

Table of Contents

Ar-Ce's Aftermarket of Street Toys

"Hm? Ah, you actually came. Guess you got tired of corpo or shady fixer ripping off your wallet. Well good news friend you came to the right black market. All my goods are custom made by yours truly, and will actually keep you alive in streets. Most designs have been field tested by self or edgerunner who actually knows where the bullet is supposed to come out of on a gun, so will not blow up in your face? What, ancient goods? No, these have aged like wine, assuming you ever had any. Terrible idiom if you ask me, but never developed corpo taste while working for them. Here, let Ar-Ce show you around."

Meet Ar-Ce

Ar-Ce is a former Tech for Tsunami Arms which due to personal reasons had left to run an independent shop. She is a motley lithe built woman with basic exotic surgery in the form of cat ears, a tail and eyes. Using tech hair she often gives herself various hairstyles in different shades of blue. When asked about her past she claims to be a foreigner from the Neo-Soviet Union who had to flee the country after a "disagreement" with Sov-Oil, and has been in Night City since the Time of the Red. Most of the gear below are from her own commissions or creations from her garage using multiple printers and blueprints she has collected during her years. She usually requires a gig or some favor to be done before allowing people to purchase one of her items.

Her garage is located near the edge of Pacifica, with its own personal defense grid and a few hired gangers protecting the place when the violence of the combat zone becomes worse than usual. As for the source of her materials she claims she usually scavenges them, but there are rumors she still has friends in Tsunami that provides her some more delicate items.

The Antiques

"Most of these are from Time of the Red, so no rebuild you see on new products. Don't think they are terrible guns because of it. Bullet still kills people all the same. Lucky for you I sell these at discounts."

(Must guns here were made using the gun lifepath of the Toggle's Temple DLC.)

Evening Partner

Cost: 500 (Expensive)

Slots: 1

"Something for your night walks in the city street. Silencer is less for the assassin type and more letting other people get a better night sleep with the quieter sound. Scope is so you suck less shooting in the dark."

A Standard Quality Heavy Pistol with a Silencer and Infrared Nightvision Scope.

Kitbashed Magnum

Cost: 1000eb (Very Expensive)

Slots: 1

"Really a standard issue of veteran solos who need a gun that punches through armor. Smartgun jury-rigged to work with current cyberware."

An Excellent Quality Very Heavy Pistol with an installed Smartgun.

Nobutora

Cost: 500eb (Expensive)

Slots: 0

"Gun actually is based on one of the prototypes they were making for the Shingen model in the 40s. This is of course before the breakthrough they had and the new smart bullet technology was widespread. Still good as a sidearm."

A Standard Quality SMG with a Sling and Smartgun attachment.

The Ammo Box

Cost: 500eb (Expensive)

Slots: 2

"A cheap guns for when you need to keep the firepower going. Made it out of old polymers and ignoring the magazine warning. I'd be careful, sometimes the trigger gets stuck..."

A Poor Quality Heavy SMG with an installed Drum Magazine. On a 1 instead of jamming the gun begins to fire each round in autofire. The holder can try to make an autofire roll with a -2 penalty to try to control the burst. Otherwise the gun fires at a base 10 for suppressive fire. This continues until the weapon is destroyed or runs out of ammunition.

Road Warrior

Cost: 100 eb (Premium)

Slots: 3

“Seriously Militech has all these complicated designs and forgot how a sawed-off is made. It'll hit harder than a crusher with those two rounds. This is a classic in movies for a reason, and it's all yours for cheap”

A Standard Quality Shotgun with a 2-shot capacity and is concealable. Incompatible with all magazine and is no longer concealable when it has other attachments.

Solo's Friend

Cost: 500 eb (Expensive)

Slots: 2

“Scope, flash light, rifle for everyday use.. This is the kind of gun you would see an actual soldier use. Or 6th street overcompensating for a lack of military career others have.”

A Standard Quality Assault Rifle with a Sniping Scope attachment. The weapon also has a built-in flashlight that can be turned on and off as a free action.

