

<b>Cyberware</b>	<b>Surg.</b>	<b>Description</b>	<b>Cost</b>	<b>H.L</b>	<b>Book</b>
<b>FASHIONWARE</b>		<b>COSMETIC CYBERWARE</b>			
Biomonitor	N	+2 to Resist Torture & Drugs	100	1	CP20
Skinwatch	N	Subdermal timepiece	50	1	CP20
Light Tattoo	N	Decorative tattoo	1-20	.5	CP20
Shift-tacts	N	Color changing contact lenses	1-200	.5	CP20
ChemSkins	N	Color/pattern changing skin tints	200	1D6/2	CP20
Synthskins	N	Color/pattern changing artificial skin	400	1D6	CP20
Syhtskin Tuning Chips	N	Stores different patterns/colors for Synthskin	100	0	CP20
Techhair	M	Color/light emitting artificial hair	1-200	2	CP20
Kill Display	N	3 digit display	100	1	Chr2
Turn-On Nails	N	Colour change nails	25/200	1	Chr3
Show-Off Nails	N	Pattern changing nails	45/425	2	Chr3
Transparent Skin	M	ATTR -1, -4 for face	1000/m	3D6/m	Chr3
Mood Skin	N	Changes colour based on mood	200/m	1D6/m	Chr3
Dermatech Logo-Line Tattoo	N	Logo Tattoos	10-200	.5	Chr4
Nu-Tek TVSkin	M	Your skin can become a vidscreen	600	1D6+4	Chr4
Advanced Biomonitor	MA	Includes ability broadcast information over 2km		(1D6/2)-1	CB3
<b>Cyberware Customisation</b>					
Etched Design	N	-2000eb if done before installation	20-3000	0	Chr1
Unusual Colorization	N	+2000eb if already attached to body	25/inch <sup>2</sup>	0	Chr1
Unusual Optic Colorization	N	+2000eb if already attached to body	50/Optic	0	Chr1
Limblite	N	+Control Chip 700eb/Processor (1D6-1hc) 1000eb	750	1-2	Chr1
Custom Cyberware	N	Modified cyberware	Cost x4	0	Chr1
<b>NEURALWARE</b>					
Neuralware Processor	M	Basic processor. Must have for all systems	1000	1D6	CP20
Kerenzikov Boosterware	N	Adds +1 to Initiative for every level up to +2	500	1D6/2D6	CP20
Speedware (Sandevistan)	N	Adds +3 to Initiative for 5 turns	1600	1D6/2	CP20
Tactile Boost	N	Increased sensitivity. +2 to touch Awareness	100	2	CP20
Olfactory Boost	N	+2 Awareness/track via smell. Locate scent 50%	100	2	CP20
Pain Editor	N	Allows Endurance checks at 2 diff levels lower	200	2D6	CP20
Cybermodem Link	N	Allows direct connection to a cybermodem	100	1	CP20
Vehicle Link	N	+2 to direct cybercontrolled vehicle operation	100	3	CP20
Smartgun Link	N	+2 to Smartgun attacks	100	2	CP20
Machine/Tech Link	N	Allows control of autofactories, & machines	100	2	CP20
DataTerm Link	N	Allows downloading from DataTerms	100	2	CP20
Interface Plugs	M	Allows direct connection to smartguns, etc.	200	1D6	CP20
Chipware Socket	N	Holds 10 chips. Can "run" number of chips =INT	200	1D6/2	CP20
Mag-Duct Spots	N	As interface plugs, but only a +1 bonus	220	1D6/2	Chr1
Tactile Boost Linkage	N	Links Tactile Boost to Sexual Implant (addictive)	150	0	Chr2
LiveWires	M	Prehensile interface cables	400/200	2D6	Chr3
Pacemaker Coprocessor	N	Restarts heart when attacked by ICE	150	2	Chr3
Super Compact Braindance	CR	Braindance recorder that fits on back of head	15,000	2D6	Chr3
Model 100 Plugs	MA	+2 vs Black Ice, -2 for anything else	100	2D6	Chr3
Taste Boost	M	Heightened sense of taste	100	2	Chr4
Cyber-Detection Computer	M	Reconnaissance/Detection device, need M/T link	3000	1D6+3	Chr4
Echolocation System	N	Can see in complete darkness, -1 Awareness	800	1D6/2	Chr4
Lockdown	N	Uses cyberaudio to locate snipers	300	1D6	Chr4
ChipLok	-	Locks chips in place	150	-	Chr4
Boostmaster	N	+1 REF with both types of boosterware	650	1D6/2	SOF
Subdermal Smartgun Link	M	Weapon only version of Mag-Duct Spots (+1)	220	1D6/2	UK

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Braindance Plugs	M	Allows connection to Braindance Recorder	200	1D6	RB
Neural ULF Transceiver	N	Send and receive voice/data. Range 15km/unlim	200	1D6/2	SF
Universal Link	N	Combined linkage	400	4	I1.3
Positronic Enhancer	MA	+2 to INT, 10% chance of overload and fits	2,000	1D6	I1.3
Braindance Apdaptor	N	Allows chipware socket to run Braindance	100	0	I2.1
Wirehead Unit	M	Stimulates the pleasure centres of the brain	1,500	0	I2.1
<b>IMPLANTS</b>		<b>CYBERWARE PLACED IN THE BODY</b>			
Nasal Filters	M	Stops gases, fumes. 70% effective	60	2	CP20
Gills (Fresh water)	MA	Water breathing system, good for 4 hours	400	3D6	CP20
Gill Toxin Filters	M	Filters toxins for 1 & 1/2 hours	200	2	SA
Saltwater Gills	MA	Saltwater breathing system, good for 4 hours	600	3D6	SF
Independent Air Supply	MA	Good for 10 to 25 minutes	300	2D6	CP20
Independent Air Supply +	MA	Air for 50 minutes	600	3D6	SA
Mr Studd Sexual Implant	MA	All night, every night. +1 to Seduction checks	300	2D6	CP20
Midnight Lady Implant	MA	Sexual implant. +1 to Seduction checks	300	2D6	CP20
Contraceptive Implant	N	Good for 5 years. 98% effective	100	.5	CP20
Subdermal Pocket	M	2"x4" space with Realskinn zipper. Diff to spot	200	2D6	CP20
Adrenal Booster	M	Boosts REF by +1 for 1D6+2 turns, 3x per day	400	2D6	CP20
Subdermal Armor	CR	Armors torso to SP 18. Diff Awareness to spot	1,200	2D6	CP20
Subdermal Torso Armour	CR	6-22 SP, Imp-Easy to spot, REF/ATTR loss	350+	1D6/3+	Chr2
