DATAFORTRESS 2.0.2.0

Presents:

THE ILLUSTRATED REFERENCE GUIDE VOLUME 1
CYBERPUNK 2020 EQUIPMENT

Welcome

As the title says, this is an illustrated reference guide to every piece of equipment ever presented in a Printed Cyberpunk 2020 product, including the 2013 books, Cybergeneration, the Atlas and Ianus books, Interface Magazine, and Punk 21 Magazine. Every item is given the basic stats, a reference to the book it came from to further research it, and for the first time ever for 90% of them, an image.

There have been a few minor edits, the most major of which have been to drug costs and vehicle stats, to more closely resemble the flavor text, or original image, of the item, or to keep pace with real world technology.

The main reason for this project was that quite simply, in it's own words, Cyberpunk 2020 is all about Style. And when you add a visual representation to the mix, every item, every piece of gear, is literally an extension, an expression if you will, of the characters style. Without the image, it's all just numbers on a page. An image makes the choice more important than just stats. Unfortunately, most of the technology found in the sourcebooks is woefully lacking in visual representation, and some of the images that are present are simply not on the same level as others. Wherever possible I tried to use the original image, and in cases where the original image was replaced, or no image existed, I tried fervently to come as close to the item as I could based on it's description in the source text.

I would especially like to thank Node 16 for compiling the lists of items, without the Cyberpunk 2020 Reference Guide, I never could have done this.

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Some Items represent a significantly higher tech level than others, particularly items from When Gravity Fails, the Cybergeneration books, the Firestorm books, Interface 2.2 and the Ianus books. It is up to the GM to decide which of these items to allow in his game, they should be included with caution.

CLOTHING & FASHION
Base Costs for Common Clothes

Pants/Jeans……………………………………………20eb
Miniskirt…………………………………………………30eb
Long Skirt …………………………………………………55eb
Shorts/Short Skirt …………………………………… 10eb
Jumpsuit ………………………………………………… 50eb
Dress ……………………………………………………… 50eb
Gloves …………………………………………………… 20eb
Long Gloves …………………………………………… 30eb
Vest ……………………………………………………… 25eb
Tie…………………………………………………………… 20eb
Scarf/Bandanna ……………………………………… 15eb
Hat ……………………………………………………… 5-25eb
Jacket …………………………………………………… 35eb
Long Jacket …………………………………………… 40eb
Long Heavy Coat…………………………………………55eb
T-Shirt …………………………………………………… 10eb
Long Sleeve Shirt ……………………………………20eb
Top/Blouse ……………………………………………… 15eb
Tank Top ………………………………………………… 10eb
Tunic ……………………………………………………… 25eb
Sweater ………………………………………………… 20eb
Chaps …………………………………………………… 30eb
Belt ………………………………………………………… 10eb
Shoes …………………………………………………… 15eb
Halfboots ………………………………………………… 15eb
Boots ……………………………………………………… 25eb
Kneeboots ……………………………………………… 40eb
Trenchcoat …………………………………………… 125eb
Cloak …………………………………………………… 150eb
Short Cape ……………………………………………… 75eb
Long Cape ……………………………………………… 90eb
Tobaggan Hood ……………………………………… 10eb
Ski Mask ………………………………………………… 15eb
Shades ………………………………………………… 5-50eb

(Leather or equivalent doubles price)
Chr4

Style Modifiers
Generic Chic ………… x1
Leisurewear ………….. x2
Urban Flash …………. x2
Businesswear ……….. x3
Edgerunner …………... x3
High Fashion ………… x4

Quality Modifiers
Sub-Average …. X0.5 – x0.09
Average ……………………… x1
Good …………..………... x1.5
Very Good* ………………… x2
Designer** ………………... x4
Superchic(Pers. Design)*** x7

* +1 Wardrobe and Style, ** +2 W&S, *** + 3 W&S,

Fireproofing
SP20 vrs Flame (Cost)
Shirts ………….……(+100-300%)
Pants/Skirts ……… (+100-200%)
Jackets …………….. (+50-100%)

Misc. Clothing Options
Polylog Material (4 color Schemes) ……… Cost x3
ReactiMesh Panels (Extra comfort) ……….Cost x2
Polychromic Material ……………..………… Cost x5
Chr4

Material Weights Per Clothing Type
Light: Shirts, Scarves, Bandannas, Dresses, Jumpsuits, Gloves, Hats, Ties, Vests, Thin Skirts, Shades, Undergarments

Medium: Pants, Cloth Jackets, Sweaters, Leather Pants, Heavy Skirt, Shoes, Soft Boots, Some Chaps.

Heavy: Leather Jackets and Coats, Hard Leather and Synthetic Boots, Heavy Belts, Most Chaps,
Chr4

Layering
Torso: Legs:
1 Layer light, 1 layer Heavy   1 Layer Medium or Heavy

Layer Penalties

Extra Torso Layer	Extra Leg Layer
Light: -1EV	Light: -1EV
Medium: -3EV	Medium: -2EV
Heavy: -4EV	Heavy: -3EV

Chr4

ADDING ARMOR TO CLOTHES
COST MULTIPLIERS AND EV PENALTIES

SP	Lt. Material Cost	EV	Med. Material Cost	EV	Hvy. Material Cost	EV
SP4	x1.1	0	x1.05	0	x1	0
SP6	x1.2	0	x1.1	0	x1.05	0
SP8	x1.35	0	x1.2	0	x1.15	0
SP10	x1.5	0	x1.25	0	x1.25	0
SP12	x1.75	0	x1.5	0	x1.5	0
SP14	x2	-1	x1.75	0	x1.75	0
SP16	x2.5	-2	x2	0	x2	0
SP18	x3	-3	x2.5	-1	x2.25	0
SP20	--	--	x3	-2	x2.5	-1
SP22	--	--	x3.25	-3	x2.75	-2
SP24	--	--	--	--	x3	-3

Chr4

Popular Clothesmakers/Quality Ratings
Levi:
Generic/Leisure (Average – Good)
Nu-Tek:
Generic/Urban Flash (Average –Very Good)
Uniwear:
Generic (good)
Image Fashionware:
Urban Flash/Edgerunner/High Fashion (Good–Very Good, Limited Designer)
Icon America:
Urban Flash/Edgerunner (Very Good–Superchic, Limited Designer)
Gibson Battlegear:
Generic/Urban Flash (Good–Limited Designer)
Takanaka:
Businesswear (Very Good-Superchic)
Eiji Of Japan:
Leisurewear/Urban Flash (Good-Designer)
Cryo-Max:
Urban Flash/Edgeruner/High Fashion (Very Good-Limited Superchic)
Jordashe/Boy:
Generic/Leisureware (Good-Designer)
Chr4

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
Chr1

Armored Stockings (SP 6) 110eb
Chr2

Disposa Clothes 75-350eb
WGF

Slicksuit 300eb
WGF
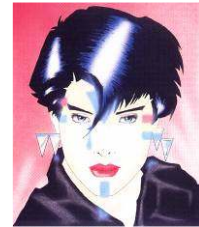
Body Line Tattoo - Stars & Shapes 50eb
Body Line Tattoo - Trademarks & Logos............... 100eb
Body Line Tattoo - Heat Sensitive Color Changer .. 120eb
Chr1

Contact Lenses 100eb
CP20

Reactimesh Smartbag.. 3eb
ECO

Athelon Nylon Carrybag 5eb
Cgen

Phoney Cyberware:
Interface Plugs 50eb
Chipware Socket 100eb
Optics Chrome, Gold, Black 30eb
Clock, Glow, Target 50eb
Hologram 70eb
ChromeArm/Leg 500/600eb
I1.3

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:
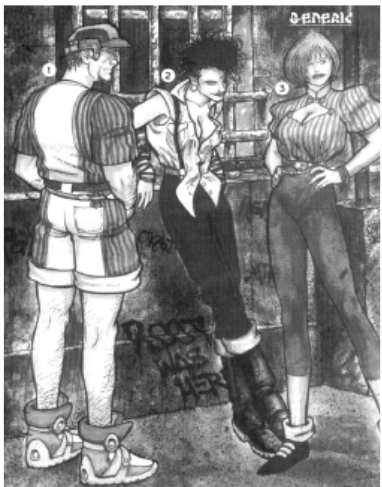
1 Uniwear Shorts Ensemble & Cap 88eb
2 Nu-Tek Splash-proof Boots 40eb
1 Nuke AeroFloats 60eb
3 Ponco Bodysuit-Blouse Ensemble (+1 W&S) 195eb
Chr4

Leisurewear:

1 Eji Bodysuit (+1 W&S) 200eb
3 Bodygear Reacti-mesh & Polylog Jacket 300eb
2 Night City Rangers Official Sportswear (+1 W&S) x4
1 RecreaTech Kevlon Knee & Elbow Pads (10SP) 75eb
Chr 4

Body Test Full Impact Roadrasher (SP 16)........... 200eb
Full Enviro Wetsuit (SP 16) 350eb
Cgen

Urban Flash:

Nu-Tek Video Jacket 300eb
Nu-Tek Video Skirt 200eb
Chr1

Eji of Japan Designer Jeans 50eb
Eji of Japan Wool Sweater 60eb
Eji of Japan Light Panel Cloak (SP 14) 500eb
Chr1

1 Cryo-Max Wrap-on Mem Plastic Skirt (+1 W&S) .. 180eb
1 London Mist Transparent Raincoat 360eb
2 Polylog Shirt (4 patterns stored)…………………….. 120eb
3 Duraweave Stockings (SP 6) 105eb
3 Alex of Milan Illumi Strips Jacket (+2 W&S) 250eb
4 Image Fashionwear Bodysuit (+2 W&S) 300eb
4 Image Fashionwear Jacket (+2 W&S) 250eb
Chr 4

High Fashion:


```
1 Cyro-Max Translucent Pantaloons (+1 W&S) .... 180eb
1 HiFacs Short Cape (+3 W&S) ............................ 440eb
1 HiFacs Angora & Fiber-optic Hat (+3 W&S) ........ 220eb
2 Leopold's Reacti-mesh Cape (+2 W&S) ............. 900eb
3 Alex of Milan Polychromic Suit (+2 W&S) ........... 715eb
                        Chr4
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Royo Bodyfree Mask (+1/2 ATTR) ......................... 600eb
Royo Bodyfree Mask (+1/2 ATTR, filter mask) ....... 650eb
                        Chr3

Dignity Clothing ............................................ 750-2500eb
                        NC
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Edgerunner:


```
1 Gibson Battlegear Fatigue Pants (SP 14) ........... 125eb
1 Plastech Duster (SP 18, +1 W&S) ...................... 845eb
1 Ruf Tread Boots (SP 20) ................................... 175eb
2 Ruf Tread Kevlon & Polylog Jacket (SP 18, EV-1) 350eb
2 Ruf Tread Nylar Bodysuit (SP 10) ...................... 300eb
3 Icon America Morplex Shirt (SP 14, EV -1) ......... 130eb
1 Gibson Battlegear Bodysuit (SP 10) ................... 300eb
1 Gibson Battlegear Greaves (SP 20) ................... 175eb
                        Chr4
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Gibson Battlegear Armored Jeans (SP 16) .............. 30eb
Gibson Battlegear Armored T-Shirt (SP 10) ............. 10eb
Gibson Battlegear Denim Jacket (SP 14) .............. 150eb
                        Chr1
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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
                        Chr1
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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
                        Chr1
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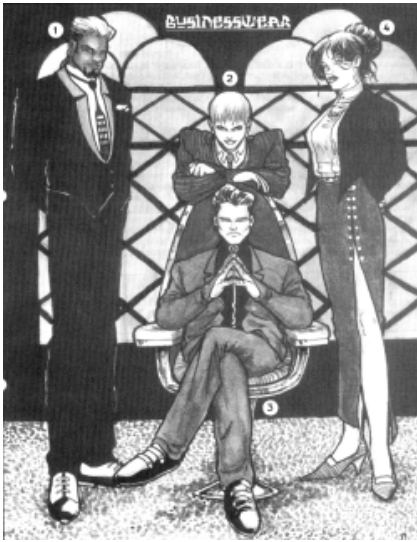
1 Takanaka Cotton/Arachni-silk Suit (SP6, +2 WS) . 500eb
2 Takanaka French Cotton Suit (+2 W&S) 420eb
3 Flein Duraweave Suit (SP 10, +2 W&S) 500eb
4 Pearl Eye Skirt and Jacket (SP 5, +2 W&S) 730eb
4 Pearl Eye Chinese Silk Shirt (+2 W&S) 140eb
Chr4

Specialized Clothing:

Transparent Skinmask (4) 20eb
Designer Skinmask 50eb
BattleMask Skinmask 200eb
I1.3

Surveillance Clothing (SP 15, contains spy gear) 5-7x
SF

"Spytex" Radar-Absorbent Material .... 10 x
SF

'Alessio' Coveralls 200eb
'Lano' Coveralls (SP 14) 1600eb
Chr3

'Guercio' Helmet (SP 20) 600eb
'Gianni' Helmet (SP 20, smartgoggles) 800eb
Chr3

'Pinamonte' Boots (SP 20) 500eb
Chr3

'Ciampolo' Gloves 400eb
Chr3

Esporma Environment Suit (SP 10/30, 60min) 725eb
Chr3

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Fiorelli-Santino Anti-Fire Suit (427 to 1370°C) 1500eb
CB3

Medical Armor (SP 20, +2 to med rolls, EV -3) ... 3400eb
SW

Sternmeyer Cold Weather Combat Outfit (EV -1) .. 575eb
Sternmeyer Cold Weather Gear (upto -70°C) 50-300eb
CB3

Soviet Military Armored Greatcoat (SP14, EV-1) ... 250eb
CB3

Bearskin Hat (SP 0/10) 50/75eb
CB3

Hiking Boots (SP 20) 45eb
ECO

Athelon Body Harness (SP 5) 100eb
ECO

Kevlar Backpack (10/18SP, .5/2kg, EV varies) ..50/100eb
Chr4

Framed Backpack 200eb
Neo

Biotechnica Enviro Gloves (SP 20) 200eb
ECO

Shock Touch Protection Gloves (4 Stun charges) .. 120eb
Chr4

ExecUcleaN Armor Repair 20%
Chr1

Signal Retardant (10SP, +4 Stun vs static guns) . +150eb
Laser Ablative Fabric (50pts vs lasers) .... +90eb
Heat Displacement Fabric (100pts vs lasers) ..... +1200eb
WGF

