

Weapon	Acc	Reach	DV	AP	Availability	Cost
Improvised						
Bottle (unbroken)	3	—	(STR+1)S	—	—	—
Bottle (broken, after first hit)	3	—	(STR)P	—	—	—
Chain	4	2	(STR+1)P	—	—	10
Chair	3	1	(STR+2)S	—	—	30
Fork	4	—	(STR-1)P	+1	—	—
Frying Pan	3	—	(STR+1)P	—	—	20
Hammer	4	—	(STR+1)P	-1/-2	—	30
Pistol (Melee)	4	—	(STR+1)P	—	—	—
Pool Cue	4	—	(STR)P	+1	—	45
Rifle Butt	3	—	(STR+3)S	—	—	—
Sledge Hammer	3	1	(STR+4)S	—	1	40
Clubs						
Club	4	1	(STR+3)P	—	—	30
Extendable Baton	5	1	(STR+2)P	—	4	100
Nemesis Arms Maul Stun Staff	6	2	9S(e)	-5	8R	1,000
Sap	5	—	(STR+2)P	—	2	30
Staff	6	2	(STR+3)P	—	3	100
Stun Baton	4	1	9S(e)	-5	6R	750
Telescoping Staff	4	2	(STR+2)P	—	4	350
Blades						
Ares "One" Monosword	5	1	(STR+3)P	-3	8R	900
Ceramic Knife	5	—	(STR+2)P	-1	4	75
Combat Axe	4	2	(STR+5)P	-4	12R	4,000
Combat Knife	6	—	(STR+2)P	-3	4	300
Cougar Collapsible Spear	5	-/3	(STR+1/3)P	-1/-2	14R	1,250
Cougar Fine Shortblade	7	—	(STR+2)P	-1	5R	350
Cougar Fine Longblade	7	—	(STR+3)P	-1	7R	600
Forearm Snap-Blades	4	—	(STR+2)P	-2	7R	200
Highland Forge Claymore	5	2	(STR+5)P	-5	14R	4,500
Horizon-Flynn Rapier	7	1	(STR+2)P	-3	9R	500
Katana	7	1	(STR+3)P	-3	9R	1,000
Knife	5	—	(STR+1)P	-1	—	10
Lapel Dagger	4	—	(STR+1)P	-1	5	100
Mortimer of London "Belgrave" Sword Cane	5	1	(STR+3)P	-2	8	450
Plasteel Knife	5	—	(STR+2)P	-1	4	75
Pole Arm	5	3	(STR+3)P	-2	6R	1,000
Sapphire Knife	5	—	(STR+2)P	-3	6R	900
Survival Knife	5	—	(STR+2)P	-1	—	100
Sword	6	1	(STR+3)P	-2	5R	500
Vibro Knife	5	—	(STR+2)P	-2	6R	1,000
Vibro Sword	6	1	(STR+4)P	-2	8F	2,000
Victorinox Collapsible Hatchet	5	1	(STR+2)P	-1	4	250
Victorinox Memory Dagger	5	—	(STR+1)P	-2	14R	1,250
Victorinox Memory Sword	5	1	(STR+2)P	-2	14R	1,500
Exotic Melee Weapons						
Ares "Queen of Hearts" Monofilament Garrote	5	—	(STR+6)P	-8	18F	2,000
Ash Arms Combat Chainsaw	5	1	8P	-4	6R	2,000
Ash Arms Monofilament Chainsaw	5	1	12P	-8	8R	7,500
Bullwhip	6	2	(STR+1)P	+3	6	100
Collapsible Scythe	5	2	(STR+2)P	-2	16R	2,350
Garrote	5	—	(STR+4)S	-6	—	50
Monofilament Chainsaw	3	1	8P	-6	8	500
Monofilament Whip	5(7)	2	12P	-8	12R	10,000
Misc. Melee Weapons						

Knucks	Physical	—	(STR+1)P	—	2R	100
Plasteel ToeBoots	Physical	—	(STR+1)P	—	2	200
Shock Gloves	Physical	—	8S(e)	-5	6R	550
Implant Melee Weapons						
Cyber Hand Blade	Physical	—	(STR+2)P	-2	10F	2,500
Cyber Hand Razors	Physical	—	(STR+1)P	-3	8F	1,250
Cyber Shock Hand	Physical	—	9S(e)	-5	8R	5,000
Cyber Spurs	Physical	—	(STR+3)P	-2	12F	5,000
Extreme Cyber-Implant	Physical	1	(STR+5)P	—	8F	2,000
Fangs	Physical	—	(STR)P	—	6	200
Fangs, retractable	Physical	—	(STR)P	—	8	500
Junkyard Jaw	Physical	—	(STR+3)P	-6	8F	2,000
Oral Slasher	Physical	1	6P	-3	12R	750

Weapon	Acc	DV	AP	Modes	RC	Ammo	Availability	Cost
Throwing Weapons								
Boomerang	Physical-1	(STR+2)P	—	—	—	—	4	50
Cavalier Arms Urban Tribe Tomahawk	Physical+1	(STR+2)P	-1	—	—	—	4	200
Harpoon	Physical	(STR+3)P	-1	—	—	—	6	125
Javelin	Physical	(STR+3)P	-1	—	—	—	6	125
Shuriken	Physical	(STR+1)P	-1	—	—	—	4R	25
Throwing Knife	Physical	(STR+1)P	-1	—	—	—	4R	25
Ballistic Projectiles								
Aquadyne Shark-XS Harpoon Gun	5	9P	-2	SS	—	5(m)	8R	800
Ares Giantslayer Slingshot	7	2P	—	SS	—	—	—	50
Bow	6	(Rating+2)P	-(Rating/4)	—	—	—	Rating	Rating×100
Light Crossbow	7	5P	-1	—	—	4(m)	2	300
Medium Crossbow	6	7P	-2	—	—	4(m)	4R	500
Heavy Crossbow	5	10P	-3	—	—	4(m)	8R	1,000
Dynamic Tension Bow	5	(Rating+2)P	-(Rating/4)	—	—	—	12	1,200
Harpoon Gun	5	9P	-2	SS	—	1	6R	200
Ranger Sliver Pistol Crossbow	7	4P	—	SS	—	—	6R	300
Flamethrowers								
Shiawase Arms Blazer	6	10P	-6	SA/BF/FA	—	4(c)	16F	2,200
Shiawase Arms Incinerator	4	12P	-6	SS	—	6(c)	12F	10,000
Exotic Ranged Weapons								
Blowgun	8	1P	—	SS	—	1(ml)	4	15
Bola	Physical	(STR+3)S	+4	—	—	—	6	75
Flame Bracer	4	6P(fire)	-6	SS	—	2(c)	8F	775
GrappleGun	3	7S	-2	SS	—	1(ml)	8R	500
Monofilament Bola	Physical	(STR+3)S/12P	+4/-8	—	—	—	18F	4,000
Net	Physical-2	—	—	—	—	—	6	350
NetGun, Basic	5	—	—	SS	—	4(b)	9	750
NetGun, XL	5	—	—	SS	—	2(b)	9	1,000
Throwing Syringe	Physical	(STR-2)P	-2	—	—	—	6F	1,500

Weapon	Acc	DV	AP	Modes	RC	Ammo	Availability	Cost
Tasers								
Cavalier Safeguard	5(6)	6S(e)	-5	SA	—	6(m)	—	275
Defiance EX Shocker	4	9S(e)	-5	SS	—	4(m)	—	250
Tiffani-Defiance Protector	5(6)	7S(e)	-5	SA	—	3(m)	—	300
Yamaha Pulsar	5	7S(e)	-5	SA	—	4(m)	—	180
Hold-Out Pistols								
Colt New Model Revolver	6	5P	—	SA	—	5(cy)	4R	180
Fichetti Tiffani Needler	5	8P(f)	+5	SA	—	4(c)	6R	1,000
Fichetti Tiffani Self-Defender 2075	4	6P	—	SS	—	4(c)	3R	350

Streetline Special	4	6P	—	SA	—	6(c)	4R	120
Walther Palm Pistol	4	7P	—	SS/BF	—	2(b)	4R	180
Light Pistols								
Ares Light Fire 70	7	8P	—	SA	—	16(c)	3R	200
Ares Light Fire 75	6(8)	6P	—	SA	—	16(c)	6F	1,250
Beretta 201T	6	6P	—	SA/BF	—(1)	21(c)	7R	210
Cavalier Arms Adder Slivergun	5	8P(f)	+5	SA	—	20(c)	7F	320
Colt Agent Special	5	8P	—	SA	—	8(c)	5R	250
Colt America L36	7	7P	—	SA	—	11(c)	4R	320
Fichetti Executive Action	6	7P	—	SA/BF	—	18(c)	10R	300
Fichetti Security 600	6(7)	7P	—	SA	—(1)	30(c)	6R	350
Nitama Sporter	6(7)	6P	—	SA	—	18(c)	10R	300
Shiawase Armaments Puzzler	4	6P	—	SA	—	12(c)	14R	900
Taurus Omni-6	5(6)	6P	—	SA	—	6(cy)	3R	300
Heavy Pistols								
Ares Predator V	5(7)	8P	-1	SA	—	15(c)	5R	725
Ares Viper Silvergun	4	9P(f)	+4	SA/BF	—	30(c)	8F	380
Browning Ultra-Power	5(6)	8P	-1	SA	—	10(c)	4R	640
Cavalier Deputy	6	7P	-1	SA	—	7(cy)	3R	225
Colt Future Frontier	5	8P	-1	SS	—	7(cy)	6R	500
Colt Government 2066	6	7P	-1	SA	—	14(c)	7R	425
Colt Manhunter	5(6)	8P	-1	SS	—	16(c)	5R	700
Lemat 2072, revolver barrel	5	8P	-1	SS	—	9(cy)	8R	1,080
Lemat 2072, shotgun barrel	5	10P(f)	+4	SS	—	1(b)	8R	1,080
Onotari Arms Violator	5(7)	7P	-1	SA	1	10(c)	7R	550
PSK-3 Collapsible Heavy Pistol	4	8P	-1	SA	—	10(c)	16F	1,050
Remington Roomsweeper	4	7P	-1	SA	—	8(m)	6R	250
Ruger Super Warhawk	5	9P	-2	SS	—	6(cy)	4R	400
Savalette Guardian	5(7)	8P	-1	SA/BF	1	12(c)	6R	870
Taurus Omni-6	5(6)	7P	-1	SS	—	6(cy)	3R	300
Machine Pistols								
Ares Crusader II	5(7)	7P	—	SA/BF	2	40(c)	9R	830
Cavalier Evantor	5(6)	6P	—	BF/FA	1(2)	20(c)	8R	775
Ceska Black Scorpion	5	6P	—	SA/BF	—(1)	35(c)	6R	270
Fianchetti Military 100	5(7)	6P	—	SA/BF/FA	—	20(c)	8R	850
Onotari Arms Equalizer	4(5)	7P	—	BF/FA	—(1)	12(c)	7R	750
PPSK-4 Collapsible Machine Pistol	5(6)	6P	—	SA/BF	—	30(c)	17F	2,800
Remington Suppressor	6	7P	-1	SA/BF	—	15(c)	6R	700
Steyr TMP	4	7P	—	SA/BF/FA	—	30(c)	8R	350
Ultimax 70	5(6)	6P	—	BF/FA	2	15(c)	7R	800
Submachine Guns								
Ares Executioner	4(6)	7P	—	SA/BF/FA	—(1)	30(c)	14F	1,000
Ares Sigma-3	4(6)	8P	—	SA/BF/FA	—(2)	50(d)	7R	1,000
Cavalier Arms Gladius	3(4)	7P	—	BF/FA	1(2)	32(c)	6R	400
Colt Cobra TZ-120	4(5)	7P	—	SA/BF/FA	2(3)	32(c)	5R	660
FNP 93 Praetor	6	8P	—	SA/BF/FA	1(2)	50(c)	11F	900
HK-227	5(7)	7P	—	SA/BF/FA	—(1)	28(c)	8R	730
HK Urban Combat	7(9)	8P	—	SA/BF/FA	2	36(c)	16F	2,300
HK XM 30, Carbine	6(8)	9P	-2	SA/BF/FA	—(1)	30(c)	15F	4,500
Ingram Smartgun X	4(6)	8P	—	BF/FA	2	32(c)	6R	800
Krime Spree	4	7P	—	FA	1	30(c)	6R	425
SCK Model 100	5(7)	8P	—	SA/BF	—(1)	30(c)	6R	875
Uzi IV	4(5)	7P	—	BF	—(1)	24(c)	4R	450
Assault Rifles								
AK-97	4	10P	-2	SA/BF/FA	—	38(c)	4R	950
AK-98	5	10P	-2	SA/BF/FA	—	38(c)	8F	1,250