Subdermal Skull Armour	MA	4-14 SP, Imp-Easy to spot, 60% cover	300+	1D6/3+	Chr2
Motion Detector	M	20sq/m area. 70% effectiveness.	200	2D6	CP20
Digital Recorder	M	2hrs storage from any digital source	200	2	CP20
Audio/Video Tape Recorder	M	2hrs storage from video, audio links	300	2	CP20
Radar Sensor	M	100m range. Needs cyberoptic. 70% effective	200	2	CP20
Sonar Implant	M	50m range. For water only. 70% effective	300	2	CP20
Military Sonar	M	50m range. For water only. 95% effective. Avail P	700	2	SF
Radiation Detector	M	10m range. 80% effective	200	2	CP20
Chemical Analyser	M	5m range. 70% effective	200	2	CP20
T-Maxx Cyberliver	MA	+4 vs ingested drugs and poisons	450	1D6	Chr1
T-Maxx 2 Cyberliver	MA	As above but with fluid rerouting system	850	1D6	Chr1
Decentralized Heart	CR	+2 to Death Saves for Torso wounds	1,300	1D6+4	Chr1
E-Monitor	N	Detects changes in pressure and air	185	1	Chr1
Gyro-Stabilizer	N	+1 to balancing manoeuvres	1,000	1D6	Chr1
OptiShield	M	Anti-Dazzle, SP8, 2 spaces for optic options	300	1D6+2	Chr1
OptiShield Options	N	T <sup>2</sup> , T <sup>2</sup> +, TE, LL, IR, Time/day	100+	50% HC	Chr2
Pacesetter Heart	MA	MA and BODY +1 when on	900	1D6	Chr1
Pacesetter 2000 Heart	MA	MA and BODY +2 when on	985	1D6	Chr1
Variable-Chambered Heart	N	Cyberheart option, x2 hold breath, +1 Endurance	+450	+1D6/2	Chr4
Rebreather/Enhanced Lungs	MA	Can hold breath for 15 mins	700	1D6+1	Chr1
WetDrive	MA	Holds 1MU of stored data	320	1D6	Chr1
Extra Memory	M	+1MU	175	0	Chr1
Wetdrive Access Link	M	Internal link to wetdrive	200	1D6/2	Chr2
Wearman Mk.2	N	Usable without cyberaudio	200	0	Chr1
Subdermal Viewscreen	M	Similar to Times Square Marquee	250	1D6/2	Chr2
Zetatech Bodycomp	MA	Equal to E-Book	1,750	1D6+4	Chr2
Eye Color Gland Control	M	Change eye color in 1D6 mins	250	1	Chr2
Autoinjector	M	Holds 5 doses, +200eb to wire to Biomonitor	750	1D6/2	Chr3
Cell-Phone Implant	MA	Implanted cell phone	500	3	Chr3
Cam-O-Skin	N	-1 Awareness/20m, 8 patterns, takes 1hr	850	1D6/2	Chr3

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Endo-Frame (Basic)	SCR	BOD+3, +1 HH dam, 10 points/limb, EV +1	12,000	2D6+1	Chr3
Endo-Frame (Orbital)	SCR	BOD+3, +2 all dam, 12 points/limb	25,000	2D6+3	Chr3
Bodyweight Vein Clips	MA	+2 on all Death Saves	700	1D6	Chr4
Militech Cyberdoc	MA	Counteracts drugs, etc	5,000	1D6-1	CB2
BoozeMaster	M	+1 to resist alcohol	100/75	1	PAC
GPS Module	N	Determine position to 17cm. Needs T <sup>2</sup> or T <sup>2+</sup>	450	1	SF
GPS Module w/screen	M	As above but with subdermal viewscreen	600	1D6/2	SF
OTEC Ear Valve	MA	Pressure equalization system	150	1	SF
Enhanced Lungs Series 2	CR	Can hold breath for 5-30 mins. 200m depth	5000	1D6	SF
Enhanced Lungs Series 3	CRx2	Entire lungs replaced. Good down to 1000m	7500	1D6+2	SF
Feel Good Endorphin Trigger	M	1D10 if hurt, 8-10=+3 Stun/Death; 1=intoxicated	500	1D6	SW
Poison Sac	MA	Poison reservoir	750	2D6	WGF
UV Blockers	N	UV/IR resistance	1,500	1D6/2	WGF
Feature Alteration Implant	N	Facial quick change	3,500	1D6	WGF
Strobe	N,M	Blind for 1D6 hours. Option for flashlite	150	1.5	I1.4
Life Scan Body Monitor	M	+1 COOL, +4 1st Aid, +1 to Death Saves	4,000	1D6	I1.4
Self-Destruct	MA	Activates when dead and moved, 5m radius	1,250	1D6	P2
<b>VOICE BOX</b>					
Dakai/Cyphire New Throat	CR	Hold 3 implants/options at 1/4 Eb, 0 HC, 15 SDP	850	2D6	Chr4
Cybervocal "BoxAlter"	CR	1 option, 1 voice	400	1D6+2	I1.3
Voice Synthesizer	M	Can mimic (60%) upto 10 recorded sounds	600	1D6	CP20
AudioVox	M	For special effects. +2 to Performance	700	2D6	CP20
Forked Tongue	M	A Vox/NT option, +1 to persuasion/seduction	350	2	Chr1
Voice Pattern	M	A Vox/NT option, allows voice pattern emulation	350	2	Chr1
Scramble	N	A Vox/NT options, scrambles voice	50	2	Chr4
Volume	N	Whisper to megaphone, deaf for 1D6 turns, 5m	75	2	I1.3
Armour	N	New Throat only, 20SP	150	1D6	I1.3
Subsonic	N	Only heard with subsonic hearing	150	1D6	I1.3
<b>BIOWARE &amp; NANOTECH</b>		<b>BIOLOGICAL BASED ENHANCEMENTS</b>			
Grafted Muscle	MA	+1 increase to BODY, max increase is +2	1,000/+1	2D6	CP20
Muscle and Bone Lace	N	Raises BODY by +2	1,500	1D6/2	CP20
Skin Weave	N	Armors whole body to SP 12. Difficult to spot	2,000	2D6	CP20
Upgraded Skinweave	N	6 to 16 SP, ATTR loss, Imp to Av to spot	1,000+	1D6+	Chr2
Lifesaver Skinweave	N	+1 healing per day	4,500	1D6/2+1	Chr1
Enhanced Antibodies	N	Improves Healing by +1 point per day	3,000	1D6/2	CP20
Toxin Binders	N	+4 to Poison/Drug Saves	3,000	1D6/2	CP20
Nanosurgeons	N	Doubles natural Healing rate	6,000	1D6/2	CP20
Anti-Plague Nanotech	N	+3 vs diseases and biowar agents	1,750	.5	Chr1
Armour Weave	N	+1 BODY, SP 18, -1 REF+MA, need MBL,SKW	4,000	1D6	Chr2
Speed Grafts	MA	+2 MA	750	1D6	Chr2
Nanooptical Upgrade	N	+2 night vision	1,500	1D6/2	Chr2
Nano-Groomers	N	+2 - +4 to Personal Grooming	400	0.5	Chr3
Nitrogen Binders	N	Reduces depressurization by up to 100%	1400	1-2	Chr4
Nitrogen Binders Upkeep	N	Needed once every 3 months	400	-	Chr4
