

**CLOTHING & FASHION**

Uniware Utility Belt .....	15eb
Uniware Blouse/Shirt .....	20eb
Uniware Vest/Boots .....	25-30eb
Uniware Pants/Skirt .....	35eb
Uniware Dress/Jumpsuit .....	50-75eb
Uniware Torso Armor/Legpads (SP 10) .....	60eb
Uniware Armor Jacket (SP 14) .....	200eb
Uniware Armor Trenchcoat (SP 18) .....	300eb
Armored Stockings (SP 6) .....	110eb
Leather Boots .....	100eb
Duster Coat .....	200eb
Disposa Clothes .....	75-350eb
Slicksuits .....	300eb
Body Line Tattoo - Stars & Shapes .....	50eb
Body Line Tattoo - Trademarks & Logos .....	100eb
Body Line Tattoo - Heat Sensitive Color Changer ..	120eb
Contact Lenses .....	100eb
Reactimesh Smartbag .....	3eb
Athelon Nylon Carrybag .....	5eb

**Phoney Cyberware:**

Interface Plugs .....	50eb
Chipware Socket .....	100eb
Optics Chrome, Gold, Black .....	30eb
Clock, Glow, Target .....	50eb
Hologram .....	70eb
ChromeArm/Leg .....	500/600eb

**Armored Headwear (10SP):**

Balaclava, Bandana (0 spaces) .....	300eb
Beret (1 space) .....	300eb
Baseball Cap, Turban, Tamoshanter (2 spaces) ....	300eb
Fez, Hombery, Fedora (2 spaces) .....	300eb
Trilby, Bowler, Boater, Panama (3 spaces) .....	300eb
Stetson (4 to 6 spaces depending on size) .....	300eb
Dropdown Visor (SP 14) .....	+350eb
Dropdown Visor with HUD (SP 14) .....	+600eb
Mini-Cellphone .....	+400eb
Extra Armor (max SP 16) .....	+100eb/+1SP
Audio Recording Device (4 hours) .....	+200eb
Video Camera (2 hours, can be concealed) ...	+250/350eb
Storage Space (2" x 2" space) .....	+150eb
Exploding Unit (3d6 over 5m radius) .....	+200eb
Mini-Gun (P -3 C 2d6+1 9mm 4 1 ST 50m) .....	+200eb
Bladed Rim .....	+200eb
Nu-Tek Wearman (vid screen on hat) .....	+200eb
Gas Jet (1 shot, limited range, gas costs extra) ..	+150eb

**Generic:**

Uniwear Shorts Ensemble & Cap .....	88eb
Nu-Tek Splash-proof Boots .....	40eb
Nuke AeroFloats .....	60eb
Ponco Bodysuit-Blouse Ensemble (+1 W&S) .....	195eb

**Leisurewear:**

Eji Bodysuit (+1 W&S) .....	200eb
Bodygear Reacti-mesh & Polylog Jacket .....	300eb
Night City Rangers Official Sportswear (+1 W&S) .....	x4
RecreaTech Kevlon Knee & Elbow Pads (10SP) ....	75eb
Body Test Full Impact Roadrasher (SP 16) .....	200eb
Full Enviro Wetsuit (SP 16) .....	350eb

**Urban Flash:**

Nu-Tek Video Jacket .....	300eb
Nu-Tek Video Skirt .....	200eb
Eji of Japan Designer Jeans .....	50eb
Eji of Japan Wool Sweater .....	60eb
Eji of Japan Light Panel Cloak (SP 14) .....	500eb
Cryo-Max Wrap-on Mem Plastic Skirt (+1 W&S) ..	180eb
London Mist Transparent Raincoat .....	360eb
Duraweave Stockings (SP 6) .....	105eb
Alex of Milan Illumi Strips Jacket (+2 W&S) .....	250eb
Image Fashionwear Bodysuit (+2 W&S) .....	300eb
Image Fashionwear Jacket (+2 W&S) .....	250eb

**High Fashion:**

Cyro-Max Translucent Pantaloons (+1 W&S) .....	180eb
HiFacs Short Cape (+3 W&S) .....	440eb
HiFacs Angora & Fiber-optic Hat (+3 W&S) .....	220eb
Leopold's Reacti-mesh Cape (+2 W&S) .....	900eb
Alex of Milan Polychromic Suit (+2 W&S) .....	715eb
Royo Bodyfree Mask (+1/2 ATTR) .....	600eb
Royo Bodyfree Mask (+1/2 ATTR, filter mask) .....	650eb
Dignity Clothing .....	750-2500eb

**Edgerunner:**

Gibson Battlegear Fatigue Pants (SP 14) .....	125eb
Gibson Battlegear Armored Jeans (SP 16) .....	30eb
Gibson Battlegear Armored T-Shirt (SP 10) .....	10eb
Gibson Battlegear Denim Jacket (SP 14) .....	150eb
Plastech Duster (SP 18, +1 W&S) .....	845eb
Ruf Tread Boots (SP 20) .....	175eb
Ruf Tread Kevlon & Polylog Jacket (SP 18, EV -1)	350eb
Ruf Tread Nylar Bodysuit (SP 10) .....	300eb
Icon America Morplex Shirt (SP 14, EV -1) .....	130eb
Icon America Leather Gun Belt .....	60eb
Icon America Leather Miniskirt .....	100eb
Icon America Leather "Gunfighter" Hat .....	100eb
Icon America Leather Halfboots/Boots .....	100-150eb
Icon America Leather Long Skirt/Pants .....	200-250eb
Icon America Leather Tunic .....	220eb
Icon America Leather Bomber Jacket .....	300eb
Icon America Leather Long Duster .....	500eb
Gibson Battlegear Bodysuit (SP 10) .....	300eb
Gibson Battlegear Greaves (SP 20) .....	175eb

**Businesswear:**

Takanaka *Exec* Scarf/Tie/Cravat .....	75-100eb
Takanaka *Exec* Monogram Shirt .....	200eb
Takanaka *Exec* Vest .....	500eb
Takanaka *Exec* Pants .....	700eb
Takanaka *Exec* Jacket .....	800eb
Takanaka *Exec* Cape .....	900eb
Takanaka *Exec* Top Coat .....	1000eb
Takanaka *Exec* Opera Cloak (SP 16) .....	1200eb
Takanaka *Exec* Armored Top Coat (SP 16) .....	2000eb
Takanaka *Exec* Briefcase .....	600eb
Takanaka *Exec* Cologne .....	150eb
Takanaka *Exec* Sword Case .....	300eb
Takanaka Cotton/Arachni-silk Suit (SP6, +2 WS) .	500eb
Takanaka French Cotton Suit (+2 W&S) .....	420eb
Flein Duraweave Suit (SP 10, +2 W&S) .....	500eb
Pearl Eye Skirt and Jacket (SP 5, +2 W&S) .....	730eb
Pearl Eye Chinese Silk Shirt (+2 W&S) .....	140eb

Nu Tek Memo-Broach ..... 200eb+  
 Nu Tek Tie-Fon (cell phone in tie) ..... 200eb  
 Built-in Trauma Team™ Reaction Program .. 300eb/month

**Specialized Clothing:**

Transparent Skinmask (4) ..... 20eb  
 Designer Skinmask ..... 50eb  
 BattleMask Skinmask ..... 200eb  
 Surveillance Clothing (SP 15, contains spy gear) ..... 5-7x  
 "Spytex" Radar-Absorbent Material ..... 10 x  
 'Alessio' Coveralls ..... 200eb  
 'Lano' Coveralls (SP 14) ..... 1600eb  
 'Guercio' Helmet (SP 20) ..... 600eb  
 'Gianni' Helmet (SP 20, smartgoggles) ..... 800eb  
 'Pinamonte' Boots (SP 20) ..... 500eb  
 'Ciampolo' Gloves ..... 400eb  
 Esporma Environment Suit (SP 10/30, 60min) ..... 725eb  
 Fiorelli-Santino Anti-Fire Suit (427 to 1370°C) ..... 1500eb  
 Medical Armor (SP 20, +2 to med rolls, EV -3) ... 3400eb  
 Sternmeyer Cold Weather Combat Outfit (EV -1) .. 575eb  
 Sternmeyer Cold Weather Gear (upto -70°C) .... 50-300eb  
 Soviet Military Armored Greatcoat (SP14, EV-1) ... 250eb  
 Bearskin Hat (SP 0/10) ..... 50/75eb  
 Hiking Boots (SP 20) ..... 45eb  
 Athelon Body Harness (SP 5) ..... 100eb  
 Kevlar Backpack (10/18SP, .5/2kg, EV varies) .. 50/100eb  
 Framed Backpack ..... 200eb  
 Biotechnica Enviro Gloves (SP 20) ..... 200eb  
 Shock Touch Protection Gloves (4 Stun charges) .. 120eb  
 ExecUcleaN Armor Repair ..... 20%  
 Signal Retardant (10SP, +4 Stun vs static guns) . +150eb  
 Laser Ablative Fabric (50pts vs lasers) ..... +90eb  
 Heat Displacement Fabric (100pts vs lasers) ..... +1200eb

**TOOLS**

Routine Annual Maintenance (Parts) ..... 1D10% Base  
 Parts Minor Malfunction (Simple) ..... 1D6x5% Base  
     Minor Malfunction (Complex) ..... 1D10x3% Base  
     Major Malfunction (Simple) ..... 1D6x10% Base  
     Major Malfunction (Complex) ..... 1D10x5% Base  
     Catastrophic (Simple) ..... 3D6x10% Base  
     Catastrophic (Complex) ..... 1D10x10% Base  
 Repair Labor ..... 100-150% Parts  
 Cyberlimb Fleshweave Repairs ..... +50% cost  
 Basic Tool Kit (1kg) ..... 500eb  
 'Farinata' Tech Tool Kit (+1 W&S) ..... 350eb  
 Tool Kits by Buchsterhude GmbH (+1/-1 repair) ... 1000eb  
 High Style Buchsterhude Tool Kit (+1 W&S) ..... 1500eb  
 Master Mechanic's Tool Kit ..... 25,000eb+  
 Gun Cleaning Kit ..... 50eb  
 Electronics Toolkit ..... 100eb  
 'Venedico' Electronics Tool Kit (+1 W&S) ..... 350eb  
 Techscanner ..... 600eb  
 'Francesca' Techscanner (+1 TECH, W&S) ..... 1200eb  
 'Pembroke' Techscanner (+2/+1 TECH) ..... 1500eb  
 'Pembroke' Update Subscription ..... 100eb/month  
 Protective Goggles ..... 20eb  
 Flashlight (100-120 foot range) ..... 2eb  
 Pocket Flashlight (25-30 foot) ..... 1eb  
 MicroFlash (4 hrs disposable, 100ft beam) ..... 10eb/10  
 Glowstik (red, green, blue for 6hrs, 6" tube) ..... 1eb  
 Flash Paint (4hrs of light) ..... 10eb/pint

Flash Tape (6hrs of light) ..... 10eb/foot  
 NT Glowpowder (5ft area of illumination) ..... 10eb/pot  
 Rope (holds upto 1000lbs) ..... 2eb/foot  
 Super String synthetic cable (3,000lbs) ..... 3eb/m  
 Bloodhound ..... 750eb  
 Sonic Sensors ..... 1,500eb  
 Plasma Arc Torch ..... 250eb  
 Cutting Torch (5x-15x cost for thermite lance) ..... 40eb  
 Mine Detector ..... 100eb  
 A-Frame ..... 100eb  
 Air Compressor ..... 200-1000eb  
 Bungee Cords ..... 10eb  
 Entrenching Tool ..... 50eb  
 Hand-Crank Generator ..... 50eb  
 Small Generator ..... 250eb  
 Large Generator ..... 1200eb  
 Lifts (drive-on/scissors) ..... 100/500eb  
 Hand-Driven Air Pump ..... 10eb  
 Biotechnica Environmental Analyzer (20hr, .5kg) .... 70eb  
 Enviros scanner (7m range, 12hr, 1kg) ..... 400eb  
 Portable Electropack (6hr power, 2kg) ..... 100eb  
 Arc Furnace ..... 1000eb+300eb/day  
 Liquid Medium Pump (delivers nanites to sinus) .... 100eb  
 Micro-Centrifuge (separates compounds) ..... 100eb  
 Interface Monitor (+2 CyberTech) ..... 800eb  
 Micromanipulator Rig (+1 for small work) ..... 3000eb  
 "Tripod" Waldo Set (extra hands) ..... 800eb  
 "Spider" MicroWaldo Bracer (+1 small work) ..... 700eb  
 "Mite" Diagnostic Remote (1x1cm) ..... 400/500eb  
 "KleenBore" NanoAgent Gun Cleaner (10 uses) ..... 50eb  
 "BioGloss" NanoAgent Cyberlimb Cleaner ..... 50eb  
 "AutoGloss" NanoAgent Car Wax (10 uses) ..... 50eb  
 Dynlar Smartgrapple (100m, winch) ..... 1500eb  
 Dynlar Smartgrapple w/optical sensor (REF-5) .... 2000eb  
 Magnagripp Magnetic Grapples (100m, winch) ..... 50eb  
 Magnagrap Claw Grapple (80%, 100m) ..... 150eb

