

Weapon	Prof.	Eqp.	Cost	Wt	Range	Acc	Crit	Dam	Dam Type	Ammo	Mts.
.... Natural And "Minor" Melee Weapons											
Unarmed Attack	Natural	Lt	--	--	M	--	20/x2	1D3	Bash§	--	--
Gauntlet	Natural	Lt	2gp	1pd	M	--	20/x2	1D3	Bash	--	--
Spiked Gauntlet	Natural	Lt	5gp	1pd	M	--	20/x2	1D4	Imp	--	--
Hand Razors (Set)	Natural	Lt	<as cyber>		M	--	20/x2	1D4	Slash	--	--
Spur	Natural	Lt	<as cyber>		M	--	20/x2	1D8	Imp/Slash	--	--
Shield, light	Martial	Lt	<as shield>		M	--	20/x2	1D3	Bash	--	--
Shield, heavy	Martial	1H	<as shield>		M	--	20/x2	1D4	Bash	--	--
Shield, spiked	<NC>	<NC>	+10gp	+5pd	<NC>	<NC>	<NC>	+size	Imp	--	--
Spiked armor	Martial	Lt	+50gp	+10pd	M	--	20/x2	1D6	Imp	--	--
Pistol-Whip, holdout	Simple	Lt	<as holdout>		M	-2	20/x2	1D3	Bash	--	--
Pistol-Whip	Simple	Lt	<as pistol>		M	-1	20/x2	1D4	Bash	--	--
Pistol-Whip, carbine	Simple	1H	<as carbine>		M	--	20/x2	1D6	Bash	--	--
Butt-Stroke, rifle	Simple	2H	<as rifle>		M	--	20/x2	1D6	Bash	--	--
.... Axelike Melee Weapons											
Handaxe	Martial	Lt	5gp	3pd	M	--	20/x3	1D6	Slash	--	--
Battleaxe	Martial	1H	10gp	6pd	M	--	20/x3	1D8	Slash	--	--
Bastard Axe (1 hand)	Exotic	1H	30gp	8pd	M	--	20/x3	1D10	Slash	--	--
Bastard Axe (2 hands)	Martial	2H	"	"	M	--	20/x3	1D10	Slash	--	--
Greataxe	Martial	2H	20gp	12pd	M	--	20/x3	1D12	Slash	--	--
Axe, double (pri)	Exotic	2H	60gp	15pd	M	--	20/x3	1D8	Slash	--	--
(sec)	Exotic	2H	"	"	M	--	20/x3	1D8	Slash	--	--
Axe, spiked (pri)	Exotic	1H	50gp	12pd	M	--	20/x3	1D8	Slash	--	--
(sec)	Exotic	Lt	"	"	M	--	20/x3	1D6	Imp	--	--
.... Swordlike Melee Weapons											
Dagger	Simple	Lt	2gp	1pd	M	--	19+/x2	1D4	Imp/Slash	--	--
Shortsword	Martial	Lt	10gp	2pd	M	--	19+/x2	1D6	Imp	--	--
Longsword	Martial	1H	15gp	4pd	M	--	19+/x2	1D8	Slash	--	--
Bastard Sword (1 hand)	Exotic	1H	35gp	6pd	M	--	19+/x2	1D10	Slash	--	--
Bastard Sword (2 hands)	Martial	2H	"	"	M	--	19+/x2	1D10	Slash	--	--
Greatsword	Martial	2H	50gp	8pd	M	--	19+/x2	1D12	Slash	--	--
Moon Sword (pri)	Exotic	1H	100gp	10pd	M	--	19+/x2	1D8	Slash/Imp	--	--
(sec)	Exotic	Lt	"	"	M	--	19+/x2	1D8	Slash/Imp	--	--
Windsaber	Exotic	1H*	500gp	2pd	M	--	18+/x2	1D6*	Slash	--	--
Kukri	Martial	Lt	8gp	2pd	M	--	18+/x2	1D4	Slash	--	--
Scimitar	Martial	1H	15gp	4pd	M	--	18+/x2	1D6	Slash	--	--
Falchion	Martial	2H	75gp	8pd	M	--	18+/x2	1D12	Slash	--	--
.... Pole Melee Weapons											
Lance	Martial	2H	18gp	10pd	2M	--	20/x3	1D8	Imp	--	--
Spear, short	Simple	1H	1gp	3pd	M	--	20/x2	1D6	Imp	--	--
Spear, medium	Simple	2H	2gp	6pd	M	--	20/x3	1D8	Imp	--	--
Spear, long	Simple	2H	5gp	9pd	2M	--	20/x3	1D8	Imp	--	--
Staff (1/2 & 1/4)	Simple	2H	8gp	10pd	2M	--	20/x2	1D8	Bash	--	--
Staff (1/3 & 1/3 pri)	Simple	1H	"	"	M	--	20/x2	1D6	Bash	--	--
(1/3 & 1/3 sec)	Simple	Lt	"	"	M	--	20/x2	1D6	Bash	--	--
Trident*	Martial	1H	15gp	4pd	M	--	20/x2	1D8	Imp	--	--
Tripole (1/2 & 1/4)*	Martial	2H	10gp	10pd	2M	--	20/x3	1D10	Slash/Imp	--	--
Tripole (1/3 & 1/3 pri)*	Martial	1H	"	"	M	--	20/x3	1D8	Slash	--	--
(1/3 & 1/3 sec)	Martial	Lt	"	"	M	--	20/x2	1D6	Bash	--	--

