

AGENTS PROVOCATEURS

TABLE OF CONTENTS

Setting.....	1	Acute Ki(2/level).....	5	Elemental Spell.....	8
History.....	1	Acute Theun(2/level).....	5	Illusion Spell.....	8
The Rise Of Biotech.....	1	Increased/Reduced Agility(±10/level).....	5	Manipulation Spell.....	8
The Strike Of The Frozen Hand.....	1	Increased/Reduced Finesse(±10/level).....	5	Transformation Spell.....	9
The Golden Age Of Transhumanism.....	1	Increased/Reduced Thought(±10/level).....	5	Gear.....	9
The Rise Of Karota.....	2	Sense Ki(10, 20, or 30).....	5	Gear For The Rest Of Us.....	9
The Wizards' Way.....	2	Wizard Sight(5, 10, or 20).....	5	Weapons.....	9
The Next Step.....	2	Craft Wondrous Item(IQ/A).....	5	Quality Modifiers.....	9
The Fall Of Humanoids.....	2	Three-Handed Sword(DX/H).....	5	Firearms.....	10
Allegiances.....	3	Four-Handed Sword(DX/VH).....	6	Launchers.....	11
Band Of The Free Hand.....	3	Six-Handed Sword(DX-1/VH).....	6	Base Ammo.....	12
Advanced Systems Directorate.....	3	Piloting: Statorbike/TL.....	6	Warheads.....	12
Ironclaw Taberocracy.....	3	Powers.....	6	Muscle-Powered Ranged Weapons.....	13
Free Duchy.....	3	Ki Source.....	6	Melee Weapons.....	13
Golden Sultanate.....	3	Way Of Awareness.....	6	Armor.....	14
Summerlight Principality.....	3	Way Of Bioenergy.....	6	Flexible Armor.....	14
Pridefire Syndicate.....	3	Way Of Body Control.....	6	Hard Armor.....	15
Species.....	4	Way Of Dream.....	7	Shield Belts(TL10).....	15
House Rules.....	4	Way Of Fate.....	7	Mounts & Vehicles.....	15
Defenses.....	4	Way Of Healing.....	7	Bikes.....	16
Modifiers.....	4	Way Of Life.....	7	Cars.....	16
Costs FP / Costs HP.....	4	Magic Source.....	8	Heavy Wheeled Craft.....	16
Affects Others: Buff(×2).....	5	Body Spell.....	8	Tanks & APCs.....	17
New ADS.....	5	Control Spell.....	8	Hover Aircraft.....	17
		Detection Spell.....	8	Fast Aircraft.....	17

SETTING

HISTORY

THE RISE OF BIOTECH

America was the superpower hit hardest by the Crash Of Naught Eight, and became a battleground for european, japanese, and chinese economic interests. China, with a population edge and despotic government, took the lead in biotech; Japan took the lead in computers; Europe balanced the two.

Almost unnoticed at the time, the japanese/american Society Of Form pirated chinese biotech, forming the Aka Clinic in Hawai'i to pioneer transhuman biology.

THE STRIKE OF THE FROZEN HAND

In 2091, a chinese bioweapon in development escaped. Dubbed Dongshou, "the frozen hand", it tore across rural parts of China, decimating the population several times over. China fell back on traditional prevention methods while working furiously to develop a countermeasure.

Perhaps simultaneous with their success, Dongshou outbreaks began all over the world. The Aka Clinic got rich selling general immune upgrades, which held it back in wealthy areas, then even richer combining them with pirated countermeasures.

All told, fully 50% of the world population died, mostly in poorer areas. Of the superpowers, China was the hardest hit. India underwent a "caste crash", combining a population crash with the loss of genealogical information needed to maintain caste pedigrees.

THE GOLDEN AGE OF TRANSHUMANISM

The Aka Clinic was swimming in resources, and had been validated in the eyes of Europe and Japan. It bought out the sovereignty of Hawai'i, then pumped money and technology into it, leaving day-to-day operations in the hands of locals. During this time, the "United Nations Supergovernment Arm" was declared, binding UNS member states into what could have become a true world government.

The ideology of transhumanism became fashionable, and clinics sprouted all over to provide cosmetic modification. The Aka Clinic began to lose its edge, but it was never the supergoal of the Society Of Form; they had Hawai'i nationalize it and brought Karota into play.

THE RISE OF KAROTA

Karota began as three artificial islands, north of Hawai'i, southwest of India, and northeast of Brazil. The Society Of Form had developed both proteus virus technology and an immune hack that would be the last word on the topic for nearly a century, and was now promoting a single form, the "skraean". It had a feline humanoid form, powerful jumping legs and wings, massive raw intelligence, and regeneration good enough to grant an unlimited lifespan. While they couldn't fly on their own, skraeans could glide, and fly with minimal technology. This was an over-engineered form the Society had been working on for a long time, and it took the world by storm.

The new nation of Karota started out nearly bankrupt, but as the sole source of skraean proteus virus, it rapidly catapulted itself into position as the premier superpower. India and Brazil followed on its coattails, but Karota served as a drain on the older superpowers, Europe and Japan. Karota also assiduously avoided joining the UN(the UNS in particular) and entering into treaties or other long-term obligations with other states, except when it acquired their sovereignty in the bargain – and as the premier superpower, joining it was attractive. Within two generations, the world was divided equally between the UNS(Europe, Japan, Brazil, and India) and Karota, and by 2153, the UNS had joined Karota. Skraeans were still less than half the population, but they had the vast majority of the GDP.

THE WIZARDS' WAY

The intelligence-boosting of the skraean form had one major (and perhaps unintended) side effect: skraeans had access to magic and psionics. Any ordinary skraean could exhibit powers under extreme stress, but it was also trainable, and various groups devoted themselves to exploring traditions ancient and nascent.

The mental patterns originally necessary produced dangerous personalities. Between the skraean lifespan and immunity to proteus viruses, these elders festered behind the scenes. By 2169, these memetic problems had grown bad enough to produce cultural fractures. Europe, Japan, Brazil, and India, now organizational regions of Karota, turned against each other at the behest of their secret masters. These factional disputes culminated in the Fire Wars, fought with brutal weaponry due to the extreme durability of the skraean form.

THE NEXT STEP

Much energy was poured into circumventing the skraean immune system, so that the libraries of bioweapons could be used. This research wasn't successful during the Fire Wars, but once they'd burned out and the world was again unified, attention turned to "transkraeanism". Once again, one design had ruled too long. The "lesser species" were experimented on first; various parahumans were made to magically revert to a human form, some were turned into tauric and lamiate variants, and less wholesome experiments were performed on the fringe.

The innovation was made in secret. A "dragon" form, much more advanced than the skraean and deliberately powerful with magic and psi, was sold in the same way as the skraean form. How the proteus virus got past the skraean immune system was never revealed.

THE FALL OF HUMANOIDS

As the most ambitious transmogrified into dragons, the dragons were the most ambitious, and their tremendous powers could only be balanced by each other. Piece by piece, Karota was carved into private fiefs for the dragons, technology – and perhaps cooperation – rendered obsolete by magics no lesser mind could wield.

The vast majority of the world population is beholden to a dragon – living, dying, and transmogrifying as their lords will. Skraeans are precious prizes to collect. Then there are the dragons themselves. But a group of six leaders on a poor, out-of-the-way island managed to keep humanoid rulership going.

This is the story of their enemies.

