

Bioware

Brain and Nervous System Bioware

"It was spooky. When we finally opened the door the room was totally dark except for the strobing light from flatscreen panels surrounding the terminals. The panels just kept flipping from one display to another..flip, flip, flip..really fast. I was a little disoriented, so it took me a second or two to realize someone was sitting at the terminals. Kids. A dozen of 'em, and they couldn't have been more than six, maybe seven years old. They just ignored us and stared at the screens.

What was left of their instructor was stuck in a closet in theback of the room. They'd tied him up and gone over him with soldering lasers. And his eyes, they were...never mind.

I knew they were smart, that's why ConGen was paying us to get one, but whatever they did to up their IQ's messed up something in their heads. When we delivered 'em all to the drop-off point the troops in the aerodyne jumped out and put restraints on the little monsters before they loaded 'em onboard. If I knew then what I know now I'd have lined them up and put a round right between those big, staring eyes. Would've saved them, and the rest of us, a lot of suffering." - Lt. Jason Mgabi, "Fireflash" mercenary cadre

ConGen Neural Bridge

Trust in ConGen to give you a hand...literally! This handy little bit of bioware is a bundle of cultivated nerve tissue that links the motor coordination areas of both sides of the brain to make the subject ambidextrous. You'll be the envy of your fellow edgerunners as you stun the competition with moves they'd never expect.

Type: Neural Bridge

Cost: \$500

HC: 2

Surgery Code: Major

Effect: Tasks can be performed using either hand without penalty, but the standard -3 penalty does apply when trying to perform a task with each hand at the same time. For four weeks after implantation any skill use using the former "off" hand will be at half level until the subject adjusts to the new neural pathways.

Shukutei Biomed "FastPath" Neural Replacement

When you feel the need for speed, but don't like keeling over every time someone pops off a microwaver or EMP grenade, FastPath is the way to go! The latest in medical nanotechnology is used to replace your central nerve trunks with genetically engineered nerve cells with enlarged axon diameters. The increased size means the electrochemical impulses zip down pathways with more surface area to support neuron to neuron chemical transmission and less interference from stray signals. Just watch the reaction from those boosted cyberheads when you move as fast as they do, but shrug off multiple microwaver hits.

Type: Alpha level FastPath

Cost: \$800

HC: 1D6/2

Surgery Code:

Major Effect: Increases REF by +1. Incompatible with Kerenzikov boosterware due to transit state neural interference, but Sandevistan boosterware can be used.

Type: Beta level FastPath

Cost: \$1500

HC: 1D6

Surgery Code:

Major Effect: Increases REF by +2. Same restrictions on boosterware compatibility as Alpha Level.

Shukutei Biomed "Mentor" Cerebral Enhancement

These days it doesn't take a genius to figure out that the game goes to the smartest player. Shukutei Biomed is proud to announce you don't have to worry about being second best when it comes to brains with the release of it's latest bit of bioware magic: the Mentor pineal gland bioconstruct.

In the first five years of life a typical child has an incredible capacity to assimilate information that slowly disappears after that period. This awesome learning ability is the result of Natal Stimulation Compound (NSC), a hormone produced by the pineal gland that encourages brain cell growth in response to usage and acts on brain tissue rather like steroids on muscle tissue: the more demands placed on the brain the more it develops and the greater it's capabilities. The Mentor is a genetically engineered version of the pineal gland keeps your brain bathed in

elevated levels of NSC to boost every facet of your intellectual abilities. Go to the head of the class with Mentor!

Type: Alpha level "Mentor" Cerebral Enhancement

Cost: \$3000

HC: 1D6

Surgery Code: Critical

Effect: Boosts Intelligence by +1

Type: Beta level "Mentor" Cerebral Enhancement

Cost: \$5500

HC: 2D6

Surgery Code: Critical

Effect: Increases Intelligence by +2. 1 in 10 chance you have an epileptic seizure under any kind of stressful situation. If you hit the magic number you'll be incapacitated by a grand mal seizure, writhing on the ground in convulsions, for 2D6 minutes after onset.