Advanced M & B Lace	N	Increases BODY +1	1000	1-2	Chr4
Advanced M & B Lace	N	Increases BODY +3	3000	1D6+1	Chr4
Alpha TuffBone Skeletal Enh	M	BODY +1 for lift, carry, BTM vs HH/Melee	1300	1D6/2	Chr4
Beta TuffBone Skeletal Enh	M	BODY +2 for lift, carry, BTM vs HH/Melee, ATT -1	2800	1D6	Chr4
Hemological Replacement	M	+1 MA, Endurance,+4min breath, -1 poison/dis	1300	1D6/2	Chr4

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NeoAppendix	MA	+2 to Wilderness Survival for food	500	1D6/2	Chr4
NanoAuditory Rebuild	N	Enhanced Hearing Range & Level Damper	1500	1D6/2	Chr4
Sunblocker Sunscreen	M	Prevents sunburn, reduces skin cancer risk	250	1	Chr4
NeoLungs	CR	Hold breath twice as long as normal	1000	1D6	Chr4
Neural Bridge	MA	Ambidexterity, no penalty with off hand	600	1D6+2	Chr4
Circulatory Sphincters	MA	+2 to Stun/Shock Saves after a Serious+ wound	3200	1D6	Chr4
Poison Glands- Teeth	MA	Natural fangs that inject poison when you bite	500/1000	3D6	Chr4
Poison Glands- Hands	MA	Can be used to coat Rippers or Wolveres	500-1100	2D6+3	Chr4
Tailored Pheromones-Love	M	+1 to Seduction. Nasal filters 60% effective	1000	1D6/2	Chr4
Tailored Pheromones-Gullible	M	+1 to Persuasion. Nasal filters 60% effective	2000	1D6/2	Chr4
Tailored Pheromones-Confu	M	-1 INT & Initiative (1m). Nasal filters 60% effective	2500	1D6/2	Chr4
"Kaloric" Secondary Gut	MA	Stores 2 days of food	750	1D6/2	Chr4
"Freezeban" Bioconstruct	MA	+1 Wilderness Survival/Endurance in -10°C	650	1	Chr4
Quickclot Hemofibrinic Node	MA	Wound states treated as one less, 10% stroke	3000	1D6	Chr4
Flashlite Implant	M	Non-glare, semi-focused glow, 1m range	290	1-2	Chr4
Replitech Toxin Screen	MA	90% chance of vomiting if toxins are eaten	3400	1D6/2	Chr4
T-Maxx Ileocecal Siphon	MA	Function without water for 24 to 48hrs	500	1	Chr4
Diet-Mite	N	Screens what you eat passing on what's needed	1,000	1D6/2	LU
Erased Fingerprints	N	Fingerprints erased	100	0	WS
Altered Fingerprints	N	Fingerprints are altered	300	0	WS
Alterable Prints	M	Programmable Nanotech altered prints (20 secs)	550	1	WS
Altered Retinas	M	Retinas altered	800	0.5	WS
Programmable Retinas	M	Project different pre-set patterns (1 min)	1,600	1	WS
Altered DNA	N	DNA altered using a tailored retrovirus	3,000	0	WS
Full-Spectrum Booster	N	+4 vs illness/infection/poison/drugs, +2 Healing		1/2D6+1	NEO
Muscle Enhancement	N	+1 to BT	1000	1D6/3	DS
Chem Weave	N	+4 to Chemical Saves	2000	1D6+3	DS
Thermal Weave	N	Increases Heat resistance to 107°F	1500	1D6+3	DS
Vac Weave	MA	Strengthens body against decompression	5000	1D6	DS
Rad Weave	N	Provides radiation protection of 1 RSP	1500	2D6	DS
Reflex Boost	N	+1 to REF	3500	1D6+3	DS
Enhanced Sense	M	Improves one sense	1200	2 per	DS
IHAG Nictating Membrane	N	Can see in difficult conditions. Replace 6-8 mth	300	1D6/3	SF
Sinus Reconstruction	CR	Provides pressure equalization. 200m depth	1500	1D6/2	SF
Nanowear Ozoneshield	N	Modification of Skin Weave, protects against UV	2000	1	TTB
AntiDazzle NICM	M	Flash protection	500	1D6/2	WGF
Poison Gland	MA	Poison producer	1,500	3D6	WGF
Water Refiltration Sys	MA	Water filtration	2,500	1D6	WGF
Lung Weave	N	Toughens lungs for using LBM.	4,000	1D6/2	SA
Shark Weave (Full Body)	N	SP 12 and can cause 1D6/3* damage.	12,000	3D6	SA
Shark Weave (Partial)	N	SP 12 to specified area, 1D6/3* damage.	4,000	1D6	SA
Thermaskin	N	Insulation to 0°C, sweats at 27°C	2,000	1/2D6	I2.2
<b>BIOTECH</b>		<b>BIOENGINEERING</b>	<b>x2 if cyber</b>		
Preparatory DNA Mapping	N	Required for all biotech	2,700	0	ES+
Permanent REF Increase	N	Max +1	5,000	1D6+3	ES+
Permanent BOD Increase	N	Max +2	3,400/+1	0	ES+
Permanent ATT Increase	N	Max +3	1,600/+1	1/+1	ES+
Permanent MA Increase	N	Max +4	2,700/+1	1D6/2 /+1	ES+
Reduced Oxygen Demand	N	Can breathe smog	5,900	1	ES+
UV Resistance	N	No sunscreen needed	7,600	1D6	ES+
Toughened Skin	N	SP6 Soft Armor, can't be told from normal skin	8,300	0	ES+

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<b>BIOENHANCEMENT TABS</b>		<b>TAKE ONE A DAY MAX</b>			
Endurance	-	Ignore fatigue 12 hrs, x2 food, 1D3-1D6 damage	1,200	0	ES+
Ignore Pain	-	+4 to Stun Saves for 12 hours, -2 tactile sense	1,800	0	ES+
Anti-Trauma	-	+2 to Death Saves for 12 hours	4,000	0	ES+
<b>RNA MEMORY TABS</b>		<b>Over one/day = 80% lose 2D6 skill/amnesia</b>			
Skill +1	-	Lasts for 3 hours, 1D10>1 or -1 in skill	600	0	ES+
Skill +2	-	Lasts for 3 hours, 1D10>2 or -1 in skill	1,800	0	ES+
Skill +3	-	Lasts for 3 hours, 1D10>3 or -1 in skill	5,000	0	ES+
<b>BODYWEAPONS</b>		<b>IMPLANTED BODYWEAPONS</b>			
Scratchers	N	Hands. 1D6/3* damage. Near Impossible to spot	100	2D6	CP20
Implanted Fangs (Vampires)	N	Mouth. 1D6/3* to 1D6/2* damage	200	3D6	CP20
Poison Vampires	N	Mouth. 1D6/3* plus poison/drug	400	3D6	CP20
Retractable Vampires	MA+	Mouth. 1D6/3* to 1D6* bite damage	500+	2D6+2+	Chr2
Spitting Cobra	M/MA	Vampires that spit chemicals 6ft	400/700	4D6	Chr3
