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# SHADOWRUN, SIXTH WORLD

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## CHARACTER CONVERSION GUIDE

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Welcome to *Shadowrun, Sixth World*, chummer. Your paydata for taking your SR5 character to SR6 is here, so load up and let's go!

## USING THIS GUIDE

While this guide will let you bring a character from one edition to the other, it should not be thought of as a perfect translation. The differences in the rulesets are too significant to make the transition seamless. But it will get you up and running, so if you value speed, this is the way to go!

To help show how the process works, we're going to follow Jane as she moves her favorite character, an elf face named Trix, through the conversion process.

## GENERAL RULES FOR CONVERSION

While there is a lot of common material shared by SR5 and SR6, the core rulebook is just one book. With six years' worth of SR5 material, there are far more abilities, tech, qualities, and magic than can be carried over into a single new core rulebook. To help with all those things we can't exactly cover, we're going to use the following Four Rules for Conversions for all of that additional material.

### RULE ONE: EQUAL NAMES

If the name of a thing (meaning weapon, gear, spell, quality, or whatever) is the same in SR6 as it was in SR5, keep the name and use the new rules as stated in SR6. No Karma or nuyen is subtracted or added in this process, but check your 'ware and adjust your Essence if that cost has changed.

*Jane glances over her character sheet, thinking about what will move to the new version of Trix. The details of her armor vest in SR5 are completely different from the armor vest in SR6, the Sixth World Edition, but they play the same role within each ruleset, so it transfers to the new version of Trix as an Equal Name item. Jane will just use the new rules for it.*

### RULE TWO: EQUIVALENT NAMES

Sometimes the only real difference is a slight name change. We'll point out some equivalent names in the relevant sections—for example, the "code of honor" quality is the same as "honor-bound." For everything else, if you and your gamemaster decide that an item, spell, or quality from SR5 is essentially the same, or close to the same, as

another thing of the same type in SR6, then treat it just like an Equal Name item. Keep the old name and note what it actually is in the rules for future reference.

*Trix carries a Savalette Guardian heavy pistol that's not statted out in SR6. Jane decides it's just about the same as an Ares Predator VI heavy pistol. She will just use the SR6 stats for of the Ares Predator VI, keeping the Savalette Guardian name and noting what weapon profile she's actually using.*

### RULE THREE: GAMEMASTER/PLAYER NEGOTIATION

This guide simply cannot cover every possible game item, and there may be cases where the translation from one edition to another is not immediately clear. But the mechanics might be consistent enough that the quality can simply be carried over and function in one edition the same as it did in the other. The gamemaster and player can always discuss and find something that they both agree on, use it, and move on. (Note that this likely won't work for characters intended for organized play.)

*Trix uses the quality Too Pretty to Hit in just about every combat, and Jane hates the idea of losing it. She points out to her GM that it's basically just switching out Willpower for Charisma in a Full Defense Major Action. After some discussion, the gamemaster agrees with Jane and Trix can keep using the quality in that form, even though it has not yet been spelled out in a rulebook for Shadowrun, Sixth World.*

### RULE FOUR: IF ALL ELSE FAILS, REFUND

Some things from SR5 just will not work mechanically with the new rules, or they don't work with a particular gamemaster's vision of *Shadowrun, Sixth World*. In these cases, add (or subtract) the original Karma value or nuyen cost of the thing in question. The player can then do something else with that cash or Karma and move on.

*Jane notices that all of Trix's weapons have personalized grips, a weapon mod not found in the new rulebook. Because its only use is to increase the weapon's limit, and there are no limits in SR6, this item cannot easily be transferred to the new edition. Trix will be getting back 100 nuyen for each one of these that she has on her weapons.*



## STEP ONE:

### BASICS, ATTRIBUTES, AND RACIAL MAXIMUMS

Start transferring your character over with the easy stuff first, as most of this will be the same in SR5 and SR6.

#### THE BASICS

Copy the basic character information like name, metatype, ethnicity, age, gender, height, and background.

#### ATTRIBUTES

Transfer the unaugmented **B A R S W L I C E d M/R Es** stat block over to a new character sheet; don't record the bonuses from cyber and magic effects just yet. You can also copy over the Attribute-Only Tests, Condition Monitor Boxes, the Initiative rank and Initiative Dice (again, the unaugmented versions of those numbers).

