+0	0	+5	Standard L/T Profile, Setup Time 5 minutes
UAV, Small	S	12	0	1	+2	0	+5	Standard L/T Profile, Setup Time 3 minutes
<b>Drones, Hovercraft</b>								
Skimmer, Medium	S	25	1	10	+2	0	+5	
Skimmer, Small	T	6	0	5	+2	0	+5	

CHASSIS TABLE CONVERSION NOTES								
Chassis	Size	Base HP	Start CF	Max CF	Hand	Hardness	Sensor/Sonar	Other
<b>Drones, Rotor Craft</b>								
Tilt-Wing UAV, Large	L	75	2	25	+0	0	+5	VTOL L/T Profile
Tilt-Wing UAV, Medium	M	37	1	12	+0	0	+5	VTOL L/T Profile
UAV, Medium	M	37	1	12	+0	0	+5	VTOL L/T Profile
UAV, Micro	T	1	0	0	+0	0	+5	VTOL L/T Profile
UAV, Small	S	12	0	1	+0	0	+5	VTOL L/T Profile
<b>Drones, Vectored-Thrust Aircraft</b>								
UAV, Large	L	75	2	25	+0	0	+5	VTOL L/T Profile
UAV, Medium	M	37	1	20	+0	0	+5	VTOL L/T Profile
<b>Drones, Special Vehicles</b>								
Anthroform, Large	L	75	1	10	+0	0	+5	Mechanical Arms (Str 27)
Anthroform, Medium	M	37	0	1.6	+2	0	+5	Mechanical Arms (Str 18)
Mini-Blimp	S	37	1	8	+0	0	+5	VTOL L/T Profile
Walker, Extra-Large	L	100	8	36	+0	0	+0	
Walker, Large	M	56	4	16	+0	0	+0	
Walker, Medium	S	25	1	10	+0	0	+5	
Walker, Micro	D	1	0	0.4	+0	0	+5	
Walker, Small	T	6	0	4	+0	0	+5	
<b>Drones, Submarine</b>								
Sea Sled, Large	L	75	0	15	+2	0	+5/+5	Start depth 3,200 ft. (max 21,000 ft.)
Sea Sled, Medium	M	37	0	6	+2	0	+5/+5	Start depth 1,600 ft. (max 10,000 ft.)
Sea Sled, Small	S	12	0	2	+2	0	+5/+5	Start depth 500 ft. (max 5,000 ft.)
<b>Submarines</b>								
Commercial Sub, Heavy	CII	4,200	200 k	320 k	-2	15	+0/+5	EnviroSeal (water & engine), Oxygen Generator, +2,940 CF People Space, 24 Basic Amenities, Start depth 5,000 ft. (max 11,000 ft.)
Commercial Sub, Light	C	600	6,400	16 k	+2	5	+0/+5	EnviroSeal (water & engine), Oxygen Generator, +2,460 CF People Space, 24 Basic Amenities, Start depth 500 ft. (max 5,000 ft.)
Commercial Sub, Med	CI	2,000	40 k	100 k	+0	5	+0/+5	EnviroSeal (water & engine), Oxygen Generator, +2,700 CF People Space, 24 Basic Amenities, Start depth 3,200 ft. (max 7,800 ft.)

Fin Drive  
 Smart Materials  
 Structural Agility  
 Robot Options  
 Vehicle Modifications: GridLink Power  
 Vehicle Modifications: SunCell Power



## ENERGIES

Spells in this setting are most often powered with Universal Energy, with some Dimensional energy.

## MAGICAL LODGES

Creating and using magical lodges follow the rules presented in *Arcane Lore* for Ceremonial Areas. The only addendum is that as noted in core, a magical lodge/ceremonial area also acts as an dual-natured mana barrier (see below).

## TRADITIONS

This section indicates which spirits are associated with which spell types by the Traditions listed in *Arcane Lore*.

For most traditions, the associated spirits are similar to either the Hermetic or Shamanic Traditions as described in core.

### Traditions Using Hermetic Associations:

- Christian Healer
- Christian Magus
- Dancing Blade
- Defilement
- Kabalistic Alchemist
- Necromancy
- Norse Runecasting
- Sovereign
- Spanish Inquisitor
- Stage Magic
- Wuxia Sorcery

### Traditions Using Shamanic Associations:

- Anime-ism
- Animism
- Blood Magic
- Classical Fey
- Dreamtime
- Elder Mysteries
- Feng Shui
- Freed Mind
- Hoodoo
- Night Magic
- Spellfire
- Spellsong
- Squirrelomancy
- Sun Magic
- Technomancy
- Voodoo
- Wicca
- Wild Magic
- Witchcraft

## CONJURING

Conjuring the act of summoning spirits, is similar to the act of Summoning, as found in *Arcane Lore*. Unlike those rules, designed to call forth demons and devils, conjuring summons up a variety of spirits (who are frequently less hostile initially).

In order to conjure a spirit, you must have a Magic score (be Awakened) and you must have the appropriate Conjuring feat. If you meet these conditions, you can attempt to conjure a spirit.

Conjuring a spirit is a full-round action that requires a Knowledge (arcane lore) check. The DC for this check is the spirit's point value divided by 50 (round up). The spirit is allowed an opposing Will save to resist the attempt. You can attempt the conjuration as a ritual, gaining a +2 bonus to the check for every hour spent conjuring (maximum hours equal to your Will save bonus).

A successful conjuring brings forth the appropriate spirit, who owes you one service. For every additional 5 points by which you beat the spirit's opposing Will save, you gain an additional service.

The maximum point value of a conjured spirit equals your Magic score \*50. If you attempt to conjure a more powerful spirit, you may do so, but regardless of success or failure, you take hit location damage as a front/back fall equal to the difference between your maximum value and the spirit's point value divided

by 50.

You may have only one unbound spirit on call at any given time.

You maintain a telepathic link with a summoned spirit, allowing you to communicate with it in astral space, and anywhere on the same world.

## Services

Services follow the basic rules in the core book (p. 175), and can stray no more than your Magic score \*300 ft. distant from you before counting as a remote service.

### Bound Spirit Services

Magical Services: As follows:

- **Aid sorcery:** As described, the spirit can provide a bonus to appropriate Spellcasting checks. The value provided equals the spirit's point value divided by 10.
- **Aid study:** The spirit can provide a bonus to the Knowledge (arcane lore) check made to learn a spell from a spell formula. The bonus equals the spirit's point value divided by 10.
- **Spell Sustaining:** You can use a spirit to sustain a spell with a duration of Concentration, taking the task off your shoulders. While sustaining a spell, the spirit can perform no other actions. A spirit can sustain a spell for a number of rounds equal to its point value divided by 10 per service used.
- **Spell Binding:** You can use a spirit to sustain a spell with a duration of Concentration for days instead of rounds. Each day the spell is sustained, permanently reduce the spirit's point value by 100. At 0, the spirit dies, and the spell ends.

## Banishing

You can attempt to banish any type of spirit, as long as you know how to conjure at least one type of spirit. To banish a spirit, make a Knowledge (arcane lore) check opposed by the spirit's Will save (or the summoner's original Knowledge (arcane lore) check, whichever is greater; this is a full-round action). For every 5 points by which you beat the DC, you reduce the services the spirit owes by one – at zero services, the spirit is banished.

When you banish a spirit, if the spirit's Charisma score is greater than your Magic score, you take subdual damage equal to the difference \*1d6 unless you succeed on a Fortitude save with a DC equal to 10 + spirit's Charisma score.

## Binding

Binding requires a ritual with a duration of spirit point value divided by 20 hours and materials with a Purchase DC equal to the value of 500 \* (spirit point value divided by 10). Otherwise, follow the normal rules for conjuring a spirit, except the spirit gains a +4 bonus to its opposing Will save.

The maximum number of bound spirits you may have in service at one time is equal to 1 + Charisma bonus.

## Watcher Spirits

Conjuring a watcher spirit follows the normal rules for conjuring a spirit, except that you gain a +4 bonus to do so. You can maintain a simultaneous number of watcher spirits equal to your Magic score + Charisma modifier. The number of services scored with the conjuring check instead determines the life span of the spirit in hours. Banishment reduces the life span of the spirit in hours.

## THE ASTRAL WORLD

### Astral Perception

Switching to or from Astral Perception is a free action that can only be performed once per round. Performing mundane actions while perceiving astrally imposes a -4 penalty to the action.

## Assensing

Assensing something astrally is a full-round action. Make a Search check with a +1 bonus for every 5 full ranks of Knowledge (arcane lore). Compare your final check result with the following to determine the effective "hits" rolled:

Check	Information
14 or less	0
15 – 19	1
20 – 24	2
25 – 29	3
30 – 34	4
35+	5+

## Astral Signatures

An astral signature lasts for 1d6 hours + the power rank of the effect divided by 10 (point value divided by 100 for the presence of a spirit). Reading an astral signature with assensing requires a check result of 25 or better. A 35 or better provides an impression of what effect generated the signature.

Erasing an astral signature takes a number of rounds equal to the "+" added to the 1d6 hour duration described above and a successful DC 15 Knowledge (arcane lore) check. And you must be perceiving astrally as well.

## Astral Projection

Those with the Astral Projection feat can astrally project. Projecting is a full-round action. If you are in stressful conditions, you may have to succeed on a DC 15 Concentration check to successfully project. When you astrally project, your body starts dying. Beginning 1d6\*10 minutes after you project, your body takes 1 point of Constitution damage. It takes an additional point of Constitution damage every 1d6\*10 minutes that your astral form is separate. Once you return to your body, assuming you didn't let it die, you recover lost Constitution at a rate of 1 point every 1d10 minutes of rest.

In astral space, the "walking" movement rate is 500 ft. (100 sq.) per round. You can move up to 3 miles per round, but you lose any dodge bonuses to Defense, and take a -2 penalty to actions performed at this speed.

If you astrally project beyond an altitude of approximately 50 miles, you must make a DC 20 Self Madness check. Each round you remain at this or a greater altitude, you must make the check again.

## Astral Forms

While astral, your normal abilities are inapplicable. Use the following to determine your astral ability scores:

- **Fighting:** equals your Fighting
- **Strength:** equals your Charisma
- **Dexterity:** equals your Intelligence
- **Constitution:** equals your Wisdom
- **Perception:** equals your Perception
- **Intelligence:** equals your Intelligence
- **Wisdom:** equals your Wisdom
- **Charisma:** equals your Charisma
- **Aggression:** equals your Aggression
- **Appearance:** equals your Appearance +4
- **Faith:** equals your Faith

Calculate any derived scores normally using these ability scores. Astral beings have twice the normal number of actions per round.

Contrary to the text, astral forms **CANNOT** pass through living creatures, including plants, and the Earth.

Manifesting (or de-manifesting) is a standard action. A manifested astral form **CANNOT** make sounds.

## Astral Combat

In general, astral combat follows the normal combat rules. Dual-natured and astrally perceiving beings fighting purely astral entities make attack rolls as normal, but use Charisma in place of Strength to determine any applicable damage bonus.

Beings engaged in astral combat while existing on the astral plane (spirits, astral forms, etc) take a -6 penalty to attack rolls unless they have the Astral Combat feat.

Astral beings (not dual-nature) do not have hit locations, but only Hit Points (astral beings are immune to subdual damage). An astral being's Hit Points are equal to all of its ability scores (except Appearance) added together, plus its Magic score.

**Critical Hits:** Against astral forms, a critical hit deals maximum damage plus a damage roll.

**Enhanced Critical Hits:** Against astral beings, an enhanced critical hit deals maximum damage plus a damage roll. Additionally, the victim must make a Will save with the suffered damage as DC or be stunned for one round.

**Zero (0) Hit Points:** At 0 hit points, the astral form is disrupted, and dies.

## Astral Tracking

Beings with the Astral Track feat can, while astrally projecting or perceiving, attempt to follow astral links. Astral tracking requires a DC 25 Search check, made every 30 minutes.

For every hour that has passed since the astral link was active, increase the DC by +2.

If the target is behind a mana barrier, increase the DC by the rating of the barrier.

If you are tracking a being by tracking an unbound spirit summoned by the target, increase the DC by +4.

## MANA BARRIERS

On the material plane, a physical mana barrier can block the passage of spells. When someone attempts to cast a spell that will pass through a mana barrier, they must make a second Spellcasting check with a DC equal to 10 + mana barrier rating. If successful, the spell penetrates the barrier. If it fails, the spell doesn't penetrate the barrier.

Certain powers may also have to penetrate the barrier, in which case, the creature rolls 1d20 + (power rank) vs. 10 + mana barrier rating.

On the astral plane, an astral mana barrier acts as a wall with a hardness equal to its rating. Additionally, it imposes a penalty to attempts to see through it equal to its rating.

If an astral barrier is attacked, it has stats as per a *Create Object* power (see the *Mana Barrier* spell below).

## Wards

A ward is a temporary dual-natured barrier. Any creature capable of astral perception can create a ward.

This requires a ritual that takes 1 hour\* the rating of the ward. At the end of this time, roll 1d20+ Magic score modifier with a DC equal to 10 + ward rating. If successful, the ward will last for 24 hours. For every 5 points over the DC, increase the duration by 7 days.

If multiple beings participate in the creation of the ward, one being rolls, but use the Magic score modifiers of all the participants as a die roll modifier.

The maximum rating of a ward equals the highest Magic score of the participants.

Once the ward is created, all participants must roll Fortitude saves with a DC equal to 10 + ward rating. If successful, there is no effect. If the save fails, the failing being takes subdual damage equal to ward rating \*1d6. If the save fails critically, the damage is hit location as a front/back fall, equaling ward rating \*1 point.

A ward must be placed on a non-living surface, and cannot be moved.

The maximum size of a ward equals a number of cubic yards (1 cubic yard equals 27 cubic feet) equal to the total Magic scores involved in the creation.

A creature can extend the duration of an existing ward by performing the normal ritual before the ward expires.

