

CONTENTS

CYBERPUNK 2020	4		
Bodyware	5	Vehicles	20
Biomonitor	5	UH-90 Utility/Squad Helicopter	20
ChemSkins	5	Yakurichi-Ural BR70 Heavy Transporter	20
Contraceptive Implant	5	Weapons	20
Light Tattoos	6	Avante P-1135 Needlegun	20
Mr. Studd™ Sexual Implant	6	Enertx AKM Power Squirt	21
Shift-tacts	6	Militech Electronics Laser Cannon	21
Skinwatch	6	Nelspot “Wombat” Airpistol	21
Subdermal Armor	6	EQUIPMENT	22
Synthskins	7	Melee Weapon	22
Techhair	7	Bayonet	22
Vampires	7	Light Pistols	22
Voice Synthesizer	8	Ruger P-4	22
Reflex Boosters	8	Thumper	22
Kerenzikov Boosterware	8	Heavy Pistol	23
Speedware	8	Phoenix Gyroc Heavy Pistol (aka THUNDERCLAP)	23
Cyberlimbs	9	Submachine Guns	23
Coverings	9	Buzzsaw	23
Hydraulic Rams	9	Ceres Tri-Barrel	24
Quick-change Mount	9	Shotgun	24
Hands & Feet	10	Wristbreaker	24
Buzz Hand	10	Heavy Weapons	25
Extension Hand	10	General Products Rocket Launchers	25
Grapple Hand	10	M10A Light Recoilless Rifle	26
Hammer Hand	10	Panther Heavy Recoilless Rifle	26
Modular Hand	10	Ammunition & Explosives	26
Ripper Hand	11	Dragon's Breath	26
Spike Hand	11	General Products Unguided Aircraft Rockets	26
Standard Hand	11	Gyroc Ammunition	27
Tool Hand	11	Recoilless Rifle Ammunition	27
Grip Foot	12	Gear	28
Spike Heel	12	ANQ 3/22 Remote Seismic Sensor	28
Talon Foot	12	Ares MirrorSmarts	28
Tool Foot	12	Armament Suitcases	28
Web Foot	12	Bio-Injector	29
Headware	13	DataScope®	29
Bug Detector	13	General Products Rocket Selection System	29
Nasal Filters	13	M-0116 Tripwire Sensor	30
Pain Editor	13	MS 1803 Panoramic Motion Sensor	31
Senseware	13	S91KA Remote Heat Sensor	31
Color Shift	13	Armor	32
Image Enhancements	14	Armanté “Tokyo” Business Suit	32
Tactile Boost	14	Spidersilk Armor	32
TimesSquare™ Marquee	14	Bioware	32
Ultra Violet	14	Compound Eyes	32
Cyberweapons	14	Low-Light	33
BigKnucks	15	Cyberware	33
Flamethrower	15	Bomb Implant	33
Grenade Launcher	15	Program Carrier	34
Micromissile Launcher	15	Vehicles	34
Rippers	16	All-Terrain Bike	34
Scratchers	17	Deutschland in den Schatten Ammunition	34
Wolvers	17	30mm -Schrot	35
Bioware	17	30mm -massiv	35
Grafted Muscle	17	30mm -Explosiv	35
Independant Air Supply	17	Wirtz - Schrot	35
Skin Weave	17	Wirtz - Betäubung	35
Cyberdecks	18	Neurostun-Minigrenate	35
Kirama LPD-12	18	Tränengas-Minigrenate	35
SGI Technologies “Elysia”	18	Mikrogranate, Offensive/Defensive	36
Zetatech Paraline 5750	18	Mikrogranate, Schock	36
Intrusion Countermeasures	19	SPELLS	37
Firestarter	19	Combat Spells	37
Murphy	19	Flame Arrows	37
Spazz	19	Force Drain	37
		Tire Wrecker	37

Detection Spells	38	Accessories	52
Astral Perception	38	Ammunition & Explosives	52
Clair Spell	38	Gear	52
Clair Spell (Extended Range)	38	S.W.O. Guns	52
Detect Credstick Protection	38	Cyberpunk 2020	53
Detect Damage Level	38	Armor	53
Detect Magical Sites	39	Communications	53
Detect Traps	39	Weapons	53
Detect Traps (Extended Range)	39	Shaped Explosives	53
Detect Wound Level	39	Detonators	53
Detect Sentients	40	Explosives	53
Enhanced Senses	40	Radtech Inc.	53
Enhanced Sight	40	Skate equipment	53
Low-Light Vision	40	MagnaPoon equipment	53
Memory Probe	40	TheNeo- Anarchists' Guide to Real Life	53
Sound Selection	40	Weapons & Ammunition	53
Thermographic Vision	40	Armor	54
Health Spells	41	Fields of Fire	54
Air Breathing	41	Weapons	54
Allergy	41	Ammunition & Explosives	54
Essence Drain	41	Clothing & Armor	54
Hair Growth	41	Other	54
Hair Loss	42	Shadowtech	54
Heal (Wound Category)	42	Weapons & Associated Gear	54
Treat (Wound Category)	42	Matrixware (Cranial Cyberdecks)	55
Water Breathing	42	Deutschland in den Schatten	55
Illusion Spells	42	Weapons	55
Camouflage	42	Ammunition	55
Distant Invisibility	43	Cyberware	55
Fake Death	43	Diverses	55
Hide Vehicle	43	IN REVERSE	56
Illusionary Barrier	43	Combat Spells	56
Maya's Flame Burst	43	Detection Spells	58
Misinformation	44	Health Spells	61
Undetectable Lie	44	Illusion Spells	63
Voice change	44	Manipulation Spells	66
Manipulation Spells	44	CYBERWARE AND SHOCK WEAPONS	72
Arrow Barrier	44	FIRE!	72
Blindness	44	INDIRECT FIRE	73
Blunder	45	MELEE COMBAT v2.01	74
Chained Lightning	45	NAKED IN THE MATRIX	78
Deafness	46	RECOILLESS RIFLES	78
Flying Ball	46	REMOTE SENSORS	78
Insect Barrier	46	BURNED-OUT MAGE	81
Lift & Push	46	CYBERNINJA	82
Lightning	46	ROCKER	83
Limited Fireball	47	DWARF FORTUNETELLER	84
One-Way Barrier	47	NURSE	84
Petrify	47	SUPERHERO	84
Protection from Cold	47		
Protection from Electricity	47		
Protection from Fire	47		
Protection from Heat	48		
Quickmove	48		
Rebound Magic	48		
Rebound Melee	49		
Remote Control	49		
Rubber Skin	49		
Small Meteors	49		
Sound Barrier	50		
Steel Skin	50		
Stoplight Control	50		
Suffer	50		
Toxic Wave	50		
Turn To Goo	50		
Wall of Fire	51		
Wind	51		
LEGALITIES	52		
Running Gear	52		
Weapons	52		

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

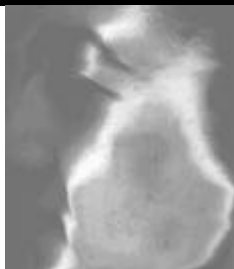
- All on the ShadowRN mailing list (you know who you are)
- Anyone who ever wrote anything for Shadowrun
- Brian D. Neumann — for mailing me some of his spells more than half a year ago
- FireFly & Karina — you know why. Thank you (both of you :)
- Phill Steele — for putting up with me last June :)
- 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...

