Flipper Is Dead, The UK CyberPunk ThinkTank

CyberWare Listing
Revised Edition - February 1999

This was originally just a listing of cybernetics for the FID cyberpunk games which has slowly grown into a large "catalogue" of materials with cybernetics not only from the CyberPunk game proper, but some "borrowed" from other sources such as CyberSpace and ShadowRun, and all spiced up with a liberal sprinkling of new tech fresh from the minds of FID.

Each piece of cyberware has a three-item code after the name (XX-XXXX-XX). The first item is the surgery code of the Cyberware (N = negligible, M = Minor, Ma = Major and Cr = Critical), the second item is the cost in eurodollars and the last is the Humanity Loss.

Neural Processor (Ma-1000-D6)

The vital hardware to allows a computer interface to with your nervous system. The Processor is implanted in the base of the skull, with electrodes penetrating deep into the brain. Each of the hair fine electrodes is tipped with a cluster of monoclonal foetal cells that grow into the recipient's nervous system. Custom built nanites that are injected into the blood search out important nerves and link onto them, marking them for the electrodes to bond onto. Once the electrodes are in place (taking 2-3 days) the processor starts to stimulate the sites, learning the brain responses. Brains are all laid out the same way, so the major functions are the same, but everyone has a slightly different set up which the processor accounts for, learning your responses. The system is usually fully operational within 5 days.

Options

Data jack/skull plug (M-200-2)

Allows interface cables and single skill chips These can be almost anywhere on the body, but are commonly on the head. Behind the ears, The temples, Across the forehead, Base of the skull (anywhere on the skull, but needs to be shaved and probably permanently depilated) Down the back of the neck, Small of the back, (anywhere along the spine) Inside of the Wrists, Crook of the arm, Underarm are common for weapon system interfaces

Skill chip sockets (M-200-2)

These allow ten chips to be stored, though you can only run your INT stat in chips at any time

Smartgun Targeting coprocessor (N-300-0)

+2 to hit

Cyber modem Data Link (N-200-0)

Allows use of a cyber deck

Vehicle Control coprocessor (N-300-0)

+2 to drive skills

Data-term Info link processor (N-100-0)

allows interface with data terminals

Pain editor (M-200-2D6)

Cuts all pain signals experienced by the body. You still feel the contact, but nothing else. The Shock and trauma of the wound is greatly reduced, as your body doesn't realise its injured. The user will always pass Stun saves and takes wound penalties as if the wound was one level less. Death saves are unaffected. But there is a very real danger of aggravating your wounds, and if you keep acting while injured your wounds will advance at twice normal rate

Tight beam Data link (N - 200 - 2)

Implanted broadcast unit uses a tight radio beam to carry interface data, range 5m LOS. Can penetrate up to a foot of solid matter before the signal degrades into useless noise

<div style="text-align: center">

Sensory boosts
The average sensory boost adds +2 to the awareness notice rolls using that sense.

Note that Image Amplification is an eye option and Augmented Hearing is an ear option

</div>

Tactile Boost M - 350 - D6

Tactile boost is a spinal implant and includes a link to the neural processor. The implant increases the bodies responses to touch impulses, allowing increases sensitivity. Commercial models use a ramped feedback system, so that the smaller the sensation the more it is enhanced. This stops large sensations, for example being punched or shutting your hand in a door, from being enhanced at all, otherwise the sensation could overload your brain. Several Illegal /semi legal modifications are available for Tactile boosts;

Pain control N - 200 - 2 Tactile boost option

Stepping down the Larger Pain impulses acts like a pain editor, providing +1 to all stun saves

Sensation Boost N - 450 - d6 Tactile boost option

This illegal option boosts physical sensations to almost dangerous levels. Most of these options are fitted with implanted, neural or dermal switches (or remote controls) Ramping up all the way the increase in sensation makes almost any action distracting and magnifies any sensation felt to unprecedented Highs. 'Victim' is at -1 to all actions, and -3 to all stun saves. Even a slight injury is painfully crippling. Used with pleasurable sensations the effects are quite astonishing, amplifying pleasure. This is not only addictive (cool 20 to resist) but the user becomes desensitised to normal pleasure and must use the amplified sensations Used as a boost for a sensory boost, the user can feel minute temperature changes, small variations in surfaces etc. The Tactile boost now gives +5 to touch awareness. Used to torture and interrogate the User, this adds +2 to the interrogators skill, and the victim can take a lot of 'questioning' before they take any real damage, as the pain isn't caused by much actual damage. People fitted (sometimes voluntarily) with these are popular attractions in S&M performances

Feedback loop with a Mr Studd /MNL N-550-1 Tactile boost option

Amplifies the sensations and physical reactions to the sensations from the Mr Studd or Midnight Lady implant. This, of course, increases the normal physical reaction, which increases the feedback into the link. The resulting increased sensations are very pleasant and Highly addictive (needs a Cool 20 to resist.) A popular and highly illegal option for Play Being modifications

Olfactory boost M - 300 - D6

The olfactory boost is a nasal implant linked into the users neural processor. The implant includes a network of new taste buds and sensory implants, and also can increase the sensitivity of the existing nerves. +2 awareness to taste or smell perception tests

Track by smell N - 350 - 2

System is an editor, capable of locking onto one scent and then editing out all others, allowing the user to track by smell. This implant starts a new INT skill, 'track by smell' at 2. Once the system is implanted, the user can learn now to use it properly, until they could follow one man across a city by scent. (Remember that vehicles will break the trail, as will most strong smells)

Olfactory Level Dampers N - 200 - 1

These cut out extreme levels of scent, including stench and stink bombs. It also cuts out very strong tastes.

Visual Co-Processor N-450-1

The processor combines the information from your cyber optic systems, producing a composite view that uses the most advantageous vision you have available. The processor can also section areas out, so a darkened window in a brightly lit street can be seen into using your low light option without greening out due to the surrounding light. Needs a Processor and Cyber optics to function. Negates any actions needed to switch vision modes. The user always gains the most advantageous vision bonus for the situation.

Sensory recording suite N- 800 - d6

A processor option. This links into all of your cybernetics senses . To use it properly you must have at least one of the sensory boosts. The Suite records broadcast quality ASP from each boosted sense. It cannot handle feed from your unmodified senses.

Deluxe recording suite Cr- 3500-d6

A series of cranial and spinal implants, linked to a dedicated neural processor. No other cybernetics needed. Comes complete with a dedicated processor and cranial jack. Works as a full sensory boost, adding +2 to every awareness / notice roll made. Records full record and broadcast quality ASP signals in all five Senses. Now you really can play 'I am a Camera'.

Switches and controls

NAC neural actuator control N - 100 - 1

A switch you activate by moving pre-set muscles. The switch is implanted and then records the movements you want it to trigger on

DNI direct neural interface N - 350 - 1

A switch you activate with thought, a simple learnt response

Subdermal switch N - 10 - 1/2

A hard disc just under the skin. Press on it and it clicks on/of. Usually implanted somewhere easy to reach like the upper arm, but can be concealed (e.g. in the mouth)

Switch with actuator mouse. N - 25 - 1/2

A chip implanted in finger operates the subdermal switch. A useful security measure, the switch can only be operated by the implanted 'mouse' chip

Optical control N - 50 - 1

Implants in the eye muscles track the view-point of the user and output it to systems, allowing selection from screens or HUD's by eye motion alone.

Biomonitors

Chemical response biomonitor N-85-1

This is tattooed onto the skin with bioresponsive inks that alter colour when various chemicals detected in the blood. Monitors body temp, diet, illness and pain. +2 to resist Torture and drugs

Standard biomonitor M-200-1

Implanted chip with a series of biochemical monitors, displaying its output on a screen layered into your skin. The System monitors your nervous system and blood chemistry, looking for out of limit signals. Also wired for EEG and ECG output with subdermal trodes. Just by watching your display +2 to resist torture and drugs

Broadcast biomonitor M-250-1

Implanted chip, with biochemical monitors, a dermal screen and a broadcast chip. Logs into nearby medical equipment and downloads your medical info, ID and details whenever you are injured and a medic unit passes within 5m (Medic vehicles can pick up the signal Standard with most medical insurance, also in hospitals as you can be logged into bedside monitors Makes the medtechs job +2 easier to treat any ailment, also giving +1 to save vs. death state Can be linked with an emergency booster, a sealed cell phone that calls for medical aid if you are injured. (unit costs 200, range as a cellular link) Secure options are also used to prevent the silent killing of guards on patrol. These Security / Police biomonitors are linked to the guards radios and the central security computer alarms, so if one flatlines, the alarm sounds. Will also detect panic, paralysis, knock out drugs and stun weapons effects and sound the alarm. The alarm also sounds if the signal is cut off or jammed Dermal ware

Light tattoo N- 20 to 50 by complexity - 1

These use subcutaneous light emitting polymers that give off light like a beta light. Doesn't illuminate much, but it can be seen a fair way off. The tattoo can be in any colours, and even switch between two patterns like a neon sign. The tattoo draws power from your body heat, so it never needs recharging

Thieves light N - 30 - 1

The Thieves light is a palm tattoo with a subdermal switch, allowing the user to always have a pen torch-like light handy for rifling draws or picking locks.

Chemskins N - 800 - 2

Permanent skin colour changes. The whole body is immersed in the pigment vat, and the biopenetrative pigments sink into the dermal layers, forming a permanent colour change. Normally one flat colour, but they can be painted, sprayed and styled like body paint. Common in camouflage patterns and colours, various Ethnic mimicries and animal skins. Also available in colour shift (+250) and bioresponsive (+500) Colour shift skins change colour when exposed to pre-set conditions, usually a chemical wash or an electrostatic stylus. Bioresponsive skins shift colour with your mood and body chemistry. This has been used for everything from face-downs (skin goes red when angry) to prisons (skin shifts colour if intoxicated)

Temporary Chemskins N - 200 - 1

Temporary Colour changes that look and act like chemskins but fade after one month. Synthskins M - 400/loc - D3/location Vat grown artificial skins, grafted onto the user. This looks and feels plasticy, making you look like a burn victim. Normally flesh tones, but also available with patterns, colours and lights (+50) Skin 400 per location counting your Torso as two (front and back).

Skinwatch N - 50 - 1

A subdermal digital watch. The first models were patented in California in 1997 The display is set under the skin of your wrist, showing current time. Subdermal switches either side of the display switch to Day / Date display and Seconds. Recharges its power cells from your body chemistry so it never needs replacing.

Subdermal screen N - 50 to 150 - 1

Small displays that can be used to display data from the implanted chip set with it. Simple displays are 8 character rolling displays (50) to small screens (150). Some popular models scroll slogans or popular brand names, others show scenes from videos or implanted playback units.

Body screen M - 600 / location - D3

This is a full body high definition playback screen, covering as much of the body as you want. Each location costs 600 to cover, and damage or wear reduces picture quality, needing refresher implantation's once a year / serious injury (costing 300) You can now have any visual image or your choice, still or moving, crawl across your body. Possibilities and uses are left to the users imagination. (Zombie Analytics use them to wear the faces of famous people when they quote them)

Tech Hair M - 100 - 2

Wonder of modern polymers, this synthetic hair never needs washing, combing or styling. Simply wiping it with a wet brush keeps it looking fine. Feels a bit plasticy and burns like a nylon Barbies. It is an Average Touch awareness to spot Tech hair (Real Feel hair is 25 to spot) Real feel +1000, fireproof +500 colour change by switch +500, luminescent +200

Replacement Hair M-250 to 500 - 2

Your hair replacement doesn't have to look or feel like normal Hair. Various options are available. These real looking artificial implants are grafted into your scalp like normal tech hair. Animal fur 500 Porcupine quills 500 Feathers 500 Wires 250 Fibre Optics 350 Fibre optics with lights 450 Leaves 500 Scales 500 Rubber tubing 250 Full body

Nanosurgury Neural Alterations

Sandestevan speedware M 1500 D3 processor option

Advertised as a non traumatic system, the speedware system overloads the nervous system with response signals, effectively hair triggering all of your major voluntary neural responses. It has to be triggered manually, either by NAC or subdermal switch (free with the system) taking one action. When activated, the system increases your REF +3 in the next round. This increase lasts for 5 rounds, then the system shuts down for 1 round, then you can re-trigger it the next round, and you're up for the next 5rounds. This system can cause nervous exhaustion and mood swings with repeated use in a short time. Care is advised in use. (imagine it like a 15 second caffeine high) If the Boost is triggered a number of times equal to your BOD in sequence, you get a -1 on all skill rolls and you need an hours rest to get read of this penalty.

Kerensikov Boosterware (with Boostmaster Overdriver)

The major boost of choice for high risk professions, the kerensikov system uses nanites and microsurgury to layer organometallic fibres along your nerve pathways, cutting the slow chemical signals out of your responses. The system is permanently on, giving you a significant increase in reactions. Available in two levels, either the basic neural accelerator +1 or the advanced system +2 which thickens all of the major nerves and pays close attention to manual dexterity and hand-eye co-ordination REF +1 per level of Boost MA- 2000- 2D6 (Boost +1) MA- 4000- 4D6 (Boost +2) The Kerensokov system cannot be taken beyond the +2, but a firm operation under licence has produced the Boost master, a neural stimulator that boosts the signal strength of any neural activity, exaggerating any movements you make. Illegal to make due to possible neural damage in most countries, there is a thriving import market. Boost master M- 800- D6 (+1 to reflexes) Must have a Kerensikov (Medtech 20 when installed or risk a one off 10% chance of nerve damage, REF -D3) The system gives the user a +3 vs. nerve gas effects, as you have non-biological main nerves.

Onerio Hardfire drug triggered boost system MA - 1000 / level - D6 / level

A chemically activated implant system, wired into the spine. Once triggered using the drug Hardfire, the neurons become hypersensatised to your bodies own neuro-transmitters using an induced allergic reaction. This Ref +1 per level (max +2) for 5 minutes. The boost can be extended to up to 20 minutes long (+1000 per 5 minutes extra) The boost can only be used once per hour or you risk injury or overdose. (and voiding warranty) Roll D6+uses. Get 8 or more and you overdose, taking 2D10 damage. A Hardfire inhaler will cost you $25 for a 6 shot

Synaptic accelerators.

Fast trunk accelerators. Surgery adds thick vat grown nerve trunks on all the main motor nerves, and then drugs speed nervous growth, thickening the nerve fibres and making them more sensitive. This completely alters the nature of your nervous system. level 1. Initiative roll on 2D6 not d10 Cr - 2000 - 2D6 level 2 3d6 not d10 Cr - 5000 - 3D6+1 Use Level x5 as a one time bonus to resist nerve gas poisoning, as the poison is soaked up on the thinker nerves, then the system dies, all bonus's are lost and the system needs totall replacing

Subdermal pockets

Subdermal pocket M - 100 - d6

Using simple surgery the skin is pulled back and a cavity opened. This cavity is reinforced with bioplastic to form a pocket under the skin about 2" by 2" for 100. The seam is a memory plastic seal, which holds itself closed under popped open. This seam looks like a small raised white scar. The pocket can take objecst 5mm thick per 2" of width.

'Kangaroo' Pouch M - 250 - 2

The 'Friday' or 'Kangaroo' pouch is a small abdominal subdermal pocket that holds a plastic marble. The pocket is hidden in the abdomen behind a stretchable artificial naval scar. By pressing each side of your 'belly button' the plastic carrier pops out. The container can hold a few info chips, drug pills or other small items. Custom made for couriers and smugglers

Subermal Cavity Cr - 1250 - 2d6

The largest subdermal pockets are really a large cavity. The abdomen is surgically altered to create a reinforced cavity that can take a fist sized object , sealed with bioplast memory seal seam. The cavity can take a P size item, including small guns and mini grenades. On the skin the opening looks like a pale scar, and is a hard ridge to the touch.

Metabolic Alterations

Adrenal Supercharger Ma - 3500 - 2D6

Adrenaline is the trigger for the bodies 'fight or flight' reflexes. Simply releasing large quantities of adrenaline into the body would give you panicky shakes and send you into shock. The Adrenal supercharger system is a combination of new glands and tissues that are implanted throughout the body. The extra adrenal glands produce an augmented adrenal analogue that triggers the implants without overloading the bodies response to adrenaline. The normal adrenaline prepares the muscles for rapid action, increasing heartbeat and respiration while shutting down other activities like digestion. The modified liver plugs release large amounts of simple sugars into the bloodstream, providing the energy for rapid action. The fibrous sponge filaments layered into the major muscle groups begin releasing the creatine they had been storing (a sugar that readily breaks down to ATP) and absorbing waste products, allowing the muscles to run cleaner and smoother. The modified Mitochondria in the new muscle Layers absorb and break down the creatine, flooding the muscles with the energy for rapid action. The endorphin levels in the blood rise, supplemented by a large storage gland that keeps levels high during adrenal response and directly afterwards to cushion the comedown. When Supercharged, the muscles respond faster and cleaner, giving Reflexes +1, Move +1 and Body +1

to a maximum stat of 11. The system cannot increase already superhuman stats. High adrenaline levels make it harder to think, so most mental or tech skills are at -3. The only exception is Awareness/Notice which is at +2, as adrenaline causes the vision to become sharper. Other implanted systems may also be triggered by the adrenal surge, such as the series of sports hearts Triggering the system is by learnt response (usually tensing the abdomen and hyperventilating) or a subdermal switch. The system can be set to trigger itself with a normal adrenal rush, but this may lead to accidental activation (causing over stress and involuntary addiction). Two rounds after activation, the boosts effects kick in, increasing the statistics. Once activated the boost lasts 5+d6 minutes. After this time the glands need 30 +d10 minutes to reload (and cannot be triggered), but the body needs 4 hours to recover from the stresses and to clean out the system. If activated during the 4 hour recovery period, the system works as normal but the user suffers a comedown after use of -1 to INT, REF, MA and BOD for the next 24 hours. They feel tired and listless, and need to eat, sleep or rest. If the system is triggered again, the penalties are cumulative. If the user manages to reduce a stat to zero by overboosting, they collapse and need hospitalisation due to body overstress. (treat as a Serious wound) This system can be combined with accelerated and overdrive metabolisms, but your body is much more prone to stress and infection. The 4 Hour recovery period is 6 Hours for an accelerated system, 8 for an over drive. If either reduces a stat to zero by overuse, they suffer heart attacks and take Critical wounds for the accelerated, Mortal Zero for the overdriven.

Accelerated metabolism Cr - 5000 - 3D6

The accelerated metabolism system is a combination of new glands and tissues that are implanted throughout the body. The implants are carefully synchronised and activated slowly, accelerating your bodies overall metabolism slowly up to your new working limit. The augmented thyroid gland regulates a faster and better metabolism. The catabolism (break down of food) and the anabolism (making complex sugars from simple available molecules) are increased, with a corresponding increase in appetite. For increased responses, extra adrenal glands that produce an augmented adrenal analogue are implanted. These glands trigger the other implants without effecting the bodies natural responses. The normal adrenaline prepares the muscles for rapid action, increasing heartbeat and respiration while shutting down other activities like digestion. The New liver tissues are ready to release large amounts of simple sugars into the bloodstream, providing the energy for rapid action, and metabolise fatigue toxins in the blood more efficiently, keeping your system in peak condition. Muscle tissue with Customised mitochondria

organelles is added to all of the major muscle groups and allowed to grow and spread. The endorphin levels in the blood rise, supplemented by enlargened glands that keeps levels high during adrenal response and directly afterwards to cushion the comedown. Modified spleen and customised bone marrow produce amplified levels of leukocytes to combat diseases and infections that the overstrain body may be prone to If your Basic REF, BOD or MA are below 6, add 2 to them. If they are above 6, add one. This cannot take a stat over 11 Your new metabolism need a lot more food, and unless you get a new stomach you'll need 4 -5 meals a day (you need approx. twice the food you did) The acceleration of your metabolism may lead to premature ageing and could take years off your life. But as the add says, the years you loose are the useless ones at the end anyway, and the candle that burns twice as bright burns half as long. Your body physically ages one year every Six months you live. (removing the system takes D3 Months in hospital and costs 5000 plus Cr surgery)

Overdrive Metabolism Cr - 7000 - 3D6+2

The Overdrive metabolism is the accelerated metabolism taken to its physical and biological extremes. The body is pushed right to its operating limits, which can do serious harm unless carefully monitored. If your Basic REF, BOD or MA are below 6, add 3 to them. If they are above 6, add Two. This cannot take a stat over 12 Your new metabolism need a lot more food, and unless you get a new stomach you'll need 7 -8 meals a day (you need approx. Three times the food you did) Most over-drivers have a diet of nutrient ration bars between normal meals, making up the rest with nutrient shakes . The acceleration of your metabolism may lead to premature ageing and could take years off your life. Most overdrives have the system removed later in life or die of heart attacks (If they don't die of more normal causes) Physically, your body ages one year every 3 -4 months. (removing the system takes D3+2 Months in hospital and costs 7000 plus Cr surgery)

Sensors

Ultrasound motion detector M - 200 - 2

This sensor unit has an Ultrasound emitter and receiver. An audible 'ping' is sounded in your ear when something moves in its field of view. These are usually implanted behind the ears, giving the user an expanded field of awareness behind them. Can be set for up to a 20m long 900 cone

Ultrasonic imager M - 750 - 2d6

Ultrasound emitter and receiver. The unit can build a picture of your surroundings from the ultrasound signals, allowing you to see in the dark . Cyberoptic or optic splice (included) allows this to be shown as flat planes of green light in your vision. Can also 'See' other ultrasound emitters as cones of red.

Ultrasonic detector M - 140 - 1

This unit gives a 'ping' when ultrasound detected (will usually (70%) warn you before you step into another ultrasound motion detectors field of view)

Radar sensor M - 150 - 1

The unit gives off a 'ping' noise directly to your audio centres if you are illuminated by radar. This gives you a basic 70% a round of triangulating back to the emitter

Millimetre wave radar Ma - 1500- 2d6

Subcutaneous millimetre wave radar. The emitter/receiver array is layered into the users torso Allows the user to 'see' using the radar system. Metal appears as solid, as do other high density materials, with other materials appearing as a 'fog' . People can normally be detected by the metal in their fillings, the guns they carry and the change in their pockets, all floating in a fog of tissue. Can be set to active or passive modes. In active mode it emits signals and uses the returns to view. In passive mode it only receives, stopping other radar units from locating it by its emissions, but blinding it unless there are other MM radar sources around.

Sonar implant Ma - 1200 - 2d6

Usable only underwater, this unit uses acoustic echo's to build up a picture of the surroundings to a range of up to 50m. Definition is poor, but it's enough to swim by. A Cyberoptic link or optic splice included in cost, giving you a very basic view of the solid items around you.