ARMOR
COVERS SP EV COST SOURCE NOTES

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
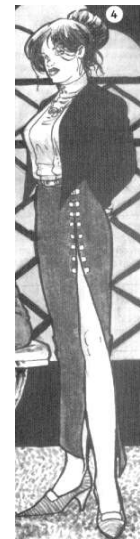
Pearl Eye Skirt and Jacket*
Torso, Arms, Legs 5 -0 730 Chr 4, 60 +2 W&S

Armored Stockings*
Legs 6 -0 110 Chr 2, 28 styles vary

Duraweave Stockings*
Legs 6 -0 105 Chr 4, 58

Gibson Sneak Suit*
Whole Body 10 -0 560 Chr 2, 28 -4 A/N in dark

Takanaka Arachni-Silk Suit*
Torso, Arms, Legs 6 -0 500 Chr 4, 60 +2 W&S

Sonar-Baffling Diving Suit*
Whole Body 10 -2 3,500 Chr 2, 28

Militech M78 RPA T-Shirt
Torso 7 -0 130 CB2, 63

Flein Duraweave Suit*
Torso, Arms, Legs 10 -0 500 Chr 4, 60 +2 W&S

Militech M96 Ghostsuit*
Whole Body 10 -1 5300 Chr 2, 27 -4 A/N

Ruf Tread Nylar Bodysuit*
Torso, Arms, Legs 10 -0 300 Chr 4, 62

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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/SW, 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
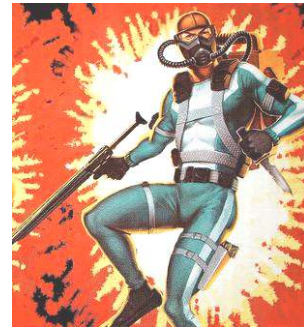
"Big Blue" Kevlar Wetsuit*
Torso, Arms, Legs 15 -2 2600 SF, 30 10hrs air

Surveillance Clothing
Anywhere 15 -0 5-7x SF, 99
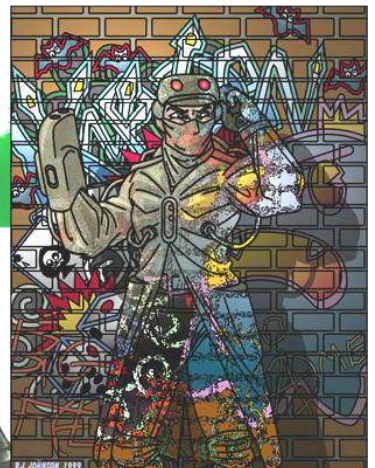
Arasaka "Blackjack" Stealth*
Whole Body 16 -2 10,000 SW, 35 +3 stealth, -4 A/N

Tanaka Armor Topcoat*
Torso, Arms, Legs 16 -0 2000 Chr 1, 63

Uniware Armor Trenchcoat*
Torso, Arms, Legs 18 -1 300 Chr 1, 59

Tanaka Armor Opera cloak*
Torso, Arms, Legs 16 -0 1200 Chr 1, 63

Plastech Duster*
Torso, Arms, Legs 18 -0 845 Chr 4, 62 +1 W&S

BodyTest Roadrasher*
Torso, Arms, Legs 16 -0 200 CGen, 88
Full Enviro Wetsuit*
Torso, Arms, Legs 16 -0 350 CGen, 88 1h air, +swim

Ruf Tread Kevlon Jacket*
Torso, Arms 18 -1 350 Chr 4, 62

Kevleather Action Jacket*
Torso, Arms, (Legs) 16 -0 Varies NC, 130 custom made

Medium Armor Jacket*
Torso, Arms 18 -1 200 CP20, 57

Gibson Armor Jeans*
Legs 16 -0 30 Chr 1, 62

Biotechnica Enviro Gloves
Hands 20 -0 200 EF, 33

Heavy Armor Jacket
Torso, Arms 20 -2 250 CP20, 57

Esporma Environment Suit
Whole Body 10/30 -3 725 Chr 3, 16 60min air

Police Issue Patrol Armor
Torso/Arms/Legs 20/15/18 -2 900 P&S, 39
+Optional Alloy Plates Arms, Legs +5 -1 - -

Spyke Body Plating
nywhere 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

Ultrakevlar Bodysuit
Torso, Arms, Legs 20 -0 NA RM, 65 CIA use only

Ceramet Inserts (adds to soft)
SP +5 -.5/loc 40/location SW, 34 turns soft to hard SP

Medieval Armor
Whole Body 14 -6 3500/10,600Chr 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 1820/14 (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

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

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Militech EMA-1 "Softshell"
Whole Body 25 +0 8500 SW, 35 48hrs power

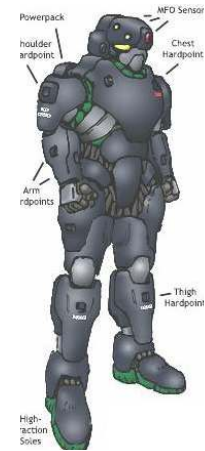
Metal Gear
Whole Body 25 -2 600 CP20, 57

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
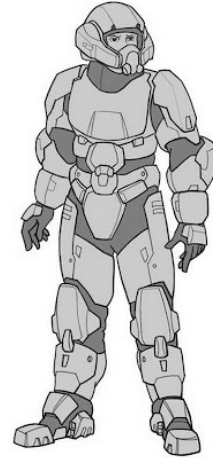
U.S. Army Assault Armor
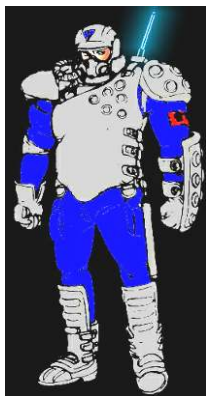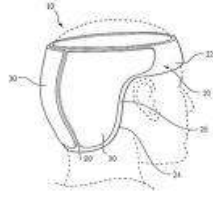Whole Body 28 -2 3000 HoB, 87 2hrs air

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

HELMETS & HEADWARE
COVERS SP EV COST SOURCE NOTES

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
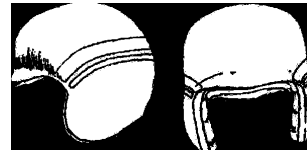Head 20 -0 800 Chr 3, 8 Smartgoggles

Police Issue Paramedic Helmet
Head 20 -0 180 P&S, 39 AD, radio

Full Plate Helmet
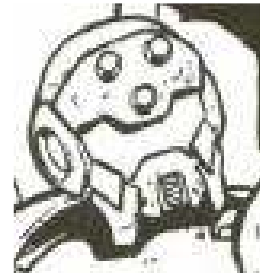Head 20 +0 60 SW, 34

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

M-88A2 Enhanced Helmet
Head 25 +0 2399 SW, 35 SP20 visor

ADVANCED ARMOR COVERS
SP EV COST SOURCE NOTES

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

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

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
WS
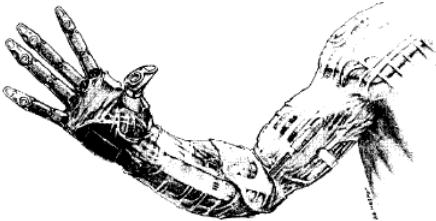
Cyberlimb Fleshweave Repairs .... +50% cost
Chr3

Basic Tool Kit (1kg) 500eb
CP20/NEO
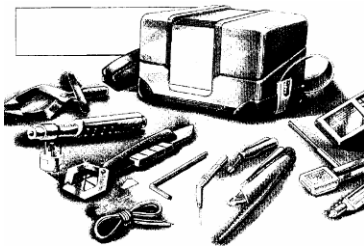
'Farinata' Tech Tool Kit (+1 W&S) 350eb
Chr3

Tool Kits by Buchsterhude Gmbh (+1/-1 repair) ... 1000eb
Chr3

High Style Buchsterhude Tool Kit (+1 W&S) 1500eb
Chr3
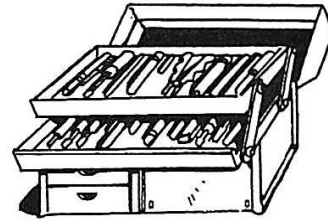
Master Mechanic's Tool Kit .... 25,000eb+
NEO

Gun Cleaning Kit 50eb
NEO

Electronics Toolkit 100eb
CP20

'Venedico' Electronics Tool Kit (+1 W&S) 350eb
Chr3

Techscanner 600eb
CP20

'Francesca' Techscanner (+1 TECH, W&S) 1200eb
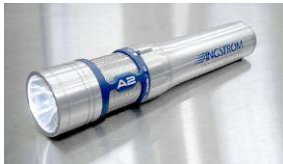Chr3

'Pembroke' Techscanner (+2/+1 TECH) 1500eb
'Pembroke' Update Subscription 100eb/month
Chr3

Protective Goggles 20eb
CP20

Flashlight (100-120 foot range) 2eb
CP20

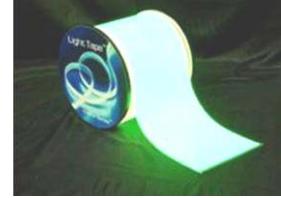Pocket Flashlight (25-30 foot) 1eb
CP20

MicroFlash (4 hrs disposable, 100ft beam) 10eb/10
CP20

Glowstik (red, green, blue for 6hrs, 6" tube) 1eb
CP20

Flash Paint (4hrs of light) 10eb/pint
Cgen

Flash Tape (6hrs of light) 10eb/foot
Cgen

NT Glowpowder (5ft area of illumination) 10eb/pot
SA

Rope (holds up to 1000lbs) 2eb/foot
CP20

Super String synthetic cable (3,000lbs) 3eb/m
CGen

Bloodhound 750eb
WGF

Sonic Sensors 1,500eb
HOB

21

Plasma Arc Torch 250eb
CP20

Cutting Torch (5x-15x cost for thermite lance) 40eb
Chr3

Mine Detector 100eb
HOB

A-Frame 100eb
NEO

Air Compressor 200-1000eb
NEO

Bungee Cords 10eb
NEO
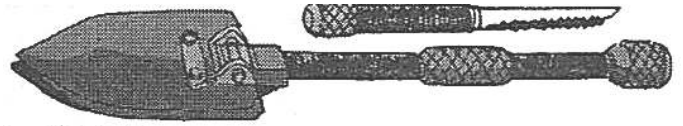
Entrenching Tool 50eb
NEO

Hand-Crank Generator 50eb
NEO

Small Generator 250eb
NEO

Large Generator 1200eb
NEO

Lifts (drive-on/scissors) 100/500eb
NEO
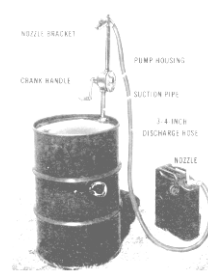
Hand-Driven Air Pump 10eb
NEO

Biotechnica Environmental Analyzer (20hr, .5kg) 70eb
Chr3/Eco

Enviroscanner (7m range, 12hr, 1kg) 400eb
Chr3

Portable Electropack (6hr power, 2kg) 100eb
Chr2

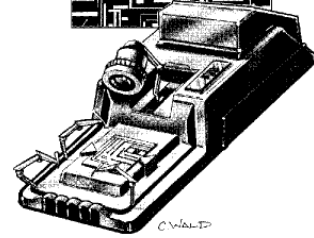Arc Furnace .... 1000eb+300eb/day
Chr3

Liquid Medium Pump (delivers nanites to sinus) 100eb
SA

Micro-Centrifuge (separates compounds) 100eb
SA

Interface Monitor (+2 CyberTech)........................... 800eb
Chr3
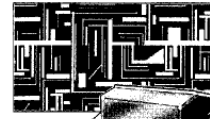
Micromanipulator Rig (+1 for small work) 3000eb
Chr3

"Tripod" Waldo Set (extra hands) 800eb
Chr3
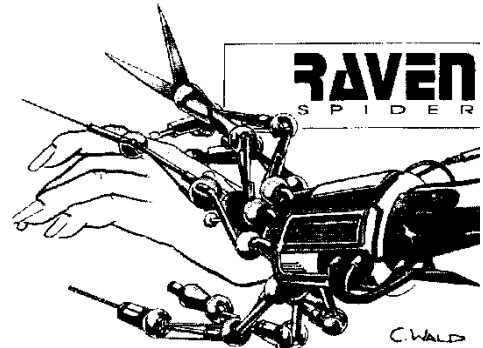
"Spider" MicroWaldo Bracer (+1 small work) 700eb
Chr3

"Mite" Diagnostic Remote (1x1cm) 400/500eb
Chr3

"KleenBore" NanoAgent Gun Cleaner (10 uses) 50eb
"BioGloss" NanoAgent Cyberlimb Cleaner 50eb
"AutoGloss" NanoAgent Car Wax (10 uses) 50eb
Chr3

SMARTGRAPPLE

Dynlar Smartgrapple (100m, winch) 1500eb
Dynlar Smartgrapple w/optical sensor (REF-5) 2000eb
SW

Magnagripp Magnetic Grapples (100m, winch) 50eb
CGen
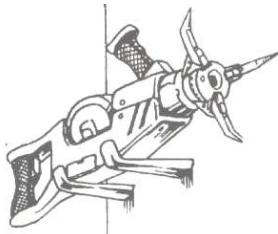
Magnagrap Claw Grapple (80%, 100m) 150eb
CGen

DEMOLITIONS

Explosives Field Kit (30kg) 1500eb
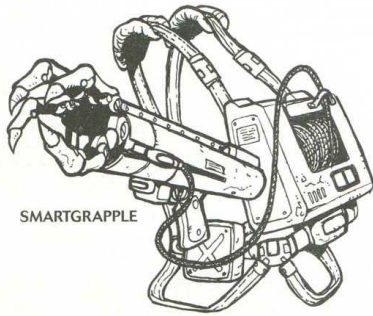HOB

Think-Boom Radio Detonators (3 signals) 100eb/signal
SOF2

Pressure Triggers (Diff to spot) .... 15eb/foot$_2$
Chr4

Thermite-In-A-Tube (15/4D4 damage for 3 turns) 90eb
Chr4

Detcord High Explosive (40 damage) 900eb/10m
Chr1

Detonator 10eb
LU

Detonation Wire 1eb/meter
LU

Fire-Based Fuse 5eb/meter
LU

Chemical Delay Fuse 25-75eb
LU

24

Blasting Cap 5eb
LU
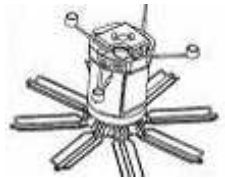
Smart Mine Trigger - Weight 50eb
    Indiscriminate 20eb
    IFF 75eb
    Temperature 200eb
    Voice 100eb
SF