This file may be freely distributed in both electronic and hardcopy form, but only at no cost to the recipient, no profit to the distributor, and only if the file is not modified. You may modify the file for your own use all you want (see if we care), but you may not distribute modified versions.

Shadowrun is a registered trademark of FASA Corporation. Used without permission but with good intentions :)

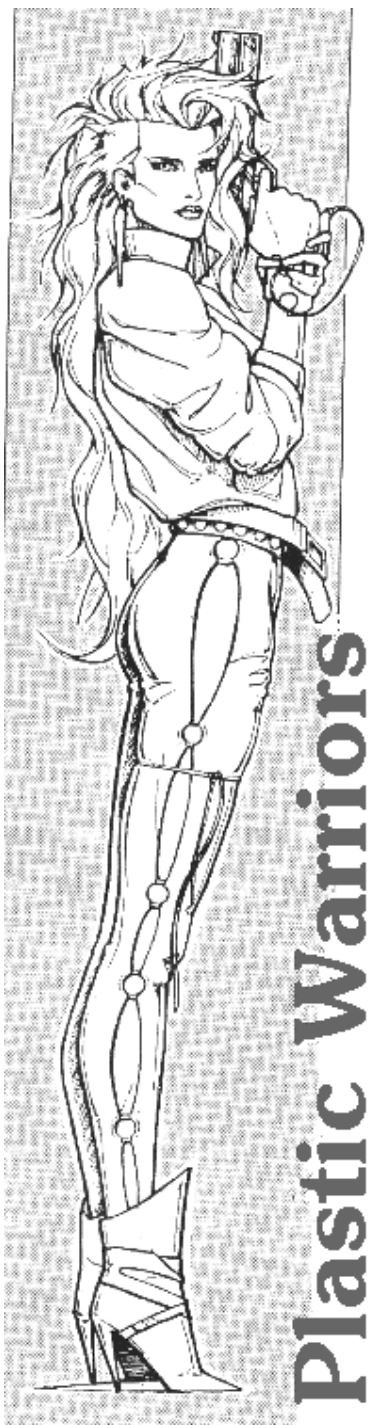
Cyberpunk 2020 is a trademark of R. Talsorian.

3G² is a trademark of BTRC.

This publication is copyright © 1995 by Gurth. Any bits ~~we stole from~~ found in other publications are copyright by whoever wrote the original, alright? No infringement of copyright is meant in any way, in fact we encourage you to buy the publication we found those bits in. In other words, please *please* don't sue, OK? (pretty please!)

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.





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

BiomonitorLegal

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)

ChemSkinsLegal

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 ImplantLegal

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.





6P-CA

Cherry

Reflex Boosters

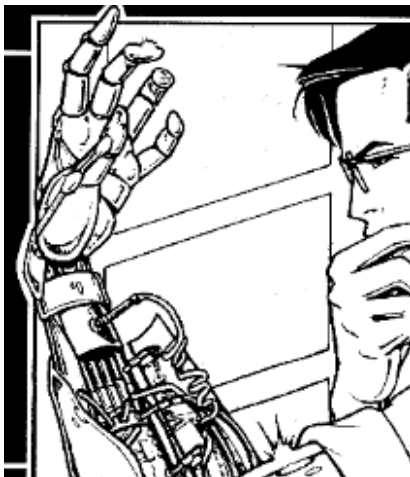
6P-CB

5P-CB

□ TECHSPECS

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.



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)

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 ingolds, 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.



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

Hands & Feet

These can only be mounted on cyberarms and legs, or on hands such as the Psiberstuff Independent Cyberhand from the **Chromebook** (page 31).

Buzz Hand

3-B

This hand can be pulled back to reveal small, spinning mono-wires around a titanium hub. The high speed “weed wacker” shears through most materials like butter.

Essence Cost	Availability	Cost	Street Index
0	8/6 days	24,000¥	1

Damage is 6S, using one-half Impact Armor to defend.

Extension Hand

Legal

This hand can extend from a telescoping wrist up to 1 meter. Can support up to 100 kgs.

Essence Cost	Availability	Cost	Street Index
0	5/6 days	14,000¥	1

This hand gets a +1 Reach when performing melee attacks.

>>>>>[Useful for grabbing things over your head.]<<<<<<
—Keitel (05:31:50/06-20-55)

Grapple Hand

This hand's fingers extend backward to create a five fingered throwing grapple. A small spool in the wrist contains 30 meters of fine, super strong line capable of supporting 100 kgs.

Essence Cost	Availability	Cost	Street Index
0	6/6 days	14,000¥	1.1

>>>>>[This is all real nice for breeders, but we orks (not to mention trolls) often weigh more than a hundred kilos. Anybody got a solution?]<<<<<<
—CTA (16:37:11/06-20-55)

>>>>>[Sure. Check out the bit on biosculpting in **NERPS: ShadowLore**. Turn yourself into a human. Seriously, if you like your current body, buy stronger wire and wind it onto the spool. The wire is thicker, so for ork-strength cable you could put maybe 25 meters onto the spool, and only 20 meters for trolls.]<<<<<<
—Dreemer (12:03:49/06-22-55)

Hammer Hand

4-CA + C

This hand is made of hardened titanium and has a powerful explosive shell-driven ram that acts like a jackhammer. You punch, the shell goes off, driving the fist forward with incredible velocity and power. A port in the top ejects the shell and opens to receive a new one (replacements cost 3¥).

Damage	Essence Cost	Availability	Cost	Street Index
(str+3)M Stun	0	8/6 days	24,000¥	1

>>>>>[Punch right through walls!]<<<<<<
—Heart (04:37:41/06-18-55)

Modular Hand

3P-CB

This unit contains 1) Drug injector, 2) 1 meter garotte line extending out of fingertip, 3) 2.5cm monomolecular blade for cutting, 4) 5cm x 5cm palm storage space.

Essence Cost	Availability	Cost	Street Index
0	6/5 days	24,000¥	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 Hand3-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 Hand3-B

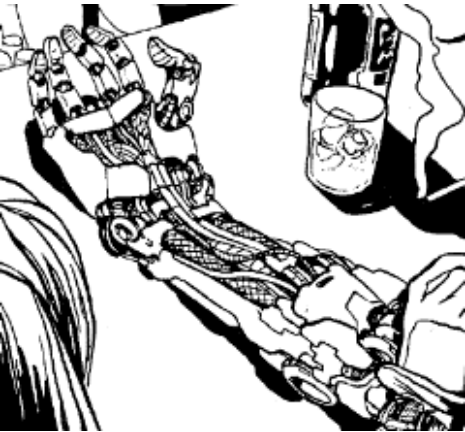
This hand contains a hardened titanium spike which telescopes out of the wrist and through the lower palm. Can be poisoned and is useful for climbing.

