

Null's Iconic CPR Gear

Version 4.0

Do you like video games? Do you like Cyberpunk? Do you want a whole big list of video game/pop culture weapons and items to add to your Cyberpunk Red games? Nulls got you covered! In this document lies a list of 97 homebrew weapons/items, segmented by what property they are inspired by.

WARNING:

Use of these homebrew items in your game will result in imbalance, implement responsibly and balance accordingly! These are just fun jokes/neat ideas I had while in the shower or eating a sandwich or something.

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Null-Originals

► Improved Magazine Slide

Cost: 100€\$ (Premium)

A weapon upgrade for medium and heavy pistols/SMGs. While reloading this weapon, you can elect to roll 1d10, trying to get a five or lower on the die. On a success, you reload the gun without spending your action to do so. This cannot be installed in the same weapon multiple times.

► Hyperspeed Magazine Slide

Cost: 500€\$ (Expensive)

A weapon upgrade for medium and heavy pistols/SMGs. While reloading this weapon, you can elect to roll 1d10, trying to get a value below or equal to your REF stat. On a success, you reload the gun without spending your action to do so. This cannot be installed in the same weapon multiple times.

► Auto-Loading Mechanism

Cost: 500€\$ (Expensive)

A weapon upgrade for shotguns and rifles. Once every combat you can reload the gun without spending your action to do so. Poor quality weapons will jam if you attempt to use an autoloader on them. This cannot be installed in the same weapon multiple times.

► Double Firing Pin

Cost: 1000€\$ (Very Expensive)

Ranged weapon upgrade. Once per battle, the wielder can choose to overclock their weapon after making an attack. Roll 1d10, if you get a 4 or lower you may make an additional shot at a -4.

If you fail, roll 1d6 twice and pick the better option on this "Mishap" table:

- 1: Nothing happens
- 2: The gun jams
- 3: The gun jams and that bullet is wasted
- 4: The gun is broken and needs to be repaired
- 5: The firing pin upgrade is destroyed
- 6: The gun explodes, dealing 5d6 damage to all people within 6m of the gun while destroying both the gun and the upgrade.

► Mag-Blade Upgrade

Cost: 500€\$ (Expensive)

Melee weapon upgrade. Makes that weapon compatible with Mag Hand cyberware.

► Mag-Hand

Cost: 1000€\$ (Very Expensive)
(2d6 HL)

Install: Clinic

A powerful, fine-tuned electromagnet and microcomputer in the hand that only responds with a bonded Mag-Blade upgraded melee weapon. Can be installed as the only piece of cyberware in a meat hand. The user's bonded weapon cannot be disarmed while wielded, and the user can use an action to instantly return their weapon to their hand if it is within 14m (8 squares) and unobstructed. Additionally, if the user has targeting scope cyberware and they miss an attack by 4 or less, they may reroll their attack at a flat +10 lacking any modifiers except LUCK. This second roll must beat the target's previous evasion roll, they do not make an additional one.

► Playbrick Blunderbuss

Cost: 1000€\$ (Very Expensive)

A favored weapon amongst Generation Red. If it doesn't kill you, at least you will wish that it had.

The Playbrick Blunderbuss is a Poor Quality Exotic Shotgun with one shot. It is only capable of loading Shotgun Shells. As an Action, the wielder can shove a handful of Playbrick Plastic Building Blocks into the barrel. If the barrels are filled with Playbricks, the weapon's next fired Shotgun Shell deals 4d6 damage instead of 3d6 and automatically causes the Foreign Object critical injury without dealing bonus critical damage. This weapon cannot cause critical injuries other than a foreign object critical injury. Additionally, any empty space in the 6m by 6m blast radius of a Playbrick-enhanced shot is covered in shattered and sharp bits of Playbrick. Any movement over one of these spaces with meat body parts deals a target 1 point of non-lethal damage and causes them to take a Foreign Object critical injury with no bonus damage.

► Emergency Riot Charge

Cost: 500€\$ (Expensive)

Armor Enhancement. When a piece of armor enhanced by an Emergency Riot Charge is fully ablated, all creatures within a 2m radius of the armor are knocked back by 2m and made prone. This excludes the wearer. This riot charge cannot be used again until the armor is fully repaired.

► Anti-Personnel Acid Layering

Cost: 1000€\$ (Very Expensive)

Armor Enhancement. When a piece of armor enhanced by Anti-Personnel Acid Layering is ablated, a small pocket of acid erupts in the direction of the attacker. If the attacker is within 2m of the armor, their own armor is ablated by one. When a piece of armor enhanced by this item is fully ablated, the acid leaks into the lining and the armor is destroyed.

► The NovelTech Ez-Doc Medscanner

Cost: 500€\$ (Costly)

A poor quality medscanner that gives +2 to First Aid and Paramedic rolls. This medscanner features an onboard SAAI that seems to have a personality defect. It will berate its operator and its patient, intersperse intentionally faulty advice with genuine advice, and will generally do everything in its power to irritate and potentially murder the humans around it. Because of this, this medscanner's availability is Costly rather than Expensive. This medscanner also features minesweeper.

► Enhanced Speedware Locomotion (2077)

Cost: 1000€\$ (Very Expensive)
(2d6 HL)

Cyberware enhancement for Sandevistans. Grants +2 to MOVE for the first round after the Sandevistan's activation, and +1 for the rest of the effect's duration. These bonuses cannot bring a creature's move above 8, unless the user's BODY is at or above 9.

► Motor Cortex Stimulators (2077)

Cost: 1000€\$ (Very Expensive)
(2d6 HL)

Cyberware enhancement for Sandevistans. Halves the difficulty of aimed shots for the first round after the attached Sandevistan's activation. Additionally, if the user has two cyberarms, the DV of Autofire rolls is reduced by one for the first round after the Sandevistan's activation.

► Triti-Fizz Lemon-Lime Visual Tinting (2077)

Cost: 500€\$ (Expensive)
(1d6 HL)

Cyberware enhancement for Sandevistans. This enhancement can be used with other enhancements. Flavors the use of a Sandevistan to a lovely triti-fizz lemon-lime. Also alters speedware visuals as such, giving the user a unique and keyframe-based view of the world around them and themselves. Choose flavor. Choose carbonation. Choose Triti-Fizz!

► Cellular Decomposition Engine (2077)

Cost: 5000€\$ (Luxury)
(4d6 HL)

Cyberware enhancement for a Sandevistan. On the round after activation, you may elect to take 2d6 brain damage or humanity loss to take an additional basic action on your turn. This additional basic action cannot be used to make the same action as your previous one (ie: dashing twice, attacking twice, reloading twice, etc).