## ADEPTS

An Adept has a number of points to spend on the following powers that is equal to his Magic score (or, if also a Magician, the part of his score devoted to Adept abilities). If his Magic score is reduced, he loses an equal number of spent points, determined randomly.

## Astral Perception

**Cost:** 4

**Range:** Personal

**Duration:** Sustained

**Target:** You

**Attack/Save:** None

An Adept should choose this power only if his Magic score is less than 13 (the point at which astral perception is free). This provides you with the Astral perception ability.

## Attribute Boost

**Cost:** 4 ranks per point  
**Range:** Personal  
**Duration:** Instantaneous  
**Target:** You  
**Attack/Save:** None

This is actually five different powers:

- Attribute Boost: Fighting
- Attribute Boost: Strength
- Attribute Boost: Dexterity
- Attribute Boost: Constitution
- Attribute Boost: Perception

This is essentially identical to the *Boost* power for the specified ability score, except activating the boost requires you to make a d20 roll + Magic bonus + Attribute Boost rank with a DC equal to your normal un-boosted ability score. Once the boost fades, you must make a Fortitude save against a DC equal to 10 + Boost rank, or take subdual damage equal to the amount by which you fail the save.

## Combat Sense

**Cost:** 4 points/rank  
**Range:** Personal  
**Duration:** Continuous  
**Target:** You  
**Attack/Save:** None

This provides you with rank *Super-Senses* (*danger sense*).

## Critical Strike

**Cost:** Damage \*0.9  
**Range:** Personal  
**Duration:** Instant  
**Target:** You  
**Attack/Save:** None

This allows you to deal subdual damage with your unarmed strikes as per the *Damage* power.

## Enhanced Perception

**Cost:** 2 points/rank  
**Range:** Personal  
**Duration:** Continuous  
**Target:** You  
**Attack/Save:** None

Each rank in this power provides you with a +1 bonus to Perception.

## Great Leap

**Cost:** 1 point/rank  
**Range:** Personal  
**Duration:** Continuous  
**Target:** You  
**Attack/Save:** None

Each rank in this provides you with a +1 bonus to Jump checks.

## Improved Ability

**Cost:** 1 point/rank for non-Weapon skills; 4 points/rank for Weapon skills

**Range:** Personal  
**Duration:** Continuous  
**Target:** You  
**Attack/Save:** None

Each rank in this provides a +1 bonus to the selected skill.

## Improved Physical Attribute

**Cost:** 2 points/rank  
**Range:** Personal  
**Duration:** Continuous  
**Target:** You  
**Attack/Save:** None

Each rank in this power provides you with a +1 bonus to the selected ability score (Fighting, Strength, Dexterity, or Constitution).

## Improved Reflexes

**Cost:** 3 points/rank  
**Range:** Personal  
**Duration:** Continuous  
**Target:** You  
**Attack/Save:** None

This provides you with a bonus to Initiative checks equal to +1 per rank. For every 4 ranks, you gain an additional action each round also.

## Improved Sense

**Cost:** See below  
**Range:** Personal  
**Duration:** Continuous  
**Target:** You  
**Attack/Save:** None

You can use this to learn any of the *Super-Senses* (except *Danger Sense*) powers at the normal cost.

## Killing Hands

**Cost:** 10  
**Range:** Personal  
**Duration:** Continuous  
**Target:** You  
**Attack/Save:** None

This allows you to deal lethal damage with your unarmed attacks (and stacks with the increased damage of *Critical Strike*). Additionally, you can use your unarmed attacks in astral combat.

## Kinesics

**Cost:** 3 points/rank  
**Range:** Personal  
**Duration:** Continuous  
**Target:** You  
**Attack/Save:** None

Each rank in this provides you with a +1 bonus to Bluff, Diplomacy, and Intimidate checks.

## Missile Parry

**Cost:** 2 points/rank  
**Range:** Personal  
**Duration:** Continuous  
**Target:** You  
**Attack/Save:** None

This allows you to deflect arrows (as per *Dodging Basics*) a number of times per round equal to 2 per rank.

## Mystic Armor

**Cost:** Protection  
**Range:** Personal  
**Duration:** Continuous  
**Target:** You  
**Attack/Save:** None

This provides you with *Protection* as per the power.

## Natural Immunity

**Cost:** 1 point/rank  
**Range:** Personal  
**Duration:** Continuous  
**Target:** You  
**Attack/Save:** None

Each rank in this provides you with a +1 bonus to saving throws against diseases and poisons.

## Pain Resistance

**Cost:** 2 points/rank  
**Range:** Personal  
**Duration:** Continuous  
**Target:** You  
**Attack/Save:** None

Each rank in this is equal to a rank in *Immunity (pain)*.

## Rapid Healing

**Cost:** 4 points/rank

**Range:** Personal

**Duration:** Continuous

**Target:** You

**Attack/Save:** None

Each rank of this power is functionally identical to a rank of *Regeneration (damage)*.

## Spell Resistance

**Cost:** 1 point/rank

**Range:** Personal

**Duration:** Continuous

**Target:** You

**Attack/Save:** None

Each rank of this power provides you with a +1 bonus to Fortitude and Will saves against magical effects.

## Voice Control

**Cost:** 1 point/rank

**Range:** Personal

**Duration:** Continuous

**Target:** You

**Attack/Save:** None

This allows you to alter your voice, gaining bonus to applicable checks as per the *Morph* power (but obviously, only when applied to your voice). Additionally, you can throw your voice as per the *Super-Ventriloquism* power at the same rank.

## INITIATION

**Cost of Initiation:** 5 + (Grade \*2) XP.

**Maximum Initiate Grade:** Magic score.

**Benefits of Initiation:** With each Grade, your maximum Magic score increases by +1. Actually increasing your Magic score costs XP equal to new Magic Score \*1. With each Grade, you can select one of the Metamagic powers as noted, with notes below:

- **Centering:** Since this system doesn't use Drain, centering acts as follows: You can center when casting a spell. Centering adds a standard action requirement to the total casting time, but provides you with a +4 bonus to the Spellcasting check.
- **Flexible Signature:** Altering your signature requires no check. Forging another signature requires a DC 15 Knowledge (arcane lore) check (if the forged signature is that of an Initiate, add the target's Grade \*2 to the DC). When someone assesses a faked signature, subtract the Initiate Grade \*2 from the check result to determine the information gained. Determine how long your signature would normally last, and divide the total time by your Initiate Grade.
- **Masking:** When your aura is assessed, roll 1d20 + Charisma modifier + Initiate Grade as an opposing roll. If you win, the assessing being sees your false aura.
- **Quickening:** This is completely different from core: you can take this technique multiple times. By taking a -4 penalty to the Spellcasting check, you can reduce the casting time of a spell by one full-round action, to a minimum of a swift action, for each time you've taken this technique.
- **Shielding:** Add your Initiate Grade to checks made to counterspell.

## FOCI AND FETISHES

### Foci

**Bonding:** You must have a Magic score in order to bond a focus to yourself. The maximum number of foci you may have bonded simultaneously is equal to your Magic score bonus. The cost in XP to bond a focus is as follows:

- **Spellcasting focus:** 2\*Force
- **Counterspelling focus:** Due to the changes in counterspelling, these are not available. An appropriate spellcasting focus provides its bonus to counterspelling checks however.
- **Sustaining focus:** 1\*Force

- **Summoning focus:** 2\*Force
- **Banishing focus:** 1\*Force
- **Binding focus:** 1\*Force
- **Weapon focus:** 2\*Force
- **Power focus:** 6\*Force

Activating any focus requires a standard action; deactivating a focus is a free action. This includes weapon foci.

**Spellcasting foci:** These add a bonus to applicable Spellcasting (and counterspelling) checks that is equal to Force.

**Sustaining foci:** The Force of this focus must equal or exceed to power rank of the spell. The spell must have a duration of Concentration or Sustained. The foci sustains the spell, relieving you of the burden (and associated penalties).

**Summoning/Banishing/Binding foci:** These add Force as a bonus to the applicable checks.

**Weapon foci:** Add Force to damage, and are usable in astral combat.

**Power foci:** When active and in your possession, this adds its Force to your Magic score.

## Fetishes

rules

Comment [d1]: fetish rules

## MENTOR SPIRITS

### Bear

+2 bonus to Spellcasting checks with Health spells

Diehard feat

**Berserker:** When someone with Bear as a mentor spirit takes hit location damage (lethal), he must make a DC 15 Aggression check, adding the penetrating damage as a bonus. If successful, he focuses his most powerful attacks on the source of his damage (with no regard for his own safety) until the target is destroyed or for a number of rounds equal to the damage that provoked the rage.

### Cat

+2 bonus to Spellcasting checks with Illusion spells

+2 bonus to Hide and Move Silently checks *or* a +4 bonus to Tumble checks

**Plaything:** As long as the character with the Cat mentor spirit is undamaged, he must make a DC 15 Will save in order to make an attack that could incapacitate the target; if it fails, the character makes the weakest attack he can, pulling his blow if necessary. These saves are not required if he is suffering from non-self-inflicted hit location damage.

### Dark King

+2 bonus to Perception-based checks

+2 bonus to conjure spirits of Man

-2 Constitution

### Dog

+2 bonus to Spellcasting checks for Detection spells

+2 bonus to conjure spirits of Man

**Loyalty:** Betraying someone, leaving a comrade behind, letting another sacrifice in his stead, etc all require the character to succeed on a DC 15 Will save.

### Dragonslayer

+2 bonus to Spellcasting checks for Combat spells

+2 bonus to Bluff, Diplomacy, or Intimidate

**Oathbound:** If the Dragonslayer-mentored character breaks a promise (by choice or accidentally), he takes a -1 penalty to all skills and ability checks until he fulfills the promise or otherwise atones. Signing a contract counts as making a promise.

### Eagle

+4 bonus to Spellcasting checks for Detection spells

+2 bonus to conjure spirits of Air

**Allergy:** These characters have the allergy (mild, common – pollutants) Negative trait.

### Fire-Bringer

- +2 bonus to Spellcasting checks for Manipulation spells
- +2 bonus to conjure spirits of Fire
- 2 penalty to Spellcasting checks for Illusion spells

## Moon Maiden

- +2 bonus to Spellcasting checks for Illusion spells
- +2 bonus to Diplomacy checks
- 1 penalty to Spellcasting checks for Combat spells

## Mountain

+2 bonus to Spellcasting checks made to counter a spell  
 +2 bonus to conjure spirits of Earth  
*Stay the Course:* When a Mountain-mentored character makes a plan, he must make a DC 15 Will save to abandon the plan. Failure means he follows through with the plan, even if he must do so alone.

## Rat

+2 bonus to Hide and Move Silently checks  
 +2 bonus to saving throws against diseases and poisons  
*Cowardice:* Whenever caught in a combat situation, these characters must make DC 15 Aggression checks or flee or seek cover in order to avoid the actual combat. If flight or cover is impossible, the character can fight.

## Raven

+2 bonus to Spellcasting checks for Manipulation spells  
 +2 bonus to conjure spirits of Air  
*Exploitation:* To avoid exploiting another being's misfortune, these characters must make a DC 15 Will save.

## Sea

- +2 bonus to conjure spirits of Water
- +2 bonus to Swim checks
- 1 penalty to Diplomacy checks

## Seductress

+2 bonus to Spellcasting checks for Illusion spells  
 +2 bonus to Bluff checks  
*Vice:* When a vice or indulgence is made available, the character must succeed on a DC 15 Will save in order to resist partaking.

## Shark

+2 bonus to Spellcasting checks for Combat spells  
 +2 bonus to conjure spirits of Water  
*Berserker:* When someone with Shark as a mentor spirit takes hit location damage (lethal), he must make a DC 15 Aggression check, adding the penetrating damage as a bonus. If successful, he focuses his most powerful attacks on the source of his damage (with no regard for his own safety) until the target is destroyed or for a number of rounds equal to the damage that provoked the rage. The character must also make this check if he deals lethal hit location damage to an opponent.

## Snake

- +4 bonus to Spellcasting checks for Detection spells
- 1 penalty to Spellcasting checks for Combat spells

## Thunderbird

+2 bonus to conjure spirits of Air  
 +4 bonus to Intimidate checks  
*Honorbond:* When insulted, these characters must make a DC 15 Will save to avoid responding to the insult in kind.

## Trickster

+2 bonus to Spellcasting checks for Illusion spells  
 +2 bonus to Bluff checks  
*Trickster:* In order to resist the opportunity to perform a clever trick or prank, even at the detriment of himself or his companions, this character must succeed on a DC 15 Will save.

## Wise Warrior

+2 bonus to Spellcasting checks for Combat spells  
 +2 bonus to Spellcasting checks for Detection spells  
*Honorable:* If acting dishonorably (GM's discretion), the character takes a -1 penalty to all skill and ability checks until he atones for his actions.

## Wolf

+2 bonus to Spellcasting checks for Combat spells  
 +2 bonus to conjure spirits of Beasts  
*Steadfast:* In order to retreat from a fight, these characters must succeed on a DC 15 Will save.

## SPELLS

### Beginning Spells

A Magician begins play knowing a number of spells equal to one-half his Intelligence score (round down). More can be purchased (if you can afford them) during character generation.

### Counterspelling

Counterspelling is the act of using a spell to disrupt a spell in the process of being cast, or dispelling an in-place spell effect.

To counter a spell that is being cast, you must be able to identify the spell being cast (a Knowledge (arcane lore) check) and have an action readied with the intention of countering a spell. Additionally, you must be able to cast an applicable spell – this is either a spell with a contrary nature (an ice spell versus a fire spell, for example), or the same spell at a greater power rank.

Make the Spellcasting check as normal. If successful, and the appropriate spell is used, the target spell is disrupted with no effect.

Dispelling an in-place spell is the same except you do not have to ready an action.

### Combat Spells

The few combat spells available in Shadowrun are quite similar for the most part.