Rippers	M	Hands. 1D6+3* damage. Difficult to spot	400	3D6	CP20
Wolvers	M	Hands. 3D6* damage	600	3D6+1	CP20
Big Knucks	M	Hands. 1D6+2 damage	500	3D6	CP20
Slice N' Dice	M	Hands. 2D6# damage	700	3D6	CP20
Cybersnake	MA	Self controlling cyberweapon. 1D6* damage	1,200	4D6	CP20
Gang Jazzler	M	3 surges, immobilise for 1D10+1 mins	600	2D6+3	Chr1
Bonespike	MA	Pop up bone spike. 1D6+4* damage	1,000	2D6	Chr3
NewTeeth	M	Ceramic teeth: MEL -1 NA C 1-2pts NA 1 VR	200	1D6/2	Chr4
PowerJaw	MA	Myomer jaw muscles, +2 to bite damage	100	1-2	Chr4
Stinger	M	Finger mounted Hypodermic needle (3 doses)	400	1D6+3	Chr4
BigRipp	MA	2D6* damage (break on 1 or 1-3 on a parry)	1200	3D6+1	Chr4
NovelTech Spitfire Flamer	MA	EX +0 - P Varies 4 1 ST 4m	1000	4D6	ER
Mandibles	MA	2D6 damage bite, look normal except for eating	1,200	5D6	I2.2
Cyberjaw	MA	SP 6 metal jaw. 1D6* to 3D6* bite damage.	2,650+	3D6+2	P2
Cyberjaw with RealSkinn	MA	RealSkinn covered Cyberjaw	2,750+	2D6+2	P2
<b>CYBEROPTIC</b>	<b>MA</b>	<b>Basic eye module (4 option spaces per eye)</b>	<b>500</b>	<b>2D6</b>	<b>CP20</b>
Remote Eye	MA	1 space left, 100m transmission	1,500	3D6	Chr2
Optical Interface	MA	Interface plug behind the optic	600	2D6+2	Chr3
Bug Eye	MA	Can hold 6 Options	750	3D6	Chr3
ThirdEye	CR	-1 ATTR/eye, max 2 extra	750	3D6+	Chr3
Revelation Cyberoptic	MA	Early model. +1 Notice, ATTR -1,-2	700	3D6-1	Chr3
Soviet Cyberoptic	MA	1 option space per eye, 50% chance of -1 ATTR	100	2-3D6	Chr4
Kiroshi MonoVision	MA	6 option spaces, +1 Notice, +Initiative vs Ambush	650	3D6	Chr4
Quick Change Optic	MA	Removable, but only 3 options	1,000	2D6+3	P1
<b>CYBEROPTIC OPTIONS</b>		<b>Take 1 space unless noted otherwise</b>			
Color Shift	N	Allows color changes, special fashion effects	300	.5	CP20
Image Enhancement	N	+2 Awareness when using visual search	300	1	CP20
Targeting Scope	N	+1 on all Smartgun attacks	400	2	CP20
Times Square Marquee	N	LED Screen in vision field for messages	300	1	CP20
Teleoptics	N	Telescope ability to 20x	150	.5	CP20
Micro-optics	N	Microscope	150	.5	CP20
Anti Dazzle	N	Immune to flash, laser blinding	200	.5	CP20
Low Lite	N	See in dim light, almost total darkness	200	.5	CP20
Thermograph Sensor	N	See heat patterns, temperature readings	200	1	CP20

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Infrared	N	See in total darkness, using heat emissions	200	1	CP20
Ultraviolet	N	See in darkness, using UV flash	200	1	CP20
MicroVideo Optic	N	Video record up to 20 min (2 spaces)	300	.5	CP20
Digital Camera	N	Shoots up to 20 images (2 spaces)	300	.5	CP20
Dartgun	N	Holds 1 poison dart. Range 1m (3 spaces)	200	2	CP20
Dodgeball	N	+1 to Hand to Hand skill after 30 secs	440	1	Chr1
Tear Gas Sprayer	N	1m range (2 spaces)	200	2	Chr1
Times Square Plus	N	Allows visual information retrieval (3 spaces)	500	2	Chr1
Video Cam/Transmitter	N	Live feed 1m range (4 spaces)	330	1	Chr1
Video Imager	N	Receives vid images (2 spaces)	350	2	Chr1
Time/Day Display	N	Time and date, no spaces	100	1	Chr2
Cyberoptic Compass	N	1 space, 2 for logocompass	300	1	Chr3
Interferometry System	M	10x vision all the time	400	1	Chr3
Laser-Comm Optic	M	50m range, and can blind. Code chips are 175eb	425	1	Chr3
Verbal Eyes (Basic)	M	Displays images, -1 space	750	3	Chr3
Verbal Eyes (Vid Image)	M	3 spaces, + Video Imager	1,000	5	Chr3
Verbal Eyes (Cust. image)	M	4 spaces, Times <sup>2</sup> +	1,200	5	Chr3
Double-Slit Pupils	N	Allows clear vision through air-water boundary (1)	200	.5	Chr4
Hydrosubsidium Aquagoggles	N	Synthetic nictitating membranes, good to 200m	200	1	SF
Live Feed Optic	M	2 mile range	1,000	1	I2.1
Optical Capacitor Laser	N	2D6 damage (3 spaces)	800	3	P1
Cyberoptic Eyepatch	M	2 options. Diff. Awareness to spot what it is	330	2D6/3	P3
<b>CYBERAUDIO</b>	<b>M</b>	<b>Basic hearing module (6 option spaces)</b>	<b>500</b>	<b>2D6</b>	<b>CP20</b>
Spectrum Cyberaudio	MA	Early model. -1 balance, +1/+2 Awareness	650+	3D6-2+	Chr3
Soviet Cyberaudio	M	Only 2 option spaces, 50% chance of -1 ATTR	100	2-3D6	Chr4
<b>CYBERAUDIO OPTIONS</b>		<b>Take 1 space unless otherwise noted</b>			
Amplified Hearing	N	+1 Awareness when using auditory cues	200	1	CP20
Radio Link	N	Radio communication up to 1 mile	100	1	CP20
Phone Splice	N	Full cellular communication (large city only)	150	1	CP20
Scrambler	N	Cannot understand with out a descrambler	100	.5	CP20
Bug Detector	N	Detects taps, bugs up to 3m. 60% effective	200	.5	CP20
Voice Stress Analyser	N	+2 to Human Perception, Interrogation skills	200	1	CP20
Sound Editing	N	+2 Awareness to overhear specific conversation	150	.5	CP20
Enhanced Hearing Range	N	Ability to hear supersonic, subsonic ranges	150	2	CP20
Wearman	N	Stereo music system	100	.5	CP20
Radar Detector	N	Beeps if radar encountered, fixes source (40%)	150	.5	CP20
Homing Tracer	N	Can follow tracer up to 1Km distant	200	.5	CP20
Tight Beam Radio Link	N	Allows untappable radio com within line of sight	200	1	CP20