Radiation detector M - 350 - 1

Implanted Geiger counter that registers radiation using dermal sensors. One is usually on the face, one on the hand and one in the mouth. This allows you to monitor radiation of your surroundings and the air you breathe. The data is displayed on a dermal screen. The unit comes complete with an alarm that sounds if radiation levels are dangerously high (this can be set as a tingle or buzz alarm)

Doc Richter seismic sensors M - 400 - 2

Palm or heel mounted seismic sensors, The Doc system can give you a basic readout of weight and movement if pressed to the ground. Works best with heavy weight s and high ground forces, although it can detect a running man through a wall. On indoor floors, the floorboards give a fairly accurate overview for the nearby area. To use the system, you need to stay stationary on a hard surface for one round. The system can then pick up vehicles at 50m, walking people at BOD Metres and running people at twice BOD metres.

Lorelli Pits Ma - 500 - D6

Adapted from a snakes thermal vision , lorelli pits are custom organs implanted into the lower sinus cavities under the eyes, and linked into the optic nerve, allowing thermal vision. This is usually linked into the usual vision, giving hot things a silvery 'heat sheen'. If surroundings are dark then the heat patterns are usually enough to see by.

Chemical analyser M - 1200 - 2

This unit can be implanted in the nasal cavities, on the tongue or in a fingertip under a false fingernail. The chemical analyser uses a series of electrodes layered with gene engineered foetal proteins. Each electrode has been sensitised to a different common chemical or element and so will alter its electrical characteristics if this group is detected. Results can be vague, as it can't tell you HOW the elements are connected, but it can detect common Organic bonds, High energy bonds and most metallic salts. Takes d6 rounds to give you an accurate reading. It can tell you straight away if the substance is explosive or if it is pharmaceutical. It will also detect and warn you if the substance is toxic Then, you need to use a computer list of the various compounds around or your chemical skill to work out what the sample is properly. Results can be displayed on a dermal screen or on an in-eye display

Drug analyser M - 850 - 2

A dedicated chemical analyser, this has electrodes for the active groups of organic pharmaceuticals and a database of drugs. 85% of the time give you an accurate reading and percentage purity in a few rounds. Fail by 10% and the purity readings are a little off. Roll 96 % or higher and the system mistakes the sample for something similar and gives you a wrong result. Normally implanted in a fingertip, with the dermal display on the hand. No one would be stupid enough to implant one of these in the tongue or nasal cavity and test drugs with it, would they?

Vocal Alterations

Voice Synthesiser M - 600 - d6

A useful implant, using a series of modulators in the throat to alter your voice. If you record someone's voice and calculate the voice pattern, you can load it via a chip socket and talk in there voice. Having a different voice adds +4 to disguise rolls

Voice mask M - 350 - d6/2

The simple system disrupts your own vocal patterns, making it harder to voice print you, record your voice patterns or voice stress analyse you. Your voice seems inhuman and robotic, as all of the harmonics are cut out, so it is obvious that you're hiding something. +4 to resist voice stress analysis based interrogation. +4 to disguises that are meant to hide who you are.

Audiovox Ma - 700 - 2d6

The step up from a voice synthesiser, the audiovox replaces the voice box with a series of new vocal cords and effects modulators, allowing altered vocals, tones, volume and special effects like reverb and delay . This system adds +2 perform, as you have a full effects deck onboard.

Available options include:

Voice pattern N - 250 - 2 Audiovox Option

An illegal voice pattern mimicry option, allowing you to take on other peoples voices, +4 to disguise rolls as people don't recognise your voice. Mimicking someone else needs a detailed vocal model to be built up, using a voice stress analyser, audio recorder and skilled technicians. This allows the +4 bonus on rolls to impersonate someone.

Forked Tongue N - 550 - 1 Audiovox Option

One questionable (and quasi Legal) option is the 'Forked tongue' subliminal unit which layers subliminal vocal suggestions and commands into your voice. This (allegedly) makes the listener more open to your suggestions. +1 to persuasion and seduction checks. (Unless GM rules that the adds are just ripping you off)

Subsonic N - 200 - 1 Audiovox Option

A Subsonic vocaliser allow you to speak in the lower frequencies, out of human hearing range.

High Frequency N - 200 - 1 Audiovox Option

A High frequency Vocaliser allows you to speak in the frequencies where only dogs and cyber ears can hear

Implants

Nasal filters M - 60 - 2

Thin bioporous membrane filters in the upper nasal cavities, coated to absorb and break down dangerous chemicals. Have to learn to breathe in through the nose, out through the mouth for this to have any bonus effect. (A circular breathing chip (cost 200) is available to make this a reflexive habit) The filters are ejectable by squeezing the bridge of the nose till the holder clicks and then sneezing the filter blocks out. Gives a +4 save vs breathable toxins.

Tracheal Filter M - 120 - 2

Bioporous filter in the trachea, filtering air as you breathe it. Larger and more complex than nasal filters, as it is maintenance free and self-cleaning. The normal flow of mucus from the lungs, up into the throat and swallowed down into the stomach is used to clean the filter, taking deactivated toxins away and allowing them to be flushed from the body. For emergencies the filter is designed to collapse, folding away into the tracheal walls under any pressure, allowing excess mucus or medical probes past. The filter then has to be reset by a trained technician (N- 20 - 0 or a medtech 10 roll)

Gills Cr - 4000 - 3d6

A series of oxygen exchange membranes contained in a rigid cartilage 'lung' implanted in the chest cavity. This '3rd lung' cylinder has biological membranes coated in supporting bioplastic filters allowing blood to pass through and extract the dissolved oxygen from the water. The system comes complete with water intakes through the mouth and artificial neck gills, and allows exhalation via gills in the abdomen. Allows you to breathe water for approx. 3 hours (then need 24 hours of air for the lungs to clear or you start to suffocate, as the human body still can't take to an aquatic existence) Beware of polluted water, as this system will dump it straight into your blood. (Treat as if poisoned)

Contraceptive implants

N - 100 - 1/2 98% effective, 5 years slow release
N - 100 - 1/2 99% effective, 1 year release

Manufacturers recommend a barrier method be used in addition to protect from STD's.

Female Hormonal Stabilisation N - 350 - 1

A complex series of bioresponsive implants, this stabilises the hormonal cycle in the user, holding it at a chosen stable level. This stable hormone level typically suspends the menstrual cycle, making the user infertile. This is 98% effective as a contraceptive. More importantly it means the user never menstruates or suffers PMT or any related effects. The cycle can be restarted by removing the implants or using hormone tablets, allowing you to 'switch' it on and off at your convenience. Popular with Corporate career women, who can 'take charge' of their bodies, female mercenaries and Joy girls. (This implant is legally listed as a parole condition for women imprisoned for violent crime) Regular medical tests are advised, as this may cause bone damage, permanent infertility and disrupt the sex drive or immune system.

Intelligence Boosters

Cerebral boost, Extra brain tissue Cr - 5000 - D6+2

By adding extra brain tissue into your greymass, with better circulation and booster blood pumps in the back of your head, its possible to turbocharge your brain. Using foetal brain growth hormones and nanites to weave the neurones together, this makes you think faster and smarter than before. Intelligence is increased by 1.

Neurological rebuild various levels available

The cutting edge of intelligence augmentation, this uses a process similar to the Kerensikov speedware to replace the main neurone pathways with strings of high conductivity nanites. These allow the fast passage of neural signals, and can also reconfigure, branching to form new connections like normal neurones, but a lot faster. The resulting Enhanced

Intellect is a biomechanical brain structure, capable of faster though, beter recall and faster learning. Depending on how much of the brain is augmented, this can go beyond the main trunks into the smaller neurones, replacing most or all of the brain tissue. An unfortunate side effect is the apparent loss of emotional response, due to the altered brains rational upgrades. The user should be advised to socialise more, interact with people and form relationships, as unless these abilities are exercised they may be lost in brain rewriting. An unusual bonus is that the cybernetic part of the brain can be copied, allowing a basic model of your though processes and neural responses to be downloaded into a mainframe computer, allowing a pseudo intellectual copy of your own personality to be constructed.

Level One N - 10,000 - D3+1
Augments the main parts of the brain, but leaves memory untouched Intelligence +1, recall +1
Level Two M - 50,000 - D6+2
Has augmented all the main areas of brain function. Intelligence +2, recall +2
Level Three M - 250,000 - 2D6+3
Passes into the memory and response areas, decreasing learning times Intelligence +3, recall +4, Skills count as one level lower for learning purposes (min 1)
Level Four Ma - 1,000,000 - 3D6+4
All areas of the brain are now connected Intelligence +4, recall +6, Interface +1, Skills count as two levels lower for learning purposes
Level Five Cr - 5,000,000 - 4D6+5
Has augmented all of your brain tissue, allowing you to function with minimum reliance on the biological matter of your brain. Intelligence +5, recall +8, Interface +2, Skills count as three levels lower for learning purposes (min 1) If injured so badly you fail a death save, you still fall into a coma. If you die in the coma, you start counting the Death State as normal, but as your biomechanical brain takes less damage from oxygen depravation you can add the level of augmentation to your Dead State save. (At level 5, this means you are rolling D10+5, so you can be dead for minutes with little risk of permanent damage.) As the augmented brain tissue is a lot more durable than the biological tissue, even if you die the medics can attempt to bring you back using a difficulty 20 medtech roll. They stabilise the wounds, repair any damage and then use the brain tapes of your personality to bring you back to 'life' (If you suffered a head wound, the difficulty is a 30) You are alive, but due to brain damage, your INT is equal to your level of brain augmentation, nothing more. All of your skills suffer a permanent -2 level penalty. This process is VERY expensive, costing 1,000,000 or more and is only available in a few clinics.

Memory augmentation Cr - 2000 - 2
>Altered neurone fix and fire rates , giving the user better recall. The user gains the INT based 'Recall' skill, allowing them to roll to remember in detail anything they have ever experienced. Start the skill Recall at +2

Organs

Rebreather lungs . Ma - 700 - D6
>Rebreathers operate by extracting the carbon dioxide from the air you have already breathed and passing it through your lungs again. As you only take a fraction of the oxygen out of the air you breathe each time, this allows you to get two or three good breathes out of each lung full of air. These lung implants allow you to exhale into your mouth and re- inhale, a small movement that keeps the air moving over the carbon dioxide absorbing sponge filters implanted in the upper lung. This allows you to hold your breath for three times longer than normal. The Carbon dioxide absorbing sponges release the CO2 slowly once you're breathing normally, taking about an hour to self clean (during which you'll only be able to get double the time)

Independent air supply Ma - 350 - 2d6
>Oxygen sponges implanted under the lungs, which absorb oxygen from the blood and store it as long as oxygen is plentiful in the bloodstream. When oxygen levels are low, the implant releases its stored oxygen into the blood. Good for 10 minutes of resting or light activity, or 5 minutes of rapid activity The sponge is flammable, and will burn if hit by an incendiary bullet (double the incendiary damage)

Decentralised heart Cr - 1300 - d6+2
>A miracle of reconstructive surgery, this implants three sub-cardiac units into the cardiovascular system, giving your three Hearts, one on each side of your body and one lower down in your abdomen. Each heart works in series with the others, and if one is damaged it isolates itself and the others step up to keep the blood flowing. It is possible to live with only one working sub heart for several days. User gets +2 to death saves from torso wounds

Vein clips Ma - 750 - D6
>Worried about loosing a limb and bleeding to death? No need to worry, the new Vein clip set stops all major blood loss by monitoring blood pressure in the body and clamping down on any sudden losses of pressure, stemming the bleeding . A limb crippled result is not a Mortal 0 automatically and wounds advance slower The drawback is that if the limb isn't given medical treatment soon after injury and clamping, it'll die and have to be amputated (run a death state for the limb)

Cyber liver Ma - 450 - D6

Cyber liver Deluxe Ma - 850 - D6
>The cyber liver is a vat grown liver with an enlargened and enhanced filtering system, more efficiently extracting toxins from the blood, giving a +2 save vs. toxins in blood The deluxe model also alters your fluid expulsion, increasing the water in the body and reducing the amount in the bladder when you just can't stop to go. This can be safely held for up to 24 hours, but after that the levels of ureic acids are an irritant and may be harmful.

The Pacesetter 2000 Sports Heart Cr - 900 - D6+1

Pacesetter Overdrive Heart Cr - 985 - D6+2
>These artificial hearts use advanced pumps to speed up the flow of blood in the body, in response to the levels of adrenaline. Whenever you need it, the heart kicks in, moving more oxygen from your lungs to where its needed. The Sports heart increases your MA and BOD by +1 (the BOD increase is NOT used for stun and death saves) for up to 4 minutes The Overdrive Heart adds +2 to MA and BOD (the BOD increase is NOT used for stun and death saves) for up to 2 minutes Once the safe limits are up, the body is under stress from the increased heart rate and pressure, which results in a pounding sensation in the head, chest pains, possible blurred vision, dizziness and nausea. The Surgeon General advises you to stop activity now and rest. If you carry on, roll D10, trying to get under your BOD (without the heart bonus) Fail and you injure yourself, taking D6 damage, loosing the heart bonuses and needing immediate rest and medical care. Pass and you can keep going, but lowering your BOD for this test by one for each extra minute Roll again each minute till you stop and rest, or collapse. The BIG bonus of Cyber hearts is when Medtechs need to restart your heart. Usually this is a mess of adrenaline injections and electric shocks. With a cyberheart they just have to reboot it, connecting an external power source if its damaged. This gives you a +1 to save vs. Death states and +3 to stabilise you from injury

Heartsponge Ma - 500 - 2
>This is a small bioengine implanted into the Neural network of the heart, modulating and altering the heart rhythm to fool biosensors and systems that lock onto biorhythms by heartbeat. Will not work on cyberhearts, but they can get an equivalent Chip. (M surgery)

Muscle fibre heart sheath Ma - 1200 - D3
>The Sheath of muscle fibres is set around the heart, protecting it from injury and cushioning it. If the heart is injured, the sheath closes off the wounds, allowing the heart to keep beating and stopping blood loss. This slows the advance of chest injury, so torso wounds advance in twice the time. Will not work on cyber hearts

Normal artificial heart Cr - 500 - D6

When your old heart gives out, get a new one!. A quality biological heart can set you back over a thousand, but a biopump heart that's guaranteed for 5 years only costs 500! The BIG bonus of Cyber hearts is when Medtechs need to restart your heart. Usually this is a mess of adrenaline injections and electric shocks. With a cyber heart they just have to reboot it, connecting an external power source if it's damaged. This gives you a +1 to save vs. Death states and +3 to stabilise you from injury.

Implanted Defibrillator Ma - 750 - D3+1

One shot emergency defibrillator that is implanted inside the rib cage. As soon as you hit Death State 1, the implant injects adrenaline and shocks the heart, trying to restart life signs. Not as skilled as a medic, the system uses D6, trying to get HIGHER than 1. It only gets one roll, then its empty and needs recharging (M - 200 - 0) If it brings you back, you still aren't stabilised, so you're back on the stun and death saves Will not work on cyber hearts

Red blood +, Platelet factories Ma - 650 - D3

Implants that reduce the water content of the blood, increase the red blood cell count so that the blood is thicker and clots faster. This reduces the amount and rate of blood lost from wounds, but also puts more effort on the heart, as the new blood is thicker and harder to pump. The user's wounds advance slower as the blood clots faster. The Thicker blood also carries more oxygen around the body. This more effective oxygen transport gives +2 to all athletics tests The user may suffer thrombosis, embolism or a stroke without taking regular anticoagulants to keep the blood liquid.

Custom Blood N - 400 - 1 Transfusion

Ma -4000 -D6 Implants

The biological implants produce MetaGlobinstm and Microglobinstm , new trademarked blood cells that carry 8 oxygens and 1 oxygen respectively, compared to Haemoglobins 4 and myoglobins 1. The MetaGlobintm allows more oxygen to be carried in the blood vessels, and the smaller Microglobintm gets more oxygen into the tissues. This more effective oxygen transport gives +2 to all athletics tests and +1 to all other REF and BOD based skills that involve moving. (not gun skills or drive, but including melee, martial arts, dance etc) bonus only while breathing normally. A Transfusion of 4 pints of blood gives you these effects for One week An Implant alters the blood composition permanently.

Synthcardium muscle hearth sheath.

This makes the Heart pump stronger by sheathing it in a stronger vat grown muscle. This results in high blood pressure, with side effects of possible dizziness, nausea and migraine headaches. +1 to REF or BOD skill rolls that involve physical movement, like dance or athletics This synthcardium may possibly cause bruising of the heart muscles if overtaxed Cannot be used with Cyber hearts

Pheromone alterations

The human body is constantly releasing scents from the sweat glands, which are used to carry subtle messages to other people. The whole system operates on a subconscious level, as the human race has evolved beyond using smell as a major part of its communication. The Pheromones can be broken into three main 'scents', Attractants that show you're sexually mature and available, Territorial markers that are used for marking possessions and Presence scents that make other notice and respect you. By implanting tailored glands in the skin, especially in the armpits and crotch, you can alter the pheromone signals you are sending. To get any effect, you need to be fairly close to someone for a minute or two, or in an enclosed space like a car. Air conditioning will reduce the area of effect. Attractants Boosting Attractants add to social skills giving a +2 bonus with members of the opposite sex, but they can cause an aggravation with members of the same sex, giving a -1 penalty. Adds to Persuasion, Social, Fast talk, Seduction, Interview, Territorial Markers Boosting Territorial markers add to Intimidation, Interrogate and any situations where you are facing someone down, with rep, facedown, social or whatever. Gives a +1 bonus in normal use, but if the opponent has to come into an area where you have been for a few minutes the markers are stronger, adding +2. They can interfere with normal social interaction, as if you're trying a friendly negotiation they may make the others feel pressured and turn things more hostile. Presence Boosting Presence scents add to social skills where you are leading or trying to command the attention of a person or group, giving you a +1 bonus. This counts for skills like Persuasion, Oratory, Interview, Leadership, and Social rolls. If you already are the leader of the group, and the other person has deferred to you before, this bonus increases to +2. If you talk to a group, be careful or you may make the leaders feel you're actually trying to take over. Lower Presence Cutting Presence Scents is a subtle way of staying unnoticed in a social group, adding 2 to your chameleon or social rolls to be dismissed as unimportant, but subtracting two from leadership and similar skills. You have no presence, so people will ignore you, and accidentally invade your personal space. Couple with plain and ordinary dress, you'll not stick in anyone's memory.

Damage compensators Ma - 2500 - D6

These implants help the body resist neural trauma, reducing the wound penalties from damage levels. They don't effect the perception of pain, but they do reduce the flinch reactions and keep the shock from effecting muscle operation. No penalties for light wounds Serious wounds are -1 to REF Critical wounds are -1/4 rather than 1/2 Mortal wounds are 1/2 Stats rather than 1/3 You still have to take Stun and Death saves as normal.

Trauma damper. M - 500 /level - (D3+1)/level

Augmented glands that release more endorphins when injured. These natural body opiates are very efficient painkillers, adding to your stun saves. Unfortunately they are also addictive, so care must be taken otherwise the user can become reliant on them. The user must make a Cool roll, Difficulty 10 +5 per level of trauma damper whenever they are wounded or they become psychologically dependant on the 'dorph rush, which you must get level times a day or suffer withdrawal. Some users turn to strenuous exercise, others pharmaceutical endorphins. Some end up hurting themselves. Withdrawal is -level to all skill rolls, until the user can kick the habit by making 5+level Difficult cool rolls in a row, rolling once per day you don't activate the damper. +1 to stun saves per level (To a max of +3) (Rumours of users becoming masochistic thrill junkies have never been proved)

Extra grey neural material Ma - 1000 - D6

By adding extra learning material along the users spine and the main nerves in the limbs, the pick up of motor skills is greatly increased. The 'blank' tissue learns quickly, and several levels of extra neural material can be added at once. Halve the exp cost to increase the next REF or tech skill. Several levels effect one increase per level, not all on the same increase. Nephritic screen Ma - 900 - D6 Part of a customised biomech kidney, built for the best filtration of fluids and the reclaim of wastes to keep you in the best of good heath. +1 BOD to resist poison and disease

New Stomach tm

Increased Stomach volume Ma - 600 - D6

Vat grown stomach tissue that allows the stomach to hold more food and cope with its digestion. The user can eat up to twice as much in normal in one sitting.

Decreased Stomach volume Ma - 500 - 1

By stapling the stomach smaller, this decreases the amount you can eat before you feel 'full', aiding in dieting

Stomach Toxin filter implants M -250 - 2

The implants in the stomach wall counter some ingested toxins, adding +2 to saves vs. toxins. An Emergency vomit trigger can also be added, which causes you to vomit up anything that causes you to fail a poison save, allowing another test at +4 against the poisons effects.

Custom Gut bacteria N - 800 - 1

E. Coli Gut bacteria digest the complex proteins we eat, and them are digested themselves in the colon to feed us. By introducing custom made strains of bacteria, you can now eat 'unusual' material, such as hair, wool, grass, wood, paper, cellulose, and simple hydrocarbon plastics.(Ideal for Urban Survival and Tharg impressions.) Most of the stuff you can digest isn't that nutritious, so don't rely on this unless you've go no other options, or can eat a lot of it. (one meal is worth half what a normal meal gives you, nutritionally) The disadvantage is that the new E. Coli causes even worse food poisoning if it contaminates food, so always wash your hands.

Working Appendix M - 750 - D3

Implantation of a larger appendix allows the digestion of grass and cellulose plant material. Not the most protein packed food, but it'll keep you alive if nothing else is available. One full meal of grass isn't much, but eating all day will keep you on the minimum food necessary to stave off starvation

Stress Moderator M - 800 - D6+1

Controls the levels of stress related hormones in your body, making your life calmer and more relaxed. In a stress situation, noradrenaline levels are increased to cushion the worries and stresses. Cool is increased by 1, but not for determining initiative.

Rebuilt joints / enhanced articulation Ma - 1450 -D6

Allows you to move your joints in all sorts of unusual ways, dislocating and relocating them at will. Popular with contortionists and other 'performers', but also used by burglars, thieves and Techno-ninja types. Adds +2 to all escape 'Hold' manoeuvres and +2 to escape from strait jackets and cuffs Also allows you to squeeze through small spaces. Anywhere you can get your head and shoulders through you can get the rest through, and as you can pop your shoulders, this is about a foot for a normal BOD person

Modified lung tidal volume M -

Normal lungs have a total volume of 2.5 litres, but each breathe is only about half a litre. By altering the flow patterns of the lung, this can be increased to allow more air to be inhaled, speeding up the rate at which oxygen is moved into the body. This means you can hold your breathe for up to twice as long

Biomechanical Lungs Ma - 1800 - D6

Improved lungs, with a spongiform lining that takes up oxygen faster and more efficiently. If inhaled toxins or irritants get into the lung, the spongiform lining absorbs it and then sloughs off into the lung mucus, where it is then coughed up and swallowed. The uptake rates are so high, each breathe is so shallow that when at rest you need to deliberately breathe in to get enough air in your lungs to talk normally.