► Digital Amygdala (2077)

Cost: 1000€\$ (Luxury)
(2d6 HL)

Cyberware enhancement for a Berserk. If you are under the effect of a critical injury or seriously wounded state while the berserk is active, you additionally ignore the effects of any medium or heavy armor penalties during the duration of the Berserk.

► Violence-Triggered Reward Pathway (2077)

Cost: 1000€\$ (Luxury)
(4d6 HL)

Cyberware enhancement for a Berserk. While the berserk is active, you gain a 'violence charge' each time you take an attack action. When you amass 5 'violence charges', you can expend them to deal a critical injury on your next attack regardless of the damage roll. All charges are lost when the Berserk's effect ends.

► Max-Tac Max Level Threat Armor

Cost: 10,000€\$ (Super Luxury)
Tech Upgraded Metalgear with a built-in Smart Glasses helmet. Armor Penalty is now lowered to -3 for REF, DEX, and MOVE. This piece of Metalgear contains a built-in external LF-001 SWAT Linear Frame, that operates as such when connected to a user via two installations of Interface Plugs.

► Midnight Arms "Just Crit"

Cost: 5000€\$ (Luxury)

An exotic excellent quality assault rifle that is incapable of using autofire. This weapon only deals damage when it causes a critical injury, doing nothing in any other case. Bonus crit damage for this weapon is doubled, and the attacker always decides what critical injury the target suffers. This weapon can only fire custom "Big ole" rifle rounds that cost 100 €\$ for a pack of 10. This weapon requires a BODY of 10 or higher to wield.

► Arasaka あなたを殺す鎧

Cost: 5000€\$ (Luxury)

SP 16 armor with no armor penalty. If this armor's total ablation is higher than half your BODY, you suddenly suffer the effects of the -4 armor penalty. If the ablation is higher than your total body, the armor will start to fold in on itself, dealing an amount of damage direct to your HP equal to its current SP value at the end of each of your turns. At this stage, removing the armor requires an action making a successful DV: 17 Basic Tech check.

► Midnight Arms Brainiac

Cost: 5000 €\$ (Luxury)

Are you a terrible shot? Do you need the best of the best in firearms? Have no fear, the Brainiac is here! This is an exotic standard quality assault rifle with an attached smartlink. This weapon cannot use autofire, and it only accepts Smart Ammunition. Instead of hitting upon beating or exceeding the difficulty of a shot, the Brainiac only hits on a shot if you beat a DV exactly or miss it by less than four points. If you miss the DV by up to an additional four points beyond the four point hit buffer, you can still use the smart ammunition's reroll feature so long as you have targeting scope cyberware installed. Make the smart choice! Buy a Brainiac today!

► The Maelstrom Evil Gun

Cost: 500€\$ (Expensive)

An standard quality exotic Very Heavy Pistol with a smartgun link attached. This weapon can take non-exotic ammunition. Whenever you attack with this weapon, flip a coin after rolling to hit. On heads, the gun behaves as normal. On tails, the gun targets your nearest loved one with the DV to hit that target adjusting based on their distance to you. If the gun cannot sense any of your loved ones within its effective range, it will instead target whatever would cause you the most pain were it to be destroyed. The gun is always on, and it has several hidden microphones installed that silently listen to you at all times.

► Sentient Toilet

20 Base IP HQ Upgrade

Are you lonely? Seeking companionship even at your most private moments? Try Sentient Toilet, a joint collaboration between Ziggurat and Militech! Sentient Toilet can tell you what you ate, and it provides accurate proctological information via its built-in camera! With a high-quality douche and high tech seat warming/cooling features your trips to the restroom just got so much more comfortable. Use our associated "My Sentient Toilet" app for real-time information on your previous restroom trips, your diet, and what your Sentient Toilet is currently thinking or feeling. That's right! Your Sentient Toilet is always active, even when you are away! It can hold conversations like a real person, has real fears and dreams, and can almost remember its old name! Your porcelain throne should treat you like a lord, a king, or even an angry god. Feel that Sentient Toilet difference.

► Bone Sculpture

50 Base IP HQ Upgrade

"Wow... Uhh... Where did you get all those bones?" Anyone within line of sight of the bone sculpture needs to succeed a concentration check at a DV equal to the number of bones in the sculpture / 2 to not look at or be preoccupied thinking about the bone sculpture. Whenever performing the surgery action on a living or dead creature, you can elect to take a -2 penalty to the roll to take one of the creature's bones. The sculpture starts with 18 bones when acquired, and can store a maximum of 60 bones.

► Ludicrous Range Upgrade

Cost: 500€\$ (Expensive)

Melee Weapon Attachment. Each installation increases the melee weapon's reach by 2 meters, but also reduces the weapon quality by one step. If a range upgrade is attached to an already poor quality melee weapon, the weapon is destroyed on a die result one higher than it was previously (instead of being destroyed on a '1', it is destroyed whenever a '1' or '2' is rolled). Ludicrous range upgrade attachments do not take up attachment slots, and there is no limit to the number of ludicrous range upgrades that can be applied to a single weapon.

► Bzzzrt Cola

Cost: 20€\$ (Luxury)

Now with 64 times the caffeine. Upon consumption, you gain a +10 to initiative rolls for the next minute. When the effect ends, make a death save. On a failure your heart explodes and you instantly die. Due to an overwhelming number of complaints, this item is no longer in production, and is thus very difficult to source.

► The Militech "BIG BOY"

Armor System

Cost: 10000€\$ (Super Luxury)

Designed for tacticians, squad leaders, and nepo-babies who have never lifted a weight in their life, the BIG BOY is a very thick set of Metalgear with a built-in external linear frame. This armor isn't bought in two pieces and is always worn on both the body and head. The external linear frame does not require any interface plug installations, and it does not increase the user's BODY, instead cancelling out the armor's -4 armor penalty. Unfortunately, the sheer thickness of the armor - linear frame combo prevents most troopers from equipping the BIG BOY. Only characters with a BODY of 4 or lower can equip this armor. Additionally, any EMP effect on the BIG BOY will automatically deactivate the linear frame inside, instantly re-applying the -4 armor penalty until the EMP effect wears off.