**DEMOLITIONS**

Explosives Field Kit (30kg) ..... 1500eb  
 Think-Boom Radio Detonators (3 signals) .... 100eb/signal  
 Pressure Triggers (Diff to spot) ..... 15eb/foot²  
 Thermite-In-A-Tube (15/4D4 damage for 3 turns) ..... 90eb  
 Detcord High Explosive (40 damage) ..... 900eb/10m  
 Detonator ..... 10eb  
 Detonation Wire ..... 1eb/meter  
 Fire-Based Fuse ..... 5eb/meter  
 Chemical Delay Fuse ..... 25-75eb  
 Blasting Cap ..... 5eb  
 Smart Mine Trigger - Weight ..... 50eb  
     Indiscriminate ..... 20eb  
     IFF ..... 75eb  
     Temperature ..... 200eb  
     Voice ..... 100eb

**SURVIVAL GEAR**

Canteen (10 litre) ..... 50eb  
 Canteen (Personal) ..... 10eb  
 Distillation Rig (Family) ..... 100eb  
 Water Purifier (95% rel, 2 days power) ..... 20eb  
 Water Purification Kit (Personal) ..... 50eb  
 Water Purification Kit (Family) ..... 100eb  
 Air masks ..... 20-30eb

Filter Mask (Filters 3eb) .....	10eb
Gas Mask (Filters 10eb) .....	200eb
Biotechnica Bioplastic Mask (12hrs) .....	5eb
Biotechnica "Smart" Gas Mask (100%, 24hrs) .....	250eb
Fire Starter .....	1eb
All-Weather Fire Starter .....	5eb
Field Pack .....	50eb
Sun Block (SPF60) .....	10eb
"Swiss Army" Knife (.5kg) .....	50eb
Immersion Heater (12 uses) .....	15eb
Native American Tipi .....	200eb
Tent (2 Person) .....	150eb
Tent (6 Person) .....	250eb
Tent (10 Person) .....	500eb
Tent (Big Top) .....	12,000eb
Backpack Stove .....	20eb
Tent Stove .....	75eb
Tire Chains .....	60eb
Logcompass .....	50eb
Inertial Compass .....	100eb
DataTel Mapmaker (1kg) .....	500eb
DataTel Navstar Mapmaker .....	900eb
Automapper .....	200/220eb
TomKatt DooDadd (orienteering device) .....	18eb
TomKatt DooDadd NavStar system .....	+20eb
Topographic Map Chips (200 km <sup>2</sup> ) .....	5eb
Grapple Line (100m, SDP 30, 3kg) .....	60eb
Climbing Spikes (+2 Climb, 1D6+3*) .....	75/140eb
IR Combat Cloak (-5 IR Notice, EV 2, 2kg) .....	450eb
Reactimesh Camouflage Netting (-4 Notice) .....	15eb/m <sup>2</sup>
Reactimesh IR Netting (-5 IR Notice) .....	2eb/m <sup>2</sup>
Anti-Laser Aerosol (3m cloud, 12 turns, -4 to hit) ..	150eb
Ablative Creme (10SP vs laser, -2/5 dmg, 5 uses) .	100eb

**PERSONAL ELECTRONICS**

Data Cache (100MU, SDP 15, SP30) .....	8000eb
Data Cache (200/300MU) .....	10,500/13,000eb
Data Chip .....	10eb
"Treasurer" Datawatch (1MU) .....	55eb
Holotank (tabletop- 12"x18") .....	500eb
Holotank (desktop- 24"x36") .....	1000eb
Holotank (display- 4"x7') .....	5000eb
Holo Generator .....	500eb
Holoscreen Viewer (many models) .....	2x base
Microtech Residence (Home for INT 6 AI) .....	150,000eb
Net-Vision Glasses (optional Invisibility) .....	900/1200eb
Video Board .....	100eb/ft <sup>2</sup>
Video Wall (6'x6') .....	3500eb
Batteries .....	5eb
IEC Micromate Blender .....	35eb
Hitachi-Kenmore Appliance Mod .....	500eb
Optical Remote (2m IR eye controlled remote) .....	100eb
Cab Hailer (1D6 min wait) .....	150eb+10eb/month
Image Wallet (.1kg) .....	100eb
Sleep Inducer (2-3 hours, .5kg) .....	85eb
Gun Camera (10m, records if finger on trigger) .....	100eb
Nikkon Gun-Eye Camera (.2kg, 10-30min) .....	200eb
Gun-Eye Options (LL, IR, Thermo, Anti-Dazzle) ..	+100eb
Gun-Eye Options (image enhancement) .....	+150eb
Gun-Eye Option: Teleoptic sight (+1WA) .....	+150eb
Gun-Eye Option: Cyberlinkage .....	+100eb
Battery Pack .....	50eb

Home-Use Transformer .....	100eb
Solar Electric Panel (1 device) .....	100eb
Solar Panel Central Extension Cord .....	25eb
Portable Radar .....	250eb
Portable Sonar .....	150eb
Personal Tactical Computer .....	1000eb
Militech PTC Detail Cards .....	50eb
Ghost Projector .....	950-1850eb
DDI PrayerWare .....	120eb
Smartgoggle Mirrorshades (2 options, -10%) .....	450eb
Smart Glove (Aver REF or -1 WA) .....	110eb
Smart Glove Gun Modification .....	+200eb
Echolocation Goggles (-1 Awareness in dark) .....	1500eb

**MEDIA EQUIPMENT**

Digital Recorder .....	300eb
Digital Camera (.5kg) .....	150eb
VideoCam (1kg) .....	800eb
Video/Audio Tape Player .....	40eb
Video Tape .....	4eb
Digital Chip Player (1kg) .....	150eb
Braindance Recording Unit .....	12,000eb
Braindance Editing Unit .....	26,000eb
Multiformat Newscam .....	2600eb
MiniCam 14 .....	1500eb
Cybercam EX-1 (2.2kg) .....	1200eb
Nikkon America Campod (8 SP, 12hrs, 2kg) .....	1000eb
Remote Cybercam 20 (2km, 24 hrs, 1kg) .....	350eb
Holographic Camera .....	2x base
Cyberholo Art Imager (+1 Paint/Draw) .....	600eb

**From Interface, Vol 2, Issue 1:**

Omnieye Interviewer's Camera .....	1000eb
Tanaka-Sanyo Portable Editing Lab (8hrs, 10kg) .	6000eb
Leather, Brushed Metal Covering ....	+100-300eb
Spare Battery (8hrs, 4kg) .....	250eb
Medusa 2000 Camera/SMG .....	2500eb+
Video Editing Console .....	300-700eb
Audio Editing Module/Console .....	400eb
Second Stage Image Virtualizer .....	2000eb
Optical Image Scanner (input for virtualizer) .....	400eb
Audio Support Hardware .....	300eb
Video Support Hardware .....	500eb
Transmitter .....	3.14 x sq mile range <sup>2</sup> x200eb
Subcarrier Transmitter .....	3.14 x sq mile range <sup>2</sup> x250eb
Subcarrier Receiver - Single Frequency .....	40eb
Subcarrier Receiver - Adjustable Frequency .....	200eb

**From Dark Metropolis:**

Video Alteration Equipment .....	5000eb
Video Alteration Equipment (+10 to diff) .....	1000eb
Video Alteration Equipment (-5 from diff) .....	10,000eb
Register Radio Frequency .....	1000eb/month
Register TV Station .....	5000eb/month
Radio Transmitter .. (range+strength+quality+size)x100eb	
TV Transmitter .... (range+strength+quality+size)x2000eb	
Reliability (2nd hand to Custom) .....	x0.5/x0.25/x1/x2/x5
Remote Transmitter (extends range, Elec 25) .	50% Cost
Build Transmitter .....	50% cost
Transmitter Locator (Elec 25, need 2+) .....	500eb
Jammer (Elec 5+5/Level, 1km) .....	100eb xSTR
Jammer (Elec 5+5/Level, 5km) .....	200eb xSTR

Jammer (Elec5+5/Level, 10km) ..... 300eb xSTR  
 Cheesebox (cell phone into phone line, 1km) ..... 100eb  
 Voice Mask (alters voice, Elec 30) ..... 1000eb  
 Music Library ..... 100 to 5000eb  
 Video Library ..... 5000 to 50,000eb

**From Cybergeneration Media Front:**

Video Camera (HRAM or transmit signal) ..... 500eb  
 Remotelink (5mi microwave link to cams, 1kg) .... 1000eb  
 Flatcam Pickup Only (imaging device only) ..... 100eb  
     Specialized (IR, UV, translucent) ..... +100eb  
     Peek-Through Flatcam (thermal) ..... +900eb  
     Sub-Miniature Systems ..... x2  
 Flatcam & Microtransmitter ..... 200eb  
 Integrated Flatcam (2 hrs record/battery) ..... 200eb  
     8 Hours Max Recording Time ..... +100eb/hour  
 Flatcam Glasses (4.5 hours audio & video) ..... 500eb  
 Flatcam Remote Control (8 cams max, 8hr store) . 500eb  
 HRAM Recording Deck ..... 200eb  
 HRAM Slugs Audio (96 hours max) ..... 4eb/hour  
     Video (4.5 to 10 hours max) ..... 10eb/hour  
     Padded ENG Slugs ..... +10eb  
     Sub-Miniatures ..... x2  
 Optical Chips (Lv 2, 4, 8, +1 skill, -4 TECH) ... 500eb/level  
     Very Small (1cm) ..... x2  
     Ultra Small (1mm) ..... x3  
 Sat-Net Membership ..... 250-260eb/month + 20eb/hour  
 Public Sat-Net Receiver (10x10x2cm, 200g) ..... 30eb  
 On-line Info Service Membership . 15eb/month + 1eb/hour  
 Computerized Control System (+5 skill, 6 feeds) . 6500eb  
 Software, Controllers & Connections Only ..... 1000eb  
 Expansion Module (adds 6 more A/V feeds) ..... 1000eb  
 Monitor Screen (for each video input/output) ..... 100eb  
 AV Processing Desktop PC (4kg, +4 skill) ..... 5500eb  
 Video Processing Desktop PC (4kg, +4 skill) ..... 5000eb  
 Audio Processing Desktop PC (2kg, +4 skill) ..... 1000eb  
 Broadcast HDTV Receiver (300g) ..... 150eb  
 Broadcast HDTV Receiver & Screen ..... 200-1000eb  
 Tracker (75% chance to track signal, 1.5kg) ..... 2000eb  
 Jammer (jam one UHF/VHF signal 1/2 mile, .8kg) . 400eb  
 Cablejack Equipment (TV networks only, 25kg) ... 5000eb  
 Assembled Cablejack Parts (2d6 days, 50kg) ..... 1000eb  
 Cellular Data System PC (40MU, Spd 6, 700g) ... 8000eb  
 Extra 10MU (max 80MU) ..... 1000eb  
 CDS Permit ..... 1200eb  
 Broadcast HDTV Receiver Card (5MU) ..... 200eb  
 AV CDS Card (require 15MU & permit) ..... 5000eb  
 Video CDS Card (requires 10MU & permit) ..... 5000eb  
 Audio CDS Card (requires 5MU & permit) ..... 1200eb  
 Controller CDS Card (requires 10MU & permit) .... 1100eb  
 User Configurable Encrypt/Decrypt Card (5MU) ..... 220eb  
 Satellite Uplink/Downlink CDS Card (10MU) ..... 400eb  
     With Encryption/Decryption ..... 600eb  
 Encryption Cracking CDS Card (90% rel) ... 500-10,000eb  
 Pirate FM/AM Radio Transmitter (weak signal) ..... Varies  
     1 Watt/Few Blocks (200g) ..... 100eb  
     10 Watts/Neighborhood (200g) ..... 200eb  
     100 Watts/Small Town (400g) ..... 500eb  
     1000 Watts/City (1kg) ..... 1000eb  
     Sub Miniature or Cybernetic (1-2 spaces) .... x2  
 VHF Transmitter (50mi max, digital) ..... 1000eb/mile  
 UHF Transmitter (25mi max, strong) ..... 250eb/mile

Increased Signal (weak, average, strong, digital) +50%/Lv  
 Decreased Signal (min weak) ..... -25%/Lv  
 Microwave Link (10mi range) ..... 1000eb  
 Satellite Link ..... 5000eb/year