Surge regulator N - 350 - 1

Slightly suspicious grey market neural ware that stops paralysation chips and neural interrupters from operating on your nervous system , by isolating the effected part of your body.

Tracheal reinforcing M - 500 - 2

This is a system of muscle fibre threads that lock the airway open, so you take No damage from CHOKE manoeuvres. The treads are locked in place by tensing the muscles in the neck, giving you SP 10 vs. all Chokes and Neck Crushes. Anything greater than the SP is taken normally, so don't stick your neck into hydraulic presses. NANOTECH These are nanosurgical systems that are introduced into the body, so they are carefully controlled to make sure they are 100% safe. Not following the care guidelines and missing follow up checks voids the warranty.

Nanotechnology

Muscle and Bone lace N - varies - D3/level

The nanites weave reinforcing threads through the body, making tissue much tougher, stronger and resistant to damage. The Change is hardly noticeable at level one, but by level three the laced flesh is as hard as rock. The nanites are introduced by drip bag, along with essential nutrients and a diet made up with high levels of plastic and metallic microcapsules. The nanites only take a simple clinic visit to install, but the boosts take a week per level on the special diet as they weave the tissues.

Level 1 +1 to Bod 1200 D3
Level 2 +2 to Bod 2500 D6
Level 3 +3 to Bod 4500 2D6

Retinal rebuild N - 1500 - 1

Nanites dismantle the rods and cones of the retina, correcting colour blindness and giving the victim limited night vision, equal to a cat or a low light scope. For 500 extra, the retina can be rebuilt to give limited IR or UV vision. (usable with a IR or UV torch) Other nanites dismantle the outer layers of the lens of the eye, correcting vision till it becomes 20/20 The nanites are injected into the eye itself, and they render the user blind for an hour. Usually done under mild sedation with a nutrient bath over the eyes.

Skin Weave N - 2000 - 2D6

A system of ballistic fibres woven into the dermis, with a thickening of the under tissue to spread the force of the blow. Gives the users skin a SP. Basic SP is 4 to all locations Repairs are needed every time you take a serious wound or worse, costing 500. Until repaired, The damaged locations SP is one point lower for each Serious wound taken (Further details in CYARMOUR.doc)

Lifesaver skin weave N - 4500 - D3+1

This is a system of reinforcing membranes round blood vessels, weaving into and reinforcing all organs. Wounds advance a lot slower, and a critical wound will not advance to mortal without rough treatment (like the injured person carrying on fighting). The system reduces trauma, counters shock, contains or stops bleeding, seals wounds, and generally keeps you alive. Wounds advance at half the normal rate. Critical wounds will not advance if the user is resting Needs repair every time the user takes a critical or higher wound , costing 1000

Self repair system M - 2000 to 4500 - D3

Internal factory of nanotech designed to keep repairing the skinweave systems. The nanofactories cost the same as the system itself, and take 24 hours to repair damage that would normally require medical attention.

Nanosurgeons N - 6000 - D3

The most advanced of the surgical nanites, these constantly repair the users body, which effectively doubles the healing rate after rest, drugs, treatment etc are calculated No matter what conditions are, you always heals one point a day minimum, even without any medical care (just lying in a ditch will still let you heal one level) every six months, need a refresher/booster costing 10% or bonus lost, miss two and the surgeons must be fully replaced

Toxin Binders N - 1000/level - D3

Nanites that constantly float in the blood, binding with poisons and dismantling them into harmless chemicals that are then passed out of the body Adds +1 to save vs. all forms of toxin/poison/drug per level, costs 1000 per level. Max +5. Every six months, need a refresher/booster costing 10% or rating drops by one

Anti plague N - 1000/level - D3

Nanites that constantly circulate in the blood, binding with foreign cells and dismantling them into harmless parts that are then passed out of the body. This will counter any viral or bacterial infection Adds +1 to saves vs. disease per level, max +5 levels Every six months, need a refresher/booster costing 10% or rating drops by one

Enhanced Antibodies N - 3000 - D3

Genetically altered tailored antibodies that protect your body from disease and aid in healing. Your healing rate from all forms of damage is +1 point per day Every six months, need a refresher/booster costing 10% or the increased healing is lost Miss two and the antibodies must be fully replaced

Genetic regeneration N - 6000 D3+2

The Nanites seek out the site of injury and start the cells duplicating at a frantic rate. If injured, becomes feverish and hungry. REF -1 until the wound is reduced to serious. Healing rate +2 points a day and the system can regrow a lost limb in 6+d3 months Every six months you need a refresher/booster costing 10% or bonus drops to +1 Miss two booster treatments and the bonus is lost Miss Three and the nanites must be fully replaced

Nanofactory M - 10 x system - 2D6-1

A new development, a nanofactory is a series of large nanites that are bonded into the bone structure of the user, where they sit, extracting raw materials from the blood stream and constructing new nanites to replace the old ones as they start to fail This removes the need for a six monthly booster, though it is wise to have a check up to make sure the factories are producing the right nanites. Cost is 10 x the nanites system, and you must have the system in place already.

Computing and electronics

Wet drive M - 320 first mu, 175 for second - 2

A Simple subdermal chip, rooted to the bone. Configured to hold 1Mu of data, though it isn't capable of running programs. Used by couriers, smugglers and hackers to hide information

Implanted Computer Ma - 1750 - D6+2

Has all of the abilities of an e-book, a full state of the art laptop level computer stored cranially. Has 6 Mu of active memory, 12 Mu storage. Usually comes with standard utility office software, spread sheet, word processor, notepad. Comes complete with an optic nerve splice, audio splice, actuator mouse in fingertip, subvocalisation throat mic for voice control. Can be linked into most cyber systems.

Implanted cyberdoc Ma - 3500 - D6+3

The cyberDoc is an emergency medic implanted into the chest cavity, linked via a series of biomonitors and nerve links into the body. Constantly monitoring your condition, the doc diagnoses and treats all your ailments. Holding a series of drugs and linked into your own immune system, it can inject drugs and trigger defences against disease and poison. If a toxin, disease, nerve agent, knock out drug, halluc or other blood agent is released into the body, roll a d10 1-3 full effect. The drug effects normally 4-7 half effect Automatic save vs its effects 8-10 no effect the drug is countered, and has no effect (This cannot counter external effects like tear gas or blister agents on the skin) Also adds +2 to all stun and death saves as it reduces pain, controls bleeding, reduces shock. If a wound reaches Mortal , the doc tries to stabilise it, using its skill of 10 +D10 The bad news is that the doc doesn't carry that much in the way of medication. Each effect (exposure to a drug/poison, boosted save) can only be used 3 times then it runs out and has to be reloaded. This is displayed on the Doc's dermal screen (reloading costs 100 per effect and is N surgery as it has a dermal reload port, but needs clinic care) Also acts as a Medical Biomonitor, and can be disabled by medics to stop it countering there anaesthetics. (+2 to the skill of anyone trying to treat you) Each new nano or biosystem you have installed must be added to the doc's memory (cost 50 at a clinic) or it'll try and counter them.

Implanted Battle computer Ma - 3000 - 2D6

Intelligent structure linked into all of your senses, your nervous system and your cyberware. Technical files and a body language co-processor are constantly evaluating the people surrounding you, and listing any obvious vehicles, weapons and cybernetics directly into your subconscious. The system can also make 'intelligent guesses' using peoples body language as to intent You automatically know where everyone is and what they're doing. Wired into thermographic vision or a millimeter wave radar pod this even works through walls. Effectively gives you combat sense, increasing your Initiative in combat and your awareness rolls. The basic system gives you Combat Sense +1, adding +1 to initiative and awareness At the start of each turn you can check to see how any enemies nearby are armed and how injured they are, as the system constantly updates this data into your brain. Wired into a smartgun, this also gives you +1 to hit. The system will also subtarget and illuminate the body location most likely to injure/incapacitate, based on your weapon, the targets mass and armour. Advanced battle computers devote more processor power to motion tracking and body language.

Dolphin brain M - 500 - 2D6 'Cetationware'

This cranial implant allows you to sleep only half of your brain at once. By resting for 8 Hours you can restore your body as if you had slept. During this time you are not unconscious, but still awake and lucid. Parts of your mind rest in sequence, so you are on 1/2 INT during this time, but you can still do minor activities without disturbing your rest.(like read, write, sketch)

Buzzer-pleasure centre stimulator

Limited use chip - 50 - One use, lasts 5 minutes Buzzer jack - 200 - battery operated, with built in timer Processor option N - 300 - 2 Implanted directly Ma - 350 - 2 Implant stimulates the pleasure centres of the brain. Pleasure sensations are better than any other source, as all other forms of pleasure are simple acts that indirectly stimulate the pleasure centres. As soon as this is activated, roll Cool 20 or be psychologically addicted. Loose all other psychological addictions (nothings better). Implant variable from 1 to 10. The level set at is added to COOL and subtracted from every other stat for the purpose of skill tests. MA 0 and you can't walk. REF or BOD 0 and you can't move. INT 0 and you can't string a sentence together As it's hard for any other sensation to get through, add the level to stun saves. (Can be linked to Mr Studd / Midnight Lady for extra effect)

Implanted death trancer

Processor Option N - 1200 - D6 Implanted Directly Ma - 1400 - D6 The implant lowers your vital signs, slowly slipping you into a death like coma. It takes D3 minutes from activation to enter the trance, which has to be of a pre-set duration It takes a Medtech roll of 25 to spot the lowered vital signs.

Bezerkoid pain stimulator

Processor option N - 1200 - 3D6 implanted directly Ma - 1400 - 3D6 Stimulates the pain and motor centres of the brain. Excruciating agony, but not paralysing. In fact, as the motor centres are stimulated, the user needs to act. Base brain reaction is to lash out in a psychotic rage at anyone or anything. No stun saves, No wound penalties, keeps going till the pain cuts out or they lapse into a coma and die Can't use any skills other that direct, violent action ones, like melee, brawl, dodge etc.

Muscle Alterations

Grafted muscle Level 1 Ma - 1000 - D6 +1 Bod
Level 2 Ma - 2000 - 2D6 +2 Bod
Custom +500 /level

A series of grafts , laying in vat grown muscle over the existing muscle groups , increasing your BOD and bulk. Well done, it just looks bulky. Badly done it looks like bad upholstery. The muscle tissue used is a vat grown Type O, and so every time you're injured you need a doc to patch the damage so it regrows properly.(about 200 and an easy medtech) Custom grown tissue cultured from your own muscle heals naturally and so doesn't need check ups Once they're grafted the tissue in, its yours and should be treated as yours. Regular exercise and a healthy diet is needed to keep the implant in top shape

Vat grown Muscle Replacement Level 1 Cr - 1500 - D3+1
Level 2 Cr - 3000 - D6+1

The major muscle groups are removed the replaced with vat grown augmented muscle. The new muscle tissue is usually a Type O group, laced with synthetic fibres and improved circulation. This is stronger than normal tissue, contracts better, is cleaner and more energy efficient. Density is higher, so it can absorb and cushion impacts Every time you're injured you need a doc to patch the damage so it regrows properly, costing 200 and an easy medtech roll Level 1 is +1 bod, not as obvious as grafted muscle Level 2 is +2 BOD makes you look bulky, like Grafted 1

Custom Muscle Replacement Level 1 Cr - 2000 - D3
Level 2 Cr - 4000 - D6

Cultured from your own cells , this is more in tune with your body, healing and growing naturally Mixing Muscle grafts and replacements It is possible to have level 1 in both systems, giving a +2 BOD. Law of diminishing returns means that while mixing a level 2 with a level 1 makes you look bigger, the muscles are hampered by there own bulk and you don't get more that a +2 BOD.

Speed grafts Cr - 1200 - D6 +1Ma
Cr - 2400 - 2D6 +2Ma

Increases the MA of the recipient by reworking the placement of leg tendons and muscles to make them more efficient

Bioware Implants

Nictitating membranes M - 400-D3

A thin third eyelid that flicks sideways across the eye +4 to save vs gases that effect the eye (tear gas). Also protects from eye irritants, pollution, smog, flying dust or grit and allows you to look underwater without itching. Extra 100 gets a photo-responsive filter added to the membrane, giving anti-dazzle protection.

Poison sac M - 1000 - D6

Plastic sac implanted into the body, which is filled with the drug of your choice via special adapter. Usually linked to an implanted weapon. Holds 3 doses

Poison Glands M - 3000+100x (one dose of drug) - D6+2

A Biological gland that makes the drug or poison of your choice. Implanted into your body, linked into one of your implanted weapons, or straight into your bloodstream for hardened drug users.

Water re-filtration Cr - 2500 - D3

A series of major alterations to the kidneys, liver and bowel. Whenever water is scarce, the system draws water from body wastes, expelling urea with solid waste. No urine, and you'll be leaving rabbit pellets (have a lubricant handy, as this can be uncomfortable), but you can now live for 9-10 days without water, rather than the 3 days it takes a normal person to dehydrate and die.

Feature alteration system Ma - 3500 - D6+1

System of small implanted gel sacs under the skin of the face, fixed to the skull which has been trimmed down to accommodate them. The implants in your chin, brow and cheekbones allow you to shift your features around, raising and lowering the cheekbones, fleshing out or thinning the cheeks, and generally alter your facial features. Adds +4 to disguise rolls

UV blockers N - 1500 - D3

Skin modifying nanites that alter melanin levels to block all UV exposure. Within 5 hours of a change in UV levels the system will have adapted your skin to protect you, significantly darkening it. After the levels drop, it takes a week to fade to your original colour.

Gyroscopes MA - 1000 - D6

Implanted in the ear, the gyroscopic balance system gives you perfect balance. Immune to seasickness and motion sickness, +2 vs. space sickness, +1 to 0G manoeuvres, +2 to Athletics for any balancing test Sexual Alterations Whenever technology increases, someone has to apply it in ways the inventors never even guessed at. Altering the bodies primary (or secondary) sexual characteristics is one field that the first reconstructive surgeons would be astonished by.

Reproductive Augmentations

Mr Studd / Midnight Lady M - 300 - D6

Series of neural implants in the base of the spine allow greater control of your own physiology. Instead of explaining what this means I'll just quote the Mr Studd tm advert saying 'All Night, every Night, And she'll never know' +2 Sexual performance Skill

Hardwired neurological response M - 350 - D6+1

Hardwired neurological response that saves you from having to fake it. Instead, pre-set stimuli trigger the programmed response, putting you on what the industry call a 'silicon ride' of pre-programmed sensations. This feels just as real as actual, but can be triggered at the touch of a button (choose your control method). Popular with 'Joygirls', porn stars and people with no spare time for a partner.

Increased Sex drive M - 500 - D6+1

Having and increased sex drive makes you more susceptible to seduction skills, more excitable generally, and more emotionally and physically active. -2 to resist seduction, Cool -1. Virtually insatiable Available as permanent (500) or switch-able (550 +control)

Decreased Sex drive M - 500 - D6+1

Gives you a Subconscious resistance to Seduction skills, and a strangely detached look at things. Sex drive is rooted into a lot of physical and emotional parts of the body, so user is a lot less emotional about things, but no ones really sure what it'll do on a case by case basis. Seduction skills are -2 harder to use and +2 easier to resist, 20% chance of Cool +1. Empathy skill rolls are at -1 Available as permanent (500) or switch-able (550+control)

Physical Augmentation

Surgical rebuilding, restructuring or tissue addition. Also altering the neural set up, increasing or decreasing sensitivity. Developed to repair birth defects and injury damage. Soon became a popular form of cosmetic Surgery (especially among insecure males). M - 300 - 2D6 +1 sexual Technique, mostly psychological After the 'Movie star' Billy Priaphus spent a fortune pushing the envelope of possible male augmentation into the realms of the ludicrous, unscrupulous bio-docs will craft you just about anything Customised augmentation Ma - 1000+? - 2D6+?

Reproductive Replacements

Biological. Ma - 500 - 2D6

Stock tissue from the organ vats. The doc's should really try and get the best match possible, and you should still be fertile, but the kids may not look like you that much. Buying cheap could get you almost anything or anyones.

Clonal Ma - 2000 - D6

Regrown from your own tissue samples, its 100% you. The culturing takes a long time (several months) but there is no chance of rejection.

Biomechanical Ma - 1500 - D6

Semi mechanical, semi biological. The reinforced vat tissues protect cultures of your own cells, ensuring you remain fertile and the kids are yours.

Cybernetic Ma - 700 - 2D6

There is always someone who wants a Superchromed Bioplast with extension options. Some of these are extremely bizarre, with flashing lights, 'buzzers' , speech synths or torches. Rumours (never substantiated) of implanted cyber-weapons, blades or tazers show you just how weird and sick some people can get Full Sex change Normally sex changes are used to correct the problems of people

who feel they were born the wrong gender, and as such are referred by psychologists and doctors. Cosmetic changes are frowned upon (and were once illegal) but are becoming more common as the demand from people with money who want the operations grows.

Basic Prep 1200, Surgery 3000 + 2100 hospital time

(Awareness 20 to spot). One month of hormone and gene prep, one week in hospital, two weeks recovery. Removes your existing physical sex and rebuilds what looks like the other. Includes Breast implantation or reduction. Does not alter your ability to lactate, patterns of hair growth and the sound of your voice. Recipient is sterile. The give away is the size of the hands and feet, which are not altered, and normally look out of proportion with the rest of the body. If injured, regenerative healing will undo this, and your old sex will try and grow back (slowly) Humanity Cost 2D6+2

Advanced Prep 2400, surgery 6,000 + 4200 hospital time

(awareness 25 top spot) Two months of counselling, hormone and gene prep, Two week in hospital, two weeks recovery. Includes Vocal restructuring, gene therapy, full biological internal and external organs. Alters your lactation ability, and patterns of body hair. Newly made females will not menstruate unless they take the fertility option. The size of hands and feet is altered surgically Can be fertile for 5000 (female) 1000 (male) extra (And guarantees the kid will look a bit like you) Humanity Cost 2D6 +D6 if fertile

Deluxe Prep 5000, Surgery 15,000 + 10,000 hospital time.

(Awareness 30 to spot) Four months of counselling, hormone and gene prep, one month in hospital, two weeks recovery. Includes Vocal restructuring that gives you a new voice print, Gene therapy that alters your chromosomal makeup and fully biological internal and external organs. This Alters your lactation ability (so newly made females will lactate if given the right hormones), Patterns of body hair are altered to match your new gender. Hands and feet look normal. Newly made females will not menstruate unless they take the fertility option. Can be made Artificially fertile for 5000 (female) 1000 (male) extra This uses genetic material from vats, and comes with a guarantee that the kid should look like you. To have your own tissue cloned with the Gender determining gene switched and the resulting organs implanted costs 10,000 for females and 5,500 for males. This guarantee's that any children you father/bear are genetically yours. Humanity Cost 2D6 +D6 if fertile

Castration

Simple castration M - 250 - 2

This leaves you physically intact but you cannot reproduce. (By removal of the Testes or Ovaries)

You also loose a lot of your sex drive unless you have the rest amplified. (Using seduction -2and resisting seduction +2)

Neural Castration M - 500 - D6

This severs the nerve trunks, removing all control and sensation from the area. Sex drive rages unchecked, and will result in either manic, violent behaviour or depressive, suicidal behaviour. Popular criminal sentence for convicted rapists, who are then put on a regime of suppressant drugs.

Physical castration M - 150 - D6+1

This simply cuts it all off / out. Legally used on sex criminals in some Southern US states (Televised on prime time in Brazil) Removes most of the sex drive and makes the rest of the drive pretty useless. As the State of Texas sadly found out, this will terrify a rapist, but a sexual psychopath will just get worse without a form of release and kill again...and again

Removal of all Sexual Characteristics Ma - 2000 - 2d6+1

Popular with some of the more androgynous and insane, this removes it all and grafts over the wound, reduces the Hormone levels to trace levels, adds replacement glands that release synthetic hormones with no sexual characteristics, rebuild the hips and shoulder into androdyn ratios, reshape the hands , feet and voice box, remove body hair and reshape the face to be adrogenous When the docs have finished, no one will have the faintest idea what sex you are without a gene test on the 52nd chromosome, or a detailed physical exam Gene alteration to remove all traces adds 500 to the cost

Electronic Sex Ma - 1000 - D6+1

Invented for use by victims of paralysation and cripples, this uses a dedicated neural processor to monitor and stimulate the whole body. When connected into another compatible unit, this translates your neuro-motor activities into touch impulses, sensations and pleasure impulses in the other unit. This causes the user of the other unit to respond with increased nuero-motor activity, locking you both in a neural feedback loop of pleasure and response until the signals react the maximum levels and discharge, resetting to zero. The unit connects the sexual responses without any of the limits of the flesh to slow you down. The units are normally set to mimic the biological limits, but this is easily reset to find the neural limits of the users body. Set on biological limits, this is as good as normal sex Set at the neural limits, this is Better. So much better in fact that the physical act looses interest (psychologically addictive with a difficulty of 20) The signal feedback can be linked by any normal interface, from a simple face to face with a jack cable, a cordless datalink or even a phone or 'Net connection. Teledildonics sites even exist to allow the users to meet and interface with anonymous strangers

EXOSKELETONS

Linear frames

Implanted exoskeletons, these are designed to give the user huge lifting power. Epsilon frames are Str 10 for strength feats, have 12 hours Endurance and add +2 to damage Alpha frames are Str 12 for strength feats, have 12 hours Endurance and add +4 to damage Beta Frames are Str 14 for strength feats, have 12 hours Endurance and add +6 to damage Omega Frames are Str 16 for strength feats, have 12 hours Endurance and add +8 to damage

Epsilon Cr - 4,000 - 2D6
Alpha Cr - 6,000 - 3D6
Beta Cr - 8,000 - 4D6
Omega Cr - 10,000 - 5D6

Implanted frames are very bulky and obvious, and are quite rare (popular once, now people jack into smart exoskeletons to work and leave the 'forklift man' look at work when they go home.) All of the suits work at a machine assisted REF of 8, so anyone wearing one with a higher REF suffers penalties to there actions.(half the difference, rounds all fractions up)

OTHER

Ambidexterity neural bridge Ma - 800 - D6

A series of brain implants designed to alter the balance of brain activity, allowing the user to use both hands equally well. Normally, if you are using two weapons at once your 'on' hand is at -1 and your 'off' hand is at -3. The ambidexterity unit balanced this discrepancy out, making you equally good with each hand and allowing you to use your on weapon at no penalty , and your off hand at -1. When doing two things at once like this, they must both be the same action at the same target. (for example, Hong Kong two gun style) If shooting at a different target with each hand, the penalty is -2, and both targets must be within your field of view(or more penalties) (Manufacturers deny any responsibility for personality alterations caused by this readjustment)

Optically independent ambidexterity. M - 600 - D6

A second implant used to upgrade a neural bridge, this allows your eyes to focus independently This works best with two cyber eyes. Each eye tracks with one hand, allowing you to literally do two things at once. You can only do this for your Cool rounds at one time, otherwise you'll get a blinding headache from the conflicting visual input. Biological eyes get terrible eyestrain in half the time (half cool) In two guns style, this allows different targets to be attacked at once with no penalty, but the weapons effective range is HALF as you have no depth perception.