ALLEGIANCES

BAND OF THE FREE HAND

Ruler: None

A rebel group trying to bring down all six evil overlords; they're assisted in each zone by agents provocateurs from the other zones.

Ranked Agents Should Have: "heroic" mental disads

ADVANCED SYSTEMS DIRECTORATE

Ruler: Director Mizhan Cloudbreaker, evil genius(female werecat, mackerel tabby/thick grey hair, usually wears a spotless white lab coat and a shield belt with gadgets)

A TL: 9 realm of concrete and glass, where the sky is often hidden by the skyscrapers. (Select TL10 items are available at ×10 cost.)

Ranked Agents Should Have: Gadgeteer

IRONCLAW TABERCACY

Ruler: Warlord Jataru Ironclaw(human hunk with bushy hair and goatee, martial artist)

A TL: 4 militant semi-feudal organization loosely based on the Mongol horde.

Ranked Agents Should Have: good Per, good Will, Talent in any Ki power

FREE DUCHY

Ruler: Duchess Athali Stonebinder, archmage(female werelizard, usually enveloped deep within black robes, haunting beauty)

A TL: 4+3 decadent retro-medieval pseudo-feudalism, steeped in magic.

Ranked Agents Should Have: good Thought, good Will, Magical Talent

GOLDEN SULTANATE

Ruler: Sultana Oon Smokeblade(female human, dark skin, long dark hair, "classic simplicity" beauty, martial artist with stealth and sword-summon)

A TL: 4+1 desert land, where an individual's value is based on their personal power.

Ranked Agents Should Have: good Will, Talent in any Ki power, Magical Talent

SUMMERLIGHT PRINCIPALITY

Ruler: Prince Lenath Summerlight(male dragon, usually in a tall, dark, & handsome human form, dragon form has silver-blue scales)

A TL: 8+2 dystopian pseudo-technocracy, where the Prince's word is law, the network knows everything, and the magic is insidious.

Ranked Agents Should Have: good Thought, good Will, good Computer Hacking skill, Magical Talent

PRIDEFIRE SYNDICATE

Ruler: Syndic Trialu Pridefire(bishy catboi, black fur with red-orange stripes, carries a glaive)

A TL: 8 military corporate alliance with the Syndic over all, where the most important things are efficiency and the bottom line.

Ranked Agents Should Have: good Per, good DX, Talent in any Ki power, any Weapon Master

In all of these societies, most criminals have the option of a “cannon fodder pardon”; they get taken to the front lines with a cheap carbine(or equivalent) and one mag. If they rush the enemy ahead of the soldiers, and manage to survive, they're pardoned and returned home(though the court may've confiscated many of their resources in the meantime). These troops are officially called “cannon fodder”, perhaps to avoid soldiers being called that.

SPECIES

Most people are juujin(a human/animal hybrid) or human; a few are weres, capable of switching between a human form and a juujin form, or “taurs”, hexapedal extensions of a juujin or human form. There is no interbreeding, except weres can interbreed in the appropriate form(50% chance of child being a were).

Juujin and humans are 15 points – however, this is the baseline, so those 15 points are considered a campaign advantage. Weres are a further 36 points, which must be personally paid to be a were. Taurus, on top of a human or juujin species, are 25 points plus the cost of the increased ST.

1D12	Species	Stats
1	Raccoon-jin	-1 Agility(-10), +1 Finesse(10), +1 Thought(10), +1 Will(5)
2	Cat-jin	-1 SM, +2 Agility(20), -1 ST(-10), Sharp Claws(5)
3	Fox-jin	-1 SM, +1 Agility(10), +1 Per(5)
4	Squirrel-jin	-2 SM, +3 Agility(30), -2 ST(-20), +1 Per(5)
5	Rabbit-jin	-1 SM, +1 Agility(10), -1 Thought(-10), +1 Per(5), Super Jump(10)
6	Lizard-jin	-2 SM, +1 Will(5), DR: 2(10)
7	Wolf-jin	+1 ST(10), -1 Thought(-10), -1 Will(-5), +1 Per(5), Discriminatory Smell(15)
8	Skunk-jin	-1 Agility(-10), +1 ST(10), +2 Will(10), Sharp Claws(5)
9	Horse-jin	+1 SM, -1 Agility(-10), -1 Finesse(-10), +3 ST(Size(-10%, 27), +1 Will(5), Hooves(3)
10	Human	-1 Agility(-10), +2 Finesse(20), +2 Thought(20), +1 Will(5), -1 Per(-5), -1 HT(-10), +1 FP(3), Night Blindness(Only Double(-20%), -8)
11	Were(+36 points)	Alternate Form(Cosmic: Remove Built-In Disads(+50%), Reduced Time: 4(+80%), Quick Like A Kick(+10%), 36), roll 1D9 for juujin form
12	Taur (variable)	+1 SM, ×2 ST(variable), Extra Legs: Four Total(5), Enhanced Move: Ground: 1(20), roll 1D10 for base species

HOUSE RULES

DEFENSES

We're using “Quick Contest combat”; defenses are on the scale of regular skills, and are rolled as a Quick Contest with the attack roll. (An attack with no defense is an unresisted attack roll, as normal.) Dodge is [Basic Speed × 2], parries are equal to skill. This doubles the effect of any ability that modifies defenses, and eliminates(or rather automatically incorporates) the Deceptive Attack option.

Blocks are now considered a type of parry. Instead of having Enhanced Block, shields are a “weapon” that Enhanced Parry can be taken for, and Enhanced Parry: All covers blocks as well.

MODIFIERS

COSTS FP / COSTS HP

These are now -10%/level and -20%/level, respectively. Because really, nobody was taking them.

In addition, long-term abilities like overland travel take [Level] FP/HP per *hour*, and are at ×2 cost if per minute or ×4 cost if per second.

AFFECTS OTHERS: BUFF(×2)

Applied to an advantage, turns it into a buff you can apply(to yourself as well as others). It has a base duration of either 3d minutes or 10 minutes(choose when taking this modifier), only works on willing targets, takes a concentrate action to cast, and has a range of touch. You can now apply modifiers like Ranged. As a Transient ability, FP costs are per-casting.

This modifier is common for magical ADS, and available for any that can take it, but rare(requires GM permission) for ki ADS.

NEW ADS

ACUTE KI(2/LEVEL)

Gives a +1/level bonus to ki-based hypersenses.

ACUTE THEUN(2/LEVEL)

Gives a +1/level bonus to magic-based hypersenses.

INCREASED/REDUCED AGILITY(±10/LEVEL)

Modifies DX, *except* for those skill uses listed under Increased/Reduced Finesse.

INCREASED/REDUCED FINESSE(±10/LEVEL)

Modifies DX for these skill uses:

- DX-based rolls with these DX-based skills: Beam Weapons, Filch, Guns, Knot-Tying, Leatherworking, Pickpocket, Sewing, Sleight Of Hand, & Typing.
- DX-based rolls with these IQ-based skills: Artist, Electronics Repair, Jeweler, Lockpicking, & Surgery.
- *Fine* DX-based rolls with these IQ-based skills: Armoury, Electrician, Machinist, & Mechanic.

INCREASED/REDUCED THOUGHT(±10/LEVEL)

Modifies IQ, *except* Will and Per.

SENSE KI(10, 20, OR 30)

Grants a ki-based hypersense. Sense Ki I lets you sense ki powers in use. Sense Ki II lets you also sense individuals with unusually powerful ki, and their power level(i.e. total levels in ki talents). Sense Ki III lets you also sense individuals with normal ki, at a power level of zero. (Note that nonsentients have ki too.)

