

Hakuan's Pawnshop

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*A homebrew catalog for use with Cyberpunk
RED*

"Welcome to my pawnshop, choom. Here, you'll find a bunch of stuff I collected over the years, either from buying it, finding it, or just making it. I think I have something of interest for everyone, so why don't you have a look around?" -Fennec

This document is a collection of every single homebrew I worked on over my years playing Cyberpunk Red. Usually, I try to make my stuff pretty balanced so it fits right at home into a RAW game, with the RAW systems. If you use alternative rules or made some changes to RAW, you might have to tweak these up a bit.

I'm open to feedback. If you have any, you can @ me over on the RTal Discord homebrew channel.

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Rules and Reworks

Advanced Movement Rules

Stance Change

At the start of a character's Turn, they can declare what Stance they currently are on.

They may change their stance by using 2 MOVE after that.

Crouching Stance

While Crouched, you gain a +1 to Ranged Attacks, +1 to Stealth and Ranged Attacks have a -1 penalty to hit against you.

However, you also receive a -2 penalty to Evasion. While Crouched, all Movement Costs are doubled.

Crawling Stance

While Crawling, you gain a +2 to Ranged Attacks, +2 to Stealth and Ranged Attacks have a -2 penalty to hit against you. However, you also receive a -4 penalty to Evasion. While Crawling, all Movement Costs are Quadrupled.

Parkour!

Bleeding Out

Whenever you reach the Seriously Wounded Wound State, You will start Bleeding Out. When Bleeding Out, you lose 5 HP every 5* minutes that pass without you getting Stabilized. Stabilization stops you from Bleeding Out, until you take damage while Seriously Wounded, in which case you will need to be stabilized again. Each attempt at stabilization takes 1 minute (20 rounds).

*Can be tweaked for increased lethality.

Medium Pistols Rework

All Medium Pistols benefit from a +1 bonus to Attack Checks because of their better handling and lower recoil compared to pistols of higher caliber. These are the perfect weapons for beginners.

All Medium Pistols are ROF3 unless stated otherwise. (ROF2 in the case of Gun-Fu)

BioExotic Packages

The Jumping Weaver Package

Cost: 10100 eb (V.Expensive)

Humanity Loss: 44

Package contains:

31 day stay at The Zoo

Exotic Bodysculpting

TUp MultiOptic Mount (+1 slot)

Cybereye x2 w/ Low light/Infrared/UV x2

Medical Grade Cybereye x6

Tup Artificial Shoulder Mount (+2 Arms)

Cyberarms x2 w/ Extra-Jointed Cyberlimb Upgrade x2

Medical Grade Cyberarm x4

Rocklin Augmentics Skydivers w/ Grip Foot x2, Extra-Jointed Cyberlimb Upgrade x2

Chipware Socket w/ permanently installed Tactile Boost

Standalone TUp Grapple hand

Standalone Tup Popup net Launcher

Vampyres

The Urodela

Cost: 6500 eb (V.Expensive) (6300eb (V.Expensive) if Geck Cyberlegs)

Humanity Loss: 28 (22 if Geck Cyberlegs)

Package contains:

31 day stay at The Zoo
Exotic Bodysculpting
Combat Tail
Cybereye x2 w/ Low light/Infrared/UV x2
Cyberleg x2 w/ Grip foot x2 (Or Geck Cyberlegs)
Chipware Socket w/ permanently installed Tactile Boost
Neural Link
Fleshweave
Gills

Ammunition

Hyper Velocity Ammunition

Cost: 100eb (Premium) **Ammo Types Available:** Rifle, Rockets

When using this ammunition, you get a +1 bonus to hit when attacking a target 51m/yards or further away with either a weapon's single shot firing mode or an Aimed Shot.

Rubber "Grenade"

Cost: 20eb (Cheap) each

Rubber bullet that can be used in grenade launchers.

When attacking, instead of using explosive rules, you attack a single target. This still does 6d6 damage. Damage dealt using this ammunition is unable to deal critical injuries. If the damage would reduce the target to under 1HP, they are instead unconscious at 1HP.

This type of ammunition counts as basic for the purpose of exotic weapons.

Thermite Ammunition

Cost: 500eb (Expensive) **Ammo Types Available:** Grenades, Rockets

When using Thermite Ammunition, User targets a 3x3 squares area instead of the usual 5x5 squares that explosives use.

Whenever damage gets through a target's SP, the target gets set "Deadly on fire". Putting themselves out requires the use of an action. Multiple instances do not stack.