Cyberneticaly Aided, Enhanced Or Implanted Armour

Skinweave

Using nanotech and a tailored diet, a series of alteration are carried out in the skin. Armour fibres are woven into the skins upper layers, giving it an increased strength and ballistic resistance. Lower layers of the skin have impact gel layers which become rigid under impact, spreading any impact over a larger area and so reducing the penetrating power

- Sp 1 N - 800 - D3 30 to spot
- Sp 2 N - 1000 - D6 30 to spot
- Sp 3 N - 1500 - D6+2 25 to spot
- Sp 4 N - 2000 - 2D6 25 to spot
- Sp 5 N - 2500 - 2D6+2 20 to spot
- Sp 6 N - 3000 - 3D6 20 to spot

The armour is soft enough to cushion most hits, but every penetrating hit damages the skin weave so it has to be repaired. Every time you take a serious wound or worse, the skin weave needs a repair of N - 500 - 0 Until repaired, The damaged locations SP is one point lower for each Serious wound taken

Skull Sheath CR - 5000 - 3D6

This is a series of titanium plates bonded into the skull and extending down to cover the base of the skull and the neck, forming a solid armour plate protective helmet.
The full treatment gives the skull an SP of 14, capable of stopping most handgun bullets dead. To keep the facial features articulate, the face is only SP 8, and the weak spots are still the eyes, nose and mouth, with only Sp 2. The sheath is Difficulty 30 to spot without medical examination or scanners. Repairs are needed whenever the sheath is penetrated, and as this involves opening up your skull and pulling the shrapnel out of your greymass, its a Ma - 800 - 0

Spine sheath Cr - 5000 - 3D6

This is a series of armour panels wrapped around the spine, supporting and reinforcing it with a second articulated spine. The treatment gives the spinal column an SP of 14.

Any damage to the spine will first have to tear up the sheath, as it prevents the twisting and shearing of back breaker moves, stops bullets and cushions impacts.

If anything does get through, you need a repair of Ma - 800 - 0 to fix it. (and a wheelchair). In combat the sheath doesn't do much, as most bullets damage the fleshy parts of the torso. The sheath gives full SP vs attacks deliberately aimed at the spine, Half SP on any melee attacks from behind and helps protect the neck. (Blunt blows to the neck or sharp attacks

from behind get the half SP value defending them)
If a bullet would hit your spine (1 in 10 for a torso hit) then it has to do at least 6 damage (3 from behind) before it reaches the spine. The spine sheaths SP opposes the rest of the damage. (kind GM's may say that Critical hits have a 3 in 10 chance)

The Real use of the Spine sheath is connecting Cyber or Biomech limb pairs into a reinforced skeleton. All to often, people with over pumped arms and legs try and lift the limbs max (a small car) and find that they aren't supported in the waist. The resulting spinal injury folds them neatly in half with a brutal SNAP.

With a Spine Sheath, you can take the pressure of lifting your Limbs Max Press with little worry. (Add half again (150%) onto the lift and Max Press statistics of someone with Cyber arms, Cyber legs and a Spine Sheath. If all limbs have Myomar, Double it. Hydralics in all limbs triples it)

Boneplates Ma - 1200 - D6

These are subdermal armour plates set inside the body to protect vital organs. Arguments vary as to whether they are any use, but if one of these stops a slug over your heart, you'll thank them. Then, of course, you can appreciate the problems the plate caused at your leisure. Torn tissue, widespread bruising and blood pooling in internal tissue tears all make the wound more difficult to treat and take longer to heal.

The Plate SP is 5, but this is only used on penetrating hits that will effect that organ. Once the wound is stabilised and healing add 5 to the damage for healing times only.

The plate is resistant enough to only need repairs if punctured, with an M - 300 - 0
If a round wounds locations 2 or 3 and does more than 4 damage, it penetrates deep enough to hit the plates. Oppose the remaining damage vs the plates SP5. Any damage that penetrates is treated normally.
Note that even if the plate stops only a 1 point attack the healing times always go up 5 points.

Dermal armour M - 500 - D6

Armour plates bonded onto the skin, like the skin of an armadillo. Much more obvious than skin weaving, but the plates do provide a lot more mass to absorb impact damage.
Dermal plates can be grafted onto any location, although having an armadillo like face is generally bad socially. The plates use a hard upper layer of flexible bullet proof fibres meshed into a bioplastic support matrix, with cushioning under layers.

As the plates are sectional, each of the ten hit locations on the location table can be armoured separately at SP 8
The plates are obvious if the location is exposed, and facial plating lowers Attr by 2 Repair work on puncture wounds is a N - 100 - 0 slap on skin patch that melds with the dermal over time

Subdermal Chest Armour Cr - 5500 - 2D6+1

Heavy Armour Cr - 6000 - 2D6+2

An implanted bullet proof vest, resting under the muscle layers of the chest, cushioning and protecting the ribs and vital organs. The chest is the only location really suited to this level of protection as its fairly rigid with no major joints, and has a lot of bone to anchor it to.

The subdermal armour is EV 1 and Sp 12. Anyone watching you probably will not spot it, but if you're searched it's a difficult to spot. Some solos can spot one of these just by the way you walk (difficulty 30 to stop on sight, 20 on a search) If you really want to look like a walking house, there is a heavier version which is EV 2 and SP 14,.This is easier to spot, only a 25 at sight, 15 if searched. Both vests have EV's , which are pretty much permanent from when they're implanted. Its advised you practice your Armour Use skill and get used to operating with the Encumberence.

Torso plate Cr - 10,000 - 3D6

Heaviest armour available cybernetically, a breathable bioceramic armour woven onto the dermis of the chest like a carapace. Outer layers are overlapping hard plates, with inner layers that are soft and flexible. If the armour is penetrated, the under layer will seal off the wound, but the upper layer will have to be cut free and replaced surgically (M - 1,000 - 0)
The Armour is EV 3 and Sp 20 with one point of T1 trauma protection

Cowl Ma - 2,500 - 2D6

The Cowl covers the back and sides of the head, with ports for ears and a flexible neck guard. The cowl is a fairly simple augmentation, and although you loose your hair the cowl has gaps allowing normal ears. SP is 20, with No EV. (of course it does not protect against face shots) You can have tech hair implanted into the cowl, making it difficult to spot, and allowing you to look vaguely normal. Any hit that penetrates the cowl is serious bad news and you may not live to pay the M -500 -0 repair fee.

Face plate Cr - 4,000 - 4D6

Similar to the torso plate, this covers and protects the face from the hairline to the flexible throat plates in the neck. The faceplate is a very serious alteration, taking a lot of work.

The SP is 20 and in only protects against face shots
One advantage is that you can put any face you want onto it

Basic faceplates are stiff and immovable, able of conveying only basic emotions Attr -2, HC +2
Advanced faceplates are capable of a full range of human emotions Attr -1, Hc +1 cost +500
Customised faceplates look and act like the wearers original features Attr -0, HC +0 cost + 1000
Exotic faceplates can look like anything the user can imagine Attr -2, Hc +D6 cost + 1000

Armour weave M - 6,000 - 4D6

The Heaviest skin weave available, this combines a heavy duty skin weaving with dermal armour and muscle and bone lacing elements. The body is interlaced with impact fibres, giving the whole body a firm, almost solid texture. The dermal skin weave armour is linked into this network of support fibres. Provides a +1 to BOD and a full body SP of 12
There is no way you can conceal this sort of augmentation. the skin appears plasticy and fake, and has an unusual firm texture. Repairs are fast and easy, as a synthetic skin slap patch is glued over the wound once its treated, and it slowly is absorbed into the weave. N - 200 - 0
Until repaired, The damaged locations SP is one point lower for each wound taken

CyberPlastic Surgery

Cosmetic alterations

Many People can't see how altering or changing your appearance can have a lasting effect on the human personality. Isn't it something we do every day with our cosmetics and clothes?

Attractiveness Increase

Most of the work of an ATTR increase comes from remaking the face, as that's where the alterations will really show. The rest of the body can be surgically biosculpted toward a physical ideal quite easily

Quality

Poor quality work gives you a plasticy, fake look. WallMart surgery, you'll end up a Bimbette gameshow host or stereotype surfer muscle hunk
Average To spot you've had work done(15)
Cost x ½

Average quality work makes you into a generic clone of whoever and whatever's famous at the moment, a montage of famous faces and ideals
Difficult to spot you've had work done(20)
Cost x1

Good Quality comes from an artist rather than just a surgeon. The features are designed with your face in mind, rather than a generic average.
Very difficult to spot you've had work done(25)
Cost x 3

Exceptional quality work is a true work of art. Taking the facial structures best features, carving out the faults and rebuilding from the ground up, the surgeon creates a new, better you.
Near Impossible to spot you've had work done(30)
Cost x5

Healing takes time equal to you recovering from a 5 point wound per Plus One ATTR point

Basic Cost based on New ATTR score

New ATTR	Cost
One to Six	600 eb
Seven	900 eb
Eight	1,200 eb
Nine	1,500 eb
Ten	2,000 eb
Eleven	5,000 eb
Twelve	10,000 eb

This cost is PER POINT, so you have to pay for each step

As you can only push what you've got so far, you cannot increase Attractiveness more than 5 points. For the medically inclined, you roll Tech + Medtech +D10 vs. a target number of 5 +5 per +1 ATTR you're adding to perform the surgery.

Then you have to roll Int + Expert (facial design / Art) +D10 for the difficulty that people have to beat to spot that the work has been done.

Humanity cost

Total ATTR increase	Humanity Cost
+1 Attr	D3
+2	D6
+3	2D6
+4	3D6
+5	4D6

Attr Decrease
well, someone wants it.

Facial mutilation with a straight razor and a local anaesthetic will take your ATTR down D6 easily, and if you really keep going even more. Minimum ATTR is 0, and you'll probably need a hospital before you can carve that low.

If you want to stay normal, just less attractive, surgery costs 600 per point lost, no minimum stat except the surgeon's ethics or bank balance.

Change appearance
A face change is a fairly simple operation, using surgical lasers and collagen injections to alter the shape of your face. The more you pay the more they alter,

The Difficulty to recognise you controls the cost

Difficulty	Cost	HL
Average	1200 eb	2D6
Difficult	2400 eb	3D6
Very Difficult	3600 eb	4D6
Near Impossible	5000 eb	5D6

This is also a perfect opportunity to have ATTR alterations

If you want to, you can have your face altered into that of someone famous, living , dead or fictional.

Biosculpts

Ethnicity Change - M - 1,000 – D6
Skin colour alteration and cosmetic modification of features allows you to take on the racial characteristics of any ethnic group you feel like.

Height alteration - Ma - 800+ - D6
By adding or subtracting from the long bones in the body, its possible to surgically alter your height by several inches, up or down.
The surgery costs 800 just to open you up, and +1000 per inch you want adding /subtracting

Frame alteration - Ma - 1200 - D6
By altering the proportions of the body and the resting pattern of the muscles, the users frame can be altered, making then look stocks, thin, fat, endomorphic, ectomorphic or mesomorphic

Hair implantation - M - 1,200 - D3
By culturing hair follicles in vats and implanting them into your skin, its possible to 'seed' you a new head of hair that'll grow naturally. Mostly used to cover male pattern baldness, this can also be used anywhere on the body. (in new and unusual ways)

Horns - Ma - 1600 - D6
Grafted into the skull, implanted horns have little use, except to make you look unusual. That's why people like them. Head butts do get a +2 to damage but fumbles could shatter your horns.

Exotic facial rebuild - Cr - 5,000
Rare and unusual, the facial rebuilds allow you to take on the facial features of an animal, or anything you can come up with. Mostly used to weird people out by people that are weird themselves.

Tail - Cr - 3,000 – D6
Vat grown tails grafted into the nerve trunk at the base of the spine. Capable of holding about half a pound, useless for gripping (they are in no way prehensile, at most they curl like a cat's tail)

Stance alteration - Cr – varies – 2D6
Shift the stance from bipedal to partial quadruped - Cr - 7,000
Shift the stance from biped to full Quadruped - Cr - 10,000
Partial quadrupeds move on all fours, but can sit up on their back legs to use their hands. This allows them to use most Ref and Tech skills if they don't move

Full quadrupeds cannot use most of there manipulation skills without help

Hand alteration - Cr - 8,000 (pair) – 2D6

> **HoovesNo hand based skill use. Punch attacks do D6+2**
> **Claws-2 to skills, D6 damage with a claw swipe**
> **Paws-2 to skills**
> This is a strange thing to do, but people can get very strange. Surgically stripping down the hands and rebuilding them with vat bone and tissue into another shape is costly and rather hampers most of your manual dexterity based skills.

Foot Alteration - Cr - 8,000 (pair) – D6+1

> HoovesKick/stamp attacks do 2D6
> Pawslike a cat's, with small claws
> ClawsBig combat worthy claws, from big cats or reptiles. D6+2 damage
> **Digigrade Just alters the leg shape, costs 3000.**
> All of there require reworking the legs into a digigrade shape, reducing the users MA by 2 (this is included in the listed costs). Digigrade legs make the recipient appearsto be walking on tiptoe, as the leg has two 'knee' joints, like a dogs.

Skin GraftsMa - 10,000

> The whole body is skinned and reworked with monoclonal animal hides grown in vats of shark collagen polysaccharides.
> All forms of animal fur are available, as are some of the finer animal scales (mostly snake)
> More exotic materials can be cultured on demand

C Y B E R - O P T I C S

Cyber eye Ma - 2,000 - 2D6

> A standard mechanical cyber eye can hold 4 options Deluxe or custom made cyber eyes can hold 5 or 6 options A Bio-mechanical eye can hold 2 options (deluxe hold up to 4 options)
> Implanted chips on the optic nerve allow simple systems to be installed, for instance times square, target scope, clock, anti dazzle and connection with other systems for Ma - 250 - 0

Opti-Shields M - 1350 - d6+2

> Mirror shade implants that sealed the eye sockets , SP 8 and immune to tear gas Can take 2 options and can be used with real or cyber eyes

Mono-optic Ma - 1650 - 3d6

> six options in a visor set across the nasal ridge, giving 180 0 vision arc and 2250 peripheral vision. +1 awareness for spotting things, and +2 against stealth and ambushes due to the peripheral boost

Optic mount Ma - 3000 - 4d6

> Mounts 5 optics. Either as vision slit or cluster on the face. Each optic can run 4 options

Sensory Boom M - 500 - 3D6

> A sensory extension, a lightweight extendable armature with a cyber optic in the tip, under a retractable dust shield. Usually mounted on the head, on in cyber limbs.
>
> The optic can take the normal four options.
> Used to look over or round cover without exposing yourself to incoming fire.
>
> Traditionally a Manga style 'Rabbit Ear' or a Crab like 'Eye stalk'.

O P T I O N S

Image enhance N - 300 - 1

> Image enhancing software, picks out and sharpens detail. +2 awareness

Tele optics N - 150 - 1/2

> The eye functions as a x30 zoom or scope

Micro optics N - 150 - 1/2

> The eye functions as a microscope

Anti dazzle N - 200 - 1/2

> Eye compensates for flares and sudden flashes of light, stopping the user from being blinded

Thermograph N - 200 - 1

See using heat patterns, allowing you to see hot spots against cold spots, eg guns against flesh, people through walls, fires inside houses and hot engines in stationary cars. Usually run in a false colour spectrum, with red hottest and blue coldest, but it can be overlaid onto normal vision , highlighting hot objects with a pink glow.

Infra red N - 200 - 1

See using the infra red part of the spectrum. As this is radiated by most hot bodies, most places will be in IR twilight. Using an IR flashlight allows you to see as well as daylight.

Ultra Violet N - 200 - 1

See using ultra violet part of the spectrum. used with a UV flashlight or fluorescent marker powders

Low Light N - 200 - 1/2

A light amplifier, this increases the sensitivity of the eye so that you can see with only a tiny amount of ambient light. Distant street lamps or LoGlo is enough to light the scene as bright as day. Useless in total darkness (a very rare thing), but even underground a glo-stik can make Low light see as good as day.

Colour shift N- 300 - 1/2

The iris can change colours at will

Target scope N - 400 - 2

An optical feed targeting system adds +1 to hit with a smartgun, and gives you a targeting crosshair point in your line of sight

Times Square N - 300 - 1

A scrolling marquee digital display across the bottom of your field of vision, which can be used to display information from any system its linked to

Micro video N - 300 - 1/2

Can record 20 minutes of digital video on the chip in eye, or longer if linked to an external unit via interface plugs. Usually the video is downloaded from the eye via plugs, but some units extend the eye and manually unload the chip (quite gross and HC 2)

Digital camera N - 300 - 1/2

Can take 20 still images on the internal chip. Usually the images are downloaded from the eye via plugs, but some units extend the eye and manually unload the chip (quite gross and HC 2)

Dart gun N - 200 - 2

The dart gun is front loading via the expanding iris. The Dart has a 1m range, and does D3 damage. Its usually poisoned. The system is one shot and takes up 3 options

Mace spray N - 200 - 2

The eye has a chemical sprayer capable of a 1m jet. The one-shot pressurised cartridge system takes up 2 options, and reloads frontally via the expanding iris.

Dodge ball N - 440 - 1

A complex Body language pickup system that allows you to determine patterns in peoples actions. By watching someone fight for 4 rounds you get +1 to hit in close combat against them. The eye can remember ten opponents at a time.

Transmitter N - 330 - 1

A 2 km range full colour broadcast quality video transmission 4 options

Video imager N - 350 - 2

Allows you to see TV quality images in your eye. They appear as if the screen was floating in your field of view about half a metre from your face. Takes 2 options

Times square + N - 500 - 2

A chipped visual recognition system. Linked to a database the T2 looks for pre-set visual cues and loads the relevant database entry 3 options

Built in flash N - 150 - 1

Eye lights up with powerful white lights, illuminating whatever you're looking at. Range is only a few metres. 1 option

IR flash N - 250 - 1

IR eye lights, illuminating whatever you're looking at with IR. 1 option

UV flash N - 250 - 1

UV eye light, illuminating whatever you're looking at with UV. 1 option

Laser illuminator N - 500 - 1

A high power mini-laser acts as an in-eye laser designator. Used offensively, the laser is powerful enough to dazzle and cause retinal damage if shone into someone's eye Takes up 2 options

Fake Retina N - 1000 - 1

Retinal falsification is Highly Illegal and very much in demand. The basic alterations to a cyber eye that allow it to masquerade as a biological eye cost 1000. The process of mimicking someone else's retina is much more expensive. First you need the person or a picture of the retina (or the eye itself, a much more gruesome option), then a forger, who will charge 20,000 or more depending on the quality, time etc. 1 option

Clock chip N - 50 - 1/2

Tells you the time, all of the time. A small four digit display in the lower left hand side of your vision showing the time (usually in the 24 hour clock) 0 options

Augmented peripheral vision N - 200 - 2

The increased field of view adds +1 to awareness checks and +2 vs. surprise close attacks from the side or rear. 1 Option

Motion tracking N - 350 - 2

Usually interfaced with a smartgun system, this tracks the progress of a moving object and marks out its probable path. Without smart guns, this just halves the moving target penalties for simple linear movements. With a smart gun interface, this negates all moving target penalties for simple, linear movement and halves the penalties for all others. The system works best with objects moving in a straight line at fixed speed, like planes or sprinters. 1 option

Trip ball. N - 500 - 1

Turns the patterns of incoming light into a series of mood altering psychoactive impulses, allowing you to get a legal high from traffic lights. Usually reduces aggression and mellows the user out, but can cause random and dangerous mood swings, especially in light conditions the user isn't used to. When active the user gets +1 Cool and -1 to all skill roles. One option

Altered persistence of vision N - 450 - D3+1

An unusual system, allowing you to see the scanning line instead of the TV picture, the flicker of a cine film rather than be fooled into thinking that the figures are moving. You can see clouds move, see things moving that are too slow for normal vision to see. It alters your view of the world. You no longer see motion blurs when things move fast, you see the thing move in detail. +1 to perception tests involving very fast or very slow movement. You can also see subliminal images in TV or video footage, and so are less effected by them (+5 to resist)

Cybernetic Weapons

Scratchers. Vegas Rat Diamond fingernails M - 200 - 2d6

Artificial fingernails with razor sharp edges. Quite a popular thing when the Vegas Rats were in the news. Now, out-moded and fairly useless, as they aren't retractable. One absent-minded scratch could cost you an eye
Single nail does d6/3
Whole hand does D6
Protective covers cost you 5 per hand (1 per finger)

Rippers, finger razors Ma - 400 - 3d6

Retractable blades in the fingertips, that slide out from under the fingernails.
Bioplast sheaths are bonded into the finger bones, with the slider muscles triggered by neural actuators. Blades are 4cm long, double-edged scalpel blades

A Single blade does D6/2 damage
Slashing with the Whole hand does 2d6 damage
The blades can be removed for maintenance and repair by pulling when extended

Wolvers, Spurs, Bigripp, Bonespikes Ma - 600 - 3d6+1 (750 for bonespike)

Larger blades operating on the same principle as the rippers. The sheath is bonded onto the bones of the forearm, with the blade sliding out through a bioplast sealed slit in the back of the hand. The tendons are pegged back to keep them safe from the blade.

Single blades (spur, bigripp) are triangular cross sectional, so they can slash and stab Damage 2d6+2
Wolvers are made up of three smaller blades held parallel, each one doing d6 damage Damage 3 x D6 (3D6)

Bonespikes are cultured from your own reinforced bone (invisible on metal detectors) Damage 2D6

Fingerbolts M - 250 - d6

Reinforcing bolts implanted in the hand, increasing damage with punch to d4+1. Can't spot them without scanners

BigKnuks m - 500 - 2d6

Reinforcing and armouring the knuckles, increasing damage with punch to d6+2. The whole hand looks swollen, particularly the knuckles, where the skin armour plates on the knuckles look pale milky white

Knucklestuds M - 150 - d6+1

Metal implant studs on the knuckles, available in a variety of shapes and sizes. Increases your punch damage by +1 (More of a fashion statement than a weapon for most of the kids with them.)

Blockbooster M - 350 - d6 /per pair.

Subdermal armour plates with nanotech lacing of the skin. Used to reinforce the blocking areas of the body, the forearms and shins. +1 to Block rolls per pair, max two pairs..

