

You find a strange
CONTAINER with
numerous LEDs
and latches. You
open it and within
you find----->

WHATEVER YOU
FIND

1: IT WILL
PROBABLY BE THE
DEATH OF YOU

2-19: SOMEONE
WANTS IT BACK AND
IS LOOKING FOR IT.

20: NO ONE KNOWS
ABOUT THIS, KEEP
IT SECRET.

A MELEE WEAPON...

1-5=A KNIFE 1D4
6-10= A SWORD 1D6
11-13= A MACE 1D8
14- 16= A LONG BLADE 1D10
17-18= A TECH BLADE 2D6
19= ALIEN TECH 2D10
20= BIO-TECH 3D8

DR REQUIRED TO HIT:
1-7 = DR12 ADEQUATE
8-13 = DR10 WELL MADE
14-18= DR 9 CUSTOM
19=DR8 CORP
20= DR7 QUANTUM

IT HAS A FEATURE >>>

1-5 A GUN
6-8 GEAR
9-11 A MELEE WEAPON
12- A CYBER DECK
13- AN APP
14- A VEHICLE
15- A DRUG
16- A MOD
17- A DRONE
18- ARMOR
19- CYBERWARE
20- A DEVICE

GEAR...

1-5 = A FRESH WATER STRAW
6-10 = A THERMO DETONATOR
(2D20) EVERYTHING IN THE
ROOM
11-13- FORM FITTING ARMOR -1
DAMAGE (CAN BE STACKED)
14-16= CRED STICK WITH 1D20
X 100 CRED\$
17= AN EXTRA EXTERNAL
POCKET THAT CANNOT BE
DETECTED EVER.
18= A CONTACT FOR A JOB THAT
PAYS +20%
19= A JET-PACK THAT WORKS
FLAWLESSLY THE FIRST 2 TIMES
20= A MAG OF BOOSTER AMMO

MELEE WEAPON FEATURES:

1-5 GLOWS WHEN YOU WANT IT TO (+1
DAMAGE)

6-10 WHEN YOU CRIT YOU HEAL 1D6

11-13 WHEN YOU DEAL DAMAGE WITH THIS
WEAPON YOU REGAIN A GLITCH.

14-16 +1D6 DAMAGE.

17-19 THE CRIT FOR THIS WEAPON IS
LOWERED BY 1

20 WHEN YOU ATTACK WITH THIS WEAPON
ROLL 2 D20 AND TAKE THE BETTER ROLL.

THE GUN ...

DAMAGE:
1-5=D4 ALWAYS AUTOFIRE
6-10=D6A
11-15=D8
16-18=D10
19=D12
20=3D6

MODEL:
1-5 HOLDOUT
6-9 PISTOL
10-14 REVOLVER
15-17 SHOTGUN
18- RIFLE
19- HEAVY
MACHINE GUN
20- RPG LAUNCHER

DR REQUIRED TO HIT:
1-5=DR13 [BENT OR CROOKED]
6-15= DR12 [LOOKS FUNCTIONAL]
16-18= DR11 [UPGRADED]
19= DR10 [TWIN LINKED]
20= DR9 [AI ASSISTED]

GUN Upgrade:

1-5= -1 to DR. Accurate
6-10= +2 to damage. Brutal
11-13= -1 to DR. Scoped
14-16= hits another enemy that is close. Spread
17- 18= fires two bullets when shot. Double
19-Bio- tech. -1 to DR, +2 to damage. You lose
1HP forever. Always equipped.
20- Has a self destruct switch 3d10 on a button
press. +1 to

A CYBER-DECK

1-5: Has Knowledge +5 slots
6-10: +1 to app rolls (has 4 slots)
11-15: Manual Hacking is twice as fast
(has 5 slots)
16-18: Has 1 app installed (Has 6 slots)
19: Ignores fumbles (has 4 slots)
20: +1 Glitch, (has 7 slots)

Apps, vehicles, drugs, mods, drones,
armor, cyberware, devices

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Apps, Vehicles, Drugs, Mods, and the quirks and features for all of them.

