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Credits & other flattering

Main Writing

- Gurth
- The CP2020 designers
- The Shadowrun designers

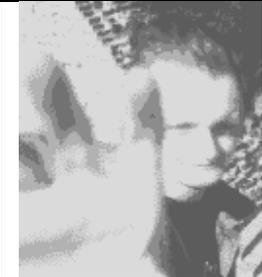
Illustrations

- Gurth (*Equipment*)
- the CP2020 illustrators (*CP2020* and *PW* logo)
- the Shadowrun (first edition) illustrators (*Spells & Archetypes*)
- various non-role-playing publications (the rest)

Greets 'n' Thanks 'n' Stuff

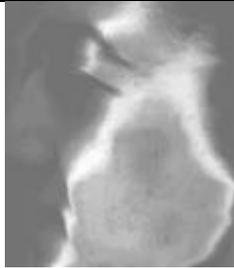
- All on the ShadowRN mailing list (you know who you are)
- Anyone who ever wrote anything for Shadowrun
- Brian D. Neumann — for mailing me some of his spells more than half a year ago
- FireFly & Karina — you know why. Thank you (both of you :)
- Phill Steele — for putting up with me last June :)
- S.K. — ditt o
- The CP2020 designers
- The Goatbuster — for buying the scanner used to scan most of the pictures in this book, as well as taking Gurth's picture

BLATANT-BUT-DELIBERATELY-VERY-HARD-TO-DISTINGUISH EGO PICS



— — Gurth — —

Geek Code v2.1: GS/AT! -d+H
s:- !g p?(3) !au !a>? w+(+++)
v*(---)C+9++)UP?!L!3E?N++
K- W+ -po+(po) Y+ t(+) 5 !j
R+(++)>+++ \$ tv+(++) b+@
D+(++) B? e+ u+@ h! f-(?)
!r(-)(*) n--->!n y?



— — Mr. Brett — —

Geek Code v2.1:
GMU d- H+ s+:- !g p? !au
a-- w++ v? C+>++++ U--- P?
!L !3 E? N-- K--- W -po+ Y t+
!5 j! R+ tv+++ b+ D++ B? e
u* h! f r+ n---- y*

This thing was finished in very early January 1995 on a 33 MHz 486Dlc PC using Word for Windows 6.0a, Paint Shop Pro Shareware 2.0, iPhoto+, and a Highscreen GreyScan 256 hand scanner.

This is version 1.01 – 290195

If you really want, you can reach us at gurth@dds.nl or gurth@xs4all.nl. Sadly, from the dds.nl account it is only possible to send mail to addresses ending with .nl, so I'll see if I can get that account to forward its mail to the other one... So, if you need us, contact us at the xs4all address. Why am I telling you all this, anyway? In the future, maybe I should think more with my head than with my keyboard...

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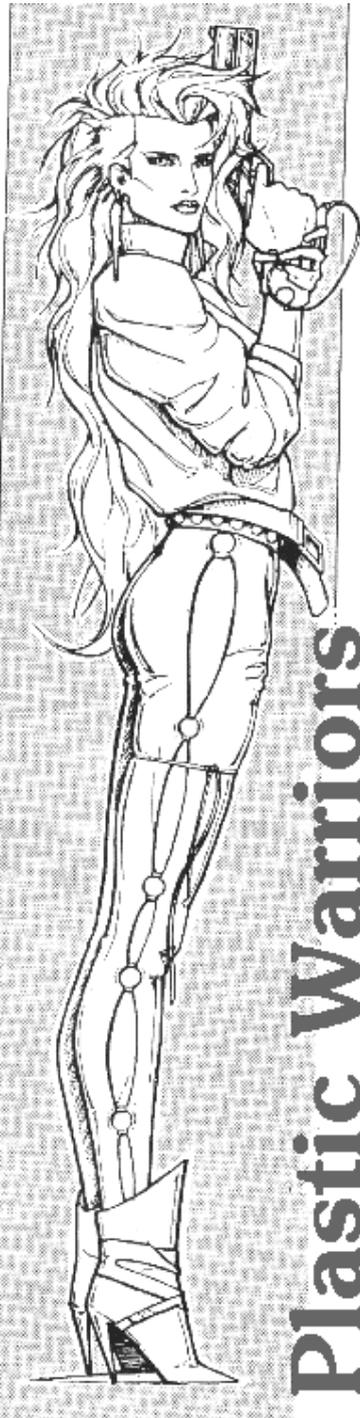
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A little note in case the page lay-out seems to be wrong (especially likely if you're using American paper): the layout is for A4 size paper, i.e. a European paper size of 210 x 297 millimeters. Either get hold of A4 paper, or repage the whole thing.



SHADOWRUN™



TECH SPECS

The Plastic Warriors are here again¹! A second compilation of all sorts of stuff for shadowrunners and mercs to update themselves with: this issue, we cover subjects as cyberware, Matrix gear, totally new equipment, a load of spells, and a section on the legalities (in the UCAS, at least) of all the things we covered in **Running Gear**! As a variation on this theme, in **Tech Specs** we provide the UCAS legality of each item we discuss by listing the appropriate code directly in the item's heading!

Tech Specs is divided into the following sections:

- *Intro*: this bit right here.
- *CP2020*: the second part of our adaptations from Cyberpunk 2020 to Shadowrun.
- *Equipment*: a section with new gear.
- *Spells*: a good number of new spells for the magically-active.
- *Legalities*: legality ratings of all stuff from Running Gear as well as for some other Shadowrun publications.
- *In Reverse*: almost all spells published so far reverse-engineered to give you the mechanics behind them.
- *Archetypes*: two archetypes from first-edition SR that didn't make it to SRII, plus a brand-new archetype and three new contacts.

So, what more can I say? Hopefully until next time, I think. Yup, that just about wraps it up. Until we meet again...

—Gurth

← As you can see, we've got ourselves a new logo... we think it's a lot prettier than the previous one, so my guess is that you'll be seeing it in future publications as well.

On submissions...

There might be a remote chance one of you out there has something lying around you'd like to contribute to this series of publications (well, series...this is the second one so far :). Just in case you do, mail it to, or contact us at, one of the email addresses on the previous page. We don't know how many of these things we can put together, but *if* you've got something you want to send in, do it anyway. You'll be fully credited and everything, but alas, no payment (at least, not until someone starts paying me for typing all this :). We do reserve the right to fix typos, edit pieces, and more of those sort of things. What we are mainly looking for is equipment, spells, cyberware, and other stuff that can be immediately integrated into an existing campaign, and not things like town or country descriptions or background material. Upload that kind of

stuff to the incoming/NAGEE directory at cerebus.acusd.edu as a NAGEE submission. Check out **Running Gear** or this book/file for ideas on what *we* 'd like to see. Of course, we'll consider anything sent in to us. And yes, you can have your picture included in the file — if you send one in, that is.

CYBERPUNK 2020

¹ Like it or not :)

>>>>[Continued from **Running Gear**, here's the second installment of **CP2020** conversions. This time, it's mostly concerned with cyber- and bioware, as well as a couple of cyberdecks, utilities, and vehicles.]<<<<<<
 —Gurth (!!:@@:##/\$%-%^~)



Bodyware

Biomonitor Legal

This is a favorite of mercs, gadget freaks, and harried corporators worried about their blood pressure. Mounted just below the skin of the forearm, the Biomonitor gives a constant readout of pulse, respiration, brainwaves, blood sugar, temperature, and cholesterol levels. The display is a pattern of wordshaped LEDs, each running a color sequence from red (critical) to green (excellent). As conditions change, the colors change. The user merely shoots back his cuff, looks for the little glowing word display he wants, and checks the color.

Essence Cost	Availability	Cost	Street Index
.1	always	1,000¥	1

This adds +2 to the Target Numbers of anyone trying to gain information by force from the user.

>>>>[Sounds kind of useful.]<<<<<<
 —Heavy (13:04:28/06-12-55)

>>>>[Won't the interrogators be able to just look at the display in your arm and see the data which is supposed to help you resist the torture? This monitor cuts both ways, if you ask me.]<<<<<<
 —Cindy (06:47:11/06-13-55)

ChemSkins Legal

These are special dyes and chemicals which are impregnated or rubbed into the skin. Some change the skin color to a new shade as desired. Others are temperature sensitive, and shift colors in vibrant patterns when warmed or cooled. Very expensive ChemSkins are sensitive to hormonal changes; you could buy a ChemSkin that would make yellow and black tiger stripes on your skin when you become angry or exited.

Essence Cost	Availability	Cost	Street Index
.5	3/24hrs	6,000¥	1.1

>>>>[Nice, but not for me.]<<<<<<
 —Freddy (04:31:58/06-15-55)

>>>>[ChemSkins were sort of in fashion last summer, but they're *out* in a big way right now.]<<<<<<
 —Damnsel (14:51:39/06-15-55)

>>>>[Can't you use them for camouflage? Create human chameleons?]<<<<<<
 —Jarvis (19:46:18/06-20-55)

>>>>[If you'd buy one with those properties, yes, I guess you could. You'd have to be naked to use it to full advantage, though.]<<<<<<
 —Checker (08:36:26/06-24-55)

Contraceptive Implant Legal

Implanted under the left armpit, it prevents pregnancy for up to five years. Available for both sexes.

Essence Cost	Availability	Cost	Street Index
.05	6/4 days	1,000¥	1.25



>>>>[Just what I need! No pregnancy for me!]<<<<<
 —Pure Male (15:31:57/06-13-55)

>>>>[Har har har.]<<<<<
 —Aunt Annie (17:51:44/06-20-55)



Light Tattoos Legal

These are emitting chemical patches inserted under the first couple of layers of skin. They store light and emit it in colors or patterns.

Essence Cost	Availability	Cost	Street Index
.05	always	10¥ to 200¥	.6

Mr. Studd™ Sexual Implant Legal

All night, every night, and she'll never know. Available also in the *Midnight Lady* version for the distaff side.

Essence Cost	Availability	Cost	Street Index
.35	3/48hrs	3,000¥	2

Use your imagination and add +1 die to your Seduction skill checks.

>>>>[I bet "Pure Male" has one of these...]<<<<<
 —Aunt Annie (17:59:29/06-20-55)

Shift-tacts Legal

These are colored lenses, designed to mimic certain aspects of more expensive cyberoptics. Mirrored contacts in all tints, temperature or emotion sensitive contacts that change color on demand, logo or patterned contacts. These are available in most fashionable bodyware shops. Check it out. They cannot be used to fool retina scanners, though.

Essence Cost	Availability	Cost	Street Index
.05	2/6hrs	10¥ to 2,000¥	.8

Skinwatch Legal

The predecessor of the Biomonitor, the Skinwatch is implanted just below the epidermis, and uses tiny LEDs to project glowing numerals through the skin. Skinwatches can be mounted anywhere, although the hand, wrist and fingers are the most common. Advanced versions can be reset by pressing the display gently until the right number combinations come up; really advanced versions have alarms that beep quietly.

Essence Cost	Availability	Cost	Street Index
.1	always	500¥	.9

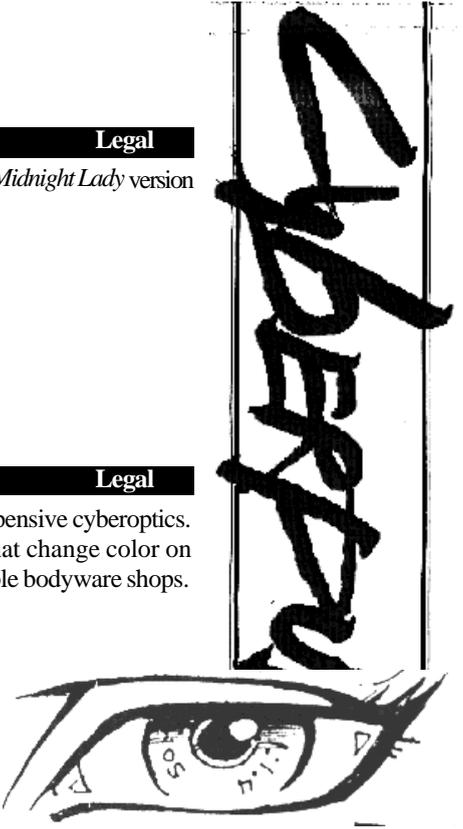
>>>>[Disco lights in your arm. Wow.]<<<<<
 —Steel (17:47:11/06-15-55)

Subdermal Armor Legal

This is a mesh/ballistic armor inserted under the skin. It can be used by persons with Dermal Armor.

Essence Cost	Availability	Cost	Street Index
.5	6/7 days	12,000¥	1.5

To detect Subdermal Armor requires a Perception(6) test. It gives the user Armor Ratings of Ballistic 1, Impact 1, cumulative with worn armor, Bone Lacing, Skin Weave, and Orthoskin.



>>>>[Here's something I've been thinking about for some time: why do people have such things implanted? It appears to me that it's much simpler (and cheaper) to get yourself a good armor jacket, and that protects better as well. And please, don't tell me it's because "you might be caught with your jacket off." If you're smart, you're not.]<<<<<<
 —Hairy Harry (05:36:10/06-18-55)

>>>>[Try getting into any decent nightclub or other respectable establishment wearing your everyday armor jacket (even after you've put it in the laundry). I'll bet you a lot that they won't let you in.]<<<<<<
 —ASDF (14:02:52/06-20-55)

>>>>[Granted, but in such a place you can wear that "stylish"-armor drek. I've seen 'em, and they're virtually impossible to detect. I don't see the need for implanted armor.]<<<<<<
 —Hairy Harry (20:21:48/06-21-55)

>>>>[You're both overlooking one thing: if you wear an armor jacket over implanted armor, you're better protected than with just the jacket or just the implants...]<<<<<<
 —Sister Sledgehammer (23:27:30/06-21-55)



Synthskins **Legal**

A more sophisticated version of Light Tattoo technology, a Synthskin is a layer of color-shifting plastic bonded to the outer skin. A Synthskin can be adjusted to display colors, patterns, light flares, or other special effects, using tuning chips (100¥ each) which are plugged into a socket in the skin (usually under the hairline).

Essence Cost	Availability	Cost	Street Index
.8	5/48hrs	12,000¥	1.2

>>>>[By plugging in the right chips, you should be able to camouflage yourself effectively. You'd have to program the chips yourself, 'cause to my knowledge nobody makes camo chips.]<<<<<<
 —ASDF (12:35:41/06-20-55)

>>>>[I sell camo chips for use with Synthskins. Only 150¥ each, directly from me, and available in all common camouflage patterns. Contact me privately for more details.]<<<<<<
 —Mariner (16:05:37/06-25-55)

Techhair

The shafts of this artificial hair are impregnated with various types of reactive chemicals. Some types are temperature sensitive and change color or stand up depending on the weather. Others contain the same pigments used in Light Tattoos, storing and emitting colored light in patterns. Still others can change color as desired by using special chemical shampoos. Techhair can be implanted in mohawks, hair waves, full hairpieces, manes, ruffs, whiskers, and other less obvious (but interesting) places.

Essence Cost	Availability	Cost	Street Index
.1	2/12hrs	10¥ to 2,000¥	.75

Vampires **Legal or 3 -CA**

Implanted fangs, usually made up of carbo-glas or superchromed metal. You can have a full set implanted (called the Sharkgrin Special), or canines only. These are considered to be "decorative," not black-market cyberware, and can be purchased in any local clinic. Vampires can be augmented with poison injectors (which are Class CA cyberware) for double the normal price.

	Damage	Reach	Essence Cost	Availability	Cost	Street Index
Canines	(str-2)L	-1	.05	2/12hrs	200¥	1
Sharkgrin	(str-1)L	-1	.1	3/12hrs	300¥	1

>>>>[Word of advice: don't smile if you've got the canines only. Some folks might think you're a vampire instead of a guy with implanted fangs.]<<<<<<

—Wilco (19:37:48/06-27-55)

Voice Synthesizer

6P-CA

This system allows the user to mimic any voice or tone previously recorded by its memory chip. The chip can store up to 10 “voices.” This system also gives the user a bonus number of dice to roll, equal to its rating, for any disguise attempt (now you really sound like the person you're imitating).

Essence Cost	Availability	Cost	Street Index
.15	(rating+2)/24hrs	40,000+(rating x15,000)¥	1+(rating/6)

Fooling a voice scanner requires an opposed test between the synthesizer and the scanner (see p.87, *The Neo-Anarchists' Guide to Real Life*). The Voice Synthesizer is available in ratings 1 to 6.

Reflex Boosters

It is not possible to combine one of the following sets of Boosterware with other cyberware reflex enhancements (though they can be combined with bioware). If this is done anyway, only the highest bonus applies (a reflex enhancement which rolls a die is considered higher than one which doesn't, even if the die roll comes up below the fixed enhancement). They also do not increase Initiative when rigging, decking, or in Astral Space.

Kerenzikov Boosterware

6P-CB

Is always activated; the user is always reacting with a higher than normal reaction speed. The user must learn to readjust his or her actions to a world that appears to be moving in slow motion. Because of this, Kerenzikov boost can be installed at two levels of augmentation.

Level	Initiative	Essence Cost	Availability	Cost	Street Index
1	+2	.6	5/48hrs	15,000¥	1
2	+4	1.15	6/60hrs	25,000¥	1.25

Kerenzikov Boosterware adds its Initiative rating to the character's Initiative, but not to his Reaction Attribute: a character with Reaction 5 and Kerenzikov level 1 has a Reaction of 5, but has an Initiative of 5 +2 +1D6 = 7+1D6.

>>>>[Cheaper than wired reflexes, but I feel they're somewhat lacking. The boost isn't really all that high. Still, they're a lot cheaper than a set of wired refs.]<<<<<

—Freddy (13:54:00/06-16-55)

>>>>[And they're more constant than wired or boosted reflexes. With a Kerenzikov boost you know what you can expect from your boosterware, while the more common boosters vary quite a lot. I think you have to pick the one you think will work best for you, if you're into this kind of thing.]<<<<<

—Icebear (25:60:60/13-32-00)

Speedware

5P-CB

Also known as Sandevistan, this kicks in only when desired, eliminating much of the need to adapt one's life to an inhumanly fast reaction time.

Essence Cost	Availability	Cost	Street Index
1.7	4/8 days	50,000¥	1

When Speedware is activated (which costs a Free Action), it adds +2+1D6 to the character's Initiative. A character with Reaction 5 and Speedware has a normal Initiative of 5+1D6, but with activated Speedware this is increased to 7+2D6. The character receives the boost for the next five turns after activating it (but not *in* the turn he activates it, but must wait for two turns before he can re-activate it).

>>>>[Naturally, the boost runs out just when you need it most.]<<<<<

—Tiger (06:46:27/06-12-55)

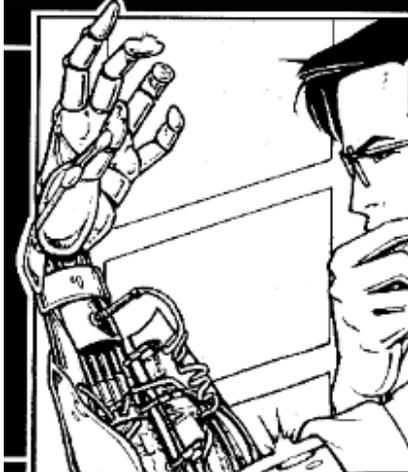
>>>>[Speaking from experience, Tiger?]<<<<<

—Damsel (10:42:50/06-17-55)



Cyberlimbs

Cyberlimbs are included in **SRII**, so what follows here are some extras for them. Shadowrun does not use option spaces, so (within reason) any of the following can be built into a cyberlimb.



Coverings

Legal

While all obvious cyberlimbs come in stripped or uncovered state, they can be covered in a variety of ways. The cheapest method is a plastic covering, available in a variety of colors, with airbrushing, or transparent with imbedded lights and holography. A plastic covering may also be chromed (a popular option), or covered with a metallic skin tinted in golds, blues, greens, reds, or silvers. The most expensive option is **Realskinn™**, a flexible plastic that looks very much like real skin; with follicles, hairs, small scars and imperfections, it requires careful Perception to notice that it is not a real limb.

Covering	Essence Cost	Availability	Cost	Street Index
Plastic	0	2/24hrs	40¥ to 8,000¥	.8
RealSkinn™	0	5/7 days	8,000¥	1.5
Superchrome®	0	4/5 days	8,000¥	1.2

To notice that RealSkinn™ is not flesh and blood requires a Perception (6) test.

>>>>[Since I got that RealSkinn covering on my arm, I've been hassled a lot less by cops and security guards.]<<<<<
—Wiley (21:37:14/06-15-55)

>>>>[If I was a cop and saw you walking down the street, I'd hassle you, too.]<<<<<
—Sunny (15:54:09/06-21-55)

>>>>[Hey now, that's not nice, is it? Just because Wiley looks like an ass doesn't mean you have to tell him.]<<<<<
—The Beer Buzzer (10:49:29/06-23-55)

>>>>[Watch your backs, you two...]<<<<<
—Wiley (04:16:28/06-30-55)



Hydraulic Rams

Legal

Common to Russian cyberware, rams are bulkier and heavier than myomar fibres (the limb will not pass inspection as real no matter how well covered by Realskinn™), but can take more. Limb strength is also increased. Available in levels 1 to 5.

Essence Cost	Availability	Cost	Street Index
.25	5/6 days	level x 4,500¥	1

Every 1½ limbs with Hydraulic Rams count as 1 level of Dermal Armor, instead of the normal 2 limbs = 1 level of Dermal Armor. The Hydraulic Rams add their level to the character's Strength.

Quick-change Mount

Legal

These allow the user to change cyberlimbs without using tools. The limb is bayonet mounted, and can be removed by depressing a thumb catch and twisting to the left. Quick-change mounts may also be used at the wrist or ankle to allow a variety of hands or feet to be used.

Essence Cost	Availability	Cost	Street Index
0	3/24hrs	8,000¥	1

The monomolecular blade does (str/2)L damage.

>>>>[This sounds more like a special-ops hand to me than a "modular hand."]<<<<<
 —Suzie (20:18:16/06-27-55)

Ripper Hand 3-B

This is a normal hand with Ripper blades (page 16) mounted in the upper hand and wrist area.

Essence Cost	Availability	Cost	Street Index
0	6/4 days	24,000¥	1

Spike Hand 3-B

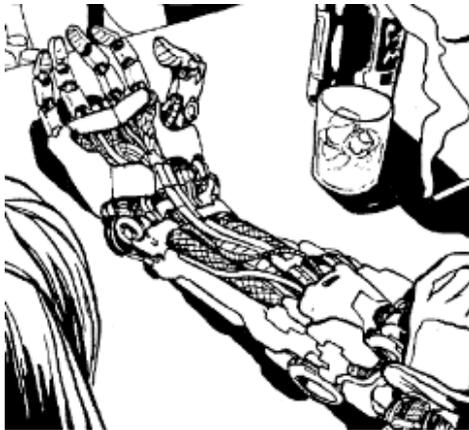
This hand contains a hardened titanium spike which telescopes out of the wrist and through the lower palm. Can be poisoned and is useful for climbing.

Damage (str-1)M	Essence Cost	Availability	Cost	Street Index
	0	5/3 days	20,000¥	1

This hands gives a -1 modifier to the Target Number of climbing skill tests.

>>>>[It is also useful for assassinations. More than one government (including the good-ol' UCAS) equips its secret agents with these kinds of spikes when they need them.]<<<<<
 —Isolator (04:08:19/06-25-55)

>>>>[Nooo! Get out of here! Our government doesn't get up to dirty tricks! Only other governments do that, right? (Yeah, sure. And I also believe everything else the trid tells me.)]<<<<<
 —Stacker (02:27:18/06-25-55)



Standard Hand

Comes standard with a cyberarm. This resembles a normal hand; four fingers and a thumb. The hand is covered or Superchromed as part of the arm. (Only use stats below if purchased separately.)

Essence Cost	Availability	Cost	Street Index
0	4/4 days	6,000¥	1



Tool Hand Legal

This hand's four fingers conceal small microtools: 1) screwdriver with changable heads, 2) adjustable wrench, 3) battery-powered soldering iron, 4) adjustable socket wrench. The lower edge of the palm is hardened to make a dandy hammer.

Essence Cost	Availability	Cost	Street Index
0	3/4 days	8,000¥	1.25

This hand counts as a General Toolkit, but add +2 to all Target Numbers because the tools are rarely sufficient for typical jobs.

>>>>[A Swiss Army hand.]<<<<<
 —Chat (07:48:51/06-22-55)

Grip Foot **Legal**

Toes of this foot can extend and curl around a 5cm bar. The soles are covered in a tacky rubberized material for increased traction.

Essence Cost	Availability	Cost	Street Index
0	4/4 days	20,000¥	1

Adds two dice to Athletics skill test involving climbing.

Spike Heel

A 15-centimeter spike projects from the heel of this foot, allowing the user to make deadly rear kicks. Can be used for anchoring or climbing.

Damage (Str)M	Essence Cost	Availability	Cost	Street Index
	0	6/4 days	20,000¥	1

Talon Foot

This foot can extend narrow blades similar to Scratchers.

Damage (Str+1)L	Essence Cost	Availability	Cost	Street Index
	0	5/4 days	24,000¥	1

>>>>[I once saw a sam whose lower legs were replaced by metal ones. His feet were not feet, but metal talons, like these. If you ask me, his feet were just large knife blades... Scary.]<<<<<
 —Sonya (13:57:12/06-24-55)

Tool Foot **Legal**

The toes of this foot contain 1) screwdriver with changable heads, 2) adjustable wrench, 3) battery-powered soldering iron, 4) adjustable socket wrench, 5) wire saw blade.

Essence Cost	Availability	Cost	Street Index
0	3/4 days	12,000¥	1

This foot counts as a General Toolkit, but add +2 to all Target Numbers because the tools are rarely sufficient for typical jobs.

>>>>[I've got this feeling that a foot like this is a lot less useful than the equivalent hand from the previous section.]<<<<<
 —Chat (08:02:14/06-22-55)

>>>>[Maybe they designed this foot for people who already have two non-standard hands and need a portable toolkit.]<<<<<
 —Grrl (15:34:19/06-30-55)

Web Foot **Legal**

Extends thin webs from either side of foot, as well as webs between toes.

Essence Cost	Availability	Cost	Street Index
0	4/5 days	20,000¥	1

Doubles normal swimming speed, plus adds one die to Swimming skill.

>>>>[Standard equipment for UCAS Navy SEALs.]<<<<<
 —Captain (13:38:02/06-24-55)



Headware

Bug Detector

5P-EI

This mini-receiver is designed to pick up signals transmitted by all types of radio bugs. When the bug is active, its transmissions make a small beeping noise in the back of your head, getting louder as you get closer to the bug.

Essence Cost	Availability	Cost	Street Index
.05 +(rating /20)	rating+1/12days	rating x 12,500¥	1.75

Treat this as a Bug Scanner (p.258, **SRII**) of its rating, with a maximum range of three meters. It is available in ratings 1 through 6.

>>>>[The ultimate in irritating beeping sounds inside your skull.]<<<<<<
—Latex Louis (17:50:39/06-20-55)

>>>>[But very useful. You do sort of look overly paranoid if you start checking every Johnson with a bug scanner. With this thing you can still do that, but it's not so obvious.]<<<<<<
—Kyle (21:57:10/06-24-55)

Nasal Filters

These filters increase resistance against poison, sleepdrugs, or other breathable toxins.

Essence Cost	Availability	Cost	Street Index
.1/level	4/4 days	level x 600¥	1

Subtract the filters' level from the Target Number for any Resistance Tests made against breathable toxins. Maximum level is 4.

Pain Editor

6P-CA

This coprocessor overrides the pain receptors of the brain, making the subject impervious to torture, deprivation, or physical hardship. It doesn't mean he isn't getting hurt, just that he won't notice it until he collapses.

Essence Cost	Availability	Cost	Street Index
.6	5/6 days	60,000¥	1.2

This device is similar to the bioware Pain Editor (**Shadowtech**, page 26), and uses all rules for that piece of equipment, except for the +1 Willpower and -1 Intelligence modifiers.

>>>>[One of my buddies has the bioware version. Once already, he's almost died because he didn't even know he was wounded. After he woke up in the hospital, all he could say was "What the frag happened after the lights went out?! Where am I?"]<<<<<<
—Steve (23:12:05/06-15-55)



Senseware



Color Shift

These cybereyes can shift color or iris pattern on demand. A full color shift takes about a minute. Mirrored, transparent, glitter-filled or lighted versions are also available.

Essence Cost	Availability	Cost	Street Index
.25	3/24hrs	6,000¥	.9

This is a set of two eyes that can accept up to .5 Essence points of additional vision enhancements without extra Essence loss.

>>>>[Color shift eyes are useful if you want to be "in fashion" all the time. Eye color changes with fashion, so with this you can keep up without the need for corrective surgery every few months.]<<<<<<

—Decision (13:58:12/06-27-55)

>>>>[But once the "in" people find out you have color-shifting eyes, you are "out." Those eyes are out of fashion at the moment.]<<<<<<

—Jean E. (20:50:29/06-29-55)

>>>>[Just wait a few months and they'll be back in.]<<<<<<

—Victor (06:36:41/06-30-55)

>>>>[Fashion sucks.]<<<<<<

—Gurth (-d+)



Image Enhancements

High-res graphics capability to enhance and refine images viewed. When activated, it allows the user to pick up visual cues in greater detail.

Essence Cost	Availability	Cost	Street Index
.15	6/48hrs	3,000¥	1.5

When activated, decreases Target Numbers for visual Perception tests by -1.

Tactile Boost **Legal**

Increases the user's perception involving touch. The boost can be turned on or off at will.

Essence Cost	Availability	Cost	Street Index
.2	5/6 days	level x 1,500¥	1

Each level of Tactile Boost adds 1 die to Perception tests for touch. Maximum level is 6. Also, if switched on, all Wound penalties are increased by one-half (round down) the boost's level.