For the spells *Acid Stream/Toxic Wave, Flamethrower/Fireball, Lightning Bolt/Ball Lightning*, you can use the following statistics:

### Direct Attack

**Skills:** Attack  
**Range:** Ranged  
**Duration:** Instantaneous  
**Target:** One creature or object  
**Attack/Save:** Weapons (rays, beams, and bolts)  
**Formula:** Damage (rank +10% for Ranged extra); these have either the Acid, Fire, or Electricity descriptors.  
**TOTAL:** Base cost \*1.1.

DIRECT ATTACK SPELLS				
Rank	Damage	Total Cost	Min Skill	Skill DC
1a	1d4	1.1	1	11
1b	1d5	2.2	2	11
1c	1d6	4.4	3	11
2a	1d7	6.6	4	12
2b	1d8	8.8	5	12
2c	1d10	11	6	12
3a	1d12	13.2	7	13
3b	1d14	15.4	8	13
3c	1d16	17.6	9	13
4a	1d20	19.8	10	14
4b	1d24	22	11	14
4c	1d30	24.2	13	14
5	1d24 +1d12	28.6	15	15
6	1d30 +1d24	42.9	22	16
7	2d30 +1d20	57.2	29	17
8	1d10 * 1d12	71.5	36	18
9	1d16 * 1d8	85.8	43	19

DIRECT ATTACK SPELLS				
Rank	Damage	Total Cost	Min Skill	Skill DC
10	3d30*1d3	100.1	51	20
11	5d20*1d4	114.4	58	21
12	5d30*1d4	128.7	65	22
13	5d30*1d6	143	72	23
14	5d20*1d12	165	83	24
15	5d20*1d20	187	94	25
16	5d20*1d30	209	105	26
17	5d30*1d30	231	116	27
18	5d30*2d20	253	127	28
19	5d20*3d30	297	149	29
20	5d20*4d30	341	171	30

## Area Attack

**Skills:** Attack

**Range:** Ranged

**Duration:** Instantaneous

**Target:** Area (burst)

**Attack/Save:** Reflex

**Formula:** Damage (rank +10% for Area extra, +10% for Ranged extra); these have either the Acid, Fire, or Electricity descriptors.

**TOTAL:** Base cost \*1.2.

AREA ATTACK SPELLS					
Rank	Damage	Rad	Total Cost	Min Skill	Skill DC
1a	1d4	5 ft.	1.2	1	11
1b	1d5	5 ft.	2.4	2	11
1c	1d6	5 ft.	4.8	3	11
2a	1d7	10 ft.	7.2	4	12
2b	1d8	10 ft.	9.6	5	12
2c	1d10	10 ft.	12	6	12
3a	1d12	15 ft.	14.4	8	13
3b	1d14	15 ft.	16.8	9	13
3c	1d16	15 ft.	19.2	10	13
4a	1d20	20 ft.	21.6	11	14
4b	1d24	20 ft.	24	12	14
4c	1d30	20 ft.	26.4	14	14
5	1d24 +1d12	25 ft.	31.2	16	15

## Touch Attack

**Skills:** Attack

**Range:** Touch

**Duration:** Instantaneous

**Target:** Creature touched

**Attack/Save:** Weapons (unarmed)

**Formula:** Damage.

**TOTAL:** Base cost plus modifiers listed above.

TOUCH ATTACK SPELLS										
Rank	Damage	Total Cost				Min Skill				Skill DC
		Punch	Death Touch	Shatter	KO	Punch	Death Touch	Shatter	KO	
1a	1d4	0.9	1	1.1	1	1	1	1	1	11
1b	1d5	1.8	2	2.2	2	1	1	2	1	11
1c	1d6	3.6	4	4.4	4	2	2	3	2	11
2a	1d7	5.4	6	6.6	6	3	3	4	3	12
2b	1d8	7.2	8	8.8	8	4	4	5	4	12
2c	1d10	9	10	11	10	5	5	6	5	12
3a	1d12	10.8	12	13.2	12	6	6	7	6	13
3b	1d14	12.6	14	15.4	14	7	7	8	7	13
3c	1d16	14.4	16	17.6	16	8	8	9	8	13
4a	1d20	16.2	18	19.8	18	9	9	10	9	14
4b	1d24	18	20	22	20	9	10	11	10	14
4c	1d30	19.8	22	24.2	22	10	11	13	11	14
5	1d24 +1d12	23.4	26	28.6	26	12	13	15	13	15
6	1d30 +1d24	35.1	39	42.9	39	18	20	22	20	16
7	2d30 +1d20	46.8	52	57.2	52	24	26	29	26	17
8	1d10 * 1d12	58.5	65	71.5	65	30	33	36	33	18

AREA ATTACK SPELLS					
Rank	Damage	Rad	Total Cost	Min Skill	Skill DC
6	1d30 +1d24	30 ft.	46.8	24	16
7	2d30 +1d20	35 ft.	62.4	32	17
8	1d10 * 1d12	40 ft.	78	39	18
9	1d16 * 1d8	45 ft.	93.6	47	19
10	3d30*1d3	50 ft.	109.2	55	20
11	5d20*1d4	55 ft.	124.8	63	21
12	5d30*1d4	60 ft.	140.4	71	22
13	5d30*1d6	65 ft.	156	78	23
14	5d20*1d12	70 ft.	180	90	24
15	5d20*1d20	75 ft.	204	102	25
16	5d20*1d30	80 ft.	228	114	26
17	5d30*1d30	85 ft.	252	126	27
18	5d30*2d20	90 ft.	276	138	28
19	5d20*3d30	95 ft.	324	162	29
20	5d20*4d30	100 ft.	372	186	30

For the spells **Punch/Clout/Blast**, **Death Touch/Manabolt/Manaball**, **Shatter/Powerbolt/Powerball**, **Knockout/Stunbolt/Stunball**, you can use the base statistics provided below.

- Punch/Clout/Blast** deal Blunt damage, and also apply a -10% cost for having the Limited (subdual damage) flaw.
- Death Touch/Manabolt/Manaball** apply a -10% cost for the Limited (living only) flaw, but also apply a +10% cost for the Alternate Save (Will) extra. Even with a successful hit, the target receives a Will save to negate the effect, but the damage bypasses physical armor.
- Shatter/Powerbolt/Powerball** apply a +10% cost for the Alternate Save (Fortitude) extra. Even with a successful hit, the target receives a Fortitude save to negate the effect, but the damage bypasses physical armor.
- Knockout/Stunbolt/Stunball** apply a -10% cost for the Limited (subdual damage) flaw, but apply a +10% cost for the Alternate Save (Will) extra. Even with a successful hit, the target receives a Will save to negate the effect, but the damage bypasses physical armor.

TOUCH ATTACK SPELLS										
Rank	Damage	Total Cost				Min Skill				Skill DC
		Punch	Death Touch	Shatter	KO	Punch	Death Touch	Shatter	KO	
9	1d16 * 1d8	70.2	78	85.8	78	36	39	43	39	19
10	3d30*1d3	81.9	91	100.1	91	41	46	51	46	20
11	5d20*1d4	93.6	104	114.4	104	47	52	58	52	21
12	5d30*1d4	105.3	117	128.7	117	53	59	65	59	22
13	5d30*1d6	117	130	143	130	59	65	72	65	23
14	5d20*1d12	135	150	165	150	68	75	83	75	24
15	5d20*1d20	153	170	187	170	77	85	94	85	25
16	5d20*1d30	171	190	209	190	86	95	105	95	26
17	5d30*1d30	189	210	231	210	95	105	116	105	27
18	5d30*2d20	207	230	253	230	104	115	127	115	28
19	5d20*3d30	243	270	297	270	122	135	149	135	29
20	5d20*4d30	279	310	341	310	140	155	171	155	30

### Direct Attack

**Skills:** Attack  
**Range:** Ranged  
**Duration:** Instantaneous  
**Target:** One creature  
**Attack/Save:** Weapons (rays, beams, and bolts)  
**Formula:** Damage (+10% for Ranged extra).  
**TOTAL:** Base cost \*1.1 plus modifiers listed above.

DIRECT ATTACK SPELLS										
Rank	Damage	Total Cost				Min Skill				Skill DC
		Clout	Manabolt	Powerbolt	Stunbolt	Clout	Manabolt	Powerbolt	Stunbolt	
1a	1d4	1	1.1	1.2	1.1	1	1	1	1	11
1b	1d5	2	2.2	2.4	2.2	1	2	2	2	11
1c	1d6	4	4.4	4.8	4.4	2	3	3	3	11
2a	1d7	6	6.6	7.2	6.6	3	4	4	4	12
2b	1d8	8	8.8	9.6	8.8	4	5	5	5	12
2c	1d10	10	11	12	11	5	6	6	6	12
3a	1d12	12	13.2	14.4	13.2	6	7	8	7	13
3b	1d14	14	15.4	16.8	15.4	7	8	9	8	13
3c	1d16	16	17.6	19.2	17.6	8	9	10	9	13
4a	1d20	18	19.8	21.6	19.8	9	10	11	10	14
4b	1d24	20	22	24	22	10	11	12	11	14
4c	1d30	22	24.2	26.4	24.2	11	13	14	13	14
5	1d24 +1d12	26	28.6	31.2	28.6	13	15	16	15	15
6	1d30 +1d24	39	42.9	46.8	42.9	20	22	24	22	16
7	2d30 +1d20	52	57.2	62.4	57.2	26	29	32	29	17
8	1d10 * 1d12	65	71.5	78	71.5	33	36	39	36	18
9	1d16 * 1d8	78	85.8	93.6	85.8	39	43	47	43	19
10	3d30*1d3	91	100.1	109.2	100.1	46	51	55	51	20
11	5d20*1d4	104	114.4	124.8	114.4	52	58	63	58	21
12	5d30*1d4	117	128.7	140.4	128.7	59	65	71	65	22
13	5d30*1d6	130	143	156	143	65	72	78	72	23
14	5d20*1d12	150	165	180	165	75	83	90	83	24
15	5d20*1d20	170	187	204	187	85	94	102	94	25
16	5d20*1d30	190	209	228	209	95	105	114	105	26
17	5d30*1d30	210	231	252	231	105	116	126	116	27
18	5d30*2d20	230	253	276	253	115	127	138	127	28
19	5d20*3d30	270	297	324	297	135	149	162	149	29
20	5d20*4d30	310	341	372	341	155	171	186	171	30

### Area Attack

**Skills:** Attack  
**Range:** Ranged  
**Duration:** Instantaneous  
**Target:** Area (burst)  
**Attack/Save:** Reflex  
**Formula:** Damage (+10% for Area (burst) extra, +10% for Ranged extra).  
**TOTAL:** Base cost \*1.2 plus modifiers listed above.

AREA ATTACK SPELLS										
Rank	Damage	Total Cost				Min Skill				Skill DC
		Blast	Manaball	Powerball	Stunball	Blast	Manaball	Powerball	Stunball	

AREA ATTACK SPELLS										
Rank	Damage	Total Cost				Min Skill				Skill DC
		Blast	Manaball	Powerball	Stunball	Blast	Manaball	Powerball	Stunball	
1a	1d4	1.1	1.2	1.3	1.2	1	1	1	1	11
1b	1d5	2.2	2.4	2.6	2.4	2	2	2	2	11
1c	1d6	4.4	4.8	5.2	4.8	3	3	3	3	11
2a	1d7	6.6	7.2	7.8	7.2	4	4	4	4	12
2b	1d8	8.8	9.6	10.4	9.6	5	5	6	5	12
2c	1d10	11	12	13	12	6	6	7	6	12
3a	1d12	13.2	14.4	15.6	14.4	7	8	8	8	13
3b	1d14	15.4	16.8	18.2	16.8	8	9	10	9	13
3c	1d16	17.6	19.2	20.8	19.2	9	10	11	10	13
4a	1d20	19.8	21.6	23.4	21.6	10	11	12	11	14
4b	1d24	22	24	26	24	11	12	13	12	14
4c	1d30	24.2	26.4	28.6	26.4	13	14	15	14	14
5	1d24 +1d12	28.6	31.2	33.8	31.2	15	16	17	16	15
6	1d30 +1d24	42.9	46.8	50.7	46.8	22	24	26	24	16
7	2d30 +1d20	57.2	62.4	67.6	62.4	29	32	34	32	17
8	1d10 * 1d12	71.5	78	84.5	78	36	39	43	39	18
9	1d16 * 1d8	85.8	93.6	101.4	93.6	43	47	51	47	19
10	3d30*1d3	100.1	109.2	118.3	109.2	51	55	60	55	20
11	5d20*1d4	114.4	124.8	135.2	124.8	58	63	68	63	21
12	5d30*1d4	128.7	140.4	152.1	140.4	65	71	77	71	22
13	5d30*1d6	143	156	169	156	72	78	85	78	23
14	5d20*1d12	165	180	195	180	83	90	98	90	24
15	5d20*1d20	187	204	221	204	94	102	111	102	25
16	5d20*1d30	209	228	247	228	105	114	124	114	26
17	5d30*1d30	231	252	273	252	116	126	137	126	27
18	5d30*2d20	253	276	299	276	127	138	150	138	28
19	5d20*3d30	297	324	351	324	149	162	176	162	29
20	5d20*4d30	341	372	403	372	171	186	202	186	30

## Detection Spells

### Analyze Device

**Skills:** Divine (Communication) and Transform (Boost)

**Range:** Touch

**Duration:** Sustained

**Target:** One object

**Attack/Save:** None

**Formula:** Boost (skill) [1 point/rank] (+1 point/rank for Duration (sustained) extra) plus Communication [1 point/rank] (-1 point/rank for Limited (single object) flaw).

**TOTAL:** 1 point per rank.

When learning this spell, you must learn the Divine and Transform components at the same rank. When successfully cast, you gain an understanding of the device, that for the duration, you gain a bonus (no greater than the Boost rank) on skill checks made to operate and understand the device.

### Analyze Truth

**Skills:** Charm or Divine

**Range:** Touch

**Duration:** Concentration (lasting)

**Target:** Creature touched

**Attack/Save:** Will negates

**Formula:** Mind Reading [1 point/rank] (-2 points/rank for Limited (surface thoughts/truths) flaw, -2 points/rank for Range (touch) flaw).