Armor

Everest VentureWare Adaptive Survival Poncho

Cost: 1000 eb (Very Expensive)

SP: 12

The Everest VentureWare Adaptive Survival Poncho is Medium Armorjack Body Armor with the appearance of Nomad Leathers Fashion. It comes equipped with Waterproof Jacket Lining, Hot-Weather Lining and Cold Weather Lining.

"Fox" Tactical Helmet

Cost: 1000 eb (Very Expensive)

SP: 11

Armor Type: Light ArmorJack (Head)

Thanks to an Exotic Tech that was tired of wearing uncomfortable helmets, the "Fox" Tactical Helmet was born. Usually created on demand, the helmet fully covers the wearer's face, both protecting their health, and their identity. Chepi also thought about adding some bonuses to the helmet, rendering it compatible with most cyberoptic and cyberaudio 'ware on the market.

The "Fox" Tactical Helmet is Light Armorjack Head Armor. The helmet comes with 2 CyberOptic Option slots and one CyberAudio option slot. The cost to purchase and install a Cyberoptic or a Cyberaudio option into the "Fox" Tactical Helmet is the same cost as doing so in Foundational Cyberware and installed Options always count as if they were paired.

Militech Ghost Suit

Cost: 5,000eb (Luxury)

SP: 7

Allows the user to become "invisible" using active camouflage tech.

As an Action, the user can activate the Ghost Suit's active camouflage. When active, anyone trying to see the user needs to beat a DV 15 Perception check if the User is sitting still, or a DV 13 Perception if the user is moving. Attacks made against the User suffer the "Obscured" -4 modifier (CPR:Page 130) unless the Attacker beats the Perception Check. The camouflage remains active for a maximum of 30 seconds before needing a minute (20 rounds) to recharge.

Unlike other armor, the Militech Ghost Suit isn't bought in two pieces and must always be worn on both your body and head location. Each location has its own SP and they are both repaired at the same time. During each day that the Ghost Suit doesn't lose SP, nanomachines repair the armor for 1 SP. You cannot wear any other armor when wearing the Militech Ghost Suit (except subdermal armor.) Using the Militech Ghost Suit requires the User to be connected via Interface Plugs or Personals.

GM notes: The Perception Check is independent of any "Stealth" Skill checks made. You can still hear the User of a Ghost Suit interacting or moving. The Ghost Suit Users are still visible via IR/UV vision. Tactics matter!

"Salamander" Body Armor

Cost: 5000 eb (Luxury)

SP: 11

Another gift from Chepi, the Exotic Tech. Taking clues from Sycust's Fleshweave, She figured out how to use that technology on Light ArmorJack armor. The result is pretty expensive, but oh so useful when you're in a dangerous situation. The secret? The armor is mostly made of nano machinery that can repair itself given enough time when out of danger.

The "Salamander" Battle Armor is Light ArmorJack armor with regenerative properties. When the Armor is Damaged, it starts to regenerate.

The "Salamander" Battle Armor repairs itself to full SP after 10 minutes out of combat.

Sternmeyer Cold Weather Combat Gear

Cost: 600EB (Expensive)

SP: 11

With global warming in full effect, you need it less and less. But its always good to have when you're fighting during winter or in cold places.

The Sternmeyer Cold Weather Combat Gear is Light Armorjack Body Armor that comes equipped with Cold Weather Jacket Lining.

Tear Resistant Kevlar®

Cost: 100 eb (Premium)

SP: 7

Tear Resistant Kevlar® is Tech Upgraded Kevlar® Armor. Unlike regular Kevlar® armor, half of the SP of this armor isn't ignored when targeted by Melee Weapons Attacks and Martial Arts Attacks.

Cyberware

Budget Neural Link

Cost: 100 eb (Premium)

HL: 7 (2D6)

Installation: Clinic

Don't want to (or can't?) spend so much for a Neural Link? Just want some Chipware or maybe a single interface plug? The Budget Neural Link is perfect for you! Just be careful not to overload it. The result might shock you...

The Budget Neural Link is a cheaper alternative to the Neural Link. It only has 3 option slots for Neuralware options. Due to bandwidth limitation, it may only connect

to one Subdermal Grip or Interface Plug at a time, or will get overloaded and Destroyed. You may only have one Neural Link installed at a time.

