ITEMS AND OBJECTS

SHADOW AMPS

Included here is a list of shadow amps, qualities, and gear that can be used in *Shadowrun: Anarchy* games. These are not exhaustive, and we encourage you to use these as a basis to create your own amps, as per the rules in *Shadowrun: Anarchy*. Some of these may seem familiar, and where there is conflict, use the rules in this book instead of *Shadowrun: Anarchy* or *Chicago Chaos*. The 2050s were a very different time!

AWAKENED AMPS

Awakened—Hermetic (Amp Level 2): Has access to magical amps (excluding Mentor Spirit amps).

Awakened—Physical Adept (Amp Level 2): Has access to physical adept amps.

Awakened—Shaman (Amp Level 2): Has access to magical amps (including Mentor Spirit amps).

Note: The **Emerged** *amp is not available for Anarchy 2050—technomancers would not emerge until much later.*

MAGICAL AMPS

COMBAT SPELLS

Acid Bolt (Amp Level 3): Combat spell. Damage of 6P/AA, +2 damage to Armor. Defense = S + W.

Acid Bomb (Amp Level +1): Damages multiple targets.

Fire Bolt (Amp Level 2): Combat spell. Damage of 6P. Ignites combustibles in blast area. Defense = A + L.

Fireball (Amp Level +1): Damages multiple targets.

Mana Bolt (Amp Level 2): Combat spell. Damage of 6P/AA. Defense = S + W.

Mana Ball (Amp Level +1): Damages multiple targets.

Poltergeist (Amp Level 2): Combat spell. 5S/AA. Can telekinetically whirl around all small objects and debris in an area. Defense = A + L.

Power Bolt (Amp Level 1): Combat spell. Damage of 6P. Defense = A + L.

Power Ball (Amp Level +1): Damages multiple targets.

Ram (Amp Level 1): Effect spell. Loudly smash a hole through a barrier. Defense = Difficulty.

Sleep (Amp Level 3): Combat spell. 5S/AA. Target gets drowsy, rerolling 2 hits on Perception tests. Defense = W + L.

Stunbolt (Amp Level 2): Combat spell. Damage of 8S/AA. Defense = S + W.

Stunball (Amp Level +1): Damages multiple targets.

EFFECT SPELLS—SUPPORT & CONTROL

Antidote (Amp Level 1): Effect spell. One target is able to overcome the effect of a drug or toxin.

Armor (Amp Level 2): Effect spell. While sustained, the spell adds three points of Armor to the target, which refreshes each turn if damaged.

Barrier (Amp Level 3): Effect spell. Dome or wall blocks living beings, and your choice of magic or objects. Condition Monitor = 6 + hits on Sorcery + W test.

Chaos (Amp Level 1): Effect spell. Hallucinations/distractions. Targets must reroll 1 successful die per roll. Defense = W + L.

Chaotic World (Amp Level +1): Mass hallucination/distractions.

Combat Sense I, II, III (Amp Level 2, 3, 4): Effect spell. Target rerolls 1/2/3 dice on defense tests while sustained.

Confusion (Amp Level 2): Effect spell. Target's senses are confused. Target rolls 1 less die per action while the spell is sustained. Defense = W + L.

Heal (Amp Level 2): Effect spell. Heal one box of Physical or Stun damage per hit on a Sorcery + W test (minus target's Essence penalty).

Levitate (Amp Level 2): Effect spell. Can telekinetically lift and move target object (Defense = Difficulty) or person (Defense if unwilling = S + W).

Petrify (Amp Level 3): Effect spell. While sustained, turns living target to stone; cyberware and equipment not affected. Defense = S + W.

Stink (Amp Level 2): Effect spell. Targets within stench area must add a glitch die that cannot roll an Exploit to rolls. Defense = W + L.

Turn to Goo (Amp Level 3): Effect spell. While sustained, living target melts into undamageable sludge until reversed. Defense = S + W.

EFFECT SPELLS—UTILITY

Analyze Truth (Amp Level 1): Effect spell. Caster can determine whether or not subject is telling the truth.

Clairvoyance (Amp Level 1): Effect spell. Caster can see distant locations as if they were there.

Control Thoughts I, II, III (Amp Level 2, 3, 4): Effect spell. Secretly influence attitude. +1/2/3 dice to Con and Negotiation tests. Defense = W + L.

Detect Life (Amp Level 1): Effect spell. Living beings glow in a way the caster can perceive.