Mountain Climber

Cost: 1000eb (Very Expensive)

Slots: 2

“The problem with using snipers in urban areas is getting into a high enough place you can actually use it. Like, who is gonna stand in the middle of a long road trying to get a good shot? The grapple gun on there is to help give you a free hand as you move to a better position, just keep a tight grip on it.”

An Excellent Quality Sniper with a Grapple Gun Underbarrel attachment.

The Modern Collection

“So these are more expensive because they use some of the more modern production methods. Still, plenty of these kits won't be things they want people to have in your typical store. This is more expensive, but you will know where money went.”

(For more on the rebuild attachments, please refer to the Edgerunners Mission Kit)

Appertif

Cost: 1000eb (Very Expensive)

Slots: 1

"A good gun to start your day with. Gonks will think twice for attacking you when your side arm is able to shoot through walls to get to them.

A Standard Quality Heavy Pistol with a Tech Rebuild.

Ammo Box 2.0

Cost: 1000eb (Very Expensive)

Slots: 0

"When it comes to weapons the real crime is how much Jinguji wants those Senkohs for. With my own personal research and talks with solos I made a SMG has more useful features for the everyman; more ammo."

A Standard Quality Heavy SMG with a Power Rebuild and a drum.

Tenko

Cost: 2000eb (Very Expensive)

Slots: 1

"Having worked on so many Tsunami weapons gave me the benefit to know some tricks on how to make them more useful once you get them out of the corpo hands. Like for example how a few mods and a rail system gets the auto fire working."

An Excellent Quality Assault Rifle with a Tech Rebuild and 30 ammo capacity that can not take any magazine slots.

Blunderbuss

Cost: 1000 eb (Very Expensive)

"You know what is problem with Satara? Sides every ganger and cop seeming to keep one somewhere nearby? The fact they only have two shots before needing a reload. That's good when you have one problem, but you look like person who keeps making enemies. You need this to help."

A Standard Quality Shotgun with a Tech Rebuild and Extended Magazine.

Rakasha

Cost: 2000eb (Very Expensive)

Slots: 0

“Here, a proper sniper rifle you can find actual soldier using. I didn't bother putting scope on it since ones who are buying are professional or have cybereyes to compensate.”

An Excellent Quality Sniper Rifle with a Smart Rebuild and Silencer

Black Bird

Cost: 1000 eb (Very Expensive)

Slots: 1

“Blueprint was stolen from a BD set for some historical samurai flick. About as historically accurate as this bow is. Still good for trick shots.”

A Bow with a Smart Rebuild. Concealable when folded. Folding/unfolding does not require an Action

Pinball Machine

Cost: 1000 eb (Very Expensive)

Slots: 1

“Yeah it's basically a tube sturdy enough to fire rockets at high velocity. Some people able to make the rocket bounce before exploding, maybe you can pull it off too if you are feeling adventurous. Just not near my shop.

A Standard Quality Rocket Launcher with a Power Rebuild.

Things that go Pop

“So assuming you really are desperate or fighting something worse then your standard gonk, I have some explosives nearby I can sell you. Legal? Choom you don't look like a person who cares about legal.”

Demolition Kit

Cost: 1000 eb (Very Expensive)

“Long time ago I had to disarm barn using items around corpo office building. After incident and almost having building fall on me found basic equipment needed to keep that from ever happening again. Armor is still extra.”

The Demolition Kit gives a +2 bonus to all demolition checks regarding arming or disarming explosives.

Scrap Mine

Cost: 50 eb (Costly)

“Mostly a bunch of spare parts and scrap metal in an IED. Fortunately enough in landfill and bullets on the street pretty means easy to make. Cheap but effective.”

This is an explosive. It takes 30 seconds (10 rounds in combat) to arm. This can be reduced to 1 Action with a DV15 Demolitions Check, which can only be attempted once.

After 9 seconds (3 rounds in combat), the Scrap Mine will explode when anyone enters 2 meters of it. It deals 5d6 damage and deals no damage to cover. A DV 15 Perception Check or a DV 13 Demolitions Check is needed to see the scrap mine.