**MUSICAL**

Electric Guitar (3kg) ..... 100-500eb  
 Rickenbacker or Telecaster ..... 10,000eb  
 Yamaha "SmartMIDI" Guitar ..... 1600eb  
 DPI "Cybertechnic" Guitar ..... 1200eb  
 Washburn Soundmachine Guitar (+1 Perform) .... 1000eb  
 Electric Bass ..... 400eb  
 Electronic Keyboard (4kg) ..... 200-900eb  
 Yamaha "Hurricane" Ultrasynth (+2 Play) ..... 2345eb  
 Standard Drum Kit ..... 1500eb  
 Electronic Drum Kit ..... 500-1000eb  
 Bass Synthesizer ..... 200eb  
 Drum Synth-Box (3kg) ..... 150eb  
 Synthesizer Drumpad ..... 200eb  
 DPI Smartsticks (+1 Play Drums) ..... 800eb  
 Synthesizer Keypad ..... 100eb  
 MiniAmp (10w) ..... 220eb  
 "Single Stack" Amp (500w) ..... 500eb  
 Amplifier (4kg) ..... 500-1000eb  
 Exotic Percussion ..... 50-300eb  
 Cordless Microphone (1000ft) ..... 100eb  
 CyberMIDI Effects Controller ..... 2000eb  
 Parman Drumsticks ..... 65eb  
 MRAM Pro Chips ..... 100eb/level  
 Digital Recording Studio ..... 12,000eb  
 DPI "Black Box" Synthamp (vocal synth) ..... 800eb  
 "Black Box" Voice Chips ..... 10eb  
 Body Rhythm Dance Bracelets (15m range) .... 400eb/pair  
 Body Rhythm Amp ..... 250eb  
 Sound Optimization System (+1 Perform) ..... 1000eb  
 Wall Speakers ..... 250eb  
 Yamaha-PhotoTex Multimix Holodeck ..... 225,000eb

**MICRO-COMPUTERS**

"Black Book" (SP 15, EMP shielded, E-Book) ..... 250eb  
 Zetatech "E-Book" Microcomp (5 hours, 12MU) .... 100eb  
 Cybernetic "E-Book" (+2 INT/TECH skill rolls) ..... 140eb  
 Vocal Control "E-Book" ..... 120eb

**LAPTOPS AND PORTABLE COMPUTERS**

Advanced Communication Case (EBM PCX) ..... 8000eb  
 EMB "PCX" Minicomp (2 hrs, 25MU, INT 2, 1kg) ... 900eb  
 Cyber-PCX (+1 INT/TECH skill rolls, 1kg) ..... 1200eb  
 Vocal-PCX (Vocal Control, 1kg) ..... 1050eb  
 Mead Electronic Notebook (4 SP, 12 hrs, 2.5kg) ... 860eb  
 Wearable Computer (PCX, 25MU, 2.1kg) .... 1000/1400eb  
 Hybrid MedicWear Computer (" +Medscanner) ... 2500eb  
 Microtech "PCZ Super" (INT 2, 30MU, 150min) ... 1500eb  
 Wyzard "Handbox" (INT 1, Holoscreen) ..... 6700eb  
 "Handbox" Removable Hard-disk (+1 INT, spd) ..... 140eb  
 "Handbox" 1MU cartridge ..... 100eb  
 "Handbox" Foldable Touchpad ..... 150eb  
 Zetatech PDA+ (INT 2, 20MU, 6 hrs, 1.1kg) ..... 680eb  
 Zetatech PC-4041 "Wearcomp" Workstation ..... 8500eb  
 Kaitlin Hand Held Programmer (attach to terminals) .....

**PERSONAL COMPUTERS**

Microtech IIKL-4 WS (40MU, INT 3, 4 slots) ..... 1200eb  
 Microtech IIKL-4 w/ cybernetic link ..... 1680eb  
 Zeta 4040 Portastation (INT 3, 30MU, 4hr, 3kg) ... 1000eb  
 Zeta 4040 Portastation w/cybercontrols ..... 1300eb

**MINI-FRAMES**

Toshiba Lightning (150MU, INT 6) ..... 23,000eb+  
 Extra MU (max 250MU) ..... 75eb/MU  
 Multi-Line Modem ..... 500eb  
 Holo-WORM Back-up Drive (300MU) ..... 15,000eb  
 Uninterruptable Power Supply (6 hrs) ..... 5000eb  
 NF-90 Workstation ..... 400eb  
 NF-90 Workstation w/ cyber-access ..... 500eb

**HARDWARE OPTIONS**

Dr. Omni Kismet's Virtual Builder ..... 10,000eb  
 Batteries (15min-1 hour, 1/4 option slot) ..... 5eb  
 Chipreader (10 chips, 1 option slot) ..... 150eb  
 Databases (Expert skill +1 to +4, 1/2 slot) ..... 500eb/level  
 Dataports (for memory, datalines, 1/2 slot) ..... 100eb  
 Datatel Modem Link-Optical Fiber (1 slot) ..... 200eb  
 Datatel Modem Unit-Cellular (+ normal, 1 slot) .... 1200eb  
 Magnetic Induction Tap (10m range) ..... 250eb  
 External Memory Modules (10MU, 1 data port) .... 750eb  
 Hologrid Driver (1/2 option slot) ..... 500eb  
 Memory Upgrades (+10MU, 1 option slot) ..... 1000eb  
 Microtech Backup Drive (30MU WORM) .... 1000eb/10MU  
 Processor Upgrades (+1 spd (max +4), 1/4 slot) ... 200eb  
 Powerstrip 2020 ..... 50eb  
 Smartstrip ..... 250eb  
 Tritech Datashielding (Elec25, 1D6+2 hr) ..... +20% cost  
 Optical Chip Systems (+1 skill or +1 spd) ..... x2 cost  
 NOFAR Compression (+1 skill) ..... x2 cost  
 Optical & NOFAR Multiple Unit System (+3 skill) x3 cost

**PC PERIPHERALS**

EXPERT Skill Progs (level 4-8) ..... 200+100eb/+1  
 Datatel RotoWrighter (20 page printer) ..... 20eb  
 Gloves & Goggles (-3 to -1 Interface, no AP) ..... 100eb  
 "Hot Key" Keypad (Reduces MF penalty by 1) ..... 100eb  
 Interface Routine for Computer/Keyboard 'run .. 150-200eb  
 Modify Software for Computer/Keyboard 'run ..... 50eb/ea  
 Heads-Up Display (-3 A/N, Goggle/Monocle) ... 150/200eb  
 Heads-Up Display Mirrorshades (A/N 20 to spot) .. 300eb  
 Language Processors (Voice Control) ..... 40%  
 Microtech Virtual Reality BBS (Diff -1lvl, 8kg) .... 10,000eb  
 Miniature Copier (1MU, 1hr battery, 0.5kg) ..... 230eb  
 WorldSat Flopscreen ..... 400eb/sq ft  
 Information Black Box (40MU, 25SP, 20SDP) ..... 1000eb  
 Information Links (connect to Visual Rec Chips) ..... 25eb  
 AI Core Program (INT 1-18) ..... 1000-15,000eb

**CompuMods:**

Voice Stress Analyzer (+2 HP/Interro, 3MU) ..... 200eb  
 Lie Detector (65-75%, 3MU) ..... 400eb  
 Bug Detector (6m, 80%, 2MU) ..... 200eb  
 Bug Jammer (10m, 80%, 1MU) ..... 200eb  
 Radar Detector (60%, 2MU) ..... 150eb  
 Bug/Line Tap Signal Tracker (80%, 2MU) ..... 300eb  
 Medscanner (+1 Diagnose, 5MU) ..... 250eb  
 Techscanner (60%, -3 diff, 5MU) ..... 250eb

Drug Analyzer (75%, 4MU) ..... 75eb  
 Credit Transactor Package (1MU, need modem) ... 250eb

**CYBERDECKS AND OPTIONS**

Standard Cyberdeck (.5kg, 6 ports, 10mu) ..... 500-1000eb  
 Bodyweight Data Creche (+1, 12MU, DW+4) ..... 7500eb  
 Dantech Cacciaguida (+0, 10MU, DW+5) ..... 7000eb  
 EBM PNI 210 (+0, 10MU, DW+2) ..... 1000eb  
 EBM PNI 412 (+2, 10MU, DW+4) ..... 4200eb  
 Green Knight (+0, 10MU, DW+8) ..... 10,000eb  
 Omnibus Cspace Explorer (-1, 10MU, DW+2) ..... 1300eb  
 Pandora's Deck (+1, 20MU, DW+4) ..... 12,000eb  
 PCT Danzig (+0, 10MU, DW+3) ..... 500eb  
 PK-6089a (+1, 15MU, DW+4) ..... 9000eb  
 Zetatech Parraline 5700 (+1, 10MU, DW+3) ..... 2100eb  
 Zetatech Parraline 5750 (+2, 10MU, DW+4) ..... 3600eb  
 Zetatech Parraline 5800 (+3, 15MU, DW+6) ..... 6500eb  
 Zetatech Virocana (+1, 20MU, DW+8) ..... 10,000eb  
 Nirvana Pleasure Deck (+2, 15MU, DW+5) ..... 4000eb  
 Portable Deck (4hrs) ..... 2000eb  
 Cyberlimb Deck (portable or cellular) ..... 3000/5000eb  
 Combat Assault Deck (SP20) ..... 3000eb  
 Sealed Combat Assault Deck (SP20, cellular) .. 6000eb+  
 Cellular Decks (moving=25% loss of link) ..... 4000eb  
 Frequency Hopping Radio Cybermodem ..... 5000eb+  
 Arasaka Portable (+3, 18MU, DW+6, cell) ..... 15,000eb  
 Artemis 2020 (+2, 15MU, DW+5, cell) ..... 10,000eb  
 Aztec 600 Assault (+2, 25MU, DW+5) ..... 8200eb  
 EBM PNI 724 (+4, 20MU, DW+7) ..... 10,000eb  
 Jeweldecks (+2, 15MU, DW+5, cell) ..... lots  
 Kirama LPD-12 (+3, 20MU, DW+2, cell) ..... 8025eb  
 Lang Conpro-2 (-1, 15MU, DW+10, cell) ..... 5000eb  
 Langley Datastick Mk7 (+3, 25MU, DW+4, cell) . 9500eb  
 Liz Cyber SpanDeck (+2, 10MU, DW+2) ..... 17,000eb+  
 Microtech Commando (+4, 30MU, DW+6, cell) . 37,400eb  
 Microtech Super-Soldier (+4, 30MU, DW+6, c) . 55,000eb  
 Microtech Helmetdeck (+2, 10MU, DW+2) ..... 4100eb  
 Raven Micro Eagle (+3, 20MU, DW+5, cell) ..... 11,000eb  
 Raven Micro Kestrel (+4, 10MU, DW+4, cell) ..... 9000eb  
 Raven Micro Owl (+1, 10MU, DW+4, cell) ..... 25,000eb  
 Raven Micro Rook (+1, 10MU, DW+4, cell) ..... 4000eb  
 SGI Tech Elysia (+3, 20MU, DW+5) ..... 4260eb  
 Shadowdeck (+4, 20MU, DW+7) ..... 4500eb  
 Cybermodem Suit (+1, 20MU, DW+3) ..... 6300eb+  
 Zetatech D2-3000 Armdeck (+2, 15MU, DW+4) .. 5000eb  
 Multi-Man "Pocket Residence" (INT 1, 10MU) ... 10,000eb

**Cyberdeck Upgrades:**

Memory (10MU) ..... 5,000eb  
 Tycho Memchip (7MU) ..... 3500eb  
 WuTech Memchip (2MU) ..... 1000eb  
 Zetatech Memchip (5MU) ..... 2500eb  
 Speed (max +5) ..... 2000eb/+1  
 Corolla Speedchip (+1 spd Anti-Program progs) .... 300eb  
 Zetatech ZZ22 Speedchip (+1 spd, str Anti-Progs) 3000eb  
 Data Walls (max 10) ..... 1000eb/+1  
 Keyboard (-4 REF, imune to AP attacks) ..... 100eb  
 Interface for PC/Keyboard Netrunning ..... 150-200eb  
 Modified Software for PC/Keyboard Netrunning ..... 50eb  
 Videoboard ..... 100eb/sq ft  
 Printer (size of large book) ..... 300eb  
 Chipreader/Recorder (size of cigarette pack) ..... 100eb

Extra Chips .....	10eb
Vox Box .....	300eb
Scanner (A4 to 1m) .....	100-300eb
Interface Cables (.5kg) .....	20-30eb
Low Impedance Cables (+1 when interfacing) .....	60eb
Protected Cables & Plugs (-1 spd, 40% protect) ...	250eb
'Trode Set (-2 REF, limits AP attacks) .....	20eb
Microtech 'Trode Set (-1 REF) .....	500eb
Terminal (-5 to Netrunning) .....	400eb

**Special Options:**

Auto Punchout (-5 initiative) .....	330eb
Batteries .....	5eb/hour
Code Gates (max +10) .....	1500eb/level
Cybermodem Interface (-1 initiative) .....	500eb
Dead Man's Handle (-3 to all actions) .....	1000eb
DeckMate (INT 1, = to E-Book) .....	100eb
Deck Security System (thumb/retina) .....	400/1000eb
EBM 99080 MUSE (memory protection) .....	300eb
EBM XR-10 Chip Rack .....	5000eb
Hardened Circuitry (immune to EMP, etc) .....	+20% cost
Mini-Printer .....	125eb
Roll of Mini-Printer Paper (register paper) .....	1eb
Netrunner Flip Switch .....	135eb
Neural Recognition Security .....	2000eb
Tight-Beam Radio Relay (100km, -2 initiative) .....	1500eb
Transcriptor (Prints netrunning recording) .....	150eb
Zetatech Diagnet (+1 design skills) .....	5000eb
Diagnet Expansion Chips .....	1000eb
Time-Lag Buffer (-2 Initiative in LEO, etc) .....	350eb/level
Record Reconstructor .....	9000eb
R&D/HQ Interface (Pass ICE 50% of time) .....	200eb