>>>>[Be sure to switch this feature off when you don't need it. If you get shot, it hurts like hell until you realise your tac-boost is still on.]<<<<<<

—Hairy Harry (05:16:59/06-27-55)

TimesSquare™ Marquee **Legal**

Scrolling red-letter screen in upper edge of vision, linked to either a software chip readout or a radio link. This device can be used to display information stored in a data chip or headware memory, or received by radio, in the user's field of vision.

Essence Cost	Availability	Cost	Street Index
.1	5/36hrs	3,000¥	1

Ultra Violet **Legal**

This system allows the user to perceive images irradiated by ultraviolet light, or to detect fluorescent powders or tracing agents, or to use ultraviolet flashlights (indetectable by normal optics) for illumination.

Essence Cost	Availability	Cost	Street Index
.2	4/36hrs	3,000¥	1.25

Cyberweapons

The Essence Cost of cyberweapons is only used when the weapon is mounted in an organic limb. If mounted in a cyberlimb, the Essence Cost is 0.

BigKnucks 3-C

Reinforced knucklebones, giving the fist the impact value of a pair of brass knuckles. This is considered a form of black market cybertech, and as such is not accessible through the average on-the-Mall clinic.

Damage	Essence Cost	Availability	Cost	Street Index
+1 Power	.15	4/48 hrs	5,000¥	1

>>>>[This modification is pretty obvious. You can see the reinforcements in the bones even if you just glance at them.]<<<<<<
 —Slime (14:37:04/06-23-55)

Flamethrower

This is a small, high-pressure flame jet with a range of 1 meter, and 4 shots.

Type	Conceal	Ammo	Mode	Damage	Weight	Essence Cost
Light	NA	4	SS	10M	3	.9
Availability	Cost	Street Index				
10/7 days	1,200¥	2				

To use the Flamethrower, roll a normal Firearms Success Test, using the Light Pistol concentration if necessary. Maximum range is 1 meter, and this is considered to be Short range (Target Number 4). The Flamethrower has a Firesetting Rating based on its fuel (see the file FIRE.SR2 for details).

Grenade Launcher 2-CB + J

This launcher is a modified support grenade launcher, stored in a popup mount. One grenade (you may use any standard type) is stored in the launcher; a reload may be dropped in after the first one is used.

Type	Conceal	Ammo	Mode	Damage	Weight	Essence Cost
Grenade	NA	1 (m)	SS	grenade	.25	.5
Availability	Cost	Street Index				
10/7 days	2,500¥	2				

>>>>[If you thought an arm-mounted shotgun is the ultimate concealed weapon, think again.]<<<<<<
 —Dan (22:51:52/06-25-55)

Micromissile Launcher 2-CB + J

This launcher contains four miniature missiles (explosive tipped gyro rounds with heat seeking guidance and steering vents). The Micromissile Launcher is stored in the limb and pops up when needed. See **Chromebook 2**, page 49, for details on the missiles.

Type	Conceal	Ammo	Mode	Damage	Weight	Essence Cost
Assault	NA	4 (m)	SA	missile	.5	1.1
Availability	Cost	Street Index				
10/7 days	4,500¥	2				

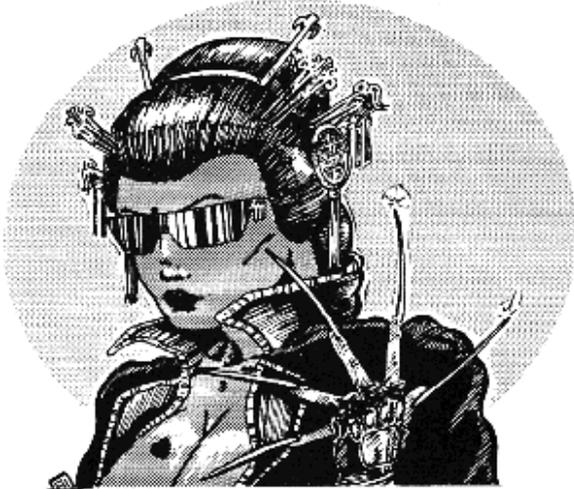
>>>>[All these pop-up weapons are excellent as a last-ditch defense.]<<<<<<
 —Ryan (03:40:17/06-26-55)

>>>>[Especially as long as nobody knows you have them. They don't react to what they don't know, do they?]<<<<<<
 —Anonymous (09:41:30/06-28-55)



Rippers **3-B**

The top two joints of each finger are replaced with a plastic and metal sheath, in which 7.5cm long carbo-glas claws are housed. The Rippers can be extended by clawing the hand in a catlike fashion. Most people wear false fingernails over their Rippers, making them much harder to spot. Rippers are considered a form of black-market cybertech (Category B: Large Bladed Weapon) and as such are not accessible through the average on-the-Mall clinic. Rippers cut in all directions.



Damage	Essence Cost	Availability	Cost	Street Index
(str/2)M	.2	5/3 days	8,000¥	1

Spotting hidden Rippers requires a successful Perception(6) test.

>>>>[These fall in between hand razors and spurs. If you have the choice, I'd advise you to take spurs as they're better than rippers.]<<<<<
 —Mikey-Boy (10:25:40/06-27-55)



Scratchers 3-B

Implanted metal or carbo-glas fingernails. The incredible sharpness of the material makes these as deadly as razor blades. Scratchers cut on the bias, requiring the user to slice crossways, not rip downwards. Most people laquer their Scratchers, making them indistinguishable from normal nails (the enamel has no effect on the sharpness). These fall under Category B: Large Bladed Weapons.

Damage	Essence Cost	Availability	Cost	Street Index
(str+1)L	.1	4/3 days	5,000¥	1

>>>>[Currently in fashion with mid-level corpors (you know, the kind that thinks they're tough and tries to prove it on Firday and Saturday nights).]<<<<<
 —Whale (23:05:25/07-04-55)

Wolvers 3-B

The longest and deadliest of the implant blades, Wolverers are implanted along the back of the hand. When the hand is clenched into a fist, the thin, triangular blades telescope and lock into place, remaining extended 30cm until the hand is relaxed.

Damage	Essence Cost	Availability	Cost	Street Index
(str)M	.3	5/3 days	8,000¥	1

>>>>[Wolvers are very similar to retractable spurs, except that spurs remain extended even if you relax your hand. With wolvers, you can't use really the hand because the blades retract if you do. Still, they are cheaper.]<<<<<
 —Mikey-Boy (10:31:36/06-27-55)

Bioware

Grafted Muscle 4P-BC

This is vat-grown muscle grafted onto your own, with healing. This modification can be combined with almost any other type of muscle-strengthening bioware or cyberware.

Body Cost	Availability	Cost	Street Index
1	8/14 days	100,000¥	1.25

This full-body muscle increase modification increases the character's Body, Quickness, and Strength Attributes by +1.

>>>>[This is the same kind of treatment as muscle augmentation, except that this one is done all over the body and not just in the arms and legs.]<<<<<
 —Virtuoso (14:03:18/06-25-55)

Independant Air Supply Legal

A small artificial organ, filled with a spongy, oxygen fixing foam. Implanted in the lower lungs, it doubles the time a person can hold his breath.

Body Cost	Availability	Cost	Street Index
.7	4/7 days	50,000¥	1

Can be combined with the Extended Volume modification (p.31, **Shadowtech**), but the Extended Volume modifiers are applied *after* those for the Independant Air Supply: a character with a Body of 4, an Independant Air Supply, and Extended Volume level 2 can hold his breath for $4 \times 30 \times 2 + 90 = 230$ seconds.

Skin Weave 5P-BA

This enhancement uses nanites to weave the top three layers of skin with a dense polymer thread. The result is a bare skin equivalent to light body armor. The process is relatively discreet, and takes about two weeks. Not compatible with Orthoskin.



Body Cost	Availability	Cost	Street Index
.5	8/8 days	60,000¥	.8

This gives the entire body 1 point of Ballistic armor, which is cumulative with any worn armor. The threads are difficult to notice, requiring a Perception(6) test to spot when examining the skin.

Cyberdecks

Kirama LPD-12 3P-CD

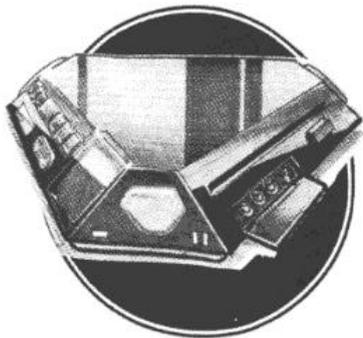
A simple cyberdeck, the LPD-12 is ideal for beginning deckers with little experience.

Persona	Hardening	Memory	Storage	Load	I/O	Availability	Cost	Street Index
1	0	20	20	10	5	4/7 days	4,815¥	1

>>>>[Nice little deck, but not much use to any serious decker. Good one to teach your kids on, though.]<<<<<<

—Flashback (05:29:16/06-27-55)

SGI Technologies “Elysia” 3P-CD



A good, all-round deck, the Elysia has what it takes to become very popular. It has level 1 response increase.

Persona	Hardening	Memory	Storage
4	1	80	160
Load	I/O	Availability	Cost
15	10	4/7 days	38,675¥
Street Index			
1			

>>>>[If you upgrade it a bit, yes, it can be a good all-round deck. Off the shelf, no, not really.]<<<<<<

—SMS (16:18:05/06-27-55)

Zetatech Parraline 5750

A brand-new cyberdeck from the well-known California-based company, this deck incorporates a vid-screen as standard equipment.

Persona	Hardening	Memory	Storage	Load	I/O
3	1	30	45	15	10
Availability	Cost	Street Index			
4/7 days	19,230¥	1			

>>>>[Ha! Like we need vidscreens, right, chummers?]<<<<<<

—Flashback (06:17:28/06-26-55)



Zetatech Parraline 5750



CYBERPUNK

Target: Bod

Load Rating: 2 x Rating (round up)

Spazz is a form of black IC, and fights as such. The difference is that Spazz does not cause wounds; instead, it reduces the decker's Reaction Attribute by its number of net successes for as long as it is not destroyed by the decker. Jacking out also returns the decker's Reaction to normal. The +2 bonus provided by each level of Response Increase is reduced first; after this has been reduced to 0, the decker's own Reaction is lowered.



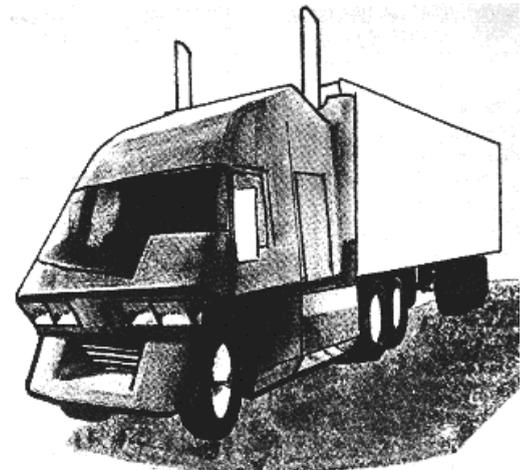
Vehicles

UH-90 Utility/Squad Helicopter

A dedicated battlefield transport/attack helicopter, the UH-90 can carry a crew of two plus six passengers almost everywhere, while providing them with fire support from its own weapons. Weapons are not included in the purchase price.

	Handling	Speed	B/A	Sig	Apilot	Cost
UH-90	4	230/270	4/3	3	3	1M¥

Seating: 2 + 6 bucket seats **Access:** 2 standard + 2 double-sized
Economy: 1 km per liter **Fuel:** IC/2,000 liters
Cargo/Storage: 10 CF storage
Sensors: Advanced (3) **ECM:** Security I (1)
Landing/Take-off Profile: VTOL/VTOL
Accessories: EnviroSeal™, 2 firmpoints (forward-firing), 1 Micro-turret (under-nose), life support system (60 man-hours)



Yakurichi-Ural BR70 Heavy Transporter

Designed for long-range cargo hauls, the BR70 is one of the best trucks around. Luxuriously outfitted, with stereo, air conditioning, a twin-sleeper cab, sophisticated navigation systems, and full rigger controls, the BR70 also comes with an engine boost feature. This boost injects nitric acid into the engine for increased performance, but is only available for up to 25 minutes at a time. The total capacity of the nitric acid tanks is enough for a total of 25 minutes of boost.

	Handling	Speed*	B/A	Sig	Apilot	Cost
BR70	3/6	50/150	4/4	2	4	120,000¥

Seating: Twin bucket seats (ejection) **Access:** 2 standard + roof hatch
Economy: **Fuel:** MultiF/1,200 liters
Cargo/Storage: 5 CF storage
Sensors: Advanced (3)
Accessories: air conditioner, datajack link, improved suspension (1), rigger control gear, stereo system, sleeper cab (2 beds)

* = with boost, Speed goes up to 55/165.



Weapons

Avante P-1135 Needlegun

Legal

Lightweight, plastic, compressed air powered. Can be doped with drugs or poison.

EQUIPMENT

>>>>[Another section with new equipment. This time, we're concentrating on mil-spec gear—but we haven't forgotten street-grade stuff, don't worry. Not that military-grade gear is very common among shadowrunners, I know, but you never know what you might need on your next run—or what you might be facing. For all you mercs, I'd advise you read this section carefully to check up on new gear for your types of operations.]<<<<<

—Gurth (you:don't:know/how-it-feels)



Melee Weapon

Bayonet

7-A

Multi-purpose bayonets that fit all standard assault rifles, providing the foot soldier with a last defense if caught with an empty weapon. Today's bayonets can be used for more functions than traditional bayonets, including wire cutting (by clicking the bayonet to the scabbard), sawing (using the saw-edge), and function as a limited survival knife. Comes complete with scabbard.

Conceal	Reach	Damage	Weight	Availability	Cost	Street Index
8	0	(str)L	.25	2/8hrs	35¥	.8

All assault rifles and military-grade shotguns can be fitted with a bayonet. The Reach and Damage stats given above are used only if the bayonet is used by itself, as a knife; when fixed to a rifle, Reach is +1, while Damage is (str + weapon weight)L, in other words: find the Power Level by adding the rifle's weight (excluding that of the bayonet) to the wielder's Strength Attribute Rating, rounding down. Fitting or removing a bayonet costs a Simple Action.

>>>>[What use is this to us shadowrunners?]<<<<<
—Chrome (10:34:39/06-20-55)

Light Pistols

Ruger P-4

4-G & 8P-E

Initial qualms about using such a low-energy round were stilled when performance against soft body armor was shown to be greater than comparable rounds, and the large clip capacity of the underbarrel helical clip drew many converts. A personal defense version of the P-4 is also made under the name P-8. Clip size is deliberately kept small, and conversion to burst-fire is *extremely* hard.

P-4 (Legality 4-G):

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Light	4	100 (c)	BF	7L	1.25	8/48hrs	1,350¥	2.5

P-8 (Legality 8P-E):

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Light	8	10 (c)	SA	7L	.75	4/24hrs	395¥	1

(Source note: these come from the **More Guns!** supplement for 3G³)

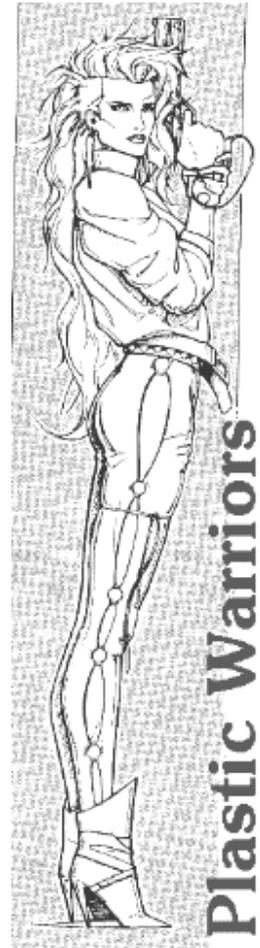
>>>>[No drek. The 100-round clip doesn't fit the P-8, and it is impossible to fit the burst-control device of the P-4 into a P-8 frame because of minute size differences. And you know what? I don't like these surprises.]<<<<<
—Buddy (04:46:34/06-20-55)

>>>>[A hundred rounds in a pistol-size weapon? Get out of here!]<<<<<
—Wiley (22:04:16/06-24-55)

Thumper

10P-E

The Thumper is one of the preferred crowd-control weapons in countries that frown on using live ammo against unarmed civilians. It's ammunition consists of an elongated elastic bag filled with a silicon gel; upon leaving the muzzle, the



bag stretches into a spherical shape, which hits the target using its momentum and mass, but its large area causes little damage, as necessary for a riot-control device.

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Light	6	10 (c)	SA	5L Stun	1.25	3/12hrs	120¥	.75

In game terms, this weapon only fires Stun rounds at the damage code listed above. No other ammo types are available as yet.

(Source note: from **More Guns!**)

>>>>[That first sentence means you won't find it anywhere in North America. Europe, maybe, but don't count on it.]<<<<<

—Steel (08:41:00/06-28-55)

>>>>[Most security forces tend to rely on tasers, as this Thumper packs way too little punch to be of use for any kind of anti-riot work.]<<<<<

—Ax Police (12:36:49/06-30-55)



Heavy Pistol

Phoenix Gyroc Heavy Pistol (aka THUNDERCLAP) 1-J

A rocket gun formed on the tri-barrel design. (Imagine a sawed-off shotgun with 3 barrels in a triangular arrangement.)

It is a chemically propelled sabot weapon capable of firing multiple purpose projectiles. This includes, but is not limited to HEAP, AP, Incendiary, Fragmentation and Chemical.

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Heavy	3	3 (break)	SA	ammo	3	8/7 days	10,000¥	2

This weapon only fires its own ammunition, described in the **Ammunition & Explosives** section, page 27. It uses the following ranges:

Range:	Short	Medium	Long	Extreme
in meters:	5-24	25-50	51-100	101-500
Ballistic Armor:	x 2	x 1	x .5	x .5

The Ballistic Armor Rating reflects the velocity of the round and its penetration ability at the listed range. The weapon has NO Point Blank range, and has not yet acquired enough velocity at Short range to be fully effective.

(Credits: posted on 042994 on the ShadowRN mailing list by Shadowmaster.)

>>>>[Very pricey, but worth the dough if you need firepower.]<<<<<

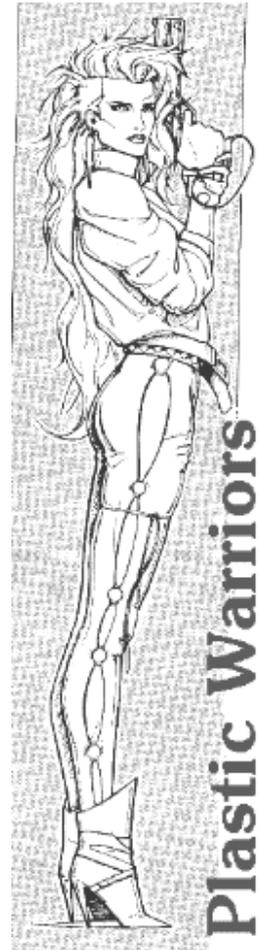
—Tear (21:41:47/06-23-55)

>>>>[But only at long ranges. It just bounces off armor at the kind of distances I get into a fight at.]<<<<<

—Speedy (13:20:35/06-25-55)

>>>>[It's more use as a support weapon than as your main weapon or sidearm. Still, I prefer grenade launchers or shotguns over such a limited-use weapon. Too bad, also, that it doesn't fire normal pistol rounds. But I guess you can't have everything.]<<<<<

—Daughter (15:01:36/06-30-55)



Submachine Guns

Buzzsaw

1-G

This is an anarchist weapon, pure and simple. A low-power SMG with an absurdly high rate of fire and a tremendously large clip. This weapon never actually went into production, instead the autofire-only design was circulated anonymously on the Matrix. The file contains a number of design documents so that any reasonable computer-controlled

machine tool setup can produce all the parts needed in 20 minutes or less. As such, there are hundred of variants (the stats below are for the one we built for review), and quality of a given model depends on who manufactured it and the quality of their raw materials.

In general, the weapon is distinguished by a 1,000 rounds of ammunition (in a pair of 500-round compartments), and a pair of short, thick barrels mated to a large finned aluminum shroud for maximum heat dissipation. Even so, the rate of fire and heat buildup tend to ruin the barrels after a few thousand rounds have been fired.

The UCAS government has declared that anyone owning a copy of the program is considered to be in possession of the weapon, whether or not weapon parts are actually found.



Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
SMG	4	1,000 (c)	FA	7L	5.5	12/14 days	215¥	1

This thing has two barrels side-by-side, and each barrel functions as a super machinegun. In effect, you can pump out 30 rounds per Complex Action. Though an SMG, it fires Hold-Out Pistol rounds using Shotgun ranges. If the Rule of One comes into play, this usually affects only one of the barrels, and since each barrel has its own 500-round clip, you can load each barrel with different ammo. You always fire both barrels at once, unless of course you modify the design.

(Source note: another one from **More Guns!**)

>>>>[AAAARRRGGGGGHHHHH!!!!]<<<<<
—Mohawk (22:37:10/06-22-55)

>>>>[Anyone know where I can obtain a copy of that program? I've got a feeling it might come in handy someday.]<<<<<<
—anonymous (14:57:22/06-24-55)

Ceres Tri-Barrel 3-G

Although this weapon has been around since 2049, it is only now becoming common on the open market. The weapon's unique design allows for a small gun with a tremendous rate of fire (falling into the super machinegun class), its three revolving barrels producing a characteristic sound sure to add to the weapon's psychological effects.

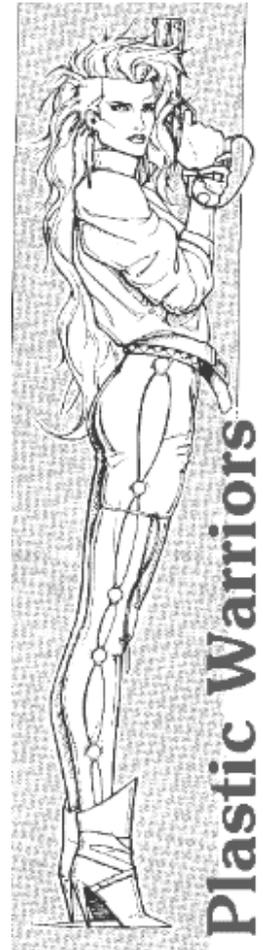
Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
SMG	2	36 (c) or belt	BF/FA	6L	4.5	9/60hrs	1,000¥	3

The Tri-Barrel has a built-in smartlink, and fires Light Pistol rounds at super machinegun firing rates. It cannot accept stock-mounted accessories, but has a gas vent (2) as standard.

(Source note: this is my representation of the weapon the hellions are armed with in **Never Trust An Elf**)

>>>>[Psychological effects?]<<<<<
—Freddy (10:21:19/06-28-55)

>>>>[Apart from the lead flying around your ears, you also get the "characteristic noise" of the Tri-Barrel. The next time you hear it, you start drekking your pants even before the enemy opens fire, which could make inexperienced troops run like hell even before anything is really going on.]<<<<<<
—Shim (15:05:46/07-01-55)



Shotgun

Wristbreaker 1-G or 4P-F

Originally developed in the UCAS, and manufactured in Korea, the Wristbreaker is a fully -automatic double-barrel shotgun. It has two 10-round internal magazines, each feeding one of the barrels. Both barrels can be fired simultaneously, though recoil from one barrel naturally affects the other barrel as well. Still, this means that the Wristbreaker I can fire 20 rounds in two seconds flat! Also available in a pistol-size model for higher concealability, though this Wristbreaker II is semi-automatic only.

Wristbreaker I (legality 1-G):

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Shotgun	2 (3)	2x 10(m)	2x SA/FA	8S	4.25	14/14 days	1,450¥	3

Wristbreaker II (legality 4P-F):

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Shotgun	3 (4)	2x 5(m)	2x SA	8S	2.75	8/10 days	1,450¥	1.5

With a folded stock, Concealability goes up by 1 (one), but the folded-out stock gives 1 point of recoil compensation. Each magazine must be reloaded separately, and the user can select which barrels(s) to fire without the need of spending any Actions. In the Wristbreaker I, the two barrels can even be set to different firing modes: you can put one at semi-auto and the other on full-auto and fire both at the same time! Use heavy weapons recoil rules for this weapon.

(Source note: from More Guns!)

>>>>[A serious pain in the ass if you ever get to face off against one.]<<<<<
—Parker (11:38:39/06-28-55)

>>>>[If you ever do, I don't really expect you to tell anyone about it anymore.]<<<<<
—ASDF (18:24:00/06-29-55)

>>>>[The name is not exaggerated, I can tell you.]<<<<<
—Scott W. (05:26:17/07-02-55)



Heavy Weapons

General Products Rocket Launchers 2-J

Marketing 7.62cm and 12.7cm rockets for airborne use since the beginning of the century, General Products has now released ground mounts to use these inexpensive rockets without the need to call in air support! These bazooka-type weapons are available in a single-barrel model, which is fired from the shoulder, and a tripod-mounted 10-barrel launcher, both in either caliber!

7.62mm single-barrel model:

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Missile	—	1 (m)	SA	rocket	2.5	10/10 days	1,000¥	1.75

12.7mm single-barrel model:

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Missile	—	1 (m)	SA	rocket	3	11/10 days	1,250¥	1.75

7.62mm 10-barrel model:

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Missile	—	10 (m)	FA	rocket	30	22/14 days	9,500¥	4

12.7cm 10-barrel model:

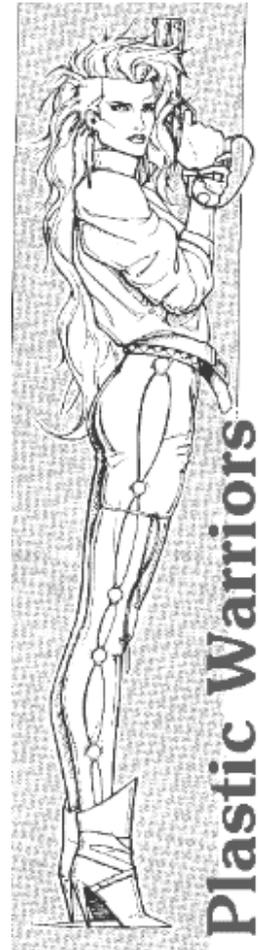
Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Missile	—	10 (m)	FA	rocket	35	24/14 days	12,000¥	4

See pages 107 and 125 of the **Rigger Black Book** and page 29 of this publication for the rockets and their game use. In the multi-barrel launchers, all rockets in the launcher are fired at once: in effect, this is a 10-round burst which cannot be changed. You can, of course, fire less rockets by putting less into the launcher.

>>>>[A modern-day Katyusha.]<<<<<
—Right (13:19:52/06-24-55)

>>>>[A what?]<<<<<
—Anita (06:25:18/06-28-55)

>>>>[A Stalin Organ. A multi-barrel area-saturation rocket launcher. Mount one of the back of your pickup if you need serious firepower.]<<<<<
—Right (04:47:36/06-29-55)



M10A Light Recoilless Rifle

2-J



Initially produced for the Pueblo military, this recoilless rifle is now available for the world-wide military market! Providing units down to squad level with a light and affordable multi-role weapon is now possible with this modern update of the old recoilless rifle principle!

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
LRR	—	1 (b)	SS	grenade	6.5	12/14 days	2,000¥	2

This is a Light Recoilless Rifle (LRR), using the rules on page 79. It fires Light Recoilless Rifle grenades, for which see page 27. It has a rating 1 telescopic sight. Behind the weapon is a danger zone, into which the weapon's propellant gases cause a backblast. This has a shotgun pattern with a choke of 3, doing 14M damage, which is reduced as for a shotgun blast (see page 95, **SRII**). The M10A has a scatter of 2D6 meters, which is reduced by 4 meters for every success rolled on the skill test to fire the weapon.

>>>>[Too bad it has such a huge backblast, or it might be of some use to me.]<<<<
—Game (15:04:16/06-21-55)

Panther Heavy Recoilless Rifle

1-J

From the same firm that manufactures the well-known Panther Assault Cannon comes a new heavy weapon for both anti-personnel and anti-vehicle use. It can be fired from the shoulder, from a tripod, or vehicle-mounted with little difficulty in any application, and has an integral folding bipod to assist the firer.

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
HRR	—	1 (b)	SS	grenade	10	14/14 days	4,000¥	3

This is a Heavy Recoilless Rifle (HRR), using the rules on page 79. It fires Heavy Recoilless Rifle grenades, for which see page 27. Behind the weapon is a danger zone, into which the weapon's propellant gases cause a backblast. This has a shotgun pattern with a choke of 5, doing 20M damage, which is reduced as for a shotgun blast (see page 95, **SRII**). This HRR is subject to scatter of 2D6+1 meters, which is reduced by 4 meters for every success rolled on the skill test to fire the weapon.

Ammunition & Explosives

Dragon's Breath

Turn your shotgun into a flamethrower just by loading these all-new rounds from Kohu Incorporated! Sold in packs of ten rounds to approved government and security agencies only.

Conceal	Damage	Weight	Availability	Cost	Street Index
8	see below	.75	12/7 days	90¥	3

These rounds fire burning particles in a shotgun patterns (see page 95, **SRII**). Such an attack does damage as for a shotgun blast, using the shotgun's normal Damage Code. However, the particles also have a Firesetting Rating (see **Fire Rules**, p.72) of 5, so anyone taking damage from the shot may be set on fire as well.

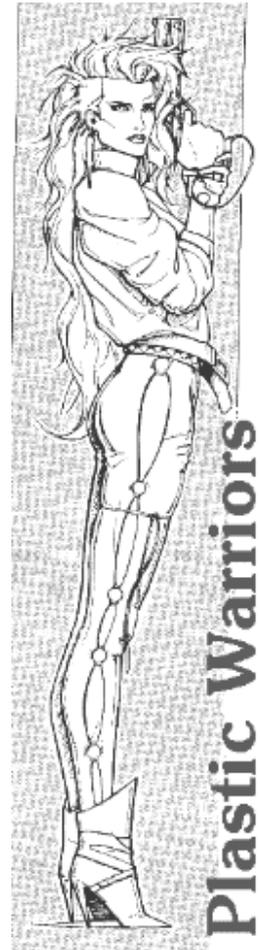
>>>>[Corps also fall under 'approved government and security agencies,' of course.]<<<<
—Wind Watcher (21:03:51/06-25-55)

General Products Unguided Aircraft Rockets

1-I



Not just manufactured in high-explosive, more variants of these rockets exist than is commonly known. Rockets for all purposes, which can be fired from aircraft mounts, as well as from the new man-pack and ground-mount launchers (see page 25).