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

Tool HandLegal

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

Talon Foot

This foot can extend narrow blades similar to Scratchers.

Damage	Essence Cost	Availability	Cost	Street Index
(Str+1)L	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.]<<<<<<
—Grll (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)



5P-E1



—Decision (13:58:12/06-27-55)

—Jean E. (20:50:29/06-29-55)

—Victor (06:36:41/06-30-55)

—Gurth (—d+)

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

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

Legal

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

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.

—Hairy Harry (05:16:59/06-27-55)

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.

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.

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?]<<<<<<

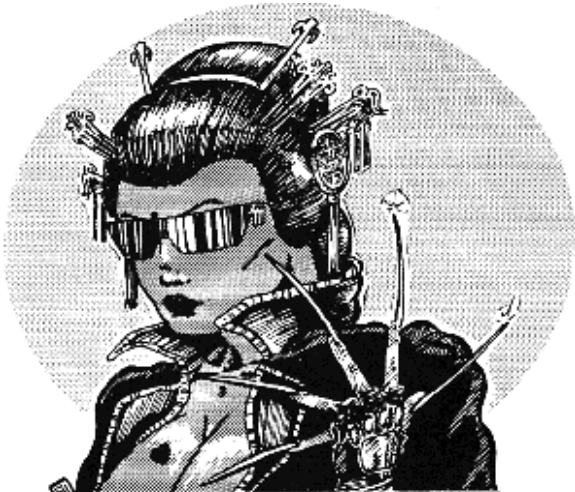
—Anonymous (09:41:30/06-28-55)



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

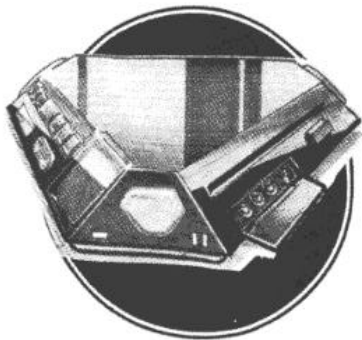
Kirama LPD-123P-CD

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			

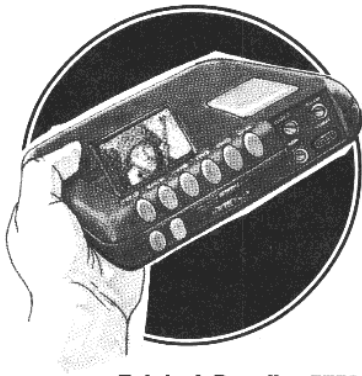
>>>>[If you upgrade it a bit, yes, it can be a good all-round deck. Off the shelf, no, not really.]<<<<<<
—SMS (16:18:05/06-27-55)

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



Intrusion Countermeasures

Firestarter

2-CD

Firestarter is indirectly black in nature. Using its Trace subroutines, it tracks the intruder to its source. Entering the electrical system, it blasts the wiring with a megawatt power surge. The jolt causes wiring fires, explosions, and fries the decker as if he were in an electric chair. Firestarter programs are excellent covert killers, as they leave little or no evidence in the charred wreckage.

Target: Evasion

Load rating: 2 x Rating

Firestarter is actually a modified Trace and Burn; instead of trying to burn the decker's cyberdeck, once it finds the deck it goes on to search the nearest electrical system (this search takes 1D6 turns to complete after the Trace part is finished). The electrical system is then shorted out, causing a (1D6)D explosion, with the decker at ground zero (i.e. 0 meters range). The Power Level is a die roll because of the varying electrical systems Firestarter may encounter. The explosion can start a fire, and has a Power Level Reduction of -1 per meter. Impact armor defenses. Firestarter can be defeated in the same ways as other Trace-IC.

>>>>>[I think our decker bought it because of this fragger. We were watching her, ready to jack her out should she tango with black IC, and suddenly the trideo exploded, followed by the lighting and the electrical cables in the walls. I was lucky that I was just leaving the room, so I wasn't near the explosion. Kate died in the blast, and our razor had some serious burns because his clothes caught fire.]<<<<<

—Balrog (20:41:39/06-15-55)

Murphy

4P-CD

Murphy is a virus that settles in unused memory inside a cyberdeck. It becomes active when the cyberdeck tries to use the memory occupied by Murphy. When active, Murphy causes the affected deck to randomly launch all of its programs, using as many actions as it has available to do this.

Target: Masking

Load Rating: ½ Rating (round up)

Murphy attacks as Killer IC, but on a successful attack causes no damage to the decker. Instead, it puts a program with a size of a number of Mp equal to its rating x 2 in the deck's Active memory. If there is no room to do so, the attack automatically fails. Requesting the deck's directory does not list the Murphy routine.

When the deck tries to use the memory occupied by Murphy (that is, if so much Active memory would be used that Murphy would not fit anymore), it starts its attack. It rolls a number of dice equal to its rating, against the deck's Persona rating. For every success, it orders the MPCP to execute one utility of a random type (GM decides which one :). Murphy only attempts to use utilities that are in the deck's Active memory. The target of the utility can be anything that is within range: IC, another persona, or even an attack on the decker himself. The target is determined randomly, so it could result in using a Medic program against a friendly decker. Randomness rules.

>>>>[Had this sucker inserted into my deck the other day. Before I knew what was happening, all my utilities started firing up and dying down, icons buzzing all around me and attracting a lot of unwanted attention. I had to jack out to stop it, but it seriously fraggged by run.]<<<<

—Backoff (13:04:22/06-23-55)

>>>>[So that was you in the Azzie system? I was kind of wondering why you were using all those utilities...]<<<<

—Joker (05:36:28/06-25-55)

>>>>>[Murphy isn't common. Since there is a reasonable chance that it fires up an Attack utility aimed at important files, most corps don't install Murphy unless it is in a system where you can't do much harm.]<<<<<

—ASDF (12:52:06/06-26-55)

**Spazz**

2-CD

Spazz causes epileptic seizures in the decker's nervous system. It cannot harm a tortoise in any way.

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.

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

Seating: 2 + 6 bucket seats

Access: 2 standard + 2 double-sized

Economy: 1 km per liter

Fuel: IC/2,000 liters

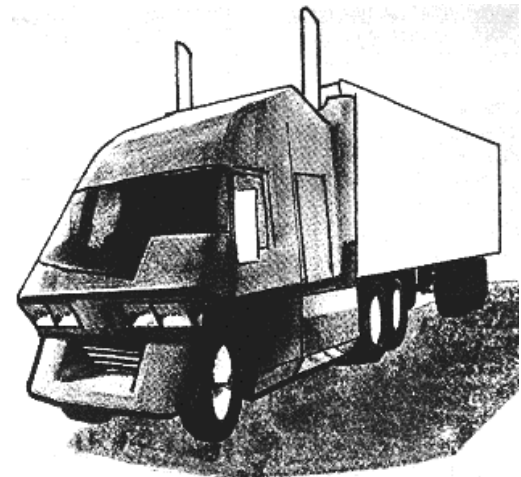
Cargo/Storage: 10 CF storage

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.



Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Heavy	5	15 (c)	SA	5L	1	2/12hrs	200¥	.75

Use the rules for Needle ammo (p.30, **The Neo-Anarchists' Guide to Real Life**), but this weapon does not fire normal Heavy Pistol ammo. Being an air gun, it needs its own ammo type, which is purchased as Regular ammo. The gun has a 15-round clip holding the needles, and has a 15-shot pressurize d-gas tank to propel them. Both can be changed separately. The damage listed above is for the needles alone, which can be poisoned.

Enertx AKM Power Squirt

Legal

A squirtgun. Yes, a powered squirtgun.

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Taser	5	50 (m)	SS	drugs	1	always	15¥	1

Can be loaded with any liquid that doesn't dissolve plastic. The “weapon” itself does no damage, but the liquid can.

>>>>[I'm scared now!]<<<<
—Wiley (14:03:17/06-29-55)

Militech Electronics Laser Cannon

1-J

Milspec laser cannon, rarely seen.

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Sniper	—	see below	SA	3M-15M	25	26/21 days	130,000¥	3.25

This laser has adjustable power output, meaning the user can set the damage anywhere between 3M and 15M. Every shot uses a number of units of power equal to its Power Level; the power pack contains 30 units of power, so you could fire 2 shots at full damage (15M), or 10 shots at lowest damage (3M), or any other combination you want: for instance one shot at 10M, three shots at 4M, and one shot at 8M exactly empty the power pack. Range stays the same at all Power Levels.

Nelspot "Wombat" Airpistol

Legal

Paintball gun from hell. You can load the ammo with acid, paint, drugs, poison, etc.

Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Heavy	4	20 (c)	SA	4L Stun	1.5	2/24hrs	200¥	.75

The 4L damage is for the impact of the projectile; use Impact armor to defend. Whatever the ammo is loaded with, that does separate damage if the ball hits. This weapon does not use normal Heavy Pistol ammo, as it is an air gun, but use ammo prices for Regular ammo. It holds a clip for 20 rounds and an air tank for 20 shots; either can be replaced separately from the other.





—Gurth (you:don't:know/how-it-feels)

7-A



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

Buzzsaw1-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!**)

>>>>[AAAAARRRGGGGGHHHHH!!!!]<<<<<
—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 inhandy 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 pisto-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:

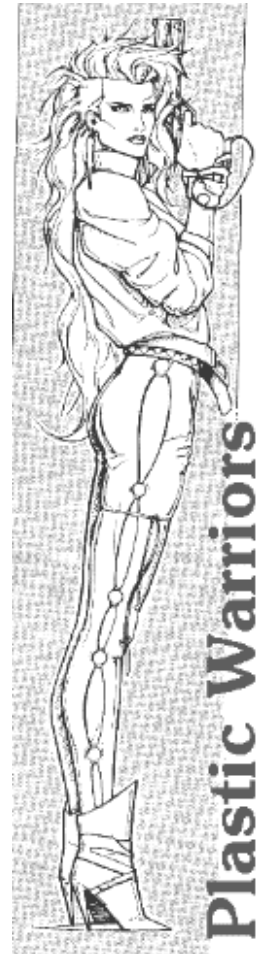
Type	Conceal	Ammo	Mode	Damage	Weight	Availability	Cost	Street Index
Missile	—	10 (m)	FA	rocket	35	24/14 days	12,000¥	4

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)



2-J



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, **SR11**). 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.

1-J

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.

Dragon's Breath

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.

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.

$\frac{2}{3}$ = 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), Armor 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)

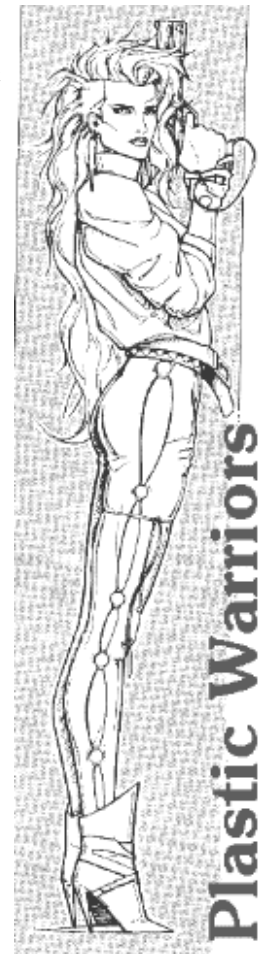
Recoilless Rifle Ammunition

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¥	3
Anti-personnel	5	12S(f)	18D(f)	-1 per .5 meter	3	5/36hrs	150¥	3
High Explosive	5	12S	18S	-1 per .5 meter	3	5/36hrs	150¥	3
Smoke	5	—	—	—	2.5	4/36hrs	125¥	2.5

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.



Legal

* = Concealability is 4 for a sensor that is not buried; spotting a buried sensor requires a Perception (6) test. The main advantage of these sensors is that they do not need a direct line-of-sight to the target as most other sensors do. Any object moving within range can be discovered, but seismic sensors cannot be used for observation of the atmosphere, though they may be used underwater. Base Target Numbers for such a sensor are based on the assault rifle range table. See page 79 of the **Rules** section for game rules on using any detection system.

>>>>>[The sensor's effectiveness also depends on the ground it is placed in. Remember, you have to bury part of the sensor, so you can't use them on concrete. Ground with lots of ditches and holes also makes them less effective because these "soften" the vibrations the sensor uses to detect things.]<<<<<

—Fishboner (08:27:10/06-24-55)

Legal

Conceal*	Rating	Weight	Availability	Cost	Street Index
10	—	—	6/60hrs	6.500¥	2

>>>>>[If you don't have smartlink circuitry, this is the thing for you. You can wear them almost anywhere and get away with it. Not anymore, of course, once you pull out the attached weapon.]<<<<<
—Mikev-Boy (03:19:58/06-20-55)

Legal

Handle only (common to all suitcases):

Suitcases:

Model	Max. Size	Conceal	Weight	Availability	Cost	Street Index
Computer case	Pistol	—	1.5	4/36hrs	450¥	2
Guitar case	Rifle	—	3.5	5/36hrs	700¥	2
Keyboard case	LMG	—	3	6/36hrs	700¥	2
Large suitcase	Rifle	—	3	6/36hrs	600¥	2
Small suitcase	SMG	—	2.5	5/36hrs	500¥	2
Tool case	Pistol	—	1	4/36hrs	400¥	2

Violin case SMG — 2 6/36hrs 650¥ 2

Drawing a weapon from any of these suitcases counts as quickdrawing the weapon. The weapon cannot be fired when it is inside the suitcase, but can be carried fully-loaded and ready to fire. Inside the suitcase is enough room to store small things in addition to the gun (GM's decision), but these fall out when the weapon is drawn. The suitcases are made of tough impact plastic, giving them armor ratings Ballistic 0, Impact 2.