Wide Band Radio Scanner	N	Picks up transmissions on all bands	100	2	CP20
Micro-recorder Link	N	Transmits to recorder in body or via plugs	100	.5	CP20
Digital Recording Link	N	Transmits sounds to a digital recorder	100	.5	CP20
Level Damper	N	Automatic noise compensation	300	.5	CP20
Fax+ 1000 Alert	N	Alerts user to incoming faxes	100	0	Chr3
<b>CYBERLIMBS</b>					
Standard Cyberarm	CR	20/30 SDP, 4 option spaces, 1D6 punch	3,000	2D6	CP20
Standard Cyberleg	CR	20/30 SDP, 3 option spaces, 2D6 kick	2,000	2D6	CP20
Artificial Shoulder Mount	CR	Mount up to 2 extra arms. 25 SDP	1,500	2D6	CP20
Orbital Crystal Cyberarm	CR	50/60 SDP, 4 option spaces, 1D6 punch	7,000	2D6	Chr1

<b>Cyberware</b>	<b>Surg.</b>	<b>Description</b>	<b>Cost</b>	<b>H.L</b>	<b>Book</b>
Orbital Crystal Cyberleg	CR	50/60 SDP, 3 option spaces, 2D6 kick	6,000	2D6	Chr1
Independent Cyberhand	MA	1D10 crush, 7/10 SDP, 1 option space	750	1D6	Chr1
Romanova Cyberlegs	CRx2	+1 to Wardrobe & Style	5,000	4D6	Chr3
SuperSized Arm	CR	SDP 30/40, -2 REF, +1EV, 2D10/3D6, SP 20	4,000+	2D6	Chr3
Enable Cyberarm	CR	Early model. 23/33 SDP, REF -1	500	2D6+2	Chr3
Enable Cyberleg	CR	Early model. 28/35 SDP, REF -1, MA -2	700	3D6+3	Chr3
Soviet Cyberleg	CR	SDP 30/40, 3D10 kick, 5% failure, 2 spaces	875	2-3D6	Chr4
Soviet Cyberarm	CR	SDP 30/40, 3D6 punch, 2D10 crush, 5% failure	669	2-3D6	Chr4
Corvette Cyberlegs (basic)	CR	+3 MA, +1 on movement rolls	4500	3D6	Chr4
Corvette Cyberlegs (advan)	CR/M	+8 MA, +2 on movement rolls	5000/500	3D6+4	Chr4
Speeding Bullet Legs	CRx2	MA 16, leap 10m, 1 option space left per leg	4,500	4D6	SOF
SovWear Cyberarm	CR	30/40 SDP, 3D6/6D6 damage, 3 spaces, UR	1,000	2D6	SOF
SovWear Cyberleg	CR	30/40 SDP, 6D6 kick, 2 spaces, UR	1,500	2D6	SOF
Cyber Bar Leg	CR	Built in wet bar	3,000	2D6	I1.3
Tentacle Arm	CR	8x70 cm tentacles, SDP 5 ea. SDP20 shoulder	4000	5D6	I2.2
Extendable Tentacle Arm	CR	Same as above plus can extend to 150 cm	6000	5D6	I2.2
<b>CYBERLIMB OPTIONS</b>					
Quick Change Mount	N	Allows 1 turn changing of cyberlimb	200	2	CP20
Hydraulic Rams	N	SDP 30/40, 3x normal damage (1 space)	200	3	CP20
Thickened Myomar	N	SDP 25/35, 2x normal damage (1 space)	250	2	CP20
Reinforced Joints	N	SDP +5	200	1	CP20
Microwave/EMP shielding	N	Limb not as susceptible to EMP, Microwaves	300	1	CP20
Plastic Covering	N	In colors, transparent, etc	1-200	1	CP20
RealSkinn	N	Limb looks real. 70% effective (Diff Awareness)	200	-1D6/2	CP20
Superchrome	N	Highgloss metallic covering	200	3	CP20
Armor	N	Armors cyberlimb to SP 20	200	2	CP20
Leg Boosters	N	+3m leaps (2 spaces)	500	1D6	Chr3
Fleshweave	M	Takes 1 option space. +50% repair costs	200+20%	0	Chr3
Extra Twist Joint Addition	N	+2 Athletic type rolls, MArt Grapples & Escapes	30%,+10%	1	Chr4
Double-Jointed	N	+1 Grapple, Holds, Chokes, Escapes (.5 spaces)	1000	1D6/2	Chr4
Locking Joints	N	25+ Strength Feat to move (.5 spaces)	100	.5	Chr4
360 Rotating Joints	N	+1 to Escaping, some TECH repairs (.5 spaces)	120	2	Chr4
Extending Leg Units	N	Alters height -1 to +3 ft. +1MA (2 spaces)	400	4	Chr4
Spiked Limb Cover	N	+1D6 grapple/holding damage	200	2	I1.4
Tentacle Arm Sheath	N	Hides tentacles, resembles cyberarm, 2 openings	800	0	I2.2
<b>HANDS &amp; FEET</b>		<b>ATTACH TO CYBERLIMBS (Use 1 space)</b>			
Standard Hand	N	Resembles normal hand	150	0	CP20
Ripper Hand	N	Standard hand with Rippers. 1D6+3* damage	600	2D6	CP20
HammerHand	N	Hydraulic Ram fist does 1D10 damage	600	2D6	CP20
BuzzHand	N	Electric chainsaw. 2D6+2* damage	600	2D6	CP20
Tool Hand	N	Fingers contain screwdriver, wrench, drill, etc	200	2	CP20
Grapple Hand	N	Extends rocket-propelled grapple, 30m line	350	3	CP20
Extension Hand	N	Hand extends up to 1m	350	2	CP20
Spike Hand	N	Palm spike. 1D6+3AP damage	500	2D6	CP20
Modular Hand	N	Choose any 4 modular tools	600	2	CP20
Mace Hand	N	2D6+1/1D10-2 damage, 1m range	300	3	Chr1
Cyberhand Coverings	N	Same range as listed in for cyberlimbs	100	1/2 usual	Chr1
Custom Cyberhand	N	Varies	900	Varies	Chr2
Web Hand	N	+2 swim, +1-2m/turn, 1D6* damage	250	2	Chr3

<b>Cyberware</b>	<b>Surg.</b>	<b>Description</b>	<b>Cost</b>	<b>H.L</b>	<b>Book</b>
IEC Venom Hand	N	4 needles, slash for 1d6-1 damage	600	2D6	Chr3
Medical Modular Cyberhand	N/MA	Mono scalpel, air-hypo, stapler, probe ,etc	975	1D6/2	Chr4
Dainamax Grapplefist	N	50m cable, 2 spaces, 2D6+2 crush	1,050	2D6	PAC
Surveillance Hand	N	Remote cyberhand	1,500	1D6	I2.1
Drill Hand	N	3D6 damage	700	3	P1
Travel Hand	N	4 options in fingers	500	2	P1
Gouge Master	N	2D6+3AP, 2D6*, 2 spaces, 20m cable and reel	550	2D6	P3
Lightning Fist	N	Electricity. Stun -1, or 2D6+1 damage	900	2D6	RPI
Standard Foot	N	Resembles normal foot	200	0	CP20
Talon Foot	N	Extends toe blades. 1D6* damage	600	2D6	CP20
Tool Foot	N	Toes contain screwdriver, wrench, drill, etc	300	2	CP20
Web Foot	N	Doubles swimming speed, +3 to Swim skill	500	2	CP20
Grip Foot	N	For better gripping strength. +2 to Climb	500	2	CP20
Spike Heel Foot	N	Heel spike for lethal kicks. 2D6AP damage	500	2D6	CP20