	CF per rocket	Damage ¹	Availability	Cost ²	Street Index
7.62cm Anti-Personnel	.1	5D(f)	10/7 days	1,000¥	4
7.62cm Smoke ³	.1	—	9/7 days	750¥	3
7.62cm Sub-Munition ⁴	.1	special	12/7 days	3,500¥	4.5
7.62cm White Phosphorous ⁵	.1	6M/4L	10/7 days	4,000¥	4
12.7cm Anti-Personnel	.2	11D(f)	12/7 days	1,500¥	4
12.7cm Smoke ³	.2	—	10/7 days	900¥	3
12.7cm Sub-Munition ⁴	.2	special	14/7 days	5,000¥	4.5
12.7cm White Phosphorous ⁵	.2	14M/10L	12/7 days	6,000¥	4

- ¹ = damage is cumulative per rocket if the “ripple” (burst) fired is on target; if a 5-shot ripple of 7.62cm WP rockets is fired, and all hit, damage would be 30M/20L.
- ² = cost is for 10 rockets if 7.62cm, or for 5 rockets if 12.7cm.
- ³ = for smoke rockets, each 7.62cm rocket produces a cloud of smoke 3 meters in diameter, cumulative for all rockets that hit in a ripple: 3 rockets produce a 9-meter diameter cloud. 12.7cm rockets produce a 5-meter cloud of smoke.
- ⁴ = these rockets dispense a number of sub-munitions (bomblets), equivalent to Defensive (HE) grenades. Each 7.62cm rocket holds five bomblets, while each 12.7cm rocket contains ten.
- ⁵ = see the rules for white phosphorous on page 86 of **Fields of Fire**.

>>>>[Good to see some more choice in what I can shoot from my brand-new 12.7cm launchers.]<<<<<
 —Riggin' Renegade (03:51:37/06-24-55)

>>>>[These rockets are only useful in a fragging warzone!]<<<<<
 —Slime (02:45:27/06-26-55)

>>>>[Oh? I didn't know Seattle was a warzone...]<<<<<
 —Riggin' Renegade (16:03:26/06-28-55)

Gyroc Ammunition

3-L

These rounds are fired from the Phoenix Gyroc Heavy Pistol (p23), and will not fit in any other weapon. Types available include Standard, High Explosive Armor Piercing (HEAP), Amor Piercing (AP), Fragmentation, and Chemical. Data below is for packs of three rounds.

	Conceal	Damage	Weight	Availability	Cost	Street Index
Standard	8	9S	.1	8/7 days	500¥	2
HEAP	8	12S	.1	8/7 days	750¥	2
AP	8	11S	.1	8/7 days	600¥	2
Frag	8	13S	.1	8/7 days	1,000¥	2
Chemical	8	varies	.1	8/7 days	varies	2

The HEAP and AP projectiles are resisted using Ballistic armor at 1 point less than normal (i.e. an Armor Jacket with Ballistic 5 is treated as Ballistic 4). The Fragmentation round has a Power Level reduction of -3 per meter, resisted with Impact armor.

(Credits: designed by Shadowmaster and posted on the ShadowRN mailing list, 042994)

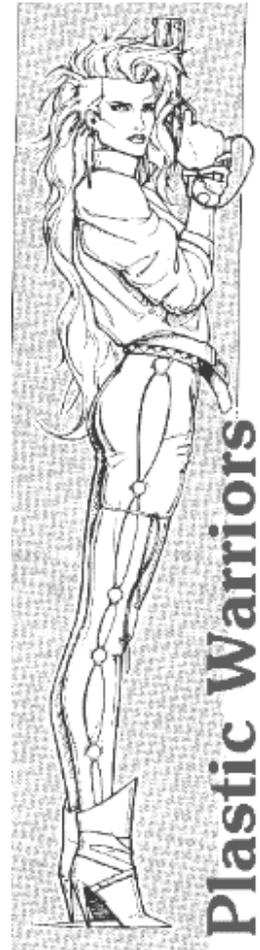
Recoilless Rifle Ammunition

2-I

For recoilless rifles, because of their light weight and portability, a number of different ammunition types have been developed. Among these are anti-armor, anti-personnel, general high-explosive, and smoke shells. All rounds have a minimum arming distance of 10 meters.

	Conceal	Damage	Power Level	Weight	Availability	Cost	Street Index
		Light	Heavy				
Anti-Armor	5	12D	18D	-6 per meter	3	5/36hrs	200¥
Anti-personnel	5	12S(f)	18D(f)	-1 per .5 meter	3	5/36hrs	150¥
High Explosive	5	12S	18S	-1 per .5 meter	3	5/36hrs	150¥
Smoke	5	—	—	—	2.5	4/36hrs	125¥

The stats above are for a single round of ammunition; Damage is a split figure, because this depends on whether the round is for a light or heavy recoilless rifle.. The anti-armor round has an armor -piercing warhead.



holds both WP and HE rockets, the operator can now very simply select to fire a certain number of WP rockets, while leaving all HE and a number of WP rockets in the launcher for later use! Only available for vehicle mountings.

Base Time: 1 day
Skill: Appropriate Vehicle B/R Skill
Target Number: 5
Parts Cost: 6,000¥ + 1,000¥ per launcher
Equipment Needed: Vehicle Shop
CF: 1

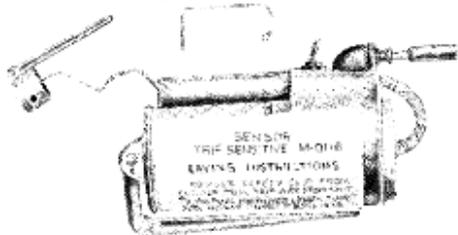


M-0116 Tripwire Sensor

Legal

An advanced version of the age-old piece of string with a rock-filled can at the end, the tripwire sensor can be used to detect intruders quite effectively. The latest M-0116 tripwire sensors contain ten meters of virtually undetectable wire, and transmit any movement in the line through the plug-in fiber-optic cable, allowing the sensor to be connected to monitoring stations, alarm systems, automated gun systems, or explosives.

Conceal* Rating Weight Availability Cost Street Index



6 1 — 3/24hrs 20¥ 1

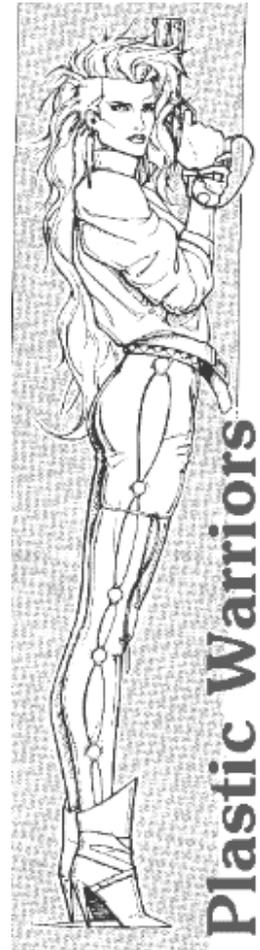
* = the Concealability is 6 for the sensor itself. Spotting the wire requires a successful Perception(9) test. The base Target Number for a tripwire sensor to detect a target (which must cross the wire) is 2. See page 79 of the **Rules** section for game rules on using any detection system.

>>>>[Tripwire sensors are easy enough to get past: keep your eyes peeled for any wires strung at ankle- to knee-level, and just step over the wire when you see one.]<<<<<<
 —Jason (12:03:15/06-27-55)

>>>>[And that is easy enough to counter: just put the occasional sensor at waist, or even neck-level. All those guys looking at the ground for wires will likely run into the higher ones.]<<<<<<
 —Cobrette (03:45:17/06-30-55)

>>>>[Tripwires may be simple and cheap, but don't think they're not effective. As Cobrette pointed out, placing them at different heights makes your chance of a catch bigger, but there are more tricks you can pull: wire some to Ares Sentry™ systems, or to claymores if you don't mind making noise. Span simple cords that are not attached to sensors at all. Whoever comes across the cord doesn't know if there's something fixed to the end or not, so the least the cord will do is slow them down as they examine it.]<<<<<<
 —Ben (22:48:28/06-30-55)

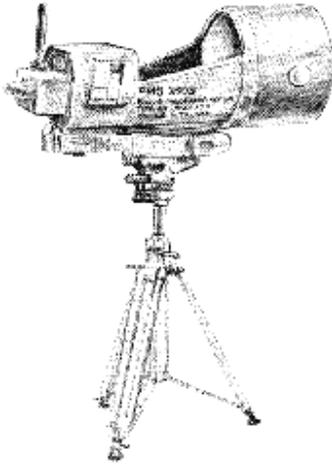
>>>>[No need to spend 20 bucks on a sensor if you want to blow someone up. Take a soft-drink can, cut open the end and tie the can to a tree or pole, and then stick a grenade into it. Put the timer on the lowest possible detonation time (usually 2 seconds), and tie a piece of string to the grenade. Tie the other end of the wire to another tree or fence or something, and then carefully remove the pin from the grenade. Someone walks through the wire and the grenade falls out of the can. 2 seconds go by, and...KABOOM! Bye, bye, baby.]<<<<<<
 —Freddy (10:29:31/07-01-55)



MS 1803 Panoramic Motion Sensor

Legal

The MS 1803 can detect motion of any object larger than five cubic centimeters in a 360-degree radius around the sensor, transmitting any detected motion to a monitoring station. Naturally, the sensitivity level can be adjusted, allowing the sensor to automatically filter out movements of objects smaller than the programmed size.



Conceal	Rating	Weight
2	5	2.5
Availability	Cost	Street Index
8/48hrs	1,000¥	2

When the sensor detects an object within range, it transmits this fact to the monitoring set. Motion sensors only indicate the existence of the motion and its general direction, not an image of what is creating the motion. The MS 1803's Target Number is based on the range table for heavy pistols. See page 79 of the **Rules** section for game rules on using any detection system.

>>>>[Five cubic centimeters? That's a fragging matchbox!]<<<<<
 —Easy (21:46:16/06-23-55)

>>>>[Yep. That's the level of technology we've reached these days. The only way to remain undetected is to stay out of sight, or remain motionless. And no points for guessing which is the easiest of the two.]<<<<<
 —DeLorean (14:16:51/06-26-55)

>>>>[Motion sensors are usually deployed overlooking open areas, with the sensors themselves hidden between scrub.]<<<<<
 —Cobrette (20:25:38/06-28-55)

>>>>[Don't forget that the best trick is diversity. Use lots of different motion sensors, and don't confine one sensor type to any specific area. Mix them up as much as you can. Also, boobytrap sensors or put sensors out to monitor other sensors. Like, tie a tripwire to your motion sensors, and if someone moves the motion sensor, your tripwire goes 'hey! something pulled my wire! *SCREAM*' That gives you a warning that someone is fragging with your sensors, even if they didn't show up on your main sensors. And always *always* overlap your sensors' fields of detection.]<<<<<
 —Captain One-on-One (06:23:51/06-29-55)

S91KA Remote Heat Sensor

Legal

Essentially a simple thermographic sensor, the S91KA can detect any heat source larger than a lit match within a one-kilometer radius. This means that any (meta)human intruder will almost certainly be detected. Being a simple device, the sensor does not give a picture of the heat source, but does indicate its direction and distance from the sensor.

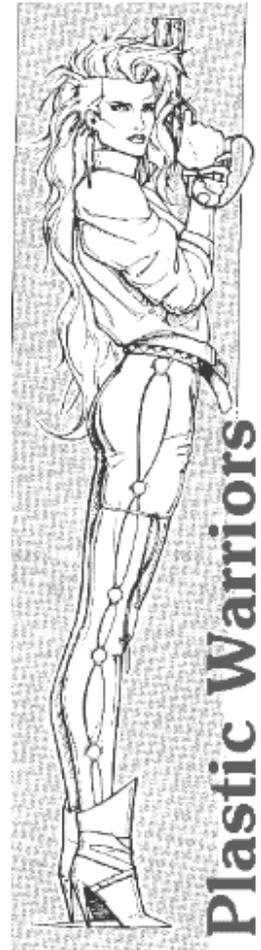
Conceal	Rating	Weight	Availability	Cost	Street Index
4	8	.5	4/48hrs	2,000¥	1.5

This sensor uses the following Target Numbers, based on the range to the target:

Range (meters):	0 to 100	101 to 250	251 to 600	601 to 1,000
Target Number:	2	4	6	8

Apply cover modifiers to these Target Numbers, as well as those for cybernetic thermographic vision (p.89, **SR11**) if appropriate. Any measures that decrease the target's heat signature are also taken into account, as are things that increase that signature (waving a burning flare, for instance). Remember that heat signature depends on the temperature of the target's surroundings, not on its actual temperature. If the sensor successfully detects a target, it transmits its presence to the monitoring station.

See page 79 of the **Rules** section for game rules on using any detection system.



Armor

Armanté "Tokyo" Business Suit Legal

Resembling a common business suit, hidden behind the "Tokyo"'s inner liner is a sophisticated personal protection system composed of the all-new Kevlar III™ ballistic fibre, combined with semi-rigid polycarbonate plates to provide enhanced protection to all vital torso areas. This impressive armor is invisible to all but a close examination, and can be removed for situations where armor is just not worn.

Conceal	Ballistic	Impact	Weight	Availability	Cost	Street Index
13	2	1	1	3/48hrs	1,000¥	.75

>>>>[Impressive armor? Don't make me laugh, will you?]<<<<<<
 —Mother (15:38:10/06-25-55)

Spidersilk Armor 5-K

Spidersilk Armor is a suit flexible fabric weave armor that can be worn under clothing or as a jumpsuit. The suit itself comes with a hood and gloves, along with special boot covers. This insulates the wearer, so that thermographic detectors have a harder time to find the wearer. The external version can be envirosealed for a small additional charge, but the weight increases somewhat.

	Conceal	Ballistic	Impact	Weight	Availability	Cost	Street Index
Under-clothing	12	4	1	Body / 4	14/14 days	Body x 500¥	3
Jumpsuit	—	7	5	Body / 3	18/1 mth	Body x 750¥	3

Thermographic detectors have a +2 to the Target Number to find the wearer of a jumpsuit. Envirosealed versions of the jumpsuit increase the weight to Body/2 kg, and add 2000¥ to the cost.

(Credits: designed by Shadowmaster and posted on the ShadowRN mailing list, dd.042994)

>>>>[If you can get it, invest in this sort of protection. Very hard to detect, easy to wear, and very light, above all. Nothing even gets close for me!]<<<<<<
 —Snail (02:51:00/06-24-55)

>>>>[If you're allergic to plastics, this is what you've been waiting for. You have to get it first, though.]<<<<<<
 —Mikey-Boy (11:03:24/06-28-55)

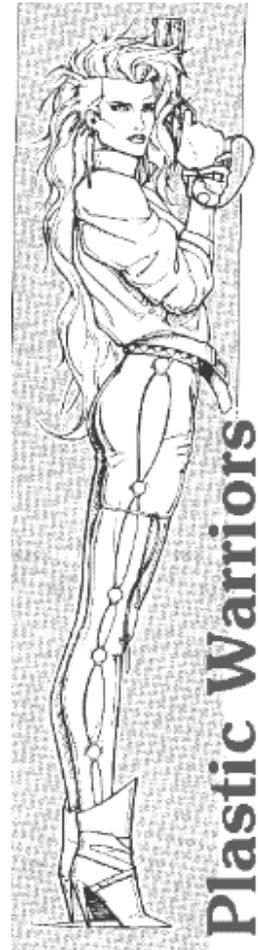
Bioware

Compound Eyes Legal

The eyes of vertebrates consist of a single lens set in the front of the eyeball, light falling through the lens and projecting images on the retina at the back of the eyeball. Such eyes are excellent for detailed vision, but not as effective for detecting movement. For instance, human eyes can distinguish the different flashes of a light flashing 50 times per second, but that is approximately the maximum attainable. More flashes per second appear as a continuous light.

Compound eyes, as found on most insects, consist of a large number of small lenses and receptors. Vision is not as detailed as provided by human eyes, because of the reduced resolution offered by the large number of lenses, but these eyes detect movement much better: some insects can distinguish 330 flashes of a lamp per second. In addition, insects have excellent color vision, better than humans, while some insects (bees for instance) can see into the ultra-violet spectrum.

Compound eyes are now available commercially for implantation in (meta)humans. The normal eyes are replaced by the compound eyes, therefore any other vision enhancements present are lost (but can be implanted in the compound eyes again). This enhancement allows the user to detect motion better, improves color vision, and has optional ultra-violet vision. All these functions operate continually and cannot be switched off. The eyes can accept any normal vision enhancements.



Body Cost .3 **Availability** 6/60hrs **Cost*** level x 3,000¥ **Street Index** 1.25

* = for ultra-violet vision add 4,500¥

Compound eyes are available in ratings 1 to 5; each rating point gives the user an extra die to roll for Perception tests made to distinguish movement or colors.

>>>>[I got me a set of these, and I can tell you, now you really start to appreciate how slow people actually move.]<<<<<

—Geezer (14:01:26/06-22-55)

>>>>[I find you can't watch the trid decently with compound eyes. All you see is a series of still pictures instead of a moving image.]<<<<<

—Back (15:59:19/06-27-55)

>>>>[You haven't mentioned the worst thing: all those flashing lights everywhere, which other people see as one continual light. I bought beta-grade compound eyes, you know, the pre-full-production test models, but went under the laser for normal cybereyes within a month. All those flashing lights gave me a headache from here to Rangoon. I was later told that the effect is worse the higher the rating of the eyes you have installed.]<<<<<

—Tenfold (19:46:41/06-29-55)



Low-Light

Legal

A single human eye has approximately 125 million rods in the retina (rods give black-and-white vision at low light levels), but this bioware replacement approximately doubles that number, giving much improved vision at night, albeit in black and white. The net result is similar to cybernetic low-light vision.

Body Cost .2 **Availability** 5/36hrs **Cost** 4,500¥ **Street Index** 1.25

>>>>[Lots more Essence-friendly than the cybernetic version.]<<<<<

—Sucker (21:26:05/06-21-55)

>>>>[Too bad there's no package deals.]<<<<<

—Angel (15:02:16/06-26-55)

Cyberware

Bomb Implant

1-CC + I

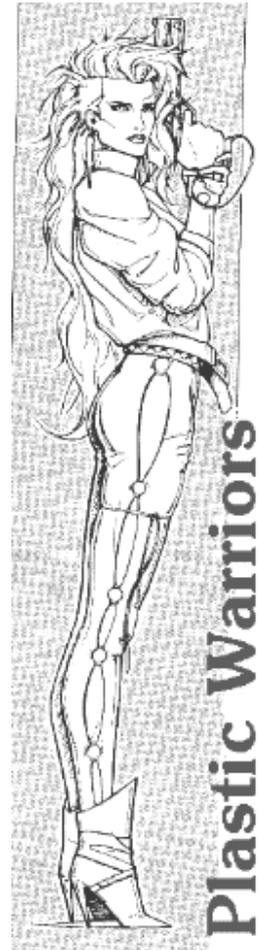
A development of the cortex bomb, this consists of one kilogram of C12 implanted inside the body, effectively turning the wearer into a living bomb. This bomb can be fitted with either a timer or a radio detonator, or can be wired directly into the wearer's nervous system to explode when a specific mental command is given.

Essence Cost .5 **Availability** 20/14 days **Cost** 500,000¥ **Street Index** 1

The damage for the explosion is 12D, with a Power Level reduction of -1 per meter. The only way to detect this kind of bomb is by using a cyberware scanner; chemsniffers and MADs do not detect it, while its materials virtually do not show up on x-ray pictures. Against a cyberware scanner, the bomb's Concealability is 6, while it spotting it on an x-ray picture requires a successful Perception (10) test.

>>>>[Most often used implanted in trained animals. The beastie is trained to perform a specific action when it hasn't got a bomb implanted, and when it is fully trained the bomb is put in and the animal's released near its target. Once it spots the target, it does what it's trained to do: walk alongside the person, duck underneath the car, that sort of thing, and then detonate the bomb. Naturally, some suicide-squads put these cuties in humans, too.]<<<<<

—Slime (18:25:03/06-28-55)



Program Carrier

3-CD

This is a specialized form of Bodyware for those who work with the Matrix, especially deckers. Three retractable prongs are located in the user's hand to carry any kind of chip. The chips are connected by individual, subdermal fiber optics to the user's datajack. Technicians use program carriers for diagnostic routines, and eckers for persona programs. By inserting the prongs into a suitable station and plugging in a data table, a decker can run the Matrix, as they say, "naked." He will need headware memory to storage to stash any data he heists.

Essence Cost	Availability	Cost	Street Index
.2	4/48hrs	25,000¥	1

See page 78 for game rules on decking naked.

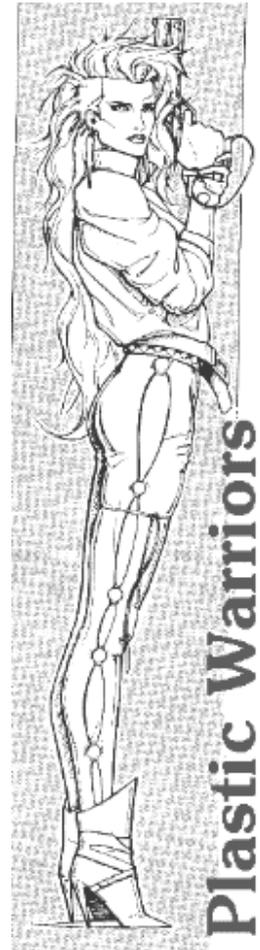
(Source note: this was in the original Shadowrun rulebook, but was deleted from the second edition, presumably because of the C² decks that became available in Shadowtech.)

>>>>[This is a dangerous way to deck because the user's nervous system is extremely vulnerable.]<<<<<<
—ASDF (03:26:52/06-26-55)

>>>>[I thought these things went out of use years ago. Why is it included here?]<<<<<<
—Sammie (13:17:40/06-30-55)

>>>>[We put it here because they can still be obtained on the street, and they're cheaper and more Essence-friendly than cranial decks. Granted, you can fry yourself pretty bad with these things.]<<<<<<
—Gurth (00:00:00/00-00-00)

>>>>[There's a whole sub-culture of so-called "nudists" in Atlanta. These characters all deck using nothing but program carriers and the equipment you need to use them, but no decks or anything. As you can expect, 50% of the conversations in their hangouts are about who fried themselves over the past few days.]<<<<<<
—Sham (20:36:16/06-30-55)



Vehicles

All-Terrain Bike

A form of traffic that is becoming ever more popular in these times of ever increasing fuel and electricity costs, bicycles are cheap, light-weight, and can go virtually everywhere. No need for fuel, plus you get a free work-out while going to your destination! This ATB is equipped with 48 gears, off-road anti-puncture tires, quick-change wheels, and a light-weight carbon-fibre/paper frame. Excellent for city work as well as off-road riding, and it comes with a free heavy-duty lock to secure the bike to lampposts, railings, and similar structures.

	Handling	Speed	B/A	Sig	Apilot	Cost
ATB	3	*	1/0	6	—	650¥

Seating: 1

Weight: 15 kg

* = Cruise Speed can be found by adding together the cyclist's Quickness and Strength Attributes. Maximum Speed is three times this number.

>>>>[If you don't mind getting run-over by an average of three cars a day, this is an excellent form of transport.]<<<<<<
—Bodyguard (07:21:54/06-25-55)

>>>>[Big-city, right? In the NAN, there is loads of terrain where you can use a good bicycle a lot better than a car.]<<<<<<
—Worlder (02:47:08/06-29-55)

Deutschland in den Schatten Ammunition

>>>>[This is the German version of the Germany Sourcebook, and has gear that isn't in the English translation. The gear appeared in the **Neo-Anarchists Guide to Everything Else 6**, but the ammunition didn't. So, here it is.]<<<<<<

—Gurth (.../...)

30mm-Schrot

3-L

Schrot in German means trash or shrapnel, so this is a flechette-round of 30mm caliber. It is fired from the Altmayr SP, and uses all rules for flechette ammo.

Per pack of 10:

Conceal	Damage	Weight	Availability	Cost	Street Index
8	-1 Power level, use flechette rules*	1	4/24hrs	40¥	1

* = so, if you fire it from a weapon that normally does 10S damage, that weapon now has a damage of 10S(f). Normal flechette ammo would do 10D(f) from the same weapon.

30mm-massiv

as weapon

Regular ammunition for the Altmayer SP. No special rules.

Per pack of 10:

Conceal	Damage	Weight	Availability	Cost	Street Index
8	normal	1	4/24hrs	40¥	1

30mm-Explosiv

Explosive ammo for the Altmayer SP. It uses all normal rules for such rounds.

Per pack of 10:

Conceal	Damage	Weight	Availability	Cost	Street Index
8	+1 Power	1	6/36hrs	100¥	1.5

Wirtz-Schrot

as weapon

Flechette rounds for the Wirtz "DemoControl." Use the rules for buckshot fired from a hotgun (p.95, **SRII**).

Per pack of 10:

Conceal	Damage	Weight	Availability	Cost	Street Index
8	11S(f)	1.25	8/36hrs	80¥	2

Wirtz-Befäubung

as weapon

These rounds do Stun damage, with the target using Impact armor to defend against them. They can only be fired from the Wirtz "DemoControl."

Per pack of 10:

Conceal	Damage	Weight	Availability	Cost	Street Index
6	12M Stun	1.5	8/36hrs	100¥	2

Neurostun-Minigrenate

3-I

Containing Neurostun VII gas, these are mini-grenades spread a cloud of gas around the impact point (5 meters radius). They can only be fired from grenade launchers. The grenade does 8M damage to any target it hits directly.

Per grenade:

Conceal	Damage	Weight	Availability	Cost	Street Index
8	8M	.15	12/4 days	200¥	3

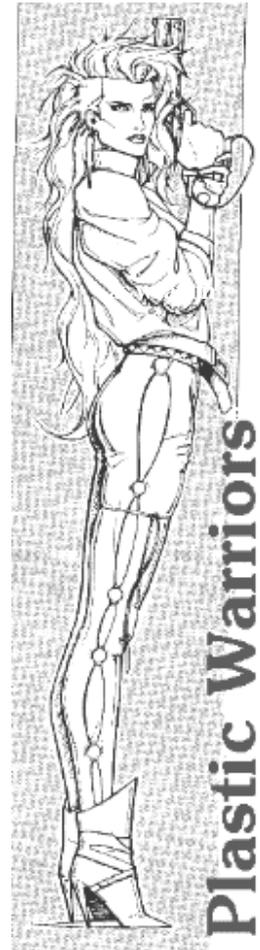
Tränengas-Minigrenate

3-I

Like the Neurostun grenades, these are mini-grenades that spread tear gas instead of Neurostun. The gas gives +4 to all Target Numbers for half an hour, and takes 1 turn to take effect. The grenade does 8M damage to any target it hits directly.

Per grenade:

Conceal	Damage	Weight	Availability	Cost	Street Index
8	8M	.15	4/24hrs	50¥	1.5



Mikrogranate, Offensive/Defensive 3-I

These two grenades can be fired from the Wirtz "DemoControl," but not from regular grenade launchers.

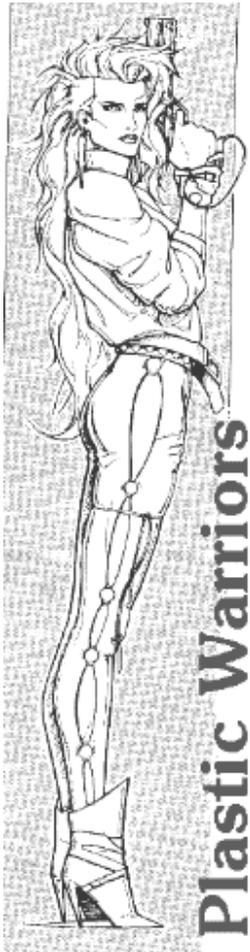
Per Offensive grenade:						
Conceal	Damage	Power Level	Weight	Availability	Cost	Street Index
9	10S	-3 per meter	.1	6/36hrs	80¥	1.5
Per Defensive grenade:						
Conceal	Damage	Power Level	Weight	Availability	Cost	Street Index
9	10S	-5 per meter	.1	6/36hrs	80¥	1.5



Mikrogranate, Schock

A concussion grenade that can be fired from the Wirtz "DemoControl," but not from normal grenade launchers.

Per grenade:						
Conceal	Damage	Power Level	Weight	Availability	Cost	Street Index
9	12M Stun	-2 per meter	.1	8/36hrs	80¥	1.5



SPELLS

>>>>[We don't only cater for the tech-oriented types, we try to provide something for everyone! A listing of a lot of new spells (admittedly, some are based on existing ones), most of which haven't been published before!]<<<<<
 —Gurth (ab.cd.ef/gh-ij-kl)



Combat Spells



Flame Arrows

Gurth

A bolt of magical energy that causes Physical damage to multiple targets, using the elemental effect of fire. The caster may divide the successes rolled on the Spell Success Test among all targets in his LOS, but at least one success must be allocated to each target to be struck. Each target takes damage as if hit by a single Fire Missile spell with the number of successes allocated to the target.