Devilish Arms

Cost: 1000 eb (V.Expensive)

HL: 14 (4d6)

Installation: Hospital

Paired Cyberarms. They count as a single item for the purposes of Cost and Humanity Loss, but not for anything else and they must be installed together. Each Cyberarm has 2 Option Slots for Cyberarm Options. They come pre-installed with Scratchers (see CP:R page 366) that doesn't cost any Humanity Loss or take up a Cyberarm Option Slot. The Scratchers cannot be removed without destroying the Cyberarms beyond repair.

The Devilish Arms give the User a +2 bonus to their Play Instrument skill checks (Except for Play Instrument(Singing)).

Epimorphic Skeleton

Cost: 1000 eb (V.Expensive)

HL: 14 (4d6)

Installation: Hospital

Are you tired of having your borg friends calling you weak and fragile? Invest in yourself. The Epimorphic Skeleton uses nanomachine technology to make you last longer on the battlefield. Your friends will still call you weak, but you won't be as fragile anymore.

Internal Cyberware. Once Installed, Increases the User's HP by 10. HP increase cannot bring the User's HP past 60HP.

Geck Cyberlegs

Cost: 1000 eb (V.Expensive)

HL: 14 (4d6)

Installation: Hospital

The GECK Cyberlegs are Paired Cyberlegs. They count as a single item for the purposes of Cost and Humanity Loss, but not for anything else. They must be installed together. Each Cyberleg has 1 Option Slot for Cyberleg or Cyberlimb Options. They both come pre-installed with a Grip Foot (see CP:R page 366) that doesn't cost any Humanity Loss or take up a Cyberleg Option Slot. The Grip Foot cannot be removed without destroying the Cyberlegs beyond repair.

Militech "Cold Killer" Inhibitor Chip

Cost: 1000 eb (V. Expensive)

HL: 14 (4d6)

Installation: An Action

Chipware. User's COOL and WILL STATS are increased by 2. This increase in the WILL STAT doesn't affect the user's HP.

While installed into a Chipware Socket, the user's emotions are repressed so they can better concentrate on following orders. Do your best to roleplay accordingly.

Requires Chipware Socket.

Pepe Cyberlegs

5000 eb (Luxury)

HL: 14 (4d6)

Installation: Hospital

Borgware. The Pepe Cyberlegs are Paired Cyberlegs. They count as a single item for the purposes of Cost and Humanity Loss, but not for anything else. They must be installed together. They both come pre-installed with a Web Foot (see CP:R page 367) and a Jump Booster (See CP:R page 366) that doesn't cost any Humanity Loss or take up a Cyberleg Option Slot. Both the Web Foot and the Jump Booster cannot be removed without destroying the Cyberlegs beyond repair.

Popup Assault Rifle

Cost: 1000 eb (V. Expensive)

HL: 14 (4d6)

Installation: Clinic

Cyberarm Option. An Assault Rifle with 20 shots in its magazine that is incompatible with all weapon attachments except Smartgun Link is installed into the Cyberarm. The Assault Rifle can be successfully concealed without a Check and can be drawn and stowed without an Action. While the weapon is “popped up,” the user can’t hold anything in this arm’s hand. Requires a Cyberarm and takes 4 Option Slots.

Popup Crossbow

Cost: 500 eb (Expensive)

HL: 14 (4d6)

Installation: Clinic

Cyberarm Option. An Exotic Crossbow that is incompatible with all weapon attachments except Smartgun Link is installed into the Cyberarm. The Crossbow can be successfully concealed without a Check and can be drawn and stowed without an Action. While the weapon is “popped up,” the user can’t hold anything in this arm’s hand. Requires a Cyberarm and takes 3 Option Slots.

Popup Sniper Rifle

Cost: 1000 eb (Very Expensive)

HL: 7 (2D6)

Installation: Clinic

A big part of a Sniper's job is getting into position. Sometimes, bringing their weapon with them into that position can be an issue. Easy solution? Get it implanted, Choom. That way, it's never going to leave your side.

Cyberarm Option. Requires 3 Option Slots. A Sniper Rifle with 2 shots in the magazine and that is only compatible with the Smartgun Link attachment is installed into the cyberarm. The Sniper Rifle can be concealed without a check and drawn and stowed without using an action. The User can't hold anything with the arm's hand while the weapon is popped up.

Shoulder-Mounted Weapon

Cost: 5000 eb (Luxury)

HL: 14 (4d6)

Installation: Hospital

External Body Cyberware. Requires Neural Link. May Only be installed in a Full Body Conversion with Body 14 or Higher. A Two-Handed Ranged Weapon provided by the User is installed on their Shoulder (along with any attachments attached to it). This weapon is always considered Drawn, and can be used with no hands.