Skate Foot	N	Allows an MA 20. Use Athletics or skate skill	440	1D6	Chr1
Anchoring Cyberfeet	N	Anchors use to ground. 4 uses (2 spaces each)	400	3	Chr2
Catspaw Stealth Foot	N	+1 to Stealth skill	150	1	Chr4
Mini-Camera in Palm	N	It's a camera	1000	1D6	I1.1
<b>FINGERS</b>		<b>ATTACH TO CYBERHANDS</b>			
Dartgun	N	3m range	100	2	Chr1
Lockpick	N	Pick for mechanical locks	50	.5	Chr1
Mini Light	N	25m beam, batteries 1eb	25	.5	Chr1
Finger Bomb	N	2D6+3, 3m radius	150	2	Chr1
Wirecutters/Scissors	N	1D6/3 damage	50	1	Chr1
Mace Sprayer	N	2 bursts, -4 REF & Notice for 1D6 turns	150	2	Chr1
Quick Change Mount	N	Click and turn mount, mod =20eb	150	1	Chr2
VidCam (+ 1 option)	N	IR - 200eb, Teleoptic - 225eb, or Lowlite - 100eb	400+	2	Chr2
Self-Propelled Grenade	N	7m range, 2D6 over 2m (25eb)	200	2	Chr2
Aip Hypo	N	4 doses, air containers 3eb	200	1	Chr2
Tracking Device	N	3m range, 2 bugs, 3 km transmitter	300	.5	Chr2
Lighter	N	2 hours of fuel, 1 eb/refill	25	2	Chr2
Probe Link	N	Interface link	150	.5	Chr3
Parabolic Microphone	N	20x Microphone, for full arms	350	2	Chr3
Flasher	N	Diff REF to blind target for 1 min (25eb)	250	1	Chr3
IR/UV Flashlight	N	10m range	200	1	Chr3
Flare	N	150m altitude, 25m diameter (15eb)	200	2	Chr3
Storage Compartment	N	Small space	75	.5	Chr3
Laser Pointer	N	20m	150	.5	Chr3
Flesh Mount	M	Allows cyberfingers to be mounted on meat hand	100	1	Chr4
One-Shot Special	N	P -2 P E 1D6 (5mm) 1 1 ST 20m	250	2	Chr4
Ballpoint Finger	N	Leakproof pen	25	.5	Chr4
Cyberfinger Oxygen Tank	N	30sec of oxygen	250	.5	SA
Screwdriver	N	Powered screwdriver finger	50	.5	I1.1
Wrench	N	Adjustable wrench finger	50	.5	I1.1
Drill	N	Adjustable drill finger	50	.5	I1.1
Soldering Iron	N	Electric Soldering Iron finger	50	.5	I1.1
Socket Wrench	N	Adjustable powered socket wrench finger	50	.5	I1.1
Tentacle Finger	N	10 cm long tentacle	500	1	I2.2
Extendable Tentacle	N	30 cm long tentacle, requires cyberhand	750	1	I2.2



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<b>BUILT INS</b>					
<b>BUILT INTO CYBERLIMBS (Use 1 space)</b>					
Cybermodem	N	Built in cyberdeck	3000	1	CP20
Cellular Cybermodem	N	Built in cellular deck	5000	1	CP20
Digital Recorder	N	Digital chip recorder. Download or erase chip	300	1	CP20
Storage Space	N	2"x6" storage space. Can be locked	50	.5	CP20
MiniCam	N	Pop up Digital Camera (20 shots)	200	2	CP20
MiniVid	N	Pop up Mini video (30 minutes)	400	2	CP20
Hidden Holster	N	Weapon size based on Body Type	100	1	CP20
LCD Screen Readout	N	Can be linked to any output device	200	1	CP20
Techscanner	N	60% effective, -3 to repair difficulty	400	3	CP20
Cutting Torch	N	Can cut through SP20	100	1D6/2+1	Chr1
Icer	N	2m range	200	1D6/2	Chr1
Limb Link	N	Turns pop-up gun into smartgun +1	100	1	Chr1
Magnetic Hands/Feet	N	For easier Zero-Gee movement	60	0	Chr1
Watch-Man	N	Miniature TV	180	1	Chr1
Winch	N	15m cable, pulls upto 1 ton	500	1D6+3	Chr2
Quickdraw Holster	N	P class conc. +2 Initiative to fastdraw	200	0	Chr2
Radio-Phone Station	N	Runs for 160 hours on a charge (2 spaces)	2,950	2	Chr2
ECM	N	ECM (2 spaces)	2,650	2	Chr2
Laser Mike	N	60m range, Human Perception -5	400	1D6+2	Chr2
CyberPillow	M	A pillow in an arm	80	0.5	Chr3
Smartplate Link	N	Smartgun= 3x cost	300	2	Chr3
Microwaldo Bracer	N	+1 to TECH rolls	800	3	Chr3
"D-Tek" Targeting Network	M	Negates movement firing modifiers	1300	1D6+3	SOF2
ULF Antenna	N	100m reel antenna for transceiver	-	1	SF
Cyberlimb Light	N	Light built into palm, 3m range (0 spaces)	90	.5	I1.4
<b>CYBERWEAPONS</b>					
<b>BUILT INTO CYBERLIMB (Use 1 space)</b>					
Grenade Launcher	N	Carries 2 grenades of any type	500	2D6	CP20
Micro-Missile Launcher	N	Contains 4 mini-missiles, 4D6 damage each	900	2D6	CP20
Popup Gun	N	Gun size based on Body Type	2-800	2D6	CP20
Flame Thrower	N	Range 1m, 4 shots, Damage is 2D6, then 1D6/2	600	2D6	CP20
Weapon Mount & Link	N	Mounting plate plus neural link for 1 weapon	100	3	CP20
2 Shot Capacitor Laser	N	Shoulder mounted. +3 - - 3D6 2 1 10m	800	2D6	CP20
Derringer	N	Pistol -1 1D6 (5mm) 2 2 ST 50m	220	1D6	Chr1
Flashbulb	N	4m x 6m	250	1D6/2	Chr1
Gas Jet	N	6 shots, range 2m	275	1D6+3	Chr1
Tazer Grip	N	Effects equal to tazer, Stun -2	180	2D6-2	Chr1
Whip	N	1D6/2 or choke	475	2D6	Chr1
Popup Sliver Gun	N	P +0 - - 2D6x1D6/2* 7 2 UR 40m	550	1D6+2	Chr1
Tri-Dart Launcher	N	3 darts, 1D6/2 damage, 1/3 SP	300	1D6/2	Chr2
Retractable Monoblade	N	2D6+3# damage	800	1D6+2	Chr2
Survival Blade	N	1D6+3* damage	500	1D6	Chr2
ChainRipp	N	3D6AP	1,250	2D6+4	Chr3
Blitzkrieg Arc-Thrower	M	EX 0 - R 3D6 (1/2 R 1/2 S) 4 1 ST 10m	1050	2D6	Chr4
BigRipp	M	Carbo-glass blade. 2D6, 1/2SP (break 1-3)	850	3D6+1	Chr4
High Five/The Palm Bomb	N	20-30 to detect. .477 or 12ga round, 1 shot	355	1D6+3	Chr4
Pop-Up Hand Crossbow	N	-2 J E 1D6+2 6 2 VR 25m, 3 spaces	300	2D6	SOF2
Micro-torpedo Launcher	N	Underwater version of mini-missiles	900	2D6	SA