SURVIVAL GEAR

Canteen (10 litre) 50eb
NEO

Canteen (Personal) 10eb
NEO

Distillation Rig (Family) 100eb
NEO

Water Purifier (95% rel, 2 days power) 20eb
CGEN

Water Purification Kit (Personal) 50eb
NEO

Water Purification Kit (Family) 100eb
NEO

Air masks 20-30eb
DM

Nu Tek Memo-Broach .... 200eb+
Chr4

Nu Tek Tie-Fon (cell phone in tie) 200eb
Built-in Trauma Team™ Reaction Program .. 300eb/month
Chr4

Filter Mask (Filters 3eb) 10eb
Gas Mask (Filters 10eb) 200eb
NEO

Biotechnica Bioplastic Mask (12hrs) 5eb
Biotechnica "Smart" Gas Mask (100%, 24hrs) 250eb
SW

Fire Starter 1eb
All-Weather Fire Starter 5eb
NEO

Field Pack 50eb
NEO

Sun Block (SPF60) 10eb
NEO

"Swiss Army" Knife (.5kg) 50eb
NEO

Immersion Heater (12 uses) 15eb
NEO

Native American Tipi 200eb
NEO

Tent (2 Person) 150eb
NEO

Tent (6 Person) 250eb
NEO

Tent (10 Person) 500eb
NEO

Tent (Big Top) 12,000eb
NEO

Backpack Stove 20eb
NEO

Tent Stove 75eb
NEO

Tire Chains... 60eb
NEO

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Logcompass 50eb
CP20

Inertial Compass 100eb
CP20

DataTel Mapmaker (1kg) 500eb
DataTel Navstar Mapmaker 900eb
Chr1

Automapper 200/220eb
Chr3

TomKatt DooDadd (orienteering device) 18eb
TomKatt DooDadd NavStar system .... +20eb
Eco

Topographic Map Chips (200 km^2) 5eb
Eco

Grapple Line (100m, SDP 30, 3kg) 60eb
Chr3

Climbing Spikes (+2 Climb, 1D6+3*) 75/140eb
Chr3

IR Combat Cloak (-5 IR Notice, EV 2, 2kg) 450eb
Chr1

Reactimesh Camouflage Netting (-4 Notice) .... 15eb/m^2
Reactimesh IR Netting (-5 IR Notice) .... 2eb/m^2
Eco

PERSONAL ELECTRONICS

Data Cache (100MU,SDP 15, SP30) 8000eb
Data Cache (200/300MU) 10,500/13,000eb
Chr4/ BB R

Data Chip 10eb
CP20/ BB R

"Treasurer" Datawatch (1MU) 55eb
Chr2/BB R

Holotank (tabletop- 12"x18") 500eb
Holotank (desktop- 24"x36") 1000eb
Holotank (display- 4'x7') 5000eb
Chr2/BB R
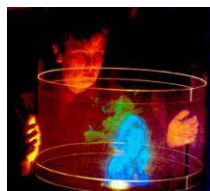
Holo Generator 500eb
CP20/BB R

Holoscreen Viewer (many models) .... 2x base
Chr2/BB R
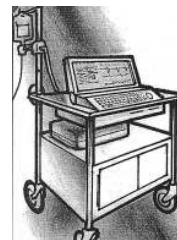
Life/Support Hookup…………………………………….500eb
Life Support Machines…….….……………………2000,000eb
BB R

Microtech Residence (Home for INT 6 AI) 150,000eb
Chr4/BB R

Net-Vision Glasses (optional Invisibility) 900/1200eb
Chr2/BB R

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
Chr2/BB R

Video Board .... 100eb/ft$_2$
CP20/BB R

Video Wall (6'x6') 3500eb
Chr2/BB R

Batteries 5eb

IEC Micromate Blender 35eb
CB2
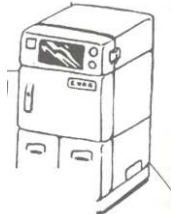
Hitachi-Kenmore Appliance Mod 500eb
CGen

Optical Remote (2m IR eye controlled remote) 100eb
Chr3

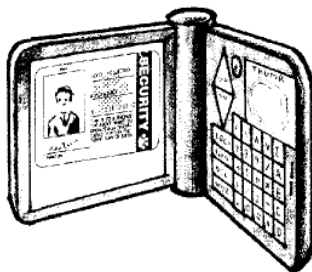Cab Hailer (1D6 min wait) .... 150eb+10eb/month
Chr1

Image Wallet (.1kg) 100eb
Chr1

Sleep Inducer (2-3 hours, .5kg) 85eb
Chr1

Gun Camera (10m, records if finger on trigger) 100eb
Chr2

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
SW

Battery Pack 50eb

Home-Use Transformer... 100eb

Solar Electric Panel (1 device) 100eb
Solar Panel Central Extension Cord 25eb
Chr1

Portable Radar 250eb
HOB

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Portable Sonar 150eb
HOB

MEDIA EQUIPMENT

Personal Tactical Computer 1000eb
Militech PTC Detail Cards 50eb
CB2

Digital Recorder 300eb
CP20

DDI PrayerWare 120eb
Chr2

Digital Camera (.5kg) 150eb
CP20

Smartgoggle Mirrorshades (2 options, -10%) 450eb
Chr3

VideoCam (1kg) 800eb
CP20

Smart Glove (Aver REF or -1 WA) 110eb
Smart Glove Gun Modification .... +200eb
Chr3

Video/Audio Tape Player 40eb
Video Tape 4eb
CP20

Digital Chip Player (1kg) 150eb
CP20
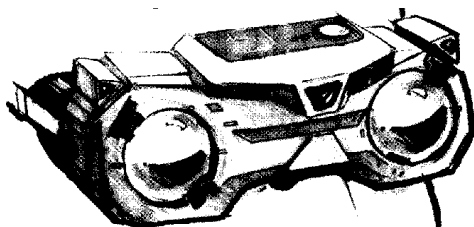
Echolocation Goggles (-1 Awareness in dark) 1500eb
Chr4

Braindance Recording Unit 12,000eb
RB

Braindance Editing Unit 26,000eb
RB

Multiformat Newscam 2600eb
RB

MiniCam 14 .... 1500eb
RB
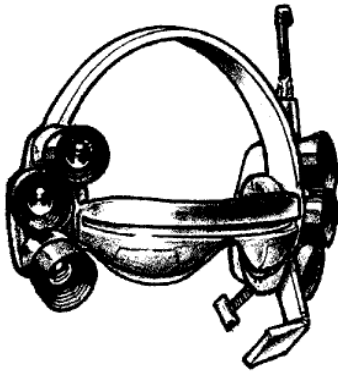
Cybercam EX-1 (2.2kg) 1200eb
Chr1
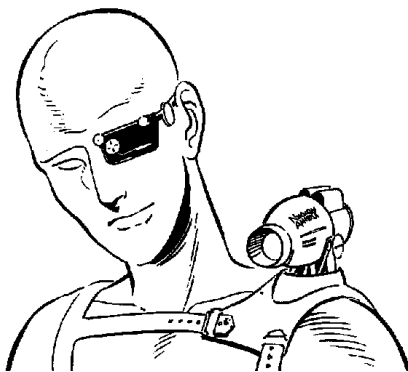
Nikkon America Campod (8 SP, 12hrs, 2kg) 1000eb
Chr2

Remote Cybercam 20 (2km, 24 hrs, 1kg) 350eb
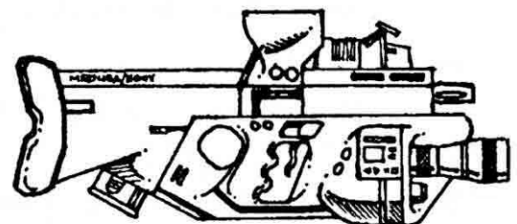Chr2

Holographic Camera .... 2x base
Chr2

Cyberholo Art Imager (+1 Paint/Draw) 600eb
Chr2
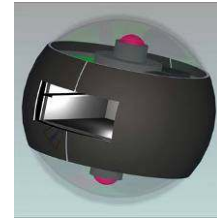
Omnieye Interviewer's Camera 1000eb
I2.1

Tanaka-Sanyo Portable Editing Lab (8hrs, 10kg) . 6000eb
Leather, Brushed Metal Covering ....+100-300eb
Spare Battery (8hrs, 4kg) 250eb
I2.1

Medusa 2000 Camera/SMG .... 2500eb+
I2.1

Video Editing Console 300-700eb
I2.1

Audio Editing Module/Console 400eb
I2.1

Second Stage Image Virtualizer 2000eb
Optical Image Scanner (input for virtualizer) 50-400eb
Audio Support Hardware 300eb
Video Support Hardware 500eb
I2.1

Transmitter .... $3.14 \times$ sq mile range$_2$ x200eb
Subcarrier Transmitter .... $3.14 \times$ sq mile range$_2$ x250eb
I2.1

Subcarrier Receiver - Single Frequency 40eb
Subcarrier Receiver - Adjustable Frequency 200eb
I2.1

Video Alteration Equipment 5000eb
Video Alteration Equipment (+10 to diff) 1000eb
Video Alteration Equipment (-5 from diff) 10,000eb
DM

Register Radio Frequency 1000eb/month
Register TV Station 5000eb/month
DM

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
Music Library .... 100 to 5000eb
Video Library .... 5000 to 50,000eb
Dm

Jammer (Elec 5+5/Level, 1km) .... 100eb xSTR
Jammer (Elec 5+5/Level, 5km) .... 200eb xSTR
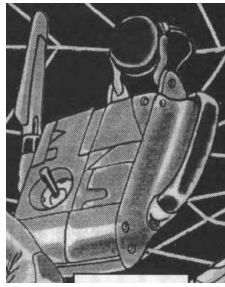Jammer (Elec 5+5/Level, 10km) .... 300eb xSTR
DM

Cheesebox (cell phone into phone line, 1km) 100eb
DM

Voice Mask (alters voice, Elec 30) 1000eb
DM
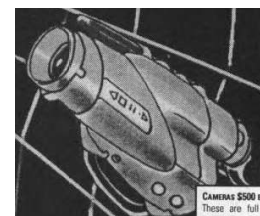
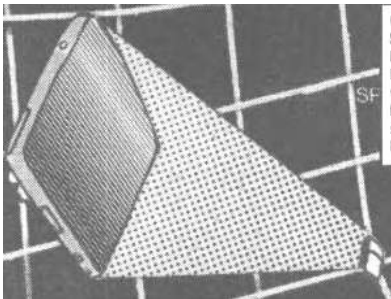Video Camera (HRAM or transmit signal) 500eb
MF

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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
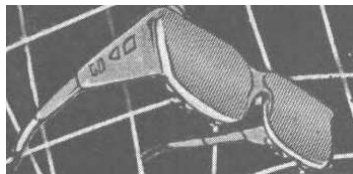   Sub-Miniature Systems............................... x2
MF

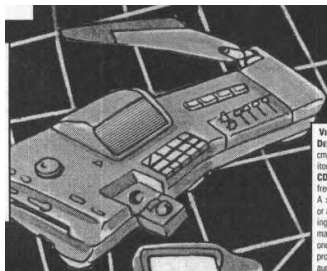Flatcam & Microtransmitter 200eb
MF

Integrated Flatcam (2 hrs record/battery) 200eb
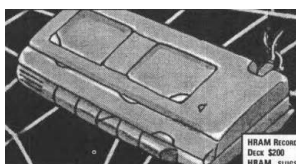   8 Hours Max Recording Time .... +100eb/hour
MF

Flatcam Glasses (4.5 hours audio & video) 500eb
MF

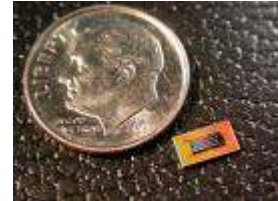Flatcam Remote Control (8 cams max, 8hr store) . 500eb
MF

HRAM Recording Deck 200eb
MF

HRAM Slugs Audio (96 hours max) 4eb/hour
    Video (4.5 to 10 hours max) 10eb/hour
    Padded ENG Slugs .... +10eb
    Sub-Miniatures .... x2.
MF

Optical Chips (Lv 2, 4, 8, +1 skill, -4 TECH) ... 500eb/level
    Very Small (1cm) x2
    Ultra Small (1mm) x3
MF

Sat-Net Membership .... 250-260eb/month + 20eb/hour
MF

Public Sat-Net Receiver (10x10x2cm, 200g) 30eb
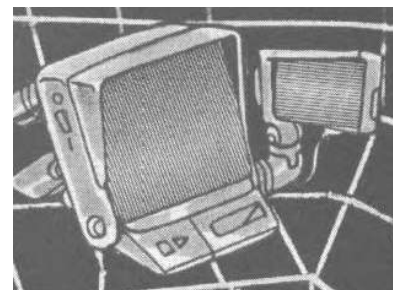MF

On-line Info Service Membership . 15eb/month + 1eb/hour
MF

Computerized Control System (+5 skill, 6 feeds) . 6500eb
Software, Controllers & Connections Only 1000eb
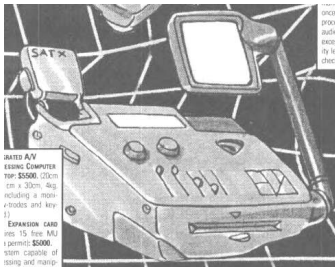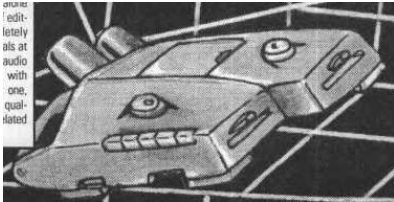Expansion Module (adds 6 more A/V feeds) 1000eb
MF

Monitor Screen (for each video input/output) 100eb
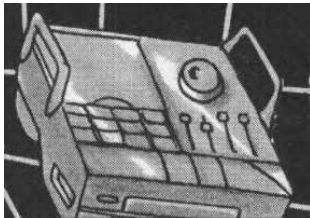MF

33

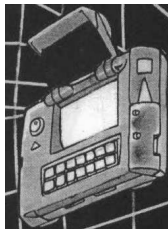AV Processing Desktop PC (4kg, +4 skill) 5500eb
MF

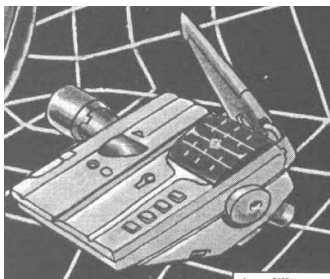Video Processing Desktop PC (4kg, +4 skill) 5000eb
MF