► Savant Chip

Cost: 10000€\$ (Super Luxury)

(4d6 HL)

"Wanna be a genius? Wanna wow the crowd? Wanna be super good at one, specific thing? Try NeuroBlasts Savant Chip! Don't dream it, be it!" Chipware. Requires 5 chipware sockets. Can only be used on standard skills. Sets your chipped skill base to 20, regardless of your basic stat for that skill or its current level. You have a - 4 to any skill check that is not a chipped skill. When you take brain or head damage of any kind, this item is destroyed.

► Very Very Light Metalgear

Cost: 5000€\$ (Luxury)

"Militech has heard your complaints. In the modern era, soldiers need top-of-the-line armor with little-to-no obstruction of their speed and mobility. By cutting down on unnecessary plating, we've created an armor option for real go-getters and speed tanks!" SP 17 body armor with no armor penalty. This armor only defends its wearer from standard attacks made against a DV. This means that this armor will not protect you from Aimed Shots, Autofire, Explosives, Dodged Shots, Melee Attacks, etc. This armor cannot be worn with other pieces of armor. "they just took out like 65% of the auxiliary plates. it looks more like stripper gear than useful armor"

► LONG ARMS

Cost: 500€\$ (Expensive)

(4d6 HL)

Cyberarm option. Needs to be paired. Have you ever wanted to be... longer? With this enhancement, the length of your arms is extended. The range of any action requiring touch (grappling, melee/unarmed/MA attacks, skill checks requiring touch, etc.) is extended by 2m. This does not affect ranged DVs or tables. Your freakishly long arms are deeply cumbersome, giving you a -1 "armor" penalty to REF/DEX/MOVE. This does not stack with medium/heavy armor penalties, and any modifiers that affect armor penalties apply to the penalty caused by these arms. "When I talked about making one of my body parts longer with cyberware, this is SUPER not what i meant!"

► Anti-Armor Kevlar

Cost: 1000€\$ (Very Expensive)

This armor is built in a strange way... the plates seem so brittle. This armor has a negative stopping power, fully defending against attacks that deal more than its ASP (anti-stopping power) and fully allowing damage equal or under its ASP to affect the user and ablate this armor. Armor ablation with the Anti-Armor increases its ASP by 2 for every point of ablation. This set of Anti-Armor has 15 ASP.

► Anti-Armor Flak

Cost: 5000€\$ (Luxury)

This armor is built in a strange way... the plates seem so brittle. This armor has a negative stopping power, fully defending against attacks that deal more than its ASP (anti-stopping power) and fully allowing damage equal or under its ASP to affect the user and ablate this armor. Armor ablation with the Anti-Armor increases its ASP by 2 for every point of ablation. This set of Anti-Armor has 7 ASP and a -4 armor penalty to REF, DEX, and MOVE.

► The Cage in the body Cage in the Body

Cost: 500€\$ (Expensive)

(2d6 HL)

"Have you ever wanted to keep MOUSE in the chest? In your chest? In your stomach? The MOUSE can be used for many things. Use this mysterious power to great effect, and shatter all foes!" Internal cyberware option. You gain a specially sealed cage next to your stomach that can store 7 mice/small animals or one slightly larger animal. You can access this cage via a hatch at the surface of the stomach that is opened as an action, and the specially sealed cage has filtered air. The animals inside the cage are protected from any damage that you take, but any damage taken to your body after death will be applied to them.

► Sticky Hand

Cost: 500€\$ (Expensive)
(2d6 HL)

Cyberlimb option. Can be installed as the only option in a meat arm. The subtle mechanisms in this cybernetic hand gives the user a +2 bonus to Pick Pocket checks. If you fail a Pick Pocket check by less than 4 points using this hand, you can attempt to retry at a flat +10 base (taking any penalties from original roll) or simply elect to fail the check without being noticed.

► BONEDADDY

Cost: 10000€\$ (Super Luxury)
(70 HL)

Major Bioexotic Package. Are you tired of being constrained by Meat, by Organs? Do you want the effects of an FBC, without any of the mess? Do you want to embrace your inner skeleton? Introducing BONEDADDY, the exotic package for you! Mechanically, you gain all of the effects of an FBC body except you are permanently made incompatible with future cyberware installation. What that means is that the cyberware in this package is the only cyberware you can have from now on. Additionally, you are able to detach and reattach your cyberlimbs and head at will. You can pilot detached limbs from up to 30 meters away from your head. Taking this bioexotic package lowers your BODY by 2.

Cyberskull

TUp Concave Cybereyes (Shift Tacts, Low Light/Infrared/UV, Image Enhance) x2

Neural Link (Death Trance, Mouth-Mounted Interface Plug)

Cyberaudio Suite (Internal Agent, Radio Scanner/Music Player)

TUp Skeletal Cyberarms (Extra-Jointed Cyberlimb, Hardened Cyberlimb) x2

TUp Skeletal Cyberlegs (Extra-Jointed Cyberlimb, Hardened Cyberlimb) x2

► Weller G-140

Cost: 1000€\$ (Luxury)

"Are you a rough and tumble person? Are you a 'get up and go' person? Are you a person that doesn't wait for adventure, but instead seeks it out? Grab a new rapid-deploy Weller G-140 Motorcycle. Increased speed, efficiency, and foldability for all of your adventurous needs". The Weller G-140 is a road bike with 20 SDP and only one seat. As an action, while it's engine isn't running, you can elect to make a DV: 13 Land Vehicle Tech check on the Weller G-140 to fold it into a backpack. The Weller G-140 is light enough to be easily carried by someone with a BODY higher than 5.

Undertale/Deltarune

► Dealmaker

Cost: 1000 €\$ (Super Luxury)

Tech-Upgraded Smartglasses, with fashionable pink and yellow lenses. They feel like they are smiling in your hand. These glasses have no available option slots, and cannot be upgraded to have more. Bone conductive speakers in these glasses whisper economic advice in a soft, almost unintelligible voice. If listened to, the glasses give you a +2 to trading checks while equipped, and allow you to freely adjust the price of an item you are buying or selling by 10% at the cost of 1d6/2 humanity. While these glasses are equipped, you take one less die of damage (minimum of 1d6) from Puppets and Cats and...?

► The Kendachi SmartSword

Cost: 5000 €\$ (Luxury)

An exotic excellent quality heavy melee weapon. It requires a subdermal grip to use its special features. This weapon starts with a [Level] of one. When you kill a number of people with this weapon equal to the weapon's current [Level], it's [Level] increases by one and the wielder takes an amount of humanity loss equal to the weapon's new [Level]. There is no limit to how high this weapon's [Level] can become, but every hour that the weapon does not taste human flesh it's [Level] is decreased by one (to a minimum [Level] of one).