Type: Gamma level "Mentor" Cerebral Enhancement (WARNING- This is an experimental version of the upgraded Beta level and is not available on the open market. All statistics are conditional and unconfirmed. Vendors offering it for sale should be reported to Shukutei Biomed immediately)

Cost: \$10,000 (?)

HC: 3D6 (?)

Surgery Code: Critical

Effect: Increases Intelligence by +3. About half of the test subject cohort have been inflicted with the conditional epilepsy found in the Beta level Mentor, while the other half develop particularly violent psycho- pathologies. Development trials are still underway.

Shukutei Biomed "HiMem" Memory Utility

Tired of forgetting things? Looking to keep information safely stored without having to worry about questionable security or EMP "accidents"? Shukutei Biomed once again redefines the cutting edge of personal brain enhancement with the HiMem bioconstruct!

It's been a common practice for those in the know to receive daily injections of beta-metaethetigine (Beta-MLG or Beta-M in common usage) in order to optimize memory function. The beta-M compound neutralizes the memory eroding action of acetylcholine and gives regular users incredible near-total recall of events and information. Now you can get that same level of performance and throw the airhypo away! HiMem is a pea sized bioengineered organ that nestles between the hemispheres of the forebrain and secretes high levels of beta- metaethetigine directly into the cerebrospinal fluid your brain floats in. You'll not only remember things long forgotten, but discover that memories "recorded" by the brain after HiMem implantation are more vivid and detailed than anything you've experienced before.

Beta-M is only effective for skills and memories involving abstract thought, logic, mathematics, language, and visualization recorded in the cerebrum or neo-cortex. For game purposes it's utility is limited to Intelligence based skills.

Type: Alpha level HiMem

Cost: \$12,000

HC: 1D6

Surgery Code: Major

Effect: Provides a 50 percent bonus to the number of IP gained through study and practice, instruction, or experience for any Intelligence based skills (multiply IP awarded by the Referee by 1.5). Any character starting play with Alpha level HiMem as an initial equipment purchase gains an additional 10 points of Intelligence based Pickup Skills.

Type: Beta level HiMem

Cost: \$22,000

HC: 2D6

Surgery Code: Major

Effect: Doubles the number of IP gained as above for any Intelligence based skill. In addition, the subject is prone to losing herself in old memories and entering a blank eyed fugue state whenever using an Intelligence based skill or trying to recall something from memory. On a roll of 1 on a D10 the subject has entered fugue and will stay there for 1D10 minutes unless shocked out of it by loud noise or physical blows. Any character starting play with Beta level HiMem as an initial equipment purchase gets an additional 15 points of Intelligence based Pickup Skills.

Genetek Neo-myelin

Genetek's work with the "living fossil" bacteria recovered from the Deep Shaft project has made the cover of infozines around the globe. The scientific community was stunned when we successfully recovered organisms incorporating a unique polymer biology from more than 12 kilometers beneath the Earth's surface. The first commercial product from that research is now available for the first time: Neo-myelin.

Standard myelin is a protein compound that blankets your nerve cells and prevents interference with the neural impulses traveling through them. Neo-myelin does the same thing, only better! Our improved biopolymer sheathing is fully compatible with human biology, increases transmission efficiency, and cuts down on bio-electrical interference. Get the speed you need with Genetek!

Type: Neo-myelin

Cost: \$700

HC: 1D6/2

Surgery Code: Major

Effect: Provides a +1 increase to Reflexes.

Circulatory System Bioware

"He was still coming! I'd put a zipper into him, honest to god blown his right arm off at the elbow, and he was still freakin' coming! I almost high tailed it right then, but whatever it was that kept him alive didn't seem to work once I nailed him in the head." - Maria "Black Maria" Alviera, freelance security consultant

ConGen Circulatory Sphincters

You'll keep going, and going, and going with the latest development in personal wound management from ConGen. A rapid drop in blood pressure, from a "Serious" or greater wound, causes rings of muscle spaced along the arteries of the limbs to contract and cut off blood flow to the injured area. Valves in the veins then slam shut and re-route circulation around the affected limb. Any tissue at the wound or lower is hamburger, but traumatic blood loss and further damage is prevented.