**Racial Maximums:** Some of the racial maximums have changed, so they need to be checked. If you have an attribute that is over the new racial maximum (not counting those advanced with the Exceptional Attribute quality), drop the rank to the new racial maximum and refund Karma spent advancing to that rank (one place to spend that Karma might be on an attribute that now has a higher maximum, such as Logic for orks or Logic and Intuition for trolls).

#### ATTRIBUTES

	TROLL	ORK	DWARF
Body	Max drops from 10 to 9	Max drops from 9 to 8	Max drops from 8 to 7
Strength	Max drops from 10 to 9	—	—

### SO WHAT ABOUT METAVARIANTS, SURGE, AND METASAPIENT CHARACTERS?

Sorry, chummer, this conversion guide is only for the five core metatypes. If you're playing a character that's based on something else, you'll have to negotiate with your gamemaster until more SR6 books come out.

## STEP TWO:

### METATYPE ADVANTAGES, QUALITIES, CONTACTS, REPUTATION, AND HEAT

Qualities in SR6 have been narrowed somewhat, and often their function has changed. The way a character's reputation is tracked in the shadows has also changed, so attention must be paid here. We'll start with the distinct advantages gained by the different metatypes.

#### METATYPE ADVANTAGES

The racial advantages that some metatypes receive, such as enhanced vision or dermal deposits, have become qualities.

Add the following free qualities to your character sheet based on your metatype.

#### METATYPE ADVANTAGES

DWARF	TOXIN RESISTANCE, THERMOGRAPHIC VISION
Elf	Low-Light Vision
Ork	Low-Light Vision, Built Tough 1
Troll	Dermal Deposits, Thermographic Vision, Built Tough 2

#### QUALITIES

For the rest of your qualities, use the General Rules for Conversions listed at the start of this guide. Equal Name qualities transfer, with a few caveats listed below. There are a lot of Equivalent Name qualities, too, also pointed out below. Negotiations and Karma refunds are also available, of course.

The following SR5 qualities are Equivalent Name items.

#### METATYPE ADVANTAGES

FIFTH EDITION		SIXTH WORLD
Code of Honor	=	Honorbound
Focused Concentration [Rating 1-3]	=	Focused Concentration [Level 1]
Focused Concentration [Rating 4-6]	=	Focused Concentration [Level 2]
Natural Hardening	=	Hardening
Resistance to Pathogens / Toxins	=	Resistance to Pathogens
Resistance to Pathogens / Toxins	=	Toxin Resistance
Will to Live [Rating 1-3]	=	Will to Live [Level 1-3]
Addiction [Mild, Moderate, Severe, Burnout]	=	Addiction [Level 2, 4, 5, 6]
Dependents [Karma value 3, 6, 9]	=	Dependents [Level 1-3]



These Equal Name SR5 qualities lose their assorted ranks, levels, and ratings when transferred over to their Sixth World Edition versions and now have a single value.

Gremlins, High Pain Tolerance, Indomitable, Insomnia, Magic Resistance, Prejudice, SINner

*After the basics are done, Jane moves to qualities. Trix is an Elf and had the SR5 racial advantage Low-Light Vision; in SR6 she now gets Low-Light Vision as a free quality, so Jane writes that down. Exceptional Attribute (Charisma) has the same name in both editions, so that moves straight over. Trix has a mild novacoke addiction, so Jane checks the guide and sees that Addiction [Mild] becomes Addiction [Level 2]. Too Pretty to Hit has already been worked out with her GM, so it moves over. Last is Signature; Jane and her GM decide not to house-rule this disadvantage, so Trix has to cough up 10 Karma to buy it off.*

## CONTACTS

The name, type, story details, and Connection Rating of your contacts all stay the same, but the Loyalty is now rated from 1 to 12, so make the following adjustments.

### CONTACTS

Loyalty 1 and 2	=	Keep the same rating, L1 and L2 respectively
Loyalty 3 and 4	=	Add +1 and jump to L4 and L5 respectively
Loyalty 5	=	Add +2 to become L7
Loyalty 6	=	Add +3 to become L9

*Jane checks Loyalty when she copies the contacts over. The casual acquaintances do not change, but for the ones she really counts on, their Loyalty jumps up by a point. She even has one contact go from Loyalty 5 up to 7.*

## REPUTATION

SR5 Reputation is going to become SR6 Street Cred, but it does not translate across the board—we're only going to be looking at those little bits of Street Cred that come from noteworthy actions, not from Karma.