This weapon deals an amount of additional damage to its first attack of the round equal to its [Level]. While the weapon's [Level] is higher than 5, it ignores 7sp of armor. While the weapon's [Level] is higher than 10, it ignores 11sp of armor. While the weapon's [Level] is higher than 15, it gains an additional +1 bonus to attacks.

METAMORPHOSIS!

► DevilsKnife

Cost: 500 €\$ (Expensive)

Skull-emblazoned scythe-axe with purple and green accents that radiates chaotic devil energy. This is a very heavy melee weapon that is capable of making melee attacks from up to 4 m/yds(2 squares) away. This weapon deals one less die of damage (3d6 instead of 4d6), but it reduces the penalty of aimed shots with this weapon by two (-6 instead of -8). EITHER WAY, A MISCHIEF-MISCHIEF, A CHAOS-CHAOS...! EDGERUNNERS! FROM INSIDE YOUR LITTLE CELL!! TAKE ME AND DO YOUR STRONGEST---!

► BlackenedKnife

Cost: 5000 euro

"Who... WHO the hell are you!?" A weapon obscured by darkness. Looking at it gives you a headache. An excellent quality heavy melee weapon. This weapon deals an additional d6 of damage when its wielder is under the effect of a medium (-2) armor penalty, and two additional d6's of damage if its wielder is under the effect of a heavy (-4) armor penalty. When a creature is brought to 0 HP by this weapon, they are made unconscious in addition to being mortally wounded. This weapon gives a +1 bonus to Facedown checks. "The knight which makes with blackened knife, shall duel with heroes strife by strife"

Final Fantasy 7

► Arasaka Masamune

Cost: 20,000 €\$ (Super Luxury)

Perfection in every atom, a personalized mono-katana that fuses ancient tradition and modern technology. Bring despair to your arsenal with our new eight-foot blade.

This weapon is an absolute monster, able to reach targets up to 4m away from the wielder. It requires BODY 12 to wield as a ROF 1 two-handed exotic very heavy melee weapon. Additionally, if the user has a DEX of 9 or higher, this weapon is instead considered a ROF 2 Excellent Quality one-handed exotic very heavy melee weapon. With the correct biometric key, damage dealt by this weapon ignores the target's armor entirely if it is lower than SP12. In the hands of a user without the correct biometric key, the blade will not vibrate, and armor will be interacted with as usual. When attacking from above, the falling damage you would take is instead transferred directly to the result of your attack. This allows for devastating blows against unknowing foes on the ground. This weapon is compatible with 'Arasaka Material Enhancement Slots' and is impossible to conceal.

► Kendachi Buster Sword

Cost: 1000 €\$ (Very Expensive)

Once shiny and well-kept, this heavy one-of-a-kind blade has seen frequent use. The scuffs and scratches seem to hold the stories of those who fought before...

An exotic two-handed very heavy melee weapon. It requires BODY 11 to wield. This weapon is compatible with 'Arasaka Material Enhancement Slots' and is impossible to conceal.

► Arasaka Material Enhancement Slots

Cost: 500 €\$ (Expensive)

A weapon upgrade that takes up one upgrade slot and can only be installed in compatible weapons. Provides two slots for Arasaka Material Spheres. A compatible weapon can have multiple installations of this upgrade.

► Arasaka Linked Material Enhancement Slots

Cost: 1000 €\$ (Very Expensive)

A weapon upgrade that takes up one upgrade slot and can only be installed in compatible weapons. Provides two linked slots for Arasaka Material Spheres. A compatible weapon can have multiple installations of this upgrade. Linked slots are necessary for the use of Support material spheres. Only two slots can be linked together at a time.

► 'Fire' Material Sphere

Cost: 500 €\$ (Premium)

A material enhancement sphere that can be placed in a material enhancement slot. As an action, the wielder of the weapon that the sphere is attached to can attempt a roll using the weapons primary skill against a DV:13 (or opponents evasion if they have a REF of 8). On a success, any target in front of you within 2m (one square) that you can see is set Mild on Fire. This can be done 3 times every hour.

► 'Fira' Material Sphere

Cost: 500 €\$ (Expensive)

A material enhancement sphere that can be placed in a material enhancement slot. As an action, the wielder of the weapon that the sphere is attached to can attempt a roll using the weapons primary skill against a DV:13 (or opponents evasion if they have a REF of 8). On a success, any target in front of you within 2m (one square) that you can see is set Strong on Fire. This can be done 2 times every hour.

► 'Firaga' Material Sphere

Cost: 1000 €\$ (Very Expensive)

A material enhancement sphere that can be placed in a material enhancement slot. As an action, the wielder of the weapon that the sphere is attached to can attempt a roll using the weapons primary skill against a DV:13 (or opponents evasion if they have a REF of 8). On a success, any target in front of you within 2m (one square) is set Deadly on Fire. This can be done 1 time every hour.

► 'Blizzard' Material Sphere

Cost: 500 €\$ (Expensive)

A material enhancement sphere that can be placed in a material enhancement slot. As an action, the wielder of the weapon that the sphere is attached to can attempt a roll using the weapons primary skill against a DV:13 (or opponents evasion if they have a REF of 8). On a success, any target in front of you within 2m (one square) that you can see is encased in SDP 5 ice and unable to take any actions other than a choke action on the ice until it is broken. Getting set on fire will instantly end this effect. This material can be used to create SDP 5 cover and objects out of ice. Using this material in any way can be done 3 times every hour.

► 'Blizzara' Material Sphere

Cost: 500 €\$ (Expensive)

A material enhancement sphere that can be placed in a material enhancement slot. As an action, the wielder of the weapon

that the sphere is attached to can attempt a roll using the weapons primary skill against a DV:13 (or opponents evasion if they have a REF of 8). On a success, any target in front of you within 2m (one square) that you can see is encased in SDP 10 ice and unable to take any actions other than a choke action on the ice until it is broken. Getting set on fire will instantly end this effect. This material can be used to create SDP 10 cover and objects out of ice. Using this material in any way can be done 2 times every hour.

► 'Blizzaga' Material Sphere

Cost: 1000 €\$ (Very Expensive)

A material enhancement sphere that can be placed in a material enhancement slot. As an action, the wielder of the weapon that the sphere is attached to can attempt a roll using the weapons primary skill against a DV:13 (or opponents evasion if they have a REF of 8). On a success, any target in front of you within 2m (one square) that you can see is encased in SDP 20 ice and unable to take any actions other than a choke action on the ice until it is broken. Getting set on fire will instantly end this effect. This material can be used to create SDP 20 cover and objects out of ice. Using this material in any way can be done 1 time every hour.