Type: Circulatory Sphincters

Cost: \$3200

HC: 1D6

Surgery Code: Major

Effect: Gives +2 to any Stun/Shock Saves and automatically prevents further damage from blood loss after a "Serious" or greater wound. Limb tissue below the wound site must be surgically removed and replaced with a cybernetic or vat grown alternative.

Arcane Biological "Enduro" Arterial Pumps

You'll never be out of breath again! The thick, flexible, muscular walls of the arteries expand when blood is pumped into them and then contract, pushing it onward and assisting the pumping action of the heart. The Enduro biomod re-inforces the muscle tissue of the arteries to increase their pumping action and accelerate blood flow throughout the body to give you the aerobic performance of an Olympic athlete.

Type: Arterial Pumps

Cost: \$3400

HC: 1D6+1

Surgery Code: Major

Effect: Gives the subject the equivalent of a +1 skill level in Endurance.

Shukutei Biomed "QuickClot" Hemofibrinic Nodes

The Quickclot system relies on two bioengineered glands that produce and store the blood clotting compounds fibrin and fibrinogen. One gland is attached to the mesenteric artery where it branches into the femoral arteries leading to the legs, while the other is located at the aortic arch where it branches into the axillary arteries to the arms and the carotid arteries to the head. Wounds that causes a drop in blood pressure or elevated levels of histamine trigger the nodes to release their contents and quickly seal off the site with a tough, fibrous scab.

Type: "QuickClot" Hemofibrinic Nodes

Cost: \$2500

HC: 2D6

Surgery Code: Major

Effect: All wound states are treated as being one level less in severity (Serious is treated as Light and has no penalties, Critical becomes Serious with -2 REF penalty, etc.) On the down side the sudden release of clotting compounds has a 1 in 10 chance of causing a stroke or heart attack from clots lodging in the blood stream.

Clavisware "Metaheme" Hemological Replacement

Did you know your respiration was a lot more efficient before you were born? Oxygen was transported through your body using a molecule with a greater "attraction" for it than the massive hemoglobin molecule in the platelets circulating through your blood stream at this very moment. Now you can recapture that incredible efficiency, without the side effects of respiratory exhaust retention, with Clavisware's Metaheme viral transform therapy. Our custom engineered virus agents will modify your marrow stem cells to produce red blood cells carrying the metaheme molecule in place of hemoglobin. You'll see an instant increase in aerobic ability and overall athletic performance that simply has to be experienced to be appreciated. Fine tune your body with a little help from Clavisware.

Type: Metaheme Hematological Replacement

Cost: \$1300

HC: 1D6/2

Surgery Code: Minor

Effect: Subject gains the equivalent of Endurance 1 and can hold his breath for an additional 4 minutes.

Digestive System Bioware

"Let me tell you, I'm glad the poison didn't have time to take effect. I just wish I hadn't, uh, violently ejected it from my body in the middle of the annual corporate ball. Getting the tux dry cleaned was a real bitch." - Anton Lecar, VP Experimental Resources, PanOceanic

Genetek Toxin Screen

In the dog eat dog contest of the corporate world chances are you'll eventually be on the receiving end of a poisoning attempt. Protect yourself with Toxin Screen: a cluster of sensory tendrils in the stomach that detects poison in any food or drink ingested and automatically trigger the stomach to empty by reflex vomiting. You'll sleep easier knowing you're protected by Genetek!

Type: Toxin Screen

Cost: \$3400

HC: 1D6/2

Surgery Code: Major

Effect: Detects orally administered toxins on a roll of 1-9 on a D10 and triggers the stomach to vomit

tainted food. Whether the toxin is effective before being voided is at the discretion of the Ref.