Type: Physical **Range:** LOS
Damage Level: M **Duration:** Instant
Target: Body (R)
Drain: [(F/2)+1]D

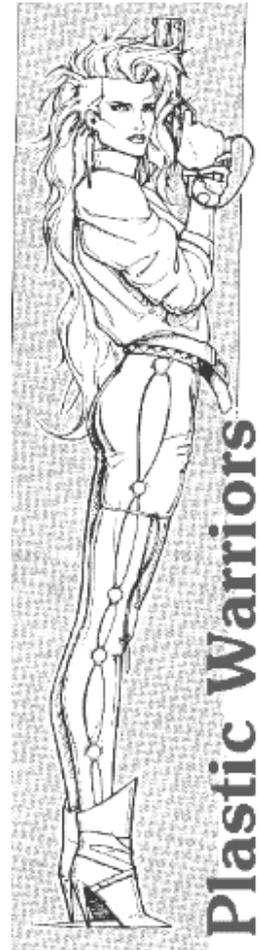
Force Drain

Gurth

This spell reduces the Force of a spirit, much in the same way as banishing, but with less risk for the magician. It is more difficult to use this spell than to banish a spirit in the normal way, however.

The Target Number is twice the Force of the spirit; the spirit is allowed a Force Resistance Test. For every 2 successes the magician has left, the Force of the spirit is permanently reduced by 1 (though this reduction can be undone, see **Elementals**, p.65, **Grimoire II** for details on this healing). Free spirits can restore lost Force points in the same way they increase their Force normally. If a free spirit has more Spirit Energy than its new Force Rating, its Spirit Energy becomes one less than its new Force.

Type: Mana **Range:** LOS **Target:** 2x Force (R)
Damage Level: special **Duration:** Instant **Drain:** (F/2)S



>>>>[This spell is useful for sorcery adepts, who can't conjure spirits, but other magicians will probably want to stick with banishing spirits in the traditional way.]<<<<<
 —High Gene (20:35:29/06-19-55)

Tire Wrecker

Gurth

This spell is similar to the above Wrecker spell, but instead of affecting a whole vehicle, it attacks a single tire of that vehicle (Restricted Target: Tires). The tire gets a Resistance Test, rolling a number of dice equal to the Body of the vehicle against a Target Number equal to the Force of the spell. If the tire is a Runflat tire (p.118, **Rigger Black Book**), reduce its Target Number by -5.

If the tire rolls enough successes, nothing happens. However, if the spell has at least one success in its advantage, the tire is destroyed. This forces the driver of the vehicle to make a Handling test. If successful, the vehicle can keep moving, but at a reduced speed: subtract 25% of both the Cruise and Maximum speeds per tire destroyed. Also, if the vehicle drives faster than its new Cruise speed, another Handling test is required.

If any of the Handling tests are failed, the vehicle must make a Crash test. Whatever the outcome of the Crash test, the vehicle has stopped moving.

A vehicle takes Light damage per tire destroyed.

Type: Physical **Range:** LOS **Target:** Object Resistance
Damage Level: special **Duration:** Instant **Drain:** [(F/2)+1]M

Detection Spells

Astral Perception

Gurth

This spell allows the target to use Astral Perception, but the target is vulnerable to all attacks coming from Astral Space, since the target's aura is directly connected (“opened up”) to the etheric plane. Of course, it would be ridiculous to cast this spell at a friendly magician, although it is possible to use this spell to open up an enemy magician to Astral Space, thus making him vulnerable to attacks by friendly characters or Spirits in Astral Space. Unwilling characters are allowed a Resistance Test. However, one success of behalf of the caster is all that is needed to establish the link with Astral Space.

The target can not use his normal vision when under the effect of this spell. Use all normal rules for astrally perceiving characters. The target cannot make attacks against astral beings when he is under influence of this spell.

Type: Mana **Range:** Limited **Target:** Willpower (R)
Duration: Sustained **Drain:** (F/2)S

>>>>[Mommy, why am I no mage? Astral space is beautiful!]<<<<<
 —Ferret (04:12:18/06-23-55)

Clair Spell

Brian D. Neumann

This spell is a combination of the Clairvoyance and Clairaudience spells (p.153, **SRII**).

Both the clairvoyance and the clairaudience parts of this spell must be aimed at the same area.

Type: Mana **Range:** Limited **Target:** 4
Duration: Sustained **Drain:** [(F/2)+2]M

>>>>[Much better than just Clairvoyance or Clairaudience separately. Now you can see and hear what is going on with much less drain.]<<<<<
 —Steel (21:02:46/06-19-55)

Clair Spell (Extended Range)

Brian D. Neumann

As the above Clair Spell, but with Extended Range option.

Type: Mana **Range:** Extended **Target:** 4
Duration: Sustained **Drain:** [(F/2)+1]S

Detect Credstick Protection

This is a modified Mind Probe that only searches the subject's mind for the security measures on his or her credstick. Every net success on the caster's part gives him the knowledge to defeat one security measure. For instance, if the caster is probing the owner of a Gold credstick (which has passcode, fingerprint, and voiceprint security), and the caster rolls two successes, he gets to know two of the three (the GM decides which). If the 'stick requires a passcode, the caster knows the passcode; if it requires a voiceprint, the caster knows the required voice (though reproducing it is a problem), and so on.

Type: Mana **Range:** Touch **Target:** Willpower (R)
Duration: Sustained **Drain:** (F/2)D

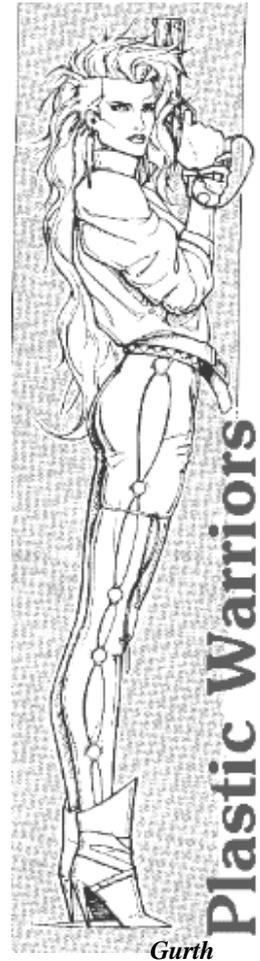
Detect Damage Level

Gurth

This is the same as the Detect Wound Level spell, following below, but this spell can only detect the damage levels of vehicles, cyberdecks and cyberware. It does not detect damage of living creatures or bioware.

If cast upon a person with damaged cyberware, it only reveals the condition of the damaged cyberware systems, not of the undamaged ones. It does not reveal which undamaged systems are present in the body.

Type: Physical **Range:** Limited **Target:** 4



Duration: Instant **Drain:** [(F/2)-1]S

Detect Magical Sites

Gurth

This hypersenses spell allows the subject to know the location of all medicine lodges and active hermetic circles within range. The spell does not indicate the force or rating of the lodge or circle. Also, the lodge or circle does not have to be in LOS of the caster or the subject.

Type: Mana **Range:** Extended **Target:** 4
Duration: Sustained **Drain:** [(F/2)-1]M



Detect Traps

Brian D. Neumann

This spell detects all traps, both electrical or physical, in the area of effect. The spell requires a voluntary subject, who must be touched by the caster. The area in which traps are detected can be anywhere within Limited Range (not necessarily centered on the subject of the spell). The Target Number is the Object Resistance rating of the trap.

Type: Physical **Range:** Limited **Target:** Object Resistance
Duration: Instant **Drain:** [(F/2)-1]M

Detect Traps (Extended Range)

Brian D. Neumann

Similar to the above Detect Traps spell, but with the Extended Range option.

Type: Physical **Range:** Extended **Target:** Object Resistance
Duration: Instant **Drain:** [(F/2)-2]S

Detect Wound Level

Gurth

This spell allows the caster to detect how serious the wounds and fatigue of the target are. When cast, count the number of successes, and check the table below to see what the caster finds out. The caster always finds out the same about both the Physical and Stun monitors, without the need for casting a separate spell for each. If the target has damaged bioware, the spell also reveals the damage levels for all bioware systems that have been damaged (not the undamaged ones; it does not reveal which undamaged systems are present in the body). See pages 6 and 7 of **Shadowtech** for information on damaged bioware.

An unwilling target makes a Willpower resistance test to offset the caster's successes. Note that this spell can not analyze the damage level of vehicles, cyberdecks or cyberware (see pages 39 and 40 of **Shadowtech** for damage levels of cyberware).

Type: Mana **Range:** Limited
Duration: Instant **Drain:** (F/2)M
Target: 4



DETECT WOUND LEVEL TABLE	
Successes	Result
0	Caster finds out nothing
1	Caster knows whether the target is more or less wounded than the caster himself, on both monitors
2	Caster knows if the target's Wound Level is higher than or equal to Serious, or lower than Serious, of both monitors
3	Caster knows the current Wound Level (Light, Moderate, Serious or Deadly) of either monitor of the target
4+	Caster knows exactly how many blocks are filled on either monitor

Detect Sentients

Gurth

This spell is similar to the Detect Life spell (p.153, **SR11**), but it only gives the caster the locations and numbers of all sentient beings within range (Restricted Target: Sentient Creatures).

Type: Mana **Range:** Limited **Target:** 4
Duration: Sustained **Drain:** [(F/2)-1]M

>>>>[Not so much clutter from creatures that you don't want to know about as when casting Detect Life.]<<<<<

—She (16:38:01/06-23-55)

Enhanced Senses

Brian D. Neumann

This spell gives one enhanced sense to the subject, for instance Low-light Vision, Flare Compensation, Wide-band Hearing, and so on. Each sense enhancement is a separate spell.

Type: Physical **Range:** LOS **Target:** 4
Duration: Sustained **Drain:** [(F/2)+2]M

Enhanced Sight

Brian D. Neumann

This spell gives the subject Natural Low-light Vision, Natural Thermo-graphic Vision, Flare Compensation, and Optical Magnification 1.

Type: Physical **Range:** LOS **Target:** 4
Duration: Sustained **Drain:** [(F/2)+4]D

>>>>[No need for cyber or goggles, but watch the drain!]<<<<<

—Chat (21:38:15/06-19-55)

Low-Light Vision

Gurth

This spell, requiring a voluntary subject, gives the target the equivalent of Natural Low-Light Vision for the duration of the spell.

Type: Physical **Range:** Touch **Target:** 4
Duration: Sustained **Drain:** (F/2)L

Memory Probe

Gurth

This spell is similar to the Mind Probe spell (p.153, **SR11**), but the magician can also learn what the target has stored in his Headware Memory. Sifting through Headware Memory is done at a speed equal to the caster's Intelligence multiplied by 5, in Megapulses per Complex Action. The caster can remember only simple things from what he reads in the Headware Memory, such as names, telephone numbers, etc. Complex things can not be remembered, although this is up to the GM to decide.

Type: Physical **Range:** Touch **Target:** 6 (R)
Duration: Sustained **Drain:** [(F/2)+3]D

Sound Selection

This spell works in a way similar to a Select Sound Filter (p.82, **Street Samurai Catalog**). The rating is equal to one-half (round down) the number of successes rolled on the Spell Success test. Thus, two tests are made to determine if a sound can be filtered out: the first test is the Spell Success Test to see if the Sound Selection spell works. Then, when the subject actually wants to filter out sounds, he makes a second test. For this second test, he rolls a number of dice equal to one-half the number of successes rolled on the Spell Success Test, with a Target Number determined by the GM, following the guidelines on page 82 of the **Street Samurai Catalog**. This second test is made for each filtering attempt separately.

The Sound Selection spell does not work if the subject has cyberears or a cyberware Select Sound Filter.

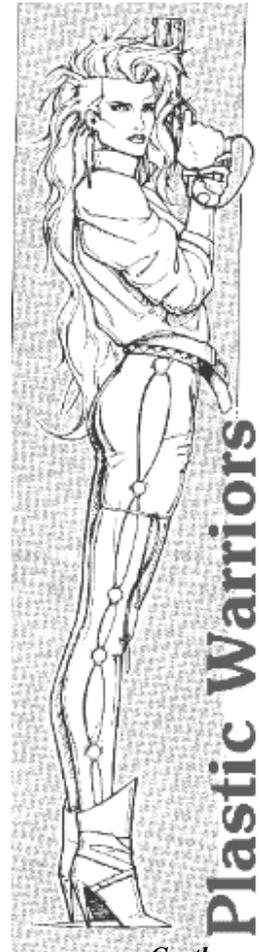
Type: Mana **Range:** Limited **Target:** 6
Duration: Sustained **Drain:** (F/2)L

Thermographic Vision

Gurth

This spell, requiring a voluntary subject, gives the target Natural Thermo graphic Vision for the duration of the spell.

Type: Physical **Range:** Touch **Target:** 4



Gurth

Duration: Sustained **Drain:** (F/2)L

>>>>[Looks to me like with such spells, all you spelltossers can finally experience what it's like to have all your senses enhanced and pick up much more than off-the-rack-ers.]<<<<<<
—Wallow (09:27:51/06-26-55)

>>>>[Yeah, but luckily it's not the other way around.]<<<<<<
—Tripwire (16:30:19/06-29-55)

>>>>[What is that supposed to mean??]<<<<<<
—FFG (21:28:42/06-29-55)



Health Spells

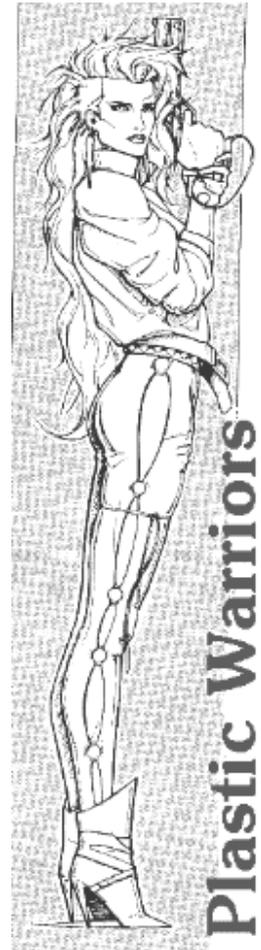
Air Breathing

Gurth

This spell allows creatures that normally live under water and cannot breathe air (such as fish, but not dolphins) to breathe and survive when not under water. The subject can still breathe under water. This spell requires a voluntary subject.

Type: Physical **Range:** Limited **Target:** 4
Duration: Sustained **Drain:** [(F/2)+2]L

>>>>[Who designed this one? A merrow?]<<<<<<
—Texan (04:37:56/06-24-55)



Allergy

When this spell is cast on a target, the target receives an allergy, as for a meta-human, but gets none of the benefits of it (extra Attribute, Skill or Spell points, etc.) If the target already has one or more allergies, the new allergy comes in addition to the one(s) already present. Roll on the tables below to determine the kind of allergy and its severity. Every two net successes on

ALLERGY TABLE			
2D6 roll	Allergy	2D6 roll	Severity
2	Silver	2	Nuisance
3	Plastic	3	Nuisance
4	Plastic	4	Nuisance
5	Plastic	5	Nuisance
6	Sunlight	6	Nuisance
7	Sunlight	7	Mild
8	Sunlight	8	Mild
9	Pollutants	9	Moderate
10	Pollutants	10	Moderate
11	Iron	11	Severe
12	Roll twice (ignoring 12)	12	Severe

the caster's behalf add 1 to the Severity die roll. The target is allowed a Body Resistance test.
Type: Physical **Range:** LOS **Target:** Body (R)
Duration: Sustained **Drain:** [(F/2)+2]S

Essence Drain

This spell allows the caster to drain the essence from another creature. See the description of the Essence Drain power on page 131 of **Paranormal Animals of Europe** for information; this spell causes temporary Essence loss only (page 132). Note that this spell is only used by evil spellcasters, and thus any attempt to cast this spell on someone strongly opposed to evil (an Eagle shaman, for example), adds +4 to the Target Number for the caster. The caster does not get the Essence points that the target loses, unless the caster has an Essence Loss weakness (if he is a vampire, for instance).

Type: Physical **Range:** Touch **Target:** Willpower (R)
Duration: Sustained **Drain:** [(F/2)+2]D

Hair Growth

Gurth

This spell causes the subject's head hair to grow at a speed of a number of centimeters equal to the caster's Magic Attribute, multiplied by the number of successes, per turn. The effect is permanent after the caster stops sustaining the spell, in so far that the hair will fall out and can be cut off normally.

Type: Physical **Range:** Touch **Target:** 4
Duration: Sustained **Drain:** [(F/2)+1]L

>>>>[A number of hairdressers in Seattle offer this spell to customers who want to grow their hair long but don't want to wait years to do it.]<<<<<

—Girl (08:18:46/06-19-55)

Hair Loss

Gurth

This spell causes the head hair of the target to fall out. It is permanent in the same way as cutting the hair off with a razor is permanent.

Unwilling subjects may make a Willpower Resistance Test.

Type: Physical **Range:** Touch **Target:** 4
Duration: Permanent (5 turns) **Drain:** (F/2)L

Heal (Wound Category)

First edition Shadowrun rules, p.95

This spell only heals physical wounds of its category or lower (Restricted Target: someone with the appropriate wound level). Thus, someone with six or more boxes filled on his Physical Condition Monitor can not be healed with a Heal Moderate Wounds spell, but someone with up to five boxes can. A number of boxes equal to the successes rolled are removed of the damage, and/or the successes may be used to reduce the required time. The caster decides how many successes he sets away for reducing the time, and how many for healing.

See the Healing Table (page 155 of **SRII**) for how long each spell must be sustained before becoming permanent. This spell may be applied at any time after the target has been wounded. Each variation of the spell is a separate spell, thus there are four different spells: Heal Light Wounds, Heal Moderate Wounds, Heal Serious Wounds and Heal Deadly Wounds.

Type: Mana **Range:** Touch **Target:** 10 - Essence + (Body Index / 2)

Heal Light Wounds:

Duration: Permanent (5 turns) **Drain:** [(F/2)-1]L

Heal Moderate Wounds:

Duration: Permanent (10 turns) **Drain:** [(F/2)-1]M

Heal Serious Wounds:

Duration: Permanent (15 turns) **Drain:** [(F/2)-1]S

Heal Deadly Wounds:

Duration: Permanent (20 turns) **Drain:** [(F/2)-1]D

Treat (Wound Category)

First edition Shadowrun rules, p.95

This is the same as the Heal (Wound Category) spell, above, but the Treat spell must be applied within one hour of the wound being inflicted.

Type: Mana **Range:** Touch **Target:** 8 - Essence + (Body Index / 2)

Heal Light Wounds:

Duration: Permanent (5 turns) **Drain:** [(F/2)-1]L

Heal Moderate Wounds:

Duration: Permanent (10 turns) **Drain:** [(F/2)-1]M

Heal Serious Wounds:

Duration: Permanent (15 turns) **Drain:** [(F/2)-1]S

Heal Deadly Wounds:

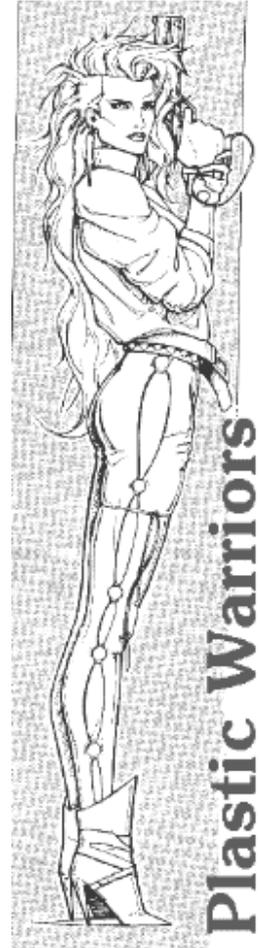
Duration: Permanent (20 turns) **Drain:** [(F/2)-1]D

Water Breathing

Gurth

This spell allows a voluntary subject to breathe under water, but does not give any of the other advantages that the Oxygenate spell does. The subject can still breathe air when under the effect of this spell.

Type: Physical **Range:** Limited **Target:** 4
Duration: Sustained **Drain:** [(F/2)+2]L



Illusion Spells

Camouflage

Gurth

Whereas most people need camouflage clothing in order to hide themselves, this spell creates any camouflage pattern the caster desires on the subject's skin, but *not* on his clothes. The pattern can be varied without having to re-cast the spell. See page 77 of **Fields of Fire** for the effects of camouflage.

Type: Physical **Range:** Limited **Target:** 4
Duration: Sustained **Drain:** [(F/2)+2]L

Distant Invisibility

Gurth

This spell works the same as the normal Invisibility spell (p.156, **SRII**), but with the exception that the target need only be in range of the spell. It does not have to be touched.

Type: Mana **Range:** Limited **Target:** 4
Duration: Sustained **Drain:** [(F/2)+1]M



Fake Death

Gurth

This spell makes the subject appear dead if examined. To notice any vital signs, such as heart beat or pulse, requires a Perception test with a Target Number equal to the Force of the spell; the perceiver must roll more successes than the caster did on the Spell Success Test. The subject remains fully concious, and capable of all actions he could normally take. If the subject “plays dead,” this spell makes it appear real; a moving subject without a pulse will look suspicious at the very least.

Even spells such as Detect Life can be fooled: these spells need more successes than the Fake Death spell in order to detect the subject of the spell. Assensing the subject will immediately reveal the illusion, though.

The Target Number is the subject's Essence. The reason for this is that it is much easier to make a half-dead person (one with much cyberware) appear actually dead, than a person who is completely alive and kicking.

Type: Physical **Range:** Limited **Target:** Essence
Duration: Sustained **Drain:** [(F/2)+2]M

Hide Vehicle

Gurth

This spell increases the Signature rating of the target vehicle, making it more difficult for other vehicles to hit it (see p.104 to 109, **SRII**, and/or p.106/107/126/127, **Rigger Black Book** for details). The increase in Signature is equal to one-half (round down) the number of successes rolled on the Spell Success test. The caster must touch the vehicle to cast this spell, and he can only affect a vehicle with a Body Rating less than, or equal to, one-half his Magic Attribute, rounding down.

Type: Physical **Range:** Touch **Target:** Signature
Duration: Sustained **Drain:** (F/2)M

Illusory Barrier

This spell mimics the effects of a physical Barrier spell (page 158, **SRII**), but is insubstantial. Anything can pass through the barrier without problems, though the slightly opaque nature of the barrier gives a +1 Target Number modifier for any attack directed through it. This is an area-effect spell, that can be shaped in any way a normal Barrier spell can.

Type: Physical **Range:** Limited **Target:** 4
Duration: Sustained **Drain:** [(F/2)+2]L

Maya's Flame Burst

Mr. Brett

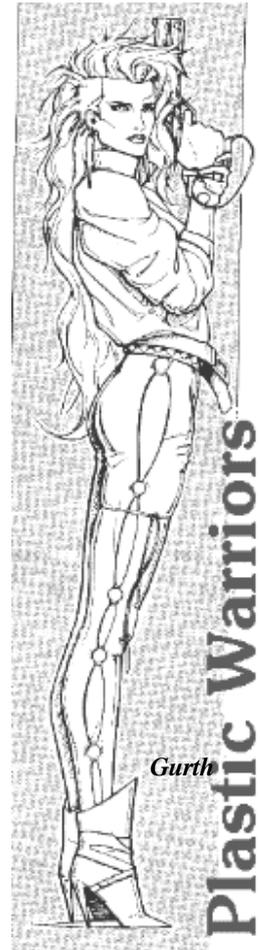
This spell creates a vertical column of illusory fire at the point the caster wants, as long as the point is within range. The width of the column is approximately half a meter, while the height is equal to the number of successes generated by the caster, divided by two, in meters. The sound of a small explosion comes with the flame.

The flame can do no damage at all, and the sound is not loud enough to damage hearing. The flame can be seen and heard through technological devices.

Type: Physical **Range:** Limited **Target:** 4
Duration: Instant **Drain:** [(F/2)+1]L

>>>>>[The designer of this spell has an unhealthy obsession with a certain flat movie involving English knights, a cup, some French soldiers occupying English castles, swallows (both African and European), a large wooden rabbit, and an enchanter named Tim.]<<<<<<

—Gurth (always look on the bright side of life)



Misinformation

Gurth

This spell was designed to counter the effects of Detection spells. If the target of a Detection spell is in the area of effect of the Misinformation spell, subtract the number of successes rolled on the Spell Success Test for the Misinformation spell from the successes of the Detection spell. This will give the caster of the Detection spell less information.

Type: Mana **Range:** Limited **Target:** 6
Duration: Sustained **Drain:** [(F/2)+1]S

Undetectable Lie

Gurth

This subject of this spell can tell lies while being “scanned” by Analyze Truth and similar spells. The spell works by fooling the Analyze Truth spell into believing the subject is telling the truth. Every two successes rolled for the Undetectable Lie remove one success of the Analyze Truth spell. If the Analyze Truth spell has at least a single success in its favor, it works normally. The Undetectable Lie spell only works when the subject is speaking; if he writes a lie, a spell that can detect lies in writings can discover it normally. The Undetectable Lie spell does work against such manufactured devices as lie detectors, but only if they are used to verify the subject of the spell directly. The spell gives no “protection” if a recording of the subject is pulled through a lie detector.

Type: Physical **Range:** LOS **Target:** 9 - Willpower
Duration: Sustained **Drain:** [(F/2)+2]M

Voicechange

Gurth

This spell allows the caster to distort his voice, and make it sound like someone else's voice in order to fool an opponent or voice-print scanner into believing it is the person whose voice is being imitated. Of course, anyone looking at the caster will immediately notice the effect.

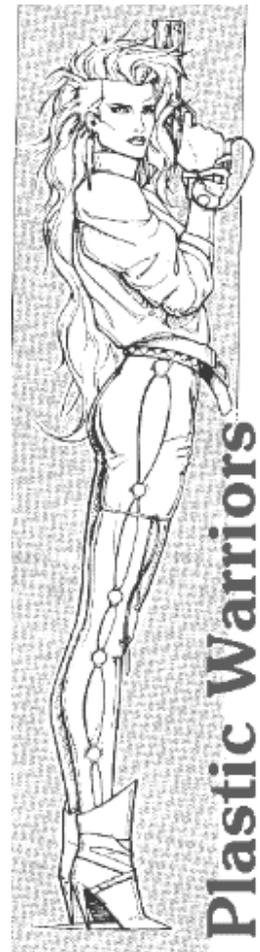
If used to fool a person, the caster's Target Number is equal to the target's Intelligence, and each person who can hear the caster is allowed an Intelligence test, with a Target Number equal to the spell's Force. One success on behalf of the character is sufficient to realize that it is the caster speaking with a distorted voice.

To fool a voice-recognition system, the Target Number is 8 or higher (high-tech equipment), and the scanner is allowed a Resistance Test using its Rating for the number of dice to roll, and the spell's Force as the Target Number. If it generates more successes than the caster, it is not fooled. See also page 87 of **The Neo-Anarchists' Guide to Real Life** for information about voice-print scanners.

The area of effect is special: this is not an area-effect spell, but anyone who can hear the caster is affected.

Note that only the voice of the caster is changed. He cannot make any sounds that he cannot normally make, or speak any language he cannot normally speak.

Type: Physical **Range:** Self **Target:** see above
Duration: Sustained **Drain:** [(F/2)+2]M



Manipulation Spells

Arrow Barrier

Gurth

Similar to the Bullet Barrier spell (p.131, **Grimoire II**), this spell gives protection only against arrows and crossbow bolts. The barrier's effective Barrier Rating equals the spell's Force Rating. Impact Armor can be added to the Barrier Rating.

The personal form of this spell has a Drain Code of [(F/2)+2]L.

Type: Physical **Range:** LOS **Target:** 6
Duration: Sustained **Drain:** [(F/2)+2]M

Blindness

Gurth

This spell causes the target to become blind for the duration of the spell. This spell also affect cybernetic vision devices, since these are considered natural because of the Essence paid.

The target suffers a +8 modifier to all Target Numbers, as if he were operating in complete darkness. Visibility modifiers have no effects.

Type: Physical **Range:** LOS **Target:** 6 (R)
Duration: Sustained **Drain:** [(F/2)+2]M

Blunder

Mr. Brett

When one casts this area-effect spell, all targets in the affected area will fall on a particular part of their bodies, like slipping over a banana skin. Each target makes a Quickness test (with a Target Number equal to the Force of the spell). Subtract the target's successes from the caster's; if

BLUNDER EFFECTS	
Successes	Effect on target
1	falls but lands on hands; take no damage
2	falls on side; take (Force)L Stun damage
3-4	falls on back; take (Force)M Stun damage
5+	falls on face; take (Force)M Physical damage

the caster has any successes left, the target falls: find the caster's net successes on the table to find the effect on the target.

If the target falls, he is automatically prone. During the fall, the target will, of course, try to stay in balance, using his arms

and hands. If the target is holding something in his hands, he has to make a Quickness test, Target Number equal to 4 + the caster's successes. If this test fails the target loses grip on the object he is holding, and it will fly 1D6 meters away.

Type: Mana **Range:** LOS **Target:** Quickness (R)
Duration: Instant **Drain:** (F/2)D

>>>>[I you want to have some fun, cast this baby in a crowd...heh heh heh.]<<<<<
 —Paul (15:46:16/06-22-55)

Chained Lightning

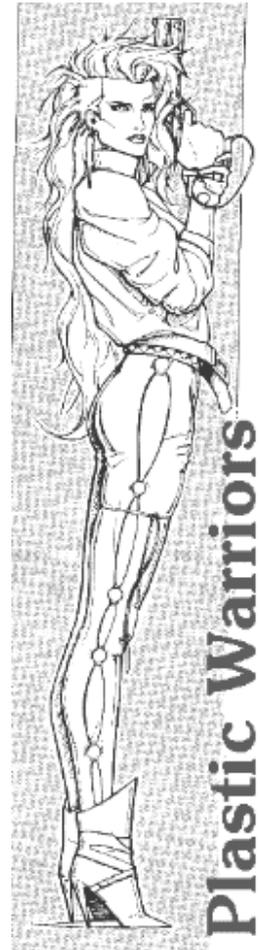
Gurth

This is similar to the Spark spell (p.158, **SRII**), but instead of striking only a single target, it jumps from the original target to the closest living thing, then to the next, and so on. The caster has no control over the jumps; if two or more targets are the same distance for a jump, one is selected randomly.