Audio Processing Desktop PC (2kg, +4 skill) 1000eb
MF

Broadcast HDTV Receiver (300g) 150eb
Broadcast HDTV Receiver & Screen 200-1000eb
MF

Tracker (75% chance to track signal, 1.5kg) 2000eb
MF

Jammer (jam one UHF/VHF signal 1/2 mile, .8kg) . 400eb
MF

Cablejack Equipment (TV networks only, 25kg)... 5000eb
Assembled Cablejack Parts (2d6 days, 50kg) 1000eb
MF
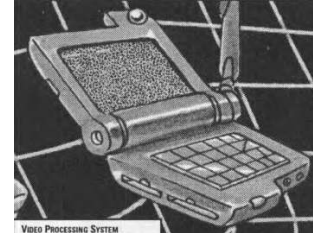
Cellular Data System PC (40MU, Spd 6, 700g) ... 8000eb
Extra 10MU (max 80MU).................................... 1000eb
MF

CDS Permit 1200eb
MF

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
MF

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
DM/12.1

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MUSICAL EQUIPMENT

Electric Guitar (3kg) 100-500eb
CP20

Rickenbacker or Telecaster 10,000eb
RB

Yamaha "SmartMIDI" Guitar 1600eb
RB

DPI "Cybertechnic" Guitar 1200eb
RB

Washburn Soundmachine Guitar (+1 Perform) 1000eb
Chr2

Electric Bass 400eb
RB

Electronic Keyboard (4kg) 200-900eb
CP20
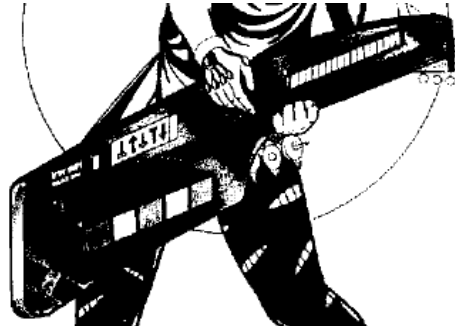
Yamaha "Hurricane" Ultrasynth (+2 Play) 2345eb
Chr3

Standard Drum Kit 1500eb
RB

Electronic Drum Kit 500-1000eb
RB

Bass Synthesizer... 200eb
CP20
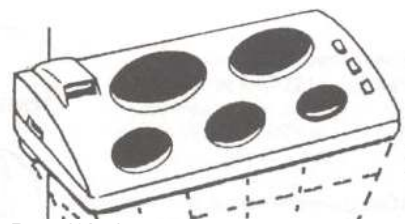
Drum Synth-Box (3kg) 150eb
RB

35
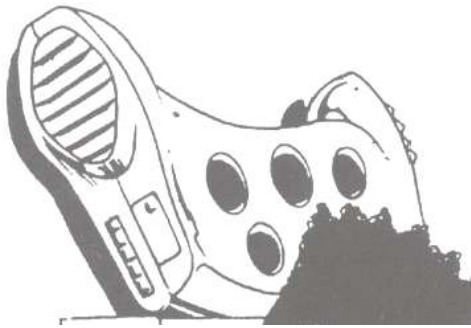
Synthesizer Drumpad 200eb
CGen
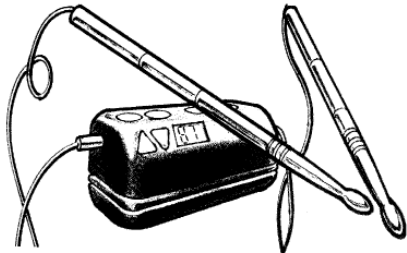
DPI Smartsticks (+1 Play Drums) 800eb
Chr1
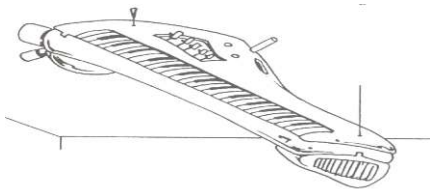
Synthesizer Keypad 100eb
CGen

MiniAmp (10w) 220eb
RB

"Single Stack" Amp (500w) 500eb
RB

Amplifier (4kg) 500-1000eb
CP20

Exotic Percussion 50-300eb
RB
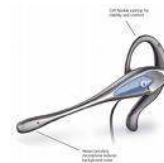
Cordless Microphone (1000ft) 100eb
RB
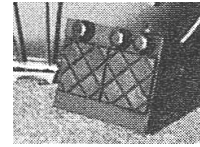
CyberMIDI Effects Controller 2000eb
RB

Parman Drumsticks 65eb
RB

MRAM Pro Chips 100eb/level
RB
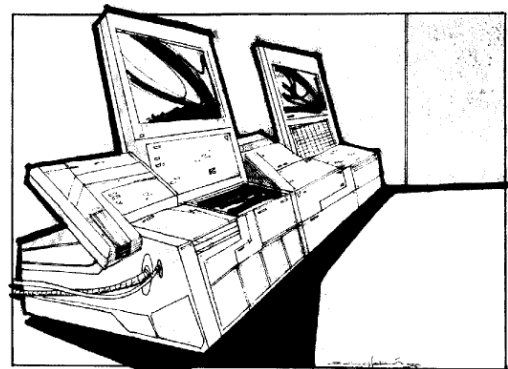
Digital Recording Studio 12,000eb
Chr1

DPI "Black Box" Synthamp (vocal synth) 800eb
"Black Box" Voice Chips 10eb
Chr2

Body Rhythm Dance Bracelets (15m range) 400eb/pair
Body Rhythm Amp 250eb
Chr2

MICRO-COMPUTERS

"Black Book" (SP 15, EMP shielded, E-Book) 250eb
Chr2
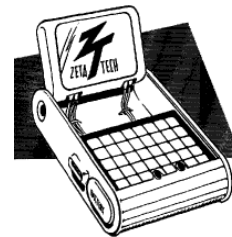
Zetatech "E-Book" Microcomp (5 hours, 12MU) 100eb
Cybernetic "E-Book" (+2 INT/TECH skill rolls) 140eb
Vocal Control "E-Book" 120eb
Chr2

Sound Optimization System (+1 Perform) 1000eb
Chr4

LAPTOPS AND PORTABLE COMPUTERS
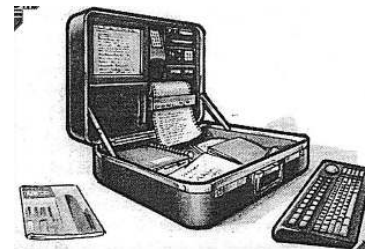
Advanced Communication Case (EBM PCX) 8000eb
Chr1/BB R

Wall Speakers 250eb
Chr4

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
Chr2/BB R

Yamaha-PhotoTex Multimix Holodeck 225,000eb
Cgen

Mead Electronic Notebook (4 SP, 12 hrs, 2.5kg) ... 860eb
Chr2/BB R
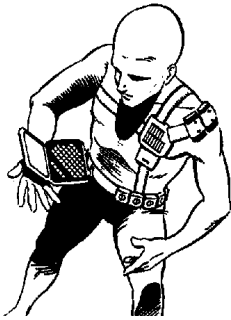
Wearable Computer (PCX, 25MU, 2.1kg) 1000/1400eb
Hybrid MedicWear Computer (", +Medscanner)... 2500eb
Chr2/BB R

Microtech "PCZ Super" (INT 2, 30MU, 150min) ... 1500eb
Chr3/BB R

Wyzard "Handbox" (INT 1, Holoscreen) 6700eb
"Handbox" Removable Hard-disk (+1 INT, spd) 140eb
"Handbox" 1MU cartridge 100eb
"Handbox" Foldable Touchpad.............................. 150eb
Chr3/BB R

Zetatech PDA+ (INT 2, 20MU, 6 hrs, 1.1kg) 680eb
Chr3/BB R

Zetatech PC-4041 "Wearcomp" Workstation 8500eb
SW

Kaitlin Hand Held Programmer (attach to terminals) ....
SA

PERSONAL COMPUTERS
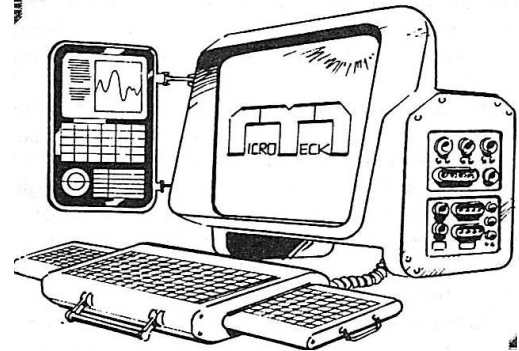
Microtech IIKL-4 WS (40MU, INT 3, 4 slots) 1200eb
Microtech IIKL-4 w/ cybernetic link 1680eb
Chr2/BB R
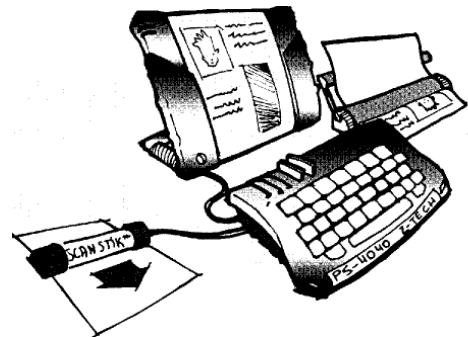
Zeta 4040 Portastation (INT 3, 30MU, 4hr, 3kg) ... 1000eb
Zeta 4040 Portastation w/cybercontrols 1300eb
Chr3/BB R

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
BB R

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
External Memory Modules (10MU, 1 data port) 750eb
Holovid 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
Magnetic Induction Tap (10m range) 250eb
Dr. Omni Kismet's Virtual Builder 10,000eb
Optical & NOFAR Multiple Unit System (+3 skill) x3 cost
BB R

PC PERIPHERALS

EXPERT Skill Progs (level 4-8) ....200+100eb/+1
BB R

Datatel RotoWrighter (20 page printer) 20eb
BB R

Gloves & Goggles (-3 to -1 Interface, no AP) 100eb
BB R

"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
BB R

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%
BB R

Line Tap Detector………….………………………….60eb
BB R

Linozap……………………….………………..………350eb
BB R

Microtech Virtual Reality BBS (Diff -1lvl, 8kg) 10,000eb
BB R

Miniature Copier (1MU, 1hr battery, 0.5kg) 230eb
BB R
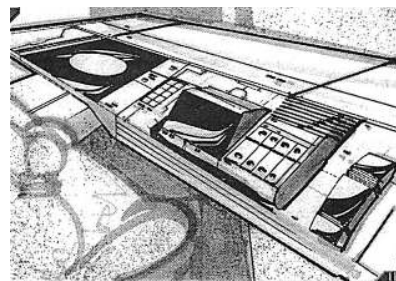
Office Communications Suite ……………………… 1000eb
BB R
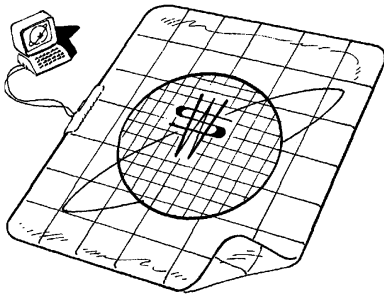
WorldSat Flopscreen .... 400eb/sq ft
Chr2

Information Black Box (40MU, 25SP, 20SDP) 1000eb
Information Links (connect to Visual Rec Chips) 25eb
SA

AI Core Program (INT 1-18) 1000-15,000eb
I1.3

CompuMods Steroids:
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
BB R

CYBERDECKS AND OPTIONS
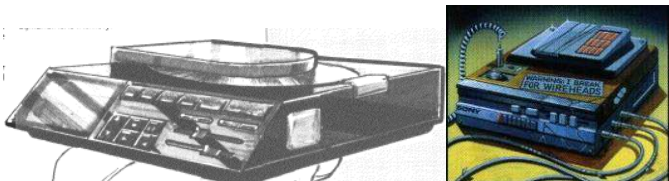
Standard Cyberdeck (.5kg, 6 ports,10mu) 500-1000eb
CP20/BB R

Bodyweight Data Creche (+1, 12MU, DW+4) 7500eb
BB R
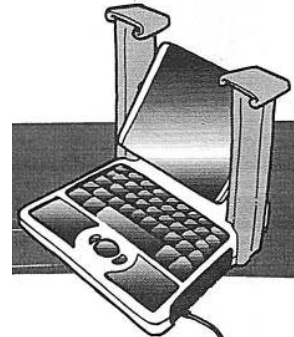
Dantech Cacciaguida (+0, 10MU, DW+5) 7000eb
Chr3/ BB R
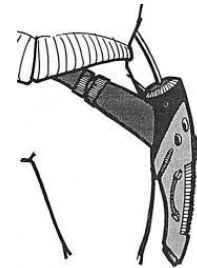
EBM PNI 210 (+0, 10MU, DW+2) 1000eb
Chr3/BB R
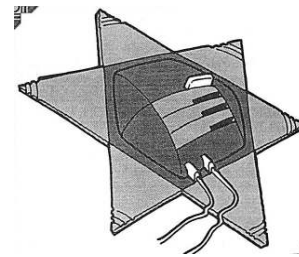
EBM PNI 412 (+2, 10MU, DW+4) 4200eb
Chr3/BB R

Green Knight (+0, 10MU, DW+8) 10,000eb
Chr3/BB R

Omnibus Cspace Explorer (-1, 10MU, DW+2) 1300eb
Chr3/BB R

40

Pandora's Deck (+1, 20MU, DW+4) 12,000eb
BB R

Zetatech Parraline 5800 (+3, 15MU, DW+6) 6500eb
Chr3/BB R

PCT Danzig (+0, 10MU, DW+3) 500eb
Chr3/BB R

Zetatech Virocana (+1, 20MU, DW+8) 10,000eb
Chr3/BB R

PK-6089a (+1, 15MU, DW+4) 9000eb
NET/BB R

Nirvana Pleasure Deck (+2, 15MU, DW+5).......... 4000eb
PG

Portable Deck (4hrs) 2000eb
CP20

Cyberlimb Deck (portable or cellular) 3000/5000eb
CP20

Zetatech Parraline 5700 (+1, 10MU, DW+3) 2100eb
Chr3/BB R

Zetatech Parraline 5750 (+2, 10MU, DW+4) 3600eb
Chr3/BB R

Zetatech 2000 Combat Assault Deck (SP20) 3000eb
Sealed Combat Assault Deck (SP20, cellular) .. 6000eb+
CP20/P&S/BB R