Foam Grenade

Cost: 500eb (Expensive)

“Very specialized explosives here. Some military used them to try to seal off tunnels and other path ways or block escape. Might give you a few second head start or emergency cover, but few seconds is very precious during gunfight. Not cheap like I said, specialized tool.”

This is grenade ammunition. Anyone hit with the grenade takes no damage as the foam inside rapidly expands to fill out a 6m/yard by 6m/yard square, or as much space as available. After one round has passed the foam hardens into a thick cover made of 15hp per square.

The Exotic Touch

“Ok so I got some cool stuff here. The real mad scientist junk. I won't say these are practical but style over substance they say.”

Light melee weapon that sets target on fire on hit. Ignition fluid can be refilled.

Monowire Chainsaw

Cost: 1,000 eb (Very Expensive)

“Yes I said chainsaw with a monowire instead of a blade. Knew a girl back in the day who used one of these. I recommend wearing something water resistant.”

This is a Two-handed Exotic Very Heavy Melee Weapon. When the Monowire Chainsaw causes a Critical Injury, the aggressor rolls twice on the Critical Injury table and chooses either result.

BAR-10a

Cost: 5,000eb (Luxury)

2 person rocket- combined 14 Body and 2 people to use. 10 round capacity.

“Now I'm not saying I took this from a tank. But I will say that Bargest had to find some new clients down south after I got this thing. Really you take this in the city what happens is on you.”

This is an Excellent Quality Exotic Rocket Launcher with 10 round capacity. When not mounted it needs at least two people with a combined body of 14 or more to use. One person chooses to roll when firing the weapon.

RC-Artic Wind Cryogun

Cost: 500 (Expensive)

“Got the idea after finding an abandoned cryo tube. Turns out if you pay the right fixer they can find the stuff for you. After that rigged a flamethrower to spit out something colder, and voila, perfect supervillain gun.”

An Exotic Shotgun fired with the Heavy Weapons Skill instead of the Shoulder Arms Skill. Mechanically, the Cryogun is a Shotgun that can only fire basic shotgun shells, except that when hit it partially freezes the target, lowering their MOVE by 1 (minimal 2 MOVE). This can stack twice for a total penalty of -2 MOVE. Damage dealt by this weapon cannot cause a Critical Injury, and it cannot be used to make Aimed Shots.

RC-Bychit

Cost: 1,000 (Very Expensive)

“Look, I won’t lie. I have anger problem, especially when it comes to corpos and fucking SovOil. So you can say this little gun is my own emotions helping you out making sure the people we don’t like have a bad day instead.”

This is an Excellent Quality Exotic Very Heavy Pistol. This weapon is only capable of firing its own unique Breacher Ammunition. This ammunition costs 100eb (Premium) for 6 rounds and can only be fired by this weapon. This ammunition damages Thin Cover it shoots through while this weapon is charged.

RC- Debugger

Cost: 500 (Expensive)

“Netrunners will look at anything they own and think ‘can I make it run my deck. After a commission from someone I confirmed guns are a good place to hold chips too.”

The Debugger is an Exotic Heavy Pistol with one slot for a cyberdeck program. I. When connected to interface plugs or held in a hand with a subdermal grip, it can connect to a user’s cyberdeck, making the program available. If the gun is dropped or holstered the program will no longer be available, and derezzes if currently in use.

Elflines™ Healer’s Crossbow (Fan Replica)

Cost: 500 (Expensive)

“At least I think this was an Elflines thing? Some fans made blueprints to make the weapon real, air hypos instead of magical bolts. I just tweaked it a little bit, but it’s more of a novelty if you asked me. I’ll make the bolts for you if you really want it.”

An exotic crossbow that can only fire Poison and Biotoxin ammunition, along its own unique ammunition at 100eb (Premium) for 10 arrows. These unique arrows act as air hypos that can only be filled with a Pharmaceutical. Pharmaceuticals prepared with the Medicine ability can also be added to the ammunition.

RC-Friday Night Lover

Cost: 5,000 (Luxury)

“Barrel moves out of the way so you can deal with people getting too close. One thing about a solo being ready, another is to keep the weight of your gear down. I know it's a big investment, but this would be your gun that keeps you safe for a long long time.”