**TOTAL:** 4 ranks per point.

If the subject fails to save for as long as you maintain the spell, you can determine if the subject knowingly tells an untruth.

### Clairaudience

**Skills:** Divine

**Range:** Extended

**Duration:** Concentration

**Target:** Special

**Attack/Save:** None

**Formula:** ESP (audio) [1 point/rank].

**TOTAL:** 1 point/rank.

This spell allows you to hear at distant locations as if

present. Regardless of the power level of this spell, you cannot extend your senses beyond the atmosphere due to the lack of a manasphere.

### Clairvoyance

**Skills:** Divine

**Range:** Extended

**Duration:** Concentration

**Target:** Special

**Attack/Save:** None

**Formula:** ESP (visual) [1 point/rank].

**TOTAL:** 1 point/rank.

This spell allows you to see at distant locations as if present. Regardless of the power level of this spell, you cannot extend your senses beyond the atmosphere due to the lack of a manasphere.

### Combat Sense

**Skills:** Transform

**Range:** Self

**Duration:** Sustained

**Target:** You

**Attack/Save:** None

**Formula:** Boost (Defense) [1 point/rank] (+1 point/rank Reflex saves, +2 points/rank for Duration (Sustained) extra, -1 point/rank for Limited (self only) flaw).

**TOTAL:** 3 points/rank.

For the duration, you gain a bonus to Defense and Reflex saves equal to the Boost rank of the spell.

### Detect Enemies

**Skills:** Charm or Divine

**Range:** Self

**Duration:** Concentration (lasting)

**Target:** Area (burst attached)

**Attack/Save:** Will negates

**Formula:** Mind Reading [1 point/rank] (+1 point/rank for Area (burst attached) extra, -2 points/rank for Limited (surface thoughts/hostile intentions) flaw).

**TOTAL:** 2 ranks per point.

This spell allows you to detect beings in the area of effect who have hostile intentions towards you, if they fail a Will save.



## Detect Individual

**Skills:** Divine  
**Range:** Extended  
**Duration:** Concentration (lasting)  
**Target:** One creature  
**Attack/Save:** Will negates  
**Formula:** Super-Senses (detect life) [1 point/rank] (-2 points/rank for Duration (concentration) flaw, -2 points/rank for Limited (individual) flaw).  
**TOTAL:** 4 ranks per point.  
This spell allows you to "search" an area for an individual.

## Detect Life

**Skills:** Divine  
**Range:** Extended  
**Duration:** Concentration (lasting)  
**Target:** One creature  
**Attack/Save:** Will negates  
**Formula:** Super-Senses (detect life) [1 point/rank] (-2 points/rank for Duration (concentration) flaw).  
**TOTAL:** 2 ranks per point.  
This spell allows you to detect all life forms in the area.

## Detect [Life Form]

**Skills:** Divine  
**Range:** Extended  
**Duration:** Concentration (lasting)  
**Target:** One creature  
**Attack/Save:** Will negates  
**Formula:** Super-Senses (detect life) [1 point/rank] (-2 points/rank for Duration (concentration) flaw, -1/rank for Limited (specific life form) flaw).  
**TOTAL:** 3 ranks per point.  
This spell allows you to detect all members of a given life form in the area of effect.

## Detect Magic

**Skills:** Divine  
**Range:** Extended  
**Duration:** Concentration (lasting)  
**Target:** One creature  
**Attack/Save:** Will negates  
**Formula:** Super-Senses (detect powers) [1 point/rank] (-2 points/rank for Duration (concentration) flaw).  
**TOTAL:** 2 ranks per point.  
This spell allows you to detect magic in the area.

## Detect [Object]

**Skills:** Divine  
**Range:** Extended  
**Duration:** Concentration (lasting)  
**Target:** One creature  
**Attack/Save:** Will negates  
**Formula:** Super-Senses (detect powers) [1 point/rank] (-2 points/rank for Duration (concentration) flaw, -1 point/rank for Limited (specific object) flaw).  
**TOTAL:** 3 ranks per point.  
This spell allows you to detect objects of the specific type in the area.

## Mindlink

**Skills:** Divine  
**Range:** Extended  
**Duration:** Sustained  
**Target:** One creature  
**Attack/Save:** None  
**Formula:** Communication (mental) [1 point/rank] (-2 points/rank for Limited (one individual) flaw).  
**TOTAL:** 2 ranks per point.  
This spell allows you and a selected willing subject to communicate telepathically for as long as you maintain the spell.

## Mind Probe

**Skills:** Charm or Divine  
**Range:** Touch  
**Duration:** Concentration (lasting)  
**Target:** Creature touched  
**Attack/Save:** Will negates  
**Formula:** Mind Reading [1 point/rank] (-1 point/rank for

Limited (mind probe only) flaw, -2 points/rank for Range (touch) flaw).

**TOTAL:** 3 ranks per point.

This spell allows you to probe the subject's mind as per the *Mind Reading* power.

## Health Spells

### Antidote

**Skills:** Cure  
**Range:** Touch  
**Duration:** Instantaneous  
**Target:** Creature touched  
**Attack/Save:** None  
**Formula:** Healing [5 points/rank] (-2 points/rank for Limited (toxins) flaw, -1 point/rank for Limited (must equal save DC) flaw).  
**TOTAL:** 2 points/rank.

If cast on a subject before he makes a saving throw against a toxin (but after being dosed), this provides a power rank bonus to the saving throw (you can cast this between the initial and secondary saves). The power rank of this spell must equal or exceed the save DC of the affected toxin.

### Cure Disease

**Skills:** Cure  
**Range:** Touch  
**Duration:** Instantaneous  
**Target:** Creature touched  
**Attack/Save:** None  
**Formula:** Healing [5 points/rank] (-2 points/rank for Limited (diseases) flaw).  
**TOTAL:** 3 points/rank.

When cast on a subject infected with a disease, this provides a power rank bonus on his next saving throw against that disease.

### Decrease [Attribute]

**Skills:** Attack  
**Range:** Touch  
**Duration:** Sustained  
**Target:** Creature touched  
**Attack/Save:** Fortitude staged  
**Formula:** Drain (ability score) [1 point/rank] (+2 points/rank for Duration (sustained) extra).  
**TOTAL:** 3 points/rank.

This spell drains a number of points from the target ability score, up to the power rank of the spell.

### Detox

**Skills:** Cure  
**Range:** Touch  
**Duration:** Instantaneous  
**Target:** Creature touched  
**Attack/Save:** None  
**Formula:** Healing [5 points/rank] (-2 points/rank for Limited (side effects) flaw).  
**TOTAL:** 3 points/rank.

This spell negates the side effects of a toxin on the subject.

### Heal

**Skills:** Cure  
**Range:** Touch  
**Duration:** Instantaneous  
**Target:** Creature touched  
**Attack/Save:** None  
**Formula:** Healing [5 points/rank] (-2 points/rank for Limited (lethal damage only) flaw).  
**TOTAL:** 3 points/rank.

This spell heals hit location damage as per the *Healing* power.

When using the Heal spell on a hit location, you take a penalty to the Spellcasting check that is equal to -2 per 5% of space used by implants in that location.

### Hibernate

**Skills:** Defend  
**Range:** Touch  
**Duration:** Continuous

**Target:** Creature touched

**Attack/Save:** None

**Formula:** Immunity [2 points/rank] (+1 point/rank for Affects Others extra).

**TOTAL:** 3 points/rank.

This places a willing or unconscious subject in suspended animation as per the *Suspended Animation* power.

## Increase [Attribute]

**Skills:** Cure

**Range:** Touch

**Duration:** Sustained

**Target:** Creature touched

**Attack/Save:** Fortitude (harmless)

**Formula:** Boost (ability score) [1 point/rank] (+2 points/rank for Duration (sustained) extra, -1 point/rank for the Limited (must exceed score) flaw).

**TOTAL:** 2 points/rank.

This spell increases the target ability score by a number of points equal to the spell power rank. The power rank of this effect must exceed the target ability score in order to increase the score. This does not affect ability scores enhanced by cybernetic and similar implants.

## Increase Reflexes

**Skills:** Cure (Boost Trait) and Move (Quickness)

**Range:** Touch

**Duration:** Sustained

**Target:** Creature touched

**Attack/Save:** None

**Formula:** Boost (Initiative) [1 point/rank] (+2 points/rank for Duration (sustained) extra) plus Quickness [1 point/rank] (+1 point/rank for Affects Others extra, -1 point/rank for Duration (sustained) flaw, -2 points/rank for Limited (actions only) flaw).

**TOTAL:** 2 points/rank.

The Boost and Quickness effects must have the same power rank. This provides the subject with a bonus to Initiative checks equal to the Boost rank. For every 4 Quickness ranks, he gains an additional action each round as well.

## Oxygenate

**Skills:** Defend

**Range:** Touch

**Duration:** Sustained

**Target:** Creature touched

**Attack/Save:** None

**Formula:** Immunity (suffocation) [3 points/rank] (+1 point/rank for Affects Others extra, -1 point/rank for Duration (sustained) flaw).

**TOTAL:** 3 points/rank.

Provides the effects of *Immunity (suffocation)* for the duration.

## Prophylaxis

Not available – this spell isn't functionally different enough from Antidote to merit inclusion.

## Resist Pain

**Skills:** Defend

**Range:** Touch

**Duration:** Sustained

**Target:** Creature touched

**Attack/Save:** None

**Formula:** Immunity (pain) [2 points/rank] (+1 point/rank for Affects Others extra, -1 point/rank for Duration (sustained) flaw).

**TOTAL:** 2 points/rank.

This provides the effects of *Immunity (pain)* for the duration.

## Stabilize

**Skills:** Cure

**Range:** Touch

**Duration:** Instantaneous

**Target:** Creature touched

**Attack/Save:** None

**Formula:** Healing (stabilize dying) [5 points/rank] (-2 points/rank for Limited (stabilize dying) flaw).

**TOTAL:** 3 points/rank.

This spell allows you to stabilize a dying creature as per the

*Healing* power.

## Illusion Spells

Be aware that not all Illusion spells presented below will use the Illusion Magical Skill. All *do* have the Illusion descriptor however.

### Chaos

**Skills:** Attack

**Range:** Perception

**Duration:** Concentration

**Target:** One creature or object

**Attack/Save:** Will negates

**Formula:** Nauseate [2 points/rank] (+1 point/rank for the Alternate Save (Will) extra, +2 points/rank for the Range (perception) extra, +1 point/rank for the Duration (concentration) extra).

**TOTAL:** 6 points/rank.

If the victim fails to save against this illusion, he suffers the effects of the *Nauseate* power.

### Chaotic World

**Skills:** Attack

**Range:** Perception

**Duration:** Concentration

**Target:** Area (burst)

**Attack/Save:** Will negates

**Formula:** Nauseate [2 points/rank] (+1 point/rank for the Alternate Save (Will) extra, +1 point/rank for the Area (burst) extra, +2 points/rank for the Range (perception) extra, +1 point/rank for the Duration (concentration) extra).

**TOTAL:** 7 points/rank.

Those in the area of effect who fail to save suffer the effects of the *Nauseate* power.

### Confusion

**Skills:** Attack

**Range:** Perception

**Duration:** Concentration

**Target:** One creature

**Attack/Save:** Will negates

**Formula:** Nauseate [2 points/rank] (+1 point/rank for the Alternate Save (Will) extra, +2 points/rank for the Range (perception) extra, +1 point/rank for the Duration (concentration) extra, -1 point/rank for the Phantasm flaw).

**TOTAL:** 5 points/rank.

If the victim fails to save against this illusion, he suffers the effects of the *Nauseate* power.

### Entertainment

**Skills:** Illusion

**Range:** Perception

**Duration:** Concentration

**Target:** Area (burst stationary)

**Attack/Save:** Will negates

**Formula:** Illusion (all) [4 points/rank] (+1 point/rank for the Area (burst) extra, -1 point/rank for the Obvious flaw, -1 point per rank for the Phantasm flaw).

**TOTAL:** 3 points/rank.

This allows you to create obvious multi-sensory illusions as per the *Illusion* power.

### Hush

**Skills:** Defend or Transform

**Range:** Perception

**Duration:** Sustained

**Target:** Area (burst attached)

**Attack/Save:** None

**Formula:** Concealment (hearing) [2 points/rank] (+2 points/rank for ultrahearing, +1 point/rank for the Area (burst attached) extra, +2 points/rank for the Range (perception) extra, -1 point/rank for the Phantasm flaw).

**TOTAL:** 6 points/rank.

This provides spell power rank concealment against normal vision (including low-light vision), infravision and ultravision.

### Improved Invisibility

**Skills:** Defend or Transform

**Range:** Perception

**Duration:** Sustained

**Target:** One creature  
**Attack/Save:** None  
**Formula:** Concealment (normal vision) [2 points/rank] (+2 points/rank for infravision, +2 points per rank for ultravision, +1 point/rank for the Affects Others extra, +2 points/rank for the Range (perception) extra).  
**TOTAL:** 9 points/rank (rank 20 for complete invisibility).  
This provides spell power rank concealment against normal vision (including low-light vision), infravision and ultravision.

## Invisibility

**Skills:** Defend or Transform  
**Range:** Perception  
**Duration:** Sustained  
**Target:** One creature  
**Attack/Save:** None  
**Formula:** Concealment (normal vision) [2 points/rank] (+2 points/rank for infravision, +2 points per rank for ultravision, +1 point/rank for the Affects Others extra, +2 points/rank for the Range (perception) extra, -1 point/rank for the Phantasm flaw).  
**TOTAL:** 8 points/rank (rank 20 for complete invisibility).  
This provides spell power rank concealment against normal vision (including low-light vision), infravision and ultravision.