WIZARD SIGHT(5, 10, OR 20)

Grants a magic-based hypersense. With a touch and a theun sense roll, Wizard Sight I lets you detect spells, magic items, weres and other magical races, and those with magical talent. Wizard Sight II lets you detect all those things at range. Wizard Sight III lets you *sense* all those things at range.

CRAFT WONDROUS ITEM(IQ/A)

While most enchantments are crafted using a skill relevant to their purpose(like Armoury: Smallarms: TL3+4 for a Duchy-made Innate Attack necklace), those with no relevant skill use this one.

THREE-HANDED SWORD(DX/H)

A skill originally developed for wielding swords made for larger people, now used for fullblades as well.

FOUR-HANDED SWORD(DX/VH)

A skill originally developed for wielding swords made for much larger people, now used for fourblades as well.

SIX-HANDED SWORD(DX-1/VH)

A skill originally developed for wielding swords made for *much* larger people, now used for hexblades as well.

PILOTING: STATORBIKE/TL

The distinctive ops skill for the Cricket statorbike.

POWERS

KI SOURCE

Modifier(typically -10%): Each school has its own modifier, being some combination of required mental disads(especially Disciplines Of Faith or Pacifism). However, all but minor abilities should have Costs FP at some level, unless an FP cost is already built in.

WAY OF AWARENESS

Focus: Knowledge.

This supernatural gift is the power to acquire knowledge through means other than the five natural senses. The GM makes Awareness skill rolls in secret. The better the roll, the higher the quality of the information received. On any failure, the GM will say, "You learn nothing." If the roll fails by more than 5, the GM will lie!

Abilities: 360° Vision(with Panoptic 2), Channeling, Clairsentience, Common Sense, Danger Sense, Dark Vision, Detect, Enhanced Tracking, Intuition, Medium, Oracle, Penetrating Vision, Precognition, Protected Power, Protected Sense(any special sense), Psychometry, Racial Memory, Scanning Sense: Para-Radar, See Invisible, and Sense Ki.

WAY OF BIOENERGY

Focus: The body's internal energy.

Talent: 5/level. Also applies to resistance rolls against abilities of this power.

Comics and anime often portray powerful martial artists as being able to direct bodily energies – far more than the human body could realistically contain – to blast enemies, project force fields, fly, etc. Unlike most ray-shooting powers, Bioenergy isn't associated with an element such as fire or light. This makes it a useful catch-all power for energy-projecting heroes who don't fit elsewhere.

Bioenergy can justify almost any kind of Affliction or Innate Attack. The kung fu masters of video games and anime can breathe fire, conjure glowing swords, kill enemies with a touch, and so on. The GM should limit each hero to a small number of "signature" attacks and require elaborate power names and special effects.

Abilities: Affliction(any offensive, but few and flashy), Damage Resistance(with Force Field), Flight, Healing, Innate Attack(any, but few and flashy), Obscure(any, as long as it's flashy), Protected Power, Rapier Wit(with Based on HT), Scanning Sense: Para-Radar, Terror(with Based on HT), and Vibration Sense(with Sense of Perception).

WAY OF BODY CONTROL

Focus: The user's metabolism.

Talent: 5/level.

Body Control lets the user take control of their metabolism in order to heal injury, perform amazing physical feats, purge their body of poison, and so on.

Abilities: Breath Holding, Catfall, Damage Resistance(with Tough Skin), Enhanced Defenses(any), Enhanced Move: Ground, Extra Attack(with Multi-Strike), Lifting ST, Metabolism Control, Perfect Balance, Protected Power,

Protected Sense(any), Radiation Tolerance, Reduced Consumption, Regeneration, Resistant(to any *physical* threat), Sensitive Touch, Silence, Striking ST, Super Climbing, Super Jump, Temperature Tolerance, Universal Digestion.

WAY OF DREAM

Focus: Illusion, reality, and the intersection thereof.

Talent: 5/level.

Dream embraces the idea of reality-as-illusion, studying the creation and destruction of illusions as a path to the creation and destruction of reality, such as it is. While abilities that “actually” affect reality are possible, they have as a prereq the ability to create an illusion of such an effect.

Abilities: Ally(with Summonable), Chameleon, Create, Detect(illusions, projections, etc), Duplication(with Construct), Elastic Skin, Illusion, Invisibility, Insubstantiality, Mimicry, Morph, Obscure, Protected Power, See Invisible, Silence, Snatcher(with Creation).

WAY OF FATE

Focus: Luck and destiny.

Talent: 5/level.

This is the power to alter uncertain outcomes, precipitate fortuitous coincidences, and “bless” or “curse” others. It doesn’t visibly *do* anything; its effects manifest in the outcome of the tasks it influences.

Abilities: Affliction(any dealing with Cursed, Luck, Serendipity, Super Luck, or Unluckiness, with No Signature and Malediction, Melee Attack, or Sense-Based), Detect(for blessed or cursed items, reality alteration, wishes, etc), Enhanced Defenses, Luck(especially with Wishing), Protected Power, Serendipity(especially with Wishing), Super Luck(especially with Alter Reality and Wishing), Visualization(with any special modifier), Wild Talent.

To dictate specific coincidences with Affliction, add the special modifier Cosmic: Total Control(+300%).

WAY OF HEALING

Focus: Healing living beings.

Talent: 5/level.

Healing abilities let the user diagnose and treat sickness and injury. Most healers can heal themselves *and* others, but a suitable choice of advantages and modifiers can create a healer who can do only one *or* the other.

Abilities: Affliction(Negated Disadvantage, healing-related ADS(like Regeneration and Regrowth), and Ecstasy, Sleep, and Unconsciousness(as painkillers)), Detect(for disease, poison, vital signs, etc), Empathy, Healing, Metabolism Control, Penetrating Vision(with Specific: Flesh(-60%)), Protected Power, Regeneration, Regrowth, Resistant/Immunity(to any noxious physical effect), Special Rapport(with Transferable, but not for machines).

WAY OF LIFE

Focus: Life force.

Talent: 5/level.

This power is a special attunement to life and living things, granting the user a long life in harmony with nature. Where other disciplines might treat ki as just another energy to be used as a tool, this one emphasizes the oneness of the universal energy field formed by the life force of all living things – including the user.

Abilities: Animal Empathy, Detect(for animals, plants, or all life), Empathy, Healing, Innate Attack(burning or corrosion, with Only Against Undead(-50%)), Metabolism Control, Mindlink, Plant Empathy, Protected Power, Regeneration, Resistant/Immune(to any natural threat), Speak With Animals, Speak With Plants, Unaging, Unkillable.

MAGIC SOURCE

Modifier(-20%): Each spell type technically has its own modifier, but they're all just Technological Countermeasures(-5%), Powered Countermeasures(-5%), and Costs FP: 1(-10%). Abilities that cost less than 5 points can omit the Costs FP, as can abilities that already have an FP cost built in.

Talent: 10/level. This Magical Talent affects all magic powers, and also applies to resistance rolls against magical abilities.

BODY SPELL

Focus: Modifying how bodies operate.

Derived from Shadowrun Health spells, plus "mana Combat spells" in the form of "raw" toxic damage.

Abilities: increased HT/ST/DX, Affliction(non-ADS with physiological explanation, HT/ST/DX buffs/debuffs, HP recovery, FP recovery up to FP cost), DR(with Tough Skin), Healing, Innate Attack("raw" toxic damage), Metabolism Control, Regeneration, Resistant/Immune(to poisons, diseases, etc), Unaging.