Ares Alpha	5(7)	11P	-2	SA/BF/FA	2	42(c)	11F	2,650
Ares HVAR	5(7)	8P	—	SA/BF/FA	3(4)	50(c)	11F	2,400
Colt Inception	7(8)	10P	-1	SA/BF	1(3)	35(c)	11R	2,250
Colt M23	4	9P	-2	SA/BF/FA	—	40(c)	4R	550
FN HAR	5(6)	10P	-2	SA/BF/FA	2	35(c)	8R	1,500
HK XM30, Assault Rifle	6(8)	9P	-2	SA/BF/FA	—(1)	30(c)	15F	4,500
Krupp Arms Kriegfaust	8	9P	-1	SA/BF	1	25(d)	10R	1,300
Nissan Optimum II	5(7)	9P	-2	SA/BF/FA	1	30(c)	10F	2,300
Shiawase Arms Monsoon	5	10P	-1	SA/BF	1	20(ml)×6	10F	1,900
Ultimax Rain Forest Carbine	7	14P	-4	SA	—(1)	18(c)	5R	2,800
Yamaha Raiden	6(8)	11P	-2	BF/FA	2	60(c)	14F	2,600
Sniper Rifles								
Ares Desert Strike	7	13P	-4	SA	—(1)	14(c)	10F	17,500
Barret Model 122	7(9)	14P	-6	SA	—(2)	14(c)	20F	38,500
Cavalier Arms Crockett EBR	6	12P	-3	SA/BF	—(1)	20(c)	12F	10,300
HK XM30, Sniper	7(9)	9P	-2	SA	2(3)	10(c)	15F	4,500
Onotari JP-K50	7	12P	-3	SA/BF	1	24(c)	13F	12,500
Pioneer 60	5	10P	-1	SA	—	5(m)	2R	500
Ranger Arms SM-5	8	14P	-5	SA	—(1)	15(c)	16F	28,000
Remington 950	7	12P	-4	SS	—	5(m)	4R	2,100
Ruger 100	6	11P	-3	SS	—(1)	8(m)	4R	1,300
Terracotta ARMS AM-47	7(9)	15P	-4	SA	1(3)	18(c)	14F	35,000
Sporting Rifles								
M1 Garand	5	12P	-1	SA	—	8(c)	3R	1,100
Marlin 79S	4	6P	—	SA	—	10(c)	3R	300
Marlin 3041 BL	5	10P	-3	SA	—	6(m)	5R	1,100
Marlin 3468 SS	4	13P	-1	SS	—	4(m)	6R	1,000
Marlin X71	5	12P	-4	SS	—	5(m)	6R	1,500
Springfield Model 1855 Reproduction	2	10P	—	SS	—	1(cb)	4R	850
Springfield 2003	9	12P	-2	SS	—	5(m)	4R	3,600
Springfield M1A	6	12P	-1	SA	—	20(c)	6R	1,700
Winchester Model 2024	6	12P	—	SA	—	7(m)	4R	1,800
Winchester Model 2067	5	8P	-1	SA	—	15(m)	4R	650
Shotguns								
Auto-Assault 16	4	13P	-1	SA/BF/FA	2	10(c) or 32(d)	18F	1,800
Cavalier Falchion	5(7)	12P	-1	SS	—	8(m)	9R	1,200
Defiance T-250	4	10P	-1	SS/SA	—	5(m)	4R	450
Defiance T-250, short-barreled	4	9P	-1	SS/SA	—	5(m)	4R	450
Enfield AS-7	4(5)	13P	-1	SA/BF	—	10(c) or 24(d)	12F	1,100
Franchi SPAS-24	4(6)	12P	-1	SA/BF/FA	1	10(c)	12F	1,050
HKXM30, Shotgun	3(5)	10P	-1	SA	—(1)	10(c)	15F	4,500
Krime Boss	3	13P	-1	SA	1	15(d)	11R	600
Mossberg AM-CMDT	5(7)	12P	-1	SA/BF/FA	—	10(c)	12F	1,400
Nissan Optimum II, Shotgun	4(6)	10P	-1	SA	1	5(m)	—	—
PJSS Model 55	6	11P	-1	SS	—(1)	2(b)	9R	1,000
Remington 990	4	11P	-1	SA	—	8(c)	6R	950
Shiawase Arms Rain	4	10P	-1	SA	—(1)	5(ml)	4R	450
Winchester Model 201	8	11P	-1	SA	—	2(b)	8R	1,300
Winchester Model 2054	4(5)	11P	-1	SA	—(1)	7(m)	6R	900
Winchester Model 2066	4	11P	-1	SS	—	5(m)	4R	1,000
Light Machine Guns								
GE Vindicator Mini-Gun	4(6)	9P	-4	FA	2	200(belt)	24F	6,000
HK XM30, LMG	6(8)	9P	-2	BF/FA	2(3)	100(belt)	15F	4,500
Ingram Valiant	5(6)	9P	-2	BF/FA	2(3)	50(c) or 100(belt)	12F	5,800
Krime Wave	5	10P	-2	FA	—(2)	50(c) or 100(belt)	11F	2,000
Shiawase Arms Nemesis	5(7)	9P	-2	BF/FA	2	50(c) or 100(belt)	16F	6,500

Medium Machine Guns								
Stoner-AresM202	5	10P	-3	FA	—	50(c) or 100(belt)	12F	7,000
UltamaxMMG	5(6)	10P	-2	FA	1/6	50(c) or 100(belt)	16F	7,600
Heavy Machine Guns								
FN Mag-5	4(5)	11P	-3	FA	2(8)	50(c) or 100(belt)	18F	8,500
RPK HMG	5	12P	-4	FA	—(6)	50(c) or 100(belt)	16F	16,300
Ruhrmetall SF-20	5(6)	12P	-4	FA	1(4)	50(c) or 100(belt)	18F	19,600
Ultamax HMG-2	4(5)	11P	-4	FA	6	50(c) or 100(belt)	16F	16,000

Weapon	Acc	DV	AP	Modes	RC	Ammo	Availability	Cost
Exotic Firearms								
Ares Armatus	6	6P	-5	SA	—	10(c)	20F	19,000
Ares S-III Super Squirt	3	Chemical	Chemical	SA	—	20(c)	7R	950
Ares Screech Sonic Rifle	6	7S	Spec.	SS	—	10(c)	16R	8,000
Fichetti Pain Inducer	3	Spec.	—	SS	—	Spec.	11R	5,000
FN-AAL Gyrojet Pistol	5	10P	-2	SA	—	10(c)	12F	2,000
Gun Cane, Knockoff	5	9P	—	SS	—	—	6R	150
Gun Cane, Trafalgar	6	7P	—	SS	—	1(b)	9R	750
Parashield Dart Pistol	5	Drug/Toxin	Drug/Toxin	SA	—	5(c)	4R	600
Parashield Dart Rifle	6	Drug/Toxin	Drug/Toxin	SA	—	6(m)	6R	1,200
Shiawase Arms Simoom	5	6P	—	SA/FA	—	6(ml)	14R	1,500
Tiffani Éléance Shooting Bracer	5(6)	7P	—	SS	—	1(b)	10R	1,250
Lasers								
Ares Archon Heavy MP Laser	7	10P	-10	SA	—	External Source	24F	35,000
Ares Lancer MP Laser	7	7P	-10	SA	—	2×10(c) or External Source	18F	16,000
Ares Redline Laser	9	5P	-10	SA	—	10(c) or External Source	14F	7,500
Assault Cannons								
Ares Thunderstruck Gauss Rifle	7(8)	15P	-8	SA	—(1)	10(c)+Energy	12F	26,000
Ares Vigorous Assault Cannon	4	16P	-6	SS	—	12(c)	18F	24,500
Krime Bomb	6(7)	16P	-6	SS	—	4(m)	20F	23,000
Krime Cannon	4	16P	-6	SA	—(1)	6(m)	20F	21,000
Ogre Hammer SWS Assault Cannon	6	16P	-4	SA	—	6(c)	20F	32,000
Panther XXL	5(7)	17P	-6	SA	—	15(c)	20F	43,000
Grenade Launchers								
AK-98, Grenade Launcher	3	Grenade	Grenade	SS	—	6(m)	—	—
Ares Alpha, Grenade Launcher	4(6)	Grenade	Grenade	SS	—	6(c)	—	—
Ares Antioch-2	4(6)	Grenade	Grenade	SS	—	8(m)	8F	3,200
Arm Tech MGL-12	4	Grenade	Grenade	SA	—	12(c)	10F	5,000
HK XM30, Grenade Launcher	4	Grenade	Grenade	SS	—	6(c)	15F	4,500
Missile Launchers								
Aztechnology Striker	5	Missile	Missile	SS	—	2(ml)	10F	1,200
Mitsubishi Yakusoku MRL	Missile	Missile	Missile	SA/BF	—	4×2(m)	20F	14,000
Onotari Arms Ballista MML	Missile	Missile	Missile	SS	—	4(m)	19F	7,500
Onotari Interceptor	4(6)	Missile	Missile	SS	—	2(ml)	18F	14,000
Implant Firearms								
Cyber Hold-Out Pistol	4(6)	6P	—	SA	—	2(m)/6(c)	8R	2,000
Cyber Machine Pistol	4(6)	6P	—	SA/FA	1	18(m)/32(c)	12R	3,500
Cyber Microgrenade Launcher	4(6)	Grenade	Grenade	SS	—	2(m)/6(c)	20F	30,000
Cyber Shotgun	4(6)	10P	-1	SS	—	4(m)/10(c)	12R	8,500
Cyber Submachine Pistol	4(6)	7P	—	SA/FA	2	18(m)/32(c)	12R	4,800
Flametasser	4	6P(fire)	-6	SA/BF	—	5(m)	12F	4,000
Heavy Cyber Pistol	4(6)	7P	-1	SA	—	8(m)/12(c)	12R	4,300
Light Cyber Pistol	6(8)	7P	—	SA	—	10(m)/15(c)	10R	3,900
One-Shot Dartgun	4	4P	—	SS	—	1(m)	8R	2,000