Syn Lungs

Cost: 500eb (Expensive)

HL: 1d6/3

Installation: Clinic

User's lungs are replaced with synthetic lungs.

Gives the user a +2 bonus to Endurance skill checks and they can hold their breath twice as long.

Drones

Militech MDU

Cost: 30 000 eb (Super Luxury)

DESCRIPTION

The perfect solution to home defense. The Militech MDU is an Active Defense and as such follows the rules for Active Defenses (see CP:R page 213).

Huge defense drone (4m/yrds x 4m/yrds size).

Equipped with the following :

Observation Camera

BMG-500 (See Black Chrome Page 122) with 500 basic ammo

TUp Malorian Arms Sub-Fléchette (See DL:12Gun Page 4) w/ an integrated Drum Mag with 60 AP Ammunition

Midnight Arms SDF-45 (See DL:WG Page 3) w/ 4 AP rockets

TRIGGER

Target enters the defended area without a badge or right of access.

DATA

MOVE: 4

SP: 18

HP: 80

Perimeter of Defended Area

DV 21 Electronics/Security Tech, 5 minutes to counter.

Gear

Bodyweight Defibrillator

Cost: 1000 eb (Very Expensive)

Sometimes, you're just too late for a multitude of reasons. A Cyberpsycho attack, a traffic jam, a bad move from the pilot... Being late can cost lives. The Bodyweight Defibrillator exists to help with that problem.

The Bodyweight Defibrillator lets a MedTech bring a character back to life if used in the 9 seconds (3 rounds) following the character's failed deathsave. The Medtech must pass a DV 15 Paramedic check, or else, it does not work. It does not stabilize the mortally wounded character, but it does reset their Death Save modifier (except from critical injuries). Once brought back, a character must then restart rolling death saves as normal. Once brought back, a character is immune to the effects of the Bodyweight Defibrillator for one day.

The Defibrillator only has 2 charges before needing to be reloaded with a Battery (50eb).

The Defibrillator can also be used as a Stun Baton.

Due to the nature of this tool, only a trained Medtech can make use of it.

Gibson Battlegear "Barricade" Assault Shield

Cost: 500 eb (Expensive)

Developed by Gibson Battlegear to combat the increased use of heavy weaponry, this shield is bulky, heavy and not fun to carry. It'll definitely protect you better than

your usual flimsy bulletproof shield, however. Very useful when the opposition starts bringing out the big guns.

The "Barricade" Assault Shield is a Bulletproof Shield with 25 HP and 5 SP. When repaired, the shield sees both its HP and SP replenished.

When Equipped, the wearer sees their REF, MOVE and DEX reduced by 2 due to its increased bulk and size. (This counts as Heavy Armor Penalty, and thus works as if the user was wearing heavy armor.)

Holo Projector

Cost: 500 eb (Expensive)

A small piece of gear that can project a potentially interactive holographic image from an inserted Data Chip or a connected Agent.

KillStrom Voice Modulator

Cost: 500 eb (Expensive)

The KillStrom Voice Modulator is a piece of gear that modifies the wearer's voice. Voice Presets can be stored on a Memory Chip and chipped into the KillStrom Voice Modulator.

Lie Detector

Cost: 1000 eb (Expensive)

The Lie Detector is a piece of gear that monitors a hooked up person to identify potential lies.

Whenever the Lie Detector is hooked up to someone, the GM secretly rolls a Human Perception roll using a Base 12 Human Perception whenever they feel like it. It beeps once if it detects a lie, or whenever the GM decides if the check is failed.

Line Launcher

Cost: 500 eb (Expensive)

Hands: 2

If a Grapple Gun isn't enough to pull you where you need to go, invest in a line launcher. Possessing more than double the cable length, it can help you scale most buildings with ease. Unlike the Grapple Gun however, the Line Launcher can establish a grapple line that connects horizontally. The user can then combine the Line and the Launcher to use the Line as a Zipline. Sounds like something out of a comic book!

The Line Launcher is a piece of gear that needs two hands to use. The user can target any piece of Thick Cover within 100 meters/yards and attach a line to it. The line must also connect to another piece of Thick Cover behind the user, else it will function like a regular Grapple Gun with a 100m/yrds range.

If the Line connects both pieces of cover, the User can connect the body of the Line Launcher to the line and be able to move from one side to the other at a speed of 6m/yards per Turn.

The Line has 10 HP and is Destroyed Beyond Repair if it reaches 0 HP. Replacements cost 10eb (Cheap).