Weapon	Prof.	Eqp.	Cost	Wt	Range	Acc	Crit	Dam	Dam Type	Ammo	Mts.
.... Other Melee Weapons											
Bladed Shield	Exotic	1H	50gp	15pd	M	--	20/x2	1D8	Slash	--	--
Flail, light*	Martial	Lt	4gp	2pd	M	--	20/x2	1D6	Bash	--	--
Flail, medium*	Martial	1H	8gp	4pd	M	--	20/x2	1D8	Bash	--	--
Flail, heavy*	Martial	2H	16gp	8pd	M	--	20/x2	1D12	Bash	--	--
Flail, spiked	<NC>	<NC>	+1gp	<NC>	<NC>	<NC>	<NC>	<NC>	Imp	<NC>	<NC>
Dire Flail (pri)*	Exotic	1H	90gp	10pd	M	--	20/x2	1D8	Imp	--	--
(sec)*	Exotic	Lt	"	"	M	--	20/x2	1D8	Imp	--	--
Mace, light	Simple	Lt	6gp	4pd	M	--	20/x2	1D6	Bash	--	--
Mace, medium	Simple	1H	12gp	8pd	M	--	20/x2	1D8	Bash	--	--
Mace, heavy	Simple	2H	24gp	16pd	M	--	20/x2	1D12	Bash	--	--
Stun Baton	<NC>	<NC>	x100	<NC>	<NC>	<NC>	<NC>	<NC>	<NC>*	<NC>	<NC>
Mace, spiked	<NC>	<NC>	+1gp	<NC>	<NC>	<NC>	<NC>	<NC>	Imp	<NC>	<NC>
Pick, light*	Martial	Lt	4gp	3pd	M	--	20/x4	1D4	Imp	--	--
Pick, medium*	Martial	1H	8gp	6pd	M	--	20/x4	1D6	Imp	--	--
Pick, heavy*	Martial	2H	16gp	12pd	M	--	20/x4	1D8	Imp	--	--
Scythe*	Simple	2H	10gp	10pd	M	-1	20/x4	1D8	Imp/Slash	--	--
Sap	Martial	Lt	1gp	2pd	M	--	20/x2	1D6	Bash§	--	--
Stiletto	Exotic	Lt	8gp	1pd	M	--	19+/x3	1D4	Imp	--	--
Whip*	Exotic	1H*	1gp	2pd	3Mv	--	20/x2	1D3*	Slash§	--	--
Spiked Chain (1/2 & 1/4)	Exotic	2H	25gp	10pd	2Mv	--	20/x2	2D4	Imp	--	--
Spiked Chain (1/3 & 1/3 pri)	Exotic	1H	"	"	M	--	20/x2	2D4	Imp	--	--
(1/3 & 1/3 sec)	Exotic	Lt	"	"	M	--	20/x2	2D4	Imp	--	--
.... Thrown Weapons											
Bolas	Exotic	1H	5gp	2pd	4yd RI	--	20/x2	1D4	Bash§	--	--
Dart	Simple	1H	5sp	1/2pd	8yd RI	--	20/x2	1D4	Imp	--	--
Javelin	Simple	1H	1gp	2pd	12yd RI	--	20/x2	1D6	Imp	--	--
Dagger	Simple	Lt	2gp	1pd	4yd RI	--	19+/x2	1D4	Imp	--	--
Handaxe	Martial	Lt	5gp	3pd	4yd RI	--	20/x2	1D6	Slash	--	--
Mace, light	Simple	Lt	5gp	4pd	4yd RI	--	20/x2	1D6	Bash	--	--
Mace, medium	Simple	1H	10gp	8pd	4yd RI	--	20/x2	1D8	Bash	--	--
Mace, heavy	Simple	2H	20gp	16pd	4yd RI	--	20/x2	1D12	Bash	--	--
Stun Baton	<NC>	<NC>	x100	<NC>	<NC>	<NC>	<NC>	<NC>	<NC>*	<NC>	<NC>
Mace, spiked	<NC>	<NC>	+1gp	<NC>	<NC>	<NC>	<NC>	<NC>	Imp	<NC>	<NC>
Spear, short	Simple	1H	1gp	3pd	8yd RI	--	20/x2	1D6	Imp	--	--
Spear, medium	Simple	2H	2gp	6pd	8yd RI	--	20/x3	1D8	Imp	--	--
Spear, long	Simple	2H	5gp	9pd	8yd RI	--	20/x3	1D8	Imp	--	--
Shuriken (5)	Exotic	Lt	1gp	1/2pd	4yd RI	--	20/x2	1D2	Imp	--	--
Stiletto	Exotic	Lt	8gp	1pd	4yd RI	+1	19+/x3	1D4	Imp	--	--
Trident	Martial	1H	15gp	4pd	4yd RI	--	20/x2	1D8	Imp	--	--
.... Muscle-Powered Ranged Weapons											
Sling	Simple	1H	--	--	20yd RI	-1	20/x2	1D4	Bash	1	--
Shortbow	Martial	2H	30gp	2pd	24yd RI	--	20/x3	1D6	Imp	1	--
Shortbow, composite	"	2H	75gp	2pd	26yd RI	--	20/x3	1D6	Imp	1	T
Daikyu	Exotic	2H	75gp	3pd	40yd RI	--	20/x3	1D8	Imp	1	--
Daikyu, composite	"	2H	100gp	3pd	42yd RI	--	20/x3	1D8	Imp	1	T
Longbow	Martial	2H	75gp	3pd	40yd RI	--	20/x3	1D8	Imp	1	--
Longbow, composite	"	2H	100gp	3pd	42yd RI	--	20/x3	1D8	Imp	1	T