Consumable	DV	AP	Acc	DV	AP	Availability	Cost
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Ammunition (10 shots)							
APDS	—	—	—	—	-4	12F	120
Assault Cannon	—	—	—	—	—	12F	400
AV Rounds	—	—	—	—	-1/-5	14R	175
Capsule Rounds	—	—	—	-4	+4	2	5
Explosive Rounds	—	—	—	+1	-1	9F	80
EX-Explosive Rounds	—	—	—	+2	-1	14F	120
Flare Rounds	—	—	—	-1/+2	+2/-3	6R	20
Flechette Rounds	—	—	—	+2	+5	6R	65
Frangible Rounds	—	—	—	-1	+4	2R	10
Fuel Canister	—	—	—	—	—	16F	40
Gauss	—	—	—	—	—	18F	400
Gel Rounds	—	—	—	+0S	+1	2R	25
Gyrojet Ammo	—	—	—	-2S(e)	-5	14R	160
Hollow Points	—	—	—	+1	+2	4F	70
Injection Darts	—	—	—	—	—	4R	75
Net Gun	—	—	—	—	—	9	350
Net Gun, XL	—	—	—	—	—	9	400
Regular Ammo	—	—	—	—	—	2R	20
Shocknet	8S(e)	-5	—	—	—	10R	+250
Stick-n-Shock	—	—	—	-2S(e)	-5	6R	80
Taser Dart	—	—	—	—	—	3	50
Tracer	—	—	—	—	—	6R	60
Tracker Rounds	—	—	—	-2	-2	8R	150

Ballistic Projectile							
Arrow	—	—	—	—	—	Rating	Rating×2
Barbed Head	—	—	—	+1	—	5R	10
Botl	—	—	—	—	—	2	5
Explosive Head	—	—	-1	+2	-1	9F	15
Hammerhead	—	—	-1	+1S	-2	5	5
Incendiary Head	8P	-6	-1	—	—	12F	100
Injection Arrow	—	—	—	—	—	(Rating+2)R	Rating×20
Injection Bolt	—	—	—	—	—	8R	50
Mono Tip	—	-2	—	—	—	8R	Rating×30
Screamer Head	—	—	-2	+2S	+6	2	5
Seeker Shafts	—	—	—	—	—	12F	45
Static Shaft	—	—	—	+4S(e)	—	6R	Rating×25
Stick-N-Shock	8S(e)	-5	-1	—	—	6R	25

Consumable	DV	AP	Blast	Availability	Cost
Grenades					
Flash-Bang	10S	-4	10m radius	6R	100
Flash-Pak	Spec.	—	Spec.	4	125
Fragmentation	18P(f)	+5	-1/m	11F	100
Gas	Chemical	Chemical	10m radius	Chemical+2	Chemical+40
High Explosive	16P	-2	-2/m	11F	100
Paint Grenade	—	—	-2/m	8R	100
Smoke	—	—	10m radius	4R	40
Thermal Smoke	—	—	10m radius	6R	40

Rockets & Missiles					
Anti-Vehicle Rocket	24P	-4/-10	-4/m	18F	2,800
Fragmentation Rocket	23P(f)	+5	-1/m	12F	2,000
High-Explosive Rocket	21P	-2	-2/m	18F	2,100
Missile	Rocket	Rocket	Rocket	+4	+Sensorrating×500

Explosives	Rating	Availability	Cost
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Explosives			
Ammonium nitrate	4	5	80/KG
ANFO	6	7	100/KG
Binary	1-20	18F	Rating×125/KG
Commercial	5	8R	100/KG
Detonating Cord, Low Yield	3	10R	100/meter
Detonating Cord, High Yield	6	14R	150/meter
Dynamite	3	8R	350/KG
Foam	6-25	12F	Rating×100/KG
Linear Charge	1-25	16R	Rating×250/KG
Liquid	1-25	16F	Rating×150/KG
Nitroglycerin	6	11R	350/KG
Plastic	6-25	16F	Rating×100/KG
TNT	5	12R	200/KG
Explosives Accessories			
Atomizer	1-10	(Rating×2)R	Rating×300
Hard-Shell Briefcase (Hermetically Sealed)	1-12	10R	Rating×100
Safety Fuse	-	6R	5/meter
Detonators			
Detonator Cap	-	8R	75
Optical	1-6	(Rating×7)F	Rating×200
Pull	-	9F	80
Push	-	9F	80
Radio	1-3	10R	75
Timer	1-3	(Rating×6)F	Rating×50

Accessory	Barrel	Underb.	Side	Top	Stock	Internal	Availability	Cost
Advanced Safety System	-	-	-	-	-	-	4	600
- Electro Shocker	-	-	-	-	-	-	6R	350
- Explosive Self Destruct	-	-	-	-	-	-	11F	400
- Immobilization	-	-	-	-	-	-	6	100
- Self Destruct	-	-	-	-	-	-	6	200
Airburst Link	-	-	-	-	-	-	6R	600
Ammo Skip System	-	✓	-	-	-	-	8R	250
Bayonet	-	✓	-	✓	-	-	4R	50
Bipod	-	✓	-	-	-	-	2	200
Bola Launcher	-	✓	-	-	-	-	8R	350
Ceramic/Plasteel Components	-	-	-	-	-	-	(Rating+12)F	Spec.
Chainsaw	-	✓	-	-	-	-	10R	Chainsaw+500
Chameleon Coating	-	-	✓	-	-	-	10R	1,000
Concealable Holster	-	-	-	-	-	-	2	150
Concealed Quick-Draw Holster	-	-	-	-	-	-	6	275
Custom Look	-	-	-	-	-	-	2	300
Easy Breakdown (manual)	-	-	✓	-	-	-	8R	750
EasyBreakdown (powered)	-	-	✓	-	-	-	10R	1,250
Electronic Firing	✓	-	-	-	-	-	10R	1,000
Explosive Clip	-	-	-	-	-	-	(Grenade+2)F	Grenade+20
Extended Clip	-	-	-	-	-	-	6R	35
Extreme Environment Modification	-	-	-	-	-	-	8	Level×1,500
Flamethrower	-	✓	-	-	-	-	Flamethrower+2	Flamethrower+200
Flashlight	-	✓	-	✓	-	-	2	50
Flashlight, Infrared	-	✓	-	✓	-	-	6	400
Flashlight, Low Light	-	✓	-	✓	-	-	4	200
Folding Stock	-	-	-	-	✓	-	2	30
Foregrip	-	✓	-	-	-	-	2	100
Gas-Vent System	✓	-	-	-	-	-	(Rating×3)R	Rating×200

Gecko Grip	-	-	-	-	-	-	6	100
Grapple Gun	-	✓	-	-	-	-	8R	600
Grenade Launcher	-	✓	-	-	-	-	10F	3,500
Guncam	✓	✓	✓	✓	-	✓	4	350
Gyro Mount	-	✓	-	-	-	-	7	1,400
Hidden ArmSlide	-	-	-	-	-	-	4R	350
Hip Pad Bracing System	-	-	-	-	✓	-	4	250
Holographic Sight	-	-	-	✓	-	-	2	125
Imaging Scope	-	-	-	✓	-	-	2	300
Improved Range Finder	✓	✓	✓	✓	✓	✓	6	2,000
Laser Sight	-	✓	-	✓	-	-	2	125
Longbarrel	✓	-	-	-	-	-	8R	Weapon Cost
Melee Hardening	-	-	-	-	-	-	6	500
Mounted Crossbow	both	both	-	-	-	-	8R	1,000
Overclocked	-	-	-	-	-	-	6F	200
Peak-Discharge Battery Packs, Power Backpack	-	-	-	-	-	-	20F	2,500
- Power Clip	-	-	-	-	-	-	14F	400
- Satchel Power Pack	-	-	-	-	-	-	16F	900
Periscope	-	-	-	✓	-	-	3	70
Personalized Grip	-	-	-	-	-	-	2	100
Quick-Draw Holster	-	-	-	-	-	-	4	175
Retractable Bayonet	✓	-	-	-	-	-	6R	200
Safe Target System Base (STSB)	✓	✓	✓	✓	-	✓	6	750
- Additional RFID or GPS Data	✓	✓	✓	✓	-	✓	6	25/10 datasets
- Extra Image Profiles	✓	✓	✓	✓	-	✓	8	25/10 profiles
- Image Recognition Capabilities	✓	✓	✓	✓	-	✓	8	300
Sawed-Off/Shortbarrel	✓	-	-	-	-	-	4R	20
Shock Pad	-	-	-	-	-	-	2	50
Silencer/Suppressor	✓	-	-	-	-	-	9F	500
Slide Mount	-	✓	✓	✓	-	-	4	500
Sling	-	-	-	-	-	-	-	15
Smart Firing Platform	-	✓	-	-	-	-	12F	2,500
Smartgun System, External	-	✓	-	✓	-	-	4R	200
Smartgun System, Internal	-	✓	-	✓	-	-	6R	2×Weapon Cost
Spare Clip	-	-	-	-	-	-	4	5
Speed Loader	-	-	-	-	-	-	2	25
Stockremoval	-	-	-	-	✓	-	2	20
Tracker	-	-	-	-	-	-	4	150
Triggerremoval	-	-	-	-	-	-	2	50
Tripod	-	✓	-	-	-	-	4	500
Underbarrel Laser	-	both	both	-	-	-	16F	22,000
Underbarrel Shotgun	-	✓	-	-	-	-	5R	600
Underbarrel Weight	-	✓	-	-	-	-	-	-
Weapon Commlink	-	-	-	-	-	-	Commlink	Commlink+200
Weapon Personality	-	-	-	-	-	-	8	250

Clothing	Armor Rating	Capacity	Availability	Cost
Clothing	0	0	-	2-100,000
One-use shoes/pants/shirt/skirt/socks/undergarments/gloves	0	0	-	2
Cheap shoes/pants/shirt/skirt/socks/undergarments/gloves	0	0	-	10
Good shoes/pants/shirt/skirt/socks/undergarments/gloves	0	0	-	50
Nice shoes/pants/shirt/skirt/socks/undergarments/gloves	0	0	-	200
Cheap dress/suit	0	0	-	200
Good dress/suit	0	0	-	1,000
Nice dress/suit	0	0	-	10,000
Hat	0	0	-	20

Coveralls	0	0	—	50
Electrochromic Modification	—	—	+2	+500
Feedback Clothing	—	—	8	+500
(Synth)Leather	4	4	—	+200
Actioneer Business Clothes	8	8	8	1,500
Armor Clothing	6	6	2	450
Armor Jacket	12	12	2	1,000
Armor Vest	9	9	4	500
Bike Racing Armor	8	8	6	500
Bike Racing Helmet	+2	6	6	200
Cloak	—	(Rating)	1	Rating×100
Form-Fitting Body Armor	8	3	8	1,300
Lined Coat	9	9	4	900
Ruthenium Polymer Cloak	—	—	14F	Rating×4,000
Second Skin	6/+2	2	14	12,000
Urban Explorer jumpsuit	9	9	8	650
- Helmet	+2	+2	—	+100

High-Fashion Clothing	Armor Rating	Capacity	Availability	Special	Cost
Argentum Coat	12/+4	14	10	+1 Social limit [+1 Social dice]	3,600
Berwick Dress	8	4	8	+1 Social limit [+1 Social dice]	2,300
Berwick Suit	9	5	9	+1 Social limit [+1 Social dice]	2,600
Chameleon Suit	9	9	10R	+2 Sneaking limit [+2 Sneaking dice]	1,700
Crimson Sky Suit	8	5	6	+1 Social limit [+1 Social dice]	2,400
Executive Suit	12	4	12	+1 Social limit [+2 Social limit]	2,000
Heritage	4/6/8/10/12	Armor÷2	16	+3 Social limit	2,000+(Armor Rating×500)
Summit Dress	7	5	7	+1 Social limit [+1 Social dice]	2,200
Summit Suit	8	6	7	+1 Social limit [+1 Social dice]	2,500
Ulysses Coat	10/+3	12	8	+1 Social limit [+1 Social dice]	3,100