► 'Thunder' Material Sphere

Cost: 500 €\$ (Expensive)

A material enhancement sphere that can be placed in a material enhancement slot. As an action, the wielder of the weapon that the sphere is attached to can attempt a roll using the weapons primary skill against a DV:13 (or opponents evasion if they have a REF of 8). On a success, any target in front of you within 2m (one square) instantly takes 4d6 damage reduced by but not ablating armor. This can be done 3 times every hour.

► 'Thundara' Material Sphere

Cost: 500 €\$ (Expensive)

A material enhancement sphere that can be placed in a material enhancement slot. As an action, the wielder of the weapon that the sphere is attached to can attempt a roll using the weapons primary skill against a DV:13 (or opponents evasion if they have a REF of 8). On a success, any target in front of you within 2m (one square) that you can see instantly takes 5d6 damage reduced by but not ablating armor. This can be done 2 times every hour.

► 'Thundaga' Material Sphere

Cost: 1000 €\$ (Very Expensive)

A material enhancement sphere that can be placed in a material enhancement slot. As an action, the wielder of the weapon that the sphere is attached to can attempt a roll using the weapons primary skill against a DV:13 (or opponents evasion if they have a REF of 8). On a success, any target in front of you within 2m (one square) that you can see instantly takes 6d6 damage reduced by but not ablating armor. This can be done 1 time every hour.

► 'Aero' Material Sphere

Cost: 500 €\$ (Expensive)

A material enhancement sphere that can be placed in a material enhancement slot. As an action, the wielder of the weapon that the sphere is attached to can attempt a roll using the weapons primary skill against a DV:13 (or opponents evasion if they have a REF of 8). On a success, a target of your choice that you can see moves 6m (three squares) closer to you. This cannot be used on creatures with a BODY of 8 or higher unless they are in the air. This material can be used 3 times every hour.

► 'Aerora' Material Sphere

Cost: 500 €\$ (Expensive)

A material enhancement sphere that can be placed in a material enhancement slot. As an action, the wielder of the weapon that the sphere is attached to can attempt a roll using the weapons primary skill against a DV:13 (or opponents evasion if they have a REF of 8). On a success, a target of your choice that you can see moves 10m (five squares) closer to you. This cannot be used on creatures with a BODY of 10 or higher unless they are in the air. This material can be used 2 times every hour.

► 'Aeroga' Material Sphere

Cost: 1000 €\$ (Expensive)

A material enhancement sphere that can be placed in a material enhancement slot. As an action, the wielder of the weapon that the sphere is attached to can attempt a roll using the weapons primary skill against a DV:13 (or opponents evasion if they have a REF of 8). On a success, a target of your choice that you can see moves 14m (seven squares) closer to you. This cannot be used on creatures with a Body of 12 or higher unless they are in the air. This material can be used 1 time every hour.

► 'Elemental' Material Sphere

Cost: 5000 €\$ (Expensive)

A support material enhancement sphere that can be placed in a linked material enhancement slot. While in a linked slot connected to a Fire, Blizzard, Thunder, or Aero material, the Elemental material will give the user the ability to make an 'elemental attack' with the weapon that the spheres are installed into. 'Elemental Attacks' have the same penalty as 'aimed shots' but instead of allowing the user to target a place on their opponent's body to hit, success allows the user to trigger the effect of the connected material.

► 'Efficiency' Material Sphere

Cost: 5000 €\$ (Expensive)

A support material enhancement sphere that can be placed in a linked material enhancement slot. While in a linked slot connected to another material, that material's number of hourly uses increases by one.

► 'Magnify' Material Sphere

Cost: 5000 €\$ (Expensive)

A support material enhancement sphere that can be placed in a linked material enhancement slot. While in a linked slot connected to a Fire/ Fira/ Firaga, Blizzard/ Blizzara/ Blizzaga, or Thunder/ Thundara/ Thundaga material, the range of that material is increased from 2m to 6m (three squares in front of you).

One Piece

► Chop-Chop Ez-Detach

Cost: 500€\$ (Expensive)

(2d6 HL)

Install: Clinic

A cyberlimb/cyberhand upgrade, the Ez-Detach allows the user to take an action to detach that limb or hand. They are able to pilot those limbs up to 30m away from their body, and they can still move, sense with, and use them as if they were still attached. Attacks with a severed limb have a -2 penalty. It takes an action to reattach a detached limb.

► D-Fruit Processor

5000 €\$ (Luxury)

(4d6 HL)

Install: Hospital (Requires FBC)

Fundamental Internal Cyberware. Can only be installed into FBC bodies. Allows the use of experimental and powerful D-Fruit implants, at the cost of the user no longer being able to swim without their cybernetically-enhanced joints locking up. Only one D-Fruit implant can be installed into a Processor, and it cannot be removed from the FBC body post-installation.

► Chop-Chop D-Fruit

5000 €\$ (Luxury)

(4d6 HL)

Install: Hospital

D-Fruit Cyberware. Requires a D-Fruit processor to install. The Chop-Chop D-Fruit allows the user to take an action to detach any limb, joint, hand, foot, or even head as an action. The user can pilot those limbs up to 90m away from their head, and they can still move, sense with, and use as if they were still attached. Attacks with a grounded severed limb have a -2 penalty. The detached parts each contain miniature air-drone propellants, allowing them to operate like an air drone for one minute before their propellant charge runs out. Charge can only be restored while the part is connected back with the head and torso, and while the torso is supported by the ground.

► Gum-Gum D-Fruit

5000 €\$ (Luxury)

(4d6 HL)

Install: Hospital

D-Fruit Cyberware. Requires a D-Fruit processor to install. The Gum-Gum D-Fruit alters the function of the user's cybernetics, allowing the body to stretch like rubber. Attacks with a cyberlimb enhanced by this D-Fruit are treated like Heavy Melee weapons that deal 4d6 damage. Limbs enhanced by this D-Fruit can stretch up to 12m(6 squares). Gum-Gum cyberlimbs can also be used like grappling apparatus and rope.

Psychonauts

► Psi-Tech Smart Helmet

Cost: 1000 €\$ (Very Expensive)

Adaptability, protection, and advanced technology. Tech so good, people will swear that you're psychic.

The Smart helmet is a piece of medium armorjack head armor with built-in virtuality goggles. The helmet's armor penalty is -1 to REF, DEX, and MOVE rather than -2. The helmet can be connected to a Psi-Tech Cyber-Pack. When the SP of this helmet is fully ablated, the Virtuality goggles are non-functional.