AN APP THAT FOR 1D4 TURNS:

- 1-3: Makes you and allies appear dead.
- 4-6: Allows understanding of all languages
- 6-8: makes all ammo in a gun nearby explode.
- 9-11: Reveals HP of nearby enemies.
- 12-14: Takes control of a drone.
- 15-18: Shuts all nearby cyberdecks down.
- 19: you have x-ray vision
- 20: Unequips armor from a nearby target.

A VEHICLE:

HP=1d20+10

Armor= -1d6

Crew= 1d10

Make:

1-5: Bike

6-10: Van

11-15: Car

16-20: APC

Upgrade:

1-5: Armor -1d8

6-10: a Gun

11-15: a Cyberdeck

16-20: a Gun & a Mod

IT HAS A QUIRK.

1-10:= IT'S JUST WEIRD

LOOKING.

11-13= IT GUSHES. EMITS A GOO WHEN YOU USE IT. IT'S GROSS.

14-16= IT CRUSHES. EMITS GRAVITY WAVES. PULLS OR PUSHES 1 NEAR OBJECT 10FT.

17- = IT'S INVISIBLE. YOU'RE THE ONLY ONE WHO CAN SEE IT.

18= IT'S BOOSTED. EACH DAY CREATES A RANDOM SINGLE ROUND OF BOOSTED AMMO.

19=IT'S ENHANCED.+1 GLITCH PER DAY

20= IT'S END GAME. -1 TO ALL DR ROLLS. +1 TO ALL DAMAGE.

NO MATTER WHAT IT IS, IT ALSO ...

- 1- Is haunted. Must be used once a day or a ghost appears in your vision and insults you constantly.
- 2- Is Aware. It replies back in a robotic voice when spoken to. Can take voice commands. Doesn't always listen.
- 3- is Rusted. It may break soon. It looks terrible.
- 4- is Ancient. Somehow still works. Smells old.
- 5- is an Heirloom. There is a web address of the previous owner. There may be a reward.
- 6- is Sought After. A bounty is out for this item. If you don't claim it, someone else may.
- 7- is Gilded. Worth twice as much.
- 8- is Filthy. Covered in something awful. No one likes looking at it, not washable.
- 9- is Alien. Sleek and strange. Somehow unbreakable.
- 10- is Customized. Folds flat, looks badass.
- 11- is Oversized. Requires 2 hands, takes 2 equipment slots.
- 12- is Compact. Can be palmed without notice.
- 13- is Unstable. Breaks after a single use. A credstick falls out it when broken with 2d10x100 creds.
- 14- is Broken. Doesn't work yet, can be fixed.
- 15- is a Lucky Charm. +1 glitch.
- 16- is Hacked. Its being tracked at this moment.
- 17- is Slotted. It has a random app slotted.
- 18- has an Extra Mod.
- 19- is Overclocked. Doesn't take an action to use once per turn.
- 20- Unhackable. This item cannot be hacked ever.

A MOD THAT:

1-10:= DEALS 1D4 ADDITIONAL WEAPON DAMAGE .

11-13= REVEALS ENEMY HP AND ARMOR.

14-16= TAKES CONTROL OF A SINGLE TECH DEVICE FOR 1TURN. YOU CAN TAKE 1 ACTION FOR FREE ON YOUR TURN WITH IT.

17-18= OVERCLOCKES A NEARBY DEVICE, CAUSING IT TO WORK WITHOUT AN ACTION, THEN THE USER TAKES 1D4 DAMAGE.

19= AUTOMATICALLY CALLS RESCUE TEAMS WHEN YOU ARE AT 0 HP. YOU WILL OWE THEM BIGTIME.

20= RESURRECTS YOU UPON DEATH. YOU HAVE NO MEMORY . -2 KNOWLEDGE.

ONE TIME USE THEN BREAKS. YOU MAY BE ABLE TO REPAIR IT.