Weapon	Prof.	Eqp.	Cost	Wt	Range	Acc	Crit	Dam	Dam Type	Ammo	Mts.
.... Firearms											
Grenade Launcher	Martial	1H	2 750gp	4pd	12yd RI	--	20/*	<as grenade>		8	T
Holdout Blaster Pistol	Simple	Lt	75gp	1pd	12yd	--	20/×2	1°	<as mode>	MPU	--
Blaster Pistol	Martial	Lt	300gp	2pd	24yd	--	20/×2	1D3°	<as mode>	MPU	T
Blaster Carbine	Martial	1H	1 000gp	3pd	48yd	--	20/×2	1D6°	<as mode>	MPU	T
Blaster Rifle	Martial	2H	4 000gp	4pd	96yd	--	20/×2	2D6°	<as mode>	MPU	TU
Holdout Slug Pistol	Simple	Lt	300gp	2pd	2yd RI	--	20/×3	3D6	Imp	2	--
Slug Pistol	Martial	Lt	400gp	5pd	8yd RI	--	20/×3	3D6	Imp	8	TB
Slug Carbine	Martial	1H	525gp	10pd	24yd RI	--	20/×3	3D6	Imp	15	TB
Slug Rifle	Martial	2H	700gp	20pd	80yd RI	--	20/×3	3D6	Imp	30	TBU
Sniper Slug Rifle*	Martial	2H	1 400gp	40pd	240yd RI	+1	20/×3	5D6	Imp	4	BU
Slug-Thrower, SA/BF	<NC>	<NC>	+50%	<NC>	<NC>	<NC>	<NC>	<NC>	<NC>	<NC>	<NC>
Slug-Thrower, SA/BF/FA	<NC>	<NC>	+100%	<NC>	<NC>	<NC>	<NC>	<NC>	<NC>	<NC>	<NC>

§ Deals nonlethal damage.