The Max. Size column in the table above indicates the maximum size weapon that can be held in the suitcase. The following notations are used, in ascending order of size:

- Pistol: any Hold-out, Light, or Heavy pistol, as well as all other pistol-sized weapons
- SMG: any submachine gun, or any of the previous weapons
- Rifle: any assault rifle, shotgun, or any of the previous weapons
- LMG: any LMG, sniping rifle, or hunting rifle, or any of the previous weapons

The GM has the final say in which weapon can be hidden in which case.



Bio-Injector

Legal

A wrist-mounted device that inserts a laminated monofilament injector spike with a sensor-guided tip into the target. The injector magazine holds four doses of drugs.

Conceal	Reach	Damage	Weight	Availability	Cost	Street Index
8	0	5L	—	14/7 days	15,000¥	3

Hitting an unwilling target requires a melee combat attack. No Body test is rolled by the target; instead, if Combat Pool dice do not prevent damage, the target is also injected with a dose of drug. Use Impact armor at half-value, because the injector spike is so smart, strong, flexible, and thin.

(Source note: taken from the Harlequin adventure)

DataScope®

Legal

Combining several functions into one small, handy unit, the DataScope®, by KVH Industries is essential to survival on the modern battlefield. The unit resembles a very small telescope, ergonomically designed to be held in one hand with all controls under the user's fingertips. By looking through the DataScope®, the user can select any of the following functions: a compass accurate to 0.25th of a degree and capable of calculating distances between bearings; a rangefinder accurate to 0.5 meters; a variable-magnification (1x to 25x) low-light telescope; and a digital clock/calender. The unit has an integral memory to automatically record the last 50 bearings taken with the compass, and a battery life of 3 months.

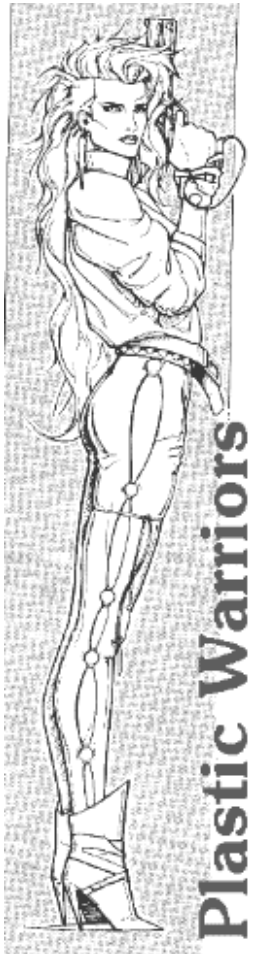
Conceal	Rating	Weight	Availability	Cost	Street Index
8	—	.25	4/36hrs	5,00¥	1

>>>>>[The damn thing is just too small for me. It may be fine for the breeders, but if you're a troll holding this scope is sort of like trying to hold a greasy marble between your toes.]<<<<<<
—Marty (12:38:20/06-22-55)

>>>>>[But if you can hold it, it is very useful in the field. It's accurate enough to know where you are and where you're going, and for quickly estimating distances. All without being detected.]<<<<<<
—Freddy (11:29:26/06-27-55)

>>>>>[How does it find ranges, then, if you say the DataScope can't be detected? Lasers can always be noticed.]<<<<<<
—Walks-With-Electrons (04:27:34/06-28-55)

>>>>>[Because it doesn't use a laser. You aim the DataScope at the target, estimate its height, and press buttons on the Scope to bring bars down to the target's height. Then you enter its height into the Scope, and it calculates the distance.. An example: you estimate a standing man to be 1.8 meters tall, so you press the button until the top bar touches his head, and the bottom bar touches his feet. The DataScope measures the distance between the bars, say, 6mm, and then indicates that the target is 300 meters away, because 300 x 6mm = 1.8 meters.]<<<<<<
—Gurth (not if you won't even try)



General Products Rocket Selection System

As weapon

Designed for use in aircraft equipped with the GP Unguided Aircraft Rockets, this computer system allows the weapon operator to select exactly which type of rocket will be fired from a mixed ripple! For example, if a single launcher

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

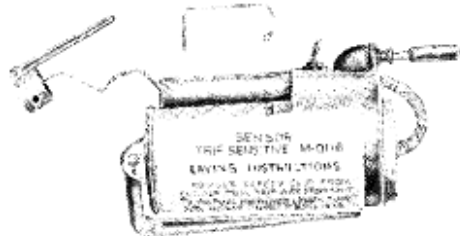


M-0116 Tripwire Sensor

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

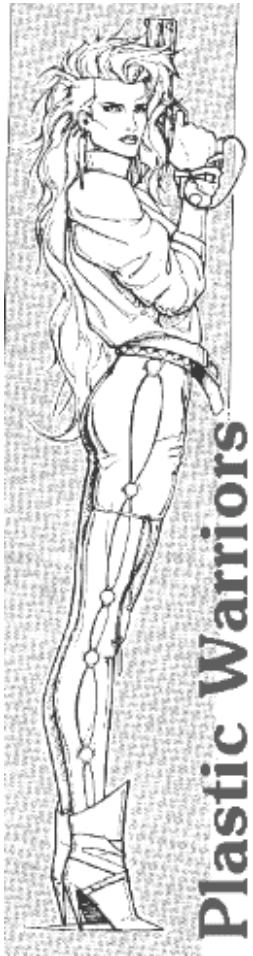
* = the Concealability is 6 for the sensor itself. Spotting the wire requires a successful Perception(9) test.
The base Target Number for a tripwire sensor to detect a target (which must cross the wire) is 2.
See page 79 of the **Rules** section for game rules on using any detection system.