Armor	Armor Rating	Capacity	Availability	Cost
Big Game Hunter	14	12	12	5,000
Body Armor Bag	8	4	8	750
Bunker Gear	6	6	6	3,000
Bunker Gear Helmet	+2	3	6	750
Forearm Guards	+1	3	6	300
Hardened Mil-Spec Battle Armor, Light	15	15	16F	15,000
Hardened Mil-Spec Battle Armor, Medium	18	18	18F	20,000
Hardened Mil-Spec Battle Armor, Heavy	20	20	22F	25,000
Hardened Mil-Spec Battle Armor, Helmet	+3	8	8F	10,000
Helmet	+2	+2	2	100
Industrious	9	6	6	1,100
Murder Armor	13	4	12R	5,000
Gorepak	—	—	8R	200
Riot Control Armor	14	8	10R	5,000
Riot Control Helmet	+2	6	6R	1,000
Riot Shield	+6	+6	10R	1,000
Security Armor, Light	15	12	14R	8,000
Security Armor, Medium	18	14	16R	14,000
Security Armor, Heavy	20	16	18R	20,000
Security Armor, Helmet	+3	5	8R	5,000

Environmental Armor	Environment	Armor Rating	Capacity	Availability	Special	Cost
Arctic Diving Suit	Aquatic	1	4	8	Keep the diver warm for 45 minutes	3,000
Diving Armor	Aquatic	7	4	6	-2 dice penalty to Swimming	1,750
Drysuit	Aquatic	—	4	6		2,500

Enclosed Breathing Helmet	Aquatic	—	6	8		900
Full Face Mask	Aquatic	—	4	8		300
Ares Arctic Forces Suit	Cold	15	14	16R	+1 Physical limit for Climbing	11,000
Ares Armored Coldsuit	Cold	9	6	6	-2 dice penalty on all Fatigue	1,200
Ares Polar Sneak Suit	Cold	6	4	16F	-5 dice to Perception	10,000
Coldsuit	Cold	—	4	4	+1 dice to Survival	800
Polar Survival Suit	Cold	6	6	8	+1 Physical limit for Climbing	2,000
Desert Suit	Heat	3	2	8	+1 dice to Survival	1,000
Evo Armadillo Armored Spacesuit	Space	16	10	24R		35,000
Evo HEL Suit	Space	8	5	10		3,000
Magnetic Boots	Space	—	4	12		2,500
MCT EE Suit	Space	6	5	10		2,500
Security Spacesuit	Space	15	10	24		25,000
Spacesuit	Space	12	6	16		12,000
Survival Bubble	Space	4	4	Rating×3		2,000
Ares Armored Survivalist	Universal	8	6	10	+1 dice to Survival	1,500
Ghillie Suit	Universal	4	4	6	-6 dice to Perception	600

Armor Modification	Capacity	Availability	Cost
Auto-Injector	[2]	4	1,500+Chemical costs
Biofiber Pocket	[2]	10F	700
Chemical Protection	[Rating]	6	Rating×250
Chemical Seal	[6]	12R	3,000
Concealed Pockets	[1]	4	40
Faraday Pocket	[1]	7R	50
Fire Resistance	[Rating]	6	Rating×250
Fresnel Fabric	[2]	14R	Rating×1,000
Gear Access	[4]	4	150
Gel Packs	—	6	1,500
Insulation	[Rating]	6	Rating×250
Nonconductivity	[Rating]	6	Rating×250
Pulse Weave	[3]	+8R	Rating×3,000
Radiation Shielding	[Rating]	Rating×2	Rating×200
Response Interface Gear (RIG)	[4]+[2]	8	2,500
Ruthenium Polymer Coating (Rating 1-4)	[4]	16F	Rating×5,000
Shock Frills	[2]	6R	250
Shock Weave	[3]	8	1,000
Thermal Damping	[Rating]	10R	Rating×500
Universal Mirror Material (per square meter)	[3]	8F	Rating×250
YNT Softweave Armor	—	+4	×2

Security	Availability	Cost
Device		
Anti-tamper circuits (Rating 1-4)	+Rating	+(Rating×250)
Biometric reader	+4	+200
Key/Combination lock (Rating 1-6)	Rating	Rating×10
Keypad or cardreader	—	+50
Maglock	Rating	Rating×100
Restraints		
Containment Manacles	6R	250
Metal	—	20
Plasteel	6R	50
Plastic (per 10)	—	5
B&E Gear		
Chisel/Crowbar	—	20
Lockpickset	4R	250

Miniwelder	2	250
Miniwelder Fuel Canister	2	80
Monofilament Chainsaw	8	500
Cellularglovesolder (Rating 1-4)	12F	Rating×500
Maglockpasskey (Rating 1-4)	(Rating×3)F	Rating×2,000
Autopicker (Rating 1-6)	8R	Rating×500
Keycardcopier (Rating 1-6)	8F	Rating×600
Sequencer (Rating 1-6)	(Rating×3)F	Rating×250
Grapple Gun		
Catalyst Stick	8F	120
Grapple Gun	8R	500
Microwire	4	50/100m
Myomeric Rope	10	200/10m
Standard Rope	—	50/100m
Stealth Rope	8F	85/100m
Communications		
Bug Scanner (Rating 1-6)	(Rating)R	Rating×100
Data Tap	6R	300
Headjammer (Rating 1-6)	(Rating)R	Rating×150
Jammer, Area (Rating 1-6)	(Rating×3)F	Rating×200
Jammer, Directional (Rating 1-6)	(Rating×2)F	Rating×200
Micro-Transceiver	2	100
Tag Eraser	6R	450
White Noise Generator (Rating 1-6)	Rating	Rating×50
Battering Ram		
Standard Ram	10R	2,000
Fluid-Motion Ram	10R	3,500
Pneumatic Ram	18R	10,000
Shock Ram	10R	15,000

Electronics	Rating	Availability	Cost
Commlink			
Meta Link/Renraku Aguchi/Sony Angel/Transys Arthur	1	2	100
Sony Emperor/Leviathan Technical LT-2100/Microtronica Azteca Raptor/Xiao Technologies XT-2G/Common Denominator Element	2	4	700
Renraku Sensei/MCT-3500/Matrix Systems GridGopher	3	6	1,000
Erika Elite/FTL Quark/Novatech Airware	4	8	2,500
Hermes Ikon/Novatech NetNinja	5	10	3,000
Transys Avalon/PULSE Wave	6	12	5,000
Fairlight Caliban/Fuchi Cyber-X7	7	14	8,000
EvoTech Himitsu	2	8R	11,000
Commlink Mod			
Sim Module	—	—	+100
Sim Module with Hot-Sim	—	+4F	+250
PI-Tac Level I	4	12R	115,000
PI-Tac Level II	5	18R	325,000
PI-Tac Level III	6	18F	855,000
Commlink Dongle			
Attack Dongle (Rating 1-6)	—	(Rating×2)R	Rating×3,000
Cable Tap	—	8R	500
Stealth Dongle (Rating 1-6)	—	(Rating×2)R	Rating×3,000
Stun Dongle	—	6R	600
Receiver	—	3	400
RFID Tags			
Standard Tags	1	—	1
Datachip	1	—	5

Security Tags	3	3	5
Sensor Tags	2	5	40
Stealth Tags	3	7R	10
Accessory			
AR Gloves	3	—	150
Biometric Reader	3	4	200
Electronic Paper	1	—	5
Printer	3	—	25
Satellite Link	4	6	500
Simrig	3	12	1,000
Subvocal Mic	3	4	50
Trid Projector	3	—	200
Trodes	3	—	70

Programs	Availability	Cost
Agent (Rating 1-3)	Rating×3	Rating×1,000
Agent (Rating 4-6)	Rating×3	Rating×2,000
Autosoft	Rating×2	Rating×500
Cyberprogram, Common Use	—	80
Cyberprogram, Hacking	6R	250
Datasoft	4	120
Mapsoft	4	100
Shopssoft	4	150
Tutorsoft (Rating 1-6)	Rating	Rating×400
Activesofts (Rating 1-6)	8	Rating×5,000
Knowsofts (Rating 1-6)	4	Rating×2,000
Linguasofts (Rating 1-6)	2	Rating×1,000

Cyberdecks	Device rating	Attribute array	Programs	Availability	Cost
MCT Trainee (fixed)	1	2 1 1 2	1	3R	17,250
Radio Shack PCD-500	1	2 2 1 1	1	2	21,000
Erika MCD-1	1	4 3 2 1	1	3R	49,500
Microdeck Summit	1	4 3 3 1	1	3R	58,000
C-K Analyst (fixed)	2	1 5 4 3	1	5R	83,800
Little Hornet	2	5 4 1 1	2	5R	89,700
Microtrónica Azteca 200	2	5 4 3 2	2	6R	110,250
Hermes Chariot	2	5 4 4 2	2	6R	123,000
Aztechnology Emissary (fixed)	3	2 3 3 8	1	8R	168,000
Yak Killer (fixed)	3	7 6 2 3	2	13R	194,000
Microtrónica Azteca 300	3	7 5 3 1	3	9R	200,000
Novatech Navigator	3	6 5 4 3	3	9R	205,750
Renraku Tsurugi	3	6 5 5 3	3	9R	214,125
Ring of Light Special (fixed)	4	8 1 2 6	3	10R	242,000
Xiao MPG-1	4	8 5 4 3	3	13R	302,000
Shiawase Cyber-4	4	8 6 4 2	3	12R	331,000
Sony CIY-720	4	7 6 5 4	4	12R	345,000
Ares Echo Unlimited (fixed)	5	9 6 4 5	3	15R	395,900
Shiawase Cyber-5	5	8 7 6 5	5	15R	549,375
Fairlight Excalibur	6	9 8 7 6	6	18R	823,250
Fairlight Paladin	6	9 9 8 8	6	20R	1,050,000

Cyberdeck Modules	Availability	Cost
Hardening	3R	1,500
Induction Receiver	10R	1,200
Multidimensional Coprocessor	7R	1,400
Overwatch Mask	9F	4,200

Program Carrier	2	900
Self-Destruct	12F	200
Vectored Signal Filter	3	800

Rigger	Device rating	Availability	Cost	Data processing	Firewall
Rigger Command Console					
Scratch-Built Junk	1	2R	1,400	3	2
Radio Shack Remote Controller	2	6R	8,000	3	3
Essy Motors DroneMaster	3	6R	16,000	4	4
CompuForce TaskMaster	4	8R	32,000	5	4
Maersk Spider	4	8R	34,000	4	5
Maser Industrial Electronics	5	8R	64,000	3	4
Vulcan LiegeLord	5	10R	66,000	5	6
Proteus Poseidon	5	12R	68,000	5	6
Lone Star Remote Commander	6	14R	75,000	6	5
MCT Drone Web	6	16R	95,000	7	6
Trix UberMensch	6	18R	140,000	8	7
Pilot					
Program (Rating 1)	1	4	100	—	—
Program (Rating 2)	1	—	400	—	—
Program (Rating 3)	1	8R	1,800	—	—
Program (Rating 4)	1	12R	3,200	—	—
Program (Rating 5)	1	16F	10,000	—	—
Program (Rating 6)	1	24F	20,000	—	—
Autosoft (Rating 1-6)	1-6	Rating×2	Rating×500	—	—

