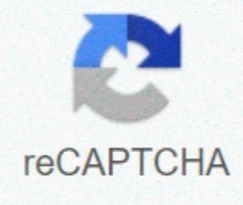




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Weapon modifications shadowrun 5e

ARMES MODIFICATIONS These rules can be used to modify any type of weapon, although they are primarily intended to modify firearms. THE following additional rules apply to weapon mods. Changes to Accessories Some of the weapons changes in this list are also available as firearm accessories. The difference between the two of them is that the accessories can be installed without requiring in-depth mechanical knowledge, while the changes require an application of the modification rules mentioned at the beginning of this chapter. Please note that a firearm can only contain an upgrade of a type, either from a modification or from an accessory. Once a firearm contains a modification of a particular type, it cannot be equipped with an accessory of this type. On the other hand, if a weapon has an accessory attached to it, that accessory must be removed before a modification of the same type can be installed. If an off-the-rack weapon comes with some upgrades like smartgun, gas evacuation system, etc., it is assumed that these upgrades are changes instead of accessories. However, these changes do not count towards the slot limit and the weapons themselves still count as unmodified. Restrictions on compensation for setbacks All methods of compensating for setbacks are not cumulative in their effect: a bipod, counter-flu, gyromount, sling, tripod or bar bar weight are not cumulative with each other (except that counter-anger and sling compensation can be combined with an overall recoil compensation of 2). Recoil compensation for a folding stock, hip cushion, rigid stock, shock pad or sling is not cumulative with each other. The recoil compensation for a gas aeration system is not cumulative with that of any other gas aeration system. The recoil compensation for electronic shooting and custom handle is not cumulative with each other. The recoil compensation of a heavy barrel is cumulative with all other setback offsets. Smart or not? A standard weapon is considered a dumb device without evaluation of the device and not. This is the case with most melee and throw weapons. However, many firearms in 2050 are equipped with a smart weapons system, either outside the rack, as an internal or external firearm accessory, or as a weapon modification. These weapons are considered Smart weapons with a device rating of 3, as well as basic equipment that comes with an intelligent system (laser range detector, small camera, sensors to keep track of heat buildup and ammunition, an automatic pistol mode switch, and clip ejection). Some of the changes to the weapon listed below require a weapon to be a smart weapon. Terminology The following terminology is used in the list of weapon modifications below. Locations: Number of slots filled by a change. Weapons have a standard maximum value of 6, although the game master can adjust this as he feels appropriate. Threshold: Extended testing threshold for modification and location of relevant construction plans. Tools: Tools needed to change: kit, shop or installation. Cost: Cost of acquiring the necessary materials. Availability: Availability of necessary materials. Special Skill: Additional skills (if any) needed to make the change. Changing the additional Clip weapons list: The weapon has been radically modified to take an additional clip (i.e., both clips are loaded at the same time). If the weapon is a pistol, both clips are at 75% of their original capacity, while in the case of larger weapons the clips retain their original capacity. This change adds to the cover-up. If the gun is a smart weapon, the character can switch between clips with free action, otherwise a simple action is required. Locations 2, Threshold 20, Tool Installation, Weapon Cost, Avail 10R, Skill - Extension/Reduction of The Gun: The extension of a firearm's barrel increases each of the weapon's range categories by 10% and adds 1' to the concealment. The reduction of the barrel reduces the range categories by 20% and reduces the concealment by 1. Shotguns with reduced barrels (sawn) cannot use narrow propagation. Extension: Locations 1, Threshold 20, Tool Facilities, Cost Weapon Cost, Avail 8R, Reduction: Locations 1, Threshold 6, Tool Kit, Cost 20, Avail 4R, Mount Bayonet: The bayonet mount allows