Cellular Decks (moving=25% loss of link) 4000eb
CP20/BB R
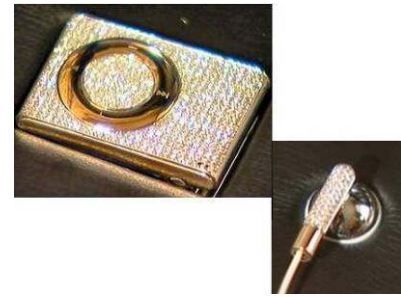
Jeweldecks (+2, 15MU, DW+5, cell) .... lots
Chr3/BB R
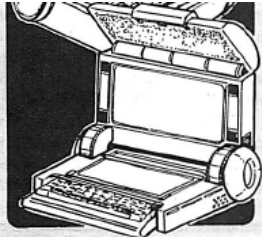
Frequency Hopping Radio Cybermodem............ 5000eb+
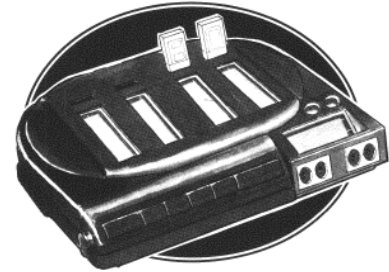
Kirama LPD-12 (+3, 20MU, DW+2, cell) 8025eb
CP20/BB R

Arasaka Portable (+3, 18MU, DW+6, cell) 15,000eb
BB R

Lang Conpro-2 (-1, 15MU, DW+10, cell) 5000eb
Chr3/BB R

Artemis 2020 (+2, 15MU, DW+5, cell) 10,000eb
BB R

Langley Datastick Mk7 (+3, 25MU, DW+4, cell) . 9500eb
BB R

Aztec 600 Assault (+2, 25MU, DW+5) 8200eb
Chr3/BB R

Liz Cyber SpanDeck (+2, 10MU, DW+2) .... 17,000eb+
NET/BB R

EBM PNI 724 (+4, 20MU, DW+7) 10,000eb
Chr3/BB R

Microtech Commando (+4, 30MU, DW+6, cell) .37,400eb
NET/BB R

Microtech Super-Soldier (+4, 30MU, DW+6, c) .55,000eb
SW

Microtech Helmetdeck (+2, 10MU, DW+2) 4100eb
Chr1/BB R

Raven Micro Eagle (+3, 20MU, DW+5, cell) 11,000eb
Chr3/BB R

Raven Micro Kestrel (+4, 10MU, DW+4, cell) 9000eb
Chr3/BB R

Raven Micro Owl (+1, 10MU, DW+4, cell) 25,000eb
Chr3/BB R

Raven Micro Rook (+1, 10MU, DW+4, cell) 4000eb
Chr3/BB R
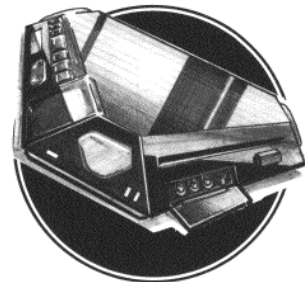
SGI Tech Elysia (+3, 20MU, DW+5) 4260eb
CP20/BB R
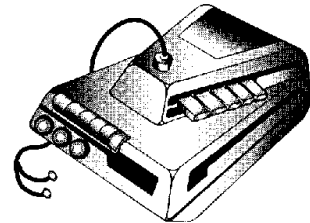
Shadowdeck (+4, 20MU, DW+7) 4500eb
Chr4/BB R

Cybermodem Suit (+1, 20MU, DW+3) .... 6300eb+
Chr1/BB R

43
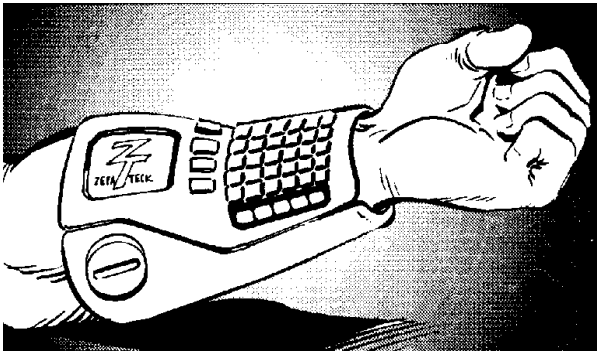
Zetatech D2-3000 Armdeck (+2, 15MU, DW+4) .. 5000eb
Chr2/BB R

Multi-Man "Pocket Residence" (INT 1, 10MU) ...10,000eb
SW

Cyberdeck Upgrades:

Memory (10MU) 5,000eb
Speed (max +5) .... 2000eb/+1
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
'Trode Set (-2 REF, limits AP attacks) 20eb
Terminal (-5 to Netrunning) 400eb
CP20
Microtech 'Trode Set (-1 REF) 500eb
Tycho Memchip (7MU) 3500eb
WuTech Memchip (2MU)..................................... 1000eb
Zetatech Memchip (5MU) 2500eb
Corolla Speedchip (+1 spd Anti-Program progs) 300eb
Zetatech ZZ22 Speedchip (+1 spd,str Anti-Progs) 3000eb
BB R
Protected Cables & Plugs (-1 spd, 40% protect) ... 250eb
SW

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 (imune 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
BB R

COMMUNICATIONS

Postage Stamp 0.95eb
Pay Phone Call 0.5eb/min
1-900 Phone Numbers (phone votes, etc) 3eb
Net Access Code (+30eb/month) 1000eb
Long Distance Charges .... Net Spaces x 0.2eb/min
Data Term Net Access 1eb/min
CP20
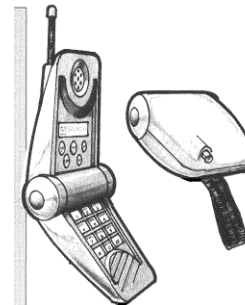
Cellular Phone (+20eb/month) 20-400eb
CP20

Mini Cell Phone 800eb
CP20

Nu Tek Tie-Fon (a tie & phone) 200eb
Chr4

Vidphone (upto wall size) 150-400eb
Chr2

3D Holophone (3m view) 900eb
3D Holophone Icon Chip (shows Net style Icon) 50eb
Chr3

Field Telephone Unit 50eb
TCB

Mastoid Comlink (6km/10miles) 100eb
CP20

Personal Comlink (6km/10miles) 100eb
Booster Unit (20-30km) 300eb
CP20/NEO

Family Comlink (30-50km) 500eb
NEO
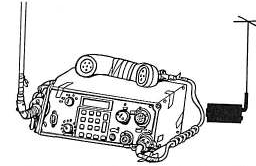
Short-Wave Radio (Used) 500eb
NEO
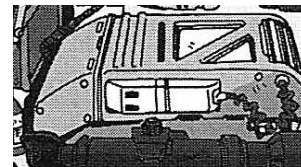
Backpack Satellite Uplink (15kg, 72hr) 1000eb
NEO

Toshiba PRC-10 2 way radio 300eb
CB1

MicroComm Pagestar 100eb
CB2

Advanced Communications Suitcase 8000eb
Advanced Commo Suitcase (w/short wave) 8800eb
Chr1
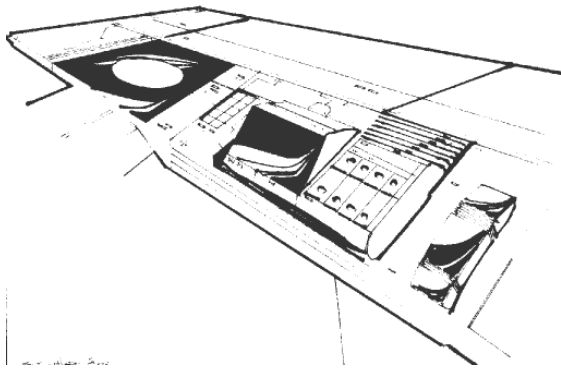
Office Communications Suite 1000eb
Chr1

Office Video Intercom 1100eb
Chr1

EBM Carfaxx 2002 .... 500eb
Chr1

Fax Plus 1000 (10 hours) 300eb
Chr3

WorldSat Newsviewer (0.1kg) .... 100eb+2eb/hour
Chr1

Linear Beam Commlink (1 mile, Diff Elec, 30 min) . 200eb
Chr2

Fibre-Optic Cable 0.1eb/m
Higher Quality Fibre-Optic Cable (+1 Netrun) 1eb/m
Repeaters (boost net signals) 1000eb
Junctions 100eb
Chr3

Hand Held Jammer (10m comm disruption) 50eb
TCB

Electronic Warfare Suite (10kg) 4,000eb
TCB

PHONE UPGRADES
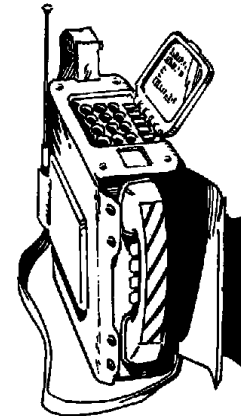
Voicemail 20eb/month
Conference Calling (extra line) 5eb/month
Call Waiting 5eb/month
Call Forwarding 5eb/month
Fax Interface 75eb
Digital Recorder (2 hours, chips 10eb) 75eb
ECM Scrambler 50eb
Video Option (2"x2" screen) 150eb
Emergency Autodialer (6 numbers) 25eb
Split Line (2 separate numbers) 50eb
Cybermodem Interface (-1 Interface) 500eb
Privacy Plus (ECM, bug detector) 300eb
Number Memory (20 names/numbers) 50eb
Tight Beam (1 mile LOS, .3kg) 200eb
Chr2/Chr3

ENTERTAINMENT
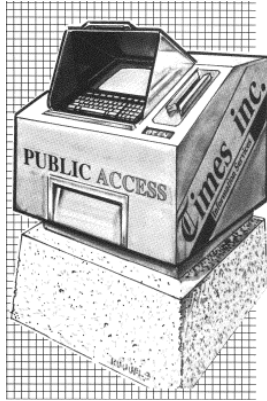
Data Term Use 1eb/min
Dataterm Hardcopy 0.5eb/page
Screamsheets (newsboxes, vendors) 0.1eb/page
Corporate Edition (office newsbox) 0.1eb/page
CP20

NIGHT CITY TODAY (updated 6, 12, 5, 10) 0.1eb/page
NC

FACE THE FAX (underground screamsheet) ..0.1eb/page
NC

Screamsheet Subscription .... -50% Cost
Screamsheet Net Download .... -20% Cost
Newspapers (vendors, cafes) 1-2eb
NC

1 "C"-The Magazine for the Corp. Exec 112eb/year
NC

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
NC

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
CP20

Visitor Realities 0.2eb/min
Forgotten Realms VR 1eb/min
Tropical Paradise VR/Harem Romp VR 5eb/min
BB R

Virtual Ventures Ltd 900-10,000eb
Chr3

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
irate Braindance Chip (Usually defective) 25-40eb
Black Market Braindance Chip ....200-300eb+
Braindance Subscription (6 month, 1 per week)... 1200eb
Braindance Vending Unit 200eb
Braindance Playback Unit 2000-500eb
Braindance Portable Player 150-300eb
RB

Braindance Recording Unit…………………………12,000eb
RB

Wirehead Unit Refit 1D10x100eb
Permanent Wirehead Refit 5000-25,000eb
I2.

Tek Shadow Vid 250eb/month
N1

DeathSpa .... 5000eb+
DM

Mancatcher or Big Game Wars .... 1 Million eb
N3

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
Chr2

SECURITY

Keylock (Diff 15 to 30) 20eb/level
Cardlock (Diff 15 to 30) 100eb/level
Vocolock (Diff 15 to 30) 200eb/level
Scanner Plate 500eb
Movement Sensor (95% reliable) 40eb
Remote Sensors 700eb
Passcard 10eb
IEC ID Bracelet .... 50eb+
CP20

ID Badgemaker 500eb/700eb
Chr1
Smartlock Door System 250eb/level
Smartlock Preset Time Log-in 220eb
Chr1

Portable Maglock (Diff 25, SP 15, 12 hrs, 1kg) 300eb
Maglock Fiberoptic Camera................................... +80eb
Chr2
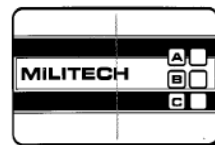
Militech Personal Body Alarm .... 400eb+300eb/month
Chr1

Poison Sniffer (85% reliable) 1500eb
CP20

Jamming Transmitter (1000ft) 500eb
CP20

Snoopbox Personal Intrusion Sensor 4000eb
CGen

Tracking Device (range is 1 mile) 1000eb
CP20

Tracer Button 50eb
CP20

Arasaka Security Services Chip (+3) 100eb
CB1
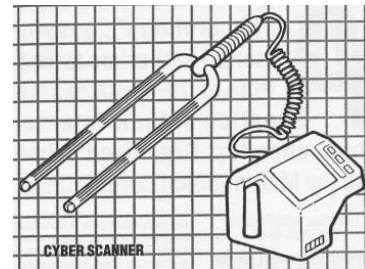
Remote Weapons Station 6000eb
Remote Weapon Links 500eb
Chr2

ID Scanner and Processing Unit 1200eb
P&S

Retina Scanner (holds 250 images) 400eb
P&S

Hand Scanner (holds 500 palm prints) 350eb
P&S

DNA Scanner/Recorder 1000eb
P&S

Blood Tester 300eb
P&S

Cyber Scanner 500eb
P&S
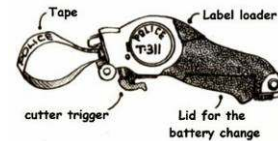
Striptape Binders (Strength 25+) 5eb/12
CP20
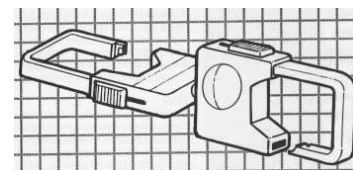
Plas-Cuffs (Strength 25+) 40eb
CP20/P&S

Handcuffs (Strength 30+) 100eb
P&S

Ion Cuffs (disables Cyberlimbs) 100eb
P&S

49

Detention Collar (48 hrs, shock or drug (5), .5kg) .. 260eb
Chr2

Tattletale Voice Stress Analyzer (+1 HP/Interro) 200/250eb
Chr2

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
I1.2
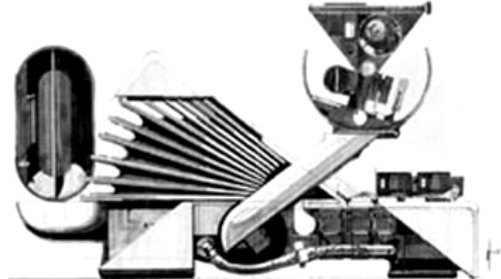
R-101 Lie Detector (90%, V.Diff Cool).......... 5000eb(3-5x)
Chr3

