

# Alleys

**Sledgehammer-** A huge hammer, designed to provide maximum smashing power. Requires moderate STH feat to use as a weapon without penalty. It can be raised over the head (one action) and brought down for a double-damage smash attack. Range: 2. Damage: 4 blunt (pierces armor as 6). Very hard Strike (-8), very hard Vital Strike (-8), very hard Parry (-8). Weighs 14 lbs. (7 kg). Costs \$40.

**SWAT Door Ram-** A heavy metal ram, designed to be used by one or two people, capable of knocking down all except specially reinforced doors. A strike with it does 2 blunt damage to a person or 4 blunt damage to an unmoving object. Weighs 25 lbs. (11 kg). Costs \$200

**Theatrical Makeup Kit-** A large plastic box with a huge selection of makeup, spirit gum, fake beards and mustaches, wigs, and pieces of latex. Allows a PC to use the Disguise skill at no minuses. Weighs 7 lbs. (3 kg). Costs \$400.

**Torture Kit-** A small leather pouch filled with tools designed to intimidate a victim as well as being able to cause pain. Allows a PC to use the Torture skill with no minuses. Contains tools which can be used as 1 bladed damage slashing weapons. Costs \$500.

**UV Light-** A portable UV light with a viewing shield that allows the user to see substances (mainly dried bodily fluids) that would be invisible to the naked eye. Weighs 1 lb. (.5 kg). Costs \$50.

**Vehicle Repair Shop-** A variety of tools, machines and commonly used spare parts that allows one to repair and modify vehicles. Costs \$10,000.

**Vehicle Repair Toolkit-** A box of tools with many spare parts. Allows someone to use the Mechanics skill to repair vehicles at -7. Has tools which can be used as 1 bladed poking or 1 blunt damage weapons. Weighs 15 lbs. (7 kg). Costs \$200.

**Voice Changer-** A small electronic device that disguises one's voice for use with telephones or recording devices. Changing the pitch of the voice can also give +5 to Impersonation rolls. Costs \$30.

# Vehicles

**Air Bags-** The front driver and passenger seats are outfitted with front and side airbags. Reduces crash damage done to passengers by 10 points. Costs \$400.

**Alarm-** The vehicle has a theft alarm that makes a loud blaring noise when someone tries to enter the vehicle without first disabling the alarm. Costs \$200.

## Bicycle

Speed: Rider's SPD x 2

Maneuverability: +4

Damage Capacity: 4 blunt or 4 bladed.

Costs \$150.



## Vehicle Features

**Speed:** Lists the vehicle's maximum speed (on the same scale as the attribute SPD).

**Acceleration:** How much speed a vehicle can pick up in a round. If a vehicle has acceleration 5 and speed 20 then it can reach its maximum speed in 4 rounds.

**Maneuverability:** The maneuverability rating is added to any maneuvers attempted in the vehicle. See p.69 for more.

**Damage Capacity:** How much damage a vehicle can take before it stops working.