the attachment of a bayonet (see p. 32) without using the barrel mount, as is usually the case. The bayonet is purchased separately. Windows 1, Threshold 4, Tool Kit, Cost 20, Avail 2, Skill - Camouflage Ghillie Shroud: The weapon is covered with a shroud designed to break his silhouette. The shroud has a colour palette designed to match an environment (urban, forest, desert, etc.). It provides a -4 concealment modifier when used in an appropriate environment, or a cover-up modifier in an inappropriate environment. Windows 1, Threshold 10, Tool Workshop, Cost 100, Avail 4, Ceramic/Plastic Components: This modification replaces the metal components of a cannon with ceramic/plastic components to increase the difficulty of detecting the weapon via MAD systems. There are three replacement levels: Level 1 provides a -2 dice pool modifier for detection tests, Level 2 provides a -4 dice pool modifier for detection tests, and Level 3 renders a weapon undetectable by MAD systems. This change cannot be with the reduced weight mod (p. 153). For the cost modifier, you don't use the basic cost of the weapon, but its actual cost (basic cost - all previous changes), because all of these parts need to be replaced for the modification to work properly. Similarly, when modifying a weapon with ceramic/plastic ceramic/plastic components apply the cost modifier to the material costs of the new modification and increase its availability to that of the ceramic/plasteel modification, unless it is already higher. For example, if a character wants to modify a level 3 ceramic/plastic rifle with a gas vent system 3 (400, availability 6R), he must pay 2,400 euros (6x400) and the availability of the material is not 6R but 20F. Level 1: Locations 1, Threshold 16, Tool Installation, Cost Weapon Cost x 2, Avail 12F, Level 2: Locations 1, Level 24, Tool Installation, Weapon Cost x 3, Avail 16F, Level 3: Locations 1, Threshold 40, Tool Installation, Cost Weapon Cost x 6, Avail 20F, Custom Look: Over the years, shadow runners have found dozens of ways to intimidate and frighten their opponents, but none of them is as effective as simply pointing a gun at someone's face. The more threatening and personalized the weapon, the more the person at the wrong end sees nothing but the weapon and that big empty cannon pointing at them. So having a signature piece that is embossed or engraved, with a handle of bead, tinted steel, or even a solid gold barrel always has an effect on people, but sometimes it ends up making it harder for its user to remain unnoticed or unsmoked. Level 3 custom look gives you a dice pool modifier on tests that involve intimidation and reputation (in situations where you can brandish the weapon). Level 2 gives you a pool modifier of 2 dice. Showing off with custom weapons is a sure way to raise public awareness (p. 258, SR4). Level 1: Locations 1, Threshold 8, Tool Workshop, Cost 100, Avail 2, Skill: Artisan Level 2: Windows 1, Threshold 16, Tool Workshop, Cost 1000, Avail 8, Skill: Artisan Easy Breakdown: With this modification, weapons can be modified to easily break down into pieces small enough to be easily hidden (a rifle can fit in a large briefcase, while pieces of a pistol can serve as pieces of jewelry, etc.). Easy manual failure means that the weapon can be broken down or assembled into 3 complex actions. The easy powered failure means that the weapon can be broken down or assembled into 2 complex actions. Manual: Windows 1, Threshold 24, Tool Workshop, Weapon Cost, Avail 8R, Powered: Slots 2, Threshold 30, Tools Facility, Cost Weapon Cost-200, Avail 10R, Skill: Industrial Mechanic Electronic Firing: With this modification, most of the moving parts of the weapon are removed and it fires electronically, which means that an electric signal detonates the propeller. This provides a 1-point setback compensation (for restrictions on recoil compensation, see 148) and a -1 dice pool modifier to sound-based perception tests when trying to locate where the weapon is fired from. Electronic shooting is usually combined with trigger removal (see p. 153) to further reduce the number of moving parts, but this is not mandatory. The weapon always includes a load that moves the ball into the room, and it requires no-case ammunition. Windows 2, Threshold 16, Tool Installation, Cost 1000, Avail 10R, Endoscope: This modification attaches an