Radar Detector

Cost: 1000 eb (V.Expensive)

This piece of gear emits a warning whenever a Radar beam is detected within 100 meters. The warning sound becomes faster whenever the Radar beam gets closer to the Radar Detector.

RapiDeploy Holster

Cost: 500 eb (Expensive)

Made by Gambler, the ones that brought you the RapiDeploy Sheath, here comes the RapiDeploy Holster! While the Sheath was made to help someone hide a pistol, the RapiDeploy Holster does the opposite. This holster was designed to make you faster at drawing your piece, but it is impossible to hide effectively. Usually worn on the waist.

The RapiDeploy Holster can carry any one-handed firearm. When you draw the carried weapon, you add +1 to your initiative for that round.

To be able to use that bonus, the carried weapon cannot be counted as Concealed.

Vehicles

Militech Keres

SDP: 80

SP:13

Seats: 4

Speed (Combat): 40

Price: 58000 EB

Nomad Access: 9

The Keres is an Helicopter that comes equipped with an Heavy Chassis, Armored Chassis, 2x Onboard Rocket Pods, 2x Vehicle Heavy Weapons Mount.

NCPD Enforcer

SDP: 50

SP: 13

Seats: 4

Speed (Combat): 20

Price: 38 000eb

Nomad Access: 4

The classic 5-0 patrol car. Primarily used within city limits. Bulky, slow, but is as sturdy as a brick wall. Better have some heavy ordonnance if you want to deal with them.

The NCPD Enforcer is a Compact Groundcar with an Armored Chassis, two onboard machine guns and Bulletproof Glass. It is only available to those with connections in the NCPD.

NCPD Overlord

SDP: 50

SP:13

Seats: 4

Speed (Combat): 40

Price: 58 000eb

Nomad Access: 8

5-0's Highway Patrol's favorite. Faster than their usual patrol cars without sacrificing any of their protection.

The NCPD Enforcer is a High Performance Groundcar with a Armored Chassis, two onboard machine guns and Bulletproof Glass. It is only available to those with connections in the NCPD.

NCPD Transporter

SDP: 70

SP: 13

Seats: 8

Speed (Combat): 20

Price: 40 000eb

Nomad Access: 6

NCPD's Tactical Squad transport. Can fit many of their guys and keep them safe until they arrive at their destination. Also used to transport prisoners.

The NCPD Transporter is a Compact Groundcar with an Heavy Chassis, Armored Chassis, 2x Seating Upgrades and 2x Bulletproof Glass. It is only available to those with connections in the NCPD.

Weapons

Bodyweight Syrette Pistol

Cost: 1000 eb (Very Expensive)

Skill: Handgun

Damage: N/A

Magazine: 6 (Proprietary Ammunition)

ROF: 1

Hands: 1

Concealed?: No

The Syrette Pistol is a Medtech's second best friend, just after their Cryobag. Meant to reduce the risk of injury for Medtechs around the various battlefields, the Syrette Pistol is a very good investment for any medical practitioner.

Why run in the middle of a firefight when you can safely stay behind cover while healing your allies?

The Bodyweight Syrette Pistol is an Exotic Very Heavy Pistol that can only shoot its own proprietary ammunition (100eb for 6 darts). These darts can be filled with any Pharma by using an action prior to loading them inside the weapon. When firing the weapon, the user chooses which dart to fire. The Syrette Pistol has 2 attachment slots and is compatible with any weapon attachments that could normally be attached to a Very Heavy Pistol except magazine weapon attachments.

Due to the nature of this weapon, only a trained Medtech can make use of it.

Constitution Arms "Tornado" Shotgun

Cost: 1000 eb (Very Expensive)

Skill: Shoulder Arms

Damage: 3D6

Magazine: 8 (Shells)

ROF: 2

Hands: 2

Concealed?: No

Constitution Arms' little brother to the Hurricane, the Tornado shotgun is small enough to be wielded by non-borg personnel. The Tornado Shotgun keeps the same fire rate as the Hurricane, but due to the reduced size, can only use Shells.

It's very popular with room cleaners.

The Constitution Arms "Tornado" Shotgun is an Exotic Shotgun with a ROF of 2. It can only fire Shell ammunition. It takes two Actions to Reload (over the course of two turns) and its magazine holds 8 Shells. It cannot make Aimed Shots.