Detect Magic (Amp Level 1): Effect spell. Magic objects and active spells glow in a way the caster can perceive.

Fashion (Amp Level 1): Effect spell. Instantly change style of clothing and cosmetics.

Invisibility (Amp Level 2): Effect spell. Solo invisibility, targeted person may reroll 1 Stealth die while the spell is sustained.

Improved Invisibility (Amp Level +1): Same effects as invisibility, but covers a group.

Magic Fingers (Amp Level 1): Effect spell. Can telekinetically hold or manipulate items at a distance as if with invisible hands. Defense = Difficulty.

Mask (Amp Level 2): Effect spell. Target is under illusory disguise, and may reroll 2 Disguise dice while the spell is sustained.

Mind Probe (Amp Level 1): Effect spell. Caster can briefly glimpse a touched target's subconscious and memories. Defense = W + L.

MENTOR SPIRITS (SHAMAN ONLY)

Note: It is thematically important for Shamanic Mages to select a Mentor Spirit as one of their Amps. Ignore Mentor Spirits from the Qualities list in other Shadowrun: Anarchy *books.*

Bear Totem (Amp Level 3): +1 die for Conjuring spirit of beasts, +1 damage to Close Combat damage, using First Aid does not cost a Plot Point (once per Narration).

Cat Totem (Amp Level 3): +1 die for Conjuring spirit of man, Athletics tests, and Stealth tests.

Coyote Totem (Amp Level 3): +1 die for Con tests and when casting effect spells; using Live Dangerously does not cost a Plot Point (once per turn).

Dog Totem (Amp Level 3): +1 die for Conjuring spirit of man and for Survival tests, using Take the Hit does not cost a Plot Point.

Eagle Totem (Amp Level 3): +1 die for Conjuring (choose 1: spirit of air, spirit of earth), Perception tests, and Judge Intentions tests.

Gator Totem (Amp Level 3): +1 die for Conjuring (choose 1: spirit of beasts, spirit of water), Intimidation tests, and Close Combat tests.

Lion Totem (Amp Level 3): +1 die for Conjuring (choose 1: spirit of beasts, spirit of earth) and Athletics tests, using Double Time It does not cost a Plot Point.

Owl Totem (Amp Level 3): +2 dice for effect spells, using Shake It Up does not cost a Plot Point.

Raccoon Totem (Amp Level 3): +1 die for Conjuring spirit of man and for Stealth tests, using Live Dangerously does not cost a Plot Point (once per turn).

Rat Totem (Amp Level 3): +1 die for Conjuring spirit of man, Escape Artist tests, and Stealth tests.

Raven Totem (Amp Level 3): +1 die for Conjuring spirit of air and Con tests, using Live Dangerously does not cost a Plot Point (once per turn).

Shark Totem (Amp Level 3): +1 die for Conjuring spirit of water, Close Combat tests, and when casting combat spells.

Snake Totem (Amp Level 3): +1 die for Conjuring (choose 1: spirit of earth, spirit of water), Tracking tests, and when healing others.

Wolf Totem (Amp Level 3): +1 die for Conjuring (choose 1: spirit of beasts, spirit of earth), Tracking tests, and when casting combat spells.

OTHER

Magical Fetish (Amp Level 1): Focus. Usable once per day, may reroll a Glitch die when casting a spell.

Protective Amulet (Amp Level 2): Talisman. Usable once per day, reduces damage from one attack by half, rounded up.

Power Focus I, II, III (Amp Level 3, 4, 5): Focus. Add 1/2/3 dice to all Magic-related rolls.

Spellcasting Focus (Amp Level 2): Focus. Usable once per day, may reroll all misses when casting a spell.

Spirit Focus (Amp Level 2): Focus. Usable once per day, may reroll all misses when Conjuring a spirit.

Weapon Focus I, II, III (Specify) (Amp Level 2, 3, 4): Focus. Magical weapon, damages spirits normally and can be used on the astral plane, may reroll 1/2/3 Astral Combat dice.

PHYSICAL ADEPT AMPS

POWER BOOSTS

Physical Boost (Choose Strength or Agility) I, II, III (Amp Level 2, 3, 4): Adept power. Add 1/2/3 dice or 1/2/3 damage when using (attribute).

SKILL IMPROVEMENTS

Improved Athletics I, II, III (Amp Level 2, 3, 4): Adept power. Reroll 1/2/3 dice on Athletics tests.