CONTROL SPELL

Focus: Modifying how minds operate.

Derived from Shadowrun Control Manipulation spells.

Abilities: Affliction(any with psychological explanation but not self-imposed), Binding(with Malediction), Enhanced Time Sense, Mind Control, Possession(with Telecontrol and Magical), ` , Terror(with Active).

DETECTION SPELL

Focus: Sensory enhancements, raw information-gathering, and new senses("hypersenses").

Derived from Shadowrun Detection spells.

Abilities: Acute senses, Clairsentience, Cultural Adaptability, Dark Vision, Detect, Hyperspectral Vision, Infravision, Mind Probe, Mind Reading, Mindlink, Social Chameleon, Subsonic Hearing, Ultrahearing, Ultravision, Wizard Sight.

ELEMENTAL SPELL

Focus: The elements of nature. The Elemental type has various per-element subtypes, like Fire, Light, Electricity, and Acid.

Derived from Shadowrun Elemental Manipulation spells.

Abilities: Ally(personifications of any element, with Summonable), Control(Weather or a subset), Create(any element), Innate Attack(any with elemental explanation), Obscure(any that overloads or damps with an element), ` .

ILLUSION SPELL

Focus: Fooling the senses.

Derived from Shadowrun Illusion spells.

Abilities: Affliction(Hallucination, any sense-based overloading that sense), Ally(any illusory with Summonable), Chameleon, Elastic Skin(with Glamour), Illusion, Invisibility, Mimicry, Morph(with Cosmetic), Obscure, Silence, Voice.

MANIPULATION SPELL

Focus: Transmuting, manipulating physical forces, warping space(and time), .

Derived from Shadowrun Manipulation spells, minus the Control, Elemental, and Transformation subtypes.

Abilities: Binding, Catfall(with Feather Fall), Control, Create(with Transmutation(any "only transmute")), DR(with Force Field), Enhanced Dodge, Enhanced Move, Flight, Improved G-Tolerance(with Force Field), Innate

Attack(crushing, with Double Knockback), Lifting ST, Resistant/Immune(to acceleration, motion sickness, etc), Slippery, Super Jump(with Maneuverable), Telekinesis, Temperature Control, Warp.

Time-manipulating abilities are also available, but due to the massive "size" of time, require 10× as much Costs FP as would otherwise be reasonable.

TRANSFORMATION SPELL

Focus: Modifying the shape of bodies.

Derived from Shadowrun Transformation Manipulation spells.

Abilities: Alternate Form, Morph, Affliction(Morph or most physical ADS), most physical ADS(with Switchable).

GEAR

These are dictatorships... but renegades have ways of getting weapons and armor. Most of these are diverted from local shipments to the front lines, but some are brought over by agents provocateurs; prices listed are black-market. Local forces won't be happy seeing armed or armored citizens, so weapons should be concealed or stowed. Being an armorpunk isn't an excuse – heck, not having an excuse is what it's *about*.

Cold damage is a new damage type; it's like crushing without blunt trauma or knockback, and costs 4/die on an Innate Attack.

GEAR FOR THE REST OF US

The listed stats are for SM ±0. Equipment is commonly available for SMs -2 through +1; those larger and smaller will have to buy many items custom, at +25% cost. Melee weapons adapt up and down – a hexblade made for lizard-jin(SM: -2) is effectively just a bastard sword in the hands of a horse-taur(SM: +2), but that's very different from a hexblade made for horse-taurs. To adapt item stats to a new SM, apply a +2 or -2 SM modifier if(and while) the target SM is outside ±1, then apply a +1 or -1 modifier if needed.

SM Mod	Non-ST Damage, Range, Reach, DR, ST	Weight
-2	×.5	×.125
-1	×.7	×.35
+1	×1.4	×2.8
+2	×2	×8

WEAPONS

QUALITY MODIFIERS

Given the ambient morality, Fine weapon quality never becomes default. The TLs listed are effective TLs.

Quality	Very Cheap	Cheap	Stock	Fine	Very Fine	Superfine	Megafine	Ultrafine
TL	--	--	--	2	4	6	8	10
Cost	×¼	×½	×1	×4	×15	×30	×60	×125
Modifier	-2	-1	±0	+1	+2	+3	+4	+5

FIREARMS

TL	Weapon	Damage	Acc	Range	Weight	ROF	Shots	ST	Bulk	Rcl	Cost	LC
4	Slug Pistol	2d-1 pi+	1	75/450	3/.06	1	1(20)	9	-3	2	70\$	3
8		2d+1 pi ^M	2	125/1 500	2.1/.17	3	12(3)	9	-2	2	60\$	3
9		2d+2 pi ^M	2	150/1 800	2/.25	3	18(3)	9	-2	2	70\$	3
9	"Earth Shaker" Pistol	5d pi++	2	300/3 600	3/.25	1	3(3i)	15	-3	8	250\$	2
4	Slug Carbine	2d+2 pi+	2	125/1 500	13/.06	1	1(15)	10+	-5	2	200\$	3
8		3d+2 pi ^M	4	200/2 400	7.3/.42	8	30(3)	10+	-4	2	150\$	2
9		4d pi ^M	4	250/3 000	7/.42	8	30(3)	10+	-4	2	200\$	2
4	Sniper Slug	6d+2 pi+	4+2	800/4 800	24/.06	1	1(15)	11B+	-7	4	800\$	1
8		9d pi+	6+3	1 500/6 000	17/.24	1	4(3i)	11B+	-6	4	700\$	1
9		10d pi+	6+3	1 600/6 400	16.5/.24	1	4(3i)	11B+	-6	4	800\$	1
4	Flak Cannon	1d cut	1	4/8	12/.06	1×5	1(20)	11+	-5	2	100\$	4
8		1d cut	2	4/8	8/.24	4×7	4(3i)	10+	-4	2	70\$	3
9		1d cut	2	4/8	7.5/.24	4×8	4(3i)	10+	-4	2	100\$	3
9	Plasma Pistol	3d burn ^H	2	3/6	3/E	8!	24	5	-3	2	100\$	3
9	Plasma Carbine	4d burn ^H	4	6/12	6.4/E	8!	14	5+	-4	2	300\$	2
9	Plasma Rifle	5d burn ^H	4	12/24	12/2E	8!	18	6+	-5	2	500\$	2
9	Laser Pistol ^L	2d(3) burn ^H	4	250/750	1.5/½E	8!	64	4	-2	1	100\$	3
9	Laser Carbine ^L	4d(3) burn ^H	6	600/1 800	5.6/E	8!	32	5+	-4	1	300\$	2
9	Gatling Laser Rifle ^L (X)	4d(3) burn ^H	8	600/1 800	24/16E	32!	512	6+	-7	1	800\$	2
9	Sniper Laser Rifle ^L	8d(3) burn ^H	8+3	1 100/3 300	9/E	8!	8	10+	-6	1	1 200\$	1
9	Underbarrel Laser ^L	4d(3) burn ^H	6 ^U	600/1 800	2/E	8!	32	^U	-4 ^U	1	100\$	2
8	Stat Pistol	2d-1 FP sur	3	200	2/½E	1	28	4	-2	1	100\$	4
9		2d FP sur ^H	4	250	1.7/½E	3	32	4	-2	1	70\$	4
8	Stat Carbine	4d-2 FP sur	5	480	4/E	2	14	4+	-4	1	300\$	3
9		4d FP sur ^H	6	600	3.7/E	8	16	4+	-4	1	200\$	3
9	Underbarrel Stat Gun	4d FP sur ^H	4 ^U	400	1.8/E	8	16	^U	-4 ^U	1	60\$	3
9	Pulse Pistol	4d cold ^H	3	300/450	1/½E	3	24	6	-2	2	200\$	3
9	Pulse Carbine	8d cold ^H	5	600/900	3.3/E	3	12	6+	-4	3	600\$	2
9	Pulse Sniper Rifle	20d cold ^H	7+3	1 200/1 800	6/2E	3	4	8+	-6	4	2 400\$	1
9	Underbarrel Pulse Gun	8d cold ^H	3 ^U	400/600	1.5/E	3	12	^U	-4 ^U	3	200\$	2
8	LMG	4d pi	6	600/2 400	25/.7	8!	50(3) ^B	13M+	-6	2	660\$	1
9		5d pi	6	700/2 800	24/.7	8!	50(3) ^B	13M+	-6	2	730\$	1
8	MMG	8d pi ^M	6	1 200/4 800	32/.7	8!	50(3) ^B	16M+	-7	2	900\$	1
9		10d pi ^M	6	1 300/5 200	31/.7	8!	50(3) ^B	16M+	-7	2	1 000\$	1
8	HMG	12d pi+	6	1 800/7 200	36/3	8!	50(3) ^B	20M+	-8	2	1 250\$	1
9		15d pi+	6	2 000/8 000	35/3	8!	50(3) ^B	20M+	-8	2	1 400\$	1
4	Light Slug Cannon	50d pi++	4	450/1 500	300/4	1	1(15)	52M	-9	4	5 000\$	1
8		70d pi++	6	1 200/4 000	250/4	1	1(4)	50M	-8	4	8 000\$	1