**COMMUNICATIONS**

Postage Stamp .....	0.95eb
Pay Phone Call .....	0.5eb/min
1-900 Phone Numbers (phone votes, etc) .....	3eb
Cellular Phone (+100eb/month, .5kg) .....	400eb
Mini Cell Phone .....	800eb
Nu Tek Tie-Fon (a tie & phone) .....	200eb
Net Access Code (+30eb/month) .....	1000eb
Long Distance Charges .....	Net Spaces x 0.2eb/min
Data Term Net Access .....	1eb/min
Vidphone (upto wall size) .....	150-400eb
3D Holophone (3m view) .....	900eb
3D Holophone Icon Chip (shows Net style Icon) .....	50eb
Field Telephone Unit .....	50eb
Mastoid Comlink (6km/10miles) .....	100eb
Personal Comlink (6km/10miles) .....	100eb
Booster Unit (20-30km) .....	300eb
Family Comlink (30-50km) .....	500eb
Short-Wave Radio (Used) .....	500eb
Backpack Satellite Uplink (15kg, 72hr) .....	1000eb
Toshiba PRC-10 2 way radio .....	300eb
MicroComm Pagestar .....	100eb
Advanced Communications Suitcase .....	8000eb
Advanced Commo Suitcase (w/short wave) .....	8800eb
Office Communications Suite .....	1000eb
Office Video Intercom .....	1100eb
EBM Carfaxx 2002 .....	500eb
Fax Plus 1000 (10 hours) .....	300eb
WorldSat Newsviewer (0.1kg) .....	100eb+2eb/hour

Linear Beam Commlink (1 mile, Diff Elec, 30 min) .	200eb
Fibre-Optic Cable .....	0.1eb/m
Higher Quality Fibre-Optic Cable (+1 Netrun) .....	1eb/m
Repeaters (boost net signals) .....	1000eb
Junctions .....	100eb
Hand Held Jammer (10m comm disruption) .....	50eb
Electronic Warfare Suite (10kg) .....	4,000eb

**PHONE UPGRADES**

Voicemail .....	20eb/month
Conference Calling (extra line) .....	5eb/month
Call Waiting .....	5eb/month
Call Forwarding .....	5eb/month
Fax Interface .....	75eb
Digital Recorder (2 hours, chips 10eb) .....	75eb
ECM Scrambler .....	50eb
Video Option (2"x2" screen) .....	150eb
Emergency Autodialer (6 numbers) .....	25eb
Split Line (2 separate numbers) .....	50eb
Cybermodem Interface (-1 Interface) .....	500eb
Privacy Plus (ECM, bug detector) .....	300eb
Number Memory (20 names/numbers) .....	50eb
Tight Beam (1 mile LOS, .3kg) .....	200eb

**ENTERTAINMENT**

Data Term Use .....	1eb/min
Dataterm Hardcopy .....	0.5eb/page
Screamsheets (newsboxes, vendors) .....	0.1eb/page
Corporate Edition (office newsbox) .....	0.1eb/page
NIGHT CITY TODAY (updated 6, 12, 5, 10) ....	0.1eb/page
FACE THE FAX (underground screamsheets) ..	0.1eb/page
Screamsheet Subscription .....	-50% Cost
Screamsheet Net Download .....	-20% Cost
Newspapers (vendors, cafes) .....	1-2eb
1 "C"-The Magazine for the Corp. Exec .....	112eb/year
Tickets Star .....	75-150eb
Concert .....	50-75eb
Lecture .....	30eb
Game .....	25eb
Cinema .....	7eb
Night City Japanese Cultural Heritage Museum .....	2eb
Civic Theatre .....	7eb
The Corporate Showing Art Theatre .....	17.5eb
The Freefall Club .....	7eb
Private Bar At The Freefall Club .....	200eb/hour
Night City Tour Chip .....	10eb
Night City Shopping Guide .....	2eb
Digital Music Chip .....	20eb
Music Video Chip .....	10-20eb
Pocket TV (.5kg) .....	80eb
Personal Digital Media Universal Systems .....	2000eb
Satellite Dish .....	1500eb
BBS Link .....	0.20-2eb/min
Visitor Realities .....	0.2eb/min
Forgotten Realms VR .....	1eb/min
Tropical Paradise VR/Harem Romp VR .....	5eb/min
Virtual Ventures Ltd .....	900-10,000eb
Braindance Run (Bar or Arcade) .....	2-4eb
Braindance Run (Sleazier Joints) .....	1.5eb+
Braindance Run At Cherry Blossom Memories .....	50eb
Braindance Chip (Buying) .....	50-75eb
Braindance Chip (Net Download) .....	35-60eb

Pirate Brainsdance Chip (Usually defective) .....	25-40eb
Black Market Brainsdance Chip .....	200-300eb+
Brainsdance Subscription (6 month, 1 per week) ...	1200eb
Brainsdance Vending Unit .....	200eb
Brainsdance Playback Unit .....	2000-500eb
Brainsdance Portable Player .....	150-300eb
Wirehead Unit Refit .....	1D10x100eb
Permanent Wirehead Refit .....	5000-25,000eb
Tek Shadow Vid .....	250eb/month
DeathSpa .....	5000eb+
Mancatcher or Big Game Wars .....	1 Million eb

**Rush Options:**

RUSH Virtual Entertainment System (need plugs) .	500eb
'Trode Link (4 sets) .....	1000eb
Total Environment .....	1000eb
Multi-Player Adaptor (upto 4 players) .....	100eb
Scholar Home Learning System (+1/6hr & day) .....	750eb
Segatariflex (feedback system, +1/6hr lesson) ....	4500eb
SegAtari Virtual Villains .....	150eb

**SECURITY**

Keylock (Diff 15 to 30) .....	20eb/level
Cardlock (Diff 15 to 30) .....	100eb/level
Vocolock (Diff 15 to 30) .....	200eb/level
Smartlock Door System .....	250eb/level
Smartlock Preset Time Log-in .....	220eb
Portable Maglock (Diff 25, SP 15, 12 hrs, 1kg) .....	300eb
Maglock Fiberoptic Camera .....	+80eb
Scanner Plate .....	500eb
Movement Sensor (95% reliable) .....	40eb
Remote Sensors .....	700eb
Passcard .....	10eb
IEC ID Bracelet .....	50eb+
ID Badgemaker .....	500eb/700eb
Militech Personal Body Alarm .....	400eb+300eb/month
Poison Sniffer (85% reliable) .....	1500eb
Jamming Transmitter (1000ft) .....	500eb
Snoopbox Personal Intrusion Sensor .....	4000eb
Tracking Device (range is 1 mile) .....	1000eb
Tracer Button .....	50eb
Arasaka Security Services Chip (+3) .....	100eb
Remote Weapons Station .....	6000eb
Remote Weapon Links .....	500eb
ID Scanner and Processing Unit .....	1200eb
Retina Scanner (holds 250 images) .....	400eb
Hand Scanner (holds 500 palm prints) .....	350eb
DNA Scanner/Recorder .....	1000eb
Blood Tester .....	300eb
Cyber Scanner .....	500eb
Striptape Binders (Strength 25+) .....	5eb/12
Plas-Cuffs (Strength 25+) .....	40eb
Handcuffs (Strength 30+) .....	100eb
Ion Cuffs (disables Cyberlimbs) .....	100eb
Detention Collar (48 hrs, shock or drug (5), .5kg) ..	260eb
Explosive Collar (6-30 mile signal area) .....	1000eb
Pain Stimulator (3/4 or 1/2 stats, death 2+ mins) ..	1000eb
Pleasure Simulator (+1 to 10 Cool (12), - to stats) ..	1000eb
Fridigair Bolthole (SP 30) .....	500eb
Paper Shredder .....	500eb
Line Tap Detector .....	60eb
Linozap .....	350eb

Protection Field (2m shock field, 1.5kg) .....	750eb
Voice Stress Analyzer (+1 HP/Interro) .....	200/250eb
R-101 Lie Detector (90%, V.Diff Cool) .....	5000eb(3-5x)
Window Trembler (Stops Laser-mikes) .....	120eb
Bug Detector (80%) .....	200eb
Bug Jammer (10m, 80%) .....	200eb
Arasaka OmniTec Radar Detector (60%, 100m) ....	250eb
"Scout" Bug/Tap Signal Tracker (80%) .....	300eb
Arasaka JetSetter Briefcase (SP 30, Diff 30) .....	2000eb
Arasaka ECM Comm-Scrambler (Diff Elec, 1 hr) ...	100eb
Modulation Chip (Mil radio jammed on 7-10) .....	20eb
"Mumbler" White Noise Generator (3m, 90%) .....	3500eb
ScanMan Full Identity Scanner .....	2100eb
"Scanway" Scanner Gate (95% either) .....	2800eb
"Scanway" Deluxe Scanner Gate (95% all) .....	5400eb
"Scanway" Large Screen .....	500eb
Detection Wand (10cm range, 2hrs, 0.5kg) .....	175eb
Evidence Bags (5) .....	6eb
Ballistics Kit (15SP case) .....	600eb
Rescue via SOSBooth (holds 4, D6+2 mins) .....	1000eb+
Clean Sweep (30-90% rel) .....	7000eb/year
Wutani Motion Tracker (75m-1km, 4kg) .....	770eb
Nano-Paper (Dissolves under special light) .....	3eb/sheet
Nano-Paper Dissolving Light .....	10eb
Schlaghund (15D6 over 5m, or gas over 6m) .....	4500eb
Thermal Decoys (30 mins, optional IFF) .....	50/100eb
Sabotage Weapon Chip (Elect 25, & 5 min to find) ..	50eb
"Bug" Weapon Chip (Elect 25, & 5 min to find) .....	25eb

**SURVEILLANCE & B&E**

Baskin Undercover (20-75% rel) .....	200eb+/hour
Binoculars (.5kg) .....	20eb
Binoglasses .....	200eb
Light Booster Goggles (diff to detect IR beams) .....	200eb
IR/UV Goggles (need IR flashlight) .....	250eb
IR/UV Flashlight .....	50eb
Militech Refractix Binoculars .....	350-550eb
Optictech Magviewer (20x, sonar, 1kg) .....	375eb
Magviewer w/ Passive Infrared .....	475eb
Magviewer w/ Lowlite .....	500eb
Magviewer w/ digital Camera .....	450eb
IEC Phase 4 IR laser sight (+1) .....	250eb
IEC IR glasses .....	75eb
Sonar Scanner (120m, .2kg) .....	50eb
"Komaku" Laser Mike (50m) .....	250eb
"Komaku" Fixed Laser Mike (75m, 4 hrs record) ...	350eb
"Komaku" Cyberarm Laser Mike (60m) .....	400eb
Line Tap .....	200eb
Raven Microcyb Data Tap (70% accurate) .....	200eb
Omega Phone Tap (10 lines, 24hrs, 60% avoid) ..	1400eb
Surveillance Kit (digicamera, mikes, tracers) .....	3500eb
Visual Adapter (attach LL, etc to camera) .....	100eb
Remote Investigation Kit .....	45,000eb
B&E Tools .....	120eb
Advanced Alarm Removal Kit (+1 TECH, 3kg)) .....	290eb
Security Scanner (75% reliable) .....	1500eb
Code Decryptor (+5 vs. Cardlocks) .....	500eb
VocDecryptor (+5 vs. Vovolocks) .....	1000eb
SmartDecryptor (15+1D10 vs Card/Vocolocks) ....	1500eb
Jack-In-The-Box .....	500eb
Finger Booties (slip on prints) .....	100-500eb
Microtech Mk-4 Signal Detector (85%, .5kg) .....	2400eb

**BATTLEFIELD SENSORS**

Base Station (2km monitor, 50km trans) .....	1500eb
Extended Range (4km monitor, 100km trans) .....	+500eb
Satellite Uplink (unlimited transmission range) ..	+1500eb
Visual Sensor (50m) .....	300eb
Cyberoptic Options .....	+1/2 cost
Audio Sensor (Notice +10) .....	200eb
Cyberaudio Options .....	+1/2 cost
Enhanced Hearing (detect movement 5m/100kg) ...	+75eb
Radio Sensors (radio & radar, 70%) .....	200eb
ACOUBOUY Unit (stealth 20+ within 1000m) .....	1500eb
Noiseless Button Bomblets (Notice 30+) ...	1000eb/1 mile
Ground Surveillance Radar (7kg, 5km) .....	30,000eb