EagleTech Phantom Strike

Cost: 1000 eb (Very Expensive)

Skill: Archery

Damage: 4D6

ROF: 1

Hands: 2

Concealed?: Yes

A bow is an excellent choice for the sneaky and silent types. Their only issue? They're big, and hard to hide. EagleTech saw that, and they came up with the Phantom Strike. While it lacks customisation, it's a lot smaller and can even be disassembled into separate pieces.

The EagleTech Phantom Strike is an Exotic EQ Bow. Despite being an Exotic weapon, it can shoot non-basic ammunition. It can be disassembled and reassembled by taking 1 minute to do so. When disassembled, it is considered concealable.

Everest VentureWare Hunting Master

Cost: 100eb

Skill: Shoulder Arms

Damage: 5d6

Mag Size: 4

ROF: 1

Hands: 2

Concealed: When disassembled.

An Exotic Sniper Rifle that can be disassembled to make it concealable. It comes with one attachment slot that can only accept the Sniping Scope Attachment.

When disassembled, it can be concealed. Assembling and disassembling the weapon both take a minute.

Rhinemetall EMG-172

Cost: 5000eb (Luxury)

Skill: Heavy Weapons

Damage: 5d6

Mag Size: 1

ROF: 1

Hands: 2

Concealed: No

With the invention of the EMG-86, it was only a matter of time before Rhinemetall brought that tech over to other weapons. Serving as a long range version of the EMG-86, the EMG-172 is even bigger than its older brother, giving it enough punch to go right through any armor up to Flak Armor. Talk about scary.

An Exotic Sniper Rifle that is incapable of Aimed Shots. Fired with the Heavy Weapons Skill. Damage dealt by this weapon ignores the target's armor entirely if it is lower than SP15. Armor with higher SP is still interacted with normally. Firing this weapon requires Body 11 unless it is mounted.

Sonar Kunai

Cost: 500 eb (Expensive)

Skill: Athletics

Damage: 1d6

ROF: 2

Hands: 1

Concealed?: Yes

This is a One-Handed Exotic light Melee Weapon. Unlike a typical melee weapon not designed for throwing, this weapon continues to halve SP when thrown. Throwing this weapon counts as half of a ROF 2 attack. When thrown, it emits a Sonar pulse that reveals Lifeforms/Drones in a 20m/yards zone at the point of impact to anyone equipped with Chyron or Virtuality Cyberware.

Standalone Net Launcher

Cost: 500 eb (Expensive)

Skill: Shoulder Arms

Damage: -

Magazine: 4 (Nets)

ROF: 1

Hands: 2

Concealed?: No

Biotechnica agents' favorite weapon when trying to subdue one of their experiments. It'll put you down just long enough to put you to sleep with a tranquilizing dart.

The Standalone Net Launcher is an Exotic Shotgun that can only fire Nets. It uses Slugs DV table and cannot hit a target further than 25m/yards away. (See Black Chrome p. 104 for rules for nets).

Sternmeyer A9MM

Cost: 500eb (Expensive)

Skill: Handguns/Autofire

Damage: 2d6

Mag Size: 20 (Medium Pistol)

ROF: 2

Hands: 1

Concealed: Yes

An Exotic Excellent Quality Medium Pistol that can use Autofire(2) with the SMG Autofire DVs. The Sternmeyer A9MM has 2 attachment slots. Despite being Exotic, it can accept non-basic ammunition.

Sternmeyer P-41 Autoloading Pistol

Cost: 200eb (Premium)

Skill: Handguns

Damage: 3d6

Mag Size: 12 (Heavy Pistol)

ROF: 2

Hands: 1

Concealed: Yes

A Standard Quality Heavy Pistol with a magazine that can hold 12 rounds. Incompatible with Magazine attachments.

Sternmeyer Stakeout 10

Cost: 1000eb (Very Expensive)

Skill: Shoulder Arms

Damage: 5d6

Mag Size: 10 (Slugs, Shells)

ROF: 1

Hands: 2

Concealed: No

A Standard Quality Shotgun with a magazine that can hold 10 rounds. Incompatible with Magazine attachments.

Nomad LRSW

Cost: 1000 eb (Very Expensive)

Skill: Shoulder Arms

Damage: 6d6

Mag Size: 5

ROF: 1

Hands: 2

Concealed?: No

One of my favorite weapons to bring to a convoy attack. It's hard to move, but when you're in position with one, you'll feel invincible. If you aim just right, no vehicle (or unlucky bastard) is going to be getting away. Just gotta make sure to watch your back and to have a backup, because that baby is also not going anywhere.