Monowhip M - 1,200 - 3D6

Concealed as a prosthetic thumb tip, weighted with high density ceramics Ceramic reel of monowire sprung to retract against the swinging force of the tip. Gives a very sharp, near invisible cutting blade up to several metres long. Can be used with the Melee skill, but any fumbles do normal damage to the user. Has its own specialised skill, Monowhip, which is Ref based and used in place of melee if using a 'whip. If fighting using the monowhip skill then fumbles are treated normally

WA is +2 due to the speed and reach of the weapon 3d6 damage +d6 per two levels of monowhip skill. (Maximum damage is 8d6. Beware of techno-ninjas)

Stinger M - 400 - 2d6+2 (N if in cyber ware)
Stingers are bioplast shielded needles which extend to stab and inject. They can be implanted into flesh or hidden in cyber ware. Usually connected to a poison sac or gland . Cyber needles can be connected to a canister holding 5 doses (no option space) or 20 (one option, 5 doses of 4 chemicals, switch controlled)

Unvenomed, they do 1 point of damage if used to stab. To punch through armour, they do D6+damage bonus damage for the purposes of penetration only. Soft armour is halved.

Rules for Bite fighting.
Biting isn't the best way of fighting, so in a normal melee, a bite attack is at -3 to hit. If you can grapple this penalty doesn't count. Also ignored if you have surprise. Still, Bite fighting is the realm of psycho's, specialist sportsmen and Vampire wannabe's. Not that that's a bad thing, mind.
Unaugmented teeth do 0-1 damage (D2 -1) plus half you Damage Bonus.

Filed teeth N - 50 -D6
The mark of serious body-mod freaks, urban primitives and psycho's. Can be done at home with a file (Easy roll on first aid or you wreck a tooth and this REALLY hurts). Hurts like hell anyway, but that's part of the 'experience'.
BiteDamage is 1 point

Ceramic Teeth M - 250 - D3
A full set of ceramic teeth bonded into your jaw. Common among fighters and the elderly. Never get toothaches and the teeth have to be fractured loose by breaking the jaw.
If used on a Bite, Damage is 1 point only

Vampires M -400 -2d6
Overlong canines, either cast ceramics or tooth bud transplants. Obvious and scary
D2 damage

Retractable vampires Ma -600 - 2d6+2
Extendable canines that retract up into the jaw when not in use. Concealable
D2 damage

Shark grin M - 500 - 3d6
All of the front teeth are replaced with sharp pointed ceramics, giving you an unnerving grin
D3 damage

Poison injectors N - 200 +sac or gland cost - 2
Tooth implant option
Hollows in the canines inject poison or drugs when bite. The buyer chooses to combine this system with sacs or glands, and what to load

Poison sac M - 1000 - D6
Plastic sac implanted into the body, which is filled with the drug of your choice via special applicator. (like an eye dropper)
Usually linked to an implanted weapon. holds 3 doses

Poison Glands M - 3000+100x (one dose of drug) - D6+2
A Biological gland that makes the drug or poison of your choice. Implanted into your body, linked into one of your implanted weapons,

Carbide Cutting Edges N- 500 - D3
Sometimes you just have to bite off more than you can chew. The carbide edges are covered with synthetic enamel so you don't lacerate your mouth. When you bite down on something hard they come away, ready to let you bite.

The edges are sharp and hard enough to scratch metal. You can now chew your way through anything you can get into your mouth that is softer than the carbide tool steel edges of your teeth. (Use cumulative bite damage vs the SP and SDP of an item)

You could bite fingers off like breadsticks, or chew through the chain of handcuffs, given time and opportunity.
Armour is halved

BiteBooster M - 200 - D3
A selective muscle reweave that boosts the strength of the jaw muscles with threads, allowing you to bite down harder and reinforces the jaw to take the strain.

All bite damage is increased one die, So 1 pt becomes D2, D2 =D3, D3=D6
A bite with normal teeth will now do 1 point of damage

Cybersnake Cr - 2,500- 4d6
One of the smartest and sickest of cyberweapons, the Cybersnake is a 1.5m long telescopic tentacle mounting a boring head, stored in a chest cavity unit. The Unit is deployed out of the mouth.
When in use, the throat is distended and the tongue swallowed downward into a prepared bioplast sheath in the upper chest, then the snake slides up from the chest cavity. The Snake itself is coated in a non-stick coating and an inert lubricant gel, making it hard to grip and also easy to clean after use.
No one organisation has been proved to have invented this ingenious death machine, but they are available on the black market at high prices.
The unit is well concealed, and cannot be detected by visual means. Sensors will only show the unit, not the biological modifications unless MRI is used.
Under Surgery, the unit is programmed to defend

itself, even if the user is unconscious or dead. (It attacks the Medtech using normal skill)

The weapon can be carried through almost any security system without causing an alarm.

Damage is 2d6 and the systems basic Skill is 10 +D10.
Extra skill (up to 20 +D10) can be bought at 200 per+1
Extra damage costs 500 per +1 (to a max +3). +3 can be taken as +1D6 at buyers option

In Melee, can be deployed to Rake the opponent . Lashing out at melee ranges, it does 2d6 damage on a hit. On a Critical the weapon drills through a weak spot and gets an Eviscerate result.

The Eviscerate effect. Either by getting lucky in melee or getting up close and personal with someone who doesn't know you've a snake riding inside you, you can deploy the snake directly into them. This does Double Damage (usually 4d6) ignoring armour each turn. Once its done it deadly work you pull it out, wipe it down and retract it. When in use, you can't talk, and can hardly breathe.

If you've got a snake drilling you, you want it out. Struggling can pull it free, so use the grapple rules for holds and escapes. As the snake is muscular, slippy and drilling, it gets +4 to the roll. If you escape then you get the snake out so it doesn't drill you the next round.

Whip Ma - 475 - 2D6

A flexible steel cable 2.2m long, made of articulated segments. When retracted the segments telescope together for ease of storage . In melee, you can whip for d3 damage, or you can try choke and grapple attacks. The base of the whip is rooted into the body, usually the long bones of the forearm so it can be swung with force , so it can take your weight for pulling and swinging. An emergency quick release is included (in case you get it trapped in a crusher or something)

A Bladed Whip, with sharp edges to cut on a lash costs + 200 more, +1 HL and does 2D6 damage

Tentacle Ma - 700 - 3D6

The bigger, smarter brother of the Whip, the Tentacle is cored with muscle filaments, allowing you to move the tentacle as part of your body. The smart system adds +2 to all melee checks with the weapon, with the same moves as a whip; Slash for D3, grapple and choke.

A Bladed Tentacle, with sharp edges to cut on a lash costs +250 more, +2 HL and does 2D6 damage

Smart Wires M - 300 - 2D6

These are the baby of the flexweapons, but are still nasty. Small spools of razor edged muscle fibre allow these cables to reach out up to a metre from the user, lashing and stabbing them for D3 damage. They are smart enough to scratch over the surface of hard armour, looking for the weaker, softer spots to dig into. A critical hit allows them to ignore worn armour, doing D3 damage.

The nasty thing is that they are semi smart, clever enough to be linked together with other smartwires into one attacking group. Neural controlled, they can be used to lash out then retract (useful for poisoned wires) or release and wrap the target (after hits and damage are rolled, the wires grapple with a Str of 12 +2 per wire gripping, D3 damage each round you try and get free)

Wa is +1, range 1m and up to five wires can be used as a single 'weapon'. They must all be able to get to the target (on the same facing of your body) and get another +1 to hit if they are all on the same location. Roll for each wire.

The Wires have two modes, the normal attack or an entangle. You must choose which is used when they are activated.

Entangles are special in that the wire is released from its spool, continuing to attack for another 2 rounds on internal power and freeing the user to attack normally.

Retracting ejected entangle wires takes about 30 seconds per wire

Poison sacs and glands can be used, but one is needed for each wire.

Cyberlimb Only weapon:

ChainRipp

A near full-size Chainsaw built into your cyberarm. The motor is housed in the forearm and the chain extends out from the back of the wrist.

Damage if used as a weapon is 3D6, Takes 3 spaces in a cyberlimb.

The Chain and support is retractable, but takes one full round to deploy before it can be used properly as a weapon.

New SpeedWare for the Discerning Punk

Wu-Tek HardWired   Top of the line in SpeedWare cybernetic enhancements... WuTek!

Hardwiring directly boosts the recipient's initiative by a drastic sum. With 200% Boosting the target is capable of up to four times the speed and activity as a normal person within a limited time-frame. Because of the massive increase in reaction speed, Hardwiring also has a massive cost in both euro and humanity of the target, as they seem to live in another world where there is just more time for everything, but it must be done so much quicker. Luckily Harwiring can be turned off, allowing for almost a normal lifestyle between actions. Activating hardwiring takes under 3 seconds, and the only time it does not affect the user's initiative is in ambush situations.

Hardwiring 50% Boost	5,000eb	3d6 HL	+1d10 initiative
Hardwiring 100% Boost	10,000eb	5d6 HL	+2d10 initiative
Hardwiring 200% Boost	20,000eb	7d6 HL	+3d10 initiative

Owari HardWired   Owari! Number Two in Speedware, just as fast but not as friendly!

When the military first experimented with Speedware, they decided that a control was required before releasing such enhanced soldiers back into the civilian world. This control was established in the format of a customized chemical trigger which had to be inhaled or injected before the Boost would enable. Within 1½ seconds of the drug's use, the full effect of the Hardwiring is experienced for a D6+1 minute period. Unfortunately the Owari trigger drug was quickly stolen and duplicated and is available on the Streets as HardFire for approx 2eb per hit.

Owari 50% Boost	2,500eb	3d6 HL	+1d10 initiative
Owari 100% Boost	5,000eb	6d6 HL	+2d10 initiative
Owari 200% Boost	10,000eb	8d6 HL	+3d10 initiative

Synaptic Accelerators   It's fast AND Empathy-Friendly! BioWared for Speed!

Using a nanotech regimen, the nerves along the spine and inside the brain are lengthened, reducing the amount of time required for a signal to transfer from one location to another. This is the least damaging Speedboost to both the body and the psyche.

Stage I Synaptic Accel	2,000eb	1d6 HL	+1d6 initiative
Stage II Synaptic Accel	5,000eb	2d6 HL	+2d6 initiative

Rocket SpeedBoosts   Baragain-Basement-Borgs Rejoice! It's fast and cheap!

The newest in Speedware, Rocket Performance CyberTech has followed up in it's usual style, producing mediocre cyberware to fulfill the budget borg niche. With a Negligeable surgery, a budget borg can upgrade his Rocket from one level to the next by only paying the difference in price plus 500eb.

Class 1 "Rocket One"	800eb	2 HL	+1 initiative
Class 2	1,500eb	3 HL	+2 initiative
Class 3 "Rocket On"	2,00eb	4 HL	+3 initiative
Class 4	2,500eb	5 HL	+4 initiative
Class 5 "Rocket Steady"	3,000eb	6 HL	+5 initiative

Neo-Myelin Sheathing   Better than Mother Nature, it's Biotechnica to the rescue!

Myelin is the protein compound that blankets your nerve cells and prevents interference with the neural impulses traveling through them. Neo-myelin does the same things, only better. This improved biopolymer sheathing increases transmission efficiency, and cuts down on bio-electrical interference. Cannot be combined with any other Reflex boosting. Provides +1 REF, +1 Initiative and makes the user immune to the effects of EMP weapons on non-cybernetic parts (no twitching cockroach or blinding headaches)

Neo-Myelin Sheathing	9,800eb	2d6 HL	(MI) +1 REF, +1 Init.

New BodyWares for the Discerning Punk

DermalMesh — The all new skinweave replacement!

At it's simplest, DermalMesh is a cybernetic version of skinweave, as such it cannot be combined with skinweave and it also combines poorly with Subdermal Armours (see below). DermalMesh is a "mesh" of monowire-based filaments layed into the inner dermal layers of the client. The mesh is normally layed with aproximately 1.5mm to 2mm between mesh lines (depending on location on the body, with meshing being up to .5mm apart on the chest and as low as 2mm apart on the armpits and throat). The mesh almost completely resists any attempts at cutting or tearing, and therefore is excellent protection against blades and monowire attacks. The mesh helps reduce deformation to tissues caused by blunt impacts, but only to a limited amount, and is next to useless against bullets and shrapnel, which tend to push individual filaments out of the way on their way into the target.

Slashing Blades	SP = Rating x 5
Blunt Weapons	SP = Rating x 2
Bullets over 8mm dia	SP = Rating x 2
Bullets 8mm dia and under	SP = Rating x 1
Flechettes & Needles	SP = 0

Currently DermalMesh is available at up to Rating 5, with ratings 1 and 2 being Major Surgery and Ratings 3+ being Critical Surgery. DermalMesh in locations over Subdermal Plating are considered to be at half-rating. Regardless of the SP rating given below, any blow which strikes against DermalMesh will cause at least 1 point of damage since the Mesh is below the outer skin layer.

DermalMesh	1,000eb	D3 HL	Per Level of Rating (max 5)

Wrist/Arm Reinforcement — That new gun just pack too much kick? Check this out!

Localized muscle and bone lacing, using special crystal matrices in the bones and muscle build-up polymers acually increasing the strength of the wrist and forearm areas. This cyberware allows the owner to use firearms as if his STR/BOD was 1 or 2 points higher, as well as being able to do an additional 1 or 2 damage with bare-hand crushing attacks. Other potential (if less useful) locations include the jaw area (Pitbull Reinforcement), ankles (The Achilles BeGone - special design for olympic gymnasts) and most other joints.

Level 1 Reinforcing	350eb	0.5 HL	-1 Recoil, +1 Crush
Level 2 Reinforcing	900eb	1 HL	-2 Recoil, +2 Crush

(by Denise Robinson / Dextra)

Bone Lacing — Stronger AND Tougher. Dish it out and bring it on!

By lacing the skeleton with lattice chains of plastics and metals, this combination of nanotech and replacement surgery increases the bone's tensile strength and integrity. Lacing will add to the character's weight and the metal-based lacings will turn up on metal detectors. Because of the extra weight and hardness, unarmed blows deal more damage from those with bone lacing. Also, bone breakage is almost unheard of.

Plastic	400eb	1 HL	+1 damage, 5kg
Orbital Crystal	2000eb	D2 HL	+1 BTM, +1 damage, 5kg
UltraPlastic	900eb	D3+1 HL	+1 BTM, +3 damage, 15kg
Aluminium	1000eb	D3 HL	+1 BTM, +2 damage, 10kg
Titanium	2000eb	D6+1 HL	+2 BTM, +3 damage, 15kg
Tungsten-Titanium	3000eb	D4+1 HL	+2 BTM, +1 damage, 10kg

Muscle Augmentation — Better, stronger, more resiliant musculature through nanotech!

Previously known as muscle lacing, by weaving in Kevlar-like materials to the musculature, performance can be increased drastically. Each level of Muscle Augmentation adds 1 to Strength and .5 to MA. Current tech limits Augmentation to 2 levels.

Level 1 Augmentation	700eb	D3 HL	+1 STR, +0.5 MA
Level 2 Augmentation	1,400eb	2D3 HL	+2 STR, +1 MA

EndoSkeletal Rebuild — Rebuild yourself with more ergonomic musculature anchorpoints!

Using cultured muscle, ligament and boneline tissues, our crack surgeons reconstruct and rebuild the skeletal anchor points in your body. This moves the anchoring points of your muscles further away from the joints, giving you better leverage and therefore strength. For each level of this surgery, the subject receives +1 STR (but not BOD) and -0.5 REF (as the body becomes more and more ackward to maneuver). A recipient may have up to half his unaugmented BOD (rounded down) in levels of Endoskeletal Rebuilding.

1 Level of Rebuilding	2,000eb	D3+1 HL	(CR) +1 STR, -0.5 REF

New BioTech for the Discerning Punk

Arterial Pumps — Stronger, tougher arteries that actually Help circulation!

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. This nanotech enhancement reinforces 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 (+1 Endurance, +1 Athletics)

Arterial Pumps	2,100eb	1D3 HL	N Surgery

Iris Reaction Boost	A Faster Iris is a less damaged Iris! FlashBangs be gone!

By shortcutting the nervous pathway from the optical nerve to the iris, and enhancing the iris muscle itself, this nanotech modification gives the eyes a lightning-quick reaction time to adjust to different light levels, as well as the ability to close completely in extremely bright-light situations. This is in almost all ways equivalent to cyberoptic flare compensation.

Iris Reaction Boost	500eb	1D2 HL	MI Surgery

Staged Neural Bridge	Ambidexterity without special chipware or natural predisposition!

This is a bioware bundle of cultivated nerve tissue that links the spacial coordination areas of both sides of the brain to make the subject ambidextrous. Tasks performed with the off-hand normally have a +3 penalty applied to the difficulty. The Neural Bridge reduces the penalty by its level.

Staged Neural Bridge	200eb	D2 HL	MI Surgery	per level (max 3)

ChronoHeme	Store backup oxygen for when your team-mate cuts the cheese.

ChronoHemeTM (nitroriboseneophosphomethe1,4-globin) bonds oxygen in the manner that hemeglobin does, but it releases the oxygen only when hemeglobin has released all it's oxygen. This creates an additional air supply in the bloodstream. A character with this modification can go for 2 minutes per point of Body without taking a breath as long as they have had sufficient oxygen exposure before (i.e. coming up from underwater, taking a fast breath, then going back down doesn't work)

ChronoHeme	5,000eb	1D2 HL	N Surgery

New OptionWare for the Discerning Punk

PaceSetter Adrenal Control	FULL control over your adrenal gland! Only from PaceSetter

Providing control of the adrenal functions far and above those of Raven Microcyb's 2018 Adrenal Booster, the Adrenal Control Gland is the next step in combat/cool[tm]. First, for the combat crazed we have Adrenal OverLoad, which increases the user's REF, MA and STR by +1, and reduces COOL by one for D6+2 turns and can be triggered 3 times per day. Then there is Adrenal Boost which can be maintained at all times, and provides +1 to initiative and -1 on cool checks for fright and maintaining cool. Standard mode provides no penalties or benefits as the gland is no longer affecting the character's adrenal output. Reduced mode provides +1 on all rolls involving concentration as well as +1 on fright and maintaining cool checks. And Finally Ice-Mode ceases all adrenal flow to the character, providing all the benefits of Reduced mode, with an additional +2 to the character's Cool stat for the duration, at a penalty of -3 on all Death Saves, including instant death saves from 8+ damage to a location. Switching from one mode to another takes 3 seconds per mode between the character's current mode and target mode.

Adrenal Control Gland	1,000eb	1D6+2 HL	MA Surgery

(by Denise Robinson / Dextra)

Multi-Link Plugs	Multiple interface plug sets without the HL! Jack me in Baybee!

Multi-Jacks or Multi-Link Plugs are set up so that one processor and link handles multiple interface plugs through a series of OR gates. What this means is that only one of the multiple sets of plugs can be active at any one time. The benefits are exceptional when used with ambidextrous shooters who aren't sure what hand they'll be using at any one time, or for those jack-heads who run around plugged into their personal PC as well as their gun and their car - just have to decide which one is using the neural net currently. For total overkill, run TWO sets of Triple or Quad Multi-Jacks. Up to 8 Jacks with 2 active at any one time...

Double Multi-Jack	300eb	1d6+1 HL	(MA)
Triple Multi-Jack	400eb	1d6+2 HL	(MA)
Quad Multi-Jack	500eb	1d6+3 HL	(MA)

"Sniffer" Nasal Filters.	Improved Nasal Filters with an analysis system built in!

These nasal filters have an included analysis sytem to determine what they are in fact filtering out of your breathing air. It is only useful if linked to an Evironmental Biomonitor, Optics with Times Square Marquee, or a ChipJack with a recording chip. The filters handle tear gas and CS gas as well as most industrial contaminants with a 99% rate, and handle most combat gasses (such as knock-out gasses) 80% of the time. Because they have to be linked to another piece of cyberwear, the surgery is moved up from Neg. to Minor surgery, but it is quite worth it to help settle workman's compensation disputes. 200eb . 3HL . Minor Surgery

Sniffer Filter System	200eb	3 HL	M Surgery

(by Denise Robinson / Dextra)

Environmental BioMonitor	Just like your old BioMonitor, but with so much MORE!!!

This upgrade on the standard Biomonitor does all the usual health-tracking functions (pulse, respiration, brain waves, blood sugar, temperature and cholesterol levels), the Environmental Biomonitor also keeps track of a whole slew of other factors (radiation exposure, ultra-violet index, blood-oxygen level, blood-nitrogen levels, manganese, sulfur, lead, mercury, aluminium, biotoxins, current gravity, air pressure and pre-programmed drugs). Because the Environmental BioMonitor needs access to the lungs for data, it is mounted just over the rib-cage, but leads to a read-out in the usual forearm location or linked to a cyberoptic with Times Square Marquee.

BioMonitor Plus	1,000eb	1.5 HL	N Surgery

(by Denise Robinson / Dextra)

New Skin for the Discerning Punk

SlipSkin — Be as slippery as an eel, or as slimy as a slug!

After triggering the slipskins by applying a special potassium solution over your body, you will excrete a slippery, slimy substance until alcohol is applied to the skin, washing away the product and turning off the production until it is reactivated. SlipSkins are a special nanotech rebuild of the sweat glands to produce this special oil, and are designed not to affect the palms of the hands, the soles of the feet or the face. Gain +2 on escape rolls, +4 if in light clothes or +6 if running about in the nude. You also get to look incredibly slimy (thus the nickname of slug-skin).

SlipSkin	800eb	1D3+1 HL	N Surgery

VenomSkin — Now You Too can drip mildly poisonous ooze!

This "enhancement" over basic SlipSkins produces an irritant accross the owner's skin. Anyone ingesting this goo must roll a resist torture / drugs (dif 20) to avoid getting sick (-4 on all rolls for 2D6-btm hours, minimum 1). If the venom gets into someone's wounds the same roll must be made at dif 15, or dif 10 in cases of normal skin contact. Also in cases where the venom gets into someone's wounds, they also get -2 on all rolls for D6 hours as the venom is a strong irritant. People with this implant are immune to this venom.

VenomSkin	2,000eb	1D6+2 HL	M Surgery

CausticSkin — Acid Touch! Just like the legendary Black Pudding!

The recipient's skin is rendered SP4 vs acids, and now excretes a relatively caustic acid. Contact with this acid causes D4 damage per turn for the duration of contact +1 turn. Treat this damage as normal acid damage. The acid also provides slipperiness as normal slipskins. Should the recipient's skin be broken, the acid begins to affect him/her too until the area is washed with alcohol, turning off the acid glands. It is recommended that owners of CausticSkin also purchase Acid-Resistant clothing.

CausticSkin	4,000eb	2D6+2 HL	MA Surgery

SharkSkin — Razor-Sharp Skin! Mother Nature's best, now for you, and you and you!