For every jump, the Force is reduced by 1. The energy keeps jumping until it runs out of targets, or until its Force is reduced to 0. The damage code is (F)S, and the Damage Level is increased by one level for every two successes rolled by the caster. All targets are struck by the same number of successes, only the Force is decreased for each new target. This spell is resisted in the same way as the Spark spell.

This spell can strike its caster if he or she is the closest living being for a jump.

Type: Physical **Range:** LOS **Target:** 4
Damage Level: S **Duration:** Instant **Drain:** [(F/2)+3]D



Deafness

Gurth

This spell causes the target to become deaf for as long as the spell is sustained. It also affects cybernetic hearing devices.

Type: Physical **Range:** LOS
Duration: Sustained **Drain:** [(F/2)+2]M
Target: 6 (R)

>>>>>[The worst thing about spells like these is not that you can't hear what is going on – a lot of the time that is the case anyway because of all the gunfire – but that you can't hear anything. *Nothing at fragging all!*]<<<<<<
 —Hoarder (12:42:18/06-17-55)

Flying Ball

Mr. Brett

When this spell is cast, the magician holds up his hand and some 5 cm above his hand palm pops up a small glowing ball. Then the caster has to point it at the target and then “blow” the ball to the target, which suffers Deadly damage.

Type: Physical **Range:** Limited
Damage Level: D **Duration:** Instant
Target: Body (R)
Drain: [(F/2)+1]S

Insect Barrier

Gurth

Similar to the Mana Barrier spell (above), no insects can pass through the Insect Barrier spell. Insect Spirits are also affected, while Insect Shamans have the Force Rating of the spell added to their Target Numbers when casting spells across the Barrier.

The personal form of this spell has a Drain Code of

[(F/2)+2]L.
Type: Mana **Range:** LOS **Target:** 6
Duration: Sustained **Drain:** [(F/2)+1]M

>>>>>[Perfect for going into a hive. You can use this spell to shield your team so the foul beasts can't reach you while you pump them full of lead.]<<<<<<
 —Texter (14:04:15/06-20-55)

Lift & Push

Mr. Brett

When this spell is cast the target is lifted up into the air for up to 1½ meters, and then pushed back (away from the caster) for a number of meters equal to the caster's Magic Rating, provided he does not hit a solid object before that time. If he hits an object, the damage is calculated in the following way: the Power Level of the attack is equal to the number of meters moved, and the Wound Level is the base Wound Level of the spell (M). Damage is always Stun.

The Wound Level goes up by one for every two successes generated by the caster. Then the target makes a Body Resistance Test, in order to reduce the damage. Impact armor is used to reduce the Power Level.

If the target does not hit an object (if there is no object in range, for instance), he falls onto the ground and must make a Quickness(6) test in order to remain standing. There is no damage from falling in this way.

Type: Physical **Range:** Limited **Target:** Body (R)
Damage Level: M Stun **Duration:** Instant **Drain:** (F/2)M

>>>>>[Our shaman used this spell a few times. It's a pretty strange sight to suddenly see somebody fly backward and crash into a parked car.]<<<<<<
 —Melissa (14:02:46/06-17-55)

Lightning

Gurth

Similar to the Spark spell (p.158, **SR11**), this spell has a damage code of (F)S.

Type: Physical **Range:** LOS **Target:** 4
Damage Level: S **Duration:** Sustained **Drain:** [(F/2)+1]S



Limited Fireball

Gurth

This spell causes a small ball of flame to shoot forth from the caster's hand toward the intended target. Once there, the ball explodes to full area-effect.

While flying toward the target, anyone standing between the caster and target is subject to (Force)L damage, against which one-half Impact armor defends, but the caster's successes do not increase the Damage Level.

Upon reaching the target, the small ball of fire rapidly expands into an area-effect spell centered on the intended target (the target may be simply a point in space), doing (Force)S damage in its entire area of effect. This damage *is* staged up according to the successes rolled on the Spell Success Test.

Limited Fireball uses the elemental effect of fire.

Type: Physical **Range:** Limited **Target:** 4
Damage Level: S **Duration:** Instant **Drain:** [(F/2)+1]D

One-Way Barrier

Gurth

This spell is similar to the normal Barrier spell (p.158, **SRII**), with one major exception: it is possible to go through the barrier from one direction, but impossible from the other. The caster chooses from which way things may move through the barrier.

This spell is useful for creating a prison: if cast inside a doorway, persons can enter a room but cannot leave it. If cast as a sphere, people can enter the sphere but will not be able to leave, or can leave the sphere but not re-enter it.

Type: Physical **Range:** Limited **Target:** 6
Duration: Sustained **Drain:** [(F/2)+3]M

Petrify

First edition Shadowrun rules, p.97

Any living target turns to a stone-like substance, flesh altering into a calcium carbonate of marble-like consistency. Clothing, equipment and cyberware are unaffected. The victim is not conscious while calcified. Also see page 136 of **Paranormal Animals of Europe** for details on petrification.

Type: Physical **Range:** LOS **Target:** Body (R)
Duration: Sustained **Drain:** [(F/2)+2]S

Protection from Cold

Gurth

This spell affords the character protection from low temperature. The Target Number for resisting the effects of cold is reduced by the number of successes rolled on the Spell Resistance Test. Clothing and other equipment can still be affected by extreme cold.

The personal version of this spell has a drain code of [(F/2)+1]L.

Type: Physical **Range:** Touch **Target:** 4
Duration: Sustained **Drain:** [(F/2)+1]S

Protection from Electricity

A character under influence of this spell will suffer less damage from electricity, from weapons relying on it, such as tasers, or from spells using its effect. The Target Number for resisting the effects of electricity is reduced by the number of successes rolled on the Spell Resistance Test. The electricity will simply be conducted to the ground.

The personal version of this spell has a drain code of [(F/2)+1]L.

Type: Physical **Range:** Touch **Target:** 4
Duration: Sustained **Drain:** [(F/2)+1]S

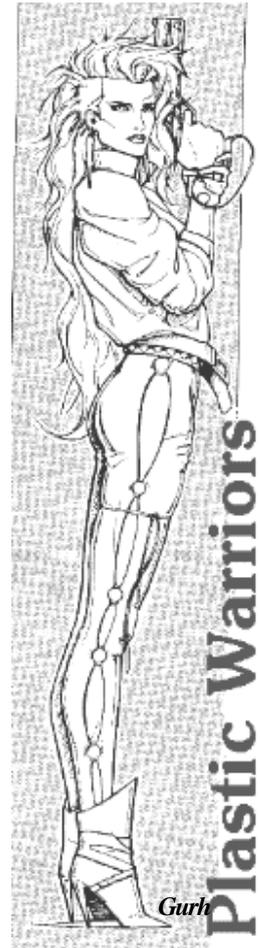
Protection from Fire

Gurth

A character under influence of this spell will suffer less damage from fire, but is affected normally by the heat produced by the fire. The Target Number for resisting the effects of fire is reduced by the number of successes rolled on the Spell Resistance Test. Clothing and other equipment can still catch fire, since only the character is protected from fire.

The personal version of this spell has a drain code of [(F/2)+1]L.

Type: Physical **Range:** Touch **Target:** 4
Duration: Sustained **Drain:** [(F/2)+1]S



Protection from Heat

Gurth

This spell affords protection from high temperatures. The Target Number for resisting the effects of heat is reduced by the number of successes rolled on the Spell Resistance Test. Equipment carried or worn can still be affected by high temperatures, however.

The personal version of this spell has a drain code of [(F/2)+1]L.
Type: Physical **Range:** Touch **Target:** 4
Duration: Sustained **Drain:** [(F/2)+1]S

Quickmove

Gurth & Mr. Brett

This spell allows the caster to move almost instantly to any point within range of the spell. This is *not* like a teleport spell; when using the Quickmove spell, the caster is quickly transported to the intended point, and can hit anything that is in between his original position and his intended position (trying to go through a wall is not a bright idea).

This movement is not very accurate. To determine where the caster ends up, he must select a specific point before casting the spell. If this point falls outside the range of the spell, his new position will be a point at the edge of the spell's range, as close as possible to the intended point.

The actual end point is determined as follows: treat it as a grenade with a scatter distance of 3D6 meters; each success achieved on the Spell Success Test reduces the scatter distance by 3 meters.

If someone or something is standing between the original location and the intended location, the caster must roll a Quickness test with a Target Number of 8. One success is enough to avoid a collision. If he does not get any successes, he hits the person or object standing in between. This does damage with a Power Level equal to the number of meters between the caster's original position and the position of the person blocking the way, and a Damage Level of S Stun. Impact armor is used, and the caster must roll a Body Resistance test to reduce the damage. He does not travel any further after hitting someone, but instead falls to the ground in that location. The person blocking the way must resist the same damage as the caster, and is also automatically knocked over.

If the caster would go through a wall or other solid object, he hits the wall instead, and takes damage as described above, but with a Damage Level of D Stun. He ends up flat on the ground.

This spell can only be cast on the caster himself.
Type: Physical **Range:** Limited **Target:** 4
Duration: Instant **Drain:** [(F/2)+2]M

Rebound Magic

If any damaging magic (Combat or damaging Manipulation spells, Physical Adept abilities, or creature powers) is used against the recipient of this spell, the person casting the damaging magic takes the same damage as the target. The target suffers damage normally, but may roll a number of dice equal to the successes generated by the Success Test for the Rebound Magic spell, in addition to any other dice he may roll.

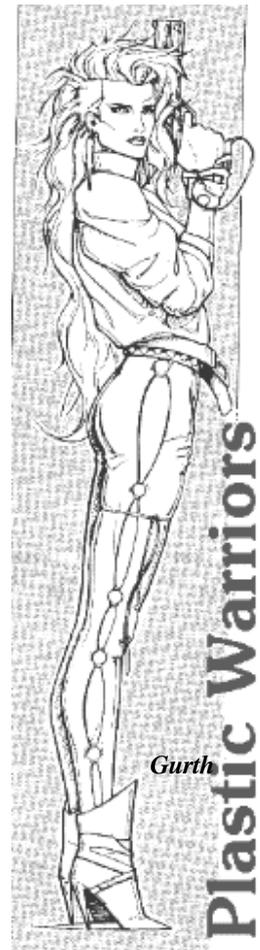
The caster of the damaging magic may roll a normal Resistance Test, as if he had his own spell cast against him, at the same Force and the same number of successes as he rolled for his spell. If the attacker was a Physical Adept using the Killing Hands ability, he must resist the same damage as the target, as if he had hit himself with his hands, using the number of successes he had rolled for his attack on his target.

For example, Thunder is the subject of a Rebound Magic, with three successes. A wage-mage casts a Power Missile at him, rolling four successes. Thunder gets to roll his Body dice (4), plus 3 from the Rebound Magic spell, for a total of 7. He rolls three successes, meaning he takes a Moderate wound from the Power Missile. The wage-mage also gets a Moderate Wound, and rolls Body dice against it as well.

The Personal form of this spell has a Drain Code of [(F/2)+1]L.
Type: Mana **Range:** Limited **Target:** 5
Duration: Sustained **Drain:** [(F/2)+1]S

>>>>>[This works much like spell defence, I think, but with some sort of copy-cat effect that causes the Rebound spell to use the astral energy pumped into the target to be sent back to the caster and perform its work there. I'm not quite sure yet on how this exactly works, but it certainly interests me. I'm digging into this for my thesis.]<<<<<<

—Tony Adams (15:18:02/06-20-55)



>>>>[Does it also rebound beneficial spells like Treat or Invisibility?]<<<<<<
 —Sally (21:17:06/06-22-55)

>>>>[It doesn't. If you cast this at a wounded guy, the rebounding magic doesn't heal you as well. Don't ask me how or why this happens, I only designed the spell, not the metaphysical functioning behind it. Go ask Tony, he's the one doing the research.]<<<<<<
 —Gurth (still/running)



Rebound Melee

Gurth

Similar to the above Rebound Magic spell, this spell defends against both armed and unarmed melee attacks, including the Killing Hands ability. It does not defend against ranged attacks of any kind. The Personal form of this spell has a Drain Code of [(F/2)+2]L.

Type: Physical **Range:** Limited **Target:** 6
Duration: Sustained **Drain:** [(F/2)+2]S

Remote Control

Gurth

This spell allows the magician to push any button, and operate any switch, in his line-of-sight (Restricted Target: Buttons and Switches). The magician can push one button or move one switch for every two successes he rolls on the Spell Success Test. All of these switches and buttons must be within his line of sight.

Type: Physical **Range:** LOS **Target:** 4
Duration: Instant **Drain:** [(F/2)+1]M

Rubber Skin

Gurth

This spell gives the target Impact armor equal to one-half the number of successes rolled by the caster. It is cumulative with worn armor and cyberware that armors its user.

Type: Physical **Range:** Limited **Target:** 4
Duration: Sustained **Drain:** [(F/2)+2]M

Small Meteors

This spell creates a number of small meteors, equal to the number of successes rolled. These fly away from the caster in the direction he is facing, attacking anyone in their path. All meteors fly out in a cone, with the tip at the hand of the caster. The cone uses the spread rules for Shotguns on page 95 of **SRII**, with the choke being anything the caster desires, from 1 up to his Magic Attribute.

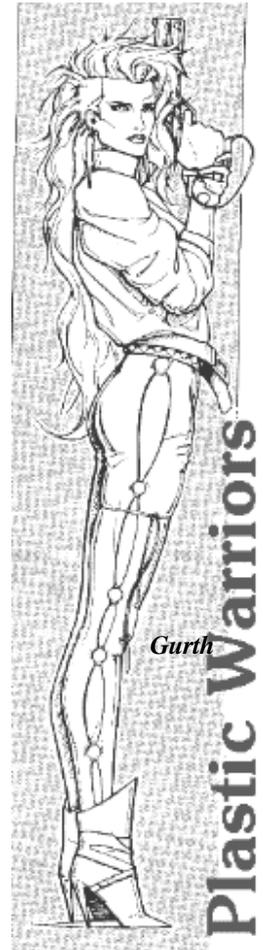
To determine if someone in the choke is hit by the meteors, roll a Sorcery skill test against a Target Number of 4, using all applicable modifiers for cover, movement, etc. as for firearms. Each success means the target is hit by one meteor. Of course, no more meteors can hit than there were to start with. One meteor gives a damage of (Magic)L, with the damage level increased by one step for every additional meteor (i.e. two meteors that hit give (Magic)M, three give (Magic)S, and four give (Magic)D damage). No more than four meteors will hit a single target. The target may roll a Body test to withstand the damage, using his Impact armor to lower the Target Number. The target may use Combat Pool dice as well. A meteor that hits a target disintegrates, and cannot hit any more targets.

The meteors also disintegrate when the caster drops the spell, or when they go out of his LOS. They move a number of meters equal to the caster's Magic attribute, multiplied by 25, each Action of the caster, without him having to spend any Actions on controlling them.

Type: Physical **Range:** LOS **Target:** 4
Duration: Sustained **Drain:** [(F/2)+2]S

>>>>[This spell is pretty dangerous if cast well. Don't get in front of this one if you can help it.]<<<<<<
 —Leo (13:28:41/06-20-55)

>>>>[Easier said than done. If someone pulls out a shotgun, at least you know when to duck.]<<<<<<
 —Square (21:49:37/06-23-55)



Sound Barrier

Gurth

When this spell is cast, the magician forms an invisible barrier which blocks the passage of sound waves through the barrier. Only sound is affected by the barrier, everything else can pass through it without obstructions. The Target Number for all sound-based Perception tests across the barrier is raised by one-half the number of successes rolled on the Spell Success Test.

The actual barrier can be formed into the same shapes as the Barrier spell (p.158, **SR11**).
Type: Physical **Range:** Limited **Target:** 4
Duration: Sustained **Drain:** [(F/2)+2]S



Steel Skin

Gurth

This spell hardens the skin of the recipient (voluntary subject required), who will be able to move normally, but receives Ballistic armor equal to one-half the successes rolled by the caster (round down). This armor is cumulative with worn armor and cyberware that provides armor to its user.

Type: Physical **Range:** Limited **Target:** 4
Duration: Sustained **Drain:** [(F/2)+2]M

Stoplight Control

Gurth

With this spell, the magician can make stoplights change color (Restricted Target: stoplights). Green to orange, red to green, and so on. He can also turn on several colors at the same time (e.g. red and green), or turn off the light altogether. Once the spell is being sustained, the magician can change the colors at will, without having to recast the spell.

Type: Physical **Range:** Limited **Target:** Object Resistance
Duration: Sustained **Drain:** [(F/2)+2]L

>>>>[Great fun!]<<<<<
 —She (15:20:17/06-25-55)

>>>>[And useful if you're ina hurry.]<<<<<
 —Yuck (12:48:36/06-28-55)

Suffer

When this spell is cast, the target's lungs refuse to function, and the target will eventually suffocate. Treat this as if the the target is holding his breath (see page 76, **Fields of Fire**); after this time the target will lose consciousness, and eventually die if the spell is sustained for a long enough period of time (GM's decision). Note that the only way to prevent the target from suffocating is to remove the effects of the spell.

Type: Physical **Range:** LOS **Target:** Body (R)
Duration: Sustained **Drain:** [(F/2)+2]D

Toxic Wave

First edition Shadowrun rules, p.97

A wave of toxic acid fills the area, attacking physical objects, people, you name it. This spell uses the elemental effect of acid, and is an area-effect spell.

Type: Physical **Range:** Limited **Target:** 4 (R)
Damage Level: D **Duration:** Instant **Drain:** [(F/2)+3]D

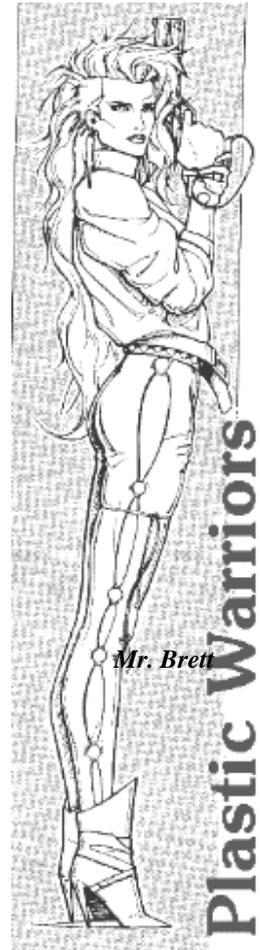
>>>>[Better duck when you see a wave of smoking green ooze come rolling toward you!]<<<<<
 —20% (05:09:41/06-28-55)

Turn To Goo

First edition Shadowrun rules, p.97

This spell transforms the target into thick sludge, its molecular cohesion broken. The target rolls a Body Resistance test, and if it rolls more successes than the caster, there is no effect. If the caster rolls more successes, the target is transformed. This test only takes place during the first turn that the spell must be sustained. If the caster drops the spell before the end of the time that he must sustain it, the spell has no effect.

Type: Physical **Range:** Limited **Target:** Body (R)
Duration: Permanent (5 turns) **Drain:** [(F/2)+1]S



>>>>[I once read something about a mage who used this spell to hide his guns from security personnel: he put them in a sack and cast Turn To Goo on the weapons. Security guard comes along, looks in the sack, and wonders why that guy is carrying a sack full of goo... The mage dropped the spell when he felt like he'd be needing the weapons. The only problem appeared to be that one time when a security guard took a handful of goo from the sack...]<<<<<

—Gurth (06:21:03:11/00:00:02:42)



Wall of Fire

Mr. Brett

When this spell is cast, a wall of fire appears at the location chosen by the caster. The wall has a length in meters equal to the caster's Magic Attribute multiplied by the number of successes rolled on the Spell Success Test; a width equal to the caster's Magic Attribute in decimeters; and a height of a number of meters equal to the caster's Magic Attribute.

This spell uses the elemental effect of fire, and so anyone stepping through it (or standing in it) takes (Force)M damage, and can be set on fire as normal for this elemental effect.

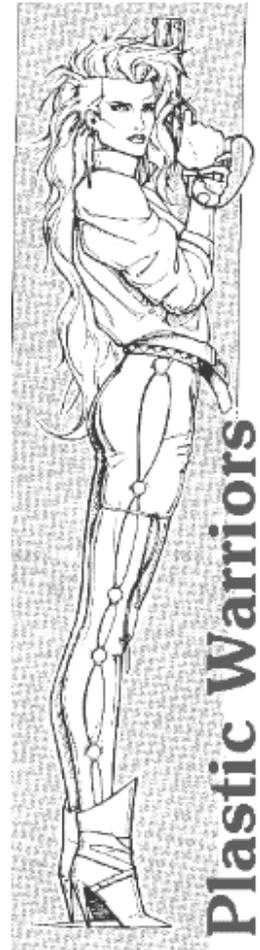
Type: Physical **Range:** Limited **Target:** 4
Damage Level: M **Duration:** Sustained **Drain:** [(F/2)+2]S

Wind

Mr. Brett

A strong wind will appear when this spell is cast, in the direction the caster is facing. The wind appears in a cone-shaped area, with the cone's tip at the caster's position; the top angle of the cone is equal to the caster's Magic Attribute multiplied by the number of successes achieved on the Spell Success Test, in degrees. This spell uses the elemental effect of blast, and anyone standing in the cone must roll a Strength test, with a Target Number equal to the spell's Force rating. If the character fails to roll more successes than the caster rolled on the Spell Success Test, the person is knocked over by the spell.

Type: Physical **Range:** Limited **Target:** 4
Duration: Instant **Drain:** [(F/2)+1]S



Heckler & Koch MP-9	4-G
Heckler & Koch OHWS	6P-E
Heckler & Koch PSG-65	2-J
High-Explosive Squash Head Ammo	3-L
Ingram Mk IV	3-G
IWS Assault 20	1-J
IWS Mini-5	1-J
Kalishnikov AK-100	2-G
Kalishnikov AK-101	2-G
Mossberg M-712 Multi-Weapon System	2-G
Ranger Arms Security 12	1-G
Remington 1628	6P-F
Remington Rapid Assault 12	3-G
Ruger P-105	6P-E
Sandler Model II	4-G
Seco M-995	1-G
Seco Quickfire	4-G
Shotgun Mini-Grenades (all)	2-I
Walther S900	4-G

Cyberpunk 2020 ↗

Armor

Item	Legality
Doorgunner's Vest	4P-K
Flack Vest	6P-K
Heavy Leather (Jacket or Pants)	Legal
Helmet (all)	(-1)P-K
Kevlar Armor Jacket (all)	Legal
Kevlar T-Shirt/Vest	Legal
MetalGear™	2-K

Communications

Item	Legality
Mastoid Commo	4P-E1
Pocket Commo	6P-E1

Weapons

Item	Legality
AKR-20 Medium Assault	2-G
Arasaka Minami 10	4-G
Arasaka Rapid Assault Shot 12	1-G
Armalite 44	6P-E
Barrett-Arasaka Light 20mm	1-J
BudgetArms Auto 3	6P-E
BudgetArms C-13	10P-E
Colt AMT Model 2000	6P-E
Dai Lung Cybermag 15	10P-E
Dai Lung Streetmaster	8P-E
Item	Legality
EagleTech "Stryker" Crossbow	6-D
EagleTech "Tomcat" Compound Bow	5-D
Federated Arms Tech Assault II	4-G
Federated Arms X-9mm	8P-E

Federated Arms X-22	10P-E
FN-RAL Heavy Assault Rifle	2-G
Grenade Launchers	2-J
Heckler & Koch MP-2013	4-G
Heckler & Koch MPK9	4-G
Heckler & Koch MPK-11	4-G
Ingram MAC-14	4-G
Kalashnikov A-80 Heavy Assault Rifle	2-G
Kendachi Monokatana®	5-B
Kendachi Monoknife®	
Knife	8-A
Naginata	8-B
Militech Arms Avenger	8P-E
Militech Ronin Light Assault	2-G
Militech Rocket-Grenade Launcher	1-J
Miltech Electronics Taser	7P-E
Scorpion 16 Missile Launcher	1-J
Sternmeyer SMG 21	4-G
Sternmeyer Stakeout 10	6P-F
SternMeyer Type 35	6P-E
Uzi Miniauto 9	4-G

Shaped Explosives ↗

Detonators

All detonators are 6-I.

Explosives

All explosives are 3-I.

Radtech Inc. ↗

Skate equipment

All are Legal.

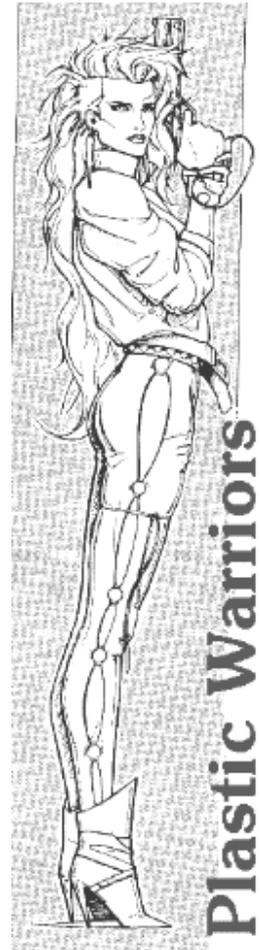
MagnaPoon equipment

All are 6P-E.

The Neo-Anarchists' Guide to Real Life ↗

Weapons & Ammunition

Item	Legality
Barton Arms Bracer	10P-E
Barton Arms Gun Cane	10P-E
Item	Legality
Eichiro Hatamoto II	6P-F
Fichetti Executive Action	5-G
Fichetti Tiffani Needler	10P-E
Morrissey Alta	6P-E
Morrissey Élan	8P-E
Morrissey Elite	6P-E



Needler Ammunition	As weapon
Raecor Sting	10P-E
Yamaha Pulsar	6P-E

Armor

All armors in NAGRL are Legal.

Fields of Fire ↗

Weapons

Item	Legality
Arbelast II Medium Anti Armor Weapon	1-L
Ares Alpha Combat Gun	1-G
Ares Firelance™ Vehicle Laser	1-J
Ares High-Velocity Assault Rifle	1-G
Ares HV MP-LMG	1-H
Ares MP Laser III	1-J
Armtech MGL-12	1-J
Armtech Mini-6	1-J
Ballista Multi-Role Missile Launcher	1-J
Barret Model 121 Heavy Sniping Rifle	1-J
Colt Cobra (all)	4-G
Colt M-23 Assault Rifle	2-G
Cougar Fine Blade Knife (Long)	5-B
Cougar Fine Blade Knife (Short)	6-A
Franchi SPAS-22	2-G
Great Dragon ATGM	1-L
Hammerli Model 610S	8P-E
Ingram Super Mach 100	3-G
Ingram Warrior-10	4-G
M12 Man-Portable Mortar	1-J
M79B1 Light Anti Armor Weapon	1-L
Remington 990 Shotgun	6P-F
Savalette Guardian	4-G
Sentry™ Weapons	As weapon + 4P-E2
Walther PB-120	8P-E

Ammunition & Explosives

Item	Legality
Ballista Rocket & Missile Rounds (all)	1-J
EX Explosive Ammunition	As weapon

Grenades

Concussion	3-I
Defensive (AP or HE)	3-I
Flash	2-I
IPE Concussion	3-I
IPE Defensive (AP or HE)	3-I
IPE Offensive (AP or HE)	3-I
Mini-grenades	(-1)
Offensive (AP or HE)	3-I
Smoke	Legal
Smoke (IR)	Legal
White Phosphorous	2-I
White Phosphorous Mini-Grenade	1-I

Mortar Rounds

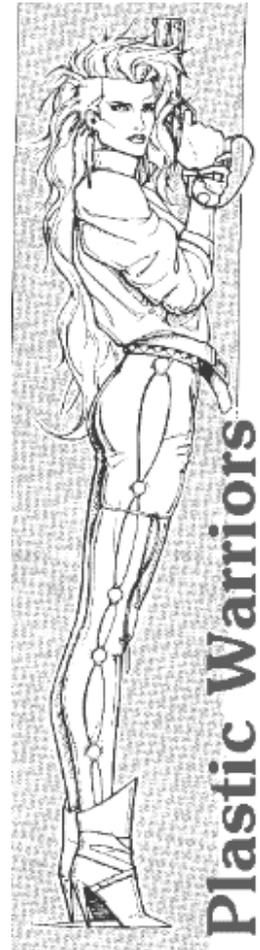
Anti-Vehicle	1-I
Anti-Personnel	2-I
High Explosive	2-I
Smoke	Legal
White Phosphorous	1-I
Tracer Ammunition	As weapon

Clothing & Armor

Item	Legality
Ablative Vehicle Armor	2-K
Camouflage Clothing (all)	Legal
Gel-Pack Armor	4P-K
Military Grade Armor	1-K

Other

Item	Legality
BattleTec™ Integration System	4P-E3
Climbing Gear	Legal
Global Positioning System	Legal
Smartlink Level II	5P-CA
Tactical Communication System	4P-E3
Target Designators	Legal
Vehicle Smoke Generator (all)	Legal



Shadowtech ↗

Weapons & Associated Gear

Item	Legality
Assault Cannon	2-J
Enfield AS-7	3-G
Missile Launcher	1-J
Missiles and Rockets	1-I
Item	Legality
Mossberg CMDT (all)	3-G
Panther Assault Cannon	2-J

IN REVERSE

>>>>[Ever wanted to design a spell that works just like that other one, but then differently? And then get into trouble figuring how much drain you'd be subjected to? Don't panic, because the solution is right on these pages. In this section, we reverse-engineer a large number of spells, including *all* spells from **Shadowrun, Second Edition, The Grimoire, Second Edition, the Neo-Anarchists' Guide to Everything Else 5**, and this publication, as well as a number of spells from **N.E.R.P.S.: ShadowLore**. These publications are abbreviated as **SRII, GrimII, NAGEE5, TS, and NERPS**, respectively.