Myogi SK "Kaloric" Secondary Gut

Rushed? Wish you could free up some more time in your day? Or are you planning a long duration trek and need to keep the weight to a minimum? Myogi comes to the rescue with the Kaloric: a secondary stomach chamber that empties into the small intestine in response to low blood sugar levels. You can eat when you have the time and the Kaloric won't send the food on to finish digestion until your body demands it.

Type: Kaloric secondary gut

Cost: \$300

HC: 1D6/2

Surgery Code:

Major Effect: Allows you to store up to a 2 day food supply in the gut and function as though you'd been eating normally.

Genetek "Afterburner" Symbiotic Digester

Your body wastes a significant portion of the food you eat because it's not designed to digest it, but with a little help from some bacterial friends you'll be squeezing every last bit of energy from your meals! When the Afterburner is surgically implanted between your stomach and small intestine Genetek's custom designed e. coli bacteria strains will convert indigestible cellulose and protein compounds into a form readily absorbed into your bloodstream. It's just the thing to keep your metabolism revving with limited intake.

Type: "Afterburner" Symbiotic Digester

Cost: \$400

HC: 1D6/2

Surgery Code: Major

Effect: Allows subject to function on half their normal food intake.

Muscular/Skeletal System Bioware

ConGen "Powermax" Endoskeletal Rebuild

Looking for extra strength, but don't want to advertise it with massive layers of vat grown muscle rippling under your skin? Once again, ConGen has the answer!

The Powermax Rebuild uses tissue from our proprietary muscle, ligament, and bone lines to reconstruct and relocate the skeletal anchor points of your muscles further away from the joints for enhanced leverage and strength performance. Corrective biosculpting during the Powermax operation prevents the absurd "long limbed" appearance so common with our competitors equivalent operations.

Type: Alpha level Powermax

Cost: \$1200

HC: 1D6

Surgery Code: Major

Effect: Adds +1 to BOD for calculating damage in hand to hand, carrying capacity, or strength feat.

Type: Beta level Powermax

Cost: \$2300

HC: 2D6

Surgery Code: Major

Effect: Adds +2 to BODY as above, reduces ATT by -1, reduces REF by -1. Every time the subject uses his enhanced Powermax abilities, unless he has TuffBone, he takes 1 point of damage unless a BOD save is made.

ConGen "PowerAct" Muscle Tissue

Improve on the strength nature gave you with ConGen's finest cultured muscle tissue! The PowerAct line has an altered polycontractile protein structure featuring a contraction rate comparable to normal fast twitch muscle fibers with enhanced force output. After implantation you'll be bench pressing professional level weights and bending bars with the best of 'em!

Type: Alpha level PowerAct

Cost: \$2000

HC: 1D6

Surgery Code: Major

Effect: Weaves the cultured tissue into your existing musculature, improves BOD by +2 for the purposes of hand to hand combat damage, carrying capacity, and strength feats.

Type: Beta level PowerAct

Cost: \$3100

HC: 2D6

Surgery Code: Major

Effect: Improves BOD by +3 as above.

Shukutei Biomed Torso Endoarmor

Throw away the garish ballistic coats and T-shirts, because all it does is attract unwanted attention. Shukutei's torso endoarmor protects your chest and upper abdomen by replacing your ribcage with a custom fitted internal shield of flexible bone plates sheathed in calcified cartilage that repairs itself if damaged. It won't trigger security sensors or reduce your agility, but it will stop rounds up to .45 caliber from hitting you where it hurts.

Type: Alpha level Torso Endoarmor

Cost: \$500

HC: 1D6/2

Surgery Code: Major

Effect: Gives the torso 10 SP. Internal skeletal armor doesn't count against armor layering. If damage penetrates to the level of the internal armor, but is stopped by it, one point of damage is taken.

Type: Beta level Torso Endoarmor

Cost: \$800

HC: 1D6

Surgery Code: Major

Effect: Gives the torso 15 SP. Internal armor doesn't count against armor layering, and decreases Attractiveness by -1. If damage penetrates to the level of the internal armor, but is stopped by it, one point of damage is taken.