The Nomad LRSW is an Exotic bolt-action Sniper Rifle with a 5 round magazine. It comes equipped with a Bipod and a Sniping Scope. Deploying the Bipod takes an Action and is required to operate the weapon. In between each shot, an Action must be spent to work the bolt and chamber the next round.

The LRSW uses proprietary cased AP ammunition. Treat the proprietary ammo as "Expensive" for the purpose of availability.

When carried, the user takes a -2 penalty to MOVE due to its size and bulk.

Nomad Revolver

Cost: 1000 eb (Very Expensive)

Skill: Handgun

Damage: 4d6 / 5d6 Slug, 3d6 Shell

Mag Size: 6 (VHP) / 1 (Slug or Shell)

ROF: 1

Hands: 1

Concealed?: No

A simple yet effective revolver. Hits hard, shows you don't mess around and hides a little surprise; this revolver has a shotgun shell or even a slug hidden within a second compartment, ready to surprise any unlucky opponent that you catch off guard.

The Nomad Revolver is a Exotic combination One Handed Very Heavy Pistol and Shotgun. The Pistol can fit 6 shots in the magazine. The Shotgun can only fit one Slug or Shell inside the magazine. Both modes of the weapon fire from different magazines and must be reloaded separately. It cannot be concealed. Incompatible with magazine upgrades.

Nomad Smart-Hat

Cost: 1000 eb (Very Expensive)

Type: Very Heavy Melee

Skill: Athletics

Damage: 4D6

ROF: 1

Hands: 1

Concealed?: No

One day, an eccentric Nomad looked at a Combat Boomerang and thought "What if my hat could do that?" From this thought came the Nomad Smart-Hat. Designed to be deadly, yet fashionable. The Nomad Smart Hat is a Stetson Hat that also possesses smart targeting capabilities.

The Nomad Smart-Hat is an Exotic Very Heavy Melee Weapon that cannot be used to make melee attacks. This weapon is designed to be thrown, and as such halves SP

when thrown. If the user has Targeting Scope Cyberware, the Nomad Smart Hat returns to them at the beginning of their next turn. If they have a free hand, they can then choose to catch it without an Action. If they don't catch it, it instead falls on the ground nearby.

When worn with 2 other pieces of Nomad Leathers clothing, the User gains a +2 bonus to their Wardrobe and style.

Militech Pixie

Cost: 50EB (Costly)

Skill: Handguns

Damage: 1d6

Mag Size: 18

ROF: 2

Hands: 1

Concealed?: Yes

The classiest personal defense pistol in the world. Can be hidden almost anywhere. Very popular amongst Joytoys.

The Militech Pixie is an Excellent Quality Medium Pistol that can only shoot small game ammo. It comes equipped with an Extended Magazine. User has a +2 bonus to Conceal/Reveal Check when concealing this weapon.

Militech-Sternmeyer "The Prototype" BOFORS

Cost: 5000eb (Luxury)

Skill: Shoulder Arms

Damage: 5d6

Mag Size: 30 (Rifle)

ROF: 1

Hands: 2

Concealed: No

A somewhat recent prototype that came to be from a joint venture between Militech and Sternmeyer. Must've gotten lost in transit, but it is quite a sight.

The Prototype is an Excellent Quality Assault Rifle with a 30 round mag. It comes equipped with a permanently installed Smartgun Link, Infrared Nightvision Scope

and a unique Exotic Underbarrel Rocket Launcher with a 5 rocket helical magazine that deals 4d6 damage in a 6x6 m/yds area. The Underbarrel Rocket Launcher uses proprietary rockets that can switch between an Armor Piercing mode and a Smoke mode. These rockets can each be bought for 50 eb (Costly). When firing the underbarrel, the User decides which mode to fire.

Militech XM-45 "Nemesis"

Cost: 5000 eb (Luxury)

Skill: Shoulder Arms

Damage: 4D6

Magazine: 5 (Proprietary Ammo)

ROF: 1

Hands: 2

Concealed?: No

One of the latest additions to Militech's explosive ordonnance, the XM-45 "Nemesis" was conceived with ease of use in mind. Using their usual shoulder arms design, it is used just like an Assault Rifle. The projectile has an almost flat firing arc, making it incredibly easy to hit your target. To do that, however, they had to sacrifice something. The XM-45's ammunition affects a more limited area and does less damage than your regular explosives.

The XM-45 "Nemesis" is an Exotic Rocket Launcher that uses the Shoulder Arms Skill instead of the Heavy Weapons Skill when firing. It uses proprietary AP ammo that deals 4D6 damage in a 3x3 area. This ammo costs 50eb per round. It has a Mag Size of 5.