Improved Close Combat I, II, III (Amp Level 2, 3, 4): Adept power. Reroll 1/2/3 dice on Close Combat tests.

Improved Stealth I, II, III (Amp Level 2, 3, 4): Adept power. Reroll 1/2/3 dice on Stealth tests.

COMBAT & UTILITY

Combat Sense I, II, III (Amp Level 2, 3, 4): Adept power. Reroll 1/2/3 dice on defense tests.

Hangtime (Amp Level 1): Adept power. Can climb vertical surfaces or hang from surfaces.

Increased Reaction I, II, III (Amp Level 2, 3, 4): Adept power. Gains:

* I = +1 attack.
* II = +1 attack, 1 Plot Point per Scene.
* III = +1 attack, 2 Plot Points per Scene.

Inertia Strike (Amp Level 2): Adept power. Knock a target down or back by one range after a successful Close Combat test.

Killing Hands I, II, III (Amp Level 2, 3, 4): Adept power. Your unarmed attacks may inflict either Stun or Physical damage (player's choice), and add 1/2/3 damage.

Nerve Strike (Amp Level 2): Adept power. Paralyze a target after a successful Close Combat test.

Pain Resistance I, II, III (Amp Level 2, 3, 4): Adept power. Reduce all wound modifiers by 1/2/3.

Penetrating Strike (Amp Level 2): Adept power. You may add AA (Armor Avoidance) to your unarmed attacks.

Physical Sensory Improvement (Select Sense) (Amp Level 1, 2): Adept power. Ignore negative (chosen sense) modifiers.

(Can be taken multiple times).
• Amp Level 1 = Taste, Touch
• Amp Level 2 = Vision, Hearing, Smell

Wall Running (Amp Level 1): Adept power. Run up/across vertical surfaces during a movement.

CYBERWARE AMPS

COMBAT

Bone Lacing I, II, III (Amp Level 2, 3, 4): Cyberware. Reduce damage taken by 1/2/3; +1/2/3 damage to unarmed attacks. –1 Essence

Cyberarms I, II, III (Amp Level 2, 3, 4): Cyberware. May reroll (1/2/3) dice on Agility-related rolls. –1 Essence

Cybereyes I, II, III (Amp Level 2, 3, 4): Cyberware. Ignore vision modifiers, may reroll 1/2/3 dice with ranged attacks. –1 Essence

Cyberlegs I, II, III (Amp Level 2, 3, 4): Cyberware. –1 Essence
• I = Gain 1 extra movement per narration, may re-roll 1 die on Athletics tests.
• II = Gain 1 extra movement per narration, may re-roll 2 dice on Athletics tests.
• III = Gain 1 extra movement per narration, may re-roll 2 dice on Athletics tests, reduce damage taken by 1.

Cyberlimb Armor Plating (Amp Level 2): Cyberware. Reduce damage taken by 1. +3 Armor. –1 Essence

Cyberspurs (Amp Level 1): Cyberware, Weapon. May inflict Physical or Stun damage with Unarmed attack. –1 Essence

Cyber-Implant Weapon (Select Weapon & Body Part) (Amp Level 2): Cyberware, weapon. (Chosen weapon) is installed in (chosen body part). –1 Essence

Dermal Plating I, II, III (Amp Level 2, 3, 4): Cyberware. Reduce damage taken by 1/2/3; may reroll 1/2/3 dice on Intimidation tests. –1 Essence

Headware Radio: Cyberware. +1 die when assisting or leading teamwork tests. –1 Essence

Muscle Replacement I, II, III (Amp Level 2, 3, 4): Cyberware. –1 Essence
- I = May reroll 1 die on Strength-related rolls.
- II = May reroll 1 die on Strength-related rolls, may reroll 1 die on Close Combat tests.
- III = May reroll 2 dice on Strength-related rolls, may reroll 1 die on Close Combat tests.

Retractable Hand Razors (Amp Level 2): Cyberware, weapon. Inflicts Physical damage with unarmed attack, may reroll 1 die. (STR/2)+1P. –1 Essence

Smartlink (Amp Level 2): Cyberware. +1 die to Firearms or Heavy Weapons rolls. –1 Essence

Wired Reflexes I, II, III (Amp Level 2, 3, 4): Cyberware. –1 Essence
- I = +1 attack per narration.
- II = +1 attack per narration, 1 Plot Point per Scene.
- III = +1 attack per narration, 2 Plot Points per Scene.