" These stats are the same as on the line above, due to being a different use of the same weapon.

° This weapon's damage doesn't scale with size.

v Variable reach - unlike most other weapons with melee reach, you can use it against foes anywhere within your reach.

<NC> These stats don't change for the upgraded weapon("No Change").

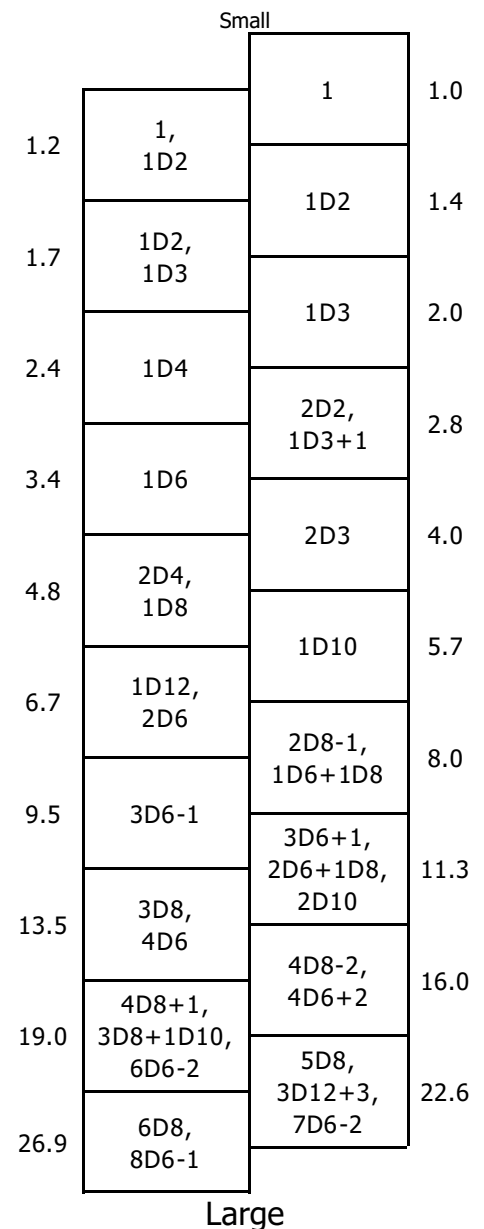
* Special rules or stats apply, see description.

Ranged Weapon Accessory	Cost	Wt	Mount
Arrows (20)	1gp	3pd	Ammo
Bullets, sling (10)	1sp	5pd	Ammo
Slugs, standard (100)	15gp	2pd	Mag
Slugs, sniper (50)	20gp	4pd	Mag
Gunlight*	<as flashlight>		U or T
Grenade Launcher, Underbarrel	2 750gp	4pd	U
Laser Sight*	150gp	½pd	U or T
Loudener	150gp	<neg>	B
Mag (empty)	1gp	1pd	Ammo
Scope*	300gp	½pd	T
Silencer	150gp	<neg>	B
Smartlink	200gp	1pd	--

Accessories that list two mounts with an "or" can be made in either form.

* Special rules or stats apply, see description.

Damage Sizing Chart



Armor	Equip/ Encum.	Cost	Wt	AC	DR (sl/imp)	Max DEX	ACP	Arcane Fail
.... Normal Clothing (Armor)								
Poor clothing	Clothing	1sp	2pd	+0	--	--	-0	--
Casual clothing	Clothing	1gp	3pd	+0	--	--	-0	--
Business Formal clothing	Clothing	10gp	6pd	+0	--	--	-0	--
Archaic Formal clothing	Clothing	30gp	8pd	+0	--	--	-0	--
Uniform	Clothing	5gp	6pd	+0	--	--	-0	--
Fatigues*	Clothing	6gp	5pd	+0	--	--	-0	--
Heavy clothing*	Light	8gp	10pd	+1	--	+8	-1	5%
Leather Jacket	Clothing	12gp	4pd	+1	--	+8	-0	--