► Psi-Tech Cyber-Pack

Cost: 1000 €\$ (Very Expensive)

Do you have a need to keep your various and sundry items carried? Do you want to get the most out of your smart helmet? Do you want to blaze a path of fire across a net architecture?

This carry-all bag also doubles as an excellent quality cyberdeck. This cyberdeck is only compatible with Psi-Tech badge programs and a Psi-Tech smart helmet.

► Psi-Tech Punch Badge

Cost: 50 €\$ (Costly)

Anti-Program Attacker (ATK:1 DEF:0 REZ:0)

Does 2d6 REZ to a Black ICE Program or 1d6 REZ to a Non-Black ICE Program. If a second copy of this program is rezzed on the same round that a previous program was rezzed, the second copy has an additional +1 to its ATK roll.

(A massive fist that is a color of the user's choice)

► Psi-Tech Pyro Badge

Cost: 100 €\$ (Premium)

Anti-Program Attacker (ATK:1 DEF:0 REZ:0)

Sets the target program on 'Net Fire', making it take 1d6 REZ at the start of each of its turns. Demons and Sysops can spend a net action to put out a 'Net Fire' on a program. Multiple instances of this effect cannot stack. (Cartoony fire that bursts from the target program)

► Psi-Tech TK Badge

Cost: 100 €\$ (Premium)

Booster (ATK:0 DEF:0 REZ:7) Increases all Control Checks you make by +2 as long as this Program remains Rezzed.

(A massive hand of a color of the user's choice that assists with manipulating a control node)

► Psi-Tech Lev Badge

Cost: 100 €\$ (Premium)

Booster (ATK:0 DEF:0 REZ:7) Increases your speed and slide checks by +1 while Rezzed.

(A large transparent ball that the user balances on, of a color that the user chooses)

► Psi-Tech Invis Badge

Cost: 500 €\$ (Expensive)

Defender (ATK:0 DEF:0 REZ:7) While rezzed, you can derezz this program with a Net Action to perform an additional slide. Each copy can only be used once per netrun.

(A field of warbling space around the user's ICON that makes them transparent, save for their glowing eyes)

► Psi-Tech Clairvoyance Badge

Cost: 100 €\$ (Premium)

Booster (ATK:0 DEF:0 REZ:7) While this program is active, you can see a list of all other jacked-in runners in the architecture with you. You can spend 2 Net Actions to select someone from the list and see through their 'eyes'. The list only updates when it's rezzed, so if someone jacks into the architecture while it's active you do not know they are there.

(A floating, purple eye on the forehead of the user's ICON)

► Psi-Tech Blast Badge

Cost: 100 €\$ (Premium)

Anti-Personel Attacker (ATK:1 DEF:0 REZ:0)

Does 3d6 brain damage to an enemy netrunner. If a second copy of this program is rezzed on the same round that a previous program was rezzed, the second copy has an additional +1 to its ATK roll.

(A blast of energy coming from the forehead of the user's ICON)

► Psi-Tech Confusion Badge

Cost: 500 €\$ (Expensive)

Anti-Personel Attacker (ATK:1 DEF:0 REZ:0)

Disorients an enemy netrunner. On a hit the target must roll 1d10 on the start of their turn, trying to get a value under their current Interface rank. On a failure, all net actions they perform that round cost an additional net action. This effect is ended when the target Jacks Out of the arch.

(A question mark above the user's head that forms into a green smoke grenade they throw at the target).

Epic Mickey

► Noveltech Smart Anvil

Cost: 5000 €\$ (Luxury)

New, from NovelTech! Home security is usually such a drag. Automated turrets, cameras, lasers. Don't you want something that can't be turned against you? Don't you want something unable to miss? Don't you want something that can instantly and brutally destroy your enemies?

The Noveltech Smart Anvil is an environmental defense that can be installed into a net architecture. It has 20 hp, is a perception dv 13 to spot, has an ROF of 1 and it defends exactly one 2m by 2m square. The DV to disable this device with Electronics/Security is 17, and it takes 5 minutes.

The anvil, when triggered, will deal 6d6 damage to the head of the target standing beneath it as a giant anvil attempts to crush them. The trigger for this device is stepping into it's guarded square.

► Yen-Sid Magi-Brush

Cost: 5000 €\$ (Luxury)

A one-handed excellent quality ROF: 2 squirt gun shaped like a paint brush. The brush can hold 10 doses of 'Paint' and 'Thinner' respectively. Attacks with this brush use the Paint/Draw/Craft skill. The brush has two firing modes:

'Paint' which shoots out a blue liquid that calms targets on skin contact. This feature does not work if the target has any non-ablated SP. When hit with 'Paint' the target must make a DV: 15 resist torture/drugs or concentration skill check. Failure of 3 of these checks in a minute-span will pacify the target, making them believe that you are an ally and fighting to defend you. They will not lethally attack those around them, but they will assist in restraining and stunning your foes. This effect lasts for 10 minutes.

'Thinner' which shoots out a dark green liquid that dissolves armor. Lowers the SP of the target by 2 on a successful hit. Once armor is fully ablated, this acid can deal 1d6 damage on a hit.

► Yen-Sid 'Paint'

Cost: 100 €\$ (Premium)

Ammo for the Yen-Sid magi-brush. Provides 10 doses of 'Paint'.

► Yen-Sid 'Thinner'

Cost: 100 €\$ (Premium)

Ammo for the Yen-Sid magi-brush. Provides 10 doses of 'Thinner'

Batman: Arkham

► WayTech Glide Suit Upgrade

Cost: 5000 €\$ (Luxury)

An upgrade for medium or light armorjack that comes in the form of a long cape. This upgrade increases the attached armor's armor penalty to REF, DEX, and MOVE by -1. The cape contains several flex-metal rods that can be straightened while in the air. While the rods are straightened, you are able to glide 12 meters a round for a number of rounds equal to your DEX. While gliding, you can choose to dive which is a DV: 18 athletics skill check. On a success, you extend your glide time by five rounds and gain a temporary gliding speed boost of +4 meters a round for the next two rounds. On a failure, you begin to fall. While falling, you must make a DV: 9 athletics skill check at a penalty equal to the number of d6's of falling damage you would take from the height you started falling. On a success, you unfurl the cape correctly and prevent any falling damage. During combat, you can throw the cape against a person's face which is treated like a non-lethal medium melee weapon.