UTILITY

Cyberears (Amp Level 2): Cyberware. Ignore hearing modifiers; may use enhanced and/or selective hearing with audio analyzers. –1 Essence

Encephalon I, II, III (Amp Level 2, 3, 4): Cyberware. May reroll 1/2/3 dice on Logic-related tests. –1 Essence

Hydraulic Jacks (Amp Level 2): Cyberware. +2 dice for jumping tests. –1 Essence

Skilljack Knowsofts (Amp Level 2): Cyberware. May spend 1 Plot Point and 1 Karma to use a knowledge skill you don't have. –1 Essence

Skillwires I, II, III (Choose AGI-based skill) (Amp Level 2, 3, 4): Cyberware. Add 1/2/3 dice to (chosen skill) rolls. –1 Essence

Synthlink (Amp Level 2): Cyberware, synthesizer. Gains +2 dice to musical performance Con rolls. –1 Essence

BIOWARE AMPS

Note: Bioware is rare in 2050. Only Prime Runner characters should be able to purchase from this list during character creation. When advancing characters, bioware should only be purchased via opportunities within the narrative, which would allow them access to the specified amps.

COMBAT

Adrenal Pump (Amp Level 2): Bioware. Ignore the effects of Staggered until damaged again. –0.5 Essence

Muscle Augmentation I, II, III (Amp Level 3, 4, 5): Bioware. May reroll 1/2/3 dice on Strength-related rolls. –0.5 Essence

Muscle Toner I, II, III (Amp Level 3, 4, 5): Bioware. May reroll 1/2/3 dice on Agility tests. –0.5 Essence

Orthoskin I, II, III (Amp Level 3, 4, 5): Bioware. Damage is reduced by 1/2/3 points per attack. –0.5 Essence

Pain Editor (Amp Level 4): Bioware. Ignore all Stun wound modifiers. –0.5 Essence

Synaptic Accelerator I, II, III (Amp Level 3, 4, 5): Bioware. –0.5 Essence
- I = +1 action.
- II = +1 action, +1 Plot Point per Scene.
- III = +1 action, +2 Plot Points per Scene.

UTILITY

Cerebral Booster I, II, III (Amp Level 3, 4, 5): Bioware. May reroll 1/2/3 dice on Logic-related tests. –0.5 Essence

Enhanced Articulation (Amp Level 3): Bioware. Contortive joints. Add +1 die for Escape Artist tests and for Stealth tests in tight spaces. –0.5 Essence

Mnemonic Enhancer I, II, III (Amp Level 3, 4, 5): Bioware. May reroll 1/2/3 dice on Memory tests. Gain 1/2/3 knowledge Skills. –0.5 Essence

Reflex Recorder (Choose Skill) (Amp Level 4): Bioware. Add +2 dice for (chosen skill). –0.5 Essence

Symbiotes I, II, III (Amp Level 3, 4, 5): Bioware. Increase all healing to you by 1/2/3 boxes. –0.5 Essence

Synthacardium I, II, III (Amp Level 3, 4, 5): Bioware. May reroll 1/2/3 dice on Athletics tests. –0.5 Essence

Tailored Pheromones I, II, III (Amp Level 3, 4, 5): Bioware. Reroll 1/2/3 dice on all in-person Charisma-related tests. –0.5 Essence

MATRIX AMPS

CYBERWARE

Datajack and Headware (Amp Level 1): Cyberware. May access the Matrix via direct connection: +1 die to Matrix actions. –1 Essence

CYBERDECKS

Cyberdeck I (Amp Level 2): +1 die on Matrix actions, Firewall +1, Matrix Condition Monitor 6, may run 1 program at a time. (Radio Shack CD-100, Allegiance Alpha)

Cyberdeck II (Amp Level 3): +1 die on Matrix actions, Firewall +2, Matrix Condition Monitor 9, may run 1 program at a time. (Sony CTY-360, Fuchi Cyber-4)

Cyberdeck III (Amp Level 4): +2 dice on Matrix actions, Firewall +2, Matrix Condition Monitor 9, may run 2 programs at a time. (Fuchi Cyber-6, Fuchi Cyber-7)

Cyberdeck IV (Amp Level 5): +2 dice on Matrix actions, Firewall +3, Matrix Condition Monitor 12, may run 2 programs at a time. (Fairlight Excalibur)

CYBERCOMBAT PROGRAMS

Attack (Amp Level 2): Program. +2 damage in Cybercombat.