To find your Reputation Rating in SR6, take your current SR5 Street Cred and subtract the amount received from Karma (that is, total Karma

divided by 10, rounded down). If you've spent a lot of your Street Cred buying off Notoriety and Public Awareness, you may end up with a negative number. People still remember what you did, even though you tried to smooth it over, and it's coming back to haunt you now.

$$\text{REPUTATION} = \text{STREET CRED} - (\text{TOTAL KARMA} / 10, \text{ ROUNDED DOWN})$$

## HEAT

In SR6, Heat is all about the unwanted attention you're getting from the man.

To find your Heat rating, add your current Notoriety and Public Awareness together; that's the amount of Heat your converted character starts with.

$$\text{HEAT} = \text{NOTORIETY} + \text{PUBLIC AWARENESS}$$

*Jane looks up Trix's Street Cred, Notoriety, and Public Awareness. She has never accumulated any Notoriety, so none of her Street Cred has been used to buy that off. After subtracting the amount of Street Cred gained from Karma, Trix has 4 Street Cred, so her Reputation becomes +4. With a 0 Notoriety and a Public Awareness of 2, Trix moves over to SR6 with a Heat of 2.*

## STEP THREE:

### ACTIVE SKILLS

SR6 skills are loosely the same as SR5 skill groups, with some variation. Use the following process to translate your skills.

Start by organizing your SR5 active skills and skill groups together according to how they fit into their SR6 counterparts. Skill groups need to be broken down into their component skills so that you have a common conversion number (give each skill a ranking equal to the skill group rank). Once that you have your skills grouped together, add together the total ranks of all the skills in each group. Each skill specialization adds 1 rank to the skill it's attached to. Once you have a total, divide that total by the divisor listed below and round down. This will be your new skill rank, unless you meet one of the exceptions listed here, which are intended to deal with some of the more extreme combinations within a single skill group:

### THE MIN/MAX RULE

The new skill rank cannot be higher than the highest skill rating that went into the conversion pool and cannot be less than one half (rounded



## SKILLS

SR5 SKILL POOLS	/	DIVISOR	=	SIXTH WORLD EDITION SKILL
Arcana, Assensing, Astral Combat	/	3	=	Astral
Athletics skill group [Gymnastics, Running, Swimming] plus Archery, Diving, Escape Artist, Free-Fall, Throwing Weapons	/	5	=	Athletics
Biotech skill group [Biotechnology, Cybertechnology, First Aid, Medicine]	/	3	=	Biotech
Close Combat skill group [Blades, Clubs, Unarmed Combat]	/	3	=	Close Combat
Acting skill group [Con, Impersonation, Performance] plus Artisan	/	3	=	Con
Conjuring skill group [Banishing, Binding, Summoning]	/	3	=	Conjuring
Cracking skill group [Cybercombat, Electronic Warfare, Hacking]	/	3	=	Cracking
Electronics skill group [Computer, Hardware, Software]	/	3	=	Electronics
Enchanting skill group [Alchemy, Artificing, Disenchanting]	/	3	=	Enchanting
Engineering skill group [Aeronautics Mechanic, Automotive Mechanic, Industrial Mechanic, Nautical Mechanic] plus Armorer, Chemistry, Demolitions, Gunnery, Locksmith	/	5	=	Engineering
Firearms skill group [Automatics, Longarms, Pistols] plus Heavy Weapons	/	4	=	Firearms
Influence skill group [Etiquette, Leadership, Negotiation] plus Instruction, Intimidation	/	4	=	Influence
Outdoors skill group [Navigation, Survival, Tracking] plus Animal Handling	/	3	=	Outdoors
Perception	/	1	=	Perception
Pilot Aerospace, Pilot Aircraft, Pilot Exotic Vehicle, Pilot Ground Craft, Pilot Walker, Pilot Watercraft	/	4	=	Piloting
Sorcery skill group [Counterspelling, Ritual Spellcasting, Spellcasting]	/	3	=	Sorcery
Stealth skill group [Disguise, Palming, Sneaking] plus Forgery	/	4	=	Stealth
Tasking skill group [Compiling, Decompiling, Registering]	/	3	=	Tasking
Each Exotic Melee Weapon (Specific), each Exotic Ranged Weapon (Specific), plus Heavy Weapons (Launcher Only)*	/	Variable†	=	Exotic Weapons

\* Use the rating of Heavy Weapons as an Exotic Ranged Weapon for Launchers.