**MEDICAL**

Clinic Visit .....	200eb
Ripperdoc Visit .....	5-600eb
Docs R Us (1/2 recovery time) .....	1.5x Cyberware Cost
Hospital .....	300eb/day
Night City Medical Center .....	6000eb/day
Intensive Care .....	1000eb/day
Therapy Outpatient (-25% HL) .....	1000eb/week
Inpatient (-33% HL) .....	5000eb/week
ICT (-50% HL) .....	10,000eb/week
Psychiatrist .....	1000-3000eb/month
First Aid/Snake Bite Kit .....	20eb
Basic Medical Kit (1kg) .....	120eb
Surgical Kit .....	400eb
Medscanner (+2 to Diagnose) .....	300eb
Portable Life Support Kit .....	10,000eb
Automedic: Basic (1kg, 3 drugs, 70%, +1 FA) .....	300eb
Automedic: Basic w/internal Biomonitor (100%) ....	420eb
Automedic: Deluxe (2.5kg, 5 drugs, +2/3 FA) .....	1000eb
Autodoc (Med +10, 1stAid +15, 30kg) .....	12,000eb
Dermal Stapler .....	1000eb
Skin Foam (+2 First Aid, 10 doses) .....	100eb
Bone Glue (heals 1/2 damage taken to limb) .....	25eb
Biotechnica Toxi-Stopppers (+4 to save) .....	2000eb/dose
Tissue Glue (+3 First Aid) .....	25eb
Spray Skin .....	50eb
Slap Patch .....	by drug
Airhypo .....	100eb
Bodyweight Life Support (72 hours, 2kg) .....	500eb
Portable Intern Unit (+2 Diagnose, +1 Stabilize) ..	1200eb
Flask of Bandage .....	2500eb
Portable Cryogenic Case (24hr, SP 10, 2kg) .....	250eb
Limb Preservation/Transport Unit (+1D6 value) .....	500eb
Cryotank .....	100,000eb
Archaesthetic (+1 Diagnose & Medtech) .....	1000eb
Blood Substitute (3 pints: +1 Stabilize) .....	150eb/pint
Bodyweight Synthetic Blood (as above) .....	200eb/pint
Cybercast (equal to full rest, -2 to limb) .....	3000eb
Cybercast Rental .....	200eb/day
Medical Examiner's Equipment Pack .....	700eb
Celestial Parachute System .....	200,000eb
Biotechnica "A Clone of My Own" Kit (10kg) .....	500eb
Bodyweight Genesplicer (90kg) .....	600,000eb

**Cyberware/Bioware:**

Powered Silicon Pills .....	10eb
Cyberware Battery (old one returned/or not) ....	100/200eb
Cyberware Check-up .....	100eb

Cyberware Scanner (Cybertech 20) .....	50,000eb+
Lifesaver Skinweave Maintenance .....	1000eb
Sycust Bodyware Customization .....	20-5000eb
ArmorSaver Drink (restores 2SP of Skinweave) .....	50eb
Parts N' Programms .....	-5% Cyberware Cost

**Bodyparts (1d10, 1-3 unavailable, 4-5 minor problem):**

Arm .....	1000eb
Leg .....	1200eb
Vital Organ (heart, lung) .....	1400eb
Secondary Organ (liver, kidney) .....	400eb
Eyes, Ears .....	1000eb
Other Organs .....	400-600eb
Poor Condition (diseased or damaged) .....	50%
Excellent Condition .....	200%
Vat Grown Body Part .....	400%

**Bounty For Legal Bodyparts:**

Arm .....	500eb
Leg .....	600eb
Vital Organ (heart, lung) .....	700eb
Secondary Organ (liver, kidney) .....	200eb
Eyes, Ears .....	800eb
Other Organs .....	200-300eb
Poor Condition (diseased or damaged) .....	50%
Excellent Condition .....	200%

**DRUGS**

Pill Case .....	10eb
Drug Analyzer .....	40-75eb
Drug Design Module (1dose/3hrs) .....	5000eb
Drug Synthesizer-Personal .....	1000eb
Drug Synthesizer-Small Pharm .....	5000eb
Drug Synthesizer-Large Pharm .....	10,000eb
Drug Synthesizer-Industrial .....	20,000eb
Drug registration .....	10eb/year
"Blanket" License .....	25eb
RapiDetox .....	1500eb
DIY Drug Combinants (7 doses) .....	14,000eb
Vitamensch Vitamins (100) .....	50eb
Catch-22 (30) .....	4eb
SynthCoke (+1 Endurance, 1d6+1 min) .....	1000eb
Stim (+3 Endurance, 1d6+1 min) .....	500eb
Syncomp 15 (+3 antidote, -1 REF, 1d6+1 turns) ...	650eb
Speedheal (+2 heal, -1d6/3 REF, 1d6+1 hour) .....	1650eb
Boost (+1 INT, 1d6+1 hour) .....	600eb
Blue Glass (+1 hallucinogen, 1d6+1 min) .....	900eb
Smash (+1 euphoric, 1d6+1 min) .....	100eb/6pk
'Dorph (+2 Stun Saves, 1d6+1 turns) .....	250eb
Black Lace (+3 Stun Save, +2 CL, 1d6+1 hour) .....	650eb
Prime (+2 CL, +3 A/N, +2 Stun, 1d6+1 hour) .....	500eb
Timewarp (+3 Initiative, 1d6+1 min) .....	300eb
Berserker (+2 BOD, +2 CL, +1 REF, 1d6+1 min) ..	400eb
Sedative (BOD 25 save or unconscious, 1d6+1 hr) ..	40eb
Stim (negates wound penalties, 1d6+1 min) .....	50eb
Surge (+1 Stun Save, 1d6+1 hour) .....	75eb
Trauma 1 (Death Saves 3pts easier, 1d6+1 turns) ...	60eb
Spotlight (+2 A/N, 1d6/2 hour) .....	425eb
HappyKill (+3 Endurance, Stun Save, 2d6 min) .....	525eb
Mr. Ex (+1 Endurance, -1 CL, 1d10+1 day) .....	675eb
Twitch (+2 euphoric, -1 REF, 1d10+1 min) .....	300eb
Char (+3 COOL, -3 EMP, 1d10+1 min) .....	500eb



Paracaine (+5 Stun Save, 30 min) .....	1000eb
Priapan Spray (+1 Stun, +2 Stabilise, 2 hr) ....	10/30/50eb
Lucidrine Booster (+2 REF, +5 Initiative, 5 min) .....	650eb
Tri-Phets (+1 COOL, End, tablet, 1d6+1 hr) .....	1000eb
RPM (+3 hallucinogen, derm, 1d6+1 min) .....	100eb
Neocorticine (+2 hallucinogen, dot, 1d6+1 min) .....	100eb
Beauties (+3 euphoric, -3 REF, cap, 1d6+1 min) ...	200eb
Sunnies (+2 COOL, Stun Saves, tablet, 1d6+1 hr) ..	825eb
Paxium (+1 soporific, tablet, 1d6+1 turns) .....	50eb
Jazz (+2 REF & CL, 1d10+1turns, tablet) .....	300eb
Foolkiller (+3 CL, A/N & End, pat, 1d10+1 min) ...	2000eb
Sixgun (+3 INT & A/N, nerve inject, 1d10+1 hr) ...	2175eb
Rambo-7 (+2 BOD, REF, A/N, Stun, 1d10+1min) ..	800eb
LeSade (+2 Aphro, Euph, Coagulant, 1d10+1min) .	600eb
Diamond 4 (+2 heal, Antibiotic, Antidote) .....	1725eb
Thrill (+1 Euphoric, muscular inject, 1d10+1turns) ...	75eb
Skate (+1 Euph, Endurance, tablet, 1d10+1 hr) .....	195eb
Trauma Drugs (20 Streetwise/15 Streetdeal) .....	x2 cost
Military Drugs (30 Streetwise/25 Streetdeal) .....	x3 cost

**Dark Metropolis System:**

Synthcoke 2 (+3 stimulant, injected, 15 mins) ....	25eb/5
UltraBlue Glass (+4 hypnotic, hallucin, inhale, 12 hr)	1eb
'Dorph Again (+4 euphoric, canned drink, 3 hr) .....	10eb
Blacker Shade (+2 Initiative & euphoria, inject, 6 hr) ..	5eb
DD-2 (+3 sedative, +1 hypnotic, inhale, 5 min) ..	100eb/10
Fireball (+5 Initiative, +4 A/N, contact, 10 min) .....	25eb
Sweetness (+2 euphoric, +2 A/N, inhale, 3 hr) .....	10eb
Vulcan Pinch (+4 soporific, injected, 30 min) .....	5eb
LSD (+3 hypnotic, +4 psychedelic, ingested, 3 hr) ....	5eb
Flame (+2 REF, Endurance, 1d10+1min) .....	475eb

**FURNITURE**

Sleeping Bag (-10, 1kg) .....	60eb
Northern Faced Sleeping Bag (-140°F) .....	20eb
Sleep Pad .....	20eb
Cushions .....	10-50eb
Hammock .....	20eb
Hiker's Chair .....	15eb
Nomad Rug .....	100eb
Futon .....	90eb
Synthetic Furniture .....	100eb/piece
Temperfoam Furniture .....	80-140eb/piece
Flatfold Furniture (memory plastic) .....	100-500eb/piece
Real Wood Furniture .....	200eb+/piece
Moving Cube Remote (stays within 20m) .....	200eb

**TRANSPORT**

CHOOH <sup>2</sup> .....	1D6/3+1eb/gallon
Fastcharge (5 minute recharge) .....	20eb
Parking (40% filled in day, 15% at night) .....	5-10eb/hr
Allpark Parking .....	1eb/hr
Airport Parking .....	50eb/day
AV Pad (70% at day, 20% at night) .....	100-150eb/day
NCTC Bus Ticket .....	1eb
NCART Ticket .....	0.25eb/station
Ground Taxis .....	3eb/mile
Red Cab Taxi (Day, +30% CZone) ...	3.25eb - 2.75eb/mile
Red Cab Taxi (Night, +60% CZone) .	4.25eb - 3.75eb/mile
Trouble Shooter Cab (ground) .....	3.5eb/mile
Trouble Shooter Cab (AV) .....	10-15eb/mile
Trouble Shooter Cab (gyro/speedboat) .....	7.5-10eb/mile

Extraction from Patrol/Controlled Area ....	+20%
Extraction from Firefights .....	+15%
Extraction from Gangs .....	+10%
Extraction from Illegal Area .....	+25%
AV Taxis .....	10-15eb/mile
Aerocab .....	25eb plus 10eb/mile
Corporate CityCar Rental .....	2eb/mile
Honda-Avis Vehicle Rental .....	100eb/day
Renta-Robo Rental (+.60eb/mile) .....	150-220eb/day
Executive Transport Service (+driver) .....	150-850eb/hour
Vehicle Registry-Car/AV .....	1000/2200eb
Drivers Test (Difficult Task) .....	100eb
Parking Fines .....	100-200eb
Towing Fees .....	200-300eb
Travel Agency .....	+5% Ticket Cost
Maglev Standard .....	100eb
1st Class .....	250eb
Dirigible Standard .....	300eb
1st Class .....	1000-3000eb
Transatlantic Stratliner (3hrs) .....	2000eb
Transatlantic Jet (7hrs) .....	300eb
Transatlantic Dirigible (36hrs) .....	150eb
LEO (Coach/1st Class) .....	1500/2500eb
GEO (Coach/1st Class) .....	2500/3000eb
L1 (Coach/1st Class) .....	2500/3000eb
L2-5 (Coach/1st Class) .....	3000/4000eb
Luna Orbit (Coach/1st Class) .....	4000/5500eb
Luna Surface (Coach/1st Class) .....	5000/7500eb
Mercury (Coldsleep/C/1st) .....	28,000/45,000/75,000eb
Venus (Coldsleep/C/1st) .....	14,000/35,000/40,000eb
Mars Orbit (Coldsleep/C/1st) .....	15,000/30,000/50,000eb
Mars Surface (Coldsleep/C/1st) ..	20,000/35,000/58,000eb
Ceres (Coldsleep/C/1st) .....	25,000/42,000/70,000eb
Highrider Discount .....	-8%
Orbital Air Employee Discount .....	-5%
Corporation Bulk Buying Discount (100M miles) .....	-15%
LEO (1kg/Ton Cargo) .....	50/40,000eb
GEO (1kg/Ton Cargo) .....	65/50,000eb
L1 (1kg/Ton Cargo) .....	70/53,000eb
L2-5 (1kg/Ton Cargo) .....	70/53,000eb
Luna Orbit (1kg/Ton Cargo) .....	80/60,000eb
Luna Surface (1kg/Ton Cargo) .....	95/72,000eb
Mercury (1kg/Ton Cargo) .....	240/220,000eb
Venus (1kg/Ton Cargo) .....	135/100,000eb
Mars Orbit (1kg/Ton Cargo) .....	150/110,000eb
Mars Surface (1kg/Ton Cargo) .....	180/130,000eb
Ceres (1kg/Ton Cargo) .....	225/200,000eb
Hohmann Orbits .....	+8%
Used Spacecraft .....	30-80% of new
Spacecraft Maintenance (new) .....	10% cost/year
Spacecraft Maintenance (used) .....	20-30% cost/year
RecreaTech Powerblades (+1 Ath, +5 MA, 4hrs) ...	200eb
Snap-down/Snap-on Skates (break -3 MA/sec) ....	200eb
Hydraulic Boot Skate (+Ath/4, +Skate/3 to MA) ....	275eb
Hydraulic Brakes (-6 MA/sec) .....	+75eb
Extendable Ski Poles (+1 maneuver) .....	30eb
Booster Pack (+1 MA to manpowered vehicles) ....	350eb
Blaster Motorized Board (4MA, 7MA for 5 mile) .....	610eb
Sunfire Motorized Board (8MA, 12MA for 5 mile) .	2250eb
SantaCruz Smartboard (2 SDP, +3 man) .....	200eb
Battarope Towlink w/Magnagrip (50/100m) .....	150eb
Vector Hydroboard (10 SDP, +2, 65mph, 20kg) .....	500eb