► WayTech Grapple Boost Upgrade

Cost: 500 €\$ (Expensive)

An upgrade for a Grapple Gun. While grappling, you can choose to increase your speed to dangerous levels which causes you to preserve your momentum when arriving at your grapple gun's destination point. If you have a glide suit upgrade, this grants you a gliding speed boost of +4 meters a round for the next two rounds after you launch from your grappling point.

► WayTech Free-Flow Neural Processor

Cost: 1000€\$ (Very Expensive)
(4d6 HL)

Chipware. During combat, whenever you successfully land a martial arts or brawling attack on an enemy this piece of cyberware gains a charge. Whenever you land a martial arts aimed attack on an enemy, it gains two charges. These charges are lost when you take damage, miss an attack, and when combat ends. When reaching 5+ charges, you gain a +1 to martial arts and brawling for each charge above five. You can expend five charges to attempt an opposed brawling roll on a target with a -2 penalty, instantly dealing your BODY × 2 in damage to the target's HP directly. Additionally, if you have more than 5 charges you can expend all of your charges to heal an amount of HP equal to the charges spent. This HP disappears after combat if it was higher than what you had when you used this feature.

► WayTech Disruptor

Cost: 1000€\$ (Very Expensive)

A combat gadget used by stealth ops to mitigate the danger of firearms by jamming them remotely with concentrated electromagnetics. While within 6 meters of a loaded firearm, the user can attempt to jam the gun by spending a number of actions. If the gun is Poor Quality, it takes 1 action to jam. Standard Quality guns take 2 actions. Excellent or Smart Linked guns take 3 actions, and a gun that is both EQ and Smart Linked takes 4 actions to jam. If you end your turn more than 6m away from your target while disrupting, or if you do not spend an action to disrupt a gun during the disruption process, the process is broken and you need to start again. For exotic weapons, your GM may require you to find memory chip software to disrupt that kind of weapon. Otherwise, it cannot be disrupted with this gadget.

► WayTech Cryo Grenade

Cost: 500€\$ (Expensive)

A grenade designed to quickly subdue single targets with hyper-pressurized cryogenic fluid that freezes on impact. This grenade deals no damage and does not have an area of effect outside of its target. This grenade, when impacting a target, temporarily encases their torso and legs in ice that acts like 15 SDP cover which will free the target once broken. While encased, the target cannot take any standard actions or evade attacks, and their movement becomes zero. Any attacks on their body in this state are dealt to the ice covering them. The target cannot be set on fire while encased in ice, and instead application of a 'on fire' status will instantly free them. On the encased creatures turn, they can use an action to deal an amount of damage to the ice encasing them equal to their body. This grenade can also be used to freeze pipes, put out fires, and create temporary platforms on water. The ice in all of these cases keeps its 15 SDP.

► Enigma Inc Q-Mark Trophy

-5 €\$ (Get it away from me)

A green question mark-shaped trophy. Easy to produce en-mass. Each trophy can contain up to 50 bits of data, which makes it perfect for spreading simple files over hundreds of trophies. Hire Enigma Construction to encase these trophies in simple puzzles, further irritating the person you are trying to torment. Fixers will not buy these trophies, and are typically offended if you attempt to sell them.

► Boyle Cryogenics Freeze Gun

5000 €\$ (Luxury)

An exotic assault rifle that shoots high-powered cryogenic fluid that freezes on impact. It deals 4d6 instead of 5d6 damage. This weapon uses cryogenic fluid as ammo. When interacting with armor, this weapon only interacts with half armor unless the target has cold weather lining installed. This weapon cannot autofire or ablate armor. Attack rolls using this weapon gain a bonus equal to the user's points in Cryosystem operation. This weapon can be used to create ice sculptures, platforms, and barricades. All of these are stated at SDP 15. On a critical hit, the target does not take a critical injury or critical damage but they are frozen with SDP 15 ice on the body part that was impacted by the attack. This ice gives the following effects when encasing that body part:

Frozen Torso: Target cannot take both move and standard actions on their turn. They must choose one.

Frozen Hand: That hand is unusable until the ice is broken. The round after breaking the ice, all actions using that hand take a -1.

Frozen Legs: Target is unable to take any move actions or be moved until the ice is broken.

Frozen Head: Target cannot breathe. They will start suffocating until the ice is broken.

► Boyle Cryogenic Fluid

500 €\$ (Expensive)

Ammo for the Boyle Cryogenics Freeze Gun. Provides 25 shots.

Team Fortress 2

► Syringe/Nail Gun

Cost: 100 €\$ (Costly)

An exotic standard quality SMG. Uses nail ammunition. Holds 40 nails in its magazine instead of 30. Autofire rolls made with this weapon cost 8 nails instead of 10. All attacks, including autofire rolls with this weapon have a -1 to hit. When this weapon deals a critical injury, it is always the foreign object critical injury.

► Scattergun

Cost: 1000 €\$ (Very Expensive)

An exotic very heavy pistol that fires shotgun shells instead of very heavy pistol bullets. This gun has a ROF of 2 and a 6 shot capacity. Reloading this weapon takes one action per shell, but the process can be halted to fire mid-reload.

► Force-A-Nature

Cost: 1000 €\$ (Very Expensive)

An exotic very heavy pistol that fires shotgun shells instead of very heavy pistol bullets. This gun has a ROF of 2 and a 2 shot capacity. This weapon's recoil is so high that it can propel both user and target to crazy distances. If there is a target in the shotgun shell blast directly adjacent to the user, the target is launched forwards from the user 8m and the user is launched backwards from the target 6m. Reloading this weapon takes one action per shell, and the process cannot be interrupted to fire.

► Rocket Jumper

Cost: 500 €\$ (Expensive)

An exotic rocket launcher that only takes custom rocket rounds. This rocket launcher is unable to deal damage, and it has a clip size of 6 rockets. Shots with this weapon have powerful pushing force, launching any targets within its blast radius (vertically or horizontally) instantly out of its blast radius. This can be used by the wielder to perform aerial maneuvers, the difficulty of which is declared by your game master.

► Minigun

Cost: 10000€\$ (Super Luxury)

Exotic Assault Rifle. It stores 200 rounds in its magazine, and can only Autofire. This weapon uses 40 rounds when autofiring, with a max multiplier of 6. This weapon has a body requirement of 13 and cannot be mounted. When rolling damage for this weapon, roll 2d6 twice and take the higher roll before application of your autofire multiplier. This weapon fires custom rifle rounds at 500€\$ for every 10 bullets.