Decrypt (Amp Level 2): Program. May reroll 2 dice in Cybercombat tests.

Mirrors (Amp Level 2): Program. May reroll 2 dice on Matrix Defense tests.

Shield (Amp Level 2): Program. Reduce incoming Matrix Damage by 1.

Slow (Amp Level 2): Program. On a successful Cybercombat attack, instead of dealing damage, freeze target IC until end of your next narration.

Smoke (Amp Level 2): Program. –2 dice to enemy Cybercombat tests against you or any allies in the same node.

UTILITY PROGRAMS

Analyze (Amp Level 2): Program. May reroll 2 dice on Matrix Perception tests.

Deception (Amp Level 2): Program. May reroll 2 dice on non-Cybercombat Hacking tests.

Evaluate (Amp Level 1): Program. May reroll 2 dice on Charisma tests involving data.

Medic (Amp Level 2): Program. May roll Hacking + Logic to heal Matrix Condition Monitor damage equal to your hits.

Relocate (Amp Level 2): Program. –2 dice to enemy Matrix Tracking tests against you.

Sleaze (Amp Level 2): Program. May reroll 2 dice on Matrix Stealth tests.

DRONE & VEHICLE AMPS

CYBERWARE

Vehicle Control Rig I, II, III (Amp Level 2, 3, 4): Cyberware. Control drones/vehicles by remote control (or by direct connection: +1 die to vehicle actions), may reroll 1/2/3 dice on vehicle actions. –2 Essence

DRONES

Surveillance Drone (1/2/3 drones) (Amp Level 2/3/4): Air. +1/2/3 dice to Perception tests using surveillance drones. [A3, D3]

Hunter Drone (1/2/3 drones) (Amp Level 2/3/4): Air. Gain +1/2/3 attacks and movements (only with hunter drones). [A6, D6, machine pistol]

Patrol Drone (Amp Level 2): Ground. Gain +1 attack/movement (only with patrol drone). [A6, D9, assault rifle]

VEHICLES

Aztech Nightrunner Stealth Speedboat (Amp Level 2): Watercraft. Reroll 2 dice on Stealth tests with this vehicle. [A6, D12]

Eurocar Westwind 2000-Turbo Sports Car (Amp Level 3): Ground. +2 Plot Points at the beginning of a getaway or chase with this vehicle. [A9, D10]

GMC Bulldog Delivery Van (Amp Level 2): Ground. Reduce damage taken to vehicle and occupants by 2. [A12, D16]

Harley Davidson Scorpion Motorcycle (Amp Level 2): Ground. Reroll 2 dice on Vehicle Weapons tests from this vehicle. [A8, D8]

Mitsubishi Nightsky Limousine (Amp Level 4): Ground. Reroll 3 dice on Social tests this scene after arriving in this vehicle. [A15, D15]

Yamaha Rapier Motorcycle (Amp Level 2): Ground. +1 Plot Point at the beginning of a getaway or chase with this vehicle. [A6, D8]

CUSTOMIZATIONS

Note: These are not separate amps. The Amp Level of the add-on must be added to drone or vehicle amps (vehicles in the Gear section are Amp Level 0, and they become amps as a result).

GM has final say on whether it can hold the weapon. If current weapon must be replaced to hold the new weapon, pay Karma costs but keep the Amp Level the same.

Drone/Vehicle Mounted Assault Rifle (Amp Level 1): A drone set or vehicle gains an assault rifle.

Drone/Vehicle Mounted Grenade Launcher (Amp Level 2): A drone set or vehicle gains a grenade launcher.

Drone/Vehicle Mounted Machine Gun (Amp Level 1): A drone set or vehicle gains a machine gun.

Drone/Vehicle Mounted Missile Launcher (Amp Level 2): A drone set or vehicle gains a missile launcher.

Drone/Vehicle Submachine Gun (Amp Level 1): A drone set or vehicle gains a submachine gun.

Drone/Vehicle Mounted Sniper Rifle (Amp Level 1): A drone set or vehicle gains a sniper rifle.

Hidden Compartment (Amp Level 1): A drone set or vehicle adds a hidden compartment. Items concealed within are nearly impossible to detect without a thorough search.

GEAR AMPS

Chameleon Suit (Amp Level 2): 9 armor. May reroll 1 die on Stealth tests.

Helmet I, II, III (Amp Level 2, 3, 4): May take 1/2/3 incoming Physical damage as Stun damage instead.