Fridigair Bolthole (SP 30) 500eb
BB R

Window Trembler (Stops Laser-mikes) 120eb
Chr2

Paper Shredder 500eb
Chr1

Bug Detector (80%) 200eb
Chr2

Line Tap Detector………………………………………..60eb
Chr1

Bug Jammer (10m, 80%).. 200eb
Chr2

Linozap………………………………………….………350eb
Chr1

Arasaka OmniTec Radar Detector (60%, 100m) 250eb
Chr2

Protection Field (2m shock field, 1.5kg) 750eb
Chr2

"Scout" Bug/Tap Signal Tracker (80%) 300eb
Chr2

Arasaka JetSetter Briefcase (SP 30, Diff 30) 2000eb
Chr2

Arasaka ECM Comm-Scrambler (Diff Elec, 1 hr) ... 100eb
Chr2

Modulation Chip (Mil radio jammed on 7-10) 20eb
Chr3

"Mumbler" White Noise Generator (3m, 90%) 3500eb
Chr2

ScanMan Full Identity Scanner 2100eb
Chr2

"Scanway" Scanner Gate (95% either) 2800eb
"Scanway" Deluxe Scanner Gate (95% all) 5400eb
"Scanway" Large Screen...................................... 500eb
Chr2

Detection Wand (10cm range, 2hrs, 0.5kg) 175eb
Chr3

Evidence Bags (5) 6eb
P&S

Ballistics Kit (15SP case) 600eb
P&S

Rescue via Police Call Box (holds 4, D6+2 mins)....... 1eb
NC/UK

Clean Sweep (30-90% rel) 7000eb/year
Chr1
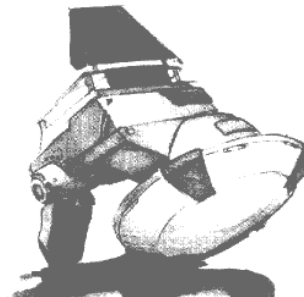
Wutani Motion Tracker (75m-1km, 4kg) 770eb
Chr4

Nano-Paper (Dissolves under special light) 3eb/sheet
Nano-Paper Dissolving Light 10eb
Chr4
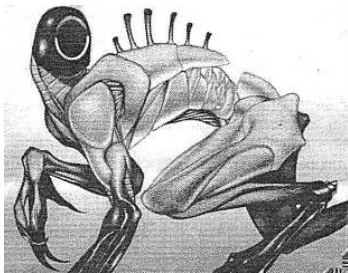
Schlaghund (15D6 over 5m, or gas over 6m) 4500eb
BB R

Thermal Decoys (30 mins, optional IFF) 50/100eb
SW

Sabotage Weapon Chip (Elect 25, & 5 min to find) .. 50eb
"Bug" Weapon Chip (Elect 25, & 5 min to find) 25eb
SW

SURVEILLANCE & B&E

Baskin Undercover (20-75% rel) .... 200eb+/hour
Chr1
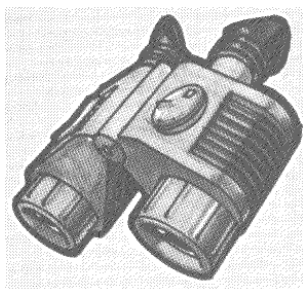
Binoculars (.5kg) 20eb
CP20
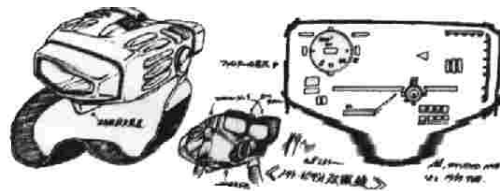
Binoglasses 200eb
CP20

Light Booster Goggles (diff to detect IR beams)..... 200eb
CP20

IR/UV Goggles (need IR flashlight) 250eb
IR/UV Flashlight ....… 50eb
CP20

Militech Refractix Binoculars 350-550eb
CB2
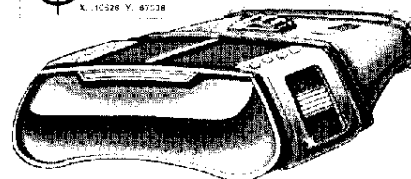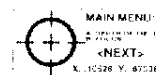
Optictech Magviewer (20x, sonar, 1kg) 375eb
Magviewer w/ Passive Infrared 475eb
Magviewer w/ Lowlite 500eb
Magviewer w/ digital Camera 450eb
Chr3

IEC Phase 4 IR laser sight (+1) 250eb
CB1

IEC IR glasses 75eb
CB1

Sonar Scanner (120m, .2kg) 50eb
Chr1

"Komaku" Laser Mike (50m) 250eb
"Komaku" Fixed Laser Mike (75m, 4 hrs record) ... 350eb
"Komaku" Cyberarm Laser Mike (60m) 400eb
Chr2

Line Tap 200eb
CP20

Raven Microcyb Data Tap (70% accurate) 200eb
CGen

Omega Phone Tap (10 lines, 24hrs, 60% avoid) .. 1400eb
Chr2

Surveillance Kit (digicamera, mikes, tracers) 3500eb
Chr3

Visual Adapter (attach LL, etc to camera) 100eb
Chr3

Remote Investigation Kit 45,000eb
P&S

B&E Tools... 120eb
CP20
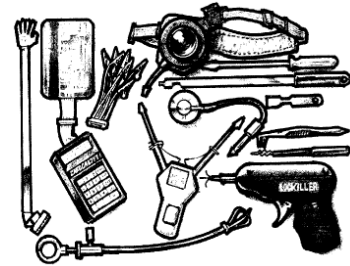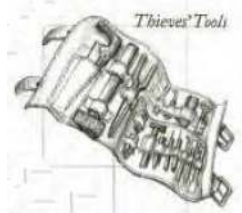
Advanced Alarm Removal Kit (+1 TECH, 3kg)) 290eb
Chr1

Security Scanner (75% reliable) 1500eb
CP20
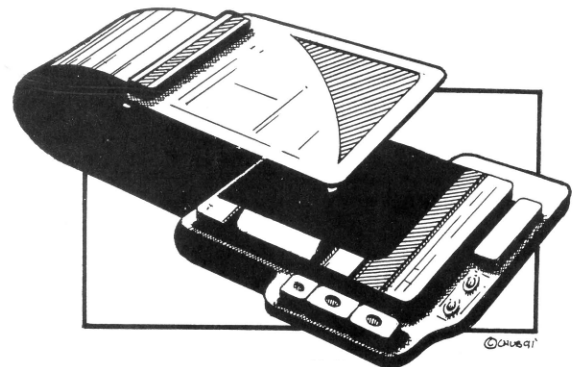
Code Decryptor (+5 vs. Cardlocks) 500eb
CP20

VocDecryptor (+5 vs. Vovolocks)......................... 1000eb
CP20

SmartDecryptor (15+1D10 vs Card/Vocolocks) 1500eb
CGen

Jack-In-The-Box 500eb
WS

Finger Booties (slip on prints) 100-500eb
WS

Microtech Mk-4 Signal Detector (85%, .5kg) 2400eb
SW

Battlefield Sensors

Base Station (2km monitor, 50km trans) 1500eb
Extended Range (4km monitor, 100km trans) ..... +500eb
Satellite Uplink (unlimited transmission range) .. +1500eb
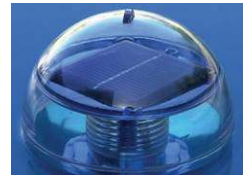
Visual Sensor (50m).. 300eb
Cyberoptic Options .... +1/2 cost
Audio Sensor (Notice +10) 200eb
Cyberaudio Options .... +1/2 cost
Enhanced Hearing (detect movement 5m/100kg) ... +75eb
Radio Sensors (radio & radar, 70%) 200eb
SW

ACOUBOUY Unit (stealth 20+ within 1000m) 1500eb
TCB
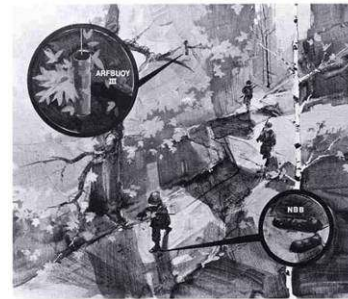
Noiseless Button Bomblets (Notice 30+) ... 1000eb/1 mile
TCB

Ground Surveillance Radar (7kg, 5km) 30,000eb
TCB

MEDICAL

Clinic Visit 200eb
Ripperdoc Visit 5-600eb
Hospital 300eb/day
CP20

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
Clone Limb/Organ Replacement……………………1500eb
Docs R Us (1/2 recovery time)........ 1.5x Cyberware Cost
CP20/NC
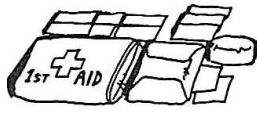
First Aid/Snake Bite Kit 20eb
CP20/ NEO

Basic Medical Kit (1kg) 120eb
CP20

Surgical Kit 400eb
CP20

Medscanner (+2 to Diagnose) 300eb
CP20

Portable Life Support Kit 10,000eb

Automedic: Basic (1kg, 3 drugs, 70%, +1 FA) 300eb
Automedic: Basic w/internal Biomonitor (100%) 420eb
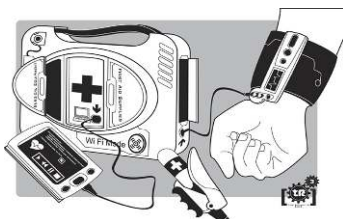
Automedic: Deluxe (2.5kg, 5 drugs, +2/3 FA) 1000eb
SW
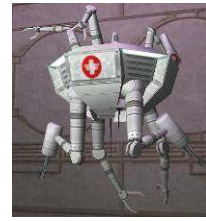
Autodoc (Med +10, 1stAid +15, 30kg) 12,000eb
HOB

Dermal Stapler 1000eb
CP20

Skin Foam (+2 First Aid, 10 doses) 100eb
SW

Bone Glue (heals 1/2 damage taken to limb) 25eb
Tissue Glue (+3 First Aid) 25eb
SW

Biotechnica Toxi-Stoppers (+4 to save) 200eb/dose
SW

Spray Skin 50eb
CP20

Slap Patch .... by drug
CP20
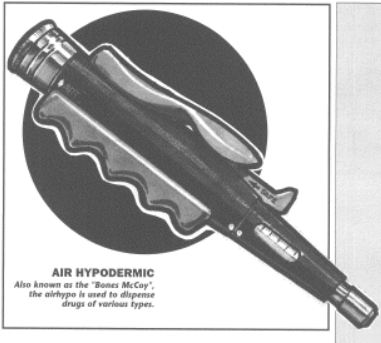
Airhypo 100eb
CP20

Cryotank 100,000eb
CP20
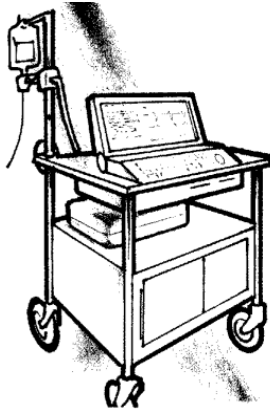
Bodyweight Life Support (72 hours, 2kg) 500eb
Chr1

Archaesthetic (+1 Diagnose & Medtech) 1000eb
Chr3

Portable Intern Unit (+2 Diagnose, +1 Stabilize) .. 1200eb
Chr3
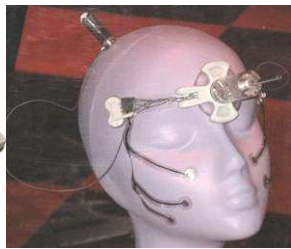
Blood Substitute (3 pints: +1 Stabilize) 150eb/pint
Bodyweight Synthetic Blood (as above) 200eb/pint
Chr3

Portable Cryogenic Case (24hr, SP 10, 2kg) 250eb
Chr2

Cybercast (equal to full rest, -2 to limb) 3000eb
Cybercast Rental 200eb/day
Chr3

Limb Preservation/Transport Unit (+1D6 value) 500eb
Chr3

Medical Examiner's Equipment Pack 700eb
P&S

Biotechnica "A Clone of My Own" Kit (10kg) 500eb
ECO

Bodyweight Genesplicer (90kg) 600,000eb
`ECO

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
Chr4

Parts N' Programms .... -5% Cyberware Cost
Chr1

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%
CP20, WS

DRUGS

Pill Case 10eb

Drug Analyzer 40-75eb
CP20

Drug Design Module (1dose/3hrs) 5000eb
DM

Drug Synthesizer-Personal 1000eb
Drug Synthesizer-Small Pharm 5000eb
Drug Synthesizer-Large Pharm 10,000eb
Drug Synthesizer-Industrial 20,000eb
DM

Drug registration 10eb/year
"Blanket" License.. 25eb
WS

RapiDetox 150eb
Chr3

Vitamensch Vitamins (100) 5eb
NC

SynthCoke (+1 Endurance, 1d6+1 min) 10eb
Stim (+3 Endurance, 1d6+1 min).......................... 5eb
Syncomp 15 (+3 antidote, -1 REF, 1d6+1 turns) ... 15eb
Speedheal (+2 heal, -1d6/3 REF, 1d6+1 hour) 165eb
Boost (+1 INT, 1d6+1 hour) 6eb
Blue Glass (+1 hallucinogen, 1d6+1 min) 9eb
Smash (+1 euphoric, 1d6+1 min) 10eb/6pk
'Dorph (+2 Stun Saves, 1d6+1 turns) 25eb
Black Lace (+3 Stun Save, +2 CL, 1d6+1 hour)..... 65eb
CP20

Prime (+2 CL, +3 A/N, +2 Stun, 1d6+1 hour) 50eb
Timewarp (+3 Initiative, 1d6+1 min) 30eb
Berserker (+2 BOD, +2 CL, +1 REF, 1d6+1 min) .. 40eb
Sedative (BOD 25 save or unconscious, 1d6+1 hr) .. 4eb
Stim (negates wound penalties, 1d6+1 min) 5eb
Surge (+1 Stun Save, 1d6+1 hour) 7eb
Trauma 1 (Death Saves 3pts easier, 1d6+1 turns) ... 6eb
Trauma Drugs (20 Streetwise/15 Streetdeal) .... x2 cost
Military Drugs (30 Streetwise/25 Streetdeal) .... x3 cost
Chr3

Spotlight (+2 A/N, 1d6/2 hour) 4eb
HappyKill (+3 Endurance, Stun Save, 2d6 min) 5eb
CB2

Mr. Ex (+1 Endurance, -1 CL, 1d10+1 day) 6eb
Twitch (+2 euphoric, -1 REF, 1d10+1 min) 3eb
Char (+3 COOL, -3 EMP, 1d10+1 min) 5eb
WS