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<b>LINEAR FRAMES</b>					
<b>IMPLANTED EXOSKELETON</b>					
Sigma	MA	STR 12, +4 Damage mod	6,000	2D6	CP20
Beta	MA	STR 14, +6 Damage mod	8,000	2D6	CP20
Omega	MA	STR 16, +8 Damage mod	10,000	3D6	CP20
GP Exoskeleton (A)	MA	STR 18, SDP 15, SP 6, MA 4, REF 5	12,000	4D6	Chr3
GP Exoskeleton (B)	MA	STR 21, SDP 20, SP 8, MA 4, REF 5	15,000	6D6	Chr3
Underwater Gamma	MA	STR 12/10	10,000	2D6	SA
Underwater Delta	MA	STR 14/12	12,000	2D6	SA
Underwater Pi	MA	STR 16/14	14,000	3D6	SA
<b>BODY PLATING</b>					
<b>EXOARMOR</b>					
Cowl	MA	Skullcap, covers head in SP 25	200	1D6	CP20
Faceplate	CR	Protective facemask. SP 25	400	4D6	CP20
Torso Plate	MA	Torso protection. SP 25. -3 REF	2000	3D6	CP20
Front Optic Mount	MA	Allows up to 5 optics to be mounted. -1 ATTR	1000	4D6	CP20
Sense ext. ("Rabbit Ears")	M	Head mounted extensors for audio, optics, etc	500	3D6	CP20
Total Body Plating	CRx2	SP20, REF-3, ATTR/2, -1 Stealth	6,800	8D6	Chr2
CyberFacial Remounts	MA/CR	SP 6-18, ATTR -1, -2, 15%-50% protect	150-350	1D6-3D6	Chr3
Spyke! Furniture	N	10SP, +10SDP, 1D3+1 to 1D6+1AP	400-600	1-3	Chr3
<b>FULL 'BORGS</b>					
<b>FULL BODY REPLACEMENTS</b>					
Alpha Class	CRx2	REF 10, MA 10, BOD 12, SP 25, SDP 20/30/40	40,000	16D6	Chr2
Aquarius (Sub-Marine)	CRx2	REF 10, MA 10, BOD 15, SP 25, SDP 20/30/40	50,000	18D6+2	Chr2
Copernicus (Space-Use)	CRx2	REF 11, MA 10, BOD 12, SP 25, SDP 20/30/40	60,000	19D6	Chr2
Eclipse (Covert Ops)	CRx2	REF 13, MA 13, BOD 12, SP 25, SDP 20/30/40	65,000	21D6+3	Chr2
Enforcer (Security)	CRx2	REF 12, MA 15, BOD 12, SP 30, SDP 25/35/45	55,000	21D6-2	Chr2
Brimstone (Fire-Fighter)	CRx2	REF 11, MA 10, BOD 14, SP 30, SDP 20/30/40	47,000	19D6	Chr2
Gemini (Humanoid)	CRx2	REF 10, MA 10, BOD 12, SP 25, SDP 20/30/40	55,000	16D6+2	Chr2
Wingman (Pilot)	CRx2	REF 15, MA 10, BOD 12, SP 25, SDP 20/30/40	54,000	20D6	Chr2
Samson (Industrial)	CRx2	REF 10, MA 10, BOD 18, SP 25, SDP 20/30/40	50,000	20D6+1	Chr2
Dragoon (Military)	CRx2	REF 15, MA 25, BOD 20, SP 40, SDP 40/50/60	120,000	42D6+3	Chr2
'Sheol' Hazardous Ops	CRx2	REF 10, MA 10, BOD 18, SP 30, SDP 20/30/40	50,000	18D6+8	Chr3
MD Tech 'kildare' Medical	CRx2	REF 10, MA 10, BOD 12, SP 25, SDP 20/30/40	46,000	19D6	Chr3
Adrek 'Burroughs' Mars Ops	CRx2	REF 10, MA 10, BOD 12, SP 35, SDP 20/30/40	42,000	16D6+4	Chr3
Militech 'Spyder' Recon	CRx2	REF 12, MA 20, BOD 12, SP 30, SDP 20/30/40	118,105	39D6	Chr3
'Wiseman' Cyberspace Com	CRx2	REF 14, MA 10, BOD 12, SP 25, SDP 20/30/40	91,381	23D6+3*	Chr3
Arasaka 'Daioni' PA Convert	CRx2	REF 17, MA 20, BOD 52, SP 80, +6 Initiative	810,000	16D6+30	SW
<b>FULL 'BORG OPTIONS</b>					
<b>OPTIONS FOR FULL CONVERSIONS</b>					
Stylization	N	Customization, bonuses to some skills	Varies	0	Chr2
Increased SP	N	Max 40 SP, 10-50lbs weight increase	2,000/+5	0	Chr2
Increased SDP	N	Max +20 SDP, +55lbs/+5 SDP	1,500/+5	0	Chr2
Increased REF	M	Max 15	2,000/+1	2/+1	Chr2
Increased MA	M	Max 25	1,500/+1	2/+1	Chr2
Increased BODY	M	Max 20	1,000/+1	2/+1	Chr2
Shielding	MA	Electronic shielding	2,000	6	Chr2
Quick Change Mounts	N	Rifles (2), Hvy.Weapons (3) can be mounted	200	2	Chr2
Interchangeable Bipod	CR	Organs can be moved to different FBRs	20,000	18D6	Chr2
Longevity Module	MA	Theoretically triples 'borg's lifespan	15,000	1	Chr2
Eelskin	MA	1D6 to 2D6+3 Damage	14,000	1D6	Chr3
Cyber Steriods	2xCR	BODx3, +3kg/+1 BOD, runs off power unit below	1500/+1	6D6	Chr3

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Back Mounted Power-unit	N	+5% weight, 10hrs, 20eb/recharge	200	0	Chr3
Variable Spectrum Light	N	No spaces	200	.5	Chr3
Enhanced Thermograph	N	Advanced thermograph. 1 space	200	1	Chr3
Blood/IV Supply	N	4 x 1/4 liter containers. 1 space	300	1	Chr3
Reactive Body Plating	MA	Detects laser & smart sights, REF>10 dodge	6,000	1D6	SOF2
Dummy Facemasks	N	Detachable faceplates	25-500	0	SOF2
<b>EXOTIC MODIFICATIONS</b>		<b>EXOTIC BODY MODIFICATIONS</b>			
Minor Facial Modification	M	Alterations to eyes, ears, nose, etc	1,000	1D6/2	Chr2
Major Facial Modification	M	Major alterations to features	2,000	1D6	Chr2
Muzzle, Short	M	Like a bear's or tiger's muzzle	2,000	1D6	Chr2
Muzzle, Long	MA	Like a dog's or horse's muzzle	2,500	2D6	Chr2
Mandibles, Extended	MA	Semi-prehensile grasping "jaws". 1D6* damage	4,000	3D6	Chr2
Natural Fangs	N	1D6* bite damage	500	2D6	Chr2
Natural Claws	N	-3 to manipulation rolls. 1D6* damage	1,000	1D6+1	Chr2
Retractable Claws	M	1D6* damage	1,000	2D6	Chr2
Scratchers	N	Low HL due to implantation in hospital	500	1D6	Chr2
Rippers	M	Low HL due to implantation in hospital	750	2D6	Chr2
Short Tail	M	Bunny tail, etc	250	2	Chr2
Tail	MA	Mobile but weak, exerts about 3lbs of force	1,500	2D6	Chr2
Combat Tail	MA	Heavily muscled. 1D6+Damage Mod.	2,500	3D6	Chr2
Stinger Tail	M	Poison injecting stinger. 1D6*+Mod+drug/toxin	3,000	3D6	Chr2
Digitgrade Legs	CR	3 joint legs. +1 MA with tail. -2 MA without tail	4,000	6D6	Chr2