endoscope (p. 324, SR4) to the barrel of the firearm, so that the character can use it to see around corners while holding the gun or even firing the gun into the corners while looking through the endoscope. Locations 1, Threshold 8, Tool Shop, Cost 300, Avail 8, Exchangeable Weapon Modification: This is a special option that can be chosen for many of the changes described in this list (sub barrel weapons are the most likely candidates, but with the permission of the master-hunter, a character can also choose other changes to become tradable). When designing a new change, the player's character must announce that it is a tradeable change. Once built, this special type of modification does not become a fixed part of the weapon, but rather an autonomous object that can only be attached to a weapon via a motorized slide mount (p. 152). The number of slots mentioned in the change description becomes the size of the slit of the exchangeable weapon change. Slots In Mode, Threshold 4, Tool Shop, Cost 50, Avail 2, Extended Clip: This increases the ammunition capacity of a clip. The standard extended clip upgrade increases the ammunition capacity of a normal clip by 25% (rounded). A larger increase requires the exchange of the clip loading mechanism with a drum loading mechanism. This configuration, available for SMEs and assault rifles, allows the attachment of an ammunition drum with an ammunition capacity of 50 (up to concealment) or 100 (up to concealment). Clip: Slots 1, Threshold 4, Tool Workshop, Cost 50, Avail 4R Drum: Slots 2, Threshold 16, Tools Facility, Cost 1000, Avail 6R Extreme Environment Modification: This prepares a weapon to use in extreme environments, where unprepared weapons will cease to operate after a certain time or would not work at all. Note that some special weapons cannot be improved for extreme environments (a flamethrower will not work in space or underwater, for example) or are already able to work in such environments (such as the FN-AAL gyrojet gun, which was originally designed for underwater use). Level 1 changes a weapon to be usable in sandy desert or cold polar environments. Level 2 changes a weapon to be usable in all environments, including space and underwater, but this has a price: when using the weapon in atmospheric, as well as underwater, its range is reduced by half, and it also needs an extended service after firing 100 rounds, requiring 500 degrees of hardware and a Logic-Armor (10, 1 hour) Extended Test. The extreme modification of the Level 2 environment includes electronic shooting (p. 150) and cannot be combined with the additional clip, the ammo jump system, the extended clip, the gas aeration system or or suppressor mods. Level 1: Locations 1, Threshold 6, Tool Workshop, Cost 100, Avail 8R Level 2: Locations 4, Threshold 16, Tool Installation, Cost Weapon Cost Cost Cost 3, Change in Shooting Selection avail 16R: This modification is not available for weapons using unusual loading mechanisms or exotic ammunition. It changes the selection of firearm shooting modes to include more options. The options available are a single shot (SS), semi-automatic (SA), burst shot (BF), and complete auto (FA). Upgrading an SS or SA weapon to BF or FA mode is considered a big change. Everything else (equipping an SS weapon with AN SA mode and vice versa, equipping an FA-mode BF weapon and vice versa, equipping a BF or FA weapon with an SS or SA mode) is considered a small modification. It is possible to take this change more than once, each time by choosing a new mode. Small Mod: Windows 1, Threshold 10, Tool Shop, Cost 300, Avail 4R Grand Mod: Windows 4, Threshold 40, Tool Installation, Cost weapon Cost 2000, Avail 12F Flashlight: This modification adds an integrated flashlight (p. 32) to the weapon, so that the user benefits from its visibility modifiers. Windows 1, Threshold 6, Tool Kit, Cost of The Pocket Lamp Cost, Avail - Pliage Stock: The folding stock provides 1 recoil compensation point when braced against the shoulder. For restrictions on compensation for setbacks, see p. 148. As the name suggests, the stock can be folded as part of the weapon so that it is not in the way when it is not needed. Folding and unwinding require simple action or, when the servo-motor version is used, a free action. Manual: Windows 1, Threshold 4, Tool Kit, Cost 30, Avail 2 Powered: Windows 1, Threshold 