TL	Weapon	Damage	Acc	Range	Weight	ROF	Shots	ST	Bulk	Rcl	Cost	LC
9		75d pi++	6	1 500/5 000	250/4	1	1(4)	50M	-8	4	10 000\$	1
4	Heavy Slug Cannon	100d pi++	4	900/3 000	3 000/40	1	1(15)	160M	-11	4	50 000\$	1
8		140d pi++	6	2 400/8 000	2 500/40	1	1(4)	150M	-10	4	80 000\$	1
9		150d pi++	6	3 000/10 000	2 500/40	1	1(4)	150M	-10	4	100 000\$	1
8	LAP(Light Antiarmor Pulse) Cannon	144d cold	3	2 400/3 600	36/32E	1	1	15M‡	-6	8	560 000\$	1
9		180d cold ^H	3	3 600/5 400	30/28E	1	1	14M‡	-5	8	420 000\$	1
8	WBL(Weaponized Ball Lightning) Cannon	40d burn sur	1	36	120/8E	1	4	22M‡	-9	12	7 200\$	2
9		48d burn sur	1	48	72/8E	1	4	20M‡	-8	12	6 600\$	2
8	Neutrino Cannon	1d burn rad ^N	10+3	.2 AU/.4 AU	150/6E	1	1	33M†	-9	1	18 000\$	3
9		2d burn rad ^N	11+3	.3 AU/.6 AU	75/12E	3	6	30M†	-8	1	2 000\$	3
8	Laser Cannon ^L	55d(2) burn	10+3	2 200/6 600	960/50E	1	7	60M	-9	1	840 000\$	1
9		64d(3) burn ^H	11+3	3 300/9 900	940/50E	8!	8	54M	-9	1	960 000\$	1
9	Gatling Laser Cannon ^L	16d(3) burn ^H	11+3	1 100/3 300	480/16E	32!	32	50M	-8	1	8 400\$	1

^M This weapon is available in a "magnum" form; double cost and recoil, increase weight based on WPS, and increase piercing damage type by one size. (This stacks with slug variants.)

^B This weapon can take either the listed box mag, or belted ammo; it takes 5 readies to change a belt or interlock two belts.

^H This weapon can be hotshot. For ×2 cost, it adds a hotshot mode, which consumes 2 shots' energy per shot in exchange for ×1.4 damage. For ×3 cost, it adds hotshot mode and hotshot II mode, which consumes 4 shots' energy per shot in exchange for ×2 damage.

^{1/2E} This weapon takes one half-size E-bar(8" long), which takes 3 readies to swap out.

^E This weapon takes one full-size E-bar(16" long), which takes 3 readies to swap out.

^{[X]E} This weapon takes ^[X] full-size E-bars, each of which takes 3 readies to swap out. If the weapon's ST has an M, the weapon usually takes power through a hardpoint instead.

^L This weapon is by default a red laser, but available in a FEL form for ×2 cost; a FEL can switch between red(no penetration in water), aqua(×2 power, underwater range 1/6 air/space range), UV(×3 power, no penetration in water, ×1/2 air range, ×3 space range), and X-ray(×4 power, no penetration in air or water, ×100 space range) modes. It's also by default a beam laser, but available in a pulsed form for ×1 cost or a beam/pulsed switchable form for ×2 cost; a pulsed laser deals (2) cr ex damage instead of (3) burn.

^U This weapon clamps under any weapon of at least the listed bulk, and uses its bulk, ST, and sighting bonus.

^N This weapon causes any fission warhead/reactor/primer it hits to automatically melt down, releasing rads/sec equal to the neutrino weapon's base damage. One that has already undergone meltdown can be further "cooked" with a neutrino weapon, adding rads/sec, up to equal to the warhead/reactor/primer's max radiation output. (Assume fission primers have a max radiation output 10% that of the fusion warhead.)

LAUNCHERS

TL	Weapon	Damage	Acc	Range	Weight	ROF	Shots	ST	Bulk	Rcl	Cost	LC
9	GL Pistol	1d pi	2	75/500	.3/.06	1	3(3)	10	-1	2	250\$	1
9	FAGL Pistol	1d pi	2	75/500	1.5/.32	8!	16(3)	12	-2	2	350\$	1
9	FAGL Y-Pistol	1d pi	2	75/500	2/.48	8!	24(3 ³)	12	-3	2	400\$	1
9	FAGL Carbine	1d pi	3	75/500	6/.64	8!	32(3)	8†	-4	2	1 000\$	1

TL	Weapon	Damage	Acc	Range	Weight	ROF	Shots	ST	Bulk	Rcl	Cost	LC
8	Underbarrel GL	2d pi	3 ^u	360/2400	2/.06	1	3(3i)	^u	-4 ^u	3	300\$	1
9		2d pi	4 ^u	360/2400	2/.1	1	5(3)	^u	-4 ^u	3	350\$	1
8	Underbarrel FAGL	1d pi	2 ^u	75/500	3/.32	8!	16(3)	^u	-4 ^u	2	600\$	1
9		1d pi	3 ^u	75/500	3/.64	8!	32(3)	^u	-4 ^u	2	700\$	1
9	Gyroc Revolver	8d pi	3	64	.75/.5	1	5(3i)	6	-1	1	600\$	2
9	Gyroc Pistol (Y)	8d pi	3	64	3/1.8	6	18(3 ³)	10	-3	1	600\$	3
9	Gyroc Carbine (X)	8d pi	5	64	7/4	8	40(3 ⁴)	7†	-5	1	1 200\$	2
9	Underbarrel Gyroc	8d pi	5 ^u	64	3.5/2.4	8	24(3)	^u	-4 ^u	1	600\$	2
8	Mark 5 MLAWS	32d pi	3	2 000/6 000	3.5/1.5	1	6(5)	6B†	-4	1	6 250\$	1
8	Mark 6 MLAWS	64d pi	3	2 000/8 000	35/15	1	6(5)	11B†	-8	1	25 000\$	1
8	Mark 7 MLAWS	128d pi	3	2 000/10 000	350/150	1	6(5)	21B†	-12	1	100 000\$	1

The listed damage is for "kinetic kill", but usually a better warhead is installed, especially for grenades.