Fur/Scales/Skinchange	N	10% chance of cancer	10,000	3D6	Chr2
Heavy Scales	N	SP 12. 10% chance of cancer	12,000	3D6	Chr2
ExoSkeleton	CR	SP 18, MA & REF-2. 10% chance of cancer	20,000	4D6	Chr2
Frame Alteration	CR	25% size change from actual body size	8,000	2D6	Chr2
Muscle Pouch	MA	Muscles on lower back for tails or tentacles	1,500	1D6	SA
<b>EXOTICS PACKAGES</b>		<b>EXOTIC PACKAGE DEALS</b>			
KatNip - Feline	MA+	Slit-eyes, pointed ears, tail, synthskin, scratchers	3,400	4½D6	Chr2
Rodent	M+	Enlarged ears and eyes, button nose, synthskin	1,400	1½D6	Chr2
Rabbit	Mx2	Bunny ears & tail, button nose, whiskers	1,250	1D6	Chr2
Reptile	M+	No ears, long tongue, olfactory, fangs, synthskin	2,000	4D6	Chr2
Elf	M	Pointed ears, thin face, upturned eyebrows	1,000	1D6/2	Chr2
Dwarf/Halfling	CR+	Shorter & stockier frame(MA-2), broader features	9,000	2½D6	Chr2
Ork/Goblin	CR+	Broad features, longer arms, fangs, synthskin	10,900	6D6	Chr2
Troll/Ogre	CR+	Broad features, fangs, taller, grafted muscle, MBL	12,000	7D6	Chr2
Fishman	MA+	Gills, synthskin, webbing, custom contacts	2,000	4½D6	Chr2
Zark Nartanq Graftable	MA+	Fangs, wolvers, tail, skinweave, MBL, etc	12,350	12½D6+1	Chr2
Bear Package	CR+	Muzzle, fangs, claws, fur, taller, grafted muscle	24,500	13D6	Chr2
The Superman	CR+	The future of humanity via nano and bioware	19,735	13D6	Chr2
BigKatt	CR+	Muzzle, fangs, claws, tail, digitgrade legs, fur	21,000	19D6	Chr2
Slight Buggy	MA+	Bug-eyes, antennae, scaly synthskin, cyberoptics	3,400	6D6	Chr2
Franz Kafka Bughouse	CR+	as above, + mandibles, exoskeleton, scratchers	35,500	15D6	Chr2
Merman	CR+	Gills, skinchange, fishtail, cust. contacts, sonar	18,900	10½D6	Chr2
Sharkman	MA+	Gills, sonar, skinweave & change, muzzle, etc	17,700	12D6	Chr2
LupaForm Minor Package	M+	Pointed ears, dog-nose & eyes, fangs, synthskin	1,900	3½D6	Chr2
LupaForm Major Package	CR+	as above, + muzzle, tail, digitgrade legs, fur	20,000	15D6	Chr2
Humanisaurus Rex - Dragon	MA+	Short muzzle, fangs, tail, scales	16,000	9D6	Chr2
Playbeing Addition	MA+	Increased ATT, tactile boost, behavior chip, etc	+3,000	3½D6	Chr2

<i>Cyberware</i>	<i>Surg.</i>	<i>Description</i>	<i>Cost</i>	<i>H.L</i>	<i>Book</i>
<b>CHIPWARE</b>					
APTR Reflex Chips	-	Chips reflex and tech based skills	varies	-	CP20
MRAM Memory Chips	-	Chips INT and other cognitive skills	varies	-	CP20
M.O. Chips	N	One yes/no answer for INT 15+ roll	1,200 bm	-	Chr1
Courier Chip	N	Imprints data on users brain	600	-	Chr1
Security Chips	N	Eraseable/destroyable chips	+50/75	-	Chr1
Digi-Tone ID	N	Used with cyberaudio to recognise phone no.	70	-	Chr1
Special Operative Chip	N	+1 Language, Geography, and one other skill	900	-	Chr1
Poser Impersonation Chip	N	Specific Know [subject] +2, Perform +1	900-1100	-	Chr1
PhotoMemory RAM Chip	N	INT roll +2 [15+] to get a specific memory	1600	-	Chr1
Memory Compression	N	3 skills, skill level +3 total	+200-400	-	Chr1
Programmable Chipware	N	Provides basic knowledge of a procedure	50	-	Chr1
Mind Games	N	Over 300 games available	40	-	Chr1
Business Trip Chip	N	+1 Language, Culture, W/S or Business Law	800	-	Chr1
Tourism Chip	N	+1 Language, Culture, General Knowledge	750	-	Chr1
Space Chip	N	Space Survival +2, Highrider Culture +1	900	-	Chr1
Maximum Lover Chip	N	+2 Seduction	1300	-	Chr1
Stress Chip	N	+1 COOL for morale, +1 EMP interaction	350	-	Chr1
Adrenaline/Endorphin Surge	N	Ignore Pain/Exhaustion, +1 BOD 3 times in 24hrs	800	-	Chr1
Increased Neural Feedback	N	1/2 time to "chip in", burns out in 24 hours	+400	-	Chr1
Ambidexterity Chip	N	Makes user ambidextrous	800	-	Chr1
Independent Action Chip	N	Independent action for each arm. Amb+2 optics	250	-	Chr1
DeathTrance	N	1-3 minutes to enter. Medtech 25+ to detect life	1000	-	Chr1
Redundancy Loop	N	Will screw up at a crucial moment	50-75%	-	Chr1
"Fish N' Chips"	N	Appetite control device	85	-	Chr1
Visual Recognition Chips	N	INT+chip+1D10+Skill. Tech, Corp, Rocker, etc	100/level	-	Chr1
Police Visual Rec Chip	N	Visual ID's on criminals and licenses	200/level	-	Chr1
"SomaWare" Sleep Chip	N	Normal sleep (after 15 uses COOL 15+ to sleep)	400	-	Chr3
Navigation/Orientation Chip	N	Requires Phone Splice/Radio Link, accurate to 5m	250	-	Chr3
Major City Map	N	Contour map, needs Video Imager/Subd Screen	110	-	Chr3
Crypto Chips	N	Randomly generated substitution word code	600 per 2	-	Chr3
Stutter Chipping	N	Won't shoot designated (1 turn) friendlies	310	-	Chr3
Weaponmasters MArt Chip	N	Arasaka Te, and Thamoc available (max +3)	270/level	-	Chr3
Auditory Recognition Chips	N	Require Amp Hearing and Sound Edit (max +2)	150/level	-	Chr3
<b>BEHAVIOUR CHIPS</b>			<b>1,000+</b>	<b>1D6/2</b>	<b>Chr2</b>
James Bond	N	Cool +1	1,000	1D6/2	WGF
Xarghis Khan	N	Emp 1, Cool 10	2,000	1D6/2	WGF
Perfect Soldier	N	Cool +3 (max 11), Emp -2 (min 1)	1,500	1D6/2	WGF
Kick Ass	N	Cool +2, Emp-2, enhances aggression.	1,500	1D6/2	WGF
Sunny Day	N	Makes you feel happy, +4 vs Intimidation.	1,000	1D6/2	WGF