## Mask

**Skills:** Transform  
**Range:** Touch  
**Duration:** Sustained  
**Target:** Creature touched  
**Attack/Save:** None  
**Formula:** Morph [2 points/rank] (+1 for the Affects Others extra, -1 point/rank for the Phantasm flaw).  
**TOTAL:** 2 points/rank.  
This allows you to change the subject's appearance to living minds as per a 2-point per rank *Morph* power.

## Mass Confusion

**Skills:** Attack (Nauseate)  
**Range:** Perception  
**Duration:** Concentration  
**Target:** Area (burst)  
**Attack/Save:** Will negates  
**Formula:** Nauseate [2 points/rank] (+1 point/rank for the Alternate Save (Will) extra, +1 point/rank for the Area (burst) extra, +2 points/rank for the Range (perception) extra, +1 point/rank for the Duration (concentration) extra, -1 point/rank for the Phantasm flaw).  
**TOTAL:** 6 points/rank.  
You must have both the Nauseate and Illusion effects at the same rank. Those in the area of effect who fail to save suffer the effects of the *Nauseate* power.

## Phantasm

**Skills:** Illusion  
**Range:** Perception  
**Duration:** Concentration  
**Target:** Area (burst stationary)  
**Attack/Save:** Will negates  
**Formula:** Illusion (all) [4 points/rank] (+1 point/rank for the Area (burst) extra, -1 point per rank for the Phantasm flaw).  
**TOTAL:** 4 points/rank.  
This allows you to create multi-sensory illusions as per the *Illusion* power.

## Physical Mask

**Skills:** Transform  
**Range:** Touch  
**Duration:** Sustained  
**Target:** Creature touched  
**Attack/Save:** None  
**Formula:** Morph [2 points/rank] (+1 for the Affects Others extra).  
**TOTAL:** 3 points/rank.  
This allows you to change the subject's appearance as per a 2-point per rank *Morph* power.

## Silence

**Skills:** Defend or Transform  
**Range:** Perception  
**Duration:** Sustained

**Target:** Area (burst attached)  
**Attack/Save:** None  
**Formula:** Concealment (hearing) [2 points/rank] (+2 points/rank for ultrahearing, +1 point/rank for the Area (burst attached) extra, +2 points/rank for the Range (perception) extra).  
**TOTAL:** 7 points/rank.  
This provides spell power rank concealment against normal and ultrahearing.

## Stealth

**Skills:** Cure or Transform  
**Range:** Touch  
**Duration:** Sustained  
**Target:** Creature touched  
**Attack/Save:** None  
**Formula:** Boost (Move Silently) [1 point/rank] (+2 points/rank for the Duration (sustained) extra, +1 point/rank for the Total Fade extra).  
**TOTAL:** 4 points/rank.  
This provides a bonus to the subject's Move Silently checks equal to the Boost rank for the duration.

## Trid Entertainment

**Skills:** Illusion  
**Range:** Perception  
**Duration:** Concentration  
**Target:** Area (burst stationary)  
**Attack/Save:** Will negates  
**Formula:** Illusion (all) [4 points/rank] (+1 point/rank for the Area (burst) extra, -1 point/rank for the Obvious flaw).  
**TOTAL:** 4 points/rank.  
This allows you to create obvious multi-sensory illusions as per the *Illusion* power.

## Trid Phantasm

**Skills:** Illusion  
**Range:** Perception  
**Duration:** Concentration  
**Target:** Area (burst stationary)  
**Attack/Save:** Will negates  
**Formula:** Illusion (all) [4 points/rank] (+1 point/rank for the Area (burst) extra).  
**TOTAL:** 5 points/rank.  
This allows you to create multi-sensory illusions as per the *Illusion* power.

## Manipulation Spells

### Armor

**Skills:** Defend  
**Range:** Perception  
**Duration:** Sustained  
**Target:** One creature  
**Attack/Save:** None  
**Formula:** Protection (base cost +10% for the Affects Others extra, +20% for the Range (perception) extra, -20% for the Duration (sustained) flaw).  
**TOTAL:** Base cost \* 1.1  
This generates a glowing field of energy that provides you with protection as per the *Protection* power.

### Control Actions

**Skills:** Charm  
**Range:** Perception  
**Duration:** Concentration (lasting)  
**Target:** One creature  
**Attack/Save:** Will negates  
**Formula:** Mind Control [2 points/rank] (-1 point/rank for the Aware Subject flaw).  
**TOTAL:** 1 point/rank.  
You can control a subject's actions as per the *Mind Control* power, but the subject retains his consciousness and awareness, and as long as he resists, any actions you have him perform take a penalty equal to his Will save bonus.

### Control Emotions

**Skills:** Charm  
**Range:** Perception

**Duration:** Sustained (lasting)

**Target:** One creature

**Attack/Save:** Will negates (staged)

**Formula:** Emotion Control [(2 points/rank).

**TOTAL:** 2 points/rank

You can control the subject's emotions as per the *Emotion Control* power.

## Control Thoughts

**Skills:** Charm

**Range:** Perception

**Duration:** Concentration (lasting)

**Target:** One creature

**Attack/Save:** Will negates

**Formula:** Mind Control [2 points/rank].

**TOTAL:** 2 points/rank.

You can control a subject's actions as per the *Mind Control* power.

## Critter Form

**Skills:** Transform

**Range:** Ranged

**Duration:** Concentration

**Target:** One creature

**Attack/Save:** Fortitude negates

**Formula:** Shapeshift [8 points/rank] (+1 point/rank for the

Affects Others extra, +1 point/rank for the Range (ranged) extra, -1 point/rank for the Duration (concentration) flaw, -2 points/rank for the Limited (single Animal Type only) flaw).

**TOTAL:** 7 points/rank.

You can shift the target into one specific type of creature with the Animal type as per the *Shapeshift* power.

## Fling

**Skills:** Move

**Range:** Ranged

**Duration:** Instantaneous

**Target:** One object

**Attack/Save:** Weapons (rays, beams, and bolts)

**Formula:** Move Object [2 points/rank] (+1 point/rank for the

Damaging extra, -1 point/rank for the Limited (rapid fling) flaw).

**TOTAL:** 2 points/rank.

You can fling a single item at a target, dealing damage as a thrown attack (base damage based on the object) using the spell power rank as Strength bonus, as per the *Move Object* power.

## Ice Sheet

**Skills:** Attack

**Range:** Perception

**Duration:** Concentration

**Target:** Area (burst)

**Attack/Save:** None

**Formula:** Friction Control [3 points/rank] (-1 point/rank for

the Limited (trip) flaw).

**TOTAL:** 2 points/rank.

You create a sheet of ice that causes targets in the area of effect to react as if under the trip effect of the *Friction Control* power.

## Ignite

**Skills:** Attack

**Range:** Perception

**Duration:** Instantaneous

**Target:** One object

**Attack/Save:** Special

**Formula:** Ignite [3 points/rank].

**TOTAL:** 3 points/rank.

This allows you to set things on fire as per the *Ignite* power.

## Levitate

**Skills:** Move

**Range:** Ranged

**Duration:** Sustained

**Target:** One creature or object

**Attack/Save:** Weapons (rays, beams, and bolts)

**Formula:** Move Object [2 points/rank].

**TOTAL:** 2 points/rank.

You can telekinetically move objects as per the *Move Object* power. Yes, this spell is misnamed.

## Light

**Skills:** Transform

**Range:** Ranged

**Duration:** Sustained

**Target:** Special

**Attack/Save:** Weapons (rays, beams, bolts)

**Formula:** Light Control [2 points/rank] (+1 point/rank for the Mobile extra).

**TOTAL:** 3 points/rank.

You can generate a light as per the *Light Control* power.

## Magic Fingers

**Skills:** Move

**Range:** Ranged

**Duration:** Sustained

**Target:** One creature or object

**Attack/Save:** Weapons (rays, beams, and bolts)

**Formula:** Move Object [2 points/rank] (+5 points for the Precise power feat).

**TOTAL:** 5 points + 2 points/rank.

You can move objects as with the *Move Object* power with the Precise power feat.

## Mana Barrier

**Skills:** Create

**Range:** Perception

**Duration:** Sustained

**Target:** One barrier

**Attack/Save:** None

**Formula:** Create Object [2 points/rank] (+1 point/rank for the Range (perception) extra, -1 point/rank for the Limited (astral/dual only) flaw).

**TOTAL:** 2 points/rank.

You can create a barrier as per the *Create Objects* power, however, this barrier only affects astrally active objects and beings.

## Mob Control

**Skills:** Charm

**Range:** Perception

**Duration:** Concentration (lasting)

**Target:** Area (burst)

**Attack/Save:** Will negates

**Formula:** Mind Control [2 points/rank] (+1 point/rank for the Area (burst) extra, -1 point/rank for the Aware Subject flaw).

**TOTAL:** 2 point/rank.

You can control the actions of all subjects in the area as per the *Mind Control* power, but the subjects retains their consciousness and awareness, and as long as they resists, any actions you have them perform take a penalty equal to their Will save bonuses.

## Mob Mind

**Skills:** Charm

**Range:** Perception

**Duration:** Concentration (lasting)

**Target:** Area (burst)

**Attack/Save:** Will negates

**Formula:** Mind Control [2 points/rank] (+1 point/rank for the Area (burst) extra).

**TOTAL:** 3 point/rank.

You can control the actions of all subjects in the area of effect as per the *Mind Control* power.

## Mob Mood

**Skills:** Charm

**Range:** Perception

**Duration:** Sustained (lasting)

**Target:** Area (burst)

**Attack/Save:** Will negates (staged)

**Formula:** Emotion Control [2 points/rank] (+1 point/rank for the Area (burst) extra).

**TOTAL:** 3 points/rank

You can control emotions of all subjects in the area of effect as per the *Emotion Control* power.

## Petrify

**Skills:** Transform

**Range:** Ranged

**Duration:** Sustained (lasting)  
**Target:** One creature  
**Attack/Save:** Weapons (rays, beams, and bolts)  
**Formula:** Petrification [3 points/rank].  
**TOTAL:** 3 points/rank.  
You can petrify creatures as per the *Petrification* power.

## Physical Barrier

**Skills:** Create  
**Range:** Perception  
**Duration:** Sustained  
**Target:** One barrier  
**Attack/Save:** None  
**Formula:** Create Object [2 points/rank] (+1 point/rank for the Range (perception) extra).  
**TOTAL:** 3 points/rank.  
You can create a barrier as per the *Create Objects* power.

## Poltergeist

**Skills:** Move  
**Range:** Ranged  
**Duration:** Concentration  
**Target:** One object  
**Attack/Save:** Reflex negates  
**Formula:** Move Object [2 points/rank] (+1 point/rank for the Area (burst stationary) extra, +1 point/rank for the Damaging extra, +1 point/rank for the Duration (concentration) extra, -1 point/rank for the Limited (rapid fling) flaw).  
**TOTAL:** 4 points/rank.  
You can cause small objects in the area of effect to whirl around, dealing damage to everyone in the area as a thrown attack (base damage based on the object) using the spell power rank as Strength bonus, as per the *Move Object* power.

## Shadow

**Skills:** Transform  
**Range:** Ranged  
**Duration:** Sustained  
**Target:** Special  
**Attack/Save:** Weapons (rays, beams, bolts)  
**Formula:** Darkness Control [2 points/rank].  
**TOTAL:** 2 points/rank.  
You can generate an area of darkness as per the *Darkness Control* power.

## Shapechange

**Skills:** Transform  
**Range:** Ranged  
**Duration:** Concentration  
**Target:** One creature  
**Attack/Save:** Fortitude negates  
**Formula:** Shapeshift [8 points/rank] (+1 point/rank for the Affects Others extra, +1 point/rank for the Range (ranged) extra, -1 point/rank for the Duration (concentration) flaw, -1 point/rank for the Limited (Animal Type only) flaw).  
**TOTAL:** 8 points/rank.  
You can shift the target into different living forms with the Animal type as per the *Shapeshift* power.

## Turn to Goo

**Skills:** Attack and Transform  
**Range:** Ranged  
**Duration:** Sustained (lasting)  
**Target:** One creature  
**Attack/Save:** Weapons (rays, beams, and bolts)  
**Formula:** Stun [3 points/rank] (+2 points/rank for the Duration (sustained) extra) plus Transform (one type to another) [3 points/rank].  
**TOTAL:** 8 points/rank.  
You must have the Stun and Transform effects at the same rank. If the victim fails to save versus the stun effect, he (only him – not his gear or cyberware) is turned to goo, gaining traits as per *Transform* (liquid).



## TOOLS

### Computing Devices

You can access the Matrix using a commlink (most common), a tortoise (second most common) or a cyberdeck. Regardless of which tool you select, they all have the same type of statistics:

**Firewall:** Measures the device's security. Your Firewall also acts as Defense for your icon in VR Matrix use.

**Response:** Measures the device's processing power and its ability to quickly react to input. For every simultaneous program you have running that exceeds your System rating, you reduce the effective Response by 1 point.

**System:** Measures the strength and ability of your operating system (Windows 10K, etc). You cannot run a program with a rating greater than your System rating. If your Response rating is lower than the System rating, treat your System rating as being equal to the Response rating. Your maximum number of active subscriptions is equal to your System rating. In VR, your System rating also acts as the Strength, Dexterity, Constitution, and Perception scores of your icon.

**Signal:** The raw broadcasting power of the device, determining the range increment (as per Alternate House Rules). See below for a signal to range increment table.

**Active Memory:** Computing devices use standard Optical Memory Chips (OMC) in the place of archaic hard drives, CD/DVD, floppy disks, etc. A standard OMC has 10 "blocks" of memory space. OMC used for active memory is essentially RAM, with more active memory allowing for more (or more intensive) simultaneous tasks. Presented in a [number of chips (total number of chips slots available)] format.

**Storage Memory:** This is a section for OMC that act as the equivalent of hard drive space, allowing for storage of programs (use Active Memory for running programs). This is presented in a [number of chips (total number of chips slots available)] format.

