with a light pistol (DV 4P). *Crazy's wearing 5 points of Ballistic armor, however, so the modified DV of 5 doesn't exceed the armor. That means she must resist 5S damage rather than 5P. If her attacker had scored 1 more net hit, however, the bullet would have bypassed her armor and inflicted Physical damage instead.*

Ballistic Armor

Ballistic armor protects against projectiles that deliver large amounts of kinetic energy to a small area in short amounts of time, such as bullets, bolts, and arrows.

Impact Armor

Impact armor protects against projectiles with lesser kinetic transfer: blunt projectile weapons, explosives, melee weapons, and stun ammunition.

To a lesser extent, Impact also protects against falling, fire, laser weapons, electrical attacks, and Indirect Combat spells—apply half of the Impact armor rating (round up) to such damage, unless otherwise specifically noted.

Armor and Encumbrance

If a character is wearing more than one piece of armor at a time, only the highest value (for either Ballistic or Impact) applies. Note that some armor items, like helmets and shields, provide a modifier to the worn armor rating and so do not count as stacked armor.

Too much armor, however, can slow a character down. If either of a character's armor ratings exceeds his Body x 2, apply a −1 modifier to Agility and Reaction for every 2 points (or fraction thereof) that his Body is exceeded. Note that this may affect Initiative as well. If a character is wearing multiple armor items, add their ratings together before comparing to Body.

CALLED SHOTS

Characters may "call shots" in an attempt to increase the damage their weapons will do. Calling a shot means that the character is aiming at a vulnerable portion of a target, such as a

MELEE WEAPONS TABLE

Blades	Reach	Damage Value	AP
Combat Axe	2	(STR/2 + 4)P	−1
Forearm Snap-Blades	—	(STR/2 + 2)P	—
Katana	1	(STR/2 + 3)P	−1
Knife	—	(STR/2 + 1)P	—
Monofilament Sword	1	(STR/2 + 3)P	−1
Survival Knife	—	(STR/2 + 1)P	−1
Sword	1	(STR/2 + 3)P	—
Clubs			
Club	1	(STR/2 + 1)P	—
Extendable Baton	1	(STR/2 + 1)P	—
Sap	—	(STR/2 + 1)S	—
Staff	2	(STR/2 + 2)P	—
Stun Baton	1	6S(e)*	−half
Cyberware (Blades or Exotic Melee)			
Hand Blade	—	(STR/2 + 2)P	—
Hand Razors	—	(STR/2 + 1)P	—
Spur	—	(STR/2 + 3)P	—
Cyberware (Unarmed)			
Aluminum Bone Lacing	—	(STR/2 + 2)P	—
Plastic Bone Lacing	—	(STR/2 + 1)P	—
Titanium Bone Lacing	—	(STR/2 + 3)P	—
Shock Hand	—	6S(e)*	−half
Exotic Melee Weapons			
Pole Arm	2	(STR/2 + 2)P	−2
Monofilament Chainsaw	1	5P	−2
Monofilament Whip	2	8P	−4
Riot Shield	—	(STR/2)S	+2
Taser Armor/Shield	—	6S(e)*	−half
Unarmed			
Shock Glove	—	5S(e)*	−half
Unarmed	—	(STR/2)S	—
Sample Improvised Weapons			
Bottle (unbroken: Clubs, broken: Blades)	—	(STR/2)P	+1
Chain/Whip (Exotic Melee)	1	(STR/2 + 1)P	+1
Chair (Clubs)	1	(STR/2 + 1)S	—
Frying Pan (Clubs)	—	(STR/2 + 1)S	+1
Metahuman Body (Unarmed Combat)	1	(BOD/2)S	+2
Pistol/Rifle Butt (Clubs)	—	(STR/2 + 1)P	—
Pool Cue (Clubs, breaks after first hit)	1	(STR/2)S	—

*(e) means that the weapon inflicts Electricity damage (see p. 154).

person's head, the tires or windows of a vehicle, and so on. The gamemaster decides if such a vulnerable spot is accessible.

A character can only make a called shot with weapons that fire in single-shot, semi-automatic, and burst-fire modes. A character can aim (see *Take Aim,* p. 137) and then call a shot at the time of the attack. Calling the shot is a Free Action.

When a shot is called, either of the following may occur, at the player's choice and with the gamemaster's agreement.

• Target an area not protected by armor. The attacking character receives a negative dice pool modifier equal to the target's