>>>>>[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)



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

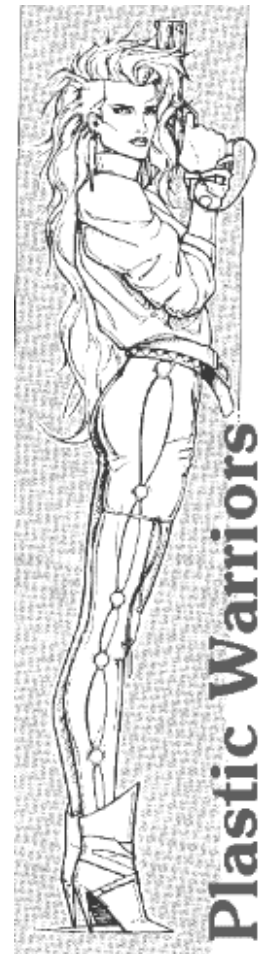
Compound Eyes

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

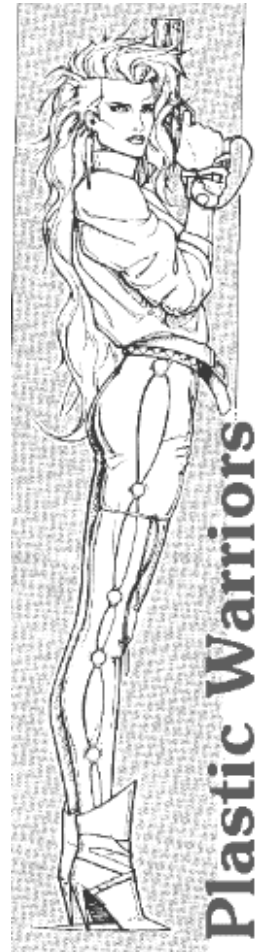
—Geezer (14:01:26/06-22-55)

>>>>>[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	Availability	Cost	Street Index
.2	5/36hrs	4,500¥	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	Availability	Cost	Street Index
.5	20/14 days	500,000¥	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; chemsiffers 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)

3-CD

Plastic Warriors

Vehicles

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.

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

>>>>[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 Altmayr 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 Altmayr 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 shotgun (p.95, **SRII**).

Per pack of 10:

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

Wirtz-Betäubung

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

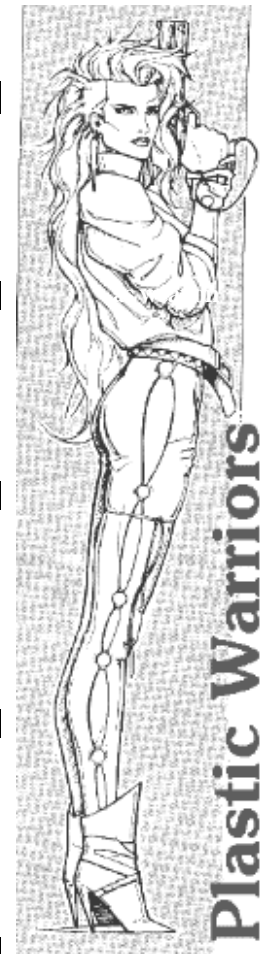
Tränengas-Minigrenate

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

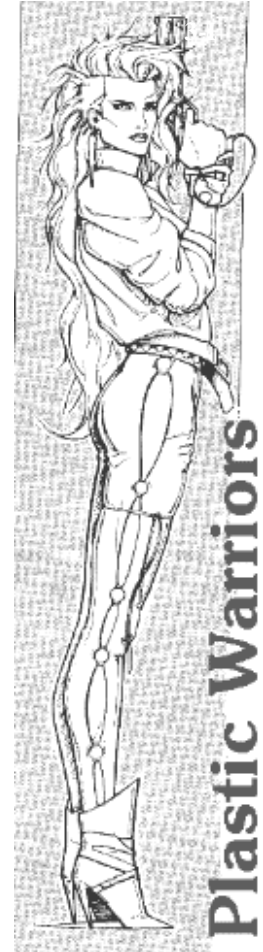


Mikrogranate, Schock

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

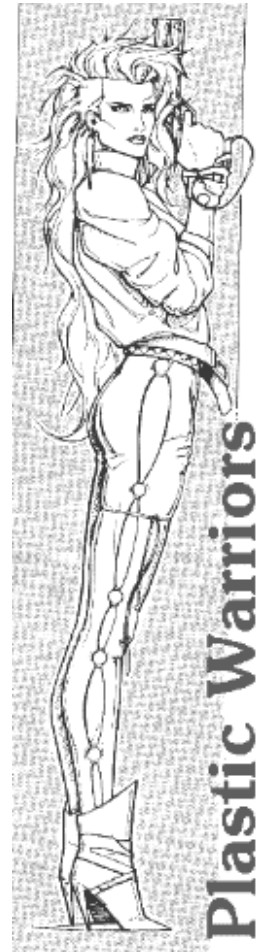
Force Drain

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



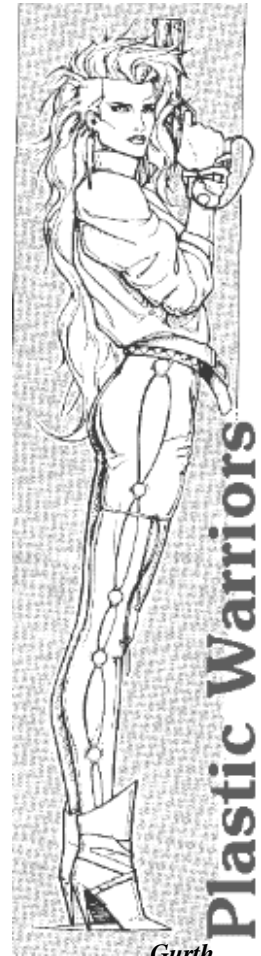
>>>>>[This spell is useful for sorcery adepts, who can't conjure spirits, but other magicians will probably want to stick with banishing spirits in the traditional way.]<<<<<<
—High Gene (20:35:29/06-19-55)

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.



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 electronical 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 seperate 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, **SRII**), 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, **SRII**), 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.

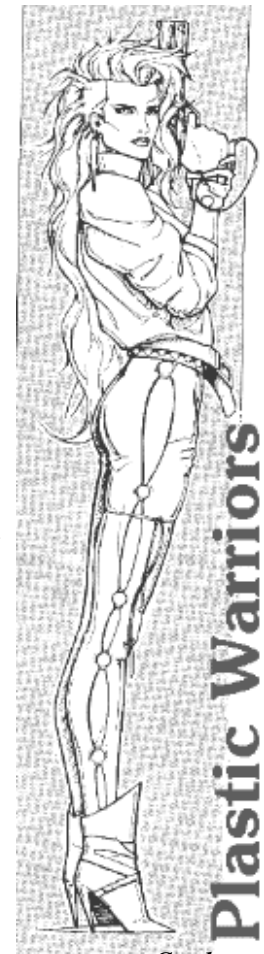
Type: Mana **Range:** Limited **Target:** 6
Duration: Sustained **Drain:** (F/2)L

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 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

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

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).

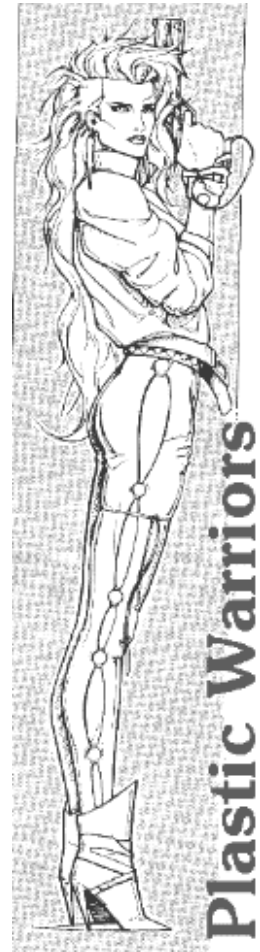
Type: Physical **Range:** Touch **Target:** Willpower (R)
Duration: Sustained **Drain:** [(F/2)+2]D

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



Gurth

>>>>[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.