Now not only Sharks can rely on Mother Nature's ultimate defense system! Sharkskin CyberSkin replaces part or all of your ordinary skin with special, vat grown flesh covered in razor-sharp diamond-shaped scales! Now, when rubbed the wrong way, your skin acts like a series of small blades, damaging anyone who scrapes against you. Look fierce and proud, with Mother Nature's Finest!

Damage is 1d6 plus damage modifiers, + 1d6 if combined with appropriate striking or grappling maneuvers, or 1d6 damage to anyone grappling the owner of the cyberware.

SkarkSkin	2,000eb	1D6+1 HL	M Surgery, per 25% of body covered.

SenseSkin — For that delicate touch and those special moments...

For all that extra effect from your sense of touch... Do you want just a little bit more in bed? To feel the wind blowing over your skin? The gentle caress of your silk underthings? SenseSkin CyberSkin© has special sensors which enhances your sense of touch, and if you get sensory overload, a push of the button on the back of your wrist will turn them off. When you're ready for more, push the button and the senses go back on!

While on, you gain +2 to tactile awareness rolls, and -2 on stun saves.

SenseSkin	800eb	1D3 HL	M Surgery

Chemical Repellant — Shed hostile liquids, drugs and acids like water off a duck's back!

This dermal modification transforms the subject's sweat glands to produce a durable long-chain lipid along with the normal perspiration. This compound protects the subject's skin from chemical damage. The subject's skin becomes safe from acid and base damage, and DMSO no longer can open the pores to allow contact drugs through into the system. Stuff that would eat through normal skin bead like water and drip off. The subject gains no new protection from heat or cold (and many damaging chemicals do their damage through heat) and the transformation does not protect the mouth, eyes and nose, etc.

Repellant Transformation	4,400eb	1D6 HL	N Surgery

Thermal Dissipation — Like Skinweave, but protects your soul from the fires of hell!

This is a simple webbing of heat-conductive material connected with a network of heat sinks woven into the epidermis in order to divert any excess heat away before it can damage the skin, or any tissue under it. Apply this enhancement's rating as if it were regular SP, but only to heat-based damage. This does apply to lasers, but the protection rating is halved. Note that explosives damage the user via concussion, not heat. However, the secondary, incendiary damage caused by white phosphorus is heat damage.

SP:2 Dissipation	400eb	1 HL	M Surgery
SP:4 Dissipation	800eb	1D2 HL	M Surgery
SP:6 Dissipation	1,200eb	1D3 HL	M Surgery
SP:8 Dissipation	1,600eb	1D4 HL	M Surgery
SP:10 Dissipation	2,000eb	1D3+1 HL	M Surgery
SP:12 Dissipation	2,400eb	1D4+1 HL	M Surgery
SP:14 Dissipation	3,200eb	1D6+1 HL	MA Surgery, 50% -1 REF
SP:16 Dissipation	3,600eb	2D4 HL	MA Surgery, 50% -1 REF
SP:18 Dissipation	4,000eb	2D4+1 HL	MA Surgery, -1 REF
SP:20 Dissipation	4,400eb	2D4+2 HL	MA Surgery, -1 REF

UV Shielding	Sun-Safe Skin Treatment! Protect yourself from those nasty UV rays.

This dermal modification transforms the subject's epidermis to protect from 99.5% of UV damage. The subject can no longer tan, and therefore the mod comes with a permanent pigmentation change - usually to a mild tan, although deeper tans are available. The original version of this mod was perfected by the Antarcticans, but their version changes the subject's pigmentation to a violent purple colour. Both versions of this treatment must be renewed every 3-5 years as the effects wear off a the skin continues to grow and shed.

UV Shielding	500eb	0.5 HL	N Surgery
Antarctican UV	150eb	1 HL	N Surgery

Options and Accessories for Prosthetics

Multiple Ammo Loads	Keep a variety of ammo loads available for your cybergun!

This little addition takes one space in a cyberarm and doubles the ammo capacity of a cyber-arm mounted firearm. The advanced version allows for the user to select which ammo load she wishes to use (allowing for two different ammo loads that you can switch between at will - but not in the middle of auto-fire!)

Extra Ammo	100eb	0.5 HL	No Surgery
Ammo Switch	150eb	1 HL	No Surgery

External Ammo Feed	Makes reloading your cybergun a cinch! Change ammo loads on the fly!

This slot on the side of your cyberarm links directly to the ammo feed of your implanted firearm; just slap in a magazine and get ready to rock and roll!! Several variations of this prosthetic option exist.
The first (External Feed) makes this slot the only ammo feed for the weapon. While this makes it impossible to conceal the weapon when firing or preparing to fire (as you have to load in a magazine to the slot before chambering the first round into the cybergun), it also reduces the size of the weapon by one option space.
The second option (Additional External Feed) makes the magazine feed a secondary ammo source for the cybergun. The cybergun still has it's primary ammo storage (plus potential additional storage if equipped with the Multiple Ammo Loads above), which is overridden when a magazine is loaded into the magazine feed.
The final option (External Ammo Switching) is a full slave feed. Although almost identical to the above feed, this feed does **not** override the other ammo feeds when loaded, and a mental "switch" must be thrown to change ammo feeds to this source. This final variety can also be mounted in pairs to allow for even more ammo storage or choices. Each pair of these loaders takes one option space, while a single one takes none.

External Feed	50eb	0 HL	No Surgery
Additional External Feed	150eb	1 HL	No Surgery
Additional External Switching	450eb	1 HL	No Surgery

HotPlates	Full-Arm Taser-Grip^{tm}! Don't just hit'em, fry'em!

This mod installs several insulated conductive plates into the cyberlimb in question. These plates are linked up to a battery bank in the arm that takes one option space. Anytime the Taser-Arm makes contact with someone and is triggered, the target must make a stun save at -3 or have his punk-ass knocked down for (d6x30) seconds. The battery pack is good for 9 shots, and additional packs can be installed for $250 each, with no humanity loss.

HotPlates	800eb	D3 HL	No Surgery

Skeletal Prosthetics	Function over Fashion! Nothing but the barest bones here!

Skeletal Prosthetics compormise aesthetics reduced weight and price. Although these cyberlimbs contain the same number of option spaces as normal limbs, all options are clearly visible accessories mounted onto the cyberarm. In addition, due to the design, Skeletal Prosthetics cannot have Strengthened Myomers, but can have Hydraulic Rams installed without taking an option space. The HL is slightly higher than a normal CyberArm because it is so blatantly non-human.

Skeletal CyberArm	2,000eb	2D6+2 HL	CR Surgery
Skeletal CyberLeg	1,500eb	2D6+2 HL	CR Surgery

New Optics for the Discerning Punk

Bioware Nictating Membranes	Safety from irritants and daily optical hazards!
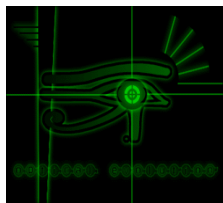
(by Richard Harris / Rich)

These membranes are slim films which lower to protect the wearer's eye on somatic command (usually blinking hard). They are an extra eyelid which fits under the wearer's own outer natural lid but is transparent and does not hamper vision. The membranes protects the eyes from dust, smoke and other surface irritants including liquids. Swimming in polluted water or walking in the summer time smog is much less of a problem. Although there are many manufactures there are two main types of membrane; biological and cybernetic. Both come in pairs and are not compatible with any type of contact lens. To install a set of them requires minor surgey which costs $500 and they will be disfunctional until the wearer is fully healed.

The biological membranes offers +2 against irritant gases and liquids (inc. mace, CS gas etc). They have complete protection against water and other non-irritant agents, including smoke and dust. For an extra $300 they can have a photoreactive chemical which helps protect the eye from bright lights, although not as good as cyber- or bio-optics - it halves the amount of time the wearer will be blinded. A pair of these costs $300. They have a total humanity cost of 2D4.

Bio Nictating Membranes	300eb	2D4 HL	MI Surgery

Nictating Membranes	Cybernetic, more complex and more versatile nictating membranes

The cybernetic versions are more complex and have more functions than the biological versions. Not only do they offer complete protection against non-irrrantants but they also add +4 against irrantant gases and liquids. They also have a small number of modifications which makes them superior to the biological versions. They have a base of two option slots although extra option spaces (for each membrane) cost $300 and up to four slots can be bought. Options are installed in both shields and take one up option slot. Note that the Nerve link option does not take up any extra space as it is situated outside the membrane. These enhancements will only engage when the nictating membranes are visable and the wearer is looking through them. Note that having the actual membrane coloured does not count as an option although the wearer will only be able to have a permanent colouration and none of the high tech special effects created by fashion effect cyberoptics. The systems with an asterisk (*) next to them require a nerve link to patch them into another system without which the option would not work.
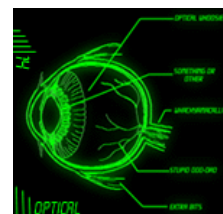
Anti-dazzle: This offers the same cover as anti-dazzle for cyberoptics. It prevents the wearer from being blinded by bright light such as sunlight, strobes or flash bombs.

Armoured: This option adds a thick, scratch proof and damage resistant layer to the membrane. If the user receives a critical hit which would normally blind them, there is a 3 out of 10 chance that they will not be blinded.

Coloured: This basically a fashion effect and make be switched on/off at the wearer's commands. Any effect which can be created in a cyberoptic may be recreated with this option.

Covert: This option is somewhat difficult to obtain owing to its grey ops background (difficult [20] streetwise roll). These are enhanced membranes and appear as little more than a slightly thicker film across the eyes. They require a very difficult [25] awareness roll to spot or a difficult [20] task if the viewer is close to the subject.

Low Light: This allows you to see in near dark conditions so long as there is a nearby light source visible to the unenhanced eye (such as a streetlight or relatively full moon). This option not allow you to see in pitch blackness, however.

Nerve Link: This is vital if the wearer has either the targetting or window option. It runs a link from the shield into a small nanoprocesser which links into either the wearer's interface plugs via their neural processor. It allows the user to control devices via their data plugs but with information feeding directly to the membrane's window or targetting function.

Targetting: This option is a targetting scope which is designed to be used with a smartgun. It requires a nerve link to function.When the user chips into their smartgun the sight will ready and it adds +1 to hit. Note that this is not cumulative with any other targeting scope as only one may operate at any one time.

Window: this option grants a small picture-in-picture which the user can use to output data to. It requires a nerve link to either the wearer's interface plugs. It can display anything a computer screen can from pictures, information or video source. This option also includes a WIMP system (window, icon, mouse, pointer) which gives the possibility of controlling devices attached to the wearer's data plugs (either directly or via a radio modem).

Nictating Membranes	200eb	2D6 HL	Minor Surgery
Anti-Dazzle	500eb	0.5 HL	Negl Surgery
Armoured	600eb	2 HL	Negl Surgery
Coloured	200eb	1 HL	Negl Surgery
Covert	1,000eb	0.5 HL	Negl Surgery
Low Light	400eb	0.5 HL	Negl Surgery
Nerve Link	1,000eb	2 HL	Minor Surgery
Targetting *	800eb	1D3 HL	Negl Surgery
Window *	600eb	1D3 HL	Negl Surgery

(by Richard Harris)

Sidious Inc. "Deadeye"
From the mind of DartBoard

The product of three years of military research. Looking in all ways like an "Evil Eye" implant from Chromebook 4, complete with cyberoptic. It is in fact very different. One every five of the artificial rods and cones in the eye has been replaced with a lasing element about ten microns tall. The armoured casing of the eye-socket acts as an electromagnetic focussing device to orient the beam, and a battery implanted in the chest cavity powers it. The Evil Eye portion is there for two reasons, the first I have already mentioned. The second is that the eye becomes so hot, that it would melt an unprotected eye-socket. Ouch. Still unsure about what it does? Well let me explain...

The Deadeye generates a high powered x-ray laser about half a milimetre wide and about half a mile long. The laser generates d10+1 damage, of which trauma damage is doubled due to the laser cutting through everything - bone, sinew etc... The laser itself is controlled as follows.

- Make a Cool roll of 12.
- Roll To Hit using your Awareness.
- Make another Cool roll of 14.
- If you succeed then roll two locations. Every location between them takes the damage you roll. This represents the beam being accurately guided along the target.
- If you fail roll one location, representing lack of concentration.
- If you score a 14+ on your first Cool roll you get to make a Called Shot
- If you score a 16+ on your second Cool roll you get to roll three locations.

On a final note. The laser can only be fired twice before it's battery runs out. The chest located power cell can be recharged from any mains socket via a small outlet above the right nipple, or breast, depending on your gender. Soft armour is at 1/3 while Hard armours are at 1/2. If your PC wants one of these, their character will need to have been in the military at some point. Oh, yes... When you use the laser expect your cyberoptic to automatically shutdown for 5 rounds as it cools down. One more thing... this device is highly experimental and is prone to fumbles (1-2 on a d10). If it does expect to lose your eye, take d10+1 damage to your head and suffer permanent blindness in that eye. Have a nice day.

DeadEye	(MA)	7,000eb	2D6+2 HL

Cycust's Guide to Bionic-Fashion in Night City
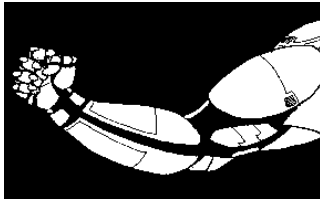
The default "Tech" look favored by the Body Shoppe Chain of limb replacement boutiques.
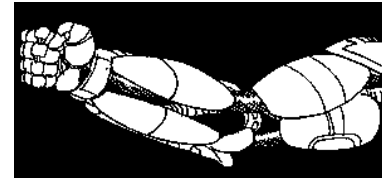
From Russia with Chrome comes this standard design famous for it's high-powered hydraulic pistons. Usually only available in Russia.
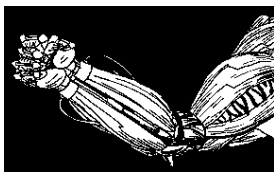
Street Myomer, an industrial hard-edged look favored by ripper-gangs and usually only available from underground chop-shops.
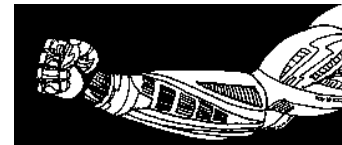
Hi-Class fashion of the elite corporate types who have found themselves on the wrong end of an assassination attempt. Replacement limbs of the rich and powerful deservedly tend toward status symbols..

Segmented Pipe is a favorite of the street gangs and gruff looking dock-workers. An industrial design for a post-industrial age.

Themewear

970 EB HC = 1d6/2 + 2 Pts

Want your next trip to the Friday Night Firefight to sound just like that action-adventure braindance you took last week? Think Themewear!!!

Designed and assembled by two inventive Techies from Night City this unique cyberware sound system allows the user to select from four-hundred songs, sound effects, and other digital audio sources.

These Techies thought of it all, Themewear stores its musical chips in its integrated four slot digital chip reader mounted in your forearm then, using an integrated Biomonitor to detect your current physiological state, responds with the correct musical selection. Finally Themewear plays your body's selection through high-quality twin vibration speakers mounted in the mastoid bone. Themewear is controlled via an integrated touch pad mounted in the arm above the chip reader and all Biomonitor and Themewear status reports are displayed for your personal inspection via its integrated Subdermal Viewscreen.

The goodies don't end here chumbata, not only does Themewear psych you up for a firefight but gives you an active Biomonitor system more attuned to your system than any other currently on the market. The Biomonitor does require, however, several weeks for programming modifications to allow the system to accurately read your physiology.

Themewear's sound quality is guaranteed to rival the finest concert halls but you won't have to tell your latest victim that. You'll know the reason you were ready for him and he'll be dead.

Gamemasters: Themewear requires the Cyberaudio Processor (Cyberpunk 2020, Pgs 68 & 77). The integrated Biomonitor is a standard Biomonitor (including all bonuses) but is modified to display via a Subdermal Viewscreen (Chrome Book 2, Pg 8) and gives a more accurate physiological report because of its control functions (requires 1d6 Weeks of programming). Cost listed is for full basic package installation including Biomonitor installation or modification of an existing Biomonitor but does not include the Cyberaudio Processor or surgery costs. Surgery codes are as the unmodified versions listed in the Cyberpunk 2020 book.

Themewear Option Packages Neuralware Processor Package 1,100 EB HC = 1d6

Modified Neuralware Processor which allows operation of the Themewear package via thought processes. Also allows various Neuralware Cyberware to be connected to the Themewear basic package.

Pain Editor 300 EB HC = 2d6

Modified Pain Editor with all the bonuses. Allows Themewear to operate sound effects upon contact with your body. Requires the Neuralware Processor Package

Mr. Studd Romantic Package 350 EB HC = 2d6

Modified Mr. Studd or Midnight Lady which links to Themewear and allows for "mood music" operation for that special evening.

Voice Synthesizer Package 650 EB HC = 1d6

Modified Voice Synthesizer which allows you to "sing along" with your Themewear music selections. Does not guarantee you'll sound perfect but who is these days?

Techhair Package 250 EB HC = 2 Pts

Modified version of top of the line Techhair this allows you to program color changes keyed to your Themewear music selection.

Skinwatch Package 150 EB HC = 1 Pts

Modification of the standard Skinwatch this integrates the watch circuitry into the Themewear operational system thus allowing the Skinwatch to display via the Subdermal Viewscreen and activate Themewear selections via its alarm mode. Note: Alarm must be deactivated manually via the Skinwatch touch pad

Gamemasters: The cost shown do not include surgery costs. Surgery codes are as the unmodified versions listed in the Cyberpunk 2020 book

By: Anthony Valenti

High-tension Ceramic & Plastic Subdermal Armour

The armour is made of a very high-pressure compound instead of the normal high-strength materials. What this means for the consumer is a 25% discount, but each penetrating hit reduces the SP value by 3 as the armour shatters. In addition, for each penetrating hit the armour gains an EV of 1 representing the extreme pain & discomfort of these sharp armour chunks pushing around under your skin (if the owner has a pain editor, reduce this to 1 EV per 2 penetrating hits)

Heavy Duty Subdermal Armour

This armour is bigger and tougher! Using the same laminates as used in Tank armour, HD Subdermal Armour provides 20% more SP than normal, but has an automatic EV of 1, looks like armour (-1 ATTR), and counts against your carrying limit by 1kg per SP (in addition to any REF & ATTR penalty for the higher levels of graduated subdermal armour). Because it's so obvious there is also an additional ½ D6 Humanity Loss.

Subdermal Shin Guards

Just like Subdermal Armour, but on your shins! It doesn't look natural, but hey, you can knee people harder and skate like a maniac without fear of smashing up your legs on impact! Two thirds the cost and same HL as Skull Armour, except ATTR loss is treated as EV. (So SP:12 has a 50% chance of EV:1 and SP:14 is EV:1)

Brazilian CyberLimbs

Brazil has always outlawed enhanced-strength cybernetics, and in response several smaller companies have complied with national law and produced cyberlimbs with normal human strength. These limbs have the normal number of option spaces, 10 SP, cannot mount strengthened myomars or hydraulic rams, and deal damage as a normal flesh limb. They only cost 75% of the normal price of a cyberlimb and have a Humanity Loss of D6+1

Chinese CyberArms

Not all Chinese cyberlimbs are like these, but the most famous of them are (the rest are exported under well-concealed brand names or sold to other companies who put their name on them). They are notoriously bad for fine motor control. This gives a -1 WA with firearms, (and the firearm user cannot benefit from aiming as the gun slowly weaves as the arms constantly overcompensate), and -3 on all active TECH rolls.

tHe HeaDspYkE

The ultimate in ganger cool. This is an eight-inch retractable spike mounted in your forehead or the top of your head, retracting into your skull when not in use! HeadButt with this baby! (2D6 damage cyberweapon, roll hits on the following table: 1-6 head, 7-8 shoulders, 9-10 arms). 3D6 HL, Critical Surgery, 1,000eb, roll D10 on the following table after implantation: (1-2) -1 INT, (3-4) -1 COOL, (5-6) -1 REF, (7-9) Roll D6 on this table twice, (10) Roll D10 on this table twice. Mono-Edged version deals 3D6 damage and costs 2,000 eb.

HitCounter[tm]

Geek-Chic! Basically a light-tattoo linked to your web site through an internal cellular or radio connection. Treat it as the Kill Counter, but it keeps track of hits to your web site.

Navel Filters

It's not the latest development in marine communications, nor the latest time saving device for teeny-boppers healing their navel peicings, it's the nick-name for the latest piece of custom stomach-ware from BioMai! A small nano-factory is installed through your navel and linked to your stomach. The factory needs to be "recharged" with an injection of fresh nanites every two months (150 eb, N surgery). The nanites in question exist in the lining of the stomach and wait for CHOOH2 fuel. When CHOOH2 is detected the nanites swarm and begin digesting the molecules. The side product of this process is that the nanites produce regular ethanol! Now you can drink straight from the gas pump at the MegaGasMart and save money on your booze (D6/2+1 eb per gallon!)! (BioMai does not condone drinking and driving, nor do we recommend the consumption of CHOOH2, a volatile, flamable and poisonous liquid fuel product). (500 eb, D2 HL M Surgery)

LeatherHide

A cheaper and more radical skinweave alternative. Nanites rebuild the epidermis into a heavy and rough leather-like material. The main advantage over skinweave is "hide" heals naturally at a rate of 1 point per day, not requiring (nor benefiting from) armour-saver drinks
SP:2 N 200eb 50% -1 ATTR D3+1 HL
SP:4 N 400eb -1 ATTR D6+1 HL
SP:6 N 600eb -2 ATTR 2D6 HL

Saint Stephen Impact Booster

Classic Italian rip-off of the Sandevistan Triggered BoosterWare. Provides +1 to Initiative (or +1 REF if you allow Reflex Boosting to increase REF), but is otherwise identical in performance criteria to the Sandevistan system. This system is not compatible with the BOOSTmaster upgrade (although this fact is not advertised... any attempt to BOOSTmaster a Saint Stephen Booster will result in both systems burning out permanently the first time the Saint Stephen system is triggered - resulting in paralysis for the user until the Saint Stephen is removed or repaired). N +1 Initiative 600 eb D3 HL

BioMai Impact Booster

Malaysian copy-cat system improved on the Saint Stephen system. Treat in all ways as the St Stephen system but providing a +2 bonus (1,200eb, D4HL)
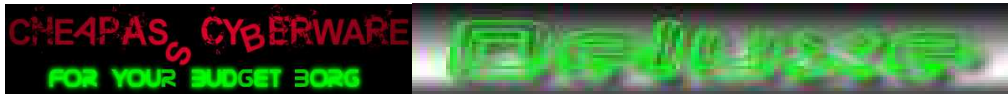
SmartShades II

Smartshades II made their market debut in January of 2020, but were quickly abandonned as most people were unwilling to have a proprietary cybernetic installation done just for some fancy smartshades.