SantaCruz Boardtech Surfboard (10 SDP, +1) ..... 200eb

**Skateboard Parts:**

Deck Wood (5 SP, 10 SDP) ..... 150eb  
 Triplastic (7 SP, 14 SDP) ..... 80eb  
 Metallicore (9 SP, 18 SDP) ..... 200eb  
 Plezoplastic (6 SP, 12 SDP, emits light) 300eb  
 Engines Vortex (7 MA, 3 SDP, 30% fail/turn) ..... 300eb  
 Microsteed (8 MA, 6 SDP, 20% fail) ..... 600eb  
 Plastech (9 MA, 19 SDP, 10% fail) ..... 900eb  
 Kamakazi (10 MA, 13 SDP, 1% fail) .... 1300eb  
 Blitzkreig (12 MA, 9 SDP, 1% fail) ..... 1400eb  
 Independent Brakes (unaffected by loss of engine) . +10%  
 Neutral Setting (can coast if engine stops) ..... 50eb  
 Wheels Polyurethane (-1 hearing, +0 man) ..... 80eb  
 Tripolyurethane (-2 hearing, +1 man) ..... 100eb  
 Durallex Plastics (-3 hearing, +2 man) ... 150eb  
 Control None ..... Free  
 Pedatrols ..... 150eb  
 Cyber with Cable (req machine link) ..... 150eb  
 Cybertransmitter (HC 1d6) ..... 350eb  
 Receiver Cybercables (5m) ..... 20eb  
 Cyberreceiver (10m) ..... 50eb  
 Long Range (60m) ..... 100eb

**LIFESTYLE**

Sincard ..... 50,000eb  
 Pocket Credit Transfer Device ..... 100eb  
 Vendor CTD (100,000eb) ..... 1000-2000eb  
 Executive CTD (1,000,000eb) ..... 5000eb  
 CredChips WORM (10,000eb) ..... 50eb  
 R/WM (50,000eb) ..... 150eb  
 Restricted Tech Permit ..... 500eb  
 InterFlex Cybergemics Exercise Machine ..... 2800eb  
 InterFlex Prime w/ Braindance & Ghost Puppet ... 4400eb  
 Canned Air ..... 5eb/min  
 Flavored Cigarettes ..... 2eb/pack  
 "Small Wonders" NanoAgents (10 uses) ..... 50eb  
 Tech-Hair Chemical Shampoo ..... 2eb  
 Nymph Perfume/Cologne (+2 Sed/Persuasion) ..... 200eb  
 Autotanner (+1 ATT for 1D6 days) ..... 200eb  
 "Nanair" NanoAgent hair remover (10 uses) ..... 50eb  
 TravelKit (5kg) ..... 150eb  
 10 sets of disposable PJs ..... 10eb  
 Shower-in-a-Can ..... 3eb  
 Vend-A-Mod (max level +3):  
 Recreation ..... 30eb/Level  
 Protocol ..... 30eb/Level  
 Corporate Info ..... 30eb/Level  
 Travel Directory ..... 30eb/Level  
 Law ..... 30eb/Level  
 Employment ..... 20eb/Level

**SERVICE**

Child Care (cryotank) ..... 50eb/day  
 Safe Child ..... 350eb/day  
 Party Time Entertainment Service ..... 500eb/evening  
 Party Time Contract (+50eb/evening) ..... 3000eb/month  
 ExecUcleaN (Dry Cleaning) ..... 15-100eb/item  
 Habit Personal Service (+2 Social) ..... 5000eb/course  
 Bodycure (ATTR +2 for 1D6 days) ..... 450eb  
 Night City Technical Exchange ..... 200eb/year

Night City Library Printout ..... 0.5eb/page  
 Infocomp Library Access ..... 100-5000eb/hour  
 International Companion Network ..... 75eb/hour  
 ..... 750eb/day  
 ..... 4000eb/week  
 ..... 10,000eb/month  
 Lifetime Escort Service ..... Cost per day/week/month  
 Single Escort ..... 150/900/3200eb  
 Expert ..... 400-20,000eb  
 3 Man Team ..... 400/2400/8800eb  
 Car (Omega to Limo or APC) ..... 75-500eb  
 AV-4 ..... 800eb  
 Security Team & APC ..... 2000/12000/42,000eb  
 Highly Trained Experts ..... 4-20x Cost  
 United Express Delivery & Couriers ..... 25-650eb  
 Sphere Low Threat Cargo Overland ..... 50eb/kg  
 Air Cargo ..... 120eb/kg  
 LEO Cargo - Down ..... 300eb/kg  
 LEO Cargo - Up ..... 1500eb/kg  
 Distance over 6000km (except LEO) .... 2x Cost  
 Threat Level ..... 2-50x Cost  
 Codelock Safebox (SP40, Self-destruct) ..... NA  
 C-Team ..... Cost per day/week/month  
 6 Man Team ..... 1000/3500/12,000eb  
 Per Extra Week/Month ..... 3000/11,000eb  
 Air-Mobile Units (Wk/Mth) ..... 12,500/45,000eb  
 Cybernetics Intervention Services ..... Contract Price  
 Capture & Rehabilitation in USA ..... 250,000eb  
 Capture Only ..... 100,000eb  
 Requires Extraction ..... 3x Cost  
 Outside USA ..... +50,000eb  
 Orion Initial Investigation ..... 10,000eb  
 Low Threat Rescues (USA) ..... 20,000eb  
 Low Threat Rescues (Western Hem) .. 30,000eb  
 Extract a Top Man ..... 1.5 - 2 Million eb  
 Lazarus Advisor/Consultant ..... 3000eb/mth - 10,000eb/hr  
 Lazarus Basic Soldier/Agent ..... 2500eb/month  
 Mechanized Troops ..... +25%  
 Air Equipped Troops ..... +50%  
 Rapid Deployment ..... +50%  
 Risk & Experience Surcharges ..... 50-100%

**Inmate Penal Corps (speciality/troops) Cost/Op**

Predators (Jungle & Guerrilla, Urban Assault, Mechanized)  
 Elite (76) ..... 2,000,000eb  
 Hardened (92) ..... 500,000eb  
 New (102) ..... 125,000eb  
 Black Widows (Stealth, Assassination, Jungle, Recovery)  
 Elite (67) ..... 1,000,000eb  
 Hardened (86) ..... 550,000eb  
 Choir Boys (Urban Assault, Infiltration, Gang Warfare)  
 Elite (56) ..... 500,000eb  
 Hardened (86) ..... 250,000eb  
 New (94) ..... 125,000eb  
 Night Shift (Urban Stealth & Recovery, Break-Ins)  
 Elite (54) ..... 850,000eb  
 Hardened (78) ..... 550,000eb  
 Phantasm (Nihilist Combat Runs)  
 Elite (75) ..... 350,000eb  
 The Fixx (Recovery - Equipment, Mechanized Assault)  
 Elite (56) ..... 750,000eb  
 Hardened (77) ..... 500,000eb

Grimm Reapers (Recovery - Personnel, Guerrilla Warfare)	
Elite (45) .....	400,000eb
Hardened (70) .....	250,000eb
Rajin Cajun (Jungle and Rain Forest Ops)	
Elite (47) .....	250,000eb
Hardened (65) .....	150,000eb
X-Conmen (Urban Infiltration & Assault)	
Elite (47) .....	250,000eb
Hardened (85) .....	185,000eb
Brand-X (Urban Assault, Jungle Warfare, Recovery Ops)	
Elite (35) .....	200,000eb
Hardened (79) .....	150,000eb
New (95) .....	50,000eb

**MONTHLY EXPENSES**

Credchip (Chop) .....	10-20eb/month
Cab Hailer .....	10eb/month
Standard Phone Service .....	30eb/month
Cable TV .....	40eb/month
Cell Phone Service .....	100eb/month
Net Access Code (1000eb deposit) .....	30eb/month
Utilities .....	100eb/month
Personal Body Alarm .....	300eb/month
Trauma Team Account .....	500eb/month
Health Plan .....	1000eb/month

**FOODSTUFFS**

Kibble (1eb/bar) .....	50eb/week
Generic Prepack .....	150eb/week
Good Prepack .....	200eb/week
Fresh Food .....	300eb/week
Self-Heating Meal .....	2-22eb
Meals Ready-to-Eat (.5kg, 38eb/12) .....	4-10eb
Scop Tanks .....	2000eb+supplies
A Real Meal .....	15eb
HotZa Pizza (small to mondo) .....	6-16eb
Hotslice Hallucingenic Pizza .....	50eb+
Biotechnica Nutrisupplement (.5kg) .....	10eb
EnduroDrink (+1 Endurance for 2hrs) .....	8eb
IEC Solodrinker: The Classic (2 in 2 min, 10 flav) ..	110eb
IEC Solodrinker: The Waiter (4 in 1 min, 25 flav) ..	175eb
IEC Solodrinker: The Mate (1 in 20 sec, 50 flav) ....	250eb
IEC Solodrinker: The Luxury 12 (12 in 1 min) .....	715eb
Classic Cartridge (10/25/50 flavors, 100) .....	5/15/50eb
Francophile Flavors (10/25/50 flavors, 50-30) ...	8/25/50eb
Exotic Flavors (10/25/45 flavors, 35 drinks) .....	9/28/60eb
Bar-in-a-Briefcase (2 liters) .....	100eb
Beer .....	3eb
Soft Drink .....	1eb
6 Pack of Smash .....	100eb
Silverhand (vodka, brandy, CHOOH2) .....	5eb
Nomad Special (Jack Daniels, greasy nut) .....	4eb
"Killer" (5 random spirits) .....	10eb
Night City (tequila, wood alcohol, turps, worm) .....	6eb
"Blood Razor" (red wine, brandy, cherry soda, bone) .	4eb
Beer On Tap/Well Drink ("Pansy") .....	3eb
Armageddon (only at Totentanz, in rusty tin can) ....	5eb
Braindance (raw alcohol, citrus juices) .....	4eb
Sea Breeze (white wine, lemon juice) .....	4eb
SoCal Special (90% water, 10% anything else) .....	1eb
Ripper (whiskey, ouzo, citrus juice) .....	6eb
Blade Runner (CHOOH2, champagne, mealworms) ...	6eb

'Euro (fruit juices, bourbon, ice cubes of gin) .....	15eb
All Food Shopping Service (+10eb/delivery) ...	25eb/month
Continental Catering .....	150-200eb/guest

**HOUSING**

Coffin/Sleep Cube .....	40eb+/night
Red Door Inn Cubicle .....	12eb/day
Cheap Room .....	75eb/night
Hotel Room .....	100eb/night
Apartment/Condo (per room) .....	200eb/month
House (per room) .....	150eb/month
Average Conapt (unfurnished) .....	300eb/month
Soundproofed Conapt (unfurnished) .....	400eb/month
Cube Apartment (furnished) .....	600eb/month
One Bedroom Apartment (unfurnished) .....	600eb/month
One Bedroom Apartment (furnished) .....	750eb/month

Multiply base cost by location:

Combat Zone .....	1x cost
Moderate Zone .....	2x cost
Corporate Zone .....	4x cost
Executive Zone .....	6x cost

Corp Coffin/Dorm (for Techs/Assembly workers) .....	free
Corp Apt Cube (for Sr Techs/Jr Managers) .....	subsidized
Safehouse .....	100-2000eb/night
Ashcroft Hotel .....	300-5000eb/night
Asylum .....	500-3600eb/month
Silverhand Studio .....	600eb/month
Office Space (1000ft <sup>2</sup> ) .....	1400eb/month
Corp Apartment (24m <sup>2</sup> , moderate area) .....	1200eb/month
Corp Apartment (+ furnished) .....	1500eb/month
Corp Apartment (furnished, corp area) .....	2500eb/month
Professional Apartment .....	2500eb/month
Plaza West Tower Unit .....	3000eb/month
Plaza West Tower Unit (to buy) .....	300,000eb
Plaza East Tower Small Unit .....	5000eb+/month
Plaza East Tower Large Unit/Suite .....	20,000eb+/month
Plaza East Tower Large Unit (to buy) .....	2 Million eb+
Plaza East Tower Small Unit (to buy) .....	500,000eb+
West Hill Gardens Apartment .....	2800eb+/month
Fallout Shelter .....	5000eb/person
Luxury Penthouse/Conapts .....	800,000eb+
3 Bed, 2 Bath House .....	850,000eb
Coral Forest Estate Underwater Mansion .....	3,000,000eb
Domitic System .....	1D10/2x50eb/m <sup>2</sup>
Williams Complex Service Contract ..	10-15% rent/month