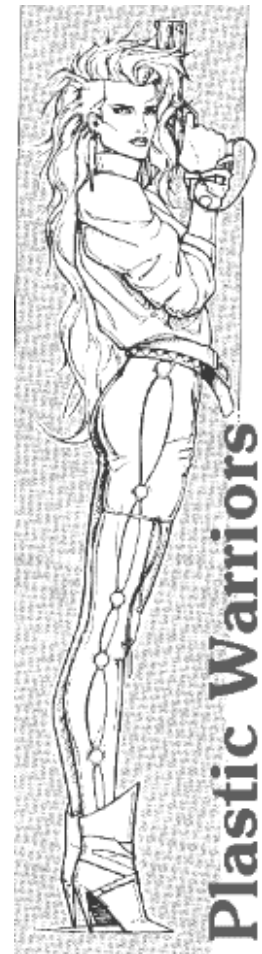
Type: Physical **Range:** Limited **Target:** 4
Duration: Sustained **Drain:** [(F/2)+2]L

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

Illusionary 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 illusionary 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.

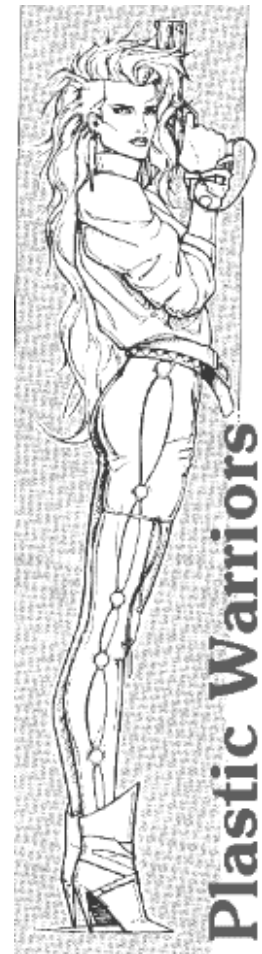
If used to fool a person, the caster's Target Number is equal to the target's Intelligence, and each person who can hear the caster is allowed an Intelligence test, with a Target Number equal to the spell's Force. One success on behalf of the character is sufficient to realize that it is the caster speaking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

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

Mr. Brett

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.

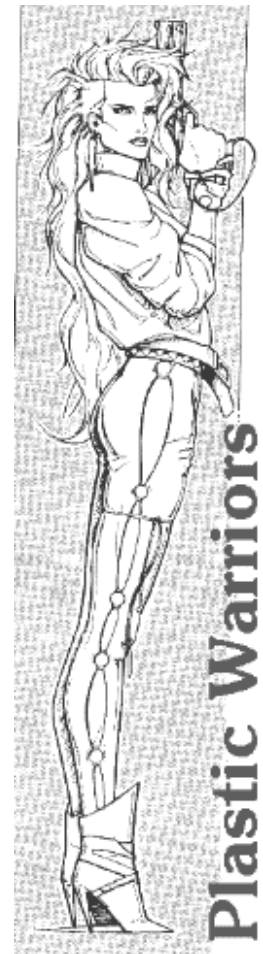
If the target falls, he is automatically prone. During the fall, the target will, of course, try to stay in balance, using his arms

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

Gurth

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.

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.

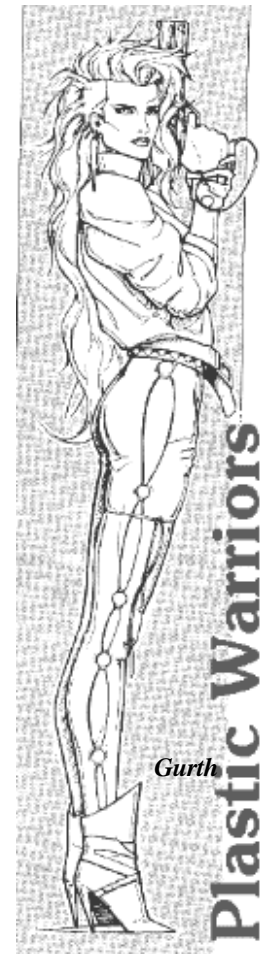
Type: Physical **Range:** LOS **Target:** 4
Damage Level: S **Duration:** Sustained **Drain:** [(F/2)+1]S



Plastic Warriors

Gurth

Gurth & Mr. Brett



>>>>[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.

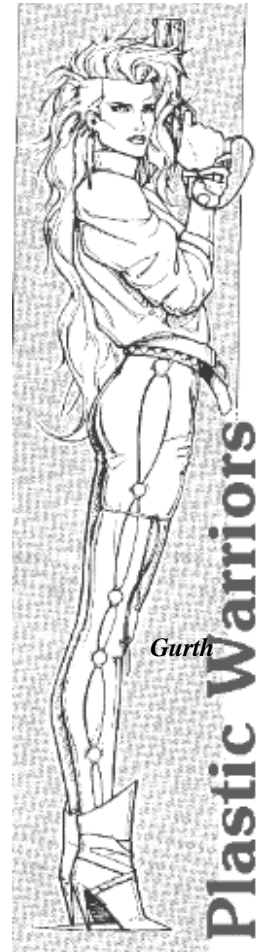
To determine if someone in the choke is hit by the meteors, roll a Sorcery skill test against a Target Number of 4, using all applicable modifiers for cover, movement, etc. as for firearms. Each success means the target is hit by one meteor. Of course, no more meteors can hit than there were to start 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

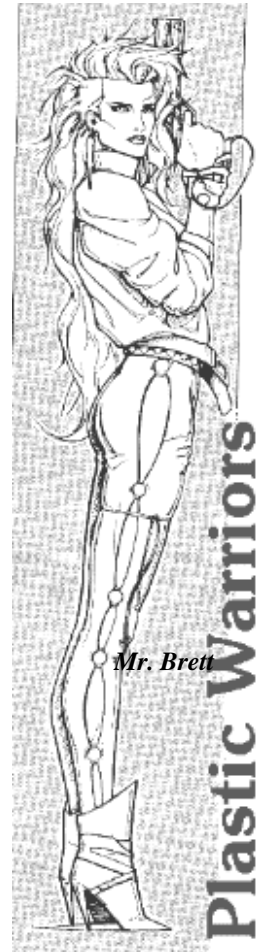
>>>>[Better duck when you see a wave of smoking green ooze come rolling toward you!]<<<<
—20% (05:09:41/06-28-55)

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.