† The divisor for Exotic Weapons is the number of skills that make up the pool—in other words, just use the average of these skills.

up) of the highest skill rating that went into the conversion.

For example, if you have Archery at rating 5 but a 0 rating in the rest of the skills from the Athletics pool (as defined in this document), straight division would end up with an **Athletics** rank 1—but with the Min/Max rule in place, you would actually end up with an **Athletics** rank 3, which is a better representation of the investment made in your Archery skills.

On the other end of the spectrum, if you just happened to have a rating 3 in all of the eight different skills that make up the Athletics conversion group, you would apply the divisor, round up and it shows you have an **Athletics** rank 5. The Min/Max rule caps this at the rating of the highest component to give you **Athletics** rank of 3.

*Jane looks over the skills that Trix has and starts grouping them together according to what SR6 skills they move to. Trix currently has **Pistols** at 7 with a specialization in **Semi-Automatics**; **Disguise** and **Etiquette** at 6; the **Acting skill group**, **Forgery**, and **Perception** at 5; **Sneaking** at 4 with a specialization in **Urban**; and **Close Combat skill group**, **Artisan**, **Intimidation**, **Negotiation**, and **Palming** all at 3. These sixteen SR5 skills are going to condense into six skills in SR6.*

*First, she breaks the skill groups into individual skills so the **Acting skill group***

*5 becomes **Con 5**, **Impersonation 5**, and **Performance 5**. The **Close Combat skill group 3** becomes **Blades 3**, **Clubs 3**, and **Unarmed Combat 3**.*

*Second, she groups the SR5 skills according to the SR6 skills they will move to.*

- **Blades, Clubs, and Unarmed Combat** move into **Close Combat**.
- **Artisan, Con, Impersonation, and Performance** transfer to **Con**.
- **Pistol** moves into **Firearms**.
- **Etiquette, Intimidation, and Negotiation** go to **Influence**.
- **Perception** moves directly to **Perception**.
- **Disguise, Forgery, Palming, and Sneaking** combine into **Stealth**.

*Third, she totals up the points in each skill, divides each total by the listed divisor for that skill, then rounds up to find the base skill rank. Remember the Min/Max skill conversion rule and make any adjustments that are necessary.*

*Perception has a divisor of 1 and translates directly to **Perception 5***

**Close Combat =**  
**Blades 3**  
**Clubs 3**  
**Unarmed Combat 3**



Total 9 / 3 (the Close  
Combat divider) = Close Combat  
3

**Influence =**

Etiquette 6  
Instruction 0  
Intimidation 3  
Leadership 0  
Negotiation 3  
Total 12 / 4 =

**Influence 3**

**Stealth =**

Disguise 6  
Forgery 5  
Palming 3  
Sneaking 4  
Urban specialization 1  
Total 19 / 4 =

4.7 (rounded up to) **Stealth 5**

**Con =**

Artisan 3  
Con 5  
Performance 5  
Impersonation 5  
Total 18 / 3 =  
6 (but Max limit drops it back) **Con 5**

**Firearms =**

Pistol 7  
Automatics 0  
Longarms 0  
SA specialization 1  
Total 8 / 3 =

2.6 (but Min limit raises it) **Firearms 4**

## SPECIALIZATIONS AND EXPERTISE

Once you convert all of your skills over, you'll probably notice that while your skills cover more territory, the dice pools for specific tasks have dropped. In order to help with this, we're going to add some free specializations to bump the numbers back up.

If your highest SR5 skill was 2 or more ratings higher (or 1 higher with a specialization) than the final SR6 skill rank, AND:

- Your new SR6 skill is 2, 3, or 4, then add a free specialization to your SR6 skill. That specialization should be related to one of your SR5 skills.
- Your new SR6 skill is 5 or 6, then add a free expertise to your SR6 skill. That expertise should be related to one of your SR5 skills.
- Your new SR6 skill is 7 or higher, then add both an expertise and a specialization to

your SR6 skill. That expertise and specialization should be related to your SR5 skills.

If you have some Karma that has not been spent for this character, you can use it for specializations and expertise. The cost is 5 Karma for each step, and this can add a specialization to a skill that didn't get one for free, convert a specialization to an expertise (if the skill is over rank 5), or add a specialization if you already have an expertise.