The format the spells are listed in is: name first, followed by the publication the spell is listed in. Below this are the drain modifiers (DT standing for Drain Target and DL standing for Drain Level), followed by the final drain code according to our calculations. If the draincode as listed in the publication appears to be suspect (i.e. somehow we couldn't reverse-engineer it to full satisfaction), a ⊕ symbol appears behind the publication's name in the header. This means that the drain code listed below differs from the drain code in the publication. We're not going to say that our calculated drain codes are always correct, though. It seems like most of the manipulation spells are a bit odd, drain-wise anyway.

Remember that every level of drain over D gives a +2 drain target modifier, but if the drain level drops below L, it stays L and no other changes are made.]<<<<<<

—Gurth (hokus/pokus)

Combat Spells

Death Touch		GrimII	
	DT	DL	
Damage Level.....			D
Touch required.....	-1		-1
Final Drain.....	[(F÷2)-1]S		

Fireball		SRII & GrimII	
	DT	DL	
Damage Level S.....			S
Area-effect			+1
Elemental effect (Fire).....			+1
Physical.....			+1
Final Drain.....	[(F÷2)+3]D		

Fire Bolt		GrimII	
	DT	DL	
Damage Level.....			S
Elemental effect (Fire).....			+1
Physical.....			+1
Final Drain.....	[(F÷2)+1]D		

Fire Cloud		GrimII	
	DT	DL	
Damage Level.....			M
Area-effect			+1
Elemental effect (Fire).....			+1
Physical.....			+1
Final Drain.....	[(F÷2)+1]D		

Fire Dart		GrimII	
	DT	DL	
Damage Level.....			L
Elemental effect (Fire).....			+1
Physical.....			+1
Final Drain.....	[(F÷2)+1]M		

Fire Missile		GrimII	
	DT	DL	
Damage Level.....			M
Elemental effect (Fire).....			+1
Physical.....			+1
Final Drain.....	[(F÷2)+1]S		

Flame Arrows		TS	
	DT	DL	
Damage Level.....			M
Involved=Complex discretionary effect.....			+1
Elemental effect (Fire).....			+1
Physical.....			+1
Final Drain.....	[(F÷2)+1]D		

Force Drain		TS	
	DT	DL	
Arbitrarily set Drain.....			S
Final Drain.....	(F÷2)S		

Hellblast		SRII ⊕	
	DT	DL	
Damage Level.....			D
Area-effect.....			+1
Elemental effect (Blast).....			+1
Elemental effect (Fire).....			+1
Physical.....			+1
Final Drain.....	[(F÷2)+7]D		

Manaball		SRII	
	DT	DL	
Damage Level.....			M
Area-effect.....			+1
Final Drain.....	(F÷2)S		

Manablast		GrimII	
	DT	DL	
Damage Level.....			M
Area-effect.....			+1
Elemental effect (Blast).....			+1
Final Drain.....	(F÷2)D		

Mana Bolt		SRII	
	DT	DL	
Damage Level.....			S

Final Drain.....(F÷2)S

Mana Cloud **GrimII**
DT DL
 Damage Level.....M
 Area-effect+1
 Final Drain.....(F÷2)S

Mana Dart **SRII**
DT DL
 Damage Level.....L
 Final Drain.....(F÷2)L

Mana Missile **SRII**
DT DL
 Damage Level.....M
 Final Drain.....(F÷2)M

Powerball **SRII**
DT DL
 Damage Level.....M
 Area-effect+1
 Physical.....+1
 Final Drain..... [(F÷2)+1]S

Powerblast **GrimII**
DT DL
 Damage Level.....M
 Area-effect+1
 Elemental effect (Blast).....+1
 Physical.....+1
 Final Drain..... [(F÷2)+1]D

Power Bolt **SRII**
DT DL
 Damage Level.....S
 Physical.....+1
 Final Drain..... [(F÷2)+1]S

Power Dart **SRII**
DT DL
 Damage Level.....L
 Physical.....+1
 Final Drain..... [(F÷2)+1]L

Power Missile **SRII**
DT DL
 Damage Level.....M
 Physical.....+1
 Final Drain..... [(F÷2)+1]M

Ram **SRII** ☹
DT DL
 Damage Level.....S
 Physical.....+1
 Restricted target-1
 Final Drain..... (F÷2)S

Ram Touch **GrimII**
DT DL
 Damage Level.....S
 Physical.....+1
 Restricted target-1
 Touch required.....-1 -1
 Final Drain..... [(F÷2)-1]M

Slay (Race/Species) **GrimII**
DT DL
 Damage Level.....S
 Restricted target-1
 Final Drain..... [(F÷2)-1]S

Sleep **SRII**
DT DL
 Damage Level.....M
 Area-effect.....+1
 Stun damage-1
 Final Drain..... [(F÷2)-1]S

Spirit Bolt **GrimII**
DT DL
 Damage Level.....S
 Restricted target-1
 Final Drain..... [(F÷2)-1]S

Sterilize **GrimII**
DT DL
 Damage Level.....D
 Physical.....+1
 Final Drain..... [(F÷2)+1]D

Stun Bolt **GrimII**
DT DL
 Damage Level.....S
 Stun damage-1
 Final Drain..... [(F÷2)-1]S

Stunball **GrimII**
DT DL
 Damage Level.....S
 Area-effect.....+1
 Stun damage-1
 Final Drain..... [(F÷2)-1]D

Stunblast	GrimII	
	DT	DL
Damage Level.....	S	
Area-effect	+1	
Elemental effect (Blast).....	+1	
Stun damage	-1	
Final Drain.....	[(F÷2)+1]D	

Stun Cloud	GrimII	
	DT	DL
Damage Level.....	M	
Area-effect	+1	
Stun damage	-1	
Final Drain.....	[(F÷2)-1]S	

Stun Missile	GrimII	
	DT	DL
Damage Level.....	M	
Stun damage	-1	
Final Drain.....	[(F÷2)-1]M	

Stun Touch	GrimII	
	DT	DL
Damage Level.....	S	
Stun damage	-1	
Touch required.....	-1	
Final Drain.....	[(F÷2)-1]M	

Tire Wrecker	TS	
	DT	DL
Damage Level.....	L	
Involved/Complex discretionary effect	+1	
Physical.....	+1	
Final Drain.....	[(F÷2)+1]M	

Urban Renewal	GrimII	
	DT	DL
Damage Level.....	S	
Area-effect	+1	
Physical.....	+1	
Restricted target	-1	
Final Drain.....	(F÷2)D	

Wrecker	GrimII	
	DT	DL
Damage Level.....	S	
Physical.....	+1	
Restricted Target.....	-1	
Final Drain.....	(F÷2)S	

Detection Spells

[note: since there is no "Analyze objects" or "Detect objects" on the Detection Spell Drain Table, we've used "Analyze living beings or magical energy" or "Detect living beings or magical energy" for spells that analyze or detect objects.]

Analyze Device	SRII ☹	
	DT	DL
Analyze living beings.....	S	
Detection spell.....	-1	
Limited range.....	-1	
Physical.....	+1	
Sustained.....	+1	
Voluntary subject required	-1	
Works on non-living target	+1	+1
Final Drain.....	[(F÷2)+2]M	

Analyze Magic	GrimII	
	DT	DL
Analyze magical energy	S	
Detection spell.....	-1	
Limited range.....	-1	
Sustained.....	+1	
Final Drain.....	(F÷2)M	

Analyze Truth	SRII ☹	
	DT	DL
Analyze living beings	S	
Detection spell.....	-1	
Limited range.....	-1	
Sustained.....	+1	
Final Drain.....	(F÷2)M	

Astral Perception	TS	
	DT	DL
Radically new or enhanced physical sense.....	D	
Detection spell.....	-1	
Limited range.....	-1	
Physical.....	+1	
Final Drain.....	(F÷2)S	

Clairaudience	SRII	
	DT	DL
Radically new or enhanced physical sense.....	D	
Detection spell.....	-1	
Limited range.....	-1	
Sustained.....	+1	
Voluntary subject required	-1	
Final Drain.....	(F÷2)M	

Clairaudience (Extended Range) GrimII	
	DT DL
Radically new or enhanced physical sense.....	D
Detection spell.....	-1
Extended range.....	-1
Sustained.....	+1
Voluntary subject required.....	-1
Final Drain.....	[(F÷2)-1]S

Clairvoyance SRII	
	DT DL
Radically new or enhanced physical sense.....	D
Detection spell.....	-1
Limited range.....	-1
Sustained.....	+1
Voluntary subject required.....	-1
Final Drain.....	(F÷2)M

Clairvoyance (Extended Range) GrimII	
	DT DL
Radically new or enhanced physical sense.....	D
Detection spell.....	-1
Extended range.....	-1
Sustained.....	+1
Voluntary subject required.....	-1
Final Drain.....	[(F÷2)-1]S

Clair Spell TS	
	DT DL
Radically new or enhanced physical sense.....	D
Detection spell.....	-1
Limited range.....	-1
Simple/Inconsequential discretionary effect.....	+2
Sustained.....	+1
Voluntary subject required.....	-1
Final Drain.....	[(F÷2)+2]M

Clair Spell (Extended Range) TS	
	DT DL
Radically new or enhanced physical sense.....	D
Detection spell.....	-1
Extended range.....	-1
Simple/Inconsequential discretionary effect.....	+2
Sustained.....	+1
Voluntary subject required.....	-1
Final Drain.....	[(F÷2)+1]S

Combat Sense SRII	
	DT DL
Radically new or enhanced physical sense.....	D
Adds additional dice (1 per 2 successes).....	+1
Detection spell.....	-1
Limited range.....	-1
Physical.....	+1
Sustained.....	+1
Voluntary subject required.....	-1
Final Drain.....	[(F÷2)+1]S

Detect Credstick Protection	TS
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	DT DL
Radically new or enhanced physical sense.....	D
Deep mind interaction.....	+2.....+1
Detection spell.....	-1
Involved/Complex game effect.....	+1
Specific target.....	-1
Sustained.....	+1
Touch required.....	-1.....-1
Very restricted target.....	-1
Final Drain.....	(F÷2)D

Detect Damage Level TS	
	DT DL
Analyze living beings.....	S
Detection spell.....	-1
Limited range.....	-1
Physical.....	+1
Restricted target.....	-1
Works on non-living target.....	+1
Final Drain.....	[(F÷2)-1]S

Detect Enemies SRII	
	DT DL
Analyze living beings.....	S
Area-effect.....	+1
Detection spell.....	-1
Limited range.....	-1
Superficial mind interaction.....	+1
Sustained.....	+1
Voluntary subject required.....	-1
Final Drain.....	[(F÷2)+1]M

Detect Enemies (Extended Range) GrimII	
	DT DL
Analyze living beings.....	S
Area-effect.....	+1
Detection spell.....	-1
Extended range.....	-1
Superficial mind interaction.....	+1
Sustained.....	+1
Voluntary subject required.....	-1
Final Drain.....	(F÷2)S

Detect Individual SRII	
	DT DL
Detect living beings.....	M
Detection spell.....	-1
Sustained.....	+1
Limited range.....	-1
Final Drain.....	(F÷2)L

Detect Life	SRII ☹	DT	DL
Detect living beings	M		
Area-effect	+1		
Detection spell.....	-1		
Limited range	-1		
Sustained.....	+1		
Final Drain.....	(F÷2)M		

Detect (Life Form)	SRII ☹	DT	DL
Detect living beings	M		
Area-effect	+1		
Detection spell.....	-1		
Limited range	-1		
Specific target.....	-1		
Sustained.....	+1		
Final Drain.....	[(F÷2)-1]M		

Detect Magic	GrimII	DT	DL
Detect magical energy	M		
Area-effect	+1		
Detection spell.....	-1		
Limited range	-1		
Sustained.....	+1		
Voluntary subject required	-1		
Final Drain.....	(F÷2)L		

Detect Magical Sites	TS	DT	DL
Detect magical energy	M		
Detection spell.....	-1		
Extended range	-1		
Sustained.....	+1		
Final Drain.....	[(F÷2)-1]M		

Detect (Object)	SRII ☹	DT	DL
Detect living beings	M		
Area-effect	+1		
Detection spell.....	-1		
Limited range	-1		
Specific target.....	-1		
Sustained.....	+1		
Works on non-living target	+1		
Final Drain.....	(F÷2)S		

Detect Traps	TS	DT	DL
Detect living beings	M		
Detection spell.....	-1		
Limited range	-1		
Physical.....	+1		
Restricted Target.....	-1		
Works on non-living target	+1		
Final Drain.....	[(F÷2)-1]M		

Detect Sentients	TS
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	DT	DL
Detect living beings.....		M
Area-effect.....		+1
Detection spell.....	-1	
Limited range.....	-1	
Restricted Target.....	-1	
Sustained.....	+1	
Final Drain.....	[(F÷2)-1]M	

Detect Traps (Extended Range)	TS	DT	DL
Detect living beings	M		
Detection spell.....	-1		
Extended range	-1		
Physical.....	+1		
Restricted Target.....	-1		
Works on non-living target	+1		
Final Drain.....	[(F÷2)-2]S		

Detect Wound Level	TS	DT	DL
Analyze living beings.....	S		
Detection spell.....	-1		
Limited range.....	-1		
Physical.....	+1		
Final Drain.....	(F÷2)M		

Enhanced Senses	TS	DT	DL
Sensory Enhancement	M		
Detect ion spell.....	-1		
Physical.....	+1		
Simple/Inconsequential discretionary effect ..	+1		
Sustained.....	+1		
Final Drain.....	[(F÷2)+1]M		

Enhanced Sight	TS ☹	DT	DL
Sensory Enhancement	M		
Detection spell.....	-1		
Physical.....	+1		
Very involved/very complex discretionary effect	+3		
Sustained.....	+1		
Final Drain.....	[(F÷2)+3]D		

Know Exit	NAGEE5	DT	DL
Sensory enhancement	S		
Detection spell.....	-1		
Limited range.....	-1		
Physical.....	+1		
Simple/Inconsequential discretionary effect ..	+1		
Sustained.....	+1		
Works on non-living target	+1		
Final Drain.....	[(F÷2)+3]S		

Low-Light Vision	TS	DT	DL
Sensory enhancement	M		

Detection spell.....	-1
Physical.....	+1
Sustained.....	+1
Touch required.....	-1.....-1
Final Drain.....	(F÷2)L

Memory Probe		TS	
	DT	DL	
Radically new or enhanced physical sense.....			D
Deep mind interaction.....	+2		+1
Detection spell.....	-1		
Involved/Complex game effect.....			+1
Physical.....	+1		
Specific target.....	-1		
Sustained.....	+1		
Touch required.....	-1.....-1		
Final Drain.....			[(F÷2)+3]D

Mindlink (Individual)		GrimII ☹	
	DT	DL	
Sensory enhancement.....			S
Deep mind interaction.....	+1		+1
Detection spell.....	-1		
Limited range.....			-1
Restricted target.....	-1		
Sustained.....	+1		
Voluntary subject required.....			-1
Final Drain.....			(F÷2)M

Mind Probe		SRII	
	DT	DL	
Radically new or enhanced physical sense.....			D
Deep mind interaction.....	+2		+1
Detection spell.....	-1		
Involved/Complex game effect.....			+1
Specific target.....	-1		
Sustained.....	+1		
Touch required.....	-1.....-1		
Final Drain.....			[(F÷2)+2]D

Sound Selection		TS	
	DT	DL	
Sensory enhancement.....			M
Detection spell.....	-1		
Limited range.....			-1
Sustained.....	+1		
Final Drain.....			(F÷2)L

Thermographic Vision		TS	
	DT	DL	
Sensory enhancement.....			M
Detection spell.....	-1		
Physical.....	+1		
Sustained.....	+1		
Touch required.....	-1.....-1		
Final Drain.....			(F÷2)L

Truth Glow		NAGEE5	
	DT	DL	
Analyze living beings.....			S
Deep mind interaction.....	+2		+1
Detection spell.....	-1		

Limited range.....	-1
Sustained.....	+1
Final Drain.....	[(F÷2)+2]S

X-Ray Specs		NAGEE5	
	DT	DL	
Sensory enhancement.....			S
Detection spell.....	-1		
Limited range.....			-1
Physical.....	+1		
Sustained.....	+1		
Voluntary subject required.....			-1
Works on non-living target.....	+1.....+1		
Final Drain.....			[(F÷2)+2]M

Health Spells

Air Breathing & Water Breathing		TS	
	DT	DL	
Unless otherwise indicated.....			L
Limited range.....			-1
Physical.....	+1		
Sustained.....	+1		
Voluntary subject required.....			-1
Final Drain.....			[(F÷2)+2]L

Allergy		TS	
	DT	DL	
Unless otherwise indicated.....			L
Physical.....	+1		
Sustained.....	+1		
Very involved/very complex discretionary effect.....			+2
Final Drain.....			[(F÷2)+2]S

Antidote Toxin		SRII	
	DT	DL	
Toxin.....			L/M/S/D
Permanent effect.....			+1
Physical.....	+1		
Touch required.....	-1.....-1		
Final Drain.....			(F÷2)L/M/S/D

Buzz	NERPS	
	DT	DL
Unless otherwise indicated		L
Permanent effect		+1
Physical.....	+1	
Spell affects attributes	+1	
Spell affects initiative.....	+1	
Touch required.....	-1	-1
Involved/complex discretionary effect.....	+1	
Voluntary target required.....	-1	
Final Drain.....	(F÷2)	S

Cure Disease	SRII	
	DT	DL
Disease.....		L/M/S/D
Permanent effect		+1
Physical.....	+1	
Touch required.....	-1	-1
Final Drain.....	(F÷2)	L/M/S/D

Decrease (Attribute)	SRII	
	DT	DL
-1/-2/-3/-4.....		L/M/S/D
Physical.....	+1	
Spell affects attributes	+1	
Sustained.....	+1	
Touch required.....	-1	-1
Final Drain.....	[(F÷2)+1]	L/M/S/D

Decrease (Cybered Attribute)	GrimII	
	DT	DL
-1/-2/-3/-4.....		L/M/S/D
Physical.....	+1	
Spell affects attributes	+1	
Spell affect cybered attributes	+2	
Sustained.....	+1	
Touch required.....	-1	-1
Final Drain.....	[(F÷2)+3]	L/M/S/D

Decrease Reflexes	GrimII	
	DT	DL
+1/+2/+3.....		M/S/D
Spell affects initiative.....	+1	
Sustained.....	+1	
Final Drain.....	[(F÷2)+1]	S/D/[(F÷2)+3]D

Detox	SRII	
	DT	DL
Toxin.....		L/M/S/D
Permanent effect		+1
Physical.....	+1	
Touch required.....	-1	-1
Treat symptoms only.....	-2	
Final Drain.....	[(F÷2)-2]	L/M/S/D

Essence Drain	TS	
	DT	DL
Arbitrarily set drain level.....		D
Involved/Complex discretionary effect		+1
Physical.....	+1	
Simple/Inconsequential discretionary effect ..	+1	
Sustained.....	+1	
Touch required.....	-1	-1
Final Drain.....	[(F÷2)+2]	D

Hair Growth	TS	
	DT	DL
Unless otherwise indicated.....		L
Physical.....	+1	
Sustained.....	+1	
Touch required.....	-1	-1
Final Drain.....	[(F÷2)+1]	L

Hair Loss	TS	
	DT	DL
Unless otherwise indicated.....		L
Physical.....	+1	
Permanent	+1	
Touch required.....	-1	-1
Final Drain.....	(F÷2)	L

Heal	SRII	
	DT	DL
Wound level.....		(wnd lvl)
Permanent effect		+1
Simple/Inconsequential discretionary effect ..	+1	
Touch required.....	-1	-1
Final Drain.....	(F÷2)	(wnd lvl)

Healthy glow	GrimII	
	DT	DL
Unless otherwise indicated.....		L
Permanent effect		+2
Physical.....	+1	
Touch required.....	-1	-1
Final Drain.....	(F÷2)	L

Heal (Wound Category)	TS	
	DT	DL
Wound category.....		L/M/S/D
Permanent effect		+1
Touch required.....	-1	-1
Final Drain.....	[(F÷2)-1]	L/M/S/D

Increase Attribute	SRII ☹	
	DT	DL
+1/+2/+3/+4		L/M/S/D
Spell affects attributes.....	+1	
Sustained.....	+1	
Touch required.....	-1	-1
Final Drain.....	(F÷2)	L/M/S/D

Increase Cybered Attribute	SRII	
	DT	DL

+1/+2/+3/+4.....	L/M/S/D
Physical.....	+1
Spell affects attributes.....	+1
Spell affect cybered attributes.....	+2
Sustained.....	+1
Touch required.....	-1
Final Drain.....	[(F÷2)+3]L/M/S/D

Increase Reflexes	SRII
	DT DL
+1/+2/+3.....	M/S/D
Spell affects initiative.....	+1
Sustained.....	+1
Touch required.....	-1
Final Drain.....	(F÷2)M/S/D

Oxygenate	GrimII ☹
	DT DL
Unless otherwise indicated.....	L
Adds additional dice (1 per 2 successes).....	+1
Affects attributes.....	+1
Limited range.....	-1
Physical.....	+1
Sustained.....	+1
Voluntary subject required.....	-1
Final Drain.....	[(F÷2)+2]L

Preserve	GrimII ☹
	DT DL
Unless otherwise indicated.....	L
Limited range.....	-1
Physical.....	+1
Restricted target.....	-1
Sustained.....	+1
Final Drain.....	[(F÷2)+1]L

Prophylaxis	GrimII
	DT DL
Pathogen.....	L/M/S/D
Adds additional dice.....	+1
Limited range.....	-1
Physical.....	+1
Sustained.....	+1
Final Drain.....	[(F÷2)+2]L/M/S/D

Resist Pain	GrimII
	DT DL
Light/Moderate/Serious.....	L/M/S
Limited range.....	-1
"Permanent " effect.....	+1
Final Drain.....	(F÷2)L/M/S

Stabilize	GrimII
	DT DL
Unless otherwise indicated.....	L
Involved/Complex discretionary effect.....	+1
Permanent effect.....	+1
Physical.....	+1
Restricted Target.....	-1
Final Drain.....	(F÷2)S

Treat	SRII
	DT DL
Wound level.....	(wnd lvl)
Permanent effect.....	+1
Simple/Inconsequential discretionary effect.....	+1
Touch required.....	-1
Final Drain.....	(F÷2)(wnd lvl)

Treat (Wound Category)	TS
	DT DL
Wound category.....	(wnd lvl)
Permanent effect.....	+1
Touch required.....	-1
Final Drain.....	[(F÷2)-1]L/M/S/D

Illusion Spells

Blackout	NAGEE5
	DT DL
Realistic or complex illusion.....	M
Area-effect.....	+1
Illusion spell.....	-1
Physical.....	+1
Sustained.....	+1
Final Drain.....	[(F÷2)+2]M

Camouflage	TS
	DT DL
Realistic or complex illusion.....	M
Illusion spell.....	-1
Limited range.....	-1
Physical.....	+1
Sustained.....	+1
Final Drain.....	[(F÷2)+2]L

Chaos	SRII ☹ ²	
	DT	DL
Realistic or complex illusion.....	M	
Creates variable general Target Number modifier: +1 per success.....	+2	
Illusion spell.....	-1	
Physical.....	+1	
Sustained.....	+1	
Final Drain.....	[(F÷2)+2]	S

Chaotic World	SRII ☹	
	DT	DL
Realistic or complex illusion.....	M	
Area-effect.....	+1	
Creates variable general Target Number modifier: +1 per success.....	+2	
Illusion spell.....	-1	
Physical.....	+1	
Sustained.....	+1	
Final Drain.....	[(F÷2)+2]	D

Confusion	SRII ☹	
	DT	DL
Realistic or complex illusion.....	M	
Area-effect.....	+1	
Creates variable general Target Number modifier: +1 per 2 successes.....	+1	
Illusion spell.....	-1	
Sustained.....	+1	
Final Drain.....	[(F÷2)+1]	S

Distant Invisibility	TS	
	DT	DL
Realistic or complex illusion.....	M	
Creates specific test Target Number at 2x successes.....	+2	
Illusion spell.....	-1	
Limited range.....	-1	
Sustained.....	+1	
Final Drain.....	[(F÷2)+1]	M

Entertainment	SRII	
	DT	DL
Obvious or simple illusion.....	L	
Area-effect.....	+1	
Illusion spell.....	-1	
Sustained.....	+1	
Voluntary subject required.....	-1	
Final Drain.....	[(F÷2)+1]	L

Fake Death	TS	
	DT	DL
Very realistic or very complex illusion.....	S	
Illusion spell.....	-1	
Involved/Complex discretionary effect.....	+1	
Limited range.....	-1	
Physical.....	+1	
Sustained.....	+1	
Final Drain.....	[(F÷2)+2]	M

Hide Vehicle	TS	
	DT	DL
Very realistic or very complex illusion.....	S	
Creates variable general Target Number modifier: 1 per 2 successes.....	+1	
Illusion spell.....	-1	
Physical.....	+1	
Restricted target.....	-1	
Sustained.....	+1	
Touch required.....	-1	-1
Final Drain.....	(F÷2)	M

Illusionary Barrier	TS	
	DT	DL
Realistic or complex illusion.....	M	
Area-effect.....	+1	
Illusion spell.....	-1	
Limited range.....	-1	
Physical.....	+1	
Sustained.....	+1	
Final Drain.....	[(F÷2)+2]	L

Improved Invisibility	SRII	
	DT	DL
Realistic or complex illusion.....	M	
Creates specific test Target Number at 2x successes.....	+2	
Illusion spell.....	-1	
Physical.....	+1	
Sustained.....	+1	
Touch required.....	-1	-1
Final Drain.....	[(F÷2)+1]	M

Invisibility	SRII	
	DT	DL
Realistic or complex illusion.....	M	
Creates specific test Target Number at 2x successes.....	+2	
Illusion spell.....	-1	
Sustained.....	+1	
Touch required.....	-1	-1
Final Drain.....	(F÷2)	M

² For Chaos and similar spells, we add the following note: it appears that FASA didn't read its own tables as well as it should have: the Target Number modifier for those affected by these spells is +1 per success, giving +2 Drain Levels, as FASA says in the Grimthingy II (page 125), and not +1 as they did in the spells' Drain Codes.