³ This weapon's ammo is in three box mags, each of which takes the listed readies to swap out. It can be set to stop at the end of a mag, to empty each mag before going on to the next, or to strip rounds from each mag in turn. That last mode can be broken such that it strips each shot from a random mag, but this halves ROF. It takes a Ready maneuver to change this setting, or to set which mag it currently draws from.

⁴ This weapon's ammo is in four box mags, similar to the above.

All MLAWS are also available in a lighter LAWS version(reduce shots to 1(5), reduce load weight based on WPS, divide weapon weight by 10, halve bulk, and divide cost by 10) and a disposable TML version(reduce shots to 1(--), reduce load weight based on WPS, divide weapon weight by 100, quarter bulk, and divide cost by 10).

Rockets larger than gyrocs have a backblast: 1d burn in a 1yd cone for mark 5, 2d burn in a 2yd cone for mark 6, and 4d burn in a 3yd cone for mark 7.

BASE AMMO

Base Ammo	Slug			Cannon		Flak Shell	Half-Size E-Bar	Full-Size E-Bar	Launch Grenade	Thrown Grenade	Rocket			
	pi	pi+	pi++	Lt.	Hv.						Gyroc	Mark 5	Mark 6	Mark 7
CPS	.28\$	1.2\$	5\$	40\$	400\$	1.2\$	10\$	20\$	6\$	2\$	6\$	25\$	100\$	400\$
WPS	.014	.06	.25	4	40	.06	.5	1	.02	1	.1	.25	2.5	25
"Size"	¼	½	1	10	20	--	--	--	1	2	1	4	8	16

WARHEADS

TL	Warhead	Min Size	CPS	Range	ROF Mul	Rcl Mod	Damage	AOE Dropoff ^D
4	KK	--	×1	×1	--	--	×1	--
4	HP	--	×1	×1	--	--	×1 (½) ^E	--
4	Shot	--	×1	×¼	×9	1	×½	--
8	Flechette	--	×2	×½	×3	×½	×½ imp	--
4	HE	1	×2	×1	--	--	2d×[Size] cr inc	-1d/yd
4	Frag	1	×2	×1	--	--	2d×[Size] cut	-1d/2yd
8	Concussion	1	×2	×1	--	--	2d×[Size] cr dbt	-1d/yd
8	Stun	1	×3	×1	--	--	2d×[Size] FP sur	-1d/4yd

TL	Warhead	Min Size	CPS	Range	ROF Mul	Rcl Mod	Damage	AOE Dropoff ^D
4	Smoke	1	×3	×1	--	--	-10 vision	-1/yd, -1/rd
9	KT	½	×3	×1	--	--	×½ cr dkb ²	--
8	Caustic Gas	1	×4	×1	--	--	2d×[Size] cor	-1d/4yd
4	WP	1	×4	×1	--	--	2d×[Size] burn	-1d/4yd
8	APDS	½ ^S	×5	×1½	--	--	×1 (2)	--
8	Heartstopper	½	×5	×1	--	--	4d×[Size] FP sur	--
9	Miniflech	--	×5	×½	×9	1	×¼ imp	--
9	Mg	1	×8	×1	--	--	3d×[Size] burn	-1d/3yd
8	SAPHE	1 ^S	×8	×1	--	--	×1 + follow-up as HE	--
8	APFSDSDU	2 ^S	×10	×2	--	--	×1 (3)	--
8	MP	2 ^S	×16	×1	--	--	×1 (10) inc	--

^S This warhead's min size is halved at TL9.

^D Dropoff, if any, is doubled(i.e. halve the distance and time) at TL4.

^E TL4 HP ammo has a 50% chance of increasing the piercing damage type by one size, otherwise it fails to expand. TL8+ HP ammo always increases the damage type. Ordinary KK slugs can be converted into TL4-quality HP ammo with a knife and an Armoury: Small Arms roll at the slug's TL. This takes [10 – margin]sec on a success(min 1sec), and renders the slug useless on a failure.

If a SAPHE round penetrates any DR, the HE warhead goes off at that depth. If the target was unarmored, the explosion happens at its surface. If it penetrated *all* DR, the target suffers the full brunt of the explosion, and *others* are shielded by the target's DR. If it only penetrated some DR, the target suffers the explosion shielded only by the remaining DR, and others are shielded by the penetrated DR. If it failed to penetrate *any* DR, the explosion happens just outside the target's armor.

MUSCLE-POWERED RANGED WEAPONS

TL	Weapon	Skill	Damage	Acc	Range	Weight	ROF	Shots	ST	Bulk	Cost	LC
1	Dagger	Thrown Weapon: Knife	th×½ imp	1	×.5/×1	.25	1	T(1)	5	-1	20\$	4
0	Knife	Thrown Weapon: Knife	th imp	1	×.8/×1.5	1	1	T(1)	6	-2	40\$	4
3	Shuriken	Thrown Weapon: Shuriken	th×½ cut	1	×.5/×1	.1	1	T(1)	5	-0	3\$	4

MELEE WEAPONS

TL	Weapon	Skill	Swinging		Thrusting		Ammo	Parry	Weight	ST	Cost	LC
			Damage	Reach	Damage	Reach						
--	Punch	DX / Br. / Bx. / Ka.	--	--	th×½ cr	C	∞	0	--	--	--	--
--	Kick	DX-2 / Br.-2 / Ka.-2	--	--	th cr	C, 1	∞	No	--	--	--	--
--	Hand Claw	DX / Br.	--	--	th×½ cut	C	∞	0	--	--	--	--
--	Foot Claw	DX-2 / Br.-2	--	--	th cut	C, 1	∞	No	--	--	--	--
1	Dagger	Knife	--	--	th imp	C	∞	-1	.25	5	20\$	4
0	Knife	Knife	th cut	C, 1	th imp	C	∞	-1	1	6	40\$	4
4	Cutlass	Shortsword	th×2 cut	1	th imp	1	∞	0	2	8	300\$	4
2	Longsword	Broadsword	th×3 cut	1	th×2 imp	1	∞	0	3	10	600\$	4