Shield I, II, III (Amp Level 2, 3, 4): +1/2/3 dice to defense tests when used. Damage (STR/2 + 2/1/0) S.

Tres Chic Fashionwear I, II, III (Amp Level 1, 2, 3): 6 armor. +1 pip to 1/2/3 dice on Social tests.

OTHER AMPS

A Certain Je Ne Sais Quoi (Amp Level 2): You may substitute Cha for the usual attribute when making teamwork tests outside of combat.

Fear (Amp Level 4): +2 dice to Intimidation rolls, melee opponents must roll 2 hits on C + W or run away.

Gang Buddies (specify Gang) (Amp Level 2): You can call on 2d6 gang members for help.

Hellraiser (Amp Level 1): When you Live Dangerously, the Glitch Die also Exploits on 4, but also Glitches on 2.

I Know Everybody (Amp Level 2): Gain (Cha rating) contacts.

Jack of All Trades (Amp Level 2): Reroll 1 die when you're rolling a skill you don't have.

Team Player (Amp Level 2): You may freely gift your own Plot Points or Edge to other players.

QUALITIES

Note: This list is not exhaustive. Rather, it instead adds on to the Qualities from previous Shadowrun: Anarchy sourcebooks, which you are free to use, provided they are not Mentor Spirits or Technomancer-related qualities.

POSITIVE QUALITIES

Blademaster: +2 dice to Close Combat tests with blades.

Combat Mage: +1 damage to all Combat spells.

Common Sense: You may spend a Plot Point to ask the GM if a course of action you propose is likely to be a mistake. They must answer honestly, but keep in mind it's just, like, their opinion.

Grade-A Bang-Bang: +2 dice to all Heavy Weapons tests.

Linguist: Specify two other languages you speak, treated as knowledge skills; you can spend a Plot Point to communicate passably in other languages.

On the Fly: You may spend a Plot Point to run a program amp you don't have on your cyberdeck.

Workshop: Once per contract brief, you may spend a Plot Point to give a vehicle or drone a special one-time-use feature with +2 dice.

NEGATIVE QUALITIES

Addiction (select source): –2 dice to all tests if you go more than 24 hours without source of addiction.

Combat Monster: –1 die to all rolls made when not in combat.

Daredevil: When rolling an Athletics test, always add a Glitch Die that cannot roll an Exploit.

Illiterate: You haven't learned to read.

Need for Speed: Must spend a Plot Point while piloting a vehicle to avoid driving it at high speed.

Uneducated: At character creation, you get no knowledge skills; they cost 5 Karma for you.

WEAPONS

CLOSE COMBAT

	Damage	Close	Near	Far
Unarmed Combat	(STR/2) S	OK	—	—
Small Blades / Hand Attachments	(STR/2 +1) P	OK	—	—
(forearm snap-blades, knife, survival knife) / (brass knuckles)	9P	OK	–2	—
Blunt Melee	(STR/2 + 2) P	OK	—	—
(club, pole arm, sap, staff, baseball bat, escrima sticks)				
Stun Melee	7S	OK	—	—
(shock glove, stun baton)				
Large Blades	(STR/2 + 3) P	OK	—	—
(combat axe, katana, sword, chainsaw)				
Whip	8P*	OK	—	—

*May add a Glitch Die for free to attack multiple targets with 3P base damage. Unintended targets might be damaged as well at GM discretion.

PROJECTILE WEAPONS

	Damage	Close	Near	Far
Thrown Weapons	(STR/2 +1) P	OK	–2	—
(shuriken, throwing knife, javelin, tomahawk)				
Bow and Arrow	(STR/2 +1) P	–2	OK	–2
(compound bow, traditional bow, dynamic tension bow)				
Crossbow	5P	OK	–2	—
Grenades	12P*	OK	OK	—
* Unintended targets may be damaged as well at GM discretion				
Stun Grenades	8S*	OK	OK	—
(concussion grenade, gas grenade))				
Whip	8P*	OK	—	—

*Unintended targets may be damaged as well at GM discretion.