**REMOTE/CYBERFORM EQUIPMENT**

Manual Controller (-2) .....	300eb
HUD Controller (-1) .....	500eb
Cybernetic Controller (0/+1) .....	800eb
Portable Unit (15km range) .....	Normal
Stationary Panel (upto 100km range) .....	Normal
Repeater Station (.33kg) .....	100eb
Wire-Guidance Option (1kg/.5 mile) .....	50eb/.5 mile
AI "R-Brain" Module (INT 6/2, skills +6) .....	2000eb
Magnetic Induction Tap Dartgun (10m range) .....	250eb
Cyberform Battery Pack (72 hours) .....	100eb
Cyberform Skills (max 5) .....	x2 skill chip cost

**ANIMALS & ANIMAL CARE**

Cloned animal with no personality or training .....	x1 cost
Cloned animal that is raised from infant .....	x2 cost

Naturally-born and raised naturally	x3 cost
Animals taken from the wild	x50 cost
Animal Training	+5% base cost/skill point
Mouse/Rodent (mice, gerbils, rats)	50eb
Rabbit	100eb
Small Dog (lap-dogs)	100eb
Medium Dog (hounds, large terriers)	200eb
Large Dog (german shepards, mastiffs)	500eb
Wolf	2000eb
Housecat	100eb
Large Cat (lynxes, ocelots)	500eb
Leopard (pumas, jaguars, cougars, small lions)	2700eb
Cheetah	2800eb
Tiger/Lion	3000eb
Bear (400 kg or less)	2000eb
Large Bear (400+ kg grizzlies, polar bears)	3000eb
Chimp	1000eb
Baboon	1500eb
Gorilla	2000eb
Squirrel (gray squirrels, chipmunks)	150eb
Otter (stoats, weasels, minks, raccoons)	500eb
Bat (large bats)	500eb
Small Raptor (hawks, eagles, owls)	500eb
Large Raptor (vultures, large eagles & owls)	1500eb
Seal (lion seals)	2000eb
Dolphin (bottle-nosed dolphin)	3000eb
Shark (blue, tiger, nurse sharks)	1500eb
Orca (killer whale)	25,000eb
Humpback Whale	32,000eb+
Digital Watchdog Mod	1100eb, +45% base cost
Perfect Pet Mod	1100eb
Cyberpred Mod	4100eb
Animal Eyes Mod	2800eb
Diurnal Gerbils (sleep at night)	5-50eb
Lapcat (the perfect pet)	50-100eb
Pet Minders (+Black Market animals)	50-5000eb/month
Reactimesh Animal Wrap	5eb/meter <sup>2</sup>

### NUSCUBA & OCEAN EQUIPMENT

Cutting Torch (10SP/rnd, max 40SP, 1kg)	50eb
Cutting Torch Fuel Slugs (500SP, 0.5kg)	30eb
Emergency Beacon Set (30km range, 2.5kg)	150eb
Beacon Transponders (30km range)	25eb
Portable Sonar (50m, 3kg)	95eb
Marine Mastoid CommLink (100m range, 0.1kg)	75eb
Waterproof Charges (4x1kg blocks of C-6+)	3000eb
Robot Surveillance Buoy (SP15, SDP33, 150k)	15,000eb
O'Niell Shark Basket (1 use)	50eb
Oxygen Reclamation Unit	500eb
N4 Emergency Resin Bomb (SP20, SDP30)	200eb
N4 Resin Solvent Spray (-1 SDP/min)	100eb
AKT-'Plugs' (inflatable passage seal)	200eb
Feeding Frenzy Juice Jet (10ft, sharks in 3km)	50eb
Feeding Frenzy Refill (either gas or frenzy juice)	15eb
Sound Wand (Cool 20, 20ft range, -5 to sonars)	600eb
Oxygen mix (per tank)	20eb
Oxygen/Nitrogen (per tank)	20eb
Helium/Oxygen/Nitrogen (per tank)	60eb
Tankless Air Valve Unit (12 hours, 50ft)	430eb
TAV Unit Filter	10eb
Ballistex Marine Survival Vest (SP14)	250eb
Nuscuba Maintenance Kit (0.5kg)	115eb

Hardshell Maintenance Kit (5kg)	175eb
EVPA Maintenance Kit (10kg)	1150eb
Oceanic Stealth Drysuit (-4 Awareness)	4,000eb
CINO "Islander" Rebreather (20min, 30m, P/C)	150eb
Hydrosubsidium "Aquamax" (60min, 50m, EV+1)	500eb
Hydrosubsidium "Deepstar" (180min, 100m, +2)	2000eb
CINO "Big Blue" Rebreather (10hrs, 100m, +2)	2600eb
OTEC "Depth Charge" (10hrs, 200m, +3, Rare)	3250eb
LBM Diving Suit (2 hours)	6000eb
OTEC "Rahab II" (4hr, 2500m, SP25, EV3, C)	13,500eb
CINO "Seagod" (5hr, 3000m, SP20, EV2, R)	35,000eb
Liquid Breathing Medium (30min/liter, 20% fail)	1250eb/lt
Fluorine Breathing Medium (15min/liter, 5% fail)	250eb/lt
Hydrosubsidium "Gorgon" EVPA (3500m)	78,912eb

### Underwater Linear Frames:

Gamma STR 12/10	10,000eb
Delta STR 14/12	12,000eb
Pi STR 16/14	14,000eb

### SPACE GEAR

Spacesuit (10SP, 2RSP, 6+2hrs air, EV-2)	15,000eb
Skinsuit/LMS (6SP, 0RSP, 1+1/3hrs air, EV-1)	2500eb
Space Sneak Suit (8SP, 0RSP, 40min air, EV-2)	2500eb
Worksuit (16SP, 3RSP, 8+2hrs air, EV-3)	20,000eb
Battlesuit (25SP, 6RSP, 6+2hrs, STR+1, EV-2)	50,000eb
Radsuit (16SP, 6RSP, 8+2hrs air, EV-3)	30,000eb
Mars Suit (7SP, 2RSP, 5+2hrs air, EV-3)	15,000eb
Hand EVA Unit (150m/sec, 30sec to prep)	100eb
Replacement Nitrogen/CO2 Cartridges	5eb
Small Backpack EVA Unit (500m/sec, 3min prep)	800eb
Manned Maneuver Unit (2000m/sec, 10min prep)	3000eb
Goop Balls (cover a 5cm hole)	0.2eb
Slap Patches (30cm x 30cm)	5eb
Bubble Shelter - 1 Man (1000km beacon, 24 hr)	300eb
Bubble Shelter - 4 Man (4 x 24 hr)	600eb
Bubble Shelter - 6 Man (6 x 24 hr)	800eb
Emergency Bubble (3km beacon, 2 hr)	150eb
Lunar Tent (15 man-days, 2 min to inflate)	800eb
Flare Shelter (+3 flare protection, 18 man-days)	3000eb
Sandstorm Shelter (18 man-days)	3000eb
Slag-crete (chemical/heat/vacuum/water)	10eb/40kg
Powerdriver (4 hour battery)	100eb
Vac-solderer (4 hours battery)	50eb
Mini-vac (4 hour battery)	30eb
Microtools	15eb
Combo Flash	5eb
Technical Scanners (80% reliable)	100-150eb
Sniffer (90% reliable)	20eb
Pressure Alarm (Detects 5%+ difference)	2eb
Radiation Meter (2m range)	100eb
Velcro (12 pack)	1eb
Drink Bottle (holds 1 liter)	2eb
Lap Pad (stores 100 pages)	50-100eb

Personal Radmeter .....	5eb
Electro-stick Pad .....	20eb
Grip Slippers .....	5eb
Hands-free Comset .....	30eb
Slosh Bag 0-G Shower (2kg) .....	65eb
Porta-power (100kg, 50x50x100cm, 300 watts) ...	1500eb
Breathers (1/2 hour) .....	100eb
Replacement O2 Cartridges .....	5eb

**MILITARY EQUIPMENT**

Portable Laser Rangefinder .....	50eb
Laser Designator and DMD (5kg) .....	900eb
Fire Control Net .....	10,000eb
Gyro Mount .....	250eb
Portable Painting Laser .....	1000eb
Artillery Computer .....	1500eb
Power Exo-Mount .....	5000eb

**WADS**

Extra Limbs .....	10%frame
Android Control Circuits .....	500eb/limb
WAD Controller .....	1000eb

**BLACK MARKET/OTHER SERVICES**

Forging Credchips (95%) .....	1D10x1000eb
Cracking a Credchip .....	25-50%
Cash Processing/Money Exchange .....	2-5%/3-10%
Fence An Item .....	10%-50%
Money Laundering .....	50% of total
Used Goods (depending on scarcity) .....	+/- 30-80%
Nomad Weapons (with Family roll 15+) .....	70-80%

**PRICE MODIFIERS**

Legal Stuff (food, consumer goods) .....	100%
Grey Market (legal stuff, untraced) .....	25-50%
Grey Market (could be used in a crime) .....	150-200%
Black Market (illegal stuff) .....	300%+
Custom (newtech, programs, etc) .....	400%+
Military (very rare and illegal) .....	600%+

**EQUIPMENT QUALITY**

Reliability	Chance of Malfunction	Cost
UR	30%	50%
ST	20%	100%
VR	10%	150%
EX	5%	300%

<b>SOFT ARMOR</b>	<b>COVERS</b>	<b>SP</b>	<b>EV</b>	<b>COST</b>	<b>SOURCE</b>	<b>NOTES</b>
Cloth, Light Synthetic Leather*	Torso, Arms, Legs	0	-0	Varies	CP20, 57	
SkinTight Armor Padding	Torso, Arms, Legs	-1/3rd	Varies	1500+	I1.1, 39	
Synth Leather Jacket/Pants	Torso, Arms/Legs	4	-0	200/150	Neo, 56	
Synthetic Leather Gloves	Hands	4	-0	50	Neo, 56	
Synthetic Leather Boots	Feet	4	-0	100	Neo, 56	
Spiked Boots*	Feet/Legs	5	-0	20	Pac, 149	1d6+2 damage
Pearl Eye Skirt and Jacket*	Torso, Arms, Legs	5	-0	730	Chr 4, 60	+2 W&S
Armored Stockings*	Legs	6	-0	110	Chr 2, 28	styles vary
Duraweave Stockings*	Legs	6	-0	105	Chr 4, 58	
Takanaka Arachni-Silk Suit*	Torso, Arms, Legs	6	-0	500	Chr 4, 60	+2 W&S
Militech M78 RPA T-Shirt	Torso	7	-0	130	CB2, 63	
Militech M96 Ghostsuit*	Whole Body	10	-1	5300	Chr 2, 27	-4 A/N
Gibson Sneak Suit*	Whole Body	10	-0	560	Chr 2, 28	-4 A/N in dark
Sonar-Baffling Diving Suit*	Whole Body	10	-2	3,500	Chr 2, 28	
Flein Duraweave Suit*	Torso, Arms, Legs	10	-0	500	Chr 4, 60	+2 W&S
Ruf Tread Nylar Bodysuit*	Torso, Arms, Legs	10	-0	300	Chr 4, 62	
Gibson Battlegear Bodysuit*	Torso, Arms, Legs	10	-0	300	Chr 4, 62	
"Depth Charge" Wetsuit*	Torso, Arms, Legs	10	-3	3250	SF, 30	10hrs air
"Big Blue" Wetsuit*	Torso, Arms, Legs	10	-2	2600	SF, 30	10hrs air
Kevlar T-Shirt, Vest*	Torso	10	-0	90	CP20, 57	
Gibson Armor T-Shirt*	Torso	10	-0	10	Chr 1, 62	
Uniware Torso Armor/Leg Pads*	Torso/Legs	10	-0	60/60	Chr 1, 59	
RecreaTech Kevlon Pads	Knees, Elbows	10	-0	75	Chr 4, 56	
Soviet Military Bearskin Hat*	Head	10	-0	75	CB3, 72	protect to -20°C
Militech M73 Mirage Gear*	Whole Body	12	-1	1050	Chr 2, 28	-2 A/N. 1.5kg
Cybermodem Utility Suit*	Whole Body	12	-0	6300+	Chr 1, 7	
Armored Motorcycle Jacket	Torso/Arms	12/4	-0	300	Neo, 56	
National Guard Armor	Torso, Limbs/Head	14/20(h)	-0	NA	SW, 84	
Soviet Military Greatcoat*	Torso, Arms, Legs	14	-1	250	CB3, 72	protect to -20°C
Eji Armored Cloak*	Torso, Arms, Legs	14	-0	500	Chr 1, 64	
U.S. Army Field Armor*	Torso, Arms, Legs	14	-0	1000	HoB, 87	NBC
+Optional Metal Inserts	Torso, Legs	20(h)	-1	-	-	
'Lano' Coveralls*	Torso, Arms, Legs	14	-2/0	1600	Chr 3, 7	Diff to Notice
Light Armor Jacket*	Torso, Arms	14	-0	150	CP20, 57	
Gibson Denim Jacket*	Torso, Arms	14	-0	150	Chr 1, 62	
Uniware Armor Jacket*	Torso, Arms	14	-0	200	Chr 1, 59	
Militech M78 RPA Jacket	Torso, Arms	14	-1	300	CB2, 63	
Eji Armored Jacket*	Torso, Arms	14	-0	300	Chr 1, 64	
Icon America Morplex Shirt*	Torso, (Arms)	14	-1	130	Chr 4, 62	
Ballistex Marine Survival Vest	Torso	14 (5)	-1/-4	250	CB3, 31	float 3D10+20hrs
Gibson Battlegear Fatigues*	Legs	14	-0	125	Chr 4, 62	
Marine Combat Wetsuit*	Whole Body	15	-0		SF, 70	
"Big Blue" Kevlar Wetsuit*	Torso, Arms, Legs	15	-2	2600	SF, 30	10hrs air
Surveillance Clothing	Anywhere	15	-0	5-7x	SF, 99	
Arasaka "Blackjack" Stealth*	Whole Body	16	-2	10,000	SW, 35	+3 stealth, -4 A/N
Tanaka Armor Topcoat*	Torso, Arms, Legs	16	-0	2000	Chr 1, 63	
Tanaka Armor Opera cloak*	Torso, Arms, Legs	16	-0	1200	Chr 1, 63	
BodyTest Roadrasher*	Torso, Arms, Legs	16	-0	200	CGen, 88	
Full Enviro Wetsuit*	Torso, Arms, Legs	16	-0	350	CGen, 88	1h air, +swim
Kevleather Action Jacket*	Torso, Arms, (Legs)	16	-0	Varies	NC, 130	custom made
Gibson Armor Jeans*	Legs	16	-0	30	Chr 1, 62	
Uniware Armor Trenchcoat*	Torso, Arms, Legs	18	-1	300	Chr 1, 59	
Plastech Duster*	Torso, Arms, Legs	18	-0	845	Chr 4, 62	+1 W&S
Ruf Tread Kevlon Jacket*	Torso, Arms	18	-1	350	Chr 4, 62	
Medium Armor Jacket*	Torso, Arms	18	-1	200	CP20, 57	
Biotechnica Enviro Gloves	Hands	20	-0	200	EF, 33	
Heavy Armor Jacket	Torso, Arms	20	-2	250	CP20, 57	
Police Issue Patrol Armor	Torso/Arms/Legs	20/15/18	-2	900	P&S, 39	
+Optional Alloy Plates	Arms, Legs	+5	-1	-	-	
Ultrakevlar Bodysuit	Torso, Arms, Legs	20	-0	NA	RM, 65	CIA use only
Fireproof Clothing	Torso, Arms, Legs	20 vs Fire	-0	65-250*	Chr 1, 11	