*After converting the skills over, Jane checks to see if Trix qualifies for any free specializations. Perception, Close Combat, Con, and Stealth all came out close to the numbers that went into the skill, so they don't qualify. Influence and Firearms both have SR5 skills that are 2 or more ranks higher than the final SR6 versions, and they qualify for a free specialization; she decides to go with Firearms (Pistols) and Influence (Etiquette).*

## SPECIALIZATIONS AND THE EXOTIC WEAPONS SKILL

- The Exotic Weapons skill must have a specialization for each weapon used.
- For each of the character's SR5 Exotic Ranged Weapon (Specific) skills and Exotic Melee Weapon (Specific) skills, they may add a free SR6 specialization for that weapon to the Sixth World Edition skill, Exotic Weapons.
- The SR5 Heavy Weapons skill counts as an Exotic Ranged Weapon (Launchers) in addition to its use in Firearms. Characters with the Heavy Weapons skill may add the free specialization (Launcher) to the Sixth World Edition skill, Exotic Weapons.

## STEP FOUR

### KNOWLEDGE SKILLS AND LANGUAGES

In SR6, Knowledge and Language Skills do not have ratings, though languages can have specialized, expert, and native designations. Knowledge skills only have a single value, so the number you carry over is going to depend on the total ranks of SR5 Knowledge skills your character has.

**Knowledge Skills:** Add up your total number of SR5 Knowledge Skill points; each specialization of a Knowledge Skill adds +1. Divide the total by 3 and round up. This is the number of SR6 Knowledge Skills you now have.



**Languages:** These can have specialized, expert, and native designations. Your native language transfers directly over. For any other languages, use the rating to determine if they qualify as specialized or expert. If you have a specialization of a language skill, add +1 to its effective rating before converting it over.

NATIVE LANGUAGE SKILL	=	TAKE THE LANGUAGE AT NATIVE (ONLY ONE)
Language Skill Rating 1-3	=	Take the language at base proficiency
Language Skill Rating 4-5	=	Take the language at Specialist
Language Skill Rating 6+	=	Take the language at Expert
Rare	Mild	-9

*Trix has the following SR5 Knowledge Skills and Languages:*

**Knowledge Skills**

- Psychology Rank 1
- Seattle Bars and Clubs Rank 1
- Seattle Local Knowledge Rank 2
- Seattle Rumor Mill Rank 4
- Seattle Shadows Rank 3

**Languages**

- English Native
- Japanese Rank 4

*Jane adds up the ranks of her SR5 Knowledge Skills and divides the total (11) by 3 and rounds up, giving her four SR6 Knowledge Skills. She decides to drop Psychology and keep the other four. English remains her native language, and Japanese transfers over at the specialist level of proficiency.*

**STEP FIVE:  
GEAR, LIFESTYLE,  
AND FINAL CALCULATIONS**

Moving from SR5 to SR6 includes transferring your character's possessions over, but not everything will transfer.

**LIFESTYLE**

Your basic lifestyle transfers directly over; any purchased extras from expansion books will have to be refunded as nuyen or worked out with your gamemaster.

**GEAR**

Transfer all the gear you can over to your new sheet (except cyberdecks and RCCs; we'll cover those in the Matrix and Rigger sections). Characters might have more armor, weapons, 'ware, and tech than are available in SR6, depending on how many books from SR5 they used to make and advance the character. Use the Four Rules on Conversions to go through your gear. Equal Name gear transfers over directly. If you and your gamemaster agree to any Equivalent Name gear or any House Rule Agreement gear, transfer those too. For everything else, look up the value, get a nuyen refund, and leave that item off your sheet. Make sure to adjust your Essence for any 'ware that changed its value or that goes away entirely.

**FINAL CALCULATIONS**

Now that you have your 'ware transferred over, you can record any changes to your attributes, attribute-only tests, condition monitors, initiative, and initiative dice that apply (unless it's magic that affects your stats). Record your Attack rating with your various weapons, calculate your Defense Rating (Body + Armor), and figure your Unarmed Attack Rating (Reaction + Strength) while you are at it.

