

Blades

Use the Blades skill to employ these weapons.

Combat Axe: This two-handed tungsten alloy axe typically comes with a spring-loaded thrusting point concealed in the handle.

Forearm Snap-Blades: These external spurs feature three blades mounted in a forearm sheath that extend and retract via muscle-movement commands or wireless link.

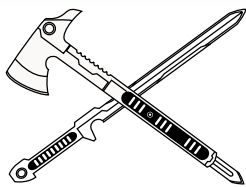
Katana: The legendary, two-handed sword of the samurai—chop up your enemies with style.

Knife: A basic, all-purpose cutting tool.

Monofilament Sword: This well-balanced broadsword features superfine monofilament wire attached to its edges.

Survival Knife: This fine quality blade features several accessories: retractable GPS monitor, micro-lighter, and a compartment in the handle that will hold one small item. The flat sides of the blade are covered with a non-toxic chemical that can be activated to provide 2 hours of phosphorescent light.

Sword: Get medieval with this sharp and heavy toy of destruction. Swords encompass a variety of one-handed blades, from scimitars to machetes to longswords.



Clubs

Use the Clubs skill to bludgeon your enemies with these weapons.

Club: Anything from a hickory “tire-knocker” to a baseball bat to a 2x4 with a rusty nail.

Extendable Baton: The shaft of this club telescopes out when flicked sharply. When retracted, it is more easily concealed (–2).

Sap: A small, springy club, specially designed for concealability (–2).

Staff: A large, heavy stick, popular with some magicians for that traditional look.

COMMON COSTS (Cont.)

Parking (1 hour)	6¥
Parking (all day)	25¥
Car rental (1 day)	100¥
Car rental (1 week)	500¥
Air travel	.1¥ per 1 km
Suborbital/semiballistic flight	.5¥ per 1 km
Local flight	1¥ per 1 km
Rail fare	.2¥ per 1 km
Bus fare	.1¥ per 1 km
Bus/Rail 1-month pass	250¥

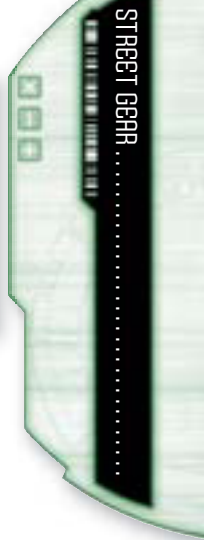
Body Fashion

Tattoo	50–1,000¥
Whole-body dye	275¥
Piercing	20–250¥
Branding	150–500¥

* More charges may apply depending on threat level and damage

† Privacy features = white noise generator and astral wards.

Urgent Message...



Stun Baton: The standard riot-control weapon, this weighted stick delivers an electrical charge that deals Electricity damage (see p. 154). It has 10 charges; when plugged in, it recharges at a rate of one charge per 10 seconds.

Exotic Weapons

These weapons require the Exotic Melee Weapon skill to use.

Monofilament Whip: One of the deadliest weapons on the streets, this nanowire whip cuts through bone and armor with horrifying ease. The line extends out to two meters, and

Blades	Reach	Damage	AP	Availability	Cost
Combat Axe	2	(STR/2 + 4)P	–1	8R	600¥
Forearm Snap-Blades	—	(STR/2 + 2)P	—	6R	150¥
Katana	1	(STR/2 + 3)P	–1	4R	1,000¥
Knife	—	(STR/2 + 1)P	—	—	20¥
Monofilament Sword	1	(STR/2 + 3)P	–1	8R	750¥
Survival Knife	—	(STR/2 + 1)P	–1	—	50¥
Sword	1	(STR/2 + 3)P	—	4R	350¥

Clubs

Club	1	(STR/2 + 1)P	—	—	30¥
Extendable Baton	1	(STR/2 + 1)P	—	—	50¥
Sap	—	(STR/2 + 1)S	—	—	30¥
Staff	2	(STR/2 + 2)P	—	—	50¥
Stun Baton	1	6S(e)	–half	4R	400¥

Exotic Melee Weapons

Pole Arm	2	(STR/2 + 2)P	–2	4R	1,000¥
Monofilament Whip	2	8P	–4	12F	3,000¥

Unarmed

Shock Glove	—	5S(e)	–half	3R	200¥
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