SIGNAL AND RANGE INCREMENT			
Signal	Range Increment	Signal	Range Increment
1	1 ft.	11	50 mi.
2	10 ft.	12	250 mi.
3	25 ft.	13	500 mi.
4	100 ft.	14	2,500 mi.
5	250 ft.	15	5,000 mi.
6	1,000 ft.	16	25,000 mi.
7	0.5 mi.	17	50,000 mi.
8	2.5 mi.	18	250,000 mi.
9	5 mi.	19	500,000 mi.
10	25 mi.	20	2,500,000 mi.

**Commlinks** are ubiquitous, providing the average person with near-continual access to the Matrix via AR. Note that unless you connect to your commlink via a datajack (either with or without cable), your commlink requires interactive devices such as AR gloves, and acts as a telepresence device, with the same modifiers (see below).

**Tortoises** come in two types (and are most commonly encountered in workplaces) – the telimmersion device and telepresence device.

**Telimmersion** devices consist of goggles and a full-body suit that provides force-feedback, or simsense trode rigs, in addition to the actual box. Telimmersion devices impose the following penalties.

- **Initiative:** Telimmersion icons suffer a -4 initiative penalty.
- **Defense:** Telimmersion icons take a -5 penalty to Defense.
- **Hit Points:** System x 4.

**Telepresence** devices use monitors and simple devices (joysticks, keyboards, mice, motion-sensitive gloves) for interaction, in addition to the actual box. Telepresence devices are still common, being used in most wage slave cubicles.

- **Initiative:** Telepresence icons take a -8 initiative penalty.
- **Defense:** Telepresence icons take a -5 penalty to

Defense.

- **Hit Points:** System x 4.

### Programs

If you want to perform tasks in the Matrix, more often than not, you will have to use a program. Some tasks don't require programs, but are easier with them.

Programs have ratings that act as bonuses to the applicable skill checks. In some cases, a program may be set to act relatively autonomously, in which case, you use only the rating as a modifier to applicable rolls.

Loading a program is a full-round action that provokes attacks of opportunity.

Listed below are some common programs you can use and encounter. Basic information on these programs is found in the core book, beginning with page 226. Specific conversion information is noted below.

- **Agent/IC/Pilot:** These function pretty much as described. These programs have Active and Storage Memory equal to rating \*10 blocks for supplemental programs.
- **Analyze:**
- **Armor:** When active, an armor program provides your icon with DR equal to its rating. Anytime this armor is penetrated, however, reduce the rating of the program by one point (you can load a fresh copy to revitalize the rating).
- **Attack:** This adds a bonus to your Weapons (cybercombat) attack roll and determines the damage you deal to icons with your attack. See below for damage values.
- **Autosoft:** See *Rigging and Drones* for more information on autosofts.
- **Biofeedback Filters:** This acts as rating DR against the damage dealt by Black IC.
- **Black Hammer:** This program deals damage equal to an *Attack* program of the same rating. This is physical damage divided between your hit locations as a front/back fall, ignoring normal physical armor. This has the same chance of dealing ability drain as hot sim Dumpshock.
- **Blackout:** This program deals damage equal to an *Attack* program of the same rating. However, this does not deal damage to your icon – this deals Subdual damage directly to your body. Even if this knocks you out, it continues to deal subdual damage – *Blackout* never deals lethal damage.
- **Browse Data:**
- **Command:**
- **Data Bomb:** *Data bombs* deal damage equal to an *Attack* program of the same rating.
- **Decrypt:**
- **Defuse:**
- **ECCM:**
- **Edit:**
- **Encrypt:**
- **Exploit:**
- **Medic:** This restores hit points to your icon. See below for values.
- **Reality Filter:** Roll 1d20 + *Reality Filter* rating + Response rating versus the node's 1d20 + System rating + Response rating. If you win, you gain a +1 Response bonus in that node for that session. If you tie or lose, you take a -1 Response penalty. You must keep the program running to maintain the bonus.
- **Scan:**
- **Sniffer:**
- **Spoof:**
- **Stealth:**
- **Track:**

### Attack/Medic Program

#### Values

Rating	Damage
1	1d2

2	1d3
3	1d4
4	1d5
5	1d6
6	2d4-1
7	1d8
8	2d5-1
9	1d10
10	1d12
11	1d14 (2d8-1)
12	1d16
13	1d20
14	1d24
15	1d30
16	1d30+1d6
17	1d30+1d8
18	1d30+1d10
19	1d30+1d12
20	1d30+1d16

## Writing Programs

You can choose to write a program yourself instead of purchasing or pirating a copy. Writing a program requires a Computer Use check with the DC based on the program. On the table, the Program DC is for a rating 1 program. For each additional +1 rating, increase the DC by +1. If you have an existing copy of the program (regardless of rating), you gain a +2 circumstance bonus to the check.

Writing a program takes an amount of time equal to (Rating\*Memory Multiplier)\*8 hours. For every 5 points by which you beat the DC, reduce the time by 1d10 hours.

You can take 10/20 as normal when writing a program.

A sufficiently skilled programmer can attempt to write a program on the fly. This follows the same rules, but you take a -15 penalty to the Computer Use check. You cannot take 10/20 to write a program on the fly. Writing a program on the fly takes (Rating\*Memory Multiplier) \*1 full-round, with every 5 points over the DC reducing the time by one round to a minimum of one action.

Writing Agents, IC, or Pilot programs on the fly incurs an additional -15 penalty to the Computer Use check.

## MATRIX ACTIONS

These actions are listed in the sidebar on page 219 of core (and provide references to the appropriate rules text, note that the references aren't necessarily exact, and you may have to look at the page after the indicated page).

Matrix actions are most often based on the Computer Use skill (though, you'll note, other skills are sometimes used). If a skill check is noted with [Hack], you take a -6 penalty unless you have the Hacker feat.

- **Alter/Swap Icon** (swift): As noted, altering the appearance of, or swapping your current icon for a new icon is a swift action (in combat or when begin chased or other stressful situations, this may require a DC 10 Concentration check).
- **Attack** (full-round): Attacking is a full-round action. To make an attack roll, roll Weapons (cybercombat) + *Attack* program rating with a +2 synergy bonus for every 5 full ranks you have in Computer Use. The DC is the Defense of the icon you are attacking. If the attacker is not controlled by a mind, it rolls 1d20 + System rating + *Attack* program rating.
- **Change Linked Device Mode** (swift): For examples, see core page 135. Changing linked device modes requires no roll.
- **Control Device** (full-round): Controlling a device is a full-round action at least (and may be multiple full-round actions). These actions may call for multiple rolls, but all use Computer Use + *Command* program rating (often as a [Hack]). For example, controlling a repair drone to remotely fix a car would require a Computer Use + *Command* check to initiate the command, but you would still be required to make the normal Repair check to gauge the success of the actual repairs. In such cases, the maximum result of the second check (in this case, Repair) is limited to the result of the Computer Use + *Command* check.

- **Crash Program/OS** (full-round): Crashing a program or OS requires a Computer Use + *Attack* program rating (usually a [Hack]) check. The DC of the check equals the target's System + Firewall ratings. Even if you fail, as long as you don't fail critically, count the result and continue – when your total exceeds the DC, you succeed.
- **Data Search** (full-round): Data searching is one of the few Matrix actions not based on Computer Use. To perform a data search, you roll Research + *Browse* program rating. See below for more information. If you set *Browse* on a node to search autonomously, roll 1d20 + *Browse* program rating. Many of the examples of data searches may actually use Search or Spot in place of Research.
- **Deactivate Program/Agent** (standard): You can activate or deactivate a program as a standard action.
- **Decrypt (with key)** (standard): If you have the appropriate key, decryption is a standard action requiring no roll.
- **Decrypt (without key)** (full-round): If you do not have an appropriate key, decryption requires a DC 15 [Hack] Computer Use + *Decrypt* program rating check, followed by a Communications (cryptography) + *Decrypt* check against a DC equal to the encryption checks of the target (as per the Communications skill). Even if you fail, as long as you don't fail critically, track your results. When your total exceeds the DC, you've decrypted the target.
- **Detect Hidden Node** (full-round): Even if you know what you're looking for, this requires a Computer Use + *Scan* program rating check. The DC is an opposed check made by 1d20 + Firewall + Stealth program rating. If you're trying to find hidden nodes in general, or pick hidden nodes from unhidden nodes, the DC is 50, but as long as you don't critically fail, you can track your totals until you exceed the DC.
- **Detect Wireless Node** (swift): Finding a wireless node in a crowded area requires a Computer Use + *Scan* program rating check against a variable DC.
- **Disarm Data Bomb** (full-round): This requires a [Hack] Computer Use + *Defuse* program rating check. The DC is 10 + *Data Bomb* program rating.
- **Edit** (full-round): Editing is another Matrix action that often involves other skills besides Computer Use. Typically, this requires rolling a DC 15 Computer Use + *Edit* program rating check followed by a Craft (or other skill) + *Edit* program rating check. For example, altering an image would require a Craft (visual arts) + *Edit* check, as would creating an entirely new piece of computer generated imagery. When performing this for tasks other than minor changes, it can take hours, days, or even weeks, depending on the scope of the project and the time devoted to it.
- **Intercept Traffic** (full-round): To eavesdrop, roll [Hack] Computer Use + *Sniffer* program rating to set the DC for attempts to detect your tap. To insert faked traffic, roll [Hack] Computer Use + *Sniffer* program rating with a DC equal to the target's System + Firewall ratings. Editing follows the rules for Edit actions.
- **Intercept Wireless Signal** (full-round): Intercepting a wireless signal requires a DC 15 Computer Use + *Sniffer* program rating check followed by a Communications + *Sniffer* program rating check. The DC for this check equals the target's Communications check (usually a Take 10 + modifier). Yes, wireless communications are pretty easy to intercept.
- **Issue Command** (standard): This typically requires no roll, but in stressful situations, may require a DC 10 Concentration check.
- **Jack Out** (swift): Simply jacking out (as opposed to logging off) is a swift action. Jacking out causes Dumphock (see below).
- **Jam Signal** (full-round): Jamming a signal follows the normal Communications skill rules.



- **Log Off** (standard): Logging off is a standard action most of the time. If you have triggered an alert, then logging off requires a Computer Use check against the System rating DC, with a -5 penalty. You can track the totals of non-critical failures until you exceed the DC.
- **Log-On** (full-round): Logging on with legit access is a full-round action requiring no roll. See below for attempts to log on as a hack.
- **Observe in Detail** (standard): Observing in detail requires a Search + *Analyze* program rating check following the normal rules for searching. If the target is actively hiding, the DC is an opposed [Hack] Computer Use + *Stealth* program rating check or by 1d20 + Firewall + *Stealth* program rating check for programs or nodes that are hiding.
- **Reboot** (full-round): For a persona or node to reboot, make a 1d20 + System + Response check. The DC is 30. As long as a failure isn't critical, track the totals until the DC is exceeded.
- **Redirect Trace** (full-round): Roll [Hack] Computer Use + *Spoof* program rating opposed by the target's Computer Use + *Track* program rating (1d20 + System + *Track* program rating if you are being tracked by a node or program). If you win, you increase the Track DC by +1 per 5 points by which you beat the DC.
- **Repair Icon** (full-round): Roll DC 5 Computer Use + *Medic* check. On a success, you heal your icon for rating 1 damage. For every 5 points over the DC, increase the rating for healing, to the rating of the *Medic* program.
- **Run Program/Agent** (full-round): Activating a program normally doesn't require a roll. In stressful situations, however, it may require a DC 10 Concentration check.
- **Speak/Text Phrase** (free): This follows the normal rules for speaking as a free action.
- **Spoof Command** (full-round): Roll [Hack] Computer Use + *Spoof* program rating opposed by 1d20 + Pilot + Firewall.
- **Spoof Datatrail** (one minute): Altering your access ID requires a DC 15 [Hack] Computer Use + *Spoof* program rating check. Modifying the hardware requires 10 minutes and a DC 15 Craft (electronics) check.
- **Terminate Data Transfer** (free): Normally, this requires no roll, but in stressful situations, it may require a DC 10 Concentration check.
- **Track User** (full-round): To track a target, roll Computer Use + *Track* program rating. The base DC is 30, and as long as you do not critically fail, you can track your totals until you exceed the DC. If the target is hiding, add his *Stealth* program rating to the DC. If the target's connection is jammed open by Black IC, you gain a +4 bonus.
- **Transfer Data** (standard): Initiating a data transfer is a standard action that normally requires no roll (but may require a DC 10 Concentration check in stressful situations). The actual length of time required to transfer the data, however, is based in the I/O speeds of your device and the device you are accessing.

## Data Search

Performing a data search takes an amount of time based on the size of the network containing the data:

Network Size	Time
Tiny (commlink)	1d4 actions
Small (home network)	1d4 rounds
Large (business network)	1d6 rounds
Huge (arcology network)	1d10 rounds
Massive (North American net)	1d16 rounds

For every 5 points by which you beat the DC, reduce the time required by one round (or one action for a tiny network), to a minimum of one action.

A *vague request* (find all the security cameras controlled by this computer) reduces the DC by -5, but then you have to take additional time to seek out each camera.

A *general request* (find all the security cameras controlled by this computer on the 3<sup>rd</sup> floor) does not modify the DC.

A *specific request* (find the security camera that monitors the eastern stairwell door on the 3<sup>rd</sup> floor) increases the DC by +5.

## ACCESSING THE MATRIX

### Augmented/Virtual Reality

The average person spends an inordinate amount of time connected to the Matrix via his commlink, using *Augmented Reality*. Augmented reality (or AR) . . . imagine wearing a pair of glasses. You can see normally. Now, imagine that while you can still see everything normally, your computer monitor display, though transparent, is also visible in your glasses as a sort of Heads-Up Display. Now, imagine tiny speakers connected to the glasses, piping sounds from your computer to your ears.

That's AR.

When operating in AR, you can perform most normal Matrix tasks – essentially, it's like using a computer normally. However, you take a -1 penalty to non-Matrix tasks due to the distraction.