.... Polynucleon Weave Armor

PW clothing	Clothing	1 200gp	6pd	+1	1/2	+7	-0	--
Light PW coat	Light*	1 400gp	12pd	+2	1/2	+7	-1	5%
Medium PW coat	Medium*	2 800gp	24pd	+4	2/4	+5	-2	10%
Heavy PW coat	Heavy*	4 200gp	36pd	+6	3/6	+3	-3	15%
Light PW skinsuit	Light*	1 800gp	24pd	+4	1/2	+4	-3	5%
Medium PW skinsuit	Medium*	3 200gp	36pd	+6	2/4	+2	-4	10%
Heavy PW skinsuit	Heavy*	4 600gp	48pd	+8	3/6	+0	-5	15%

.... Tactical Armor

Combat Webbing	Clothing	120gp	1pd	+1	--	--	-0	--
per Web Plate	<NC>	+120gp	+5pd	+1	--	*	-1	+5%
Concealable Shirt	Light*	275gp	2pd	+2	--	+7	-0	5%
Concealable Vest	Light*	350gp	3pd	+3	--	+5	-2	10%
Heavy Concealable Vest	Medium*	500gp	4pd	+4	--	+4	-3	15%

.... Classic Armor

Chain bikini	Light	165/15gp	4pd	+1	--	--	-0	--
Plate bikini	Light	150gp	5pd	+2	--	--	-0	--
Cutmail tunic	Light	200/50gp	15pd	+2	--	+6	-0/-1	15%

.... Shields

Buckler	Shield	15gp	4pd	+1*	--	--	-1	5%
Shield, light	Shield	9gp	5pd	+1	--	--	-1	5%
Shield, heavy	Shield	20gp	10pd	+2	--	--	-2	15%
Bladed Shield	Shield	50gp	15pd	+2	--	--	-3	20%
Shield, tower	Tower Shield	30gp	45pd	+4*	--	+2	-10	50%

* Special rules or stats apply, see description.

Cyberware	Loc	BI	Cost(gp)
.... Headware			
Brainjack: Omnilink	Head	2	500
Brainjack: Pilotlink	Head	1	250
Brainjack: Smartlink	Head	1	250
Head Computer	Head ¹	1	×30
Head Radio	Head ¹	[L+1]	[L ² ×1 300]
Neural Rig	Head ¹	1	250
Skillwires	Head	[L]	[L ² ×100]
Skillwires, per level of skill plexus	<NC>	× ½*	×2

.... Cyberparts & Add-Ons

Cyberarm	Arm ⁰	2	3 500
Cyberarm Dexterity	Cyberarm ¹	[L-1]	[L×15 000]
Cyberarm Strength	Cyberarm ¹	[L-1]	[L×15 000]
Cyberhand Weapon Mount	Cyberarm	- -	600
Cyberstriker Weapon Mount	Cyberlimb	- -	1 200
Pop Turret Weapon Mount (Melee)	Cyberlimb	- -	1 500
Pop Turret Weapon Mount (Ranged)	Cyberlimb	1	1 600
Cyberlegs (Set)	Legs ⁰	3	3 500‡
Cyberleg Quickness	Cyberlegs ¹	[L-1]	[L×30 000]
Cyberwings (Set)	Wings ⁰	3	3 500‡
Cyberwing Quickness	Cyberwings ¹	[L-1]	[L×60 000]
Cybears (Set)	Ears ⁰	2	1 500
Cybereyes (Set)	Eyes ⁰	2	1 500

.... Earware

Multichannel Hearing	Ears ¹	2	1 000
Multispectral Hearing	Ears ¹	[L]	[L×500]
Sound Amplification	Ears ¹	[L]	[L ² ×200]
Sound Dampening	Ears ¹	1	500

.... Eyeware

Darkvision	Eyes	[L]	[L×1 000]
Flare Comp	Eyes	1	500
Lowlight	Eyes	[L]	[L×1 000]
Telescopic Optics	Eyes	1	1 000
Ultravision	Bio Eyes	- -	150

.... Bodyware

Battery Pack Compartment	<any>	[½L+1]*	[L×20+100]
Bone Lacing	Skeleton ⁽⁰⁾ ¹	2	[L ² ×10 000]
Dermal Plating	Skin	[L]	[L ² ×1 000]
Dermal Sheathing	Skin	[L]	[L ² ×5 000]
Hand Razors (Set)	Hand	1	500
Hand Razors, Retractable (Set)	Hand	2	1 500
Injector	<any>	1	[L×50+100]
Jump Jets	Body	[L]	[L×200]
Luminous Skin	Skin	1	40
Muscle Augment	Body ¹	[L]	[L×16 000]
Spur	Limb	1	1 000
Spur, Retractable	Limb	3	3 000
Stabilizer	Torso ¹	2	3 500
Wired Reflexes	CNS ⁽⁰⁾ ¹	[L]	[L ² ×1 500]

⁰ This piece of cyberware replaces its location. If parenthetical, it's partial, or partial per level.