Mask	SRII	
	DT	DL
Realistic or complex illusion.....		M
Creates specific test Target Number at 1x successes.....		+1
Illusion spell.....		-1
Sustained.....	+1	
Touch required.....	-1	-1
Final Drain.....	(F÷2)L	

Maya's Flame Burst	TS	
	DT	DL
Realistic or complex illusion.....		M
Illusion spell.....		-1
Limited range.....		-1
Physical.....	+1	
Final Drain.....	[(F÷2)+1]L	

Misinformation	TS	
	DT	DL
Very realistic or very complex illusion.....		S
Area-effect.....	+1	
Illusion spell.....		-1
Involved/Complex discretionary effect.....	+1	
Limited range.....		-1
Sustained.....	+1	
Final Drain.....	[(F÷2)+1]S	

Overstimulation	GrimII	
	DT	DL
Realistic or complex illusion.....		M
Illusion spell.....		-1
Involved/Complex discretionary effect.....	+1	
Sustained.....	+1	
Final Drain.....	[(F÷2)+1]M	

Phantasmal Force	NAGEE5	
	DT	DL
Very realistic or very complex illusion.....		D
Area-effect.....	+1	
Illusion spell.....		-1
Sustained.....	+1	
Final Drain.....	[(F÷2)+1]S	

Physical Mask	GrimII	
	DT	DL
Realistic or complex illusion.....		M
Creates specific test Target Number at 1x successes.....		+1
Illusion spell.....		-1
Physical.....	+1	
Sustained.....	+1	
Touch required.....	-1	-1
Final Drain.....	[(F÷2)+1]L	

Spectacle	GrimII	
	DT	DL
Realistic or complex illusion.....		M
Area-effect.....		+1
Illusion spell.....		-1
Sustained.....	+1	
Voluntary subject required.....		-1
Final Drain.....	[(F÷2)+1]M	

Stimulation	SRII	
	DT	DL
Realistic or complex illusion.....		M
Illusion spell.....		-1
Sustained.....	+1	
Voluntary subject required.....		-1
Final Drain.....	[(F÷2)+1]L	

Stink	SRII	
	DT	DL
Realistic or complex illusion.....		M
Creates specific test Target Number at 2x successes.....		+2
Illusion spell.....		-1
Sustained.....	+1	
Final Drain.....	[(F÷2)+1]S	

Trid Entertainment	GrimII	
	DT	DL
Obvious or simple illusion.....		L
Area-effect.....		+1
Illusion spell.....		-1
Physical.....	+1	
Sustained.....	+1	
Voluntary subject required.....		-1
Final Drain.....	[(F÷2)+2]L	

Trid Spectacle	GrimII	
	DT	DL
Realistic or complex illusion.....		M
Area-effect.....		+1
Illusion spell.....		-1
Physical.....	+1	
Sustained.....	+1	
Voluntary subject required.....		-1
Final Drain.....	[(F÷2)+2]M	

Undetectable Lie	TS	
	DT	DL
Realistic or complex illusion.....		M
Illusion spell.....		-1
Involved/Complex discretionary effect.....		+1
Physical.....	+1	
Sustained.....	+1	
Final Drain.....	[(F÷2)+2]M	

Vehicle Mask	GrimII	
	DT	DL
Realistic or complex illusion.....M		
Illusion spell.....-1		
Physical.....+1		
Restricted target.....-1		
Sustained.....+1		
Touch required.....-1.....-1		
Final Drain.....(F÷2)L		

Voicechange	TS	
	DT	DL
Very realistic or very complex illusion.....S		
Illusion spell.....-1		
Physical.....+1		
Sustained.....+1		
Final Drain.....[(F÷2)+2]M		

Manipulation Spells

Acid	GrimII	
	DT	DL
Damage Level.....M		
Elemental effect (Acid).....+1		
Physical.....+1		
Final Drain.....[(F÷2)+1]S		

Acid Bomb	GrimII	
	DT	DL
Damage Level.....M		
Area-effect.....+1		
Elemental effect (Acid).....+1		
Physical.....+1		
Final Drain.....[(F÷2)+1]D		

Acid Stream	GrimII	
	DT	DL
Damage Level.....S		
Elemental effect (Acid).....+1		
Physical.....+1		
Final Drain.....[(F÷2)+1]D		

Animate	GrimII	
	DT	DL
Major physical changes.....S		
Limited range.....-1		
Physical.....+1		
Sustained.....+1		
Final Drain.....[(F÷2)+2]M		

Armor	SRII	
	DT	DL
Major physical control or manipulation.....S		
Creates variable general Target Number modifier: 1 per 2 successes.....+1		
Limited range.....-1		
Physical.....+1		
Sustained.....+1		
Voluntary subject required.....-1		
Final Drain.....[(F÷2)+2]M		

Arrow Barrier, Blade Barrier, Blast Barrier, Bullet Barrier & Spell Barrier	GrimII & TS	
	DT	DL
Minor physical control or manipulation.....M		
Area-effect.....+1		
Involved/Complex discretionary effect.....+1		
Limited range.....-1		
Physical.....+1		
Sustained.....+1		
Very Restricted Target.....-1		
Final Drain.....[(F÷2)+2]M		

Astral Static	GrimII	
	DT	DL
Minor environmental changes.....S		
Area-effect.....+1		
Creates variable general Target Number modifier: 1 per 2 successes.....+1		
Limited range.....-1		
Sustained.....+1		
Final Drain.....[(F÷2)+1]S		

Barrier	SRII	
	DT	DL
Minor physical control or manipulation.....M		
Area-effect.....+1		
Involved/Complex discretionary effect.....+1		
Limited range.....-1		
Physical.....+1		
Sustained.....+1		
Final Drain.....[(F÷2)+2]S		

Bind	GrimII	
	DT	DL
Major physical control or manipulation.....S		
Physical.....+1		
Sustained.....+1		
Final Drain.....[(F÷2)+2]S		

Blindness & Deafness	TS	
	DT	DL
Minor physical changes.....M		
Physical.....+1		
Sustained.....+1		
Final Drain.....[(F÷2)+2]M		

Blunder	TS	
	DT	DL

Minor physical control or manipulation.....M		
Area-effect+1		
Forces target to make test+1		
Final Drain..... (F÷2)D		
<hr/>		
Chained Lightning	TS	
	DT	DL
Damage Level.....S		
"Area-effect".....+1		
Elemental effect (Electricity).....+1		
Physical.....+1		
Final Drain.....[(F÷2)+3]D		
<hr/>		
Clout	GrimII	
	DT	DL
Damage Level.....M		
Physical.....+1		
Stun damage-1		
Final Drain.....(F÷2)M		
<hr/>		
Control Actions	SRII	
	DT	DL
Major physical control or manipulation.....S		
Superficial mind interaction.....+1		
Sustained.....+1		
Final Drain..... [(F÷2)+2]S		
<hr/>		
Control Animal	GrimII	☹
	DT	DL
Major mental changes.....M		
Deep mind interaction.....+2.....+1		
Involved/Complex discretionary effect+1		
Sustained.....+1		
Final Drain.....[(F÷2)+3]D		
<hr/>		
Control Emotion	SRII	
	DT	DL
Major mental changes.....M		
Superficial mind interaction.....+1		
Sustained.....+1		
Final Drain..... [(F÷2)+2]M		
<hr/>		
Control Thoughts	SRII	☹
	DT	DL
Major mental changes.....M		
Deep mind interaction.....+2.....+1		
Very Involved/Very complex discretionary effect.....+2		
Limited range-1		
Sustained.....+1		
Final Drain.....[(F÷2)+3]D		

(Critter) Form	GrimII	
	DT	DL
Major physical control or manipulation.....S		
Involved/Complex discretionary effect+1		
Limited range.....-1		
Physical.....+1		
Sustained.....+1		
Voluntary subject required-1		
Final Drain.....[(F÷2)+2]M		
<hr/>		
Existential Blues	NAGEE5	
	DT	DL
Minor mental changesL		
Area-effect.....+1		
Involved/Complex discretionary effect+1		
Limited range.....-1		
Superficial mind interaction+1		
Sustained.....+1		
Final Drain.....[(F÷2)+2]M		
<hr/>		
Fashion	GrimII	
	DT	DL
Minor physical changes.....M		
Physical.....+1		
Simple/Inconsequential discretionary effect ..+1		
Final Drain.....[(F÷2)+2]M		
<hr/>		
Fire Strike	GrimII	
	DT	DL
Damage Level.....S		
Area-effect.....+1		
Elemental effect (Fire).....+1		
Physical.....+1		
Final Drain..... [(F÷2)+3]D		
<hr/>		
Flame Bomb	SRII	
	DT	DL
Damage Level.....M		
Area-effect.....+1		
Elemental effect (Fire).....+1		
Physical.....+1		
Final Drain..... [(F÷2)+1]D		
<hr/>		
Flame Burst	GrimII	
	DT	DL
Damage Level.....S		
Elemental effect (Fire).....+1		
Physical.....+1		
Final Drain..... [(F÷2)+1]D		
<hr/>		
Flamethrower	SRII	
	DT	DL
Damage Level.....M		
Elemental effect (Fire).....+1		
Physical.....+1		
Final Drain.....[(F÷2)+1]S		
<hr/>		
Flying Ball	TS	
	DT	DL

Damage Level.....	D
Limited range.....	-1
Physical.....	+1
Final Drain.....	[(F÷2)+1]S
<hr/>	
Forced Truth	NAGEE5 ☹
	DT DL
Minor mental changes.....	L
Superficial mind interaction.....	+1
Sustained.....	+1
Final Drain.....	[(F÷2)+2]L
<hr/>	
Hibernate	SRII ☹
	DT DL
Major physical control or manipulation.....	S
Permanent effect.....	+1
Physical.....	+1
Sustained.....	+1
Touch required.....	-1
Final Drain.....	[(F÷2)+1]S
<hr/>	
Ice Sheet	SRII ☹
	DT DL
Minor physical control or manipulation.....	M
Area-effect.....	+1
Elemental effect (Ice).....	+1
Forces target to make test against Target Number 3.....	+1
Physical.....	+1
Final Drain.....	[(F÷2)+3]D
<hr/>	
Ignite	SRII ☹
	DT DL
Damage Level.....	M
Elemental Effect (Fire).....	+1
Physical.....	+1
Final Drain.....	[(F÷2)+1]S
<hr/>	
Influence	GrimII ☹
	DT DL
Major mental changes.....	M
Deep mind interaction.....	+2
Involved/Complex discretionary effect.....	+1
Limited range.....	-1
Sustained.....	+1
Final Drain.....	[(F÷2)+3]S
<hr/>	
Insect Barrier	TS
	DT DL
Minor physical control or manipulation.....	M
Area-effect.....	+1
Involved/Complex discretionary effect.....	+1
Limited range.....	-1
Sustained.....	+1
Very restricted target.....	-1
Final Drain.....	[(F÷2)+1]M
<hr/>	
Levitate Item	SRII ☹
	DT DL
Minor physical control or manipulation.....	M
Physical.....	+1
Sustained.....	+1

Final Drain.....	[(F÷2)+2]M
<hr/>	
Levitate Person	SRII ☹
	DT DL
Minor physical control or manipulation.....	M
Physical.....	+1
Sustained.....	+1
Final Drain.....	[(F÷2)+2]M
<hr/>	
Lift & Push	TS
	DT DL
Damage Level.....	M
Involved/Complex discretionary effect.....	+1
Limited range.....	-1
Physical.....	+1
Stun damage.....	-1
Final Drain.....	(F÷2)M
<hr/>	
Light	SRII ☹
	DT DL
Minor physical control or manipulation.....	M
Area-effect.....	+1
Creates variable general Target Number modifier: 1 per 2 successes.....	+1
Physical.....	+1
Sustained.....	+1
Final Drain.....	[(F÷2)+2]D
<hr/>	
Lightning	SRII ☹ ³
	DT DL
Damage Level.....	S
Elemental effect (Electricity).....	+1
Physical.....	+1
Sustained.....	+1
Final Drain.....	[(F÷2)+2]D
<hr/>	
Limited Fireball	TS
	DT DL
Damage Level.....	S
Area effect.....	+1
Elemental effect (Fire).....	+1
Limited range.....	-1
Physical.....	+1
Final Drain.....	[(F÷2)+1]D

³ Lightning is marked with a ☹ because the Drain Code was calculated by adding one Drain Level to that of Spark (resulting from the increased Damage Level of the spell) instead of calculating it completely anew.

Lock	GrimII	
	DT	DL
Minor physical control or manipulation.....	M	
Physical.....	+1	
Sustained.....	+1	
Final Drain.....	[(F÷2)+2]M	

Magic Fingers	SRII	
	DT	DL
Minor physical control or manipulation.....	M	
Physical.....	+1	
Sustained.....	+1	
Final Drain.....	[(F÷2)+2]M	

Makeover	GrimII	
	DT	DL
Minor physical changes.....	M	
Physical.....	+1	
Simple/Inconsequential discretionary effect...+1		
Final Drain.....	[(F÷2)+2]M	

Mana Barrier	SRII	
	DT	DL
Minor physical control or manipulation.....	M	
Area-effect.....	+1	
Involved/Complex discretionary effect.....	+1	
Limited range.....	-1	
Sustained.....	+1	
Final Drain.....	[(F÷2)+1]S	

MeteorStrike	NERPS ☹	
	DT	DL
Damage Level.....	D	
Area-effect.....	+1	
Elemental effect.....	+1	
Physical.....	+1	
Final Drain.....	[(F÷2)+5]D	

Mob Mind	GrimII ☹	
	DT	DL
Major mental changes.....	M	
Area-effect.....	+1	
Deep mind interaction.....	+1	
Very Involved/Very complex discretionary effect.....	+2	
Limited range.....	-1	
Sustained.....	+1	
Final Drain.....	[(F÷2)+5]D	

Mob Mood	GrimII ☹	
	DT	DL
Major mental changes.....	M	
Area-effect.....	+1	
Superficial mind interaction.....	+1	
Involved/Complex discretionary effect.....	+1	
Limited range.....	-1	
Sustained.....	+1	
Final Drain.....	[(F÷2)+2]S	

One-Way Barrier	TS	
	DT	DL

Minor physical control or manipulation.....	M
Area-effect.....	+1
Simple/Inconsequential discretionary effect...+1	
Limited range.....	-1
Physical.....	+1
Sustained.....	+1
Final Drain.....	[(F÷2)+3]M

Petrify	TS	
	DT	DL
Major physical changes.....	S	
Physical.....	+1	
Sustained.....	+1	
Final Drain.....	[(F÷2)+2]S	

Poltergeist	SRII ☹	
	DT	DL
Minor physical control or manipulation.....	M	
Area-effect.....	+1	
Physical.....	+1	
Provides set general Target Number modifier: +2.....	+1	
Stun damage.....	-1	
Sustained.....	+1	
Final Drain.....	[(F÷2)+1]D	

Protection From Cold, Electricity, Fire, or Heat

	TS	
	DT	DL
Minor physical control or manipulation.....	M	
Creates variable general Target Number modifier at 1 per succes.....	+2	
Physical.....	+1	
Sustained.....	+1	
Touch required.....	-1	
Final Drain.....	[(F÷2)+1]S	

Quickmove	TS	
	DT	DL
Minor physical control or manipulation.....	M	
Limited range.....	-1	
Physical.....	+1	
Simple/inconsequential discretionary effect...+1		
Spell affects attribute.....	+1	
Final Drain.....	[(F÷2)+2]M	

Rain Spells	NERPS ☹	
	DT	DL
Rain intensity.....	L/M/S/D	
Area-effect.....	+1	
Physical.....	+1	
Sustained.....	+1	
Final Drain.....	[(F÷2)+2]M/S/D/ [(F÷2)+4]D	

Rebound Magic	TS	
	DT	DL
Major mental changes.....	M	
Limited range.....	-1	

Sustained.....+1
 Very involved/very complex discretionary effect +2
 Final Drain..... [(F÷2)+1]S

	TS	
	DT	DL
Rebound Melee		
Major mental changes.....		M
Limited range.....		-1
Physical.....		+1
Sustained.....		+1
Very involved/very complex discretionary effect.....		+2
Final Drain.....		[(F÷2)+2]S

	TS	
	DT	DL
Remote Control		
Minor physical control or manipulation.....		M
Physical.....		+1
Restricted target.....		-1
Sustained.....		+1
Final Drain.....		[(F÷2)+1]M

	TS	
	DT	DL
Rubber Skin & Steel Skin		
Minor physical changes.....		M
Creates variable general Target Number modifier at 1 per 2 successes.....		+1
Limited range.....		-1
Physical.....		+1
Sustained.....		+1
Final Drain.....		[(F÷2)+2]M

	GrimII	
	DT	DL
Seal		
Minor physical control or manipulation.....		M
Creates variable general Target Number modifier: 1 per 2 successes.....		+1
Physical.....		+1
Sustained.....		+1
Final Drain.....		[(F÷2)+2]S

	SRII ☹	
	DT	DL
Shadow		
Minor physical control or manipulation.....		M
Area-effect.....		+1
Creates variable general Target Number modifier: 1 per 2 successes.....		+1
Physical.....		+1
Sustained.....		+1
Final Drain.....		[(F÷2)+2]D

	GrimII	
	DT	DL
Shapechange		
Major physical control or manipulation.....		S
Limited range.....		-1
Physical.....		+1
Sustained.....		+1
Very involved/Very complex discretionary effect.....		+2
Voluntary subject required.....		-1
Final Drain.....		[(F÷2)+2]S

	TS	
	DT	DL
Small Meteors		
Damage Level.....		L
Physical.....		+1
Sustained.....		+1
Very involved/Very complex discretionary effect.....		+2
Final Drain.....		[(F÷2)+2]S

	TS	
	DT	DL
Sound Barrier		
Minor physical control or manipulation.....		M
Area-effect.....		+1
Creates variable general Target Number modifier at 1 per 2 successes.....		+1
Limited range.....		-1
Physical.....		+1
Sustained.....		+1
Final Drain.....		[(F÷2)+2]S

	SRII ☹	
	DT	DL
Spark		
Damage Level.....		M
Elemental effect (Electricity).....		+1
Physical.....		+1
Sustained.....		+1
Final Drain.....		[(F÷2)+2]S

	TS	
	DT	DL
Stoplight Control		
Minor physical control or manipulation.....		M
Limited.....		-1
Physical.....		+1
Sustained.....		+1
Final Drain.....		[(F÷2)+2]L

	TS	
	DT	DL
Suffer		
Major physical control or manipulation.....		S
Involved/Complex discretionary effect.....		+1
Physical.....		+1
Sustained.....		+1
Final Drain.....		[(F÷2)+2]D

	NERPS ☹	
	DT	DL
Teleportation		
Major physical control or manipulation.....		S
Physical.....		+1
Final Drain.....		[(F÷2)+1]S

	NAGEE5	
	DT	DL
Temporary Insanity		

Insanity Level.....L/M/S/D
 Simple/inconsequential discretionary effect ...+1
 Superficial mind interaction.....+1
 Sustained.....+1
 Final Drain.....[(F÷2)+3]L/M/S/D

Thunderclap **GrimII** ☹
DT DL
 Damage Level.....M
 Involved/Complex discretionary effect+1
 Physical.....+1
 Final Drain..... [(F÷2)+1]S

Toxic Wave **TS**
DT DL
 Damage Level.....D
 Area-effect+1
 Elemental effect (Acid)+1
 Limited range-1
 Physical.....+1
 Final Drain.....[(F÷2)+3]D

Transform **GrimII**
DT DL
 Major physical control or manipulation.....S
 Involved/Complex discretionary effect+1
 Limited range-1
 Physical.....+1
 Sustained.....+1
 Final Drain..... [(F÷2)+2]S

Turn Marble To Bat **NAGEE5**
DT DL
 Minor physical changes.....M
 Area-effect+1
 Limited range-1
 Physical.....+1
 Sustained.....+1
 Very restricted target-1
 Final Drain.....[(F÷2)+2]L

Turn To Goo **TS**
DT DL
 Major physical changes.....S
 Limited range-1
 Permanent effect+1
 Physical.....+1
 Final Drain..... [(F÷2)+1]S

Use (Skill) **GrimII** ☹
DT DL
 Minor physical control or manipulation.....M
 Physical.....+1
 Sustained.....+1
 Final Drain..... [(F÷2)+2]M

Wall Of Fire **TS**
DT DL
 Damage Level.....M
 Area-effect+1

Elemental effect (Fire).....+1
 Limited range.....-1
 Physical.....+1
 Sustained.....+1
 Final Drain..... [(F÷2)+2]S

Wind **TS**
DT DL
 Minor environmental changes.....S
 Elemental effect (Blast).....+1
 Limited range.....-1
 Physical.....+1
 Final Drain..... [(F÷2)+1]S



RULES

Now, how am I gonna do it this time round?
—Nina, technician

CYBERWARE AND SHOCK WEAPONS

Cyberware can be seriously damaged by shock weapons. Page 103 of **Shadowrun Second Edition** lists the normal effects of shock weapons, but use the following rules in addition to those rules.

Normally, cyberware can only be damaged if a character takes a Serious or Deadly Physical wound. However, since shock weapons put strong electrical currents through the body, cyberware might short-circuit, and consequently take damage.

Whenever a character equipped with cyberware is hit by a Shock Weapon (tasers, stun batons, shock gloves, electric fences, etc.), apply damage as per page 103 of **SRII**. Then check the table below to see how many cyberware systems may be damaged. The Damage Level listed in the table is the *base* Damage Level of the weapon, *not* the amount of damage the character takes.

SYSTEM DAMAGE	
Damage Level	Number of systems damaged
Light	1D6-4
Moderate	1D6-3
Serious	1D6-2
Deadly	1D6-1

Then roll randomly to see which systems are hit, by following the rules on pages 93 to 95 of the **Street Samurai Catalog**, and how much damage they take, per the rules on pages 39 and 40 of **Shadowtech**. Only electrical and electronical cyberware can be damaged because of shock weapons. This includes all Headware, Internals (including Cortex Bombs), Cranial Cyberdecks, such items as Muscle Replacement, Wired Reflexes, Vehicle Control Rigs, Retractable Hand Razors and Spurs, etc.

Cyberware such as Dermal Plating, Bone Lacing, none-retractable Hand Razors and Spurs, Fingertip Compartments, etc. can not be damaged. What exactly can and cannot be damaged is up to the GM to decide.

Alpha and Beta grade cyberware is allowed its normal Resistance test (page 98, **Street Samurai Catalog**). For Alpha grade, the Target Number is 3 for Light, and 4 for Moderate damage. Beta grade has 2 for Light and 3 for Moderate.

Countermeasures

Of course, items have been developed to counter the possible effects of shock weapons. For an additional percentage of the nuyen cost of any piece of cyberware, it can be made more resistant. The exact amount of resistance determines the price, per the table below. The price increase is listed as a certain percentage of the normal price. Some higher levels of protection also increase the Essence cost, as listed on the table.

When testing for damage resistance, roll the number of dice listed in the table against a Target Number of 3 if the shock weapon did Light damage, 4 if it did Moderate damage, 5 for Serious, and 6 for Deadly. Again, these are the base damage levels of the weapon. One success is enough to ignore the damage. Alpha and Beta grade roll this test in addition to their normal Resistance test.

CYBERWARE SHIELDING		
Number of dice	Nuyen cost	Essence Cost
1	+5% (x1.05)	+0%
2	+10% (x1.10)	+0%
3	+20% (x1.20)	+5% (x1.05)
4	+35% (x1.35)	+5% (x1.05)
5	+50% (x1.50)	+10% (x1.10)

Each resistance die adds +1 to Availability and 10% to the time required to obtain the cyberware, as well as increasing the Street Index by .1: Wired Reflexes level 2 with 3 shielding dice cost 198,000¥ and 3.15 points of Essence, and have Availability 7/10 days and Street Index 1.3.

FIRE!

First of all, how do you set fire to something? Every object has a Fire Resistance rating, and everything capable of setting fire to objects has a Firesetting rating.

What happens is that both roll a test, using their rating for the number of dice, and the other's rating as the Target Number. If a character wants to set fire to something, he adds his rating in a Special Skill called *Firebuilding* to the rating of the thing he uses to start the fire. If the target object has more successes, the fire does not start. If the character (or device) attempting to start the fire has more successes, a fire does start.

Starting a fire takes one minute, divided by the number of net successes on the part of the character starting the fire. Multiple attempts can be made, at a +2 modifier to the Target Number for each new attempt.

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Joe has his cigarette lighter (Firesetting rating 2), and a Firebuilding skill of 3. He wants to set fire to a wooden log (Fire resistance Rating 3). Joe rolls 2 + 3 = 5 dice against a Target Number 3, while the wood rolls 3 dice against Target Number 5. Joe gets 3 successes, the wood gets only 1. So, the wood is on fire after about half a minute.

If two materials are mixed (a piece of cloth soaked with gasoline, for instance), use the highest of the two ratings.

The table below lists the Fire Resistance ratings of various materials. It also lists the Firesetting ratings of the same (and some more) materials. If a material has both ratings, only use the Firesetting rating to determine how easily the burning object can set fire to other objects.

FIRE RATINGS		
Material	Fire Resistance	Firesetting
Alcohol	1	2
Ceramics	—	—
Cigarette lighter	—	2
Cloth	3	1
Explosives (non-plastic)	2	—
Gasoline	1	5
Glass	8	2
Kerosine	1	7
Matches	1	1
Most metals	—	—
Paint (dry)	8	—
Paint (wet)	4	1
Paper	1	1
Plastic explosive	6	—
Plastics	2	2
Wood	3	2

Only use the above method if the fire is non-magical. Against magical fire, use the rules for the elemental effect of fire on page 113 of **The Grimoire**.

Now for the damage something actually takes from being on fire. Creatures have to withstand 6M damage immediately upon being set on fire, with one-half Impact Armor being subtracted from the Power Level. Vehicles take 6L, which is not reduced by vehicle armor. Both creatures and vehicles must again resist damage at the end of every turn after the first, but with a +2 modifier to the Power Level per turn.

Other objects roll a number of dice equal to their Barrier Rating against a Target Number 6. If no successes are rolled, the object loses 1 point off its Barrier Rating. It must also resist again at the end of each turn, also adding +2 to its Target Number.

INDIRECT FIRE

Though a number of indirect-fire weapons (grenade and rocket launchers, and even a mortar) are available, no rules for indirect fire have appeared.

With indirect fire, the target is not within line-of-sight of the attacker. If the target is within LOS of the attacker, use the normal combat rules.

Now, if the target is not in the attacker's LOS, but within the maximum range of the weapon, the attack has a base Target Number of 8, independent of the range between target and attacker. Naturally, a target outside maximum range cannot be hit.

This Target Number is modified only for recoil, attacker movement, and multiple targets (page 89, **SRII**); if the weapon is equipped with a Smartlink Level II (page 84, **Fields of Fire**), apply a -1 modifier to the Target Number. No visibility modifiers apply, because the target is invisible to the attacker anyway.

Then, a skill test is rolled for the weapon. A successful roll does not mean the target is hit directly; instead, a successful roll reduces the scatter, using the rules for grenades (pages 96 and 97, **SRII**). Whether the target is inside the blast radius or not depends on the number of successes rolled to reduce the scatter. Only if scatter is reduced to 0 meters does the target take a direct hit: any excess successes are used to stage the damage up in such a case.

Incidentally, these rules would also apply to grenades thrown over walls or around corners at targets that are out of the line of sight of the thrower.

Observers

The chance of scoring a hit are low when using indirect fire, mainly because the attacker cannot observe the fall of his rounds. Observers can change this, but the observer must have some method of communicating with the firer.

Each time the observer sees a round fall, he can relay this information to the firer by making an Intelligence test against a Target Number 4. Apply all appropriate modifiers to this Target Number as if the observer were firing a weapon at the target. Making this test costs the observer a Complex Action. If the test is successful, the firer's Target Number goes down by 1, irrelevant of the number of successes scored by the observer.

Designated Rounds

It is possible to "illuminate" the target with a target designator. The rules for these appear in **Fields of Fire**, on page 85. The only modifications needed are that the person firing the weapon makes a skill test against a

RULES

Target Number 4; success means the round arrives close enough to the target to be guided by the character using the designator, while failure means that it doesn't. The designating character then rolls a skill test to successfully designate the target.

MELEE COMBAT v2.01

The following rules are an expansion for the melee combat system in **Shadowrun Second Edition**. It has been based heavily on the martial arts system of **Cyberpunk 2020 Second Edition**, with some additional ideas added.

Resolving melee combat

Use the following sequence instead of that on page 100 of **SRII**.

1. Declare Moves

Both the attacker and defender declare which move they are going to make.

2. Make Attacker's Test

Roll the attacker's base Combat Skill, augmented by dice from his Combat Pool, against a base Target Number as determined by the attack type (see below), modified as appropriate. Count the successes.

3. Make Defender's Test

Roll the defender's base Combat Skill, augmented by dice from his Combat Pool, against a base Target Number as determined by the attack type (see below), modified as appropriate. Count the successes.

4. Compare the Successes

The character who rolls the most successes has hit his or her opponent. A tie goes in favor of the attacker.

5. Determine Damage

The character who hit can increase the Damage Level of his attack by one level for every two full successes he rolls above his opponent's success total.

6. Resist Damage

Roll the hit character's Body dice against a Target Number equal to the attacker's attack-type-modified Strength, minus the target's appropriate Armor Rating. For every two successes rolled, the Damage Level is reduced by one level.

The Target Numbers for attacker and defender are based on their respective moves, as indicated below. Use the modifiers as listed on the **Melee Modifiers Table**, p.101, **SRII**. Damage is taken normally.

Different attack forms

Where Shadowrun normally only has one form of attack (namely simply a "melee attack"), these here

rules are expanded to give the following attacks (all are unarmed attacks; see below for armed attacks and attacks using cyberweapons):

Bite: use your teeth. Damage is (str/2)L; Target Number is 4, but with -1 Reach.

Block: blocking an opponent's attack (can only be used by the defender). Does no damage, but decreases the Power Level of a successful attack by the opponent by one-half the number of successes rolled by the blocking character (this means that the opponent hits automatically if he scores at least one success); Target Number = opponent's Combat Skill.

Choke: requires grapple or hold as previous move. Damage is (str+1)M Stun; Target Number = 4.

Disarm: try to remove a weapon from the opponent's hand(s). Does no damage, but if the character using disarm wins the opposed test, his opponent is disarmed (if the opponent has a weapon in each hand, the disarmer must indicate which weapon he is trying to remove); Target Number = opponent's (Quickness + Strength)/2 [rounding up].

Dodge: evading the opponent's attack (can only be used by the defender). Does no damage, but increases the Target Number for the opponent by one-half the number of successes rolled (this does mean that the defender rolls first); Target Number = opponent's Combat Skill.

Escape: getting free from a hold, grapple, or choke. Does no damage; Target Number = opponent's Strength.

Grapple: hold the opponent helpless. Does no damage, but if grappler wins, opponent is held, and can only try to Escape on his next action; on grappler's next action, a throw, choke, or hold may be attempted; Target Number = opponent's Quickness.

Groin Kick: a kick or knee aimed at the groin of the opponent; of little use against women, against whom it counts as a normal kick. Against males, damage is (str+2)S Stun; Target Number = opponent's Quickness+2; the target also gets +4 on all Target Numbers for the next 2D6 turns. This is counted as an aimed shot.

Head Butt: the attacker bashes his head against the opponent's. Damage to opponent is (str)M Stun, to attacker is (str+1)L Stun; Target Number = 6. (OK, so your head is gonna hurt. But it *looks* impressive!)

Hold: painfully holding a joint or body part (target must have been grappled first). Damage (str)M Stun; Target Number = 4.

Kick: hitting with the foot. Damage is (str+2)M Stun; Target Number = 4.

Strike: hitting with the hand, either open or as a fist. Damage is (str)M Stun; Target Number = 4.

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Sweep: knocking the opponent to the ground. Damage is (str)M Stun, and opponent is prone. If opponent performs a kick when character performs a sweep, the opponent has +4 to his Target Number (he is standing on one leg, which gets kicked from under him); Target Number = opponent's Quickness.

Throw: opponent (who must have been grappled first) is thrown to the ground. Damage (thrower's Strength)S Stun, and target is prone; Target Number = opponent's Strength.

Martial Arts Techniques

These are all concentrations of Unarmed Combat skill. A character who does not have one of these

concentrations may not attempt to gain any of its advantages. Specializations are for the advantages only: a character who has concentrated on Karate can specialize in Block, Kick, or Strike, but not in any of the other moves.

The table below lists the available martial arts forms and the various moves. The numbers indicate the Target Number increase for the opponent: a character using Tae Kwon Do to kick gets no modifiers himself, but his opponent gets a +3 modifier on his Target Number to resist the kick. This modifier is applied to both the Opposed Test's Target Number, and to the Power Level of the attack.

MARTIAL ARTS FORMS												
Technique	Bite	Block	Choke	Dodge	Escape	Grapple	Groin kick	Hold	Kick	Strike	Sweep	Thro w
Aikido		+4	+1	+3	+3	+2		+3			+3	+3
Boxing		+3		+1						+3		
Capeoira		+2		+2					+2	+1	+3	
Choi Li Fut		+2		+1					+2	+2	+2	+1
Judo				+1	+2	+2		+2			+2	+3
Karate		+2							+2	+2		
Kung Fu		+2							+2	+2	+1	
Savate			+2		+4	+4		+4			+2	+3
Streetfighting	+1		+2	+1			+2		+1	+2	+1	
Tae Kwon Do		+2		+1					+3	+3	+2	
Thai Boxing		+2				+1			+3	+3		
Wrestling				+2	+4	+4		+4			+2	+3

(Note: this table is almost identical to that on page 100 of **CP2020 Second Edition**)

The techniques (mostly courtesy **CP2020**)

Aikido: uses the opponent's strength against him, making the defender very hard to hit. It is aimed at removing threats quickly.