TL	Weapon	Skill	Swinging		Thrusting		Ammo	Parry	Weight	ST	Cost	LC
			Damage	Reach	Damage	Reach						
3	Bastard Sword	Broadsword	th×3 cut	1, 2	th×3 imp	2	∞	0U	5	11	750\$	4
		2H Sword	th×4 cut	1, 2	th×5 imp	2	∞	0		10+		
3	Greatsword	2H Sword	th×5 cut	1, 2	th×4 imp	2	∞	0	7	12+	800\$	4
4	Fullblade	3H Sword	th×6 cut	2, 3	th×5 imp	3	∞	-1	10	15+	1 000\$	4
4	Fourblade	4H Sword	th×7 cut	3, 4	th×6 imp	4	∞	-2	14	19+	1 400\$	4
5	Hexblade	6H Sword	th×8 cut	4, 5	th×7 imp	5	∞	-3	20	24+	2 000\$	4
0	Light Club	Shortsword	th×2 cr	1	--	--	∞	0	3	10	5\$	4
0	Heavy Club	Broadsword	th×4 cr	1	--	--	∞	0	6	10+	20\$	4
0	Greatclub	2H Axe/Mace	th×6 cr	1, 2*	--	--	∞	0U	12	13+	80\$	4
0	Staff	Polearm	th×4 cr	2, 3*	th×3 cr	1-3*	∞	+2	4	11+	10\$	4
		Staff	th×2 cr ^D	1	th cr	C, 1	∞	0		7+		
0	Polearm	Polearm	th×5 cut	2, 3*	th×4 imp	1-3*	∞	+2	8	11+	100\$	4
		Staff	th×2 cut ^D	1	th cr	C, 1	∞	0		7+		
8	Shock Prod	Shortsword	th×2 cr ^S	1	-- ^S	1	∞+56	0	3.5/E	10	75\$	4
9			th×2 cr ^S	1	-- ^S	1	∞+64	0	3/E	10	100\$	4
9	Shock Glove	DX / Br. / Bx. / Ka.	-- ^S	C, 1	th×½ cr ^S	C, 1	∞+32	No	.5/½E	2	400\$	3

^D This is the front end of a double weapon; the back end is equivalent to the front end of a staff.

^S Deals bonus electrical damage on a successful hit: 2d-1 FP sur at TL8, 2d FP sur at TL9.

Br. = Brawling; Bx. = Boxing; Ka. = Karate.

ARMOR

FLEXIBLE ARMOR

Armor Piece	Locations	F	A	Cost	Weight	LC	TL	Armor Material	DR	Cost	Weight	LC
Vest	torso	--	--	30\$	2.5	--	1	Cloth	1*	×½	×.5	--
Jacket	torso, arms	--	--	45\$	3.8	--	--	Soft Leather	2*	×1	×.9	--
Gloves	hands	-1	--	6\$.05	--	4+3	Juvenated Leather	5*	×4	×.9	3
Boots	feet	--	--	12\$	1	--	7	Kevlar	2* ^B	×4	×.8	3
Long Coat/Robe	body, limbs	--	--	60\$	7	--	9	Shearweb	4* ^B	×10	×.8	3
Pants	groin, legs	--	--	42\$	3.5	--	7	+Plates	+20	+×4	+×1.5	3
Bodystocking	body, limbs	--	-1	90\$	6	--	7	Nomex ^S	2* ^T	×4	×.4	4
Zentai	all but tail	-1	-1	120\$	10	2	9	Light Monothread ^S	4* ^E	×10	×.01	2
+Tail Sleeve	tail	--	-1	+7.5\$	+6	--	9	Medium Monothread ^S	8* ^E	×20	×.02	2
							9	Heavy Monothread ^S	12* ^E	×30	×.03	2

^B This is a ballistic-resistant material; its DR is tripled and hard against piercing, heat/fire, and cold damage.

^T This is a thermal-resistant material; its DR is tripled and hard against heat/fire and cold damage.

^E This is an energy-resistant material; its DR is tripled and hard against energy damage.

^S This is a “superflexible” material; it looks like spandex, eliminates DX penalties for the piece, and can be worn under clothing.

Plates are a hard add-on to any non-superflexible armor material. *Sum* the multipliers for cost and weight.

HARD ARMOR

TL	Armor Piece	Locations	Hit	DR	F	A	Cost	Weight	TL	Armor Material	DR	Cost	Weight	LC
1	Helmet	skull	6	×3	--	--	×25	×.5	6	Plastic	1 ^A	2\$	1	6
2	+Visor	eyes, face	6	×3	--	--	×10	×.5	3	Steel	1	4\$	10	3
7	Sealed Helmet	skull	6	×3	--	--	×150	×.5	4+3	Mithril	3 ^T	8\$	7	3
7	+Visor	eyes, face	6	×3	--	--	×50	×.5	7	Aluminium	4	6\$	8	3
1	Light Cuirasse	torso	6	×5	--	--	×60	×2	8	Thermolaminate	5 ^T	8\$	7	2
1	Heavy Cuirasse	torso	6	×8	--	--	×100	×2.5	9	Electrolaminate	6 ^E	10\$	6	2
7	Sealed Cuirasse	torso	6	×8	--	--	×2 250	×3	±0	+Grille ^C	×½	×1	×½	±0
3	Sectional Armor	groin, legs, feet,	5	×5	-1	-1	×120	×1.5	4+3	Radical Quartz ^C	3	14\$	7	4
7	Sealed Armor	arms, hands	6	×5	-3	-3	×2 750	×2	7	Ballistic Glass ^C	3	12\$	8	4
3	+Sectional Tail	tail	5	×5	--	--	×12	×.4	8	Sapphire ^C	4	12\$	7	3
7	+Sealed Tail	tail	6	×5	--	-1	×275	×.5	9	Metasapphire ^C	5 ^T	10\$	6	2
1	Boots	feet	6	×5	--	--	×24	×.8	8+2	Radical Sapphire ^C	6 ^E	12\$	5	2

“Hit” indicates the chance on 1d of protecting the specified location. Customarily, superflexible armor will be worn underneath to protect against hits that get past hard armor.

^A This is a semi-ablative material.

^T This is a thermal-resistant material; its DR is doubled against heat/fire and cold damage.

^E This is an energy-resistant material; its DR is doubled against energy damage.

^C This is a clear material, suitable for see-through visors.

Sealed pieces include biomedical sensors, waste relief, microclimate control, and radiation PF 2.

Grille is a modifier that can be applied to any non-clear material; a grille is effectively clear.

SHIELD BELTS(TL10)

A shield belt projects a “bubble” field around the wearer, absorbing incoming damage first, though at a cost in energy. This shield is at +1 SM relative to the wearer. A light shield belt(base 5K\$) can soak 12 points of energy damage, or 6 points of other damage, up to a total of 32(two half-size E-bars). A heavy shield belt(base 15K\$) can soak 24 points of energy damage, or 12 points of other damage, up to a total of 96(six half-size E-bars).

MOUNTS & VEHICLES

The Directorate has started producing hoverbikes(subcontracted to Six Rivers Automotive), using two different technologies. The Hummingbird is a true hoverbike, moving with six degrees of freedom on two hoverpods. The Cricket uses statorpods to hover a half-meter or so off the surface... any surface. Walls, ceilings, whatever.

The Cobra has two light slug cannon and four LMGs. The Volcano has a gatling laser cannon and two gatling laser rifles. The Redeemer has a heavy slug cannon and two HMGs. The Razorback has a light slug cannon, plus one hardpoint. The Rumbler has four hardpoints. Aircraft have hardpoints listed as “H”.

The vehicular CR is 4; scooters and Jackrabbits don't require a license, LC3 vehicles are licensed as civilian vehicles, LC2 are only licensed to the wealthy/police/etc, and LC1 vehicles are military. Special cases(like dirtbikes and the Mantis) have modified LC.