FIREARMS

	Damage	Close	Near	Far
Tasers	6S*	OK	–4	—
(Defiance Super Shock)				
Tranq Pistol	8S*	OK	–2	—
*Target immediately knocked out if Staggered.				
(Narcoject pistol, Narcoject rifle)				
Holdouts / Light Pistols	5P	OK	–2	—
(Streetline Special, Tiffani Self-Defense, Walther Palm Pistol) / (Ares Light Fire 70, Beretta 200ST, Beretta Model 101T, Colt American L36, Fichetti Security 500)				
Machine Pistols	5P*	OK	–2	—
*By taking –2 per additional target, may attack multiple targets at half damage (rounded up).				
(Ares Crusader MP 6, Ceska Black Scorpion)				
Heavy Pistols	6P	OK	–2	—
(Ares Predator, Ares Viper, Browning Max-Power, Colt Manhunter, Remington Roomsweeper, Ruger Super Warhawk revolver)				
Submachine Guns	6P*	OK	OK	—
*May add a Glitch Die for free to attack multiple targets with 3P base damage.				
(AK-97 Carbine, Beretta Model 70, HK-227, Ingram Smartgun, Uzi III)				
Assault Rifles	8P*	OK	OK	–2
*By taking –2 dice per additional target, may attack multiple targets at half damage (rounded up).				
(AK-97, Colt M22A2, FN HAR)				
Sniper Rifles	9P	–4	–2	OK
(Ranger Arms SM-3, Walter MA-2100)				
Shotguns	9P*	OK	–2	—

*At no penalty, may attack two targets at half damage (rounded up).

(Enfield AS7, Defiance T-250, Mossberg CMDT Combat)

HEAVY WEAPONS

	Damage	Close	Near	Far
Machine Guns	9P	OK	OK	OK
(Ingram Valiant, GE Vindicator Minigun, FN-MAG 5, Stoner-Ares M107)				
Cannons / Launchers	12P*	OK	OK	OK

*Player(s) take damage as well at GM discretion

(Panther Assault Cannon) / (ArmTech MGL-12 grenade launcher, Aztechnology Striker missile launcher, disposable rocket launcher)

CUSTOMIZATIONS

To customize a weapon, choose a weapon effect, and spend 3 Karma.

+AA to Damage code: Monofilament (Blades or Whips), APDS bullets (Ammunition)

+1 Damage: Dikote-layered (solid-shaped close combat or thrown Weapons), high-explosive bullets (Ammunition)

+Reroll 1 Die: Laser sight (Firearms), smartgun system (Firearms)

ARMOR

Armor Clothing: 6 (+1 Skill Point if chosen at character creation)

Synthleather Jacket: 6 (+1 Skill Point if chosen at character creation)

Armor Vest: 9

Lined Coat: 9

Armor Jacket: 12 (–1 skill point if chosen at character creation)

Heavy Armor: 12 (–1 skill point if chosen at character creation)

GEAR

LOADOUT

Crowbar
Flash grenades
Grapple gun
Net gun
Remote-detonated explosives
Restraints (metal or plastic)
Silencers / sound suppressors
Smoke grenades
Vehicle remote control deck

INTELLIGENCE

Audio surveillance equipment
Binoculars
Bug scanner
Signal jammer
Signal locator
Voice mask
White noise generator

SURVIVAL

Chemsuit
Gas mask
Respirator
Survival kit

ENTERTAINMENT

Musical instrument & FX
Pirate radio broadcast transmitter
Portable vidscreen
Simsense player
Video recorder & transmission link
Wearable speakers

MEDICAL

Antidote patches
Medkit
Stimulant patches
Tranq patches
Trauma patches

TOOLKITS

Disguise kit
Mechanics toolkit
Microtronics kit
Spray paint cans
Travel bartending kit
Tridmixer editing console

MAGICAL

Magical lodge materials
Ritual sorcery materials
Spirit offerings

ACCESSORIES

Courier bag
Flashy fashion statement (specify)
Hardshell briefcase
Wristphone
Pocket secretary

PERSONAL

Fake license (specify)
Fake SIN
Keepsake, memento, heirloom, antique

VEHICLES

BMW Blitzen 2050 motorcycle [A6, D8]
Chrysler-Nissan Jackrabbit economy car [A4, D8]
Dodge Scoot electric scooter [A4, D6]
Eurocar Westwind 2000 luxury sports car [A9, D10]
Ford Americar midsize sedan [A6, D11]
Mitsubishi Runabout single-seater car [A6, D8]
Samuvani-Criscraft Otter fishing boat [A6, D12]
Sedanko Marlin small yacht [A9, D14]
Suzuki Watersport jet ski [A5, D6]
Toyotacorp Gopher pickup truck [A10, D14]