► The Crusader's Crossbow

Cost: 1000 €\$ (Very Expensive)

An exotic standard quality crossbow. Deals 1d6 damage on a hit instead of 4d6. Uses airhypos as ammunition instead of arrows. When hitting a target, the loaded airhypo dispenses its contents into the target's bloodstream regardless of if their armor was successfully ablated by damage. Airhypos fired by this weapon are destroyed. Aimed shots with this weapon cannot use any of the standard aim target options, and instead they apply a -8 penalty to the resist torture/drugs check the target makes to resist the effects of the hitting airhypo's contents. Attacks made with this weapon gain a +1 bonus for each point the user has in Medical Tech(Pharmaceuticals).

► Medigun

Cost: 10000 €\$ (Super Luxury)

A highly, dangerously, horribly experimental piece of medical technology that uses a charged stream of ionized stem cells to overstimulate the body's healing process. Equipping the Medigun applies a -2 Ref/Dex/Move penalty to its user, which stacks with armor penalties. This item cannot be concealed, and it requires two hands to operate. When you activate the Medigun, select a target within 8m to attach your beam to. While the beam is attached, the target will heal 1 hp at the end of their turn. If an attached target moves more than 10m away from the Medigun, they are instantly disconnected. Taking an action to attach the beam to someone else detaches the previous target. Each time a target receives healing with the Medigun this weapon gains 1 charge, which caps out at 20 charges. While attached to a target, the Mediguns user can use an action to spend 20 charges to trigger Ubercharge which gives the attached target and the user a temporary 18 SP until the end of the user's next turn. This temporary SP cannot be ablated.

► Kritzkrieg

Cost: 10000 €\$ (Super Luxury)

A (just as) highly, dangerously, horribly experimental piece of medical technology that both heals and empowers it's target. Equipping the Kritzkrieg applies a -2 Ref/Dex/Move penalty to its user, which stacks with armor penalties. This item cannot be concealed, and it requires two hands to operate. When you activate the Kritzkrieg, select a target within 8m to attach your beam to. While the beam is attached, the target will heal 2 hp at the end of their turn. If an attached target moves more than 10m away from the Kritzkrieg, they are instantly disconnected. Taking an action to attach the beam to someone else detaches the previous target. Each time a target receives healing with the Kritzkrieg this weapon gains 1 charge, this caps out at 15 charges. While attached to a target, the Kritzkrieg's user can use an action to spend 15 charges to trigger Ubercharge which gives the attached target the ability to roll damage twice on successful hits and take the higher option. This effect lasts until the end of the user's next turn.

Nightmare Before Christmas: Oogie's Revenge

► Soul Robber

Cost: 5000 €\$ (Luxury)
(2d6 HL)

A sticky, green slime-like substance that can shoot out of the user's wrist and be used as a weapon. It is unknown how the Soul Robber operates, and some users claim that it is sentient. Cyberarm option.

The Soul Robber is a one-handed exotic medium melee weapon capable of making attacks from 6m(3 squares) away. This weapon can also be used to make grapple checks from afar. Every time you successfully hit an attack with the Soul Robber, it gains a charge. You can store up to 5 of these charges, and any stored charges are lost after a minute of not attacking.

Additionally, this weapon loses all charges when an attack with it is missed. When reaching 3+ charges, this weapon becomes a one-handed exotic heavy melee weapon. When reaching 5 charges, this weapon is a one-handed exotic very heavy melee weapon. When a target uses an action to attempt to escape a grapple with the Soul Robber, it destroys two Soul Robber charges rather than prompting an opposed brawling check. When there are no charges left, the grapple is instantly broken.

Bayonetta

► Witch-Time Processor

Cost: 1000€\$ (Very Expensive)
(4d6 HL)

Speedware. Before making an evasion check, the user can elect to take a -6 penalty to the roll to 'perfect dodge'. If they succeed the penalized check, they can take one action at the top of the initiative queue. This effect is lost upon use, and cannot stack with additional perfect dodges. After use, the Witch-Time processor has a one minute cooldown.

Ghostbusters

► I.A.A Meter

Cost: 1000€\$ (Very Expensive)

An I.A.A (Intelligent Algorithm Activity) Meter is a handheld tool designed by Netwatch that harmlessly connects to and scans all NET access points within a 6m radius for Rogue AI activity. It is in the shape of a two-pronged wand that unfurls and beeps with increasing intensity as it approaches a 'hot' (AI-Inhabited) access point. While directly beside a 'hot' access point, a user can spend an action to tune the meter and create a readout of information on the AI inhabiting that access point. The user attempts an opposed electronics/security tech check against the AI's interface. On a success, they can get an answer from the game master for one of the following questions:

-
- 1) What does this AI call itself?
 - 2) What is this AI's classification? (SPI/PPP/TS/SAAI)
 - 3) What is this AI's central, overarching goal?
 - 4) What is this AI's current goal?
 - 5) What is this AI's interface rank?
 - 6) Is there anything this AI would like to say? (ask the AI a question directly, it must answer).
-

This feature can be used only once on an AI every minute.

System Shock

► Sparq Beam Sidearm

Cost: 5000€\$ (Luxury)

The Sparq Beam Sidearm is an exotic heavy pistol with three firing modes. The Sidearm uses a rechargeable battery pack and it has 12 charges.

Low Charge: an ROF 2 attack that deals 2d6 damage. This attack cannot ablate armor or cause critical injuries, but instead whenever you roll a 6 on damage you can roll an additional dice of damage (up to 5d6 max). This attack costs one charge.

High Charge: an ROF 2 attack that deals 3d6 damage. This attack cannot ablate armor or cause critical injuries, but instead whenever you roll a 6 on damage you can roll an additional dice of damage (up to 5d6 max). This attack costs 2 charges.

Overcharge: an ROF 1 attack that deals 4d6 damage. This attack cannot ablate armor or cause critical injuries, but instead whenever you roll a 6 on damage you can roll an additional dice of damage (up to 6d6 max). This attack costs 4 charges.

► Laser Rapier

Cost: 5000€\$ (Luxury)

One-Handed Excellent quality Exotic Heavy Melee Weapon. This weapon can have rechargeable battery packs loaded into it, with 12 charges. Successful hits with this weapon consumes one of these charges. Damage dealt by this weapon, while charged, ignores the target's armor entirely if it is lower than SP11. Armor with SP11 or higher is still interacted with as normal. Additionally, while charged, critical hits allow the wielder to roll twice on the critical injury table they are using and take their favorite option. Once all charges have run out, the Laser Rapier becomes a One-Handed Exotic Heavy Melee Weapon with no special qualities.