SmartShades II look like normal mirrorshades (even more "normal" than standard smartshades) and have no obvious interface ports or cables to give them away. Instead, SmartShades II require a special magnetic induction interface be installed just above the wearer's ears, along with a custom linkup (SmartShades LinkUp) installed in the neural processor wetware. When teh shades are put on they automatically link to this interface and work almost as well as true cyberoptics.

The main problem for the modern user is finding both the shades and the interface. Since the SmartShades were discontinued, it's quite difficult to get the interface installed anywhere, and those with the interface already installed who have lost their original shades get to look forward to months of hunting through pawn-shops and second-hand stores to find a replacement set.

The true benefit of SmartShades II is the massive number of options available to fill the variable number of option spaces, combining the options from standard cyberoptics (at the usual 80% of normal cost) as well as a whole plethora of additional options (each taking one space) including the Kiroshi Heads Up Display (from Chrome 2), built-in Visual Recognition Chips (from Chrome 1) and the Outline Haloing chips (all at 80% of the list price from the Chrome Books).

SmartShades Interface	300 eb	D2 HL, Minor Surgery
SmartShades Linkup	100 eb	0.5 HL, Negl. Surgery
SmartShades II Alpha	500 eb	2 option spaces
SmartShades II Beta	650 eb	3 option spaces
SmartShades II Omega	800 eb	4 option spaces

Independant Cranial Laser Aim Assistance (ICLAA)

Originally created to circumvent the necessity for interface plugs and smartgun linkup for use with smart-rigged weapons in the military, this product is essentially a laser sight set a pre-defined frequency. Originally it could be either mounted on a cyber facial remount or mounted to a helmet.

The concept was that a smartgun processor would be externally mounted on the gun and linked to it's laser sight, an optical-light receiver and the weapon's trigger unit. Whenever the gun's laser sight touches the same point as the ICLAA laser sight, the smartgun processor would fire the gun.

The reality of the situation is that it is nearly impossible to accurately aim the cranially-mounted device, even in a controlled range setting. In combat it became a statistical impossibility. (The helmet-mounted version was even worse as the less stable mounting produced even more erratic aim-points). In fact, most of the times that the smart-trigger did fire, it was while the user was trying to find where the aim point was and was panning around randomly.

Now the only use for this retro-cyber gadget is intimidation, as the borg levels down on you, his aim-assistance laser pans past your eyes...

ICLAA	500 eb	D3+1 HL, Negl Surgery, +1 Intimidate

Artificial Joints

Long available, but not aoffered as elective surgery... Artificial Joints are normally only used to repair severe bone damage but during 2017-2018 they were also available as elective surgery from several trauma centers cashing in on the CyberWare Craze.

The implants themselves are plastic or titanium joints medled and pinned to the natural bones around them and completely replacing the old joint. They are quite cheap in and of themselves, but the surgery is a pain. These stats are for elbows, shoulders, knees and hips. Smaller joints like knuckles can also be replaced, with few (if any) game effects)

Plastic Joints reduce damage from joint-lock style holds to that location by 1 point, cost 125eb per joint, 0.25 HL per joint and are Major Surgery.

Titanium Joints reduce damage from joint-lock style holds to that location by 2 points, cost 300eb per joint, increase the amount of damage required to destroy that location by 1, and provide +1 to HTH damage from unarmed blows that use that joint as the contact point, and have a 0.5 HL and are Major Surgery.

OverPressure Micro-Hydraulics

Some companies experimented with very high-pressure micro-hydraulic rams in cyberlimbs instead of myomers or standard hydraulic rams. These rams have the same game effects as hydraulic rams, but take no space in the limb and do not prevent the limb from having a real-skin cover. They also **reduce** the limb's SDP by 5 and are even noisier than Hydraulic Rams (giving -2 on stealth rolls). The reduced SDP is to take into account the almost instnat loss of all hydraulic pressure in the limb that occurs when an overpressure line is penetrated.

Wired reflexes? Yeah, that's old-school. We're talking rewiring the higher nervous system here. Brainware Upgrades!

These enhancements involve adding additional hardware and wetware to the human brain, augmenting memory and acuity functions as well as faster data transmission from one part of the brain to another. Neurological rebuilding is the result of applying the speedware neurological enhancement concepts directly to the brain and tapping into many more functions than motor response.

Neurological rebuilding is rated by "stage". Each of the first three stages of neurological rebuilding is significantly more intrusive into the natural grey matter of the brain than the previous level, rechanneling neuron trunks and overlaying nanoneural pathways into the brain. The later stages of neurological rebuilding add nanoenhancements to even the minor neural pathways, and provide major upgrades to memory and concentration centers.

Neural Rebuilding can be quite psychologically damaging, as the owner of a rewired brain is often unsure whether he would have been able to think or do the things he does now, and psychoses involving the belief that the cybernetics themselves have taken over the cyborg's life are not that unusual.

Each stage of neural rebuilding provides the following bonuses:
+ (Stage) on all Intelligence skill checks.
+ (Stage / 2) on all Tech skill checks.
- (Stage x 2) on IP costs for improving a skill (half this bonus if using 5 IP / level instead of the standard 10 IP / level in CP2020).

Stage 1 Neural Rebuilding – $2,000 – N – 2d6
Stage 2 Neural Rebuilding – $5,000 – M – 3d6
Stage 3 Neural Rebuilding – $12,500 – MA – 4d6
Stage 4 Neural Rebuilding – $30,000 – CR – 5d6
Stage 5 Neural Rebuilding – $75,000 – CR – 6d6
Stage 6 Neural Rebuilding – $200,000 – CR – 7d6

Math Subprocessor

In addition to Neural Rebuilding, some companies also attach a limited-function math computer to the enhanced grey matter. In this way, the brain has access to significantly enhanced mathematic capabilities. A math subprocessor is rated by stage, and provides a skill level of 3 times the stage of the unit on all math skill checks. Further, because these advanced mathematics are routinely running as a background function, the owner can use this math skill as a complementary skill for skill checks where access to higher math could be of immediate help (such as when playing pool or calculating the exact date of the beginning of the universe). Thus, a stage 2 math subprocessor would provide a +2 bonus when used in this way.

Stage 1 Math Subprocessor – $300 – N – 1
Stage 2 Math Subprocessor – $1,000 – N – 1d2+1
Stage 3 Math Subprocessor – $3,000 – N – 1d3+1

Specific Examples of Neurological Rebuilding Packages

The following are some of the various neural rebuilding packages available in the current market.

BaurMaat Cranial Rebuild

BaurMaat's Cranial Rebuild package is a complete rebuild of the subject's brain and skull. Recipients of this package have portions of the skull removed, enhancements added to the brain and skull itself, and then have a nanofactory rebuilt and restructured skull force-grown to replace the missing portions in a matter of days. The result is a tougher, harder skull that is designed to handle much stronger impacts with minimal damage to the skull's contents when compared to a standard human skull, which in turn contains a vastly enhanced computing centre linked to the brain. This is treated as skull reinforcing (head hits do only normal damage), as well as a Stage 3 Neural Rebuild paired with a Stage 1 Math Subprocessor.
$13,700 – CR – 5d6 HL

BaurMaat Advanced Cranial Rebuild

The advanced cranial rebuild from BaurMaat takes the basic Cranial Rebuilding and adds state of the art neurological enhancements, a top of the line math subprocessing unit, and protects it under enhanced armouring of the skull. This provides Stage 5 Neurological Rebuilding, a Stage 3 Math Subprocessor, Skull Reinforcing (normal damage from head hits) and SP 6 Skull Armour (Awareness diff 30 to notice).
$79,450 – CR – 9d6 HL

Genesis Alpha Neural Enhancement

This is the very simplest neural enhancement, relying on nanotech to rewire the brain without direct surgical contact with the subject's grey matter. This provides standard Stage 1 Neurological Rebuilding.
$2,000 – N – 2d6 HL

Genesis Bravo Neural Enhancement

The Genesis Bravo package is the most common neurological rebuild on the market. It involves minor surgery to implant enhanced processors into the brain along with the nanotech required to link them to the rest of the subject's grey matter and nervous system. This provides standard Stage 2 Neurological Rebuilding along with the beginnings of ambidexterity (reducing off-hand penalties by 1 point).
$5,500 – M – 4d6 HL

Genesis Savant Neural Enhancement

The Genesis Savant was considered to be the top of the line neurological enhancement until the BaurMaat Advanced Cranial Rebuilding was released (and because most people are unaware of the Genesis Oracle). This is a Stage 4 Neurological Rebuilding paired with full ambidexterity, and also provides the equivalent of a Kerenzikov Reflex boost (+1 Reflex).
$31,100 – CR – 8d6 HL

Genesis Oracle Neural Enhancement

The Oracle Enhancement package is Genesis' latest and most secretive enhancement package for the human brain, and is by all accounts the most potent upgrade available – even though it is incredibly rare and a fairly well-protected secret. It is typically installed into high-end military and legal netjocks. It completely rewires the human brain and nervous system to previously unheard of levels. The end result is a Stage 6 Neurological Rebuilding, full ambidexterity, and a boostmastered Kerenzikov reflex boost (+3 Reflex).
$202,200 – CR – 13d6 HL

Chipping In

Chipware and skillsofts are in the spotlight in this article updating the rules for the varieties of skill chips, as well as their costs and levels. Finally, everything you need to know about pirating these valuable skillsofts is in here too, updated from the article on the classic BlackHammer Project.

One of the first benefits of full Direct Neural Interface was the ability to present data in a format that the human brain could easily access. The earliest brain-readable data format is simply encyclopedic data arranged in a method that the brain is able to scan through the direct neural interface and access as a sort of database of information. While this format is useful for people who just need to know stuff, it doesn't provide much help in implementing this knowledge in a useable manner. Chips with this type of data are known as DBAMchips (DataBase Accessible Memory).

With a lot of experimentation both with how the data is recorded and stored as well as the actual neural pathways of the bioplastic chipware being used resulted in chips that could store data in a format that the brain can access more readily in a manner that is more similar to actual memory and skills. These RMEM or RECMEM (Recorded Memory) chips require a more sophisticated chip design as well as more storage space to record a skill, and also require that the skill be required from an actual human with the skill in question, instead of just using a compiled database of information and schematics. However, they are still limited to those skills that don't require any serious physical activity to perform.

Finally, the most recent format of direct readable skillchip is the PPRchip (Programmed Physical Response). The information in these chips is coded to interface directly with those parts of the brain that control physical action, and thus are able to have recordings of combat skills, as well as more commercial applications such as driving, piloting, swimming and so on. However, as these chips were recorded from people with different physical forms than the person loading the skill, they take some practice to get used to. For every 4 hours of intense practice, or full day of just wearing the chip, the owner can access 1 level of the skill stored within it.

Based on PPRchip technology, some companies have begun offering SPRchips (Supplemental Physical Response). An SPRchip takes a skill from a PPRchip and with the help of an AI and a team of skillsoft engineers they strip away most of the basics of the skill from the skillsoft architecture so that it doesn't over-write the user's basic skill, but instead offers additional points of finesse and skill material that will help the average user with the skill. This means that the chipped skill will benefit users with a minimum of training more than highly-skilled users who probably already have mastered the intricacies stored on the chip.

Chips and Memory Density

Bioplastic skillchips are rated by their memory density. The cheapest chips have a memory density of 1, and are used much like floppy disks were at one point in history. The reality is that a density 1 chip is so small as to be nearly microscopic – the vast majority of the physical size of the chip is basically a method to make the chip big enough for someone to handle it without needing micro-tweezers. Chip data storage density is the baseline for chip costs, with the chip hardware proper having a cost of 1 eb / point of Memory Density.

Each type of skill chip indicates what the memory density is required to be able to hold the code for the skill at level 1. For each

level higher than this level, the density requirement doubles. So while a level 1 DBAMchip has a minimum density of 1, a level 5 DBAMchip has a minimum memory density of 16, and a level 8 DBAMchip has a minimum memory density of 128. The cost of the chip hardware is low when dealing with DBAM chips, but climbs rapidly when dealing with the more memory-intensive skills.

DBAMchip skill software
- Level 1 DBAM – 25 eb
- Level 2 DBAM – 50 eb
- Level 3 DBAM – 100 eb
- Level 4 DBAM – 200 eb
- Level 5 DBAM – 400 eb
- Level 6 DBAM – 800 eb
- Level 7 DBAM – 1,600 eb
- Level 8 DBAM – 3,200 eb
- Level 9 DBAM – 6,400 eb

DBAM chips can only store Expert Knowledge skills and similar information. They are most typically sold these days as supplemental information for use with a person's existing skills. Because they store data in a fairly 'raw' format, they use the least amount of memory density per skill level of any skill chip. The base density for a DBAMchip is 1. The maximum level of a DBAMchip is +9. The actual software in a DBAMchip is fairly uniform in cost, at 25 eb for +1, doubling for each level thereafter. Only Expert Knowledge skills can be chipped as a DBAM. The main advantage of DBAM chips is the relatively low cost, and the ability to chip complementary skills (if using the complimentary skill rules in our 2d10 skill resolution system). By chipping an appropriate Expert Knowledge skill at +3, a character gets +1 on rolls with the appropriate skill. Chipping a +6 chip gives a +2 bonus, and loading in a +9 chip gives a +3 bonus. For instance, to improve a character's AV-Tech skill, he could chip Expert Knowledge: AV Mechanics (giving him the equivalent of a few encyclopedias worth of AV technical manuals and schematics).

RECMEM Chip skill software
- Level 1 RECMEM – 50 eb
- Level 2 RECMEM – 100 eb
- Level 3 RECMEM – 200 eb
- Level 4 RECMEM – 400 eb
- Level 5 RECMEM – 800 eb
- Level 6 RECMEM – 1,600 eb
- Level 7 RECMEM – 3,200 eb
- Level 8 RECMEM – 6,400 eb

Recorded Memory skill software is significantly more expensive and memory-intensive than DBAM software. However, it also includes a lot more hands-on knowledge of how to use the information in the database. For instance, whereas a DBAM chip can have all the instructions on how to repair a helicopter (Expert Knowledge: Helicopter Mechanics), it doesn't actually give you the necessary skills to do the work. A RECMEM chip, however, contains a recording of an actual person's skills in a field. The base density for a RECMEM chip is 3 – this means at level 8, the chip to store a RECMEM skill is more expensive than the skill recording itself, as the skill storage pushes the limits of channeled bioplastic chip construction. RECMEM chips include just about all major non-physical skills, including just about all the Tech-based skills, and just about everything that is not an expert knowledge or Reflex-based.

PPRChip skill Software

- Level 1 PPR – 200 eb
- Level 2 PPR – 400 eb
- Level 3 PPR – 800 eb
- Level 4 PPR – 1,600 eb
- Level 5 PPR – 3,200 eb
- Level 6 PPR – 6,400 eb
- Level 7 PPR – 12,800 eb

Programmed Physical Response chips require the most skill to manufacture and to record the skills in a manner that they interface with the human mind like actual physically-triggered memories. The recording process is a long and fairly arduous task, and the person chipping a PPRchip skill also has to go through an acclimatization phase to be able to fully take advantage of them. PPRchips have a base memory density of 4, and a maximum skill level of 7. PPRchipware is required for any skill with a solid physical or reflex-oriented base – such as combat skills, piloting, and swimming.

SPR (Suplemental Physical Response) chips are the cutting edge of skillsoft programming. Designed specifically to not over-ride the existing reflex responses of the person chipping this softs, SPR chips provide a bonus to non-chipped physical skills. Just about any skill that could be chipped as a PPRchip can be chipped in an SPR version. The SPR chip is a reflexive construct that overlaps and links into the user's existing skill set to provide enhancements to those skills. As such, a person loading an SPR chip can never gain more skill bonuses from the chip than he already has in skill levels - so someone with Pilot (Vector-Thrust) +1 could not get more than a +1 bonus from a Pilot Vector-Thrust SPR chip. In addition, the chip is still based on a recording of a skilled person using the skill, so after a certain point, the user sees diminishing returns from loading the chip, because he may already have the skills the chip is trying to provide. However, as these chips were recorded from people with different physical forms as well as different base skills than the

person loading the skill, they take some practice to get used to. For every 4 hours of intense practice, or full day of just wearing the chip, the owner can access 1 level of the skill stored within it. SPR chips have a high memory density - with a base density of 24 for an Alpha SPR, and a memory density of 192 and 3,072 for Bravo and Charlie models.

Alpha SPR - 500 eb - +1 to a skill up to level 3
Bravo SPR - 2,000 eb - +2 to a skill up to level 3, +1 to a skill up to level 6
Charlie SPR - 8,000 eb - +3 to a skill up to level 3, +2 to a skill up to level 6, +1 to a skill up to level 9

Pirate Chipware

Basic Direct Neural Interface Plugs and SkillJack Sockets are specifically wired to help the copy protection process used by the manufacturers of skill chips. However, bypassing these copyright controls through a wetware hack is a fairly common occurrence by those who work with pirated skillsofts, and some flesh mechanics sell SkillJack Sockets that have been pre-configured to work with pirate skillsofts. It is an Average CyberTech task (DC18) that takes 20 minutes to modify a SkillJack to handle pirate DBAM chips. A challenging task (DC 22) will modify it to handle pirate RECMEM chips also. A difficult task (DC 26) allows for all three types of pirate chips to be used with the modified skilljack socket. The difficulty is one level (+4 DC) more difficult if the wetware update is designed to hide itself from legit skill chips so they will function in the socket also.

Pirating a DBAM chip is pretty simple – grab the data, and copy it onto a bioplastic chip with the same memory density. It takes a simple (DC 10) electronics roll (and 5 minutes) to reroute the data into the appropriate data channels in the new chip. The difficulty of this task increases by two categories for each successive chip type. A RECMEM chip takes an average (DC 18) electronics roll, and a PPRchip takes a difficult (DC 26) electronics roll to transfer. The difficulty in all cases is increased by the level of the skill to be copied.

Nanotech For The Discerning Punk

4th gen Enhancing Nan

All 4th gen enhancers share certain abilities. Each variety increases a stat (limited to Int, Ref, Att, MA, Str & Bod) by either +1, +2 or +3. Each also requires one month of nan-therapy per bonus, although a level 3 Enhancer will provide +1 after 1 month, +2 after two, etc.

In addition, each month of nan-therapy has a 4% chance of incuring some major, debilitating side-effect (Parkinsons, impotence, grossly malignant cancer, visual cortex damage, etc). Once the required nan-therapy has been completed, a maintenance has to be upheld or the nan can no longer function, and the increased stat will gradually return to it's original level after 1 month per level. The mantenance is a special dietary supplement (levels 1 & 2) with occasional injections (level 3) that cost 100eb per level of the nan per month. The nan-therapy itself costs 100eb per day of therapy for the first level, 200eb per day for the second and 300eb per day for the third level, requiring 30 days of therapy per level. Humanity loss is minimal because of the gradual increase, being 1HL per level.

Please note that these are the version of the Steroids from the Hardwired supplement that we use in our games, and therefore resemble them quite a bit in basic rules

Rapid-Acquisition Nanites

RA-Nan increases the brain's ability to acquire information to a disturbing level. Two days after inbibing the RA-Nan, the user gains the ability to acquire INT and TECH based skills from book-reading and computer-based education at 10IP (5IP new system) or 20IP (10IP new system) per day respectively. The RA-Nan maintains this ability for 2-5 days, but each day the user has a 10% EACH of losing one point of INT, TECH or REF. In addition, once the RA-Nan has run it's course, any skill (but not special abilities) NOT increased during it's use are decreased by 1. RA-Nan is still experimental, but can be acquired with a very difficult streetdeal roll or an appropriate contact for between 3 and 6 thousand euro.

The Juicer OCC (Occupational Character Class) is one of the more memorable moments of the RIFTS RPG by Palladium. This article attempts to reconcile the Juicer to a role in the less war-torn, darker world of the CyberPunk dark future. Much of the material in this article is drawn from the main RIFTS rule book and both illustrations are by Kevin Long and are being used here without permission.
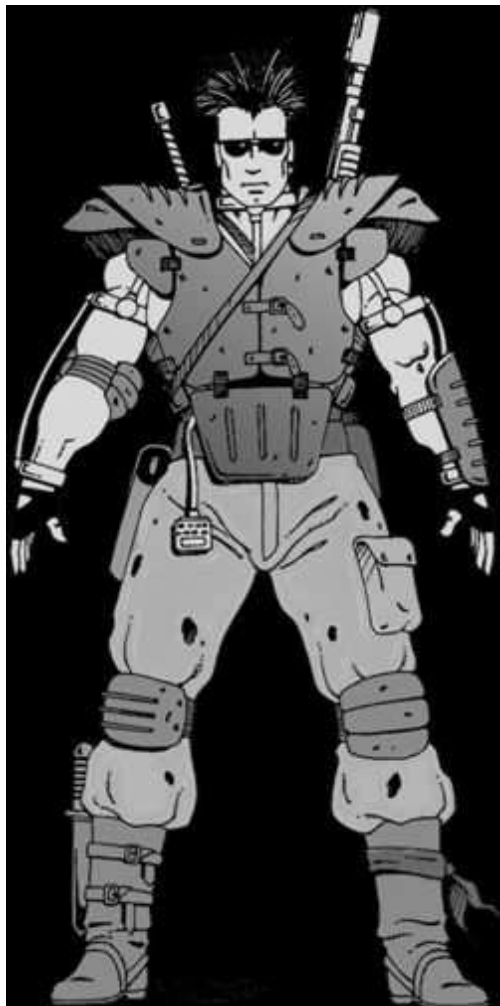
The Juicer is a man augmented by special neurosurgery, nanotech and big time drugs. Designer drugs are combined with a computerized monitoring and dispensary system and a heavily tweaked metabolism to produce a fast, wired killer. Microscopic implants in the vascular system, brain and muscles map out the body for nano-technological and chemical modification and performance upgrades undreamt of mere years ago, without the extreme mechanical replacement and augmentation of bionic systems.

The first step in to Juicer procedures is the implantation of two specialized *biomonitors* linked to and controlling thousands of natural and artificial chemical responses. Only one biomonitor is in use at any time, but the second is implanted as a backup in case the first should fail. Once the biomonitors are in place a detailed reading of the subject's physiology and metabolism is made and chemical and nanotechnical modifications are made until the metabolism is working at far beyond peak capacity - this involves minor modifications to the lymphatic system, adrenal gland, thyroid system, cardio-vascular system and so on.