An exception to this is one reason why so many people use AR so frequently – if you can find relevant materials and information, using AR will provide a bonus ranging from +1 to +4 on some tasks.

For example, let's say you are working on the engine of your whizbang euro speedster. Normally, if you have the vehicle manual handy, you could gain a +1 or maybe +2 circumstance bonus to the task (although it might take a little more time to perform). However, if you can access that same manually virtually and in the AR-enhanced version, the bonus might increase to +4.

Navigating the mountain range on your Hummer with a GPS system might provide a +2 bonus, but using your AR-enhanced GPS computer map, again, your bonus may increase to +3 or +4.

If you think a task may be aided by AR, ask.

In *Virtual Reality*, however, you essentially transfer your mind to the Matrix, much like a magician projects astrally. Your body becomes effectively comatose as you become fully immersed in the alternate world of the Matrix. In VR, you are capable of performing Matrix tasks with greater efficiency and skill, but some tasks carry a much greater risk.

VR devices contain an override that effectively blocks your control of your body, in order to prevent you from harming yourself. However, with concentration, you can still perceive the actual world, but you suffer a -12 penalty to Listen, Search, and Spot checks while doing so. You can override the RAS that allows this with a DC 30 Craft (electronic) check over 1 hour.

VR device users have two basic modes they can operate in while decking – *cold sim*, and *hot sim*. Cold sim is the default mode. You can switch between cold and hot sim as a swift action (assuming your rig is designed to allow hot sim – off the shelf rigs are not). If you do switch from cold to hot in the middle of a round, you do not gain the bonuses until the next round. If you switch from hot to cold in the middle of the round, you immediately loses the bonuses gained from hot sim mode.

### Cold Sim

In Cold sim mode, you gain one additional standard Matrix action every round. You also gain a +2 bonus to Matrix action checks. In cold sim mode, you also gain a number of free actions per round equal to one-half Response rating.

### Hot Sim

Hot sim mode gives you an edge in the Matrix, increasing your reaction time and sheer ability to manipulate the virtual world.

While running in hot sim mode, your icon gains a +4 initiative bonus, +2 Defense bonus, and two additional standard Matrix actions every round. You also gain a +4 bonus to all Matrix action skill checks. You also gain a number of free actions equal to your Response rating.

However, hot sim makes you more vulnerable to the effects of lethal IC and dumpshock. Hot sim is also addictive in the same manner as a *Better-Than-Life* chip.

Modifying a sim module to allow for Hot Sim mode requires 5 DC 15 Craft (electronics) checks, with each check taking an hour (every 5 points over the DC reduces the time by 10 minutes).

## Dumpshock

When you are dumped from the Matrix, you suffer dumpshock – a physical attack on your flesh-and-blood body. When you suffer Dumpshock in cold sim, you take 3d12 points of subdual damage.

If you suffer Dumpshock in hot sim, you take 1d16 points of hit location damage as a front/back fall. In hot sim, there is a percentage chance equal to the damage suffered that you will take 1 point of Perception, Intelligence, Wisdom, or Charisma (randomly determined) drain.

Regardless of sim mode, you are dazed for 1d12 rounds, with a DC 15 Will save reducing the duration by one-half.

You cannot suffer Dumpshock while operating in AR.

## Zones

Some real-world areas can affect your Matrix experience.

- **Dead zone:** Some areas simply do not allow for Matrix access. These are “dead zones”. Acquiring Matrix access in a dead zone can be an adventure all in itself.
- **Spam zone:** A spam zone is an area zoned for increased advertising and Matrix activity. If you are operating in AR in a spam zone, the non-Matrix task penalty can range from -2 to -10, and even Matrix tasks takes one-half that as a penalty.
- **Static zone:** A static zone is an area where you can access the Matrix, but the connections are unreliable. When operating in a static zone, using both AR and VR, you take a penalty to Matrix actions ranging from -1 to -10.

## Recap

- **Augmented Reality Matrix Initiative:** 1d20 + Initiative modifier, with a maximum result equal to your device's Response rating.
- **Virtual Reality Cold Sim Matrix Initiative:** 1d20 + Intelligence modifier (+Initiative skill ranks with Matrix Initiative feat) with a maximum result equal to device Response rating \*1.5.
- **Virtual Reality Hot Sim Matrix Initiative:** 1d20 + 4 + Intelligence modifier (+Initiative skill ranks with Matrix Initiative feat) with a maximum result equal to device Response rating \*2.

## Accounts, Authorization, and Privileges

Every Matrix node has a set of authorized users – individuals with the proper accounts, passcodes, and privileges that allow them to take certain actions on the node. Authorized users frequently don't have to make skill checks to perform tasks, while hackers must make checks to do anything. Many nodes have public access areas, or may be entirely public (similar to standard websites).

## Passcodes

**Basic passcodes** are the most common types of codes used to access legitimate accounts. Basic passcodes are typically alphanumeric, but may also include images, tunes, or specific movements.

**Linked passcodes** requires an extra bit of input from the user – an extra level of identification specific to a person or a device. This can be a scan from a security scanner (retinal, fingerprint, palmprint, and so on) linked to the commlink/terminal or the correct signature from the device's OS or a unique RFID tag. If the scan or signature doesn't match the records, access will be denied.

**Passkeys** are one of the most secure ways of controlling access to a node. Passkeys are unique encrypted modules that plug into a commlink or terminal. Many corporations require this accessory for telecommuting workers. When a logon is attempted, the node queries the module; if it doesn't receive the proper code, the user is denied access.

## User Account Privileges

All legitimate users of a node have one of the following levels of privileges. The level of privileges modifies skill checks made to perform actions in the node.

- **User:** +0 bonus to Computer Use. Common access. Typical for wage slaves.
- **Power User:** +2 bonus to Computer Use. Common for assistant managers and the like.
- **Super User:** +4 bonus to Computer Use. Typically for subordinate administrators. Security deckers typically have this level of privilege.
- **Root User:** +8 bonus to Computer Use. Reserved for top-level admins.

## Access Level Tasks

Note that some actions in a particular network may have a Minimum Account Privilege required. You can still attempt the task, but for every level of difference between your privileges and the minimum privilege, you take a -6 penalty. For example, if you currently have Power User privileges and attempt to perform a task requiring Root User privileges, you take a -12 penalty to the check.

## Logging On (On-the-fly Decking)

Logging on for legit users is easy – input the appropriate passcode. This is a full-round action. Illegal access requires several things to occur.

The first thing required is an access point. This may be an online site (directly hacking a terminal – this is required for isolated nodes and servers), or a remote access point. A remote access point can be a home Matrix connection, although this is uncommon. Typically, a common jackpoint is physically hacked into a fiber-optic cable, though for many targets, wireless connections are used.

Hacking into a fiber-optic cable requires a tool kit, 1d6 minutes, and a Disable Device check. The DC for the Disable Device check is based on the location. Secure urban zone cable are protected and have DC of 25+. Places like the Barrens have worn cables and access point, with DCs of 15 to 20. For every 5 points over the DC, reduce the time required by one minute, to a minimum of 30 seconds. Once the cable is hacked, it takes 1d6 rounds and a DC 15 Computer Use check to set up a connection. At this point, you are ready to log on.

Logging on is a full-round action and requires a [Hack] Computer Use + *Exploit* program rating check. The DC for this check is based on the security code of the area of the Matrix in which your icon will appear as well as the level of user privileges you shoot for (the Log-On DC). If you beat the DC by more than 10, you can log on as a standard action. As long as you do not critically fail, you can track your totals, until you exceed the DC.

- **User privileges:** +0 DC (see above).
- **Power user privileges:** +4 DC.
- **Super user privileges:** +8 DC.
- **Root user privileges:** +12 DC.

Logging on must be performed any time you attempt to enter a new server or node. Breaking into nodes and systems in this manner is known as on-the-fly decking.

When you deck into a system in this manner, every time you make a Matrix skill check (successful or not), the target node gets a free test to notice your presence. This is a d20 + Firewall + *Analyze* program rating skill check against your Computer Use + *Stealth* program rating check. If the node detects you – whether you hack in or not – an alert is triggered.

## Probing the Target

On-the-fly decking works if you have to use it, but the preferred method of decking is by probing the target. This requires that you have sufficient time to scout your target ahead of time, searching for system weaknesses that can make penetration easier.

To use this method, you must be able to examine the target for at least one hour (in VR) or one day (in AR), and you must succeed in a Computer Use + *Exploit* program rating check against the Log-On DC. If successful, you have found an exploitable weakness. As long as you do not critically fail, you can track your totals until you exceed the DC.

After probing, you must break in as described above. However, you gain a +8 bonus to the check to Log On, and the system only gets one free check to detect you, instead of a check for every test you make.

## Security Codes

All nodes, networks, LTGs, and RTGs have a security rating. In most cases, the security rating is obvious, since it is color-coded.

Some installations may strip the color theme away though. The codes, in order of weakest to strongest, are: Green – Blue – Yellow – Red – Black. There are rumors of a Ultraviolet system, tougher even than a Black system.

Additionally, the security code often acts as a base Firewall/Response/System rating for constructs (IC) used by the system. This is noted on the table below as "Rating". Note that these are "average" ratings and specific locations may have lower or higher ratings.

SECURITY CODE TABLE				
Security	Log-On DC	Skill DC Mod	Rating	Examples
Green	15	+1	5	Public areas
Blue	20	+4	10	Small business
Yellow	25	+8	15	Unimportant government database
Red	30	+12	20	Corporate and military systems
Black	35	+16	25	Top secret systems
UV	???	???	???	???

## Accessing Multiple Nodes

It is possible for you to access multiple nodes – it is like switching windows. However, you can only be active in a single node at a time (meaning each action only applies to a single node). The maximum number of nodes you can access simultaneously is equal to your System rating. If your persona must make a test in a node that is not currently "active", the test is made only with the associated program (assuming it is active), and not with an associated skill.

Your icon appears in each node you are accessing, including the non-active nodes, and each icon may be attacked in cybercombat. If multiple icons are being attacked, you have to divide your actions between them. Any damage suffered by one icon is suffered by all of your icons.

**Maximum Number of Nodes:** The maximum number of nodes, agents, or drones you may be subscribed to simultaneously is equal to your device System rating.

## CYBERCOMBAT

Combat in the Matrix follows the same basic rules as meat combat with some minor changes.

**Attacks per round** are determined normally, but remember, cold and hot sim provide additional actions. Programs such as IC are always treated as running in hot sim mode for the bonuses.

There are **no Called Shots**.

There are **no critical hits** unless you have the Matrix Fighter feat. If you have this feat, you can score a critical hit normally. A critical hit on an icon deals maximum damage plus a damage roll.

**Size, space and reach** have no bearing.

## Icon

Variable Virtual Construct

**Hit Dice (hp):** n/a (System \*5)

**Initiative:** Varies.

**Speed:** Matrix.

**Defense** [<sup>0</sup>]: (Firewall + Dexterity modifier), flat-footed (Firewall); **Critical** n/a

**Armor:** Armor program.

**Base ApR/AoO:** Normal.

**Attacks:** Attack bonus equals Weapons (cybercombat) skill or ½ System.

**Space/Reach:** n/a

**Special Attacks:** Programs.

**Special Qualities:** Virtual construct.

**Saves:** Fort [Firewall + Con mod], Ref [Response + Dex mod], Will [Will save or program System].

**Action Points:** Operator.

**Abilities:** Fht \*, Str [Sys], Dex [Sys], Con [Sys], Per [Sys], Int \*, Wis \*, Cha [Op], Agg [Op], App [Var], Fai [Op]

\* This stat is equal either to the hacker's stat, or the program's System rating or appropriate program rating.

[Op] indicates you use the normal stat of the operator of the icon.

**Skills:** Operator or computer stats and programs.

**Feats:** Operator or computer stats and programs.

**Traits:** Operator.

**Occupation:** Operator.

**Allegiances:** Operator or programmed.

**Reputation:** Operator.

**Wealth:** Operator.

**Treasure:** Operator.

**Madness:** n/a

**Size:** n/a

**Activity:** Any.

**Numbers:** Varies.

## Black IC Attacks

As noted, even a non-damaging successful hit jams open your connection and the connection remains open until the IC is crashed. In this case, even jacking out becomes a full-round action that requires you to roll a Will save (+Biofeedback Filter rating) opposed by the IC's 1d20 + Response + IC rating check. If the IC wins, it prevents you from jacking out. If you win, you jack out and suffer Dumpshock.

## OTAKU

You must select the Otaku trait to be an Otaku. Once you've done this, adjust your ability scores in the following manner:

- **Fighting:** -4
- **Strength:** -4
- **Dexterity:** -4
- **Constitution:** -2
- **Perception:** +2
- **Appearance:** +0
- **Intelligence:** +4
- **Wisdom:** +4
- **Charisma:** +4
- **Aggression:** +0
- **Faith:** +0

When assigning your skills, you must assign at least 10 points to Computer Use. Place an asterisk next to this skill to represent the fact that you do not know how to use a computer; this represents your skill using your inherent abilities; to learn to use the computer in the regular way, you must purchase those ranks separately.

If your ability scores are boosted via magic, these boosts DO NOT carry over to your Matrix attributes.

## Channels

Otaku access the wireless Matrix without commlinks and the other gadgets required by most. The Otaku's brain essentially acts as a cyberdeck and wireless node.

However, when dealing with an isolated computer system (one that cannot be accessed wirelessly), even an Otaku needs a datajack and a fiberoptic cable to jack in.

For the purposes of interacting with the Matrix, treat your brain as a cyberdeck with the following statistics:

- **Response:** Equal to Wisdom score, maximum equals Resonance.
- **Signal:** Resonance score /2, round down.
- **Firewall:** Equal to Charisma score, maximum equals Resonance.
- **System:** Equal to Intelligence score, maximum equals Resonance.

Additionally, Otaku have Inherent Biofeedback Filters with a rating equal to Charisma, with a maximum equal to Resonance.