Audio, Optical & Imaging Devices	Availability	Cost
Imaging		
Binoculars (Capacity 1-3)	—	Capacity×50
Binoculars, Optical	—	50
Camera (Capacity 1-6)	—	Capacity×100
Contacts (Capacity 1-3)	6	Capacity×200
Endoscope	8	250
Glasses (Capacity 1-4)	—	Capacity×100
Goggles (Capacity 1-6)	—	Capacity×50
Imaging Scopes (Capacity 3)	2	300
Mage Sight Goggles	12R	3,000
Micro-Camera (Capacity 1)	—	100
Monocle (Capacity 1-4)	—	Rating×120
Periscope	3	50
Periscope Cam	10R	Rating×600
Telescoping Mirror On A Stick	10	35
Audio		
Ear Buds (Capacity 1-3)	—	Capacity×50
Directional Mic (Capacity 1-6)	4	Capacity×50
Headphones (Capacity 1-6)	—	Capacity×50
Laser Mic (Capacity 1-6)	6R	Capacity×100
Omni-Directional Mic (Capacity 1-6)	—	Capacity×50

Audio/Vision Enhancements	Capacity	Availability	Cost
Vision			
Flare Compensation	[1]	+1	+250
Image Link	[1]	—	+25
Low-Light Vision	[1]	+4	+500
Smartlink	[1]	+4R	+2,000
Thermographic Vision	[1]	+6	+500

Vision Enhancement	[Rating]	+Rating×2	+(Rating×500)
Vision Magnification	[1]	+2	+250
Audio			
Spatial Recognizer	+4	[2]	+1,000
Audio Enhancement (Rating 1-3)	+Rating×2	[Rating]	+(Rating×500)
Select Sound Filter (Rating 1-3)	+Rating×3	[Rating]	+(Rating×250)

Sensor Housings	Capacity	Availability	Cost
Grenade-Cam	1-5	—	Capacity×1,500
Handheld Housing	1-3	—	Capacity×100
Sensor Array (Rating 2-8)	[6]	7	Rating×1,000
Single Sensor (Rating 2-8)	[1]	5	Rating×100
Wall-Mounted Housing	1-6	—	Capacity×250

Health Gear	Availability	Cost
Biotech		
Biomonitor	3	300
Disposable Syringe	3	10
Medkit (Rating 1-6)	Rating	Rating×250
Medkit Supplies	—	100
DocWagon Contract		
Basic	—	5,000/year
Gold	—	25,000/year
Platinum	—	50,000/year
Super-platinum	—	100,000/year
Slap Patch		
Antidote Patch (Rating 1-6)	Rating	Rating×50
Chem Patch	6	200
Stim Patch (Rating 1-6)	Rating×2	Rating×25
Tranq Patch (Rating 1-10)	Rating×2	Rating×20
Trauma Patch	6	500

Survival Gear	Availability	Cost
Ares Ped (Personal Extraction Device) Mark III	10R	2,500
Chemsuit (Rating 1-6)	Rating×2	Rating×150
Climbing Gear	—	200
Diving Gear	6	2,000
Flashlight	—	25
Gas Mask	—	200
Gecko Tape Gloves	12	250
Hazmat Suit	8	3,000
Light Stick	—	25
Magnesium Torch	—	5
Micro Flare Launcher	—	175
Micro Flares	—	25
Rappelling Gloves	—	50
Respirator (Rating 1-6)	—	Rating×50
Survival Kit	4	200

Tools	Availability	Cost
Kit	—	500
Shop	8	5,000
Facility	12	50,000

Credsticks	Max Value	Availability	Cost
Standard	5,000	—	5

Silver	20,000	—	20
Gold	100,000	5	100
Platinum	500,000	10	500
Ebony	1,000,000	20	1,000

Identification	Availability	Cost
Fake SIN (Rating 1-6)	(Rating×3)F	Rating×2500
Fake License (Rating 1-6)	(Rating×3)F	Rating×200

Vehicle	Handl	Speed	Accel	Body	Armor	Pilot	Sensor	Seats	Avail	Cost
Bike										
Ares-Segway Terrier	5/2	2	1	2	2	2	2	1	—	4,500
BMW Blitzen	4/3	5	2	8	9	1	2	1	—	14,000
Buell Spartan	3/4	4	2	7	6	2	2	1	—	11,500
Cocotaxi HT	4/2	3	2	5	4	1	1	3	—	4,000
Daihatsu-Caterpillar Horseman (e) (3-wheel)	3/1	3	2	4	3	2	2	1	—	12,000
Dodge Scoot (e)	4/3	3	1	4	4	1	1	1	—	3,000
Echo Motors Zip	3/2	3	1	6	4	1	2	1	—	3,500
Entertainment Systems Cyclops (1-wheel)	4/4	4	2	4	4	1	1	1	—	6,500
Entertainment Systems Papoose (e)	4/3	3	1	4	4	1	1	2	—	3,500
Evo Falcon	4/5	3/4	1	5	5	1	2	1	—	6,000
Evo Falcon-EX (e)	3/5	2/3	1/2	7	9	1	1	2	—	10,000
Gaz-Niki Titan	4/3	4	2	8	10	1	2	2	—	14,500
Gaz-Niki Wolverine	4/5	3/4	1	5	7	1	1	1	—	5,500
Harley-Davidson Nightmare	4/3	5	2	8	8	2	3	2	—	22,000
Harley-Davidson Scorpion	4/3	4	2	8	9	1	2	1	—	12,000
Horizon-Doble Revolution (1-wheel)	5/3	4	3	6	9	2	2	1	4	18,000
Hyundai Hopper (e)	4/3	3	1	4	5	1	1	1	—	3,250
Suzuki Mirage	5/3	6	3	5	6	1	2	1	—	18,500
Thundercloud Contrail	5/3	6	3	5	6	1	2	2	—	19,500
Thundercloud Mustang	4/4	3	2	8	6	1	1	2	3	11,000
Yamaha Growler	4/5	3/4	1	5	5	1	1	1	—	5,000
Yamaha Kaburaya	5/3	6	3	5	4	1	2	1	—	17,000
Yamaha Nodachi	4/3	5	2	8	9	2	2	2	12R	28,000
Yamaha Rapier	5/3	7	3	5	6	1	2	1	—	19,500
Car										
BMW 400GT	5/4	6	3	10	8	2	2	4	—	32,500
BMW X89	5/4	6	3	12	12	2	4	4	10	71,000
Chevrolet Longboard	4/3	3	2	12	6	1	2	6	—	17,000
Chrysler-Nissan Jackrabbit (e)	4/3	3	2	8	4	1	2	2	—	10,000
Chrysler-Nissan Journey	4/3	3	3	9	5	1	1	4	—	17,000
Dodge Xenon	3/2	4/3	2	8	6	2	2	4	—	18,000
Echo Motors MetaWay (troll size)	4/2	4	1	10	4	1	2	1	—	14,000
Eurocar Westwind 3000	6/4	7	3	10	8	3	5	2	13	110,000
Ferrari Diabolus	6/4	7	4	10	8	3	5	2	13	115,000
Ford Americar	4/3	3	2	11	6	1	2	4	—	16,000
GMC 442 Chameleon	4/2	4	1	10	4	1	1	4	—	14,000
GMC Cadillac Nocturne	6/5	5	2	12	12	3	4	4	10	67,000
GMC Commodore	5/4	6	3	10	10	1	2	4	—	34,500
GMC Phoenix	4/2	6	3	10	6	2	3	4	—	32,000
Honda Artemis	4/2	3	3	9	6	1	1	4	—	17,000
Honda Citizen	5/4	3	2	11	6	1	2	4	—	17,000
Honda Spirit (e) (3-wheel)	3/2	4	2	8	6	1	2	2	—	12,000
Hyundai Equus	3/3	4/3	2	12	10	2	3	4	—	20,000
Hyundai Shin-Hyung	5/4	6	3	10	6	1	2	4	—	28,500
Mercury Comet	4/4	3	2	11	6	2	2	4	—	20,000

Opel Luna (e)	4/3	3	2	8	6	1	2	2	—	13,000
Peugeot 112 (e)	4/3	3	2	8	4	1	2	4	—	12,000
Porsche Aguilar	7/5	7	3	10	10	3	5	2	13	114,000
Renault-Fiat FunOne	3/1	3	1	6	4	2	1	2/1	—	8,500
Saab Dynamit	5/1	9	3	10	3	2	3	2	8	98,000
Saab Gladius 998 TI	7/3	9	4	10	5	3	5	2	14	154,000
Saeder-Krupp-Bentley Concordat	5/4	5	2	12	12	2	4	4	10	65,000
Toyota Gazelle (e) (3-wheel)	3/2	5	2	8	6	2	2	2	—	14,000
Wuxing Breezer (e) (3-wheel)	4/3	4	2	8	7	1	3	2	—	15,500
Limo										
Mitsubishi Nightsky	4/3	4	2	15	15	3	5	8	16	320,000
Rolls-Royce Phaeton	5/3	5/3	2	16	12	3	4	2/8	18	350,000
Truck										
Dodge Minotaur	4/5	5	2	14	8	4	4	4	—	45,000
Ford Percheron	3/3	3	2	15	6	4	3	6	—	39,000
Gaz P-179	5/5	4	2	14	12	1	2	3	—	28,000
GMC Armadillo	3/4	4	2	13	10	1	2	2/4	—	22,000
Jeep Trailblazer	3/4	3	2	12	6	1	2	4	—	32,000
Tata Hotspur	4/5	6	3	16	12	2	2	2	8	60,000
Thundercloud Morgan	3/5	4	3	14	6	—	—	2	8	7,500
Toyota Gopher	5/5	4	2	14	10	1	2	3	—	25,000
Wuxing Peng You 4x4	5/5	4	3	14	10	2	2	3	—	32,000
SUV										
Esprit Industries Watcher (CAS government)	3/3	3	3	9	8	1	3	5	4	40,000
Eurocar Northstar	5/3	6	2	12	8	3	5	4	12	115,000
GMC Escalade	3/3	4	2	16	10	3	4	6	10	125,000
GMC Sidewinder (UCAS government)	4/3	3	2	10	6	2	2	6	—	33,000
Nissan Hauler	3/3	4/3	1	16	8	2	2	4/4	—	30,000
Toyota Talon	4/3	4	2	12	6	2	2	5	—	30,000
Van										
Ares Chuck Wagon (ice/food)	2/2	3	1	16	5	2	2	2	—	40,000
Ares Humvee	5/5	4	2	15	12	2	4	8	10	70,000
Ares Roadmaster (SWAT transport)	3/3	3	1	18	18	3	3	8	8	52,000
Aztechnology Governor	4/4	3	1	16	12	1	2	8	—	39,000
Dodge Caravaner	3/2	4	1	12	8	2	2	7	—	28,000
Esprit Industries Sororita (DW crisis team)	3/3	4	2	18	18	3	3	8	8	58,000
Ford Econovan	3/2	4	1	14	8	2	2	10	—	30,000
GMC Bulldog	3/3	3	1	16	12	1	2	6	—	35,000
GMC Endurance (DW ambulance)	3/3	4	3	14	6	1	2	8	—	35,000
GMC Universe	3/3	4/3	1	14	8	3	2	2/14	—	30,000
Renault-Fiat Eurovan	3/3	3	1	16	12	2	3	6	—	37,000
Renraku Kamekichi (prisoner transport)	4/4	3	1	18	18	3	3	10	8	55,000
Rover Model 2072	5/5	4	2	15	12	2	4	6	10	68,000
Saeder-Krupp LT-21 (CC ambulance)	2/1	2	1	15	7	2	2	2	—	31,000
Toyota Coaster	5/5	4	2	15	14	3	4	6	10	72,000
RV										
Airstream Chinook	3/2	4/3	1	14	12	2	2	10	—	145,000
Airstream Outback	3/4	3/4	1	14	12	2	4	8	—	158,000
Airstream Preserve	3/3	4/4	1	16	12	2	3	10	—	134,000
Tractor/Trailer										
Conestoga Trailblazer	2/1	2	1	14	6	2	1	2	4	75,000
Conestoga Trailblazer Trailer	1/1	1	1	20	6	2	1	—	—	20,000
Mack Hellhound	3/2	4/3	1	20	15	3	3	2	16R	150,000
Bus										
Camellos HT	3/2	3	1	16	5	1	2	200	—	150,000
Omni Motors Omnibus (e)	2/2	3	1	18	10	2	2	53	12	296,000