Type: Gamma level Torso Endoarmor

Cost: \$1200

HC: 1D6+2

Surgery Code: Critical

Effect: Gives the torso 20 SP. Internal armor doesn't count against armor layering , and decreases Attractiveness by -2. If damage penetrates to the level of the internal armor, but is stopped by it, one point of damage is taken.

Genetek "TuffBone" Skeletal Enhancement

Get pumped, get tough, get the power! Originally developed as therapeutic treatment for age- or low- g induced osteoporosis, Genetek's TuffBone treatment utilizes custom designed biocompatible bacterial strains to increase your bone density for augmented skeletal strength and improved muscle anchoring. Just a few days after the initial injections your bones will be fully colonized and begin bulking up with minerals deposited by the bacteria. Don't worry- we've made sure the process is self limiting and stabilizes in maintenance mode after reaching full development.

Type: Alpha level TuffBone

Cost:\$1200

HC: 1D6/2

Surgery Code: Minor

Effect: Increases Body Type by +1 and weight by 5 percent.

Type: Beta level TuffBone

Cost:\$2300 HC: 1D6

Surgery Code: Minor

Effect: Increases Body Type by +2 and weight by 10 percent. Bone growth to limbs and facial structure decreases Attractiveness by -1.

Dermal Bioware

All of these bioware products use custom designed viral agents to modify the structure of the skin. The procedure is generally safe, but in 1 out of 10 cases the viral transformation triggers skin cancer that will take sophisticated treatment to cure. Treatment will take 2-12 (2D6) months at a cost of \$2000/month.

Genetek "TuffSkin" Dermal Armor

Looking for the advantages of Skinweave without the worry of nanoid malfunction or secondary psychological effects? Genetek's TuffSkin uses custom tailored viral agents to permanently alter the structure of your skin with a fibrous matrix of natural collagen and keratin, the materials cartilage and fingernails are made of. The result is a tough, leather-like dermis resistant to abrasion, penetration, and

burning that functions as a natural part of your body. Secondary viral treatments can harmlessly reverse the process and remove the protective matrix. Rough, heavily wrinkled joints and stiff skin are sure signs of the treatment.

Type: Alpha level TuffSkin

Cost:\$300

HC: 1

Surgery Code: Minor

Effect: Gives the subject 8 SP of protection over the entire body.

Type: Beta level TuffSkin

Cost:\$500 HC: 1D6/2

Surgery Code: Minor

Effect: Provides 10 SP of full body armor, reduces touch based Awareness checks by -1.

Type: Gamma level TuffSkin

Cost:\$1100

HC: 1D6/2

Surgery Code: Minor

Effect: Provides the body with 12 SP, reduces touch based Awareness checks by -1, decreases Attractiveness by -1

ConGen "Kiten" Dermal Plating

One of the strongest biological materials known to science is chitin, the tough, flexible biopolymer in the exoskeletons of insects and crustaceans. Now you can harness that natural armor for your own use with ConGen's Kiten dermal plating. You'll be armored like an armadillo with hundreds of custom fitted plates designed to provide the maximum in protection and still allow free movement. Not only will you make an unforgettable impression with your appearance, but with the addition of appropriate air supplies your skin can act as a hazardous environment or vacuum suit!

Type: Kiten Dermal Plating

Cost:\$3000

HC: 2D6

Surgery Code: Critical

Effect: Dermal Plating provides 20 SP to each body location, reduces ATT by -3, and REF by -1. Sets of sealed goggles, earplugs, and face masks are available for converting your body into a self contained space suit.

Biomod, Inc. "Sunblocker" Sunscreen

Let others cower before the effects of the thinning ozone while you worship the sun! The new Sunblocker viral treatment modifies your dermal cells to manufacture a protein, originally derived from the skin of an Asian toad, that stays inert until ultraviolet light triggers a structure change. Within 10 seconds of exposure the protein "curdles" and begins absorbing 90 percent of the incoming UV and visibly darkens the subjects skin. This is a common modification for spacers and anyone worried about that nasty old hole in the ozone.