8, Tools Shop, Cost 100, Avail 6 Foregrip: The front-grip is an extra handle at the front of the weapon that helps control it when shooting, providing 1 setback compensation point. For restrictions on compensation for setbacks, see p. 148. The forearm-anger also adds 1' to the cover-up. This mod is not available for pistols and hold-outs. Windows 1, Threshold 8, Tool Shop, Cost 50, Avail - Gas-Vent System: A side effect of the quest for ever larger and more deadly weapons is the fact that increased recoil means that it becomes increasingly difficult to actually hit targets. Gas aeration systems help reduce the punitive recoil of more powerful towers by allowing gases to pass through more points than just opening the cannon. Gas evacuation systems can be integrated into machine guns, GSPs, assault rifles and machine guns. They offer a decline equal to their rating. For restrictions on compensation for setbacks, see p. 148. Characters may be equipped with a firearm with a sound suppressor or heat suppressor (p. 153) and a gas evacuation system at the same time; however, the gas ventilation system must be switched off in order to receive the benefits of the suppressor. The vent of a gas disposal system in service and outside requires simple action, or free action smartguns. Gas-Vent 2: Windows 1, Threshold 4, Tool Workshop, Cost 200, Avail 4R Gas-Vent 3: Windows 2, Threshold 8, Tool Workshop, Cost 400, Avail 6R Heavy Barrel: This provides a rebuilt barrel that is heavier than the original, designed to absorb the recoil. A weapon with a heavy cannon provides 1 recoil compensation point when firing full bursts. For restrictions on compensation for setbacks, see p. 148. Locations 3, threshold 16, tool installation, firearm cost, Avail 6R laser view: This modification is the internal version of the firearms accessory of the same name (p. 311, SR4). Windows 1, Threshold 4, Tool Kit, Cost 100, Avail 2 Melee Hardening: The firearm has been modified so that it can be used in physical attacks and parade without damage. Except in unusual circumstances, the weapon will not be unintentionally damaged or discharged during melee combat. Locations 1, Threshold 16, Tool Installation, Cost 300, Metahuman Customization avail 4: This modification customizes the weapon for troll or dwarf hands (see Size Customization, p. 300, SR4). Windows 1, Threshold 8, Tool Shop, Cost 50, Avail - Custom Handle: Available for all kinds of remote and melee weapons that include a handle or a handle. The adhesion of the weapon is customized for a particular person. When using the weapon, this person receives 1 setback in the case of a remote weapon (for restrictions on recoil compensation, see p. 148.), or 1 pool modifier' dice on hand-to-hand combat rollers in the case of a melee weapon. Windows 1, Threshold 10, Tool Kit, Cost 100, Avail 2, Skills: Artisan Powered Slide Mount: Sometimes it is in practice or downright impossible to put all the necessary modifications in one gun at the same time. To get around this problem, one or more motorized slide mounts can be installed on the weapon. Each slide mount can hold up to a tradable weapon modification (p. 150) with a slot size up to the maximum slot of the slide mount. For example, a slide mount with a maximum slot of 5 may contain a tradable weapon change with a slot size of 1 to 5 — it can never contain two or more changes, even if the size would allow it. Attaching and removing exchangeable weapon changes requires simple action. Mount Slot Max-1, Threshold 8, Tools Facility, Cost 3500, Avail 8 Reduced Weight: The components of the weapon have been replaced by lighter and advanced materials. The material force has not been changed, but in cases where the weight of the weapon may be significant, for example when throwing, suppose that it was cut in half. This mod cannot be combined with ceramic/plastic or heavy barrel components. Windows 1, Threshold 24, Tool Installation, Cost Weapon Cost, Avail 6 Silent/Sound Suppressor: This modification works in the same way as the weapon accessories of the relevant names (pp. 311-312, SR4), but due to its internal nature, it provides a one change the -6 dice pool to perception tests to notice the use of the weapon, rather than -4. The standard silencer does not work with revolvers and other cylinder-powered weapons; however, a special revolver silencer modification is