Boxing: Western combat sport, with punch as its only attack move.

Capoeira: dance-like fighting style created by Carribean slaves. Can be combined with actual dance moves to hide the combat.

Choi Li Fut: derived from ancient Shaolin temple sports, uses sweeps and powerful kicks.

Judo: designed as a sport, it is mainly used to hold down the opponent.

Karate: Japanese version of Kung Fu, uses straight line movements and powerful blows.

Kung Fu: Based on animal movements, with mainly strikes and kicks.

Savate: powerful kicks.

Streetfighting: fast and dirty sprawl-style combat mostly practiced by street folk. Aiming at weak spots to cripple opponents as fast as possible.

Tae Kwon Do: very fast and precise Korean style.

Thai Boxing: an "everything goes" version of boxing.

Kicks are used more than punches.

Wrestling: Olympian wrestling, mainly used to hold down opponents.

Matt is facing some nameless gang member, who tries to mug him with her bare hands. Matt has Unarmed Combat (Thai Boxing) at Rating 5, while the ganger has Unarmed Combat 4. She tries to punch Matt out (a strike), but Matt wants to block her move. The ganger is the attacker, Matt is the defender. Both wear no armor. Simple.

The ganger's Target Number would normally be 4 (the base Target Number for a strike), but since Matt uses Thai Boxing to block, the ganger gets a +2 to her Target Number, making it 6. She rolls 2 successes. Matt then rolls his five dice against a Target Number 4 (the ganger's skill rating). Matt gets 3 successes on his test.

Now Matt has to resist the damage, which is (Strength)M Stun for a strike. That sets the damage at 5M Stun (she's got Strength 5), but this is modified to 4S because Matt rolled 3 successes on his Unarmed Combat skill test (every two successes reduce the Power by 1), and because the ganger had

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two successes. In the end, Matt takes Light Stun damage.

Now it's Matt's turn. He kicks her in the guts, while she tries to throw another punch. Matt's Target Number is 5 (4 for the kick, +1 for the Light Stun), while the ganger's Target Number is 7 (4 for the punch, +3 for the fact that Matt is using Thai Boxing to kick, giving him a big advantage). Matt has 3 successes, while the ganger has only one: 2 in Matt's advantage. Matt kicks her hard, with a base Damage of $(\text{Strength}+2)M$, but with a +3 Power because of the Thai Boxing kick. Matt's Strength is 4, making the Power Level $4+2+3 = 9$. Miss ganger rolls no successes at all, which means Matt still has two successes in his favor. The lady takes Serious Stun damage.

Armed Combat

Armed combat is resolved in a similar way as unarmed combat, but with different moves. The above rules for unarmed moves and martial arts techniques do not apply to a person attacking with a weapon; on the other hand, an unarmed person being attacked with a weapon *can* use the unarmed combat moves to resolve the attack.

When using Armed Combat skill, the following moves are possible:

Bludgeon: only with blunt weapons (clubs, saps, stun batons, etc.), and much like slashing. Damage is normal for the weapon; Target Number = 4.

Slash: only with edged weapons (axes, knives, swords, monowhips, etc.). The cutting edge of the weapon is swung toward the target. Damage is normal for the weapon; Target Number = 4.

Stab: only with pointed weapons (knives, swords, spears, etc.). The point is thrust toward the target in order to penetrate as deep as possible. Damage is normal for the weapon, but use Ballistic Armor to defend against the attack; Target Number = opponent's Quickness.

Stomp: only with blunt weapons (clubs, the hilt of a sword, the butt of a rifle, etc.). Damage is $(\text{str}+1)M$ Stun; Target Number = opponent's Quickness, but if the back of a weapon is used to stomp, no Reach modifiers apply (so, when using a sword to stomp, it has Reach 0; a club has its normal Reach of 1, on the other hand).

Cyberweapons

A character using cyberweapons is a special case. That character uses Unarmed Combat skill (concentration: Cyber Implant Weapons; specializations for specific weapons) to attack and defend, while the moves used are a combination of armed and unarmed combat:.

Kick: only usable with leg-mounted cyberweapons (spurs in feet, for instance). Damage is normal for the weapon used, but with +2 Power; Target Number = 4.

Slash: as for Armed Combat.

Stab: as for Armed Combat (bladed cyberweapons with short blades [up to about 5cm long], such as Hand Razors, cannot be used to stab).

Cyberware and Bioware Modifiers

Some bioware and cyberware can give the user greater attacking power, or increase his chances of a hit. Being stronger obviously increases the damage potential, but increased reflexes and other such enhancements can also give the user a higher chance to remain standing in melee combat.

Bone Lacing: Plastic gives +1 Power, Aluminum +2 Power, Titanium +3 Power to any unarmed melee attack. The user can also elect to do Physical damage, at one-half the normal Power Level. The Damage Level stays the same in either case.

Boosted Reflexes: Level 1 gives no advantages; levels 2 and 3 give -1 Target Number to melee attacks, because the user can react more quickly to openings in the opponent's defenses.

Cyberlimbs: an attack with a cyberlimb increases the Power of the attack by +1 because the limb is made of hard material (not cumulative with the Power Level increase offered by Bone Lacing).

Enhanced Articulation: gives +1 die to roll for Armed and Unarmed Combat (and to other some skills). This is straight from the DLOH, and not something this author has made up.

Hydraulic Jack: a kick (or punch) with a cyberlimb mounting one of these adds the jack's rating to the Power Level. This is cumulative with the normal +1 Power for attacking with a cyberlimb.

Increased Strength: only for cyberlimbs. Use the modified Strength of the limb to calculate the Power Level.

Muscle Replacement and Muscle Augmentation: obviously, these increase the user's Strength, so the Power Level of any Strength-based attack is also increased accordingly. For a punch or kick with a cyberlimb, the Power Level is not increased.

Synaptic Accelerator: see Boosted Reflexes (there is no level 3).

Wired Reflexes: Levels 1 and 2 give -1 Target Number for all melee attacks, Level 3 gives -2. This is for the same reason as Boosted Reflexes.

As an example, an off-the-rack average ork performs a kick. Assuming he has a skill of 3, he gets to roll 3 dice against a Target Number of 4, doing $(\text{str}+2)M$ Stun, or $7M$ Stun on a hit.

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If this same ork hops into a clinic and has some mods installed, he could end up having a Target Number of 3 (boosted reflexes lvl 3) while rolling 4 dice (enhanced articulation), and doing 14M Stun damage (cyberleg with hydraulic jack lvl 6).

Multiple Attacks

A character may make more than one attack in one Complex Action: if using his hands, each hand may make an attack. If using his legs, one out of every two legs may attack. There is a +2 per additional attack: two punches would both be at +2. A creature with four arms could make four punches, but all would be at +6 (for the three additional attacks after the first). This modifier also applies to the first attack. Use common sense to determine which attacks can and can't be made together.

Physical Adepts

Physical Adepts get special bonuses to their melee attacks, depending on the various Abilities they have. All bonuses are cumulative, though when combined with cyberware that gives a similar bonus (e.g. Increased Reaction +4 and Wired Reflexes 3), use only the highest of the two.

Increased Reaction: +1 to +3 Reaction gives no bonus, +4 or higher gives -1 to the Target Number of melee attacks, for the same reason as Boosted Reflexes cyberware.

Increased Reflexes: +1D6 Initiative gives no bonus, +2D6 and +3D6 give -1 to the Target Number of melee attacks.

Killing Hands: a Physical Adept striking with Killing Hands uses the Power Level for his attack, but with the Damage Level of the Killing Hands. A kick by a Physical Adept with Killing Hands (D) would do (str+2)D, for instance, while a bite by that same Physical Adept would do (str/2)D. Throws, chokes, and sweeps do not use the Killing Hands Damage Code: a sweep by the above Adept would be at (Str)M Stun.

Spells

Spells that increase the damage of melee combat (e.g., a spell that increases melee combat damage to (str)S Stun) uses the rules for Physical Adepts' Killing Hands.

Spells that only do damage on a successful touch (for instance a touch-spell doing (Force)S damage) use the rules for melee attacks (the caster can kick, strike, or make another type of melee attack), but the damage is that determined by the spell, without modifiers: the (Force)S spell would still do (Force)S, whether the magician kicks, sweeps, strikes, bites, or uses another attack type.

Spells that boost reflexes and so on use the modifiers for the bioware, cyberware, or Physical Adept ability that comes closest to the Reaction or Initiative boost given by the spell (Increase Reflexes +2D6 is equal to Synaptic Accelerator level 2, etc.).

Critters

Critters can either use their normal Damage Code (for instance 9S for a Barghest), or can use their normal Damage Level, but determine the Power Level as for the rules for Unarmed Combat. If the Damage Code would go up or down from the basic M for (meta)humans, do the same for the critter. For every level over D, add 2 to the Power Level, while for every level below L, subtract 2.

Critters with long nails – piasmae for instance – can use the rules for hand razors or spurs, at the GM's option.

Critters with extra Initiative dice – like cats, which have 2D6 – use the rules for the closest bio/cyberware or Physical Adept ability.

As an example, a European gargoyle normally does 11S damage. It has clawed hands, so it could use all normal Unarmed Combat moves, or it could attack as if it had Hand Razors.

*The typical Strength Rating of a European Gargoyle is 8, so its strike would do 8S (not Stun, because the normal damage is not Stun). A kick would have a Damage Code of 10S, while a bite would be at 4M (a bite for (meta)humans does (str/2)L, which is one Damage Level down from the (str)M of a strike, so for the gargoyle it also goes down one level, from S to M). Damage for its claws (= hand razors) is 8L, because hand razors do (str)L. Damages for throws, sweeps, and chokes remain those given under **Different attack forms**, above. Critters, however, will rarely use things such as chokes because these are not "natural" attacks.*

Firearms In Melee Combat

Characters may try to use a firearm in melee combat, by sticking the weapon in the face or belly of the opponent. This may only be done if the character has a firearm ready, and follows the rules given for armed combat, above. Using a firearm in this manner counts as being a stabbing attack.

The character uses all normal melee combat modifiers as appropriate, plus recoil modifiers for the weapon being fired, plus the following modifiers (these are not cumulative):

FIREARMS IN MELEE MODIFIERS

Situation	Modifier
Weapon is a cybergun*	-1
Weapon's Concealability	
4 or higher	+0
3	+1

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1 or 2	+3
Not concealable	+5
* = in this case, use Unarmed Combat skill instead of Armed Combat	

The melee attack is then resolved normally.

If the character using the firearm generates more successes, he manages to fire the weapon into the opponent. The opponent then makes a Body test to offset the remaining successes, and damage is applied as usual for a firearm (every two successes in favor of the character shifts the Damage Level up one, etc.)

If the opponent generates more successes, the opponent hits and does damage as usual. However, the character firing the weapon still fires it, but misses the target.

The maximum number of rounds that may be fired is one round for a single-shot weapon or a weapon on semi-auto, one burst for a burst-fire weapon, or three rounds for a full-auto weapon. All these rounds must be fired at the same target. Remember that the weapon is still fired, even if the character misses his attack.

NAKED IN THE MATRIX

This feat requires a Program Carrier to let you slot Persona chips loaded for Sensor, Masking, and Evasion into a suitable port. You have to jack into a dataport at the same point. To get in, you need an Input/Output Port or Slave Module (see **Nodes**, page 166, **SRII**).

"Wait a minute," you say, "what about the Bod program? Where's the MPCP?" Well, chummers, your Willpower is the MPCP when you do this electron dance. Any damage the MPCP would take, you take personally. It's marked off on your Stun Condition Monitor. If you get knocked out, you're dumped. Black IC still kills you, just like always.

You can use headware memory space for downloading data, and you have an I/O rating equal to your Intelligence. Utilities? No, you can't carry those. You have to write all your programs on the fly, using your Hacking Pool.

On the upside, if you have wired reflexes or a vehicle control rig, you do get the dice bonus to your Initiative Roll, but if you run into anything nasty, that may only mean you get to die faster.

(**Note:** the above comes almost straight from **SRI**, page 111. The next bit is added by us based on info in the Denver Box Set)

Another down side: every time you get burned by IC (any kind of IC), you get to roll a Body test against damage done to your cellular structure. This damage is (IC rating)L, and is rolled against every time you take

damage from IC, or get dumped by it in any way. No pools of any kind assist, sorry. Program carriers have the unpleasant side-effect of fragging up your nervous system, so if you totally fumble the Body test (rolling all 1s), you lose 1 point off your Reaction immediately. At your GM's option, this loss may be either permanent, or last for 1D6 weeks.

RECOILLESS RIFLES

Among of the most enduring infantry support weapons, recoilless rifles' most important feature is that they are light and easily portable. The main disadvantage is the backblast, which can fry anyone standing behind the weapon.

For the two types of recoilless rifles (light and heavy) introduced in this book, the following ranges in meters are used:

	Short	Medium	Long	Extreme
Light	10-50	51-200	201-500	501-1,000
Heavy	10-75	76-300	301-750	751-1,500

Both have a minimum range of 10 meters, because the grenades fired from the recoilless rifles don't actually arm until they have travelled this distance. The grenades, like mini-grenades, can be modified to explode at less than this range, but this is not recommended for those who aspire old age. There's a good chance you will end up inside the blast radius.

Firing a recoilless rifle requires Gunnery skill. Multi-shot recoilless rifles do not suffer any recoil penalties (if they did, they wouldn't be recoilless).

Recoilless rifles cannot be mounted inside a vehicle, as this would mean the backblast is also contained within the vehicle, which is not to comfortable for the people inside. A recoilless rifle can be mounted on a pintle or similar mounting on the outside of a vehicle, however.

REMOTE SENSORS

Included in the **Equipment** section are a number of remote sensors. Though primarily for military and mercenary use, such devices can be of use to the average shadowrunner. Remote sensors can range from the simple trip wire attached to a beer can full of stones to the esoteric seismic sensors that literally listen for enemy footsteps. Motion sensors have a great advantage over direct visual observation because the observer does not have to expose himself to detect a target. Their disadvantage is that they require the observer to interpret the sensor signal. A man walking through a field can have a signature very similar to a cow doing the same thing. Misinterpreting the signal can sometimes be humorous or disastrous.

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Remote sensors are normally used for surveillance around a defensive perimeter or to augment the intelligence-gathering activities of a scout or reconnaissance unit. Passive field sensors, such as motion and heat sensors, are especially good for this latter task. For shadowrunner operations, such sensors can be used to track movements of intended targets, or for observation prior to the actual strike.

General Game Rules

We'll say it outright, the rules here were adapted from the ones in the **BattleTech** sourcebook **Technical Readout 3026**. This is also where the sensors in the **Equipment** chapter came from.

Most remote sensors detect one form of target signature, whether it be motion, heat, ground vibrations, radar profile, and so on. A single monitoring station can monitor a large number of different sensors, depending upon their type and the system's capabilities. Conversely, the sensors might feed directly into a telecommunications system.

The actual detection is a two-step process. First, the gamemaster rolls a number of dice equal to the sensor's rating once a target gets into range. For a tripwire sensor, for instance, this is when a target walks across the wire. The Target Number for this test is indicated in the sensor's description. At least one success must be scored for the sensor to detect anything. If no successes are rolled, the sensor does not give any information. This test should be secretly made by the gamemaster, who should only tell the player monitoring the sensor that something has been detected only when the sensor makes a successful roll.

The sensor may make this test multiple times for each target, but if the first test is unsuccessful, it may only roll another test when the Target Number drops. If the Target Number increases, no additional test is allowed until the Target Number drops to below the original one.

An operator must then correctly interpret the signal sent to the station. For example, a motion sensor will register any motion within a set number of meters, but cannot differentiate between a raccoon looking for a meal and a man sneaking up on the position. Before the operator can get any useful information, he must interpret the signal.

To determine whether the operator correctly interpreted the signal, the player makes a skill test against the same Target Number as that used for the sensor. The skill used for this test is the Special Skill of Sensor Interpretation. In place of this skill, Intelligence can be used, but at a +4 penalty to the Target Number.

If the roll succeeds, the gamemaster should tell the character generally what caused the sensor to go off, if appropriate to the sensor ("humanoid crawling through the grass" or "some animal scurrying about"). If the roll fails, the player gets either no information or a false reading. It could be very well possible for some of the more human-like critters to give human-like signals on a sensor system (players pay attention!).

To keep the players on their toes, the gamemaster should mix some innocent contacts with the more dangerous ones.

It is also possible to use a computerized interpreter to read the sensors' information and decide on whether or not a threat exists. Such programs run on any computer that is linked to the sensor system, and roll 1 die for every rating point they have. In place of a character making a skill test, the program rolls one.

Because of their sophistication, Sensor Interpretation programs are large in size and have a high price tag. These programs typically have a size of (rating x rating x 2) megapulses, while availability, cost and street index figures are as for a cyberdeck utility of the same rating. See page 262 of **Shadowrun, Second Edition**. It is possible for characters to write such a program in the same way as they would write a cyberdeck program of the same size and rating; see page 40 of **Virtual Realities**.

In either case, whether there is a (meta)human operator or a computer-controlled interpretation program, only one interpretation roll is allowed for each target.

Decking Into The System

Since the sensors can be connected to a central computer system, it is possible to use a cyberdeck to penetrate this system. The decker attempting this will need access at some point, usually into one of the sensors. The gamemaster decides how secure the system is, but independent, in-the-field systems will generally be of low to moderate security; systems connected to larger Matrix networks will generally be of the same security level as the rest of the system. Refer to page 13 of **Virtual Realities** for more on system security levels.

When decking into a sensor network, each of the system's components is a node, as can be seen on the table below:

SENSOR NETWORK NODES	
Component	Node
Central computer	CPU

RULES

Data collector	SPU or Data-line Junction
Data storage (from sensors)	Datastore
Sensor	Slave Module

The nodes are usually not sculptured, but adhere to Universal Matrix Specifications. Sculpting such a temporary system would be ludicrous in cost and work required, anyway. Typical sensor networks are not connected to the Matrix because there is no need to, all data being handled on-site.

Unless the network operators are very paranoid, what little IC is present will most often be Access, with Scramble protecting the datastores.

Hooking Things To Sensors

Normally, sensors are monitored by a simple computer and a (meta)human operator. As mentioned, it is possible to use a sophisticated program to monitor the sensors, but in either case the response taken when something is detected can vary.

An automated monitoring station will respond the way it is programmed; a (meta)human operator will take any response he or she deems appropriate, or has been told to take. Typical responses for either can range from ignoring the signal to putting out a full alert, or setting off explosives or other traps (or possibly other sensors) in the vicinity of the sensor that reported contact.



The third possibility is to hook a sensor directly into an alarm system or explosive. The typical example of something like this is a tripwire attached to a flare, or to a handgrenade or mine: in the first case, when the wire is pulled a flare goes up, illuminating the tripwire's area. In the latter, the grenade or mine takes out anything that disturbs the wire. The disadvantage of such practices is that it is very well possible to blow up a wandering animal. Even though this is not generally considered to be such a big problem, it can give away the presence of sensor-activated traps to any enemy forces that happen to be in the area.

ARCHETYPES

The original **Shadowrun** rules have two archetypes that were not included in the second edition of the rules. Maybe they're in the booklet included with the GM screen, I don't know because I've never seen that one up close, but what the hell...following are those two archetypes (the Burned-Out Mage and the Rocker), updated to **SRII**. Plus, Mr. Brett and I designed an archetype we decided to call the Cyber Ninja. Just a little side-note: not everything these characters carry comes from the basic **SRII** rulebook. Some things are from the **Grimoire II**, **Shadowbeat**, **Shadowtech**, and the **Street Samurai Catalog**.
—Gurth

BURNED-OUT MAGE

—by the folks at FASA

'Don't listen to all that crap about a mage being on top of the world. It's a con, a slick, a come-on...a lie. Casting spells is surely a kick, but it doesn't last a lifetime. Even if you don't ever get hurt or run the shadows, you can't toss fireballs forever. Age'll get you if nothing else does. You'll be left howling for the touch of the power, knowing that to call it again will kill you.

'So what do you do? You take a good, long look at the writing on the wall, my friend. Like I have. The Magic may work well for a kid, but nobody stays young. Sooner or later, you have to face the fact that bodies wear out. But that's not the end, you know. They can rebuild you now. Make you stronger, faster, better. You may not be able to toss a fireball, but who needs a fireball when you can pack an HK227 SMG?

'I may not be throwing fireballs anymore, but me and my little HK familiar can conjure you quite a bit of effective magic.'

Commentary: The Burned-Out Mage has become disillusioned with the path common to those capable of utilizing the magical energies. He has bartered his magical capability away in favor of technological enhancements. The trade has left him bitter and cynical, at least outwardly.



Attributes

Body: 3
Quickness: 2 (3)
Strength: 3 (4)
Charisma: 1
Intelligence: 4
Willpower: 4
Essence: 1.4
Magic: 1
Reaction: 3 (5)

Initiative

5 + 2D6

Dice Pools

Combat: 5
Magic: 5

Contacts

Choose (2) Contacts

Gear

DocWagon™ Contract (Gold)
Fichetti 500 Pistol (with External Smartlink)
Lined Coat
(2) Specific Spell Foci (1 point each, choose spell)
(1) Trauma Patch

Spells

Analyze Device: 4
Analyze Truth: 5
Armor: 4
Clairvoyance: 5
Heal: 5
Hibernate: 3
Invisibility: 4
Magic Fingers: 5
Mana Bolt: 5
Mind Probe: 5
Sleep: 5

Starting Cash

16,610¥ + 3D6x1000¥

Notes

The Burned-Out Mage has the following geasa:
Domain (choose domain), Gesture

Skills

Conjuring: 4
Etiquette (Corporate): 2
Etiquette (Street): 2
Firearms: 3
Magical Theory: 4
Sorcery: 5
Stealth: 2
Unarmed Combat: 2

Cyberware

Cybereyes with
Thermographic
Muscle Replacement (1)
Skillsoft (Fichetti 500: 3)
Skillwires (3)
Smartlink
Wired Reflexes (1)

CYBER NINJA

—by Mr. Brett & Gurth

‘Yes, I am traditional in background, but don't mistake me for a melancholistic fool. Modern technology is amazing, and I am intent on using it to my full advantage, as you can see from my cyberware. That is what gives me my edge over my more traditionally-oriented counterparts who tend to stick with ancient methods. They fail to see that, to survive, you needs to use every edge you can get. They do not understand that facing one of the street samurai that stalk modern sprawls will leave one of them dead — and that will not be the one with the best traditional martial arts style. Sometimes, you simply need muscle more than you need gracious movements.

‘Ah, I can see in your eyes that you now mistakenly believe me to be a common samurai. I am neither a true street samurai nor a true ninja: instead, I combine the best of both. My ninja skills, together with my sensory enhancements, allow me to move swiftly and silently through the shadows, while those same ninja skills combined with my samurai-like enhancements allow me to strike swifter and harder than any before me. And then disappear without a trace.’

Commentary: The modern ninja, though he tries to deny his heritage, is still traditional at heart. He is right when he says he is better able than his predecessors, but his training is what makes him a true ninja: a hired assassin able to eliminate any target. He does shadowruns mainly because they offer him a chance to hone his skills in a time when true ninja work is hard to come by.

Attributes

Body: 3 (5)
 Quickness: 4 (7)
 Strength: 5 (8)
 Charisma: 2
 Intelligence: 3
 Willpower: 3
 Essence: 1.45
 Reaction: 4 (6)

Initiative

6 + 2D6

Dice Pools

Combat: 6

Bioware

Enhanced Articulation
 Muscle Augmentation (3)
 Synthacardium (1)

Skills

Armed Combat: 6 (7)
 Athletics: 6 (7)
 Etiquette (Corporate): 2
 Etiquette (Street): 5
 Firearms: 4 (5)
 Leadership: 1
 Projectile Weapons: 3 (4)
 Stealth: 4 (5)
 Throwing: 3 (4)
 Unarmed Combat: 6 (7)

Cyberware

Boosted Reflexes (1)
 Cyberears with Damper, Hearing Amplification and Select Sound Filter (3)
 Cybereyes with Flare Compensation, Low-Light and Thermographic
 Olfactory Booster (4)
 Retractable Spur (Dikoted)
 Smartlink
 Titanium Bone Lacing

Contacts

Choose (2) Contacts

Gear

Ares Predator II (with 5 clips Explosive ammo and 3 clips Regular ammo)
 Compound Bow System (Strength Minimum 8, with Bow Accessory Mount , External Smartlink, and 10 Arrows)
 (2) Concealable Holsters
 Handset Unit Telephone
 Ingram Smartgun 20t (with Improved Gas Vent (4) and 7 clips Explosive ammo)
 Katana (Dikoted)
 Medium Security Armor
 Monofilament Whip
 Ordinary Clothing
 Secure Jacket
 Secure Long Coat
 Security Helmet
 (3) Throwing Knives

Starting Cash

1,764¥ + 3D6x1000¥

ROCKER

—by the folks at FASA

'Look, this shadow business ain't really my scene. The spotlight's where it lives for me. Out in the glare and the heat and the roar of the crowd. It's the wiz, chummer. When I'm on stage no one can touch me or bring me down. No one. It's the best high. There ain't nothing else to live for.

'I may not be on the charts yet, but it's only a matter of time. Did you know that Concrete Dreams played here before they were anybody? They didn't even headline. But now it's my turn. Top bill and screaming neon. Launch code for the ride to the stars, chummer. Launch code for the stars.

'Hey, I know the scene around here. I know the life. You get only one chance. So tell me your gig and let's see if we can jam. Shoot, chummer. If you sing sweet enough, I might even play along for the kick.'

Commentary: The rocker is not a professional adventurer, but is always seeking for a new thrill. Maybe she's looking for experiences to fuel her music or maybe she just wants an adrenalin rush. Though not a professional musician, she's got what it takes. She came up from the streets the hard way and is determined not to go back.



Attributes

Body: 5
 Quickness: 5
 Strength: 4
 Charisma: 6
 Intelligence: 4
 Willpower: 6
 Essence: 5.3
 Reaction: 4

Initiative

4 + 1D6

Dice Pools

Combat: 7

Cyberware

Datajack
 Synthlink Interface

Contacts

Choose (3) Contacts

Gear

Fine Electric Guitar
 Hall Amplifiers
 Hall Speakers
 Knife
 Low Lifestyle
 Studded Synth-Leather Jacket
 Throwing Knife
 Yamaha Rapier

Starting Cash

6,100¥ + 3D6x1000¥

Notes

Cosmetic surgery to suit chosen image
 Rocker status: Opener

Skills

Armed Combat: 3
 Bike: 2
 Etiquette (Media): 3
 Etiquette (Street): 5
 Firearms: 2
 Unarmed Combat: 2

Special Skills

Guitar: 6
 Musical Composition: 3
 Singing: 4

CONTACTS

DWARF FORTUNETELLER

—by Gurth

“The future is never certain, my friend. Things happen very quickly, and before you know it, they drag you under. But come to me, and I will read your future for you. Believe it or not, my predictions always come true. Usually.”

QUOTES

“The cards never lie.”

“I didn't give you a written guarantee now did I?”

“I told you! But does anyone ever listen to me?”

COMMENTARY

Maybe her talent is real, maybe it's a hoax, but somehow the dwarf fortuneteller manages to predict the future with an uncanny degree of accuracy.

ATTRIBUTES

Body: 4
Quickness: 2
Strength: 4
Charisma: 5
Intelligence: 4
Willpower: 5
Essence: 6
Magic: 6
Reaction: 3
Professional Rating: 1-2

SKILLS

Etiquette (Street): 4
Magical Theory: 2

Special Skills

Acting: 3
Astrology: 5

NURSE

—by Gurth

“I get to see loads of your kind, you know? Bleeding all over the fragging place, wired so high they don't even feel the pain. And somehow they stay alive.”

QUOTES

“Just sit down over there until it's your turn.”

“Hmm? That's just a scratch. You ain't gonna die yet, chummer.”

“Now this is gonna sting a bit...”

COMMENTARY

The nurse works in a hospital —either corp-run or public— and gets to see a lot of suffering as part of her daily job. She's used to that now, and treats it just as indifferently as she treats the patients.

ATTRIBUTES

Body: 2
Quickness: 4
Strength: 3
Charisma: 3
Intelligence: 4
Willpower: 5
Essence: 5.9
Reaction: 4

CYBERWARE

Datajack (1)
Professional Rating: 1-2

SKILLS

Biological Sciences: 2
Biotech: 4
Etiquette (Corporate): 3
Etiquette (Street): 3
Psychology: 2
Unarmed Combat: 1

GEAR

Medkit

SUPERHERO

—by Gurth

“Saving the world from evil is what I do. I don't care how, but until my fellow humans and metahumans are safe, I will be needed everywhere. I really wish I could split myself into two sometimes...”

QUOTES

“Out of the way! Let *me* handle this!”

“Phone booth! Phone booth! Why can you never find a phone booth when you need one?!”

“Don't fear, my fellow beings! Rescue is near!”

COMMENTARY

Living among the masses in everyday life, the superhero steps into the light when he hears the scream of innocents under threat. He is society's only hope against the evil masterminds threatening the whole of civilization as we know it.

Either that or he's just a basket case in a tight suit.

ATTRIBUTES

Body: 5
Quickness: 6 (7)
Strength: 6 (7)
Charisma: 4
Intelligence: 6
Willpower: 5
Essence: 6
Magic: 6
Reaction: 6

SKILLS

Etiquette (Media): 2
Unarmed Combat: 3

Special Skills

Acting: 2
Know Ancient Comics: 8
Know Trideo Shows: 8

PHYSICAL ADEPT ABILITIES

Improved Physical Attributes (+1 Quickness, +1 Strength)
Increased Reflexes +1D6
Killing Hands (S)
Insanity Level (see NAGEE1): D
Professional Rating: 3-4