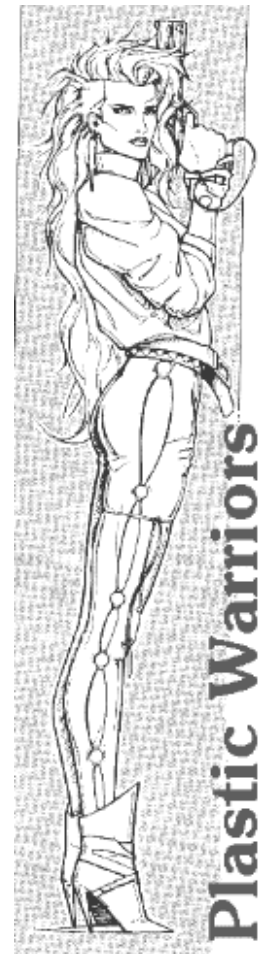
Type: Physical **Range:** Limited **Target:** 4
Damage Level: M **Duration:** Sustained **Drain:** [(F/2)+2]S

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



Sound Suppressor

As weapon

Matrixware (Cranial Cyberdecks)

Item	Legality
MPCP	4-CC
Personal Module	4-CC
Hardening	4-CC
Memory/Storage	Legal
Transfer	4-CC
Response	4-CC

Deutschland in den Schatten↗

These items only appear in the German version of this book, not in the English translation (known as the **Germany Sourcebook**). However, they were posted in the Neo-Anarchist Guide to Everything Else 6.

Weapons

Item	Legality
Altmayr SP	3-J
H&K Caveat	8P-E
H&K G9A4z/i	2-G
H&K MG4/46	2-H
H&K MP7z “Urban Combat” (both)	4-G
H&K P48	5-G
Item	Legality
Mauser Ladyline	8P-E

Ruhrmetall GPRL (both)	1-J
Ruhrmetall SF20 (both)	2-H
Walther Secura	6P-E
Wirtz SW3i “DemoControl”	2-J

Ammunition

See page 34 of this book for the ammunition types from Deutschland in den Schatten, including their legalities.

Cyberware

Item	Legality
AudioTek Cyberohren	Legal
DB Archive (all)	Legal
DB Business	Legal
DB Science	Legal
Feedbacksicherung	6-CC
Rigit! Formel 1	7P-CA
Zeiss Cyberaugen (all)	Legal

Diverses

All these items are Legal.



IN REVERSE

>>>>>[Ever wanted to design a spell that works just like that other one, but then differently? And the ngot 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		

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
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
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	
-----------------------------	--	----	--

	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	
<hr/>		
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	
<hr/>		
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	
<hr/>		
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	
<hr/>		
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	
------------------	----	--

	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	SR II	⊗ 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	SR II	⊗
	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	SR II	⊗
	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	SR II	
	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	SR II	
	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	SR II	
	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
Chained Lightning	TS
	DT DL
Damage Level.....	S
"Area-effect"	+1
Elemental effect (Electricity).....	+1
Physical.....	+1
Final Drain.....	[(F÷2)+3]D
Clout	GrimII
	DT DL
Damage Level.....	M
Physical.....	+1
Stun damage	-1
Final Drain.....	(F÷2)M
Control Actions	SRII
	DT DL
Major physical control or manipulation.....	S
Superficial mind interaction.....	+1
Sustained.....	+1
Final Drain.....	[(F÷2)+2]S
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
Control Emotion	SRII
	DT DL
Major mental changes.....	M
Superficial mind interaction.....	+1
Sustained.....	+1
Final Drain.....	[(F÷2)+2]M
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
Existential Blues	NAGEE5
	DT DL
Minor mental changes	L
Area-effect.....	+1
Involved/Complex discretionary effect	+1
Limited range.....	-1
Superficial mind interaction	+1
Sustained.....	+1
Final Drain.....	[(F÷2)+2]M
Fashion	GrimII
	DT DL
Minor physical changes.....	M
Physical.....	+1
Simple/Inconsequential discretionary effect ..	+1
Final Drain.....	[(F÷2)+2]M
Fire Strike	GrimII
	DT DL
Damage Level.....	S
Area-effect.....	+1
Elemental effect (Fire).....	+1
Physical.....	+1
Final Drain.....	[(F÷2)+3]D
Flame Bomb	SRII
	DT DL
Damage Level.....	M
Area-effect.....	+1
Elemental effect (Fire).....	+1
Physical.....	+1
Final Drain.....	[(F÷2)+1]D
Flame Burst	GrimII
	DT DL
Damage Level.....	S
Elemental effect (Fire).....	+1
Physical.....	+1
Final Drain.....	[(F÷2)+1]D
Flamethrower	SRII
	DT DL
Damage Level.....	M
Elemental effect (Fire).....	+1
Physical.....	+1
Final Drain.....	[(F÷2)+1]S
Flying Ball	TS
	DT DL

Damage Level.....	D
Limited range	-1
Physical.....	+1
Final Drain.....	[(F÷2)+1]S
Forced Truth	NAGEE5 ☹
	DT DL
Minor mental changes	L
Superficial mind interaction	+1
Sustained.....	+1
Final Drain.....	[(F÷2)+2]L
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
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
Ignite	SRII ☹
	DT DL
Damage Level.....	M
Elemental Effect (Fire).....	+1
Physical.....	+1
Final Drain.....	[(F÷2)+1]S
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
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
Levitate Item	SRII ☹
	DT DL
Minor physical control or manipulation.....	M
Physical.....	+1
Sustained.....	+1

Final Drain.....	[(F÷2)+2]M
Levitate Person	SRII ☹
	DT DL
Minor physical control or manipulation.....	M
Physical.....	+1
Sustained.....	+1
Final Drain.....	[(F÷2)+2]M
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
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
Lightning	SRII ☹ ³
	DT DL
Damage Level.....	S
Elemental effect (Electricity).....	+1
Physical.....	+1
Sustained.....	+1
Final Drain.....	[(F÷2)+2]D
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
<hr/>	
Petrify	TS
	DT DL
Major physical changes.....	S
Physical.....	+1
Sustained.....	+1
Final Drain.....	[(F÷2)+2]S
<hr/>	
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
<hr/>	
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
<hr/>	
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
<hr/>	
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
<hr/>	
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

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

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

Rubber Skin & Steel Skin	TS
	DT DL
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

Seal	GrimII
	DT DL
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

Shadow	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

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

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

Sound Barrier	TS
	DT DL
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

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

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

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

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

Temporary Insanity	NAGEE5
	DT DL

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.

RULES

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.

RULES

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
Boxing		+3		+1						+3	
Capeoira		+2		+2					+2	+1	+3
Choi Li Fut		+2		+1					+2	+2	+1
Judo				+1	+2	+2		+2			+2
Karate		+2							+2	+2	
Kung Fu		+2							+2	+2	+1
Savate			+2		+4	+4		+4			+2
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

(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

RULES

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.

RULES

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

RULES

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 just 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.

RULES

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 need 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¥

ARCHETYPES

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