This is an Excellent Quality Exotic Two-Handed Combination Heavy SMG and Sniper Rifle with a 30 round capacity loaded with Rifle Ammunition and Smart Rebuild. Both modes of this weapon use the same magazine and benefit from the weapon's integrated Smart Rebuild. It can load Non-Basic Ammunition despite being an Exotic Weapon.

RC-MSA (Maximum Safety Cannon)

Cost: 1,000eb (Very Expensive)

“If you can't tell the name of gun is misnomer; it hurts like hell getting hit by this and barely any safety features. Design was from back when less-than-lethal ammunition was taken seriously. You need something to make sure people don't die but want them to remember, this is the gun you use.”

This is an Exotic Grenade Launcher with a 4-round capacity with a power rebuild. Instead of taking normal ammunition it instead uses special rubber rounds that behave like rubber ammunition. They cost 100eb (Premium) per round. On hit the Maximum Safety Cannon deal 5d6 damage.

For Your Protection

Max-Cat Commando Suit

Cost: 5,000eb (Luxury)

“This is closest I will ever get to having child of my own. This is actually linear frame with armor plating. Basically the one thing you would need before entering combat zone. Yes the cat ears on suit are very important, I will not remove them.”

The MAX-CAT Commando Suit is a Flak Armor that isn't bought in two pieces and must always be worn on both your body and head location. When repaired, both pieces are repaired at the same time.

The Suit also comes with a built-in external Linear Frame Sigma, and still requires interface plugs to activate the frame's benefits.

Mariner

“Even with suit I would recommend visiting doctor after diving into the bay. So much stuff in there be glad it doesn't eat suit when you're using it. Also good to hold body heat so shock doesn't get you either in cold water.

The Mariner is a Kevlar® armor that unlike other armor, isn't bought in two pieces and must always be worn on both your body and head location. When repaired, both pieces are repaired at the same time.

The Mariner also has a built-in oxygen tank and a mask that gives the wearer 1 hour of breathable air before the tank must be refilled from the ambient atmosphere, which takes 1 hour.

Stealth Suit

Cost: 500eb (Expensive)

“Hate to break this to you, most people who come here are not ninjas, and the real ones are in Arasaka's payroll and have much better training. Fortunately with enough eddies I have a suit with noise canceling features that helps make it so the average choom can't tell the difference.

The Sealth Suit is a Kevlar® armor that adds Stealth Skill Checks by +2 for any rolls involving sound. Unlike other armor, it isn't bought in two pieces and must always be

worn on both your body and head location. When repaired, both pieces are repaired at the same time.

Mobile Barricade

Cost: 500eb (Expensive)

“This is basically a bunch of metal and gel slapped together, but the sandwich didn't sound as marketable. Really you can probably prop this down somewhere or use it as a shield if you have a frame.”

This is a ballistic shield that requires 2 hands or a body of 10 or higher to use. It has a stopping power of 15 and is considered thick cover when targeted by a Tech Rebuild weapon.

Everything Else

“I would say bargain bin, but I have self respect. Mostly some side projects I worked on during the rainy day. I joke, it's mostly sand out here.”

Reinforced Sling

Cost: 100eb (Premium)

“You think more people would carry these with all the guns they pack. Well this here is the latest and greatest in your ‘don't drop your gun’ technology. Got crate of them if you want to get some for all your weapons, though people will still notice if you got like three rifles on your back.”

This is a weapon attachment. When the item is dropped it is considered to be in the same space as the wielder unless the sling is also removed. It also allows for an attached weapon to give an opposing brawl a -2 penalty when grappling to disarm the holder.

XXXstream! Implant Enhancer

Cost: 500eb (Expensive)

"I...I don't want to talk about this one. I had made a cocktail using blue glass and woke up with some power rebuild kit gone and this on my desk. The price is more for getting some money back from it. Please take it.

Cyberware attachment for Mr. Studd or Midnight Lady cyberwares. 100eb recharge after three uses.

Probably Calculator

Cost: 500eb

"The original program was used to count cards at a casino before the guy was caught. Nasty way to go. Anyways, tweak it so it can do geometry for those ricochets well."