Paracaine (+5 Stun Save, 30 min) 100eb
Priapan Spray (+1 Stun, +2 Stabilise, 2 hr) 1/3/5eb
CB3

Lucidrine Booster (+2 REF, +5 Initiative, 5 min) 6eb
BB R

Tri-Phets (+1 COOL, End, tablet, 1d6+1 hr) 10eb
RPM (+3 hallucinogen, derm, 1d6+1 min) 10eb
Neocorticine (+2 hallucinogen, dot, 1d6+1 min) 10eb
Beauties (+3 euphoric, -3 REF, cap, 1d6+1 min) ... 20eb
Sunnies (+2 COOL, Stun Saves, tablet, 1d6+1 hr) 82eb
Paxium (+1 soporific, tablet, 1d6+1 turns) 5eb
WGF

Jazz (+2 REF & CL, 1d10+1turns, tablet) 3eb
Foolkiller (+3 CL, A/N & End, pat, 1d10+1 min)... 20eb
Sixgun (+3 INT & A/N, nerve inject, 1d10+1 hr) ... 21eb
Rambo-7 (+2 BOD, REF, A/N, Stun, 1d10+1min) .. 8eb
LeSade (+2 Aphro, Euph, Coagulant, 1d10+1min) . 6eb
Diamond 4 (+2 heal, Antibiotic, Antidote) 17eb
Thrill (+1 Euphoric, muscular inject, 1d10+1turns) ... 7eb
Skate (+1 Euph, Endurance, tablet, 1d10+1 hr)..... 9eb
I1.3

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) .. 50eb
DD-2 (+3 sedative, +1 hypnotic, inhale, 5 min) ..100eb/10
Fireball (+5 Initiative, +4 A/N, contact, 10 min) 250eb
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
DM

FURNITURE

Sleeping Bag (-10, 1kg) 60eb
CP20/NEO
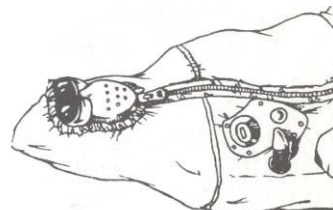
Northern Faced Sleeping Bag (-140$_F$) 20eb
CGen

Inflatable Bed …………………………………………..25eb
CP20

Sleep Pad 20eb
CGen

Cushions 10-50eb
NEO

Hammock 20eb
NEO

Hiker's Chair 15eb
NEO

Nomad Rug 100eb
NEO

Futon 90eb
CP20

Synthetic Furniture 100eb/piece
CP20

Temperfoam Furniture 80-140eb/piece
Chr1
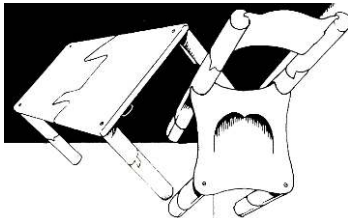
Flatfold Furniture (memory plastic) 100-500eb/piece
CGen

Real Wood Furniture .... 200eb+/piece
CP20

Moving Cube Remote (stays within 20m) 200eb
CGen

TRANSPORT

$CHOOH_2$ .... 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
CP20/NC

Red Cab Taxi (Day, +30% CZone) ... 3.25eb - 2.75eb/mile
Red Cab Taxi (Night, +60% CZone) . 4.25eb - 3.75eb/mile
NC

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%
I1.3

AV Taxis 10-15eb/mile
CP20

Aerocab .... 25eb plus 10eb/mile
NC

Corporate CityCar Rental 2eb/mile
NC

Honda-Avis Vehicle Rental 100eb/day
NC

Renta-Robo Rental (+.60eb/mile)............. 150-220eb/day
NC

Executive Transport Service (+driver) 150-850eb/hour
CHR 1

Vehicle Registry-Car/AV 1000/2200eb
Drivers Test (Difficult Task) 100eb
Parking Fines 100-200eb
Towing Fees 200-300eb
Travel Agency .... +5% Ticket Cost
NC

Maglev Standard 100eb
1st Class 250eb
Dirigible Standard 300eb
1st Class 1000-3000eb
CP20/NC/HOB

Transatlantic Stratliner (3hrs) 2000eb
Transatlantic Jet (7hrs) 300eb
Transatlantic Dirigible (36hrs) 150eb
CP20/NC/ES+

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
DS
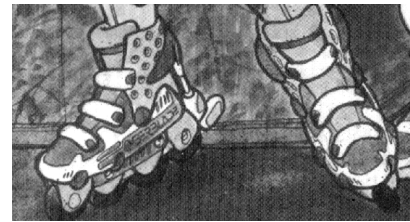
RecreaTech Powerblades (+1 Ath, +5 MA, 4hrs) ... 200eb
Chr4

Snap-down/Snap-on Skates (break -3 MA/sec) 200eb
I1.2

Hydraulic Boot Skate (+Ath/4, +Skate/3 to MA) 275eb
Hydraulic Brakes (-6 MA/sec) .... +75eb
I1.2

Extendable Ski Poles (+1 maneuver) 30eb
I1.2

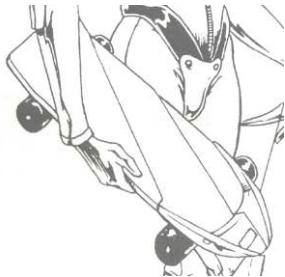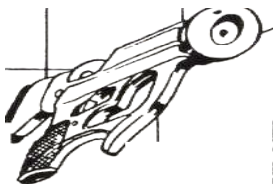Booster Pack (+1 MA to manpowered vehicles) 350eb
I1.2

Blaster Motorized Board (4MA, 7MA for 5 mile)..... 610eb
I1.2

Sunfire Motorized Board (8MA, 12MA for 5 mile) . 2250eb
I1.2

SantaCruz Smartboard (2 SDP, +3 man) 200eb
CGen

Battarope Towlink w/Magnagrip (50/100m) 150eb
CGen

Vector Hydroboard (10 SDP, +2, 65mph, 20kg)..... 500eb
CGen

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

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
I1.2

LIFESTYLE

Sincard 50,000eb
CP20/NC/HOB/WS
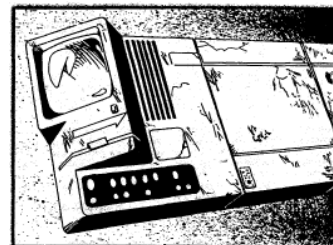
Pocket Credit Transfer Device 100eb
Vendor CTD (100,000eb) 1000-2000eb
Executive CTD (1,000,000eb) 5000eb
CredChips WORM (10,000eb) 50eb
R/WM (50,000eb) 150eb
WS

61

Restricted Tech Permit.. *500eb*
NC
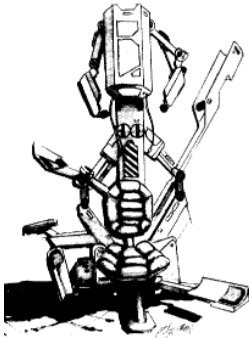
InterFlex Cybergenics Exercise Machine 2800eb
InterFlex Prime w/ Braindance & Ghost Puppet... 4400eb
Chr4

Canned Air 5eb/min
CP20

Flavored Cigarettes 2eb/pack
Chr1

"Small Wonders" NanoAgents (10 uses) 50eb
Chr3

Nymph Perfume/Cologne (+2 Sed/Persuasion) 200eb
Chr2

Autotanner (+1 ATT for 1D6 days) 200eb
Chr2

"Nanair" NanoAgent hair remover (10 uses) 50eb
Chr3

Travel Kit (5kg) 150eb
10 sets of disposable PJs 10eb
Chr1

Shower-in-a-Can 3eb
Chr1

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
NC

SERVICE

Child Care (cryotank) 50eb/day
Safe Child 350eb/day
Night City Technical Exchange 200eb/year
Infocomp Library Access 100-5000eb/hour
Night City Library Printout 0.5eb/page
NC

Party Time Entertainment Service 500eb/evening
Party Time Contract (+50eb/evening) 3000eb/month
Chr1

ExecUcleaN (Dry Cleaning) 15-100eb/item
Chr1

Habit Personal Service (+2 Social) 5000eb/course
Chr1

Bodycure

Bodycure (ATTR +2 for 1D6 days) 450eb
Chr1

International Companion Network

International Companion Network 75eb/hour
.... 750eb/day
.... 4000eb/week
.... 10,000eb/month
Chr1

United Express

United Express Delivery & Couriers 25-650eb
Chr1

Lifetime Escort Service

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
Chr2

PHF

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
Chr2

C-Team

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
Chr2

Cybernetic Intervention Services CIS

Cybernetics Intervention Services ....Contract Price
Capture & Rehabilitation in USA 250,000eb
Capture Only 100,000eb
Requires Extraction .... 3x Cost
Outside USA .... +50,000eb
Chr2

ORION

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
Chr2

LAZARUS

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%
CB2

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
I1.2

Black Widows (Stealth, Assassination, Jungle, Recovery)
Elite (67) 1,000,000eb
Hardened (86) 550,000eb
I1.2

Choir Boys (Urban Assault, Infiltration, Gang Warfare)
Elite (56) 500,000eb
Hardened (86) 250,000eb
New (94) 125,000eb
I1.2

Night Shift (Urban Stealth & Recovery, Break-Ins)
Elite (54) 850,000eb
Hardened (78) 550,000eb

I1.2

Phantasm (Nihilst Combat Runs)
Elite (75) 350,000eb

I1.2

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

I1.2

X-Conmen (Urban Infiltration & Assault)
Elite (47) 250,000eb
Hardened (85) 185,000eb

I1.2

Brand-X (Urban Assault, Jungle Warfare, Recovery Ops)
Elite (35) 200,000eb
Hardened (79) 150,000eb
New (95) 50,000eb

I1.2

MONTHLY EXPENSES

Credchip (Chop) 10-20eb/month
CP20

Cab Hailer 10eb/month
Chr1

Standard Phone Service 30eb/month
Cable TV 40eb/month
Cell Phone Service 20eb/month
Net Access Code (1000eb deposit) 10eb/month
Utilities .... 100+eb/month
CP20
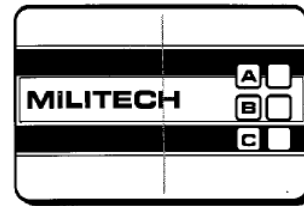
Personal Body Alarm 300eb/month
Chr1

Trauma Team Account 500eb/month
CP20

Health Plan .... 500+eb/month
CP20

FOODSTUFFS

Kibble (1eb/bar) 50eb/week
Generic Prepack 150eb/week
Good Prepack 200eb/week
Fresh Food 300eb/week
Self-Heating Meal 2-22eb
A Real Meal 15eb
CP20

Meals Ready-to-Eat (.5kg, 38eb/12) 4-10eb
NEO

Scop Tanks .... 2000eb+supplies
NEO

HotZa Pizza (small to mondo) 6-16eb
CGen

Hotslice Hallucingenic Pizza .... 50eb+

Biotechnica Nutrisupplement (.5kg) 10eb
Chr2

EnduroDrink (+1 Endurance for 2hrs) 8eb
Chr4

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
Chr3

Bar-in-a-Briefcase (2 liters) 100eb
Chr1

Beer 3eb
CP20

Soft Drink 1eb
CP20

6 Pack of Smash 10eb
CP20

Beer On Tap/Well Drink ……………...................... 3eb
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
Armageddon (only at Totentantz, 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
NC

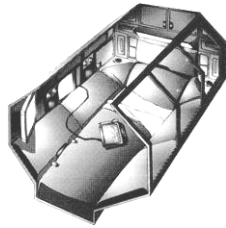All Food Shopping Service (+10eb/delivery) ...25eb/month
Chr1

Continental Catering 150-200eb/guest
Chr1

HOUSING

Coffin/Sleep Cube..40eb+/night
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
CP20/NC

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$_2$) 1400eb/month
Corp Apartment (24m$_2$, 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

Williams Complex Service Contract .. 10-15% rent/month
Red Door Inn Cubicle 12eb/day
CP20/NC/Chr1

Domitic System .... 1D10/2x50eb/m$_2$
Chr3

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
Chr2

Repeater Station (.33kg) 100eb
P&S

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
Chr3

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
Chr3

Mouse/Rodent (mice, gerbils, rats) 1eb

Rabbit 5eb

Small Dog (lap-dogs) 10-100eb

Medium Dog (hounds, large terriers) 100-200eb

Large Dog (german shepards, mastiffs) .... 300 -500eb

Wolf 2000eb

Housecat 5-100eb

Large Cat (lynxes, ocelots) 500eb

Leopard (pumas, jaguars, cougars, small lions)... 2700eb
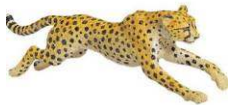
Cheetah 2800eb

Tiger/Lion 3000eb

Bear (400 kg or less) 2000eb

Large Bear (400+ kg grizzles, 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
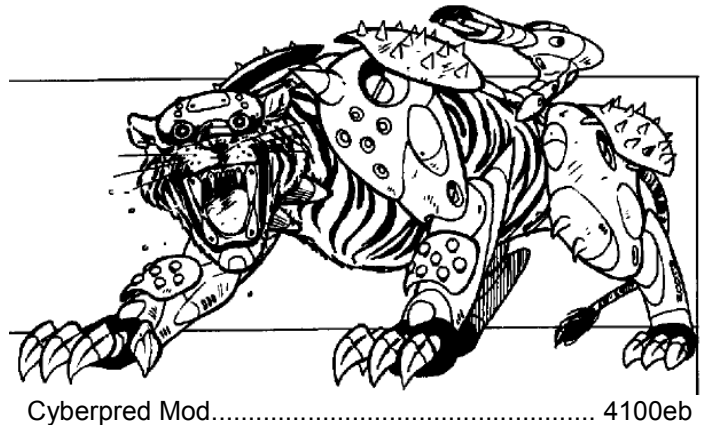
Cyberpred Mod... 4100eb
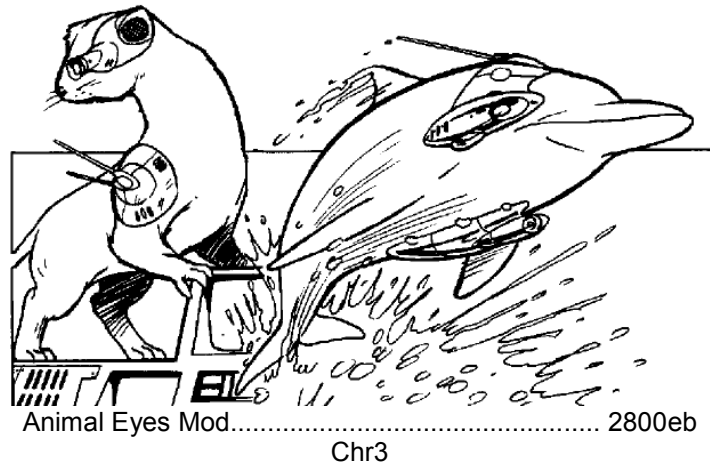
Animal Eyes Mod.. 2800eb