¹ This piece of cyberware is completely internal.

‡ This piece's cost is per body part augmented/replaced.

* Special rules or stats apply, see description.

Vehicle	Crew	Pass.	Cover	Cargo	Man.	Stab.	Base Move	HP	Size	Mounts	Cost(gp)
.... Hover Vehicles											
Hoverpad	1	0	None	F	+4	-4	5yd/rd	8	D	--	300
Hoverboard	1	0	None	F	+6*	-3*	20yd/rd*	11	S	--	3 000
Hoverbike	1	1	None	D	+2*	-2*	40yd/rd*	15	M	--	30 000
Hovercar	1	4	¾	M	±0	±0	24yd/rd	28	L	1	40 000
"Hudson" Hover Hauler	1	38	¾	H	-4	+4	16yd/rd	45	G	1	150 000
"Snapdragon" Hoverfighter	1	2	Full	M	-1	+2	20yd/rd	36	H	2	10 000 000
"Dire Tyrant" Hovertank	4	0	Full	M	-3	+4	12yd/rd	62	G	1+4	12 000 000
.... Ground Vehicles											
Dirtbike	1	0	None	F	+1	+1	54yd/rd	19	M	1	4 000
"Coyote" Streetbike	1	1	None	F	+1	±0	90yd/rd	24	M	1	12 000
"Inferno" Sportbike	1	1	None	D	+2	-1	144yd/rd	17	M	--	9 000
"Shockwave" Sportbike	1	1	None	D	+3	-1	150yd/rd	15	M	--	11 000
"Jackrabbit" Light Car	1	3	¾	S	±0	±0	66yd/rd	30	L	--	15 000
"Mantis" Heavy Car	1	3	¾	M	+1	+1	78yd/rd	42	L	2	50 000
"Banshee" Sports Car	1	1	¾	S	+1	-1	90yd/rd	34	L	1	150 000
"Banshee Turbo" Sports Car	1	1	¾	S	+2	-1	96yd/rd	34	L	1	200 000
"Phaeton" Limousine	1	7	¾	M	-2	+3	60yd/rd	38	G	4	200 000
"Copperhead" Monster	1	4	¾	M	-2	+1	60yd/rd	32	H	1	30 000
"Sprawl" Passenger Monster	1	8	¾	M	-2	+1	48yd/rd	38	H	1	60 000
"Gator" Cargo Monster	1	3	¾	L	-2	+1	42yd/rd	40	H	1	90 000
"Bolo" Monster Monster	1	5	¾	H	-3	+2	36yd/rd	75	G	2	120 000
"Landshark" Legtracked Tank	4	0	Full	L	-1	+8	36yd/rd	93	G	3+2+2	8 000 000
.... Planes											
"Freebird" Personal Plane	1	3	¾	M	-4	+2	300yd/rd	30	G	1	200 000
"NightSky" Luxury Plane	2	10	¾	L	-4	+3	500yd/rd	44	G	2	650 000
"Mad Tuck" Blockade Runner	1	0	Full	--			1 000yd/rd*	12	H	--	3 000
"Hurricane" Interceptor	1	0	Full	S	-2	+2	2 000yd/rd*	46	G	3	3 000 000
"Huntsman" Strike Fighter	2	0	¾	M	+2	-1	3 000yd/rd	64	G	1+2	3 000 000
Vehicle, smaller	<NC>	<NC>	<NC>	-1	<NC>	-1	×√½	×√½	-1	<NC>	×½
Vehicle, larger	<NC>	<NC>	<NC>	+1	<NC>	+1	×√2	×√2	+1	<NC>	×2

* Special rules or stats apply, see description.