Type: Sunblocker Sunscreen

Cost:\$200

HC:1

Surgery Code: Minor

Effect: Prevents any kind of sunburn and reduces the risk of skin cancer induced by UV radiation to an insignificant level.

Exotic Modifications

ConGen "Seabreath" Secondary Gills

The burgeoning oceanic population has created an intense demand for workers capable of long term work at moderate underwater depths. Now ConGen debuts the answer: the Seabreath respiratory rebuild!

Our unique osmotic membranes are installed in flow channels located in slits between the ribs to maximize gas exchange with water passing through the mouth. By slightly reducing your excess lung capacity, and installing a secondary tracheal valve, we make it a simple matter to switch from breathing air to dwelling in the watery home of our ancient ancestors. After installing Seabreath we guarantee that whole new areas of underwater employment will open up to you or we'll refund your money! Take the first step towards a bright future today- call today to schedule your Seabreath rebuild.

Type: Seabreath Secondary Gills

Cost: \$3000

HC: 2D6

Surgery Code: Critical

Effect: The user can breathe indefinitely in oxygenated water. The large absorption area of the gills make subjects with this modification especially vulnerable to airborne toxins (-3 to rolls), and the delicate tissues of the gills are sensitive to damage (additional +2 damage from any blow to the torso for shock to the structure).

Regal Biotract "Love Lure" Pheromone Glands

With biosculpt it's easy for anyone to get "the look", but now you can go beyond the purely cosmetic and into the realm of subliminal seduction! Once our Love Lure pheromone glands are implanted in your groin and underarm area they'll produce irresistible amounts of sex attractant scents, primarily the alpha-3 and beta-2 chemical groups, that induce rampaging sexual excitement and arousal. While designed to hit the opposite sex like a sledgehammer our pheromone glands can also be tailored for same sex effectiveness with only minor adjustments to your hormonal balance. Love Lure- it's just the thing to put a little erotic magic in your life.

Type: Alpha level "Love Lure" Pheromone

Cost: \$600

HC: 1

Effect: +1 on all Seduction rolls for the opposite sex. For an additional \$100 Love Lure can be tailored for same sex effectiveness.

Type: Beta level "Love Lure" Pheromone

Cost: \$800

HC: 1D6/2

Effect: +2 on all Seduction rolls for the opposite sex, -1 for reactions of same sex from triggering of submissive response by excessive pheromone levels.

ConGen "Exotica" Tail

Looking to make a fashion statement? Need an extra hand for orbital work? Either way, the best vat grown tails are brought to you by ConGen.

Type: Alpha level Tail

Cost: \$300

HC: 1D6/2

Effect: Uh...you have a tail. Pick the length and wag to your little hearts content.

Type: Beta level Tail

Cost: \$500

HC: 1D6

Effect: You have a fully functional prehensile tail, capable of grasping objects and lifting up to 5 kg.

Shukutei Biomed "Phibia" Aquatic Webbing

Return to your ancestral home in style! Our new webbing rebuilds let you move through the water with the greatest of ease- and with a speed that would put an unmodified Olympic swimmer to shame. Custom designed bone and skin lines are used to elongate your digits and create a froglike membrane of skin between them. See ya' at the beach!

Type: Alpha level Aquatic Webbing

Cost: \$500

HC: 1D6/2

Effect: Hands are webbed. Add +2 to your underwater MA. House rule is that aquatic MA is one half normal MA, consult with your Ref for his ruling. Reduce REF by -1 for the purposes of manipulation.

Type: Beta level Aquatic Webbing

Cost: \$800

HC: 1D6

Effect: Rebuild of hands and feet. Your underwater MA is equal to your normal MA rating. Reduce REF by -1 for the purposes of manipulation.