available for such weapons, installing joints and sealing the cylinder. The heat suppressor is a simpler version of the silencer/sound suppressor, reducing only the flash and heat of a gun's snout, but not the sound. It provides a -4 dice pool modifier for perception tests to locate the position of the weapon, using flash and/or thermal signature search. Silent: Slots 2, Threshold 10, Tool Shop, Cost 400, Avail 8F Sound Suppressor: Slots 3, Threshold 16, Tools Shop, Cost 600, Avail 12F Thermal Suppressor: Slots 1, Threshold 8, Tools Shop, Cost 200, Avail 6F Sling/Lanyard: A sling attached to a long arm or a heavy weapon allows the user to have it ready with a -1 concealment modifier or unready with a -2 concealment modifier. In addition, the user receives a dice pool modifier on all tests to determine if he can cling to the weapon. The sling provides a setback clearing point. For restrictions on compensation for setbacks, see p. 148. A smaller sling called a cord can also be attached to melee weapons and firearms smaller than long guns, providing a dice pool modifier of 4 on all tests to determine whether or not the user can cling to the weapon. Slots -, Threshold 4, Tool Kit, Cost 10, Avail - Smartgun System: This modification is the internal version of the smartgun system (pp. 311-312, SR4). Windows 1, Threshold 8, Tool Shop, Cost Weapon Cost, Trigger Removal Avail 6R (Smartguns Only): The time it takes to mechanically pull a trigger may well be the fraction of a second, and the gun gap due to trigger finger movement just a fraction of a millimeter, but it's enough for many professionals to rely on wireless controls instead. The game effect of trigger removal is negligible, but the gun can no longer be fired manually. A weapon without a mechanical trigger can only be fired by smartlink, or over a fiber optic cable that connects the weapon to its user's datajack. Windows -, Threshold 8, Tool Kit, Cost 50, Avail 2 Underbarrel Weapon: Attaching one additional weapon under the barrel of another has a long tradition for anyone who aims for tactical flexibility. For standard subbar weapons, see Arms Accessories, p. 32. If you want to rebuild a specific weapon into a sub-bar weapon and attach it to the weapon, you can do as follows: The ammunition capacity of the underbarrel weapon is reduced by half (rounded), and it does not take advantage of any of the recoil compensations of the weapon (you can install recoil compensation modifications specifically for it, but these are limited to the gas evacuation system, electronic fire, and heavy heavy Some weapon designs may not be suitable for sub barrel attachment (game master's decision) and the underbarrel weapon may not be larger than the weapon to which it is attached. In most cases, it is virtually impossible to hide the entire composition, but for rule purposes require a concealment modifier of 4. The modification of the underbarrel weapon cannot be combined with other modifications or sub-bar accessories that reduce recoil (counter-flu, bipod, tripod, underbarle weight). You cannot attach an underbarrel weapon to another underbarrel weapon. You can make an underbarrel weapon attach to a motorized slide mount (p. 152) with the permission of the game master. This mod is usually only available for long weapons, machine guns and assault guns. It is also possible to install this system in the melee and other unconventional weapons , popular options include single-shot weapons installed in parallel guns with a shotgun cannon at once under the barrel and smart swords with a small pistol in the handle to shoot a bullet along the blade Etc. Windows 3, Threshold 20, Tool Installation, Cost as An Underbarrel weapon, Avail As Underbarrel Weapon Underbarrel Weight: A sub-bar weight at the end of the barrel helps control the recoil, providing 1 recoil compensation point. The weight of the sub barrel cannot be used during hold-outs. A self-adjusting weight moves a heavier weight to the end of the barrel as the weapon fires, providing 1 recoil compensation point for the first shot of an action phase, and 2 recoil compensation points for the second shot. A weapon fire in FA mode receives 2 recoil compensation points. Self-adjustment weight cannot be used on pistols and hold-outs. For restrictions on compensation for setbacks, see p. 148. Locations 2, Threshold 6, Tool Kit, Cost 25, Avail 6 6