## Matrix Interaction

When acting in the Matrix, Otaku are considered to be running in Hot Sim mode, with all the attendant modifiers.

When an Otaku goes online using his own abilities, he automatically spoofs an access ID (no checks required).

Otaku are essentially organic nodes that are always treated as being in Hidden mode (in fact, they cannot operate in Active or Passive modes). However, they do emit radio signals, and can be tracked in the same manner as hidden nodes.

An Otaku can "run silent", shutting down all of his biological radio transmissions and becoming undetectable to radio scanners, but this is not a comfortable state, akin to having your vision go blurry. Otaku can also set themselves in "receiver" mode. In this mode, the Otaku can still receive transmission while remaining undetectable to radio scanners, but cannot make any

connections that require subscriptions (remember, most data transactions are two-way and require subscriptions).

Otaku can be jammed in the same manner as any radio signal.

The system doesn't really recognize the Otaku biological node as a node, and this renders Otaku immune to hacking from mundane sources, though other Otaku can hack them as with any other nodes and devices (though they cannot use the probing for weaknesses technique; otherwise, this hacking follows the normal rules).

This organic node nature also makes the Otaku difficult to track with a Track program; such a program can triangulate his position to no better than within 150 ft.

Otaku are subject to the normal rules for linking to devices and subscriptions. Mundane hackers can intercept signals between an Otaku and a device, and can even spoof an Otaku's signal.

## Complex Forms

Otaku cannot utilize standard computer programs when working in the Matrix. Instead, they can "build" programs on the fly in the Matrix. These programs are called complex forms.

At any given time, an Otaku can maintain a number of simultaneous complex forms with a total rating not to exceed Resonance \*5.

## Programming a Complex Form

To program a complex form, make a Computer Use check with an additional bonus equal to your Resonance ability score bonus. The DC required, for Rating 1, is on the table below, along with the time frame required at that DC.

For each additional point of rating (not to exceed Resonance), increase the DC by +1.

Program	PROGRAMS			
	8 hours	1 minute	1 round	1 action
Agent/IC	16	24	32	48
Analyze	7	10	14	21
Armor	11	16	22	33
Attack	11	16	22	33
Biofeedback filters	7	10	14	21
Black Hammer	20	30	40	60
Blackout	20	30	40	60
Browse	6	9	12	18
Command	9	13	16	24
Data bomb	13	19	26	39
Decrypt	11	16	22	33
Defuse	12	18	24	36
ECCM	11	16	22	33
Edit	6	9	12	18
Encrypt	11	16	22	33
Exploit	11	16	22	33
Medic	11	16	22	33
Reality filter	9	13	18	24
Scan	7	10	14	21
Sniffer	8	12	16	24
Spoof	7	10	14	21
Stealth	12	18	24	36
Track	12	18	24	36

## Otaku Cybercombat

When engaging in cybercombat, Otaku have Icon, just as other Matrix dwellers. When an Otaku's icon takes damage, however, the Otaku may take damage as well.

Whenever your icon takes damage, you must make a Fortitude save with a DC equal to the damage; if this fails, you take one-half the damage (round down) as subdual damage (armor does not apply). If the saving throw fails critically, you take this damage as lethal damage direct to hit locations (full torso, one-half to head and limbs).

## Fading

Otaku demonstrate their abilities at an early age, as young as 3. However, as they grow older, their abilities fade.

When you create an Otaku, roll 1d6+10. This is the age at which you begin to suffer the Fading. Every year, beginning with this age, reduce your Resonance score by 1 point.

## Submersion

As Otaku become more and more experienced, some become more in touch with the Resonance of the Matrix. This closer connection allows them to become even more powerful in this environment. This process is known as Submersion, and is similar to the Initiation of Magicians.

**Cost of Submersion:** 5 + (Grade \*2) XP.

**Maximum Submersion Grade:** Resonance score.

**Benefits of Initiation:** With each Grade, your maximum Resonance score increases by +1. Actually increasing your Resonance score costs XP equal to new Resonance Score \*1. With each Grade, you can select one of the Resonance powers, known as Echoes, from below:

- **Amplification:** Increase the Signal rating of your persona by +1. This may be taken up to 3 times.
- **Blur:** This allows you to alter your Matrix signature. Increase the DC to detect and recognize your Matrix signature by your Resonance grade. Additionally, this makes your complex forms appear as normal programs to casual inspection.
- **Coenesthesia:** This allows you to subconsciously detect the trace presence of Resonance in your "area". This is a Spot check, modified by Resonance score, rolled by the GM. Success detects the presence. A Search check (also modified by Resonance) is required to track the presence, although this is at a +4 bonus.
- **De-fragmentation:** This allows you to heal damage to your living persona. Roll a Will save (plus your Resonance modifier). The base DC is 15 – this heals 1 points of damage. Regain one hit point per 5 points over the DC. This can only be used once per set of injuries.
- **E-Sensing:** Otaku have a basic sense of the electrical signals in the meat world around them (otherwise, they couldn't function). This enhances that ability. With this echo, you can make a Search check (plus your Resonance modifier). This can detect within a radius equal to (Resonance \* Submersion grade) \*5 ft. See below for information gained.
- **Firewall Upgrade:** Increase your living persona's Firewall rating by +1. This can be taken up to 3 times.
- **Flexible Touch:** This allows you to make your Matrix signature appear as someone else's signature. This takes 2 rounds, and a DC 15 Computer Use check. Additionally, reduce the duration of your signature by one hour per Submersion grade.
- **Info Sortilege:** This gives you an intuitive feel for the way information links together. This requires the use of a Browse complex form. Once you've gathered together a small horde of data (at least two pieces of information gathered from the appropriate tests), you enter a mild trance (modifiers as if stunned). Then make a Search check (modified by Resonance) to follow the thin datatrail in the Matrix like a sleepwalker. The better the check, the more hidden pieces fall into place to reveal the bigger picture, how information about the subject intertwines and relates to each other. Depending how information is hidden, the search might also lead you to nodes that have to be hacked to acquire the information therein.
- **Living ECM:** This allows you to turn your body into an organic jammer with a rating equal to your Submersion grade. This requires a full-round action to initiate and a free action every round to maintain.
- **Macro:** When making a full-round action in the Matrix, this allows you to perform an additional non-combat task (though at a -4 penalty). This may be selected only once.
- **Multiprocessing:** This allows you to process

digital information from multiple sources simultaneously. You can engage in an online conference call while at the same time, hack a system, providing full attention to each. Matrix Search checks are free actions for you. You can focus on a number of information sources equal to your Submersion grade. Additionally, if acting in multiple nodes at the same time, you can pay attention to a number equal to 1 + Submersion grade (instead of just one). In the nodes in which you are not active, you can apply one-half your Computer Use skill in addition to the program rating.

- **NeuroFilter:** Increase the rating of your Biofeedback Filter by +1. This may be taken up to 3 times.
- **Overclocking:** Increase the Response rating of your persona by +1. This may be taken up to 3 times.
- **Sift:** When performing Matrix Search checks, divide the required time by your Submersion grade.
- **System Uplink:** Increase the System rating of your persona by +1. This may be taken up to 3 times.

## E-Sensing Results

Check Result	Information
14 or less	None
15 – 19	Presence and direction of electrical field source, if the source actively projects an electromagnetic signal.
20 – 24	Relative size and type of the source (metahuman v. electrical device), signal rating of emitting devices, presence of cyberware implants.
25 – 29	Type and model of node (RFID tag, commlink, coffee machine, drones, sensors; determine if a person is an Otaku; location of cyberware implants).
30 – 34	Rating of sensors, System rating of node, presence of nanites on the exterior, obvious vehicle/drone modifications.
35+	Firewall rating of node, presence of stealth tags, whether a node is slaved, presence of nanites in the bloodstream.

## RIGGING AND DRONES

Core page 238.

### The Basics

#### Controlling Drones – Not Jumped In

**Step 1: Access and Link as Subscriber:** Maximum simultaneous subscriptions equals your Computer System rating (you can do this via commlink or cyberdeck). You can subscribe multiple drones as a Single Device. Remember, to subscribe a drone(s), it must be within wireless range. Once ordered, it can move out of wireless range, but must move back into range to receive new orders.

**Step 2: Issue Commands:** You can issue the same command to all drones as a standard action. Giving different drones different commands takes 1 standard action per command. If you have multiple drones subscribed as a single device, you must issue the same command to those drones. If necessary, once you've issued a command, you can unsubscribe a drone and let its native intelligence guide it completely. [You also order your drones to subscribe to each other, using Pilot as System, allowing them to share tactical data and coordinate].

#### Controlling Drones/Security Systems – Jumped In

**Step 1: Jacked In:** You must be jacked into your cyberdeck and running in Hot Sim mode.

**Step 2: Access and Link as Subscriber:** You must link the drone you are going to jump into as a subscriber to your cyberdeck.

**Step 3: Jump In:** Jump into the selected drone. This requires a standard action.

**Feedback Damage:** If a drone takes damage while you are jumped in, you take one-half the damage suffered as subdual damage (armor does not apply), applying your Will save modifier + running *Biofeedback Filter* program rating as armor.

## Skill Checks

- **Balance:** *Rigger* (1d20 + ranks + various mods); *Drone* (1d20 + software rating).
- **Climb:** *Rigger* (1d20 + ranks + various mods); *Drone* (1d20 + software rating).
- **Communications:** *Rigger* (1d20 + ranks + various mods); *Drone* (1d20 + System rating + Electronic Warfare rating).
- **Computer Use:** *Rigger* (1d20 + ranks + various mods); *Drone* (1d20 + System rating + software rating).
- **Demolitions:** *Rigger* (1d20 + ranks + various mods); *Drone* (1d20 + software rating).
- **Disable Device:** *Rigger* (1d20 + ranks + various mods); *Drone* (1d20 + software rating).
- **Drive:** *Rigger* (1d20 + ranks + Maneuver rating + various mods); *Drone* (1d20 + Pilot rating + Maneuver rating).
- **Hide:** *Rigger* (1d20 + ranks + various mods); *Drone* (1d20 + System rating + various mods).
- **Initiative:** *Rigger* (1d20 + 4 + Intelligence mod / max=Response \*2); *Drone* (1d20 + Pilot/max=Response \*1.5).
- **Listen:** *Rigger* (1d20 + ranks + Sensor rating + Clearsight rating); *Drone* (1d20 + Sensor rating + Clearsight rating).
- **Move Silently:** *Rigger* (1d20 + ranks + various mods); *Drone* (1d20 + System rating + various mods).
- **Navigate:** *Rigger* (1d20 + ranks + various mods); *Drone* (1d20 + System rating + software rating).
- **Pilot:** *Rigger* (1d20 + ranks + Maneuver rating + various mods); *Drone* (1d20 + Pilot rating + Maneuver rating).
- **Read/Write Language:** *Rigger* (1d20 + ranks + various mods); *Drone* (1d20 + software rating).
- **Repair:** *Rigger* (1d20 + ranks + various mods); *Drone* (1d20 + software rating).
- **Search:** *Rigger* (1d20 + ranks + Sensor rating + Clearsight rating); *Drone* (1d20 + Sensor rating + Clearsight rating).
- **Speak Language:** *Rigger* (1d20 + ranks + various mods); *Drone* (1d20 + software rating).
- **Spot:** *Rigger* (1d20 + ranks + Sensor rating + Clearsight rating); *Drone* (1d20 + Sensor rating + Clearsight rating).
- **Swim:** *Rigger* (1d20 + ranks + various mods); *Drone* (1d20 + software rating).
- **Treat Injury:** *Rigger* (1d20 + ranks + various mods); *Drone* (1d20 + software rating).
- **Tumble:** *Rigger* (1d20 + ranks + various mods); *Drone* (1d20 + software rating).
- **Weapon:** *Rigger* (1d20 + ranks + Targeting rating); *Drone* (1d20 + System rating + Targeting rating).

## Drone Initiative

**Autonomous Drone:** An autonomous drone rolls 1d20 + Pilot rating, with a maximum result equal to Response (the Drone's Response) rating \*1.5. Unless upgraded, assume a drone's Response equals its Pilot rating.

**Jumped In:** A jumped-in rigger rolls 1d20 + 4 + Intelligence modifier with a maximum result equal to the Drone's Response \*2.

## Drone Actions Per Round

**Autonomous Drones:** Autonomous drones have 2 actions per round and 0 attacks of opportunity.

**Jumped In:** A jumped-in rigger has his normal number of actions per round +1, and his normal number of attacks of opportunity.

## Rigger Actions

- **Activate/Deactivate ECCM** (swift): Activated ECCM comes online on the drone's next action.
- **Activate/Deactivate Sensors** (free): Activated sensors come online on the drone's next action.
- **Actively Subscribe a Drone** (standard):
- **Arm/Disarm a Weapon System** (swift): A drone may have only one weapon system active at a time; switching between active weapon systems is a Swift Action.
- **Call Up a Status Report** (free):
- **Fire a Weapon System** (standard): This is a standard action unless the actual weapon or fire mode involved indicates differently.
- **Jump Into/Out of a Drone** (standard):

## Autosoft Programs

- **Clearsight:** Adds the program rating as a bonus to Sensor checks.
- **Defense:** A *Defense* program provides the drone with a dodge bonus to Defense equal to the program rating. Such an equipped drone can also fight defensively and use total defense.
- **Electronic Warfare:** This allows the drone to perform electronic warfare tasks as if possessing the Communications skill at the program rating, along with the Electronic Warfare feat.
- **Maneuver:** Normally, for Drive/Pilot checks, a drone rolls  $1d20 + Pilot$  program rating. A drone with a *Maneuver* program rolls  $1d20 + Pilot$  program rating + *Maneuver* program rating.
- **Targeting:** Normally, when making an attack with a weapon a drone rolls  $1d20 - 6 + Pilot$  program rating. This program is available for each Weapon skill that is applicable, and allows the drone to make attacks rolls of  $1d20 + Pilot$  program rating + *Targeting* program rating.

Additional Contact Rules