1 DOSE OF A DRUG THAT HAS 2 OF THESE EFFECTS:

- 1-3: Heals 1d6HP on contact
- 4-6: Deals 1d4 damage on contact
- 6-8: DR 14 Toughness or pass out for 1 min.
- 9-11: Causes the user to forget all of yesterday.
- 12-14: Gives the user +1d6 temp HP
- 15-18: +1 action for a turn, then 1d4 damage.
- 19: Causes hallucinations of the near future.
- 20: The user takes 3d10 damage in 2 hours

ARMOR:

1. Flexible Armor: 1d4 damage reduction and a +1 bonus to agility rolls. Special effect: allows the wearer to move silently and avoid detection with a successful stealth roll.
2. Powered Exoskeleton: Provides 1d10 damage reduction, but reduces agility by -2. Special effect: allows the wearer to lift and move heavy objects with ease.
3. Plasteel Plates: Provides 1d8 damage reduction and a +1 bonus to toughness rolls, but reduces agility by -2. Special effect: allows the wearer to shrug off minor injuries and continue fighting on DR14.
4. Stealth Suit: +2 bonus to stealth rolls, but reduces toughness by -1. Special effect: allows the wearer to disappear into the shadows and reappear at will DR12.
5. Hacking Suit: Provides 1d4 damage reduction and a +2 bonus to hacking rolls, but reduces agility by -1. Special effect: allows the wearer to bypass security systems and hack into computers with ease.
6. Sniper Suit: Provides 1d6 damage reduction and a +1 bonus to single stealth rolls.
7. Personal Energy Shield: Provides 1d8 damage reduction against energy attacks. Special effect: allows the wearer to deflect incoming laser or pulse attacks with a successful agility roll.
8. Infrared Cloak: Provides 1d4 damage reduction. Special effect: allows the wearer to become invisible to thermal imaging sensors with a successful stealth roll.
9. Pulsecaster Suit: Provides 1d8 damage reduction -1 Agility. Special effect: allows the wearer to shoot a pulse bolt from their hands with a successful presence roll DR14.
10. Gravity Boots: Provides 1d4 damage reduction and a +1 bonus to agility rolls. Special effect: allows the wearer to walk on walls and ceilings with ease.

1. Evil Eye - DR10 Knowledge roll - Overloads the target's mind, causing temporary confusion and disorientation.
2. Nerve Disruptor - DR16 Presence roll - Disrupts the target's nervous system, causing temporary paralysis.
3. Neural Jamming Device - DR14 Presence roll - Jams the target's neural signals, making it difficult for them to communicate with their cybernetic implants.
4. Cybernetic Healing System - DR12 Toughness roll - Allows the user to regenerate or repair damaged cybernetic implants.
5. Cybernetic Cloaking Device - DR12 Agility roll - Makes the user nearly invisible to electronic detection systems.
6. Healing Stimulator - DR14 Toughness roll - Boosts the user's natural healing abilities, allowing them to recover from injuries more quickly.
7. Cybernetic Grappling System - DR12 Strength roll - Allows the user to scale buildings and other structures with ease.
8. Cybernetic Defense Shield - DR12 Toughness roll - Creates a temporary shield around the user, protecting them from incoming attacks. Armor d8
9. Cybernetic Holographic Projector - DR12 Knowledge roll - Creates realistic holographic images that can be used for various purposes.
10. Neural Tracker - DR14 Knowledge roll - Allows the user to track the movements of a target, even if they are trying to hide.
11. Cybernetic Time Dilation Chamber - DR12 Knowledge roll - Slows down time for the user, allowing them to perform actions at superhuman speed.
12. Telepathic Communicator - DR14 Presence roll - Allows the user to communicate with others telepathically.

A DRONE THAT: IS EQUIPPED WITH:

Has 2d6hp 1-10= A Gun
 Armor: -1d6 11-18= A Melee Weapon
 19-20= Both
 Looks like a: 1-5 Tiny 6-10 Small 11-19 Med 20 Large
 1-5=Bipedal 1-5=Kanine
 6-10= Quadruped 6-10= Insect
 11-15= Hovering 11-15= Pile of Junk
 16-20= Wheeled 16-20= Humanoid