Personal Bioweapons

ConGen "Raptor" Claws

Personal defense for the budget conscious. The Raptor package features blade like claws that retract into slits in the finger tips of both hands. Sharpening is not required, but claws are not firmly anchored to the underlying bone and can be ripped out during combat (1 in 10 chance that a claw will be painfully ripped off every time they are used).

Type: Claws

Cost: \$75

HC: 1D6/2

Effect: Cause D6/3 damage in combat. For an additional \$100 claws are available in a hollow version compatible with Venom. The hollow claws must inflict at least one point of damage for Venom glands to successfully inject toxin.

ConGen "Intimidator" Incisors

Nothing says "Back off!" like a smile featuring our massive canine teeth.

Type: Incisors

Cost:\$100

HC: 1D6/2

Effect: Cause 1D6/2 damage. For an additional \$100 hollow incisors for use with Venom can be purchased. The hollow incisors must inflict at least one point of damage for Venom glands to successfully inject toxin.

Gohisuro Genetics "Needleskin" Quills

The newest name in Bioware presents the newest idea in personal bioweapons. Our tailored viral agents modify selected hair follicles to produce sharp, needle-like spines for combat or fashion. You'll never have to worry about nasty old Mr. Security Scanner again! . Quills cannot be Venomed, but you can have a Venom gland in your mouth and then lick them before use.

Type: Alpha level Quills

Cost: \$200 for initial treatment, an additional \$10 for every quill spine after the first.

HC: 1D6/2

Effect: Alpha level Quills are 2-3 cm long, cause 1 AP damage in combat, has only 1 hit point, takes 2 weeks to regrow after use, and can be used only once

Type: Beta level Quills

Cost: \$300 for initial treatment, an additional \$10 for every quill spine after the first.

HC: 1D6

Effect: Beta level Quills are 4-7 cm long, cause D6/2 AP damage in combat, and take 4 weeks to regrow after being expended.

ConGen "Viper" Retractable Fangs

Nature has gifted the venomous snakes of the world with one of the most useful defensive/offensive bioweapons ever devised. Why let the snakes have all the fun? The new Viper package from ConGen gives you a pair of needle-like teeth that fold down from the roof of the mouth when the mouth is opened wide. They can be used with the Venom option, but will only inject poison if the user consciously desires.

Type: "Viper" Retractable Fangs

Cost: \$300

HC: 1D6

Effect: Causes D6/3 AP damage (depending on the roll 2 SP or 4 SP armor will automatically be penetrated). When used with Venom the victim must take at least one point of damage for the glands to inject toxin.

ConGen "Bodyblade" Spur

You move through the night like a big cat- and now you can be just as dangerous! The ConGen bodyblade is a wickedly sharp non-retractable blade of polished bone on the side of the hand opposite the thumb perfect for slashing and puncture attacks in melee.

Type: ConGen Bodyblade

Cost: \$300

HC: 1D6

Effect: Reduces all REF rolls for manipulation by -1 and causes D6/2 +1 AP damage in melee. For an additional \$200 you can purchase a hollow version for use with Venom glands.

Shukutei Biomed Venom Gland

Simply the ultimate in biologically based personal weapons! Our Venom glands are custom built bioconstructs using your modified saliva glands to manufacture toxins that can be squirted out using muscular contractions. Venom glands are normally used with some kind of injector weapon, but can produce compounds absorbed through the victims mucous membranes for spitting. In terms of size and effectiveness there is no other bioweapon so cost effective.

Type: Venom Glands

Cost: \$550/gland

HC: 1D6/2

Effect: Each gland holds two doses of toxin and replenish one dose every 24 hours. The subject is immune to their own toxin. Commercially available toxins are listed below.

Toxin Damage With Save Notes

Hemotoxin 1 4D6 2D6 Must be injected

Hemotoxin 2 6D6 3D6 Must be injected

Neurotoxin 1 4D6 2D6 Injected or Absorbed

Neurotoxin 2 6D6 3D6 Injected or Absorbed

It's possible to purchase black market Venom glands that produce any type of street or medical grade drug. Cost would be equal to \$100 for each point of Difficulty involved in manufacturing the drug traditionally. As an example, a Venom gland that produces SynthCoke (normal manufacturing Difficulty of 20) would have an additional cost of \$2000, but would produce the drug for an unlimited time.