BIKES

TL	Name	ST/HP	Hnd	SR	HT	Move		Weight			SM	Occ	DR	Range	Cost	LC
						Road	OR	Curb	Load	Tot						
9	Generic Scooter	20	+1	2	12	4/32	3/16	.2	.1	.3	0	1	0	190	1 200\$	4
9	Generic Dirtbike	30	+1	2	13	8/40	8/40	.2	.1	.3	0	1	2	150	2 400\$	2
9	Six Rivers Coyote	35	+1	2	14	9/50	9/50	.2	.2	.4	0	1	3	200	6 250\$	2
9	Generic Hog	45	+1	2	13	9/56	8/42	.3	.2	.5	0	1+1	2	200	9 000\$	3
9	Devon Gator	60	+1	2	13	9/64	8/48	.3	.2	.5	0	1+1	3	250	15 000\$	3
9	Generic Sportbike	30	+2	2	11	10/100	4/25	.2	.2	.4	0	1+1	3	150	7 500\$	3
9	Westwind Kamaitachi	40	+2	2	11	12/120	5/30	.2	.2	.4	0	1+1	4	150	12 500\$	3

CARS

TL	Name	ST/HP	Hnd	SR	HT	Move		Weight			SM	Occ	DR	Range	Cost	LC
						Road	OR	Curb	Load	Tot						
9	Mycon Jackrabbit	30	+1	3	14	3/48	2/12	.6	.2	.8	+2	1+1	3	200	6 000\$	4
9	Generic 2-Door Compact	40	0	4	13	3/64	2/16	1.1	.6	1.7	+3	1+4	4	500	12 000\$	3
9	Generic 4-Door Compact	45	0	4	13	3/64	2/16	1.2	.6	1.8	+3	1+4	4	500	15 000\$	3
9	Zone Smartcar	46	+1	5	14	3/60	2/15	.8	.6	1.4	+3	1+4	5	400	20 000\$	3
9	Generic Luxury Car	60	0	5	12	4/80	3/20	1.5	.7	2.2	+3	1+4	5	500	30 000\$	3
9	Devon Nightsky	70	0	5	13	5/80	3/20	1.6	.7	2.3	+3	1+4	7	500	50 000\$	3
9	Generic Sportscar	50	+1	4	12	9/90	3/23	1.4	.4	1.8	+3	1+3	6	500	85 000\$	3
9	Westwind Typhoon	60	+2	4	12	11/110	4/28	1.5	.2	1.7	+3	1+1	8	500	100 000\$	3
9	Devon Mantis	70	+2	5	13	10/90	6/45	1.8	.6	2.4	+3	1+3	10	700	100 000\$	2

HEAVY WHEELED CRAFT

TL	Name	ST/HP	Hnd	SR	HT	Move		Weight			SM	Occ	DR	Range	Cost	LC
						Road	OR	Curb	Load	Tot						
9	Generic Monster	160	-1	5	10	3/50	3/50	5	1.6	6.6	+4	1+5	8	300	40 000\$	2
9	Devon Citymaster	210	-1	5	10	3/64	3/64	8	2	10	+4	1+7	11	300	60 000\$	2
9	Westwind Shockwave	180	-1	5	10	4/80	4/80	8.4	1.6	10	+4	1+5	10	400	60 000\$	2
9	ASDF Rumbler	250	-1	5	11	4/40	4/40	10.8	1.2	12	+4	1+3	32	500	230 000\$	1
9	Generic Semi-Truck	104	-1	5	13	2/64	1/16	9.7	.3	10	+4	1+2	5	1 200	60 000\$	3
9	Devon Illuminator	115	0	6	14	3/64	2/16	9.7	.3	10	+4	1+3	9	1 500	120 000\$	3
9	Generic Semi-Trailer	0/100	-2	-1	--	×½	×½	+1	+24	+25	+5	--	3	--	5 000\$	4

TANKS & APCs

TL	Name	ST/HP	Hnd	SR	HT	Move	Weight			SM	Occ	DR			Range	Cost	LC
							Curb	Load	Tot			Front	Bot	Oth			
9	ASDF Cobra	150	-1	5	11	2/24	29	1	30	+5	2	250 ^{SS}	90	180	500	2 000 000\$	1
9	ASDF Volcano	220	-2	5	11	2/20	45	1	46	+5	2+1	275 ^{SS}	100	200	∞	3 000 000\$	1
9	ASDF Redeemer	320	-2	5	11	2/14	68.5	1.5	70	+5	2+1	350 ^{SS}	120	240	600	5 000 000\$	1
9	Generic APC	320	-3	5	11	1/20	15	1.7	16.7	+5	2+12	64 ^S	23	45	300	120 000\$	1
9	ASDF Razorback	360	-3	6	12	1/24	15.5	1.5	17	+5	2+10	80 ^S	28	56 ^S	250	200 000\$	1

^S This face has light slope; increase DR by +50% when attacking this face from the same direction.

^{SS} This face has heavy slope; double DR when attacking this face from the same direction.

All Tanks & APCs are sealed. All their armor is electrolaminate; its DR is doubled against energy damage.

HOVER AIRCRAFT

TL	Name	HT	ST/HP	DR	SM	Hnd	SR	Move	Range	Occ	H	Weight			Cost	LC
												Curb	Load	Tot		
4+1	Generic Lev Carpet	5c	10	2*	+1	+3	2	2/10	∞	1+3	0	.2	.4	.6	50 000\$	1
4+3	Generic Lev Bike	7c	20	2*	0	+1	2	2/20	∞	1+1	0	.7	.2	.9	100 000\$	1
8+2	Generic Lev Bike	10c	30	4*	0	+1	3	3/30	∞	1+1	0	.5	.2	.7	150 000\$	1
8+2	Wintersys Snowflake	10c	45	4*	0	+2	4	4/40	∞	1+1	1	.5	.2	.7	250 000\$	1
10	Six Rivers Hummingbird	9	40	3	0	0	2	5/45	50	1+1	1	.4	.2	.6	25 000\$	1
10	Six Rivers Cricket	9	50	4	0	-1	4	11/110	150	1+1	1	.3	.2	.5	40 000\$	1
9	Devon Hudson	12	135	8	+4	+4	3	5/120	300	1+3	0	9.5	.5	10	400 000\$	2
9	ASDF Snapdragon	12	165	24 ^E	+4	+3	3	6/110	400	2 S	4	13.8	.2	14	2 000 000\$	1
9	ASDF Nighthawk	11	190	32 ^E	+4	+2	3	6/70	400	2+2 S	4	14.6	.4	15	3 200 000\$	1
	(stealth autorotating)					+1	2	1/60	1/use							
9	ASDF Wasp	12f	150	25 ^E	+4	+2	3	6/130	400	2 S	2	15.8	.2	16	3 000 000\$	1
	(turbo mode, stall 75)					0	4	20/300	100							
9	Generic Cargo Helicopter	12	160	10	+5	+3	4	3/100	500	2	0	16	4	20	2 000 000\$	2

^E This armor is electrolaminate; its DR is doubled against energy damage.

FAST AIRCRAFT

TL	Name	HT	ST/HP	DR	SM	Hnd	SR	Move	Stall	Range	Occ	H	Weight			Cost	LC
													Curb	Load	Tot		
9	ASDF Nightwraith	11	50	5 ^E	+4	+3	2	20/400	100	600	2 S	2	1.8	.2	2	4 000 000\$	1
	(stealth fan mode)					+3	1	10/300	40	300							
9	ASDF Jackal	12	60	8 ^E	+4	+3	3	30/600	75	750	2 S	4	1.2	.2	1.4	5 000 000\$	1
9	ASDF Mongoose	10	40	4 ^E	+4	+2	3	30/800	200	800	2 S	3	1	.2	1.2	6 000 000\$	1
10	ASDF Digoose	10	45	4 ^E	+4	+2	3	36/960	240	960	2 S	3	.9	.2	1.1	6 000 000\$	1

^E This armor is electrolaminate; its DR is doubled against energy damage.