Commercial										
Dodge Ram Industrail Narrow	3/1	1	1	16	8	2	4	2	4	49,000
Dodge Ram Industrial Large	2/1	1	1	16	8	2	4	2	4	51,000
GMC Commercial D-Compact	2/2	3	1	12	8	2	2	2	12	196,000
GMC Commercial DD	2/2	3	1	20	12	2	2	2	12	312,000
GMC Commercial D-series	2/2	3	1	16	10	2	2	2	12	248,000
GMC Commercial G-series	2/2	3	1	18	12	2	3	2	14	287,000
Saeder-Krupp Constructors	2/2	3	1	24	18	4	3	2	16	365,000
Security										
BMW Blitzkrieg (bike)	4/3	4	2	10	8	3	4	2	14R	46,000
BMW I8 Interceptor (car)	5/3	8	4	12	8	4	4	3	16R	114,000
BMW Luxus (limo)	5/5	5	3	18	16	5	6	8	14R	398,000
BMW Stürmwagon (SWAT)	5/4	4	2	17	18	4	5	10	20R	145,000
BMW Teufelkatze (SUV)	5/4	5	3	16	16	3	3	7	16F	76,000
Dodge Charger (patrol car)	4/3	5	2	12	12	4	4	5	16R	65,000
Dodge General (mobile command)	3/3	4	1	20	16	5	7	10	18R	344,000
Dodge General (trailer)	3/3	3	1	20	16	3	7	1	18R	54,000
Dodge Goliath (van)	3/2	4	2	16	16	3	3	8	20R	120,000
Dodge Rhino (combat vehicle)	4/4	4	2	17	18	4	4	9	18R	225,000
Dodge Stallion (truck)	3/4	5	3	16	12	3	3	4	16R	78,000
GMC Riverine Military (watercraft)	5	5	2	20	20	6	6	8	20F	225,000
GMC Riverine Police (watercraft)	4	5	3	16	14	4	5	8	15R	154,000
GMC Riverine Security (watercraft)	4	5	3	16	12	4	4	8	15R	100,000
Ruhrmetall Wolf II (combat vehicle)	3/3	3	2	24	12	2	2	6	20F	330,000
Hovercraft										
Mostrans KVP-28 (wheels)	2/2	3	1	18	12	4	3	2	16	87,000
Mostrans Minsk (wheels)	2/2	3	1	16	10	4	3	2	16	77,000
Universal Hovercraft Minnesota	4/4	4	2	14	9	3	3	2/12	12R	130,000
Vodyanoy Assault Hovercraft	3/3	4	3	16	16	1	2	3(10)	12F	84,000
Boat										
American Airboat Airranger	4	4	3	10	6	1	1	6	6	25,500
American Airboat Airranger Heavy	4	4	3	12	6	1	1	5	8	35,500
Aztech Nightrunner	5	6	3	12	6	3	4	6	10	56,000
Blohm & Voss Classic III	3	4	2	24	14	4	4	14	16	14,870,000
Evo Aquavida I	2	1	2	20	16	1	3	2/8	10	115,000
Evo Aquavida 2	2	1	2	20	16	1	3	4/8	12	135,000
Evo Water Strider (jet boat)	3	2	1	8	5	2	2	1	16	11,000
Evo Waterking	3	3	2	14	8	3	2	12	12	74,000
Kawasaki Manta Ray (jet boat)	4	5	3	9	6	1	1	3	—	16,000
Kawasaki Stingray (jet boat)	5	5	3	8	6	1	1	2	—	13,000
Lurssen Mobius	3	3	2	36	14	6	5	22	36	84,980,000
Mitsubishi Waterbug (jet boat)	6	3	2	8	4	1	—	2	—	8,000
Mitsubishi Waveskipper (jet boat)	5	3	2	10	4	1	—	1	—	10,000
Morgan Cutlass	5	4	2	16	10	3	5	6	—	96,000
Samuvani Criscraft Otter	4	3	2	12	6	2	2	8	—	21,000
Sea Ray Cottonmouth	5	7	4	8	4	3	3	4	12	120,000
Sun Tracker Lake King	2	3	2	14	8	1	1	8	—	35,000
Ultramarine Kingfisher	3	3	2	16	12	3	4	6	12	61,000
Yongkang Gala Trinity	5	6	3	10	6	1	1	3	—	37,000
Zodiac Scorpio	4	4	2	10	6	1	1	2/6	8	26,000
Sailboat										
Corsair Elysium	1/3	1/4	1/2	14	10	2	3	6	12	78,000
Corsair Panther	1/3	2/5	1/3	18	10	2	3	8	12	135,000
Corsair Trident	1/3	4/5	2/3	16	10	2	3	6	12	125,000
Corsair Triton	1	6	2	16	10	2	3	6	—	104,000
Submarine										

Proteus Lamprey	3	2	1	6	6	1	3	4	—	14,000
Vulkan Electronaut	3	3	1	12	10	4	4	2	—	108,000
Fixed-Wing										
Artemis Industries Nightwing (e)	6	3	1	4	0	1	1	1	8	20,000
Cessna C750	3	5	3	18	4	2	2	4	8	146,000
Federated-Boeing PBY-70 Catalina II	4	3	3	22	14	3	4	16	12	250,000
Renault-Fiat Fokker Tundra-9	3	4	3	20	10	3	3	24	12	300,000
Rotorcraft										
Airbus "Lift-Ticket" ALS-669 (cargo)	5	3	3	16	12	3	4	5	14	325,000
Ares Dragon (cargo)	4	4	3	22	8	3	3	18	12	355,000
Aztechnology Agular GX-2 (military)	5	7	5	20	16	4	5	2	28F	500,000
Aztechnology Agular GX-3AT (military)	4	6	4	22	20	4	4	10	28F	550,000
Dassault Sea Sprite (search-and-rescue)	5	4	3	18	12	3	5	14	18R	400,000
Hughes Stallion WK-4 (DW high-threat)	5	5	4	16	16	4	4	8	12	440,000
Nissan Hound (transport)	5	4	3	16	16	2	4	12	13R	425,000
Northrup Wasp (one-man security)	5	5	3	10	8	3	3	1	12R	86,000
Saeder-Krupp Aerospace SKA-008	6	5	8	16	18	4	4	12	24R	525,000
VTOL/VSTOL										
Ares Venture (LAV)	5	7	4	16	14	4	4	6	12F	400,000
Evo-Krime "Krime Wing"	6	5	4	22	18	4	5	10(20)	24F	2,275,000
Federated Boeing Commuter	3	3	3	16	8	3	3	30	10	350,000
GMC Banshee (LAV tank)	6	8	4	20	18	4	6	12	24F	2,500,000
GMC Gryphon (gunship)	5	8	7	24	24	4	5	2	28F	3,200,000
Airship										
Luftshiffbau Personal Zeppelin LZP-2070	4	2	3	12	6	5	4	6	12	85,000
Renegade Works "Mothership" LAVH	3	3	3	10	5	3	4	1	24R	50,000

Drone	Handl	Speed	Accel	Body	Armor	Pilot	Sensor	Availability	Cost	
Micro										
Horizon Noizquito	4	3R	2	1	0	3	3	10R	2,000	
Shiawase Kanmushi	4	2	1	0	0	3	3	8	1,000	
Silkorsky-Bell Microskimmer	3	3	1	0	0	3	3	6	1,000	
Sony Goldfish	2/4	1W	1	0	0	2	2	6	500	
Mini										
Aerodesign Systems Condor LQSD-23	2	0R	0	1(I)	0	2	4	6R	4,000	
Aztechnology Hedgehog	3	1G	1	1(0)	0	4	3	8F	8,000	
Cyberspace Designs Dragonfly	4	2P	1	1(0)	3	3	2	12R	4,000	
Festo Pigeon 2.0	4	2P	1	1(I)	0	2	2	8	3,000	
Horizon CU^3	4	1P	1	1(I)	0	2	3	4	3,000	
Horizon Flying Eye	4	3	2	1	0	3	3	8	2,000	
MCT Fly-Spy	4	3	2	1	0	3	3	8	2,000	
Renraku Gerbil	4/2	2G	1	1(I)	0	2	2	4	2,000	
Renraku Scuttler Remote Cyberhand	n/a	n/a	n/a	n/a	n/a	n/a	0	8	8,000	
Small										
Ares Arms Sentry V	4/—	1G	1	2(0)	6	3	2	4R	4,000	
Aztechnology Crawler	4	3	1	3	3	4	3	4	4,000	
Citron-Brouillard Smoke Generator	3	1G	1	2(0)	0	2	2	8	4,000	
Cyberspace Designs Dragonfly	4	3	2	1	1	3	2	12R	2,500	
Cyberspace Designs Wolfhound	3	2J	1	2(I)	0	2	4	12	30,000	
Evo Proletarian	4/2	2G	1	2(I)	0	2	2	6	4,000	
Ferret RPD-5X	4/2	1G	1	2(I)	3	3	3	8R	4,000	
Festo Sewer Snake	3	1G/1W	1/1	2(I)	0	2	2	10	6,000	
Horizon Mini-Zep	2	0P	0	2(4)	0	2	2	4	2,000	
Knight Errant P5	4/2	6G	2	2(I)	0	3	2	10R	8,000	
Lockheed Optic-X2	4	4	3	2	2	3	3	10	21,000	
Lone Star Castle Guard	4/2	1G	1	2(0)	6	3	2	8R	10,000	