The availability of black market glands has led inevitably to gang activity centered around pushers who act as their own recreational drug factories. A twin pair of glands can produce four doses every day that can be administered using fangs or absorbed through mucous membranes through kissing or sexual activity. The addictive nature of the drugs and intimate method of use has led to some interesting tribal groups held together by personality and mutual addiction.

It's not unknown for pushers to recruit packs of "slaves" (junkies) that respond to their masters every whim in exchange for regular dosing. Goths seem especially attracted to the welcoming embrace of a Venomed tribal leader and will meet any attack on him with a berserk frenzy of violence. The power the head of this kind of gang has is phenomenal, since their drug may be unique and any attempt to align with a competing master would lead to nasty withdrawal symptoms.

Miscellaneous

Shukutei Biomed "Freezeban" Bioconstruct

Shukutei Biomed introduces the perfect bioware for cold weather work or traveling the spaceways in cryosleep. The Freezeban gland is implanted in the chest cavity where it maintains your body with a constant supply of metaglycogen, a chemical compound that prevents water in the tissues from forming ice crystals in below freezing temperatures.

Type: "Freezeban" Bioconstruct

Cost:\$350 HC:1

Surgery Code: Major

Effect: Immunity to frostbite and +3 bonus on any cryosleep suspension and re-animation rolls.

Genetek Optimmunal Nodes

Whether you're traveling abroad or working with biohazardous agents, don't let an infection put you out of commission. Genetek's optimmunal nodes are a matched pair of peanut sized organs implanted under the armpit area that increase the natural disease fighting abilities of the body. A network of fine tendrils spreads into the throat, sinuses, and lymphatic system of the upper body to constantly sample body

fluids for the foreign antigens that identify an invading bacteria or virus. Until activation the node simply acts as an additional reservoir and manufacturing sight for lymphocytes, the specialized blood cells that attack infections. When an infection is detected it releases the pool of lymphocytes from it's central bladder, chemically alerts the rest of the immune system, and goes into lymphocyte production overdrive. Say goodbye to sniffy noses forever!

Type: Optimmunal Nodes

Cost:\$400

HC:1

Surgery Code: Major

Effect: +5 to save on all rolls against disease.

ConGen Ileocecal Siphon

Whether you're spending time in the desert or in the tropics the new ileocecal siphon from ConGen can make your stay a pleasant one. This artificial organ coils around the inside of the large intestine and removes up to 80 percent of the water from the body's solid waste products.

Type: Ileocecal Siphon

Cost: \$200

HC:1

Surgery Code: Major

Effect: The Siphon's efficient recycling of fluid allows the user to function normally without water for 48 hours in a temperate climate, 24 hours in arid or hot conditions.

Shukutei Biomed "Kickstart" Adrenal Maximizer

From the culture labs of Shukutei Biomed comes the perfect accessory for your accelerated lifestyle. The Kickstart bioconstruct is a pink, globular organ that nestles behind the kidneys in the abdominal cavity and stores adrenalin and noradrenaline produced by the adrenal glands. When you really need it all it takes is a thought to flood your body with the stimulant perfected by nature for high level performance.

Type: Kickstart Adrenal Maximizer

Cost:\$1400

HC: 1D6/2

Surgery Code: Major

Effect: Gain +2 to Reflexes for 2D6 turns twice a day. Reflex boost takes effect 10 seconds after triggering.

Morris Biosystems "Optitect"Eye Shield

Clear vision is a necessity for optimum performance in any environment. The new Optitect modification is a protective third eyelid that can be opened or closed at will, is perfectly transparent, and keeps dust, gasses, and contaminated water from damaging the eyes.

Type: Optitect Eye Shield

Cost:\$220

HC:1

Surgery Code: Minor

Effect: Subject has +2 on all saves against air or water born irritants including tear gas.