*Jane moves on to gear! Most of the items Trix has will carry over as an equal named item. There are a few things, like the Savalette Guardian, that she wants to keep even though they are not in the new edition, so she worked out an agreement with the GM. Some stuff just didn't work out, like the personalized grips on her weapons, so she took a nuyen refund on those items.*

*After transferring Trix's cyberware, she checks the Essence cost and discovers that while most of it (such as tailored pheromones 2 and muscle toner 2) stays the same; wired reflexes 1 dropped from an Essence cost of 2 to 1, so she cheerfully makes that adjustment on the character sheet.*

**MAGIC:  
NOTES FOR CONVERTING  
SPELLCASTERS AND ADEPTS**

As was the case with gear, there is more magic across the span of SR5 than can be covered in a single book, so the conversion rules will be needed.



## SPELLCASTERS

Tradition choices in the Core Rulebook are hermetic and shamanic, so either pick one of these two or work out a House Rule Agreement for something different. Initiate grade transfers directly over, and most of the spells, rituals, mentor spirits, and metamagics from SR5 transfer directly over too. A few spells have an Equivalent Name clarification below; for everything else, either work out an Equivalent Name, a House Rule Agreement, pick another spell / formula / mentor spirit / metamagic, or just bank the Karma refund. Quickened spells will transfer over, or not, depending on whether the spell itself transfers over or not.

- If you have a Touch-range Combat Spell, swap it for the LOS or Area Effect version.
- Animate is split into different spells based on the type of material; pick one.
- Shape (material) is now limited to just four different materials; pick one.

## CONJURING

Rules for binding spirits are not in the SR6 core book. If your character currently has bound spirits, refund 500 nuyen times the total Force of all bound spirits to repay the cost of reagents used in binding. If you have an ally spirit, take a Karma refund, or if your GM agrees, you may take the spirit through this conversion process to make it a full SR6 entity.

## ADEPTS

As is the case with spells, most of the adept powers from the core rulebook transfer over, but the Power Point costs for many adept powers have changed. Recalculate your Power Points after you transfer over your powers and make any adjustments that are necessary. For those powers that are not in the Core Rulebook, either negotiate how they should work with your gamemaster, or take a refund of the Power Point value and pick something equivalent.

# MATRIX:

## NOTES FOR CONVERTING DECKERS AND TECHNOMANCERS

Here are guidelines for conversion areas for characters that specialize in using the Matrix.

### DECKERS

Cyberdecks have undergone a big change between editions. The cost has dropped dramatically, but half of the deck's functions have been replaced with a new piece of cyberware, the cyberjack. To convert a cyberdeck, look up the device rating of your SR5 cyberdeck. Replace it with an SR6 cyberdeck of the same device rating and a cyberjack of the same rating. Cyberjacks are hard on Essence, so check to make sure you can handle the Essence loss. It is permissible to make the received cyberjack alphasware to reduce the unexpected Essence loss.

### TECHNOMANCERS

After the previous steps, the remaining technomancer conversion steps should be pretty straightforward. Transfer the Submersion grade and any complex forms and echoes with the same names, along with a few equivalently named echoes noted below. Registered sprites transfer over with same number of tasks. One change to note is that the Resonance [Program] echo has become a complex form called Emulate [Program]. This, along with the new echoes Living Network and Overclock, may make you want to swap out some stuff, so go ahead and do that. As with spells and gear, there is a lot more material than can be covered in a single book. If you want to keep using something that's not covered, talk to your gamemaster about how it could work in the SR6.

(ATTACK, DATA PROCESSING,  
FIREWALL, SLEAZE) UPGRADE  
Mind over Machine / MMRI

=  
=

MATRIX ATTRIBUTE  
UPGRADE  
Machine Mind\*

\* Can only be taken once



# RIGGING:

## NOTES FOR CONVERTING RIGGERS

While the mechanics of Rigging have changed a lot, the changes on the character sheet are not nearly as drastic. The cyber, drones, and vehicles a rigger uses were all transferred over in the gear section; the biggest difference there would be the loss of the customizations from *Rigger 5.0*.

### RIGGER COMMAND CONSOLE

Several of the RCCs listed in SR6 have different names from the equivalent ones in SR5.

SR5 NAME		SR6 EQUIVALENT
Radio Shack Remote Controller	=	Allegiance Control Center
CompuForce TaskMaster	=	Horizon Overseer
Lone Star Remote Commander	=	Transys Eidolon
MCT Drone Web	=	Ares Red Dog Series
Triox UberMensch	=	Aztechnology Tlaloc