Mitsuhama Gun Turret	0	0	0	2(0)	6	3	2	4R	4,000
Mitsuhama Seven (Dirty)	2/4	2G	1	1(3)	0	1	1	2	2,000
Mitsuhama Seven (Hovers)	4	1P	1	1(3)	0	1	1	6	4,000
Mitsuhama Seven (Quad)	4	1G	1	1(3)	0	1	1	4	2,000
Mitsuhama Seven (Soars)	3	2J	1	1(3)	0	1	1	8	4,000
Mitsuhama Seven (Swims)	3	2W	1	1(3)	0	1	1	4	1,000
Mitsuhama Seven (Treads)	3	2G	1	1(3)	0	1	1	2	2,000
Mitsuhama Seven (Wheeler)	4/2	2G	1	1(3)	0	1	1	—	2,000
Neonet Prairie Dog	2/4	2G	1	2(0)	3	3	4	12F	8,000
Pratt & Whitney Sundowner	3	4P	1	2(0)	0	2	2	8	10,000
Proteus A.G. Krake	5	3W	4	2(0)	2	4	3	18F	10,000
Renraku Dove	4	2P	1	2(1)	0	2	2	4	5,000
Renraku Jardinero	2/4	1G	1	2(1)	0	2	2	4	2,000
RENRAKU Job-A-Mat	0	0	0	2(2)	0	2	2	4	3,000
Renraku Pelican	4	2P	1	2(1)	0	2	2	2	4,000
Saab-Thyssen Bloodhound	3	1G	1	2(0)	0	2	4	8	10,000
Telestrian Industries Shamus	3	3G	1	4(0)	4	3	8	10	30,000
Medium									
Ares Cheetah	4	6G	2	2(0)	6	3	2	12R	14,000
Ares Duelist	3	3	1	4	4	3	3	5R	4,500
Bust-A-Move	4	3	1	2	1	2	2	—	700-1,500
Evo Krokodil	3	2G/3W	1	3(1)	6	2	2	8R	12,000
Federated-Boeing Kull	3	4P	2	3(3)	0	3	2	4	10,000
GM-Nissan Doberman	5	3	1	4	4	3	3	4R	5,000
MCT Tunneler	3	0P	0	3(2)	6	2	2	8R	10,000
MCT-Nissan Roto-Drone	4	4	2	4	4	3	3	6	5,000
Renraku LEBD-2	4	2P	1	3(0)	9	4	4	12R	20,000
Shiawase Caduceus "CAD" 7	4	2	1	5	3	2	1	12R	16,500
Transys Office Maid	3	2	2	3	0	4	3	4	8,000
Transys Steed	4/2	1G	1	3(1)	0	2	2	2	4,000
Large									
Aeroquip M.E.D.-1 "DUSTOFF"	3	4	4	4	5	4	3	10R	12,000
Ares Matilda	1	2G	1	8	8	2	1	12R	18,000
Ares Mule	4	1G	1	4(3)	6	2	2	4	8,000
Ares Paladin	5	4G	1	5(0)	18	3	2	8R	5,000
Crashcart MediCart	5	5G	1	6(2)	5	4	4	6	10,000
Cyberspace Designs Dalmation	5	5	3	5	5	3	3	6R	10,000
Dassault Janitorial Drone	2	2	2	10	2	2	2	8	10,000
GMC Snatch'n'Grab	3	4	2	2	4	3	3	12F	8,000
GTS Tower	2	1P	1	4(0)	6	2	2	8	10,000
Mitsuhama Malakim	3	6P	2	4(0)	9	4	4	20F	40,000
Renraku Manservant-3	2	2	2	3	5	3	3	14F	9,000
Saeder-Krupp MK-17D Neptune	2	3W	1	5(0)	3	4	3	10R	17,500
Steel Lynx Combat Drone	5	4	2	6	12	3	3	10R	25,000
Huge									
Ares KN-YD (Deimos)	3	2G	1	6(0)	18	5	3	20F	220,000
Ares KN-YD (Eris)	3	2G	1	6(0)	18	5	3	24F	270,000
Ares KN-YD (Phobos)	3	2G	1	6(0)	18	5	3	16F	250,000
Mesametric Kodiak	2/4	2G	1	6(2)	12	2	2	12R	40,000
Neonet Avenging Angel	3	6J	2	6(0)	12	6	6	40F	1,000,000
Anthro									
Aztechnology Criado Juan	2	2G	1	2	0	2	2	2	8,000
Horizon Little Buddy	2	1G	1	1	0	2	2	4	2,000
Mitsuhama Kenchiku-Kikai	2	2G	1	5	3	2	2	8R	20,000
Neonet Juggernaut	3	4G	1	6	12	3	3	14R	100,000
Saeder-Krupp Direktionssekretar	4	4G	2	4	3	4	4	12R	40,000

Shiawase I-Doll	3	3G	1	3	0	3	3	4	20,000
Missile									
Ares Garuda G	3J	6J	2/4	2	2	4	3	20F	8,500

Magical Equipment	Karma Cost	Availability	Cost
Foci			
Enchanting Focus	Force×3	(Force×3)R	5,000×Force
Metamagic Focus	Force×3	(Force×3)R	9,000×Force
Power Focus	Force×6	(Force×4)R	18,000×Force
Qi Focus	Force×2	(Force×3)R	3,000×Force
Spell Focus	Force×2	(Force×3)R	4,000×Force
Spirit Focus	Force×2	(Force×3)R	4,000×Force
Weapon Focus	Force×3	(Force×4)R	7,000×Force
Formulae			
Focus Formula	—	As Focus	0.25×Focus Cost
Combat Spell Formula	—	8R	2,000
Detection Spell Formula	—	4R	500
Health Spell Formula	—	4R	500
Illusion Spell Formula	—	8R	1,000
Manipulation Spell Formula	—	8R	1,500
Magical Supplies			
Magical Lodge Materials	—	Force×2	500×Force
Reagents	—	—	20/dram

Talismaner Shop	Skill	Threshold	Base Time	Material Cost	Availability	Cost
AqHexHex	—	—	—	—	8	500×Force
Aqua Fictus	Alchemy	3	10 Hours	850	8	1,000
Aqua Fortis	Alchemy	3	10 Hours	43	4	50
Aqua Regia	Alchemy	3	10 Hours	85	5	100
Aqua Vitae	Alchemy	3	4 Hours	13	1	15
Astral Powder	Alchemy	4	2 Days	70	4	120
BDNB	—	—	—	—	8	500×Force
FAB I	—	—	—	—	10	50/cubic meter
FAB II	—	—	—	—	16R	(50×Force)/cubic meter
FAB III	—	—	—	—	20F	(25,000×Force)/cubic meter
Fetish	Artificing	2	1 Day	1,700	4	2,000
Govi	—	—	—	—	Force	50×Force
Hand of Glory	—	—	—	—	(Force^2)R	1,500×Force
Lot's Curse	—	—	—	—	14F	1,000×Force
Magecuff	—	—	—	—	5	1,000
Magemask	—	—	—	—	2R	200
Mana-Sensitive Film Plate	Alchemy	4	3 Days	21	4	25
Mortis Optigram	Artificing	4	1 Week	2,550	6	3,000
Mystic Cuff	—	—	—	—	(Force)R	200×Force
Mystic Jacket	—	—	—	—	(Force)R	500×Force
Mystic Mask	—	—	—	—	(Force)R	400×Force
Quicksilver Camera	Artificing	4	1 Week	2,125	4	2,500
Sage	—	—	—	—	(Force×6)R	800×Force
Shofar	—	—	—	—	Force	800×Force
Spirit Strength	—	—	—	—	(Force×6)R	3,000×Force
Symbolic Link	Artificing	—	1 Day	—	—	—
Witch's Moss	—	—	—	—	(Force×6)R	1,600×Force

Ware Grades	Essence Cost Multiplier	Availability Modifier	Cost Multiplier
Standard	×1.0	—	×1
Alphaware	×0.8	+2	×1.2

Betaware	×0.7	+4	×1.5
Deltaware	×0.5	+8	×2.5
Used	×1.25	-4	×0.75

Cyberware	Essence	Capacity	Availability	Cost
Head				
Attention Coprocessor	0.2	[1]	8	3,000
Chipjack (Rating 1-6)	Rating×0.05	—	Rating×2	Rating×1,000
CommLink	0.2	[2]	—	CommLink+2,000
Control Rig Rating 1	1	—	5R	43,000
Control Rig Rating 2	2	—	10R	97,000
Control Rig Rating 3	3	—	15R	208,000
Cortex Bomb (Area Bomb)	—	[3]	20F	40,000
Cortex Bomb (Kink)	—	[1]	12F	10,000
Cortex Bomb (Microbomb)	—	[2]	16F	25,000
Cyberdeck	0.4	[4]	5R	DeckCost+5,000
Data Lock (Rating 1-12)	0.1	—	Rating×2	Rating×1,000
Datajack	0.1	—	2	1,000
Dream Link	0.1	—	8	1,000
False Face	0.5	[8]	12R	20,000
Knowledge Hardwires (Rating 1-6)	Rating×0.05	—	Rating	Rating×2,000
Math SPU	0.1	[1]	8	2,000
Olfactory Booster (Rating 1-6)	0.2	—	Rating×3	Rating×4,000
Orientation System	0.2	[1]	4	500
Radar Sensor (Rating 1-4)	Rating×0.25	[Rating]	Rating×3	Rating×4,000
Simrig	0.2	—	12R	4,000
Skilljack (Rating 1-6)	Rating×0.1	—	Rating×2	Rating×20,000
Synthlink	0.1	[1]	4	1,000
Taste Booster	0.2	—	Rating×3	Rating×3,000
Tooth Compartment	—	—	8	800
Ultrasound Sensor (Rating 1-6)	0.25	[2]	10	Rating×12,000
Visualizer	0.1	—	8	2,000
Voice Mask	0.1	—	8F	2,000
Voice Modulator (Rating 1-6)	0.2	—	Rating×3F	Rating×5,000
Eye				
Additional Eye Mount	0.2	[2]	8	1,000
Cybereyes Rating 1	0.2	4	3	4,000
Cybereyes Rating 2	0.3	8	6	6,000
Cybereyes Rating 3	0.4	12	9	10,000
Cybereyes Rating 4	0.5	16	12	14,000
Eye Protectors	0.1	[2]	—	100
Eye-light System	0.1	[2]	2	500
Flare Compensation	0.1	[1]	4	1,000
Image Link	0.1	*	4	1,000
Low-Light Vision	0.1	[2]	4	1,500
Microscopic Lenses	0.2	[3]	4	1,000
Ocular Drone	—	[6]	6	6,000
Retinal Duplication (Rating 1-6)	0.1	[1]	16F	Rating×20,000
Smartlink	0.2	[3]	8R	4,000
Spider Eyes	0.2	2	8	2,000
Targeting Laser	0.2	[4]	4	1,000
Targeting Laser (Infrared)	0.2	[4]	6	1,250
Thermographic Vision	0.1	[2]	4	1,500
Vision Enhancement (Rating 1-3)	0.1	[Rating]	Rating×3	Rating×4,000
Vision Magnification	0.1	[2]	4	2,000
Ear				

Antennae	0.1	[1]	2	500
Audio Analyzer	0.1	[1]	4	1,000
Audio Enhancement (Rating 1-3)	0.1	[Rating]	Rating×3	Rating×4,000
Balance Augmenter	0.1	[4]	8	8,000
Cyberears Rating 1	0.2	4	3	3,000
Cyberears Rating 2	0.3	8	6	4,500
Cyberears Rating 3	0.4	12	9	7,500
Cyberears Rating 4	0.5	16	12	11,000
Damper	0.1	[1]	6	2,250
Ear Protectors	0.05	[1]	—	250
Increased Spectrum	0.1	[1]	6	500
Modular Mount	0.1	[1]	4	250
Select Sound Filter (Rating 1-6)	0.1	[Rating]	Rating×3	Rating×3,500
Sound Link	0.1	*	4	1,000
Spatial Recognizer	0.1	[2]	8	4,000
Translat-Ear	0.1	[Rating]	8	Rating×2,000
Body				
Active Hardwires	Rating×0.05	—	Rating×2	Rating×4,000
Auto-injector	0.05	—	2	(Rating)×1,000
Balance Tail	0.25	—	8	2,000
Biomonitor	0.1	[1]	2	500
Biowaste Storage	Rating×0.1	[Rating]	8	Rating×500
Bond Lacing (Titanium)	1.5	—	16R	30,000
Bone Lacing (Aluminum)	1	—	12R	18,000
Bone Lacing (Plastic)	0.5	—	8R	8,000
Breast Implant	0.05	—	2	250
Breast Implant 2.0	0.1	[1]	4	1,000
Casemod	—	—	4	50-10,000
Chameleon Processor	0.3	[2]	12R	8,000
Cosmetic Surgery	0.1	—	2	100-20,000
Cyber Genitalia	0.25	[1]	6	2,000
Cyberfins	0.05	[1]	8	500
Cybersafety	—	[1]	4	100
Dermal Plating (Rating 1-6)	Rating×0.5	—	(Rating×4)R	Rating×3,000
Expanded Reservoir (+5 Doses)	0.05	—	4	250+contents
Fiberoptic Hair	0.1	[1]	—	100+
Fingertip Compartment	0.1	[1]	4	3,000
Flex Hand	0.15	—	8	1,500
Foot Anchor	0.25	[3]	10	2,000
Gastric Neurostimulator	0.2	—	4	2,000
Grapple Gun	0.5	[4]	8	5,000
Internal Air Tank (Rating 1-3)	0.25	[3]	Rating	Rating×4,500
Internal Router	0.7	—	4	15,000
Killswitch	0.05	—	8F	750+contents
LED Tattoo (Large)	0.2	[4]	8	1,000+
LED Tattoo (Medium)	0.1	[2]	4	500+
LED Tattoo (Small)	0.05	[1]	—	100+
Magnetic System	0.25	[2]	8	1,000+contents
Metatype Reduction	0.3	—	4	6,000
Move-by-Wire (Rating 1)	3.0	—	12F	40,000
Move-by-Wire (Rating 2)	4.0	—	18F	125,000
Move-by-Wire (Rating 3)	5.0	—	24F	205,000
Muscle Replacement (Rating 1-4)	Rating	—	(Rating×5)R	Rating×25,000
Nutrition Storage System	Rating×0.1	[Rating]	4	Rating×500
Oxsys Cybergill	0.25	—	4	2,000
Reaction Enhancers (Rating 1-3)	Rating×0.3	—	(Rating×5)R	Rating×13,000