Chr3

Diurnal Gerbils (sleep at night) 5-50eb

Lapcat (the perfect pet) 50-100eb
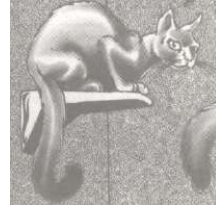
Reactimesh Animal Wrap .... 5eb/meter$_2$

Eco

Pet Minders (+Black Market animals) 50-5000eb/month

Che1

NUSCUBA &
OCEAN EQUIPMENT

Cutting Torch (10SP/rnd, max 40SP, 1kg) 50eb
Cutting Torch Fuel Slugs (500SP, 0.5kg) 30eb
SF

Emergency Beacon Set (30km range, 2.5kg) 150eb
Beacon Transponders (30km range) 25eb
SF

Portable Sonar (50m, 3kg) 95eb
SF

Marine Mastoid CommLink (100m range, 0.1kg) 75eb
SF

Waterproof Charges (4x1kg blocks of C-6+) 3000eb
SF

Robot Surveillance Buoy (SP15, SDP33, 150k) .15,000eb
SF
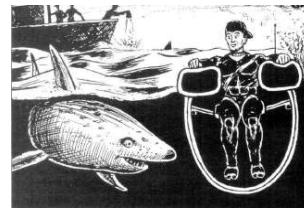
O'Niell Shark Basket (1 use) 50eb
CB3

Oxygen Reclamation Unit 500eb
SA

N4 Emergency Resin Bomb (SP20, SDP30) 200eb
SA

N4 Resin Solvent Spray (-1 SDP/min) 100eb
SA

AKT-'Plugs' (inflatable passage seal) 200eb
SA
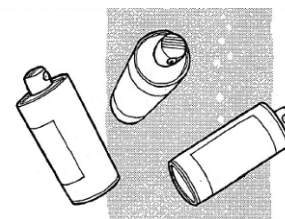
Feeding Frenzy Juice Jet (10ft, sharks in 3km) 50eb
Feeding Frenzy Refill (either gas or frenzy juice) 15eb
SA
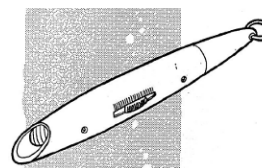
Sound Wand (Cool 20, 20ft range, -5 to sonars) 600eb
SA

69
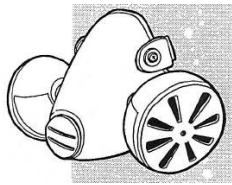
Tankless Air Valve Unit (12 hours, 50ft) 430eb
TAV Unit Filter 10eb
SA

Ballistex Marine Survival Vest (SP14).................... 250eb
CB3

Nuscuba Maintenance Kit (0.5kg) 115eb
Hardshell Maintenance Kit (5kg) 175eb
EVPA Maintenance Kit (10kg)............................... 1150eb
SF

Oceanic Stealth Drysuit (-4 Awareness) 4,000eb
SA

CINO "Islander" Rebreather (20min, 30m, P/C) 150eb
SF

Hydrosubsidium "Aquamax" (60min, 50m, EV+1) . 500eb
Oxygen mix (per tank) 20eb
Oxygen/Nitrogen (per tank) 20eb
Helium/Oxygen/Nitrogen (per tank) 60eb
SF

Hydrosubsidium "Deepstar" (180min, 100m, +2) . 2000eb
SF

CINO "Big Blue" Rebreather (10hrs, 100m, +2) ... 2600eb
SF
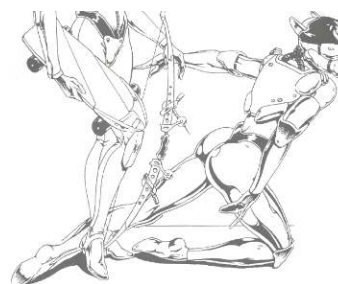
OTEC "Depth Charge" (10hrs, 200m, +3, Rare) ... 3250eb
SF

LBM Diving Suit (2 hours) 6000eb
Liquid Breathing Medium (30min/liter, 20% fail) .1250eb/lt
Fluorine Breathing Medium (15min/liter, 5% fail) . 250eb/lt
Chr1

OTEC "Rahab II" (4hr, 2500m, SP25, EV3, C) ...13,500eb
SF

CINO "Seagod" (5hr, 3000m, SP20, EV2, R).....35,000eb
SF

Hydrosubsidium "Gorgon" EVPA (3500m) 78,912eb
SF

Underwater Linear Frames:
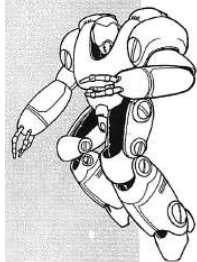
Gamma STR 12/10 ....10,000eb
Delta STR 14/12 ....12,000eb
Pi STR 16/14 ....14,000eb
SA

SPACE GEAR

Spacesuit (10SP, 2RSP, 6+2hrs air, EV-2) 15,000eb
DS

Skinsuit/LMS (6SP, 0RSP, 1+1/3hrs air, EV-1)... 2500eb
DS

Space Sneak Suit (8SP, 0RSP, 40min air,EV-2) . 2500eb
Chr2

Worksuit (16SP, 3RSP, 8+2hrs air, EV-3) 20,000eb
DS

71
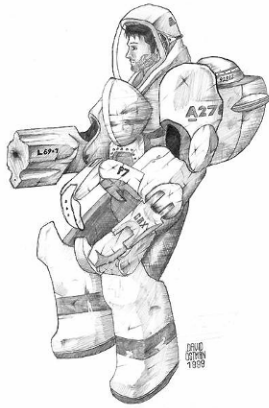
Battlesuit (25SP, 6RSP, 6+2hrs, STR+1,EV-2) .50,000eb
DS

Radsuit (16SP, 6RSP, 8+2hrs air, EV-3) 30,000eb
DS

Mars Suit (7SP, 2RSP, 5+2hrs air, EV-3) 15,000eb
DS

Hand EVA Unit (150m/sec, 30se c to prep) 100eb
Replacement Nitrogen/CO2 Cartridges 5eb
DS

Small Backpack EVA Unit (500m/sec, 3min prep) 800eb
DS

Manned Maneuver Unit (2000m/sec, 10min prep) 3000eb
DS

Goop Balls (cover a 5cm hole) 0.2eb
DS

Slap Patches (30cm x 30cm) 5eb
DS

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
DS

Emergency Bubble (3km beacon, 2 hr) 150eb
DS

72

Lunar Tent (15 man-days, 2 min to inflate) 800eb
DS

Flare Shelter (+3 flare protection, 18 man-days) .. 3000eb
DS

Sandstorm Shelter (18 man-days) 3000eb
DS

Slag-crete (chemical/heat/vacuum/water) 10eb/40kg
DS

Powerdriver (4 hour battery) 100eb
DS

Vac-solderer (4 hours battery) 50eb
DS

Mini-vac (4 hour battery) 30eb
DS

Microtools 15eb
DS

Combo Flash.. 5eb
DS

Technical Scanners (80% reliable) 100-150eb
DS

Sniffer (90% reliable) 20eb
DS

Pressure Alarm (Detects 5%+ difference) 2eb
DS

Radiation Meter (2m range) 100eb
DS

Velcro (12 pack) 1eb
DS

Drink Bottle (holds 1 liter) 2eb
DS

Lap Pad (stores 100 pages) 50-100eb
DS

Personal Radmeter 5eb
DS

Electro-stick Pad 20eb
DS

Grip Slippers 5eb
DS

Hands-free Comset 30eb
DS

Slosh Bag 0-G Shower (2kg) 65eb
DS
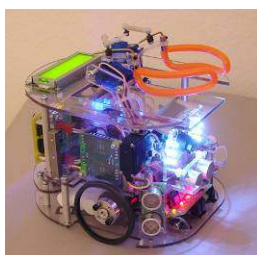
Porta-power (100kg, 50x50x100cm, 300 watts) ... 1500eb
DS

Breathers (1/2 hour) 100eb
Replacement O2 Cartridges 5eb
DS

MILITARY EQUIPMENT

Portable Laser Rangefinder 50eb
HOB
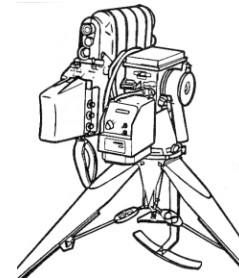
Laser Designator and DMD (5kg).......................... 900eb
TCB

Fire Control Net 10,000eb
TCB
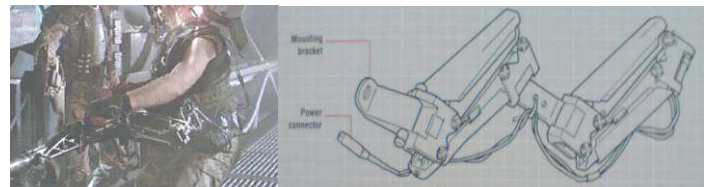
Gyro Mount 250eb
HOB

Portable Painting Laser 1000eb
HOB
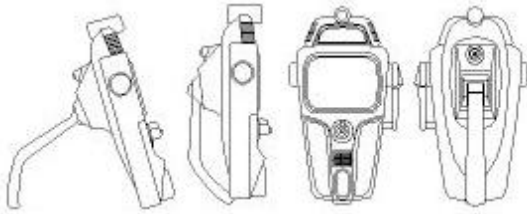
Artillery Computer 1500eb
HOB
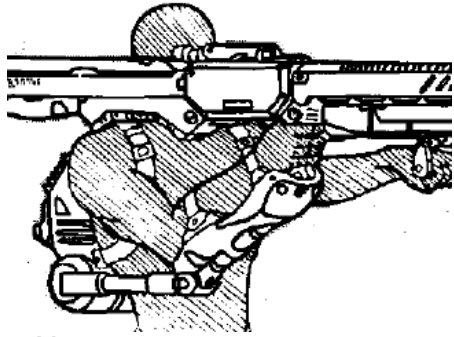
Power Exo-Mount.. 5000eb
HOB

WADS
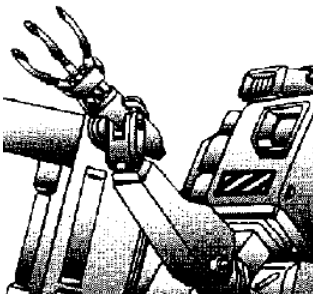
Extra Limbs 10%frame
Chr3

WAD Controller 1000eb
Android Control Circuits 500eb/limb
Chr3

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%
WS

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%+
WS

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

LEGEND

CYBERPUNK 2013 & 2020 BOOKS Code No
CP13 Cyberpunk 2013 CP3001
CP20 Cyberpunk 2020 CP3002
BH Blackhand's Street Weapons CP3461
Chr1 Chromebook 1 CP3701
Chr2 Chromebook 2 CP3181
Chr3 Chromebook 3 CP3331
Chr4 Chromebook 4 CP3471
CB1 Corpbook 1 CP3111
CB2 Corpbook 2 CP3151
CB3 Corpbook 3 CP3161
DS Deep Space CP3211
NO Near Orbit CP3301
ER Edgerunners Inc. CP3391
ES Eurosource CP3901
ES+ Eurosource Plus CP3421
SF Firestorm: Stormfront CP3481
SW Firestorm: Shockwave RT03491
HoB Home of the Brave CP3221
LU Listen Up Primitive Screwheads CP3291
LD Live & Direct CP3431
MM Maximum Metal CP3191
NEO Neo Tribes CP3371
NC Night City CP3501
PAC Pacific Rim CP3311
P&S Protect and Serve CP3171
BB R Bartmoss' Brainware Blowout CP3521
NET Rache Bartmoss' Guide To The Net CP3241
RB Rockerboy CP3401
UK Rough Guide to the U.K. CP3281
SOF Solo of Fortune CP 3101
SOF2 Solo of Fortune 2 CP3361
WS Wildside CP3271
ET Euro Tour (c) CP3131
LoF Land of the Free (c) CP 3231
FH Tales from the Forlorn Hope (c) CP3121
WCD When the Chips are Down (a) CP3801
HW Hard Wired (w) CP3201
WGF When Gravity Fails (w) CP3601

ATLAS GAMES SUPPLEMENTS Code No
AB The Arasaka Brainworm (a) AG5000
AFD All Fall Down (a) AG5040
BON The Bonin Horse (a) AG5050
TCB The Chrome Berets (c) AG5025
CF Cabin Fever (a) AG5065
CD Chasing The Dragon (a) AG5035
GW Greenwar (a) AG5055
NCS Night City Stories (c) AG5005
NWP Northwest Passage (a) AG5070
OC The Osiris Chip (a) AG5010
STF Street Fighting (a) AG5020
TTB Thicker than Blood (a) AG5045

WEST END GAMES SUPPLEMENTS Code No
ATM Alice Through The Mirrorshades (a) 12017

IANUS SUPPLEMENTS Code No
DM Dark Metropolis (w) ICP116
GCT Grimm's Cybertales (w) ICP110
NE Night's Edge (w) ICP101
CP Crash Point (a) ICP112
HF Home Front (a) ICP119
KOCJ King Of The Concrete Jungle (a) ICP106
MJ1-2 Media Junkie 1-2 (a, c) ICP107,14
N1-3 Necrology 1-3 (a, c) ICP102,4,5
PG Playground (a) ICP115
PB Premature Burial (a) ICP117
RM Remember Me (a) ICP118
SA Sub Attica (c) ICP120
SUR Survival Of The Fittest (a) ICP103

CYBERGENERATION Code No
CGen Cybergeneration 1st Ed. CP3251
Eco EcoFront CP3341
Med MediaFront CP3351
Vir VirtualFront CP3441
BDay Bastille Day (a) CP3261

MAGAZINES, NETBOOKS, ETC
I1.1 to I2.2 Interface. Vol 1 # 1-4, Vol 2 # 1-2
P1 to P3 Punk '21. # 1, 2, and 3 (UK)
RPI Role Player Independent, July (UK)

KEY
(a) Adventure
(c) Campaign
(w) Alternate World Book

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