The XM-45 "Nemesis" comes equipped with a unique Sniping Scope that also serves as a Rangefinder. This Scope cannot be removed from the weapon.

Using the XM-45's Unique Scope, the user can set the proprietary ammo to explode at a certain range, making it so it can explode behind cover (if cover can realistically be shot over).

Weapon Attachments

Cyberoptical Sight

Cost: 500 eb (Expensive)

Eligible Weapons: Any Ranged Weapon

Smart Sight System that can be customized using Cyberoptic Cyberware.

The CyberOptical Sight has two Option Slots for CyberOptic Cyberware. The cost to purchase and install a Cyberoptic option into the Cyberoptical Sight is the same cost as doing so in a Cybereye and the Options always count as if they were paired. A weapon can only have one Sight installed at a time. Installing a Cyberoptical Sight on a weapon takes 10 minutes.

DNA Lock

Cost: 500 eb (Expensive)

Eligible Weapons: Any Ranged Weapon

A Lock mechanism is added to the weapon. Unless the User has the correct Biometric Key, the Weapon will be unable to fire. Hacking the Lock requires beating a DV17 Electronic/Security Tech Skill check.

This attachment does not take an attachment slot.

Flamethrower Underbarrel

Cost: 500eb (Expensive)

Eligible: All Non-Exotic Ranged Weapons fired with the Shoulder Arms Skill.

When wielded in two hands, the weapon can also be used as a Flamethrower (CPR Page 348) with only 2 Incendiary Shells in its magazine. While this is attached to a weapon, it cannot be concealed under clothing. Requires 2 Attachment Slots.

Jungle Tech Dual Magazine Attachment

Cost: 100eb (Premium)

Eligible Weapons: SMGs, Heavy SMGs, Assault Rifles, Shotguns

Pair of magazines held together by studs.

User of the weapon can attempt a Quick-Swap of the magazine once between each "Reload" Action. Attempt to beat a DV 13 Weaponstech Check. If you beat it, the weapon is reloaded as a free action. If you fail, it uses your Action. You cannot attempt to Quick Swap the magazine if you already used your Action for that turn. Only one magazine attachment can be attached to a weapon at a time. While this is attached to a weapon, it cannot be concealed under clothing.

Variable Zoom Scope

Cost: 500eb (Expensive)

Eligible: Any Non-Exotic Ranged Weapon

Tech Upgraded Sniping Scope with varying zoom modes.

As an Action, the wielder can select a Zoom Mode. The Variable Zoom Scope has 3 Zoom Modes. The first mode is the CQC Mode. In CQC mode, when attacking a target between 0 to 25 m/yards away, you can add a +1 to your Check when using either a weapon's single shot firing mode or an Aimed Shot. The second is the Mid Range Mode. In Mid Range Mode, when attacking a target between 26 and 50 m/yards away, you can add a +1 to your Check when using either a weapon's single shot firing mode or an Aimed Shot. The third is the Long Range Mode. In Long Range Mode, when attacking a target further than 51m/yards away, you can add a +1 to your Check when using either a weapon's single shot firing mode or an Aimed Shot.

Very Heavy Melee Attachment

Cost: 500eb (Expensive)

Eligible Weapons: All Non-Exotic Weapons fired with Shoulder Arms Skill

When wielded, the weapon can be used as a Very Heavy Melee Weapon. When installed, the weapon cannot be concealed under clothing.

Net Launcher Underbarrel

Cost: 500 eb (Expensive)

Eligible Weapons: Ranged Weapons using Shoulder Arms

Skill: Shoulder Arms

ROF: 1

Mag Size: 2

Attaches an Exotic Shotgun Underbarrel to the weapon. That Exotic Shotgun Underbarrel can only fire Nets. It uses Slugs DV table and cannot hit a target further than 25m/yards away. (See Black Chrome p. 104 for rules for nets). The Net Launcher Underbarrel requires 2 Attachment Slots.

Microwaver Underbarrel

Cost: 500 eb (Expensive)

Eligible Weapons: Non-Exotic Ranged Weapons using Shoulder Arms

Skill: Shoulder Arms

ROF: 1

Mag Size: 4

Attaches an underbarrel version of a Microwaver (See CPR Pg.348) to the weapon. This version only has a magazine size of 4 and the User uses the Shoulder Arms Skill instead of the Handgun Skill when firing it. The Microwaver Underbarrel takes 2 Attachment Slots.

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