Retractable Climbing Claws	0.2	[2]	8	2,000
Reusable (1 Dose)	0.05	—	2	500+contents
Skillwires (Rating 1-6)	Rating×0.1	—	Rating×4	Rating×20,000
Skin Toner	0.5	—	4	2,000
Smart Articulation	0.5	—	8	6,000
Smuggling Compartment	0.2	[2]	6	7,500
Steamers	0.1	[1]	4	500(+contents)
Touch Link	0.1	—	8	1,000
Wired Reflexes R1	2	—	8R	39,000
Wired Reflexes R2	3	—	12R	149,000
Wired Reflexes R3	5	—	20R	217,000
Limb				
Agility (Rating 1-3)	—	Rating	(Rating×3)R	Rating×6,500
Armor (Rating 1-3)	—	Rating	Rating×5	Rating×3,000
Obvious Full Arm	1	15	4	15,000
Obvious Full Leg	1	20	4	15,000
Obvious Hand/Foot	0.25	4	2	5,000
Obvious Lower Arm	0.45	10	4	10,000
Obvious Lower Leg	0.45	12	4	10,000
Obvious Skull	0.75	4	16	10,000
Obvious Torso	1.5	10	12	20,000
Primitive Full Arm/Leg	—	—	—	250
Primitive Hand/Foot	—	—	—	20
Primitive Partial Arm/Leg	—	—	—	100
Strength (Rating 1-3)	—	Rating	(Rating×3)R	Rating×6,500
Synthetic Full Arm	1	8	4	20,000
Synthetic Full Leg	1	10	4	20,000
Synthetic Hand/Foot	0.25	2	2	6,000
Synthetic Lower Arm	0.45	5	4	12,000
Synthetic Lower Leg	0.45	6	4	12,000
Synthetic Skull	0.75	2	16	15,000
Synthetic Torso	1.5	5	12	25,000
Limb Accessories				
Built-In Medkit	0.45	[10]	8	1,000(+medkit)
Built-In Toolkit	0.45	[10]	4	2,000
Bulk Modification (Rating 1-6)	—	+(Rating)	+(Rating)	(Rating)×500
Cyber Holster	—	[5]	8R	2,000
Cyberarm Gyromount	—	[8]	12F	6,000
Cyberarm Slide	—	[3]	12R	3,000
Cyberfingers	0.05	[1]	2	500
Cyberlight	0.05	[1]	4	550
Cyberlighter	0.05	[1]	4	550
Cyberlimb Optimization	—	[2]	(Limb)+2	(Limb)+2,000
Digigrade Legs	(Leg)+0.25	[4]	(Leg)+4	(Leg)+5,000
Finger Grenade	0.05	[1]	(Grenade)+4	(Grenade)+500
Finger Pistol	0.05	[1]	8R	1,000
Grapple Hand	0.45	[10]	12R	2,000
Hydraulic Jacks (Rating 1-6)	—	[Rating]	9	Rating×2,500
Improved Synthskin (Rating 1-4)	—	[(Rating)×2]	(Rating)×4	(Rating)×5,000
Large Smuggling Compartment	—	[5]	6	8,000
Liminal Body (Centaur)	3.0	80	12	80,000
Liminal Body (Monkey Foot)	0.3	[2]	8	6,000
Liminal Body (Tank)	3.0	60	12R	50,000
Liminal Body (Wheeled)	2.5	40	8	40,000
Modular Connector (Elbow/Knee)	0.2	[10]	8	4,000
Modular Connector (Shoulder/Hip)	0.3	—	12	6,000

Modular Connector (Wrist/Ankle)	0.1	[5]	4	2,000
Modular Limb (Full Arm/Leg)	1	(Limb)-3	(Limb)+2	(Limb)+3,000
Modular Limb (Hand/Foot)	0.25	(Limb)-1	(Limb)+2	(Limb)+1,000
Modular Limb (Partial Arm/Leg)	0.45	(Limb)-2	(Limb)+2	(Limb)+2,000
Partial Cyberskull	0.4	4	12	8,000
Raptor Foot	0.5	[4]	8R	8,000
Remote Cyberhand	0.25	[5]	8	8,000
Skates	—	[2]	4	250
Skimmers	—	[4]	8	2,000
Snake Fingers	—	[2]	6	1,000
Telescopic Limbs (Rating 1-2)	—	[Rating]x3	Ratingx4	(Rating)x1,000
Water Jet	—	[4]	8	1,000
Weapon				
External Clip Port	0.1	[1]	—	+1,000
Extra Fuel (5 Shots)	0.2	[2]	12F	500
Extreme Cyber-Implant	0.5	[5]	8F	2,000
Fangs (Pair)	0.1	[1]	6	200
Flametosser	1.0	[8]	12F	4,000
Grenade Launcher	1.5	[15]	20F	30,000
Hand Blade (Retractable)	0.25	[2]	10F	2,500
Hand Razors (Retractable)	0.2	[2]	8F	1,250
Heavy Pistol	0.5	[6]	12R	4,300
Hold-Out Pistol	0.1	[2]	8R	2,000
Junkyard Jaw	0.75	[6]	8F	2,000
Laser Sight	—	[1]	—	+1,000
Light Pistol	0.25	[4]	10R	3,900
Machine Pistol	0.5	[6]	12R	3,500
Oral Slasher	0.25	[3]	12R	750
Retractable	0.15	[2]	8	500
Shock Hand	0.25	[4]	8R	5,000
Shotgun	1.25	[10]	12R	8,500
Silencer/Suppressor	—	[2]	—	+1,000
Spurs (Retractable)	0.3	[3]	12F	5,000
Submachine Gun	1	[8]	12R	4,800
Weapon Launcher	0.2	[2]	12F	500(added to weapon cost)

Bioware	Essence	Availability	Cost
Basic			
Adrenaline Pump (Rating 1-3)	Ratingx0.75	(Ratingx6)F	Ratingx55,000
Amplified Immune System (Rating 1-4)	(Rating)x0.1	Ratingx7	Ratingx4,000
Bone Density Augmentation (Rating 1-4)	Ratingx0.3	Ratingx4	Ratingx5,000
Cat's Eye	0.1	4	4,000
Chemical Gland	0.1	12R(or chemical)	20,000
Chemical Repulsion	0.25	12R	20,000
Dragon Hide	0.1	4	2,000
Elastic Joints	0.2	8	8,000
Electroshock	0.25	8	8,000
Enhanced Articulation	0.3	12	24,000
Exhalation Spray	0.1	12R	6,000
Expanded Reservoir	0.1	12	2,000
Expanded Volume (Rating 1-4)	(Rating)x0.1	Ratingx4	Ratingx2,000
Gills	0.2	8	8,000
Hand And Foot Webbing	0.05	8	1,000
Hearing Enhancement	0.1	4	4,000
Hearing Expansion	0.1	8	4,000
Insulation	0.1	8	8,000

Joint Replacement	0.05	2	1,000
Muscle Augmentation (Rating 1-4)	Rating×0.2	(Rating×5)R	Rating×31,000
Muscle Toner (Rating 1-4)	Rating×0.2	(Rating×5)R	Rating×32,000
Nephritic Screen (Rating 1-6)	(Rating)×0.05	Rating×2	Rating×4,000
Nictitating Membrane	0.05	6	1,000
Orthoskin (Rating 1-4)	Rating×0.25	(Rating×4)R	Rating×6,000
Pathogenic Defense (Rating 1-6)	Rating×0.1	Rating×2	Rating×4,500
Penguin Blubber	0.1	4	2,000
Platelet Factories	0.2	12	17,000
Replacement Finger/Toe	—	2	1,000
Replacement Full Arm/Leg	0.4	8	40,000
Replacement Hand/Foot	0.1	4	10,000
Replacement Partial Arm/Leg	0.2	6	20,000
Sealskin	0.1	4	2,000
Sharkski	0.25	8	8,000
Skin Pocket	0.1	4	12,000
Spidersilk Gland	0.3	10	35,000
Spinal Re-alignment	0.1	8	4,000
Spit	0.1	12R	6,000
Suprathyroid Gland	0.7	20R	140,000
Symbiotes (Rating 1-4)	Rating×0.2	Rating×5	Rating×3,500
Synthacardium (Rating 1-3)	Rating×0.1	Rating×4	Rating×30,000
Tactile Sensitivity	0.1	12	8,000
Tail	0.25	4	2,000
Tail (prehensile)	0.5	8	8,000
Tailored Critter Pheromones (Rating 1-3)	(Rating)×0.1	Rating×4	Rating×2,000
Tailored Pheromones (Rating 1-3)	Rating×0.2	(Rating×4)R	31,000
Toxin Extractor (Rating 1-6)	Rating×0.2	Rating×3	Rating×4,800
Tracheal Filter (Rating 1-6)	Rating×0.1	Rating×3	Rating×4,500
Troll Eyes	0.2	8	10,000
Vocal Range Enhancer	0.1	8	10,000
Vocal Range Expander	0.2	12R	30,000
Weapon Reservoir	0.1	12F	4,000
Cultured			
Boosted Reflexes	1.0	8R	10,000
Cerebellum Booster (Rating 1-2)	(Rating)×0.2	Rating×8	Rating×50,000
Cerebral Booster (Rating 1-3)	Rating×0.2	Rating×6	Rating×31,500
Damage Compensators (Rating 1-12)	Rating×0.1	(Rating×3)F	Rating×2,000
Knowledge Infusion	0.1	12	2,000
Limb Replacement	0.2	6	2,000
Limb Replacement Finger/Toe	—	4	2,000
Limb Replacement Full Arm/Leg	—	12	80,000
Limb Replacement Half Arm/Leg	—	12	40,000
Limb Replacement Hand/Foot	—	8	20,000
Mnemonic Enhancer (Rating 1-3)	Rating×0.1	Rating×5	Rating×9,000
Neuro-Retention Enhance	0.1	4	10,000
Pain Editor	0.3	18F	48,000
Reception Enhancer	0.2	4	10,000
Reflex Recorder (Skill)	0.1	10	14,000
Reproductive Replacement (Female)	0.3	4	20,000
Reproductive Replacement (Male)	0.1	8	8,000
Sleep Regulator	0.1	6	12,000
Synaptic Booster (Rating 1-3)	Rating×0.5	(Rating×6)R	Rating×95,000
Trauma Damper (Rating 1-4)	(Rating)×0.1	(Rating)×4R	Rating×4,000
Tremor Reducer (Rating 1-3)	(Rating)×0.1	Rating×6	Rating×10,000