<b>HARD ARMOR</b>	<b>COVERS</b>	<b>SP</b>	<b>EV</b>	<b>COST</b>	<b>SOURCE</b>	<b>NOTES</b>
Ceramet Inserts	adds to soft SP	+5	-.5/loc	40/location	SW, 34	turns soft to hard SP
Esporma Environment Suit	Whole Body	10/30	-3	725	Chr 3, 16	60min air
Spyke Body Plating	Anywhere	10	-0	400-600	Chr 3, 30	+10 SDP
Leg & Knee Spikes	Legs	10	-0	10-25	PAC, 149	1d6+3 damage
Police General Purpose Shield	Held	10	-0	80	P&S, 40	
Medieval Armor	Whole Body	14	-6	3500/10,600	Chr 1, 16	
C-Ballistic Light Mesh	Torso, Arms, Legs	15	-0		I1.1, 39	
SPM-2 Battleglove+	Arm	15	-0	970	PAC, 149	2d6/3d6 damage
Police Issue Riot Shield	Held	15	-0	150/180	P&S, 40	built-in taser
Sneaksuit Flak Vest*	Torso	16	-1	375	Chr 2, 28	
Militech M78 RPA Hvy.Vest	Torso	18	-2	300	CB3, 63	
Mirage Gear Flak Vest*	Torso	18	-1	275	Chr 2, 28	utility harness
Arasaka Combat Armor	Torso, A, H/Legs	18/4(s)	-1	NA	SW, 80	
Militech Combat Armor	Torso/Head/Limbs	18/20/14(s)	-1	NA	SW, 82	
Full Plates	Any location	20	-1/area	60/location	SW, 34	+3 EV full suit
MedicGear Combat Armor	Whole Body	20	-3	3400	Chr 2, 19	+2 Med rolls
Standard Army Trooper Armor	Whole Body	20	-1	NA	SW, 85	
Reactive Body Armor	Torso, Head	20	-1	4990	UK, 37	detects laser/smart
Flak Vest*	Torso	20	-1	200	CP20, 57	
Hiking Boots	Feet & Ankles	20	-0	45	EF, 33	
'Pinamonte' Boots	Feet & Ankles	20	-0	500	Chr 3, 8	
Ruf Tread Boots	Feet & Ankles	20	-0	175	Chr 4, 62	
Gibson Battlegear Greaves	Legs	20	-0	175	Chr 4, 62	
Flak Pants*	Legs	20	-1	200	CP20, 57	
CINO "Seagod" Hardshell	Whole Body	20	-2	35,000	SF, 30	5hrs air
OTEC "Rahab II" Hardshell	Whole Body	25	-3	13,500	SF, 30	4hrs air
Full Plates	Any location	25	-1/area	100/location	SW, 34	+3 EV full suit
Militech EMA-1 "Softshell"	Whole Body	25	+0	8500	SW, 35	48hrs power
Metal Gear	Whole Body	25	-2	600	CP20, 57	
Moto-Cross Armor	Torso, Arms, Legs	25	-2	750	Neo, 56	padded MG
Max Threat Urban Riot Armor	Torso, Arms/Legs	25/20	-3	1200	P&S, 39	
+Optional Alloy Plates	Arms, Legs	+8	-0	-	-	
Door Gunner's Vest	Torso	25	-3	250	CP20, 57	
U.S. Army Assault Armor	Whole Body	28	-2	3000	HoB, 87	2hrs air
Pit Viper	Whole Body	30	-0	26,000	SOF2, 22	radio, HUD, 1 hr air
Hooded Viper	Whole Body	30	-0	48,000	SOF2, 22	radio, HUD, 1 hr air
<b>HELMETS &amp; HEADWARE</b>						
Protective Headgear Insert	Head	4	-0	50	Chr4, 69	concealable
Motorcycle Helmet	Head	8	-0	100	Neo, 56	face shield
Steel Helmet	Head	14	-0	20	CP20, 57	90% have faceshield
Police Issue Traffic Helmet	Head	15	-0	170	P&S, 39	20 shot camera
"Deepstar" Nuscuba Helmet	Head	15	-2	2000	SF, 29	180min air
"Big Blue" Nuscuba Pack	Head, Torso (Back)	15	-2	2600	SF, 30	10hrs air
"Depth Charge" Nuscuba Pack	Head, Torso (Back)	15	-3	3250	SF, 30	10hrs air
Ghostsuit Helmet	Head	16	-0	600	Chr 2, 27	enclosed
Cybermodem Helmet	Head	16	-0	4100	Chr 1, 6	
Smart Helmet (w/comlink)	Head	18	-0	800	Neo, 56	LL, IR, Target
Sneaksuit Helmet	Head	18	-0	185	Chr 2, 28	enclosed
Ballistic Nylon Helmet	Head	20	-0	100	CP20, 57	90% have faceshield
Militech M88 Combat Helmet	Head	20	-1	5000	CB2, 61	15SP face shield
U.S. Army Helmet	Head	20	-0	500	HoB, 87	20SP face shield
'Guercio' Helmet	Head	20	-0	600	Chr 3, 8	+10 vs Gas
'Gianni' Helmet	Head	20	-0	800	Chr 3, 8	Smartgoggles
Police Issue Paramedic Helmet	Head	20	-0	180	P&S, 39	AD, radio
Full Plate Helmet	Head	20	+0	60	SW, 34	
Mirage Gear Helmet	Head	24	-1	140	Chr 2, 28	
Police Issue Patrol Helmet	Head	25	-0	230/430	P&S, 39	AD, radio, light
Police Issue Riot Helmet	Head	25	-0	650	P&S, 39	+10 min of air
Full Plate Helmet	Head	25	+0	100	SW, 34	
M-88A2 Enhanced Helmet	Head	25	+0	2399	SW, 35	SP20 visor

<b>CYBERWARE SOFT ARMOR</b>	<b>COVERS</b>	<b>SP</b>	<b>EV</b>	<b>COST</b>	<b>SOURCE</b>	<b>NOTES</b>
Gradiated Subdermal Cowl	Head, 60%	4, 6	-0	300/550	Chr 2, 7	35/30 to spot
Upgraded Skinweave*	Whole Body	6,8	-0	1000/1250	Chr 2, 9	35/30 to spot
Gradiated Subdermal Armor	Torso	6,8,10	-0	350-650	Chr 2, 7	35/32/30
Gradiated Subdermal Cowl	Head, 60%	8, 10	-0	750/1000	Chr 2, 7	25/20 to spot
Upgraded Skinweave*	Whole Body	10	-0	1600	Chr 2, 9	25 to spot
Heavy Scales*	Whole Body	12	-0	12,000	Chr 2, 102	10% Cancer
Upgraded Skinweave*	Whole Body	12,14	-0	2000/2400	Chr 2, 9	20 to spot
Gradiated Subdermal Armor	Torso	12,14	-0	800/1000	Chr 2, 7	25 to spot
Gradiated Subdermal Cowl	Head, 60%	12,14	-0	1200/1400	Chr 2, 7	15/10 to spot
Upgraded Skinweave*	Whole Body	16	-0	2750	Chr 2, 9	15 to spot
Gradiated Subdermal Armor	Torso	16,18	-0	1100/1200	Chr 2, 7	20 to spot
Gradiated Subdermal Armor	Torso	20	-1	1450	Chr 2, 7	15 to spot
Orbital Subdermal Armor	Torso	20	-0	11,600	Chr 2, 7	15 to spot
Gradiated Subdermal Armor	Torso	22	-2	1750	Chr 2, 7	10 to spot
Orbital Subdermal Armor	Torso	22	-0	28,000	Chr 2, 7	10 to spot

<b>CYBERWARE HARD ARMOR</b>	<b>COVERS</b>	<b>SP</b>	<b>EV</b>	<b>COST</b>	<b>SOURCE</b>	<b>NOTES</b>
GP Exoskeleton- Series A	Whole Body	6+ 15SDP	MA 5	12,000	Chr 3, 34	BOD 18
Cyberfacial Remount Evileye	Head, 15%	6	-0	150	Chr 3, 33	ATTR -1
GP Exoskeleton- Series B	Whole Body	8+ 20SDP	MA 5	15,000	Chr 3, 34	BOD 21
Optishield	Head 30%	8	-0	300	Chr 1, 31	2 options
Cyberfacial Remount Jigsaw	Head, 25%	12	-0	250	Chr 3, 33	ATTR -1
Exoskeleton	Whole Body	18	-2	20,000	Chr 2, 102	10% Cancer
Cyberfacial Remount Twoface	Head, 50%	18	-0	350	Chr 3, 33	ATTR -2
Total Body Plating	Whole Body	20	-3	6,800	Chr 2, 9	heal 1pt/day
Cyberlimb Armor	Arm/Leg	20	-0	200	CP20, 68	
Torso Plate	Torso	25	-3	2000	CP20, 69	
Cowl	Head	25	-0	200	CP20, 69	
Faceplate	Head	25	-0	400	CP20, 69	

<b>ADVANCED ARMOR</b>	<b>COVERS</b>	<b>SP</b>	<b>EV</b>	<b>COST</b>	<b>SOURCE</b>	<b>NOTES</b>
Signal Retardant	Anywhere	10	+0	+150/area	WGF, 74	vs static/seizure guns
Laser Ablative Fabric	Anywhere	50pts	+0	+90/area	WGF, 74	vs lasers, ablative
Heat Displacement Fabric	Anywhere	100pts	+0	+1200/area	WGF, 74	vs lasers, ablative
Reflective Plate	Anywhere	30 laser	+2	120/area	WGF, 74	vs lasers, -1SP/10pts
Reflective Hard Plate	Anywhere	25/30 laser	+2	200/area	WGF, 74	vs lasers, -1SP/10pts
Ablative Plate	Anywhere	20/40 laser	+2	500/area	WGF, 74	vs lasers, -1SP/5pts
Ablative Creme	Whole Body	10 laser	+0	100/5 uses	WGF, 75	vs lasers, -2SP/5pts

<b>SPACESUITS</b>	<b>RSP</b>	<b>SP</b>	<b>EV</b>	<b>COST</b>	<b>SOURCE</b>	<b>NOTES</b>
Skinsuit*	0	6	-1	2,500	DS, 59	1+1/3 hours of air
Space LM Sneak Suit*	0	8	-2	2,500	Chr 2, 28	40 min air
Standard Suit*	2	10	-2	15,000	DS, 59	6+2 hours of air
Worksuit	3	16	-3	20,000	DS, 59	8+2 hours
Battlesuit	6	25	-2	50,000	DS, 59	6+2 hours
Radsuit*	16	6	-3	30,000	DS, 59	8+2 hours
Mars Suit*	2	7	-3	15,000	DS, 59	5+2 hours

\*=Edged weapons treat SP as half. RPA=Revised Personal Armor, AP defeating