Chipware. While installed into a Chipware Socket, gives +1 to gambling rolls and reduces the penalty of making a ricochet shot with a Power Rebuild weapon by 1. Costs 2d6 (7) Humanity to install.

Signal Jammer

Cost: 500 (Expensive)

"Unfortunately not everyone has car, including car with lead lining to prevent people from looking inside or check tracking devices. Also good as screwing up comms when you're about to ambush people, though it doesn't always work like BD shows you."

This device can be turned on and off as an action. The Signal Jammer covers a 20m/yard by 20m/yard area, preventing any communication signals from reaching out of this radius. Anyone can make a 15dv Cryptography check as an action while inside the Signal Jammer's range to try to force a signal to get through the jammer.

Jump pack

Cost: 1,000eb (Very Expensive)

“Yes, jump pack. That means a quick lift. Saves weight on the fuel and you're not a sitting duck in the air. Jump boos- I'm a tech not a ripper! You want to chop legs off for it go ahead, just not here.”

While wearing the Jump Pack it can be activated as a free action. While moving, you can ignore vertical movement up to 6 during your turn. The Jump Pack can be used to try to prevent damage from falling, but requires 2 charges to prevent damage from a fall 20m/yds or higher. The Jump Pack 10 uses before needing to be refueled, which costs 100eb to do so.

Hologram Projector

Cost: 1,000eb (Very Expensive)

“Stole schematics from fucking Sovoil. Give it to some of their elite soldiers to disorient. Pretty obvious still for the human eye, but can still cause confusion and disorient machines.

The Hologram Projector Requires a neural link to register the device, which typically takes a minute. Using an action will cause the projector to display a near perfect copy of the registered user, which can move from the projector up to 4 meters. This object can also be thrown to activate.

While the holoprojector can cause most drones to not be able to tell the difference, humans looking at them only need to beat a dv15 tech or make physical contact to realize it's a fake. The hologram lasts for a minute, afterwards it needs to be recharged (typically takes 1 hour)

Utility drone

Cost: 5,000eb (Luxury)

“Everyone wants drone that comes with gun, or bomb, or try to eat face. Thing is gun and blade worked for human long enough we can use drone for other purposes. Like actually fixing stuff. Have a few as helpers who don't ask questions, but I can sell you spare.”

This is a Personal Drone. When purchased, the Utility Drone is linked to an Agent or Neuralport. Voluntarily linking it requires 5 uninterrupted minutes and both Agents must remain within 6 m/yds of the drone the entire time. Unlike other drones, the Utility Drone

cannot be Countered using the Electronics/Security Tech Skill. The Utility Drone has modes: Standby and Worker Mod. Switching modes does not require an Action.

Standby Mode: *In Standby Mode, the Utility Drone is powered on but not operating. When in standby mode, the Utility Drone cannot move, nor can it make or dodge attacks.*

Worker Mode: *In Worker Mode, the Utility Drone can be programmed with a task (either via messages from the phone or verbal commands. To which it will follow to the best of it's ability. It is incapable of using it's tools to attack or defend itself, but it can pull items from it's container to allow others to grab as a free action. If Technique skill roll is required to accomplish a task, the Utility Drone rolls with a base 10. If they ever move more that 24 Meters, they will instead instead prioritize to move back to 8 m/yds of the owner.*

Type	Description	Data	Cost
Ar-Ce's Utility Drones	A four legged spider drown with extra space to hold parts. Equipped with the Following: • Carryall container. • Manipulator Arms • Techbag	5 Move 7 SP, 25 SDP Technique Skills: Base 10 Roaming Range: 50m/y Cannot be Counter	5,000eb (Luxury)

Safety Net

Cost: 500eb (Expensive)

“Netrunner friend very jumpy with making sure her hacks stick to a gonk that the deck usually stops her, for security methods. So after trying some ways to work around it and overclock a deck with it, I gave the hardware ironic name.”

This is a cyberdeck hardware that takes three slots. When attached to a cyberdeck it allows one additional quick hack attempt on the same target. You can only benefit form one Safety Net per cyberdeck.