Toughened Frame: +[HP × Base Vehicle Cost / Base Vehicle HP]

Light Plating: Hardness 10, +3 armor bonus to AC, ACP -2, +5 000gp and 50pd at M

Medium Plating: Hardness 10, +6 armor bonus to AC, ACP -4, +7 500gp and 100pd at M

Heavy Plating: Hardness 10, +10 armor bonus to AC, ACP -6, +10 000gp and 200pd at M

(Plating can also be made of special materials; double cost, and note that special material costs are modified for size.)

Vehicle Accessory	Cost
Pilotlink Jack, balanced	1 100gp
Pilotlink Jack, bike	550gp
Pilotlink Jack, other	275gp

Item	Cost	Wt
.... Food & Lodgings		
Rations, iron(per man-day)	5gp ⁴	½pd ⁴
Rations, trail(per man-day)	5sp ⁴	1pd ⁴
Bread, loaf	2cp	½pd
Cheese, chunk	1sp	½pd
Meat, chunk	3sp	½pd
Hotel Room, poor(per day)	5sp	N/A
Hotel Room, common(per day)	2gp	N/A
Hotel Room, good(per day)	7gp	N/A
Meals, poor(per man-day)	1sp	N/A
Meals, common(per man-day)	3sp	N/A
Meals, good(per man-day)	5sp	N/A
Banquet(per person)	10gp	N/A
Ale, mug	4cp	1pd
Ale, gallon	2sp	8pd
Wine, bottle	5cp	1½pd
(pitcher)	×4	×4
(fine)	×200	×1
Herbivore Feed, M(per day)	1cp ⁴	2pd ⁴
Carnivore Feed, M(per day)	25cp ⁴	½pd ⁴
.... Tools & Skill Kits		
Alchemy Lab	500gp	40pd
Artisan's Tools	5gp	5pd
(masterwork)	×11	×1
Climber's Kit	80gp	5pd ⁴
Disguise Kit	50gp	8pd ⁴
Holobelt	800gp	1pd ⁴
Healer's Kit	50gp	1pd
Musical Instrument	5gp	3pd ⁴
(masterwork)	100gp	3pd ⁴
Thieves' Tools	30gp	1pd
(masterwork)	100gp	2pd
Tool, masterwork	50gp	1pd
.... Slap Patches		
Antidote Patch	[L ² ×50]gp	--
Stim Patch	[L×50]gp	--
Tranq Patch	[L×50]gp	--
Trauma Patch	150gp	--

Item	Cost	Wt
.... Consumer Optronics		
Battery Pack, M	5sp ⁸	1/10pd ⁸
Battery Pack Charger	200gp*	--
Breathing Mask	500gp ⁴	7pd ⁸
Camera	50gp	4pd ⁸
(masterwork)	×10	×1
Computer, cheap(+1)	500gp	50pd
Computer, medium(+2)	1 000gp	50pd
Computer, advanced(+3)	2 000gp	50pd
Computer Portability	×4	×1/10
Computer Forte	+50%	+0%
Computer Program, normal	50gp	N/A
Computer Program, advanced	200gp	N/A
Computer Program, popular	×2	N/A
Flashlight	5gp ²	1pd ²
Flashlight, MPU	100gp ²	1pd ²
Flashlight, rugged	+20gp ²	+4pd ²
Lamp	<as flashlight>	
Optics	100gp	3pd ⁸
darkvision	+ [L×100]gp	<NC>
lowlight	+ [L×100]gp	<NC>
flare comp	+50gp	<NC>
Pocket Secretary	100gp	--
Radio System	500gp ²	1pd ²
.... Passage (per person)		
Urban Hauler (one-way ticket)	3cp	--
(two-way ticket)	5cp	--
(day pass)	4sp	--
(month commuter pass)	7sp	--
UST, per hop/hr (hoverbike, illegal)	25sp	--
(sportbike, illegal)	10sp	--
Riverboat, per 10 miles (~10mph)	15cp	--
(express, 50mph)	75cp	--
Passage, smaller	×½	--
Passage, larger	×2	--

* Special rules or stats apply, see description.

² This property is halved per size smaller than M, and doubled per size larger than M.

⁴ This property is at ×¹/₄ per size smaller than M, and ×4 per size larger than M.

⁸ This property is at ×¹/₈ per size smaller than M, and ×8 per size larger than M.