Now we have the basis of the Juicer: major metabolic rebuild and minor cybernetic augmentation. It comes down as follows:

System	Effect	Cost	HL
2 x Biomonitor	+2 Resist Torture / Drugs	200eb	2HL
Overdrive Metabolism	+2 STR, MA, REF, Initiative	10,000eb	4D6HL
Adrenal Control	+1 STR, MA, REF 3 times per day	1,500eb	D6+2HL
Super EPO Synthetic Hormone System	+2 Endurance, +1 MA	2,000eb	D3HL
Super Vein Clips & Sphincters	+2 Death Saves, +2 Resist Torture/Drugs, +2 Stun Saves, +4 on resuscitation / stabilization rolls	4,000eb	2D6HL
Enhanced Antibodies	+1 Healing Rate	3,000eb	D3HL
NanoSurgeons	Double Healing Rate	6,000eb	D3HL
Toxin Binders	+4 Resist Poison/Drugs, -1 damage/die from toxins	3,000eb	D3HL
PaceSetter 2000 Heart	+2 STR, MA, BOD for up to 2 minutes / use	1,000eb	D6HL
Drug-Keyed Metabolism	+2 Resist Poison/Drugs, cannot resist drugs "keyed" to user's system which act at +50% potency	3,000eb	D3+1HL
Juicer Package Deal	All above bonuses	36,000eb	11D6HL

Now sure, that looks impressive, but it's no "Street Samurai" yet. The key element of the package above is the "Drug-Keyed Metabolism" - it helps the Juicer against non-keyed drugs, but makes him completely dependant on a special set of drugs which he also gains additional effect from. These drugs are hereafter known as "The Juice". A corporate or military Juicer has access to these drugs, and their employers only pay a quarter the list price for them (on average). Mercenary and independant juicers have it a lot tougher, as the average Juicer will go through over 3,000eb worth of The Juice in a week.

"The Juice" is administered by the Juicer Suit (shown at right). The suit is linked up to the Biomonitors, and is comprised of a central dispensary system (on the chest section of the unit) linked up by tubes to injection collars around the neck, wrists, upper arms and legs, designed to inject artificial stimulants and pharmaceuticals to key parts of the body for rapid acquisition and reaction. In game terms this means that all drugs administered by this rig (or other rigs like it) take effect in one half the normal time as they are being administered directly to their target zones.

The Juicer Suit provides no SP, and costs about 3,000 euro from most sources or techies / medtechies who can make or procure one.
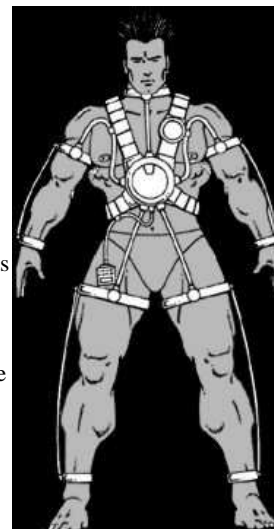
The Juice
The "Juice" listed below were created with our Drug Design system adapted from that of Dark metropolis. Don't panic though - we've included the full rules for each Juice so you don't have to be using our system to use these Juicers.

New Primary Effect
"KEY"ED DRUG
This drug has 100% Miscibility with all other drugs in the same "Key" group. This increases the Difficulty of the drug by 10 points and triples it's cost.

Basic Maintenance Juice		STR: 6	30 eb / 3 hours
main	Stimulant +2, Endurance +4, Keyed Drug		
side	Egotism +4, Obsession +2		
cum	Physically Addictive +4		
	Onset: 9 seconds	Duration: 3 Hours	

The basic "Juice", this is constantly drip-fed to the Juicer, and indeed the Juicer cannot live without it. It provides +2 Awareness, +4 Endurance, and 6 Humanity Loss. (Remember - the drug keyed metabolism of the juicer brings this to +3 / +6 / 9 HL)

Booster Juice
STR: 8   300 eb / minute

main	Accelerator +4, Speed+4, Keyed Drug	
side	Alienation +4, Analgesia +4, Obsession +4	
cum	Physically Addictive +2, Temporary Tolerance +3	
	Onset: 4 seconds	Duration: 1 minute

This is the kicker. This Juice gives the Juicer +2 Reflex, +4 initiative and +4 on stun saves. It also costs an additional 6 HL to the Juicer beyond the Basic Juice loss. The Juicer also gains a short-lived tolerance for the drug, so they can't maintain themselves on it in the long term. (Each use of the drug in a 6 day period results in one point of "tolerance". When tolerance is at 5 or greater all effects of the drug are halved. When tolerance hits 10, all effects of the drug are ignored. Tolerance is halved every 6 days). (Again the Drug Keyed Metabolism of the Juicer brings this to +3 Ref, +6 Initiative, +6 Stun Saves, +9 HL)

High Maintenance Juice
STR: 10   450 eb / day

main	Stimulant +2, Endurance +4, SpeedHeal +4, Keyed Drug	
side	Egotism +4, Obsession +2, Clouded Thinking +2	
cum	Physically Addictive +4, Temporary Tolerance +4	
	Onset: 1 hour	Duration: 24 hours

This is a special version of the Basic Juice with additional speedhealing properties. It increases the Juicer's already massive healing rate by an additional 2 points per day for it's duration, as well as having all the effects of Basic Maintenance Juice. It also clouds the Juicer's thinking, resulting in -1 INT and TECH for the duration. It is also Tolerance forming, using the same system as the Booster Juice above.

The Enemy Within

Overview

There are numerous bioware and cybersystems available to help an individual alter there appearance. Combining these into a package could prove invaluable to any inflitrator or fashion follower.....

Breakdown

The package allows the wearer to change their face, hair colour/length and skin coloration. There are additional systems to change their height and apparent weight over a number of minutes. As with any disguise, it is difficult to move from one extreme to another, so it is unlikely a 6 foot meatboy could be impersonated by a 5 foot weakling.

The chameleon system uses a central processor to guide the changes carried out to complete the disguise. Pictures and measurements help complete the shapechange although it can be done by eye. The system grants +8 to disguise rolls but the success of the impersonation is modified by the depth of information available on the target and the skill of the system's operator. [The is a x3 intelligence based skill and cannot be taught without the implants. The referee **may** allow characters +1 in the skill per three disguise skill levels, but this is optional!!]

Event	Modifier
Has developed the shapechange skill	+1 per 3 skill levels
Has body scans / medical measurements of target	+4
Has detailed / many photographs of target	+2
Similar body size and shape to your own [BOD stats are within 2 points of each other]	+1
Have suitable clothes & equipment	+1
Doing it by eye	-3
Fairly different shape or the other sex [BOD stats are more than 3 points different]	-4
Vastly different to your appearance (i.e.: an exotic or very thin / overweight)	-5 or more*

* In some instances it may not be possible to match the skin of the target (ice: heavy fur or snakeskin)

Make disguise roll against adding the modifiers from the table above. People who see the transformed wearer must make an awareness roll against this value to spot "something wrong". Successful bluffs may put their suspicions at ease but the impersonator must have some clue to give a reasonable answer!

Example: *Agent Smith want's to impersonate Mr. Jones the young corp exec Smith's BOD score is 7, he has disguise +3 and shapchange +2. He has some pictures of Jones but no details body scans - the Ref says this is good for +2. Sadly, he doesn't have Jones' Savile Row black suit - he's only got a knock off from one of the nanomachine in Kiobi Tower (the ref does a poker face). Jones has BOD 8 as he works out a bit and the Ref lets Smith's player get the +1 bonus.*

This brings Smith's totals of INT 8, shapechange bonus +1, +2 for image intelligence, +1 of similar shape and disguise skill of 3 to 15. Smith's player rolls a 6 and this make his total 21.

Mr. Jones Mark II takes a walk to his offices and gets in the lift. Jones' assitant gets in and the Ref makes an awareness test - he gets a total of 17, so the assistant says nothing. Unfortunately for Smith, Jones' boss gets in on the next floor up and starts waffling about last week's boardmeeting. Smith has to make a few noncommittal grunts and nods as he doesn't have Jones' voice pattern. The Boss makes a perception roll and gets 22..... there's something odd about Jones and why's he wearing that cheap suit?

Smith tries a line about his best suit being in for repair, sets his mobile phone off and pretends to be busy (his player tries a rough impersonation of Jones' voice) .... The Ref says nothing and keeps Smith's player sweating. The lift arrives and Smith makes his way to the computer room.

Personally, I don't like to tell my players how well they're doing on fast talk rolls or disguise attempts. You can be really evil and have Security waiting at the target's desk..... of course, they won't know it's just to give them back the five euro they borrowed for the coffee machine. :-)

CHAMELEON PACKAGE

Total Package costs: 10D6 + 4D3 + 4 HC and $16,650 (excluding surgery)

Systems:

System	Surgery	Effects	Cost	HC	Original Sourcebook
Synthskins	N	Colour changing artificial skin [Change your skin tone and complexion instantly]	$400	D6	Cyberpunk rulebook
Neo-hair	M	Colour, style and length changing hair	$300	2	New
Audio-vox	M	Vocal synthesizer for special effects	$700	2D6	Cyberpunk rulebook
Voice Pattern	N	Emulate a target's voice via audio-vox implant	$350	2	Chromebook I
Feature Alternation Option	N	Change facial shape (+4 disguise)	$3500	D6	When Gravity Fails

New Kit

System	Surgery	Effects	Cost	HC	Original Sourcebook
Cyberoptics with Pattern Emulator	M	Pair of cyberoptics with a system that changes the eye's pattern to that of a target. [Fool's eye scanners 90%]	$500 x 2 $400 x 2	D6 x 2 2 x 2	Main rule book + new
Improved Feature alteration system	M	Replacement tissue for ears, nose and brows. Facial changes now done in 2D6 minutes	$800	D3	new
Neoplastic Teeth	C	8 front teeth replaced with memory bioplastics.	$800	D3	new
Polybone implants: hands	C	Replace hand's bones with shape altering bone/bioplastic composite. Change hand structure in D4 minutes.	$1000 x 2	D6 x 2	new (see GURPS Bioware)
Polybone transformation.	C	Change length of arms and legs by up to +/- 6" [takes D6 minutes and a difficult intelligence roll]	$4000	2D6	new
Tissue sacs	M	Sacs to change the bulk of the torso as necessary	$500	D3	new
Transformation Controller	M	Central control unit for bone, size, colouration and posture modification	$1,500	D3	new

Any thoughts, complaints or witty comments to Rich@synik.f9.co.uk.

Where's the On Switch? - Optional Rules For Cyberoptics in Cyberpunk 2020

Author: unknown.

The rules for cyberoptics in Cyberpunk 2020 do not take into account the penalties for only having an opti-on in the one optic, or whether or not certain options (such as thermograph and infrared) stay on all the time. These rules are an attempt to clarify this. The rules below will only deal with cyberoptic options which have a direct visual function. Cosmetic options such as Colour Shift or weapons such as the Dartgun will not be dealt with. The penalty for a single optic only will be listed. The activation of each option will be listed as Always On (the option remains active after installation), Thought-Activated (the option is activated and deactivated by a simple mental command taking no actions) or Device-Activated (Activated when a cyber-controlled device or other cyberware provides data; will remain on until data is sent/device is removed from plugs).

If I've missed any cyberoptics/options which ought to be in here please email me.

Option	Single Optic Penalty	Activation
Anti-Dazzle	Single optic reduces flash blinding penalty to -1	Always On
Digital Camera	Dual cameras can produce 3D images	Thought-Activated
Dodgeball	None, dual optics halves time to work in moves	Thought-Activated
Image Enhancement	+1 on awareness instead of +2	Always On
Infrared	Single optic is at -1 awareness	Thought-Activated
Laser Comm Optic	None	Thought-Activated
Low-Lite	Single optic is at -1 awareness for visual check	Always On
Micro-Optics	Single optic is at -1 awareness for visual check	Thought-Activated
MicroVideo	Dual cameras can produce 3D images	Thought-Activated
Targeting Scope	None, 2 optics gives +2 to hit with a smartgun	Device-Activated (Smartgun)
Teleoptics	Single optic is at -1 awareness for visual check	Thought-Activated
Thermograph	Single optic is at -1 awareness for visual check	Thought-Activated
Times Square Marquee	None	Device-Activated
Times Square Plus	None	Device-Activated
VideoCam	None, 2 cams can send 3D images	Thought-Activated
Video Imager	None, 2 screens produce 3D images (if signal sent is 3D)	Device-Activated
Ultraviolet	Single optic is at -1 awareness for visual check	Thought-Activated

Skill Hard Wires

New Biofiber Technology allows the permanent grafting of skill responses to an existing organic neuromuscular system. A skill HardWire can accentuate any active, non-knowledge/information-based skill. Once installed, the Skill HardWire is permanent and should never need maintenance within the user's lifetime.

The installation procedure involves wiring Biofiber trunks to the Neural Processor and down through the limbs and neck. Nanites are then introduced which tie these biofiber trunks into the body's muscle groups. The wetware then introduces signals through these lines to create pre-programmed responses that won't actually over-write the skill use, but supplement it (perfectly steady hands, ability to draw a weapon by pure reflex instead of having to think about it, assuming a Weaver II firing stance while drawing by reflex). Through mild impulses the SkillWires also keep important muscle groups seemingly still through minute, pre-arranged twitches.

SkillWires are still the newest wet-ware from the Chiba bio-clinics, and getting your hands on them can require some major digging. Currently standard SkillWires are for Handgun, Rifle and SMG skills, Athletics, Drive, Motorcycle, Pilot and a few martial arts (Karate and ArasakaTe). Other REF-based skillwires are definitely possible, but depend on some CyberTech recording the appropriate skill impulses.

In game terms, SkillWires provide a +1 to the selected skill per level of skillwiring. **Munchkin Alert**: These have the potential of serious munchkinizing, therefore they require a Very Difficult (mk I), Near Impossible (mk II) or Impossible (mk III) StreetDeal, Resources or CyberTech roll to obtain. Also the very high price indicates the cutting edge technologies involved, and are fairly prohibitive to most PCs.

Mark I Skill HardWires	8,000eb	D3 HL	MA Surgery	+1 to REF Skill
Mark II Skill HardWires	18,000eb	D6+1 HL	MA Surgery	+2 To REF Skill
Mark III Skill HardWires	30,000eb	2D6 HL	MA Surgery	+3 to REF Skill
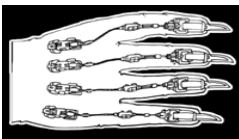
Improved Hand Razors

Wiremasters is proud to offer the new Wilkerson compression carbide blade and mono-carbide blade replacements for Rippers. These replacement blades will fit all existing cyber-ripper units currently manufactured. Please indicate manufacturer and model number when ordering.

Installing improved rippers involves about 40 minutes per hand and an Easy CyberTech roll. Compression Carbide Blades are sharper and hold a fine edge better than regular rippers, and deal slightly more damage. Mono-Carbide Blades are MUCH sharper than regular rippers, but suffer from all the disadvantages of mono-blades (shatter when fumbled).

Compression Carbides	+100eb	+0 HL	No Surgery	+1 damage, 1/2 SP
Mono-Carbides	+600eb	+D3 HL	No Surgery	+1D6 damage, 1/3 SP

ACME "Oxystor" Lung Implants (ITEM#:CVB272301)

COST: 1200eb

ACME and BODYWEIGHT have teamed together to design this new technology. It consists of implanting a "living" chemical cell into each of your lungs. These "cells" are controlled by microprocessors that store O2 from the normal breathing process. When O2 supplies reach a dangerous level, the OXYSTOR releases more O2 as needed. With this feature you can go without air 40+ minutes! Two hours of normal breathing will recharge the cells after they are used.

NOTE: Surgery=M HC=1D6+1

Design By: Shane Neal (Zaxxs Rotzville - Independant Solo) From ACME

ORBITAL BIOTECH INC. S.M.A.R.T. BOOSTERWARE

The latest in paired cybernetic and nanoid enhancement lays artificial neuron paths alongside the natural ones of the recipients brain. The acronym stands for Supernormal Memory and Response Times. This enhancement is neuralware and requires a basic processor first to function. It comes in two forms:

a) SMARTBOOST Mk1: works like Kerenzikov Boosterware in that it permanently raises INT one point for each level. It costs 1000Eb per level and can raise the Int by a max of 2 points. Humanity Cost 2D6/3D6.

b) SMARTBOOST Mk2: IS MORE LIKE Sandevistan Boosterware in that it boosts Int by +3 for 5 Turns after a subvocal command. Cost 3,000Eb, Humanity Cost 1D6

In both cases it requires Major Surgery to install.

© Steve Hynd September1999

FIREFIGHT (MRAM/PROGRAMMABLE)

A database of sounds for all common (Basic Rulebook) weapons being cocked, reloaded and fired, both normally and silenced. Gives instant recognition of just what the enemy is firing at you. The chip can be linked to cyberaudio (Cybertech Diff 15)

So that any non-standard weapon can be added after it has been used within hearing range. This function will NOT let you identify the weapon, only let you know that you have heard it before.

This is black chipware.

© Steve Hynd September1999

SHINING (MRAM/PROGRAMMABLE)

This very illegal chip pretends to be an innocuous type, but contains a subliminal message that requires Awareness 25+ to notice. After 2 hours of use, it takes Resist Torture/Drugs 20+ to stop yourself doing what the message tells you: drink Coola-Cola; give your money to a cult; become paranoid or messianic; kill your best friend, the president, EVERYONE! Or just sleep with a particular person and enjoy it!

This chip has so many uses it will always be used. Even so, making one or causing it to be used is a federal offence comparable to assault or rape.

© Steve Hynd September1999

Optical enhancement chipware

Credited - ohms

This particular piece of chipware is great, it plugs into a chipware socket a BOOM! you have many different optical features without lossing an arm and a leg on space, money and a perfectly good eye. A defienite for light carrying Solos, and an alternative to the Cybereye and optical modules.

*To use this chip you must have a neural processor.

Optical Features	
Low light	500 eb
Thermographic	1000 eb
Infrared	900 eb
Telescopic	700 eb
Microscopic	800 eb
Ultraviolet	800 eb

All ranges of sight are half of Cyberoptic modules

*After insertion of the chip player loses sight for d6 days while vision readjusts

Head Trauma causes 30% of complete visual shutdown or erratic spectrum changes.

1-30 Complete visual shutdown
31-100 Erratic spectrum changes

Cost 500-1,000 eb (GMs Discretion)

1 Shot EMP full body shielding

Credited - ohms

This new toy takes one EMP hit before burning out. The EMP "sponge" attaches to the neural processor directly. It takes up 1 space. For you cheap fuck's there is a 10% chance it will function a second time, but a 90% of failure. Now would you want to try to cheat fate to save a 100eb on a new EMP "sponge"?

No Humanity loss

Absorbs 1 shot of EMP before burning out

Availibility : C

Cost 100 eb

Borg Upgrades

Credited - <u>Kountzer0</u>

Do you borgs out there have the same problem as me? My meat boy partner has a better reflex and body than i do, and i have full metal on my side. Well the flesh weasels at Raven-Micro Cybernetics realize that this shouldn't be. Now that pesky meat boy will see just how good full metal really is. This option is full borgs only.

Upgraded Reflex

Credited - <u>Kountzer0</u>

Don't get me wrong,a reflex 15 is great , but when your amigos keep passing you by you have to take the next step in borg technology. This option will further increase your reflex by 2 points above existing boost (now you can have a reflex 17). You have to be modified slightly, however (1000eb, 1 spaces). Then all you have to do is insert the specially design battery into special slot (the 2 spaces), it's that simple. The battery lasts 1 day and can be recharged via wall socket.

-3 humanity loss

Cost 8,000 eb per point

Upgraded Frame

Credited - <u>Kountzer0</u>

This is the motherload. The meat people won't compare after this one. The frame enhancement will grant thee +3 body and 10 more SDP. The frame is fully compatible with CCPL (gives you a 69 body, lets see PA do that). No battery required. Frame enhancement increases size by 5% (weight & height).

-6 humanity loss

Cost 20,000 eb

Hand extentions

Credited - <u>Kountzer0</u>

Defy human boundries; New from Raven-Micro Cybernetics come the Exti-Hand. A Metal rod built in to your cyberarm house all necessary fuctions of cyberhand operations and extends a full 2 meters (just think Inspector Gadget). A rocket assisted hydrolic will add +2 to punch damage and enables you to grapple out of reach people. This option takes 2 cyberarm spaces.

1d6 humanity loss

Cost 600 eb

Real Skin Weave

Credited - <u>Kountzer0</u>

-Provides SP 12. Looks like real skin (difficulty 20 awareness) Covers entire cyberlimb, and uses no options.

No Humanity loss

Cost 1,000 eb

Cyberarm external large weapon mount

Credited - <u>Kountzer0</u>

This item is quickly gaining popularity in the military and securtiy community, this system allows the enhanced individual to mount a lager than normal weapon on their cyberarm. This comes at a price, however. Two option spaces are used, and the arm no longer has a forearm or a hand. Weapon sizes are determinded by body type. To determine the largest weapon you can use, simply use the system found in Solo of Fortune 2 (pg. 68), and find the highest recoil weapon you can fire with two hands, unbraced.

No surgery, as this can only be done with a cyberarm. Rifle or other weapon must be smart chipped, -2 acc, +1 initiative.

1d6 humanity cost.

Cost 500 eb for modifications to the arm, 300 eb for the weapon.

Enhanced Olgidendrocytes

Credited - <u>ohms</u>

Ever want that additional reflex boost to have more of an edge during combat or just sick and tired or having to turn on your Sandevistan Speedware? Well do I have the solution for you! EO's are synthetic Myelin created by nanobots which surround your nerve axon improving the speed of impulse conduction even more working in conjunction with natural Olgidendrocytes produced by your body giving you an additional +1 reflex.

Availability: P

2d6 humanity cost

*This is a permanent affect.

*It will stack with every kind of reflex boost enhancement out there.

*It is administered by injections into spine via Lumbar puncture, takes effect after 24 hours of administration.

Cost 3,000 eb

Nano-neural controller system

Credited - <u>Kountzer0</u> & <u>Grim</u>

This system is not available to the public. In fact this system is not even known about by the majority of the public out there - although there are rumors. Even major corps have trouble getting this incredible item. The system includes a single shot launcher, one dart, and one controller module. It works like this: the dart is fired into a flesh part of the target. The nanosurgeons are released into the blood stream of the victim. Over the period of two weeks a subtle change is made it the target's brain. The change can be noticed with an awareness roll of 25 or greater (no combat sense added). At the end or the two weeks the target is now under the power of the the controller, which can be an AI computer or a linked human. The target can be given commands, and sees those commands as their own wishes, even if the command would cause personal harm.

Despite this, the target retains it's own intelligence, and is not an autonomon.

The system allows all senses to be felt by the controller. The system is very difficult to remove (surgery code 25), and the victim is often rigged with a cortex bomb or other simmilar device. There is a 5% chance that each one of these stats are lowered by one point: REF, COOL, INT, EMP, and TECH. It takes a streetdeal roll of 45 to obtain - sorry players!

Cost (Price for legitiment buyers) 100,000 eb for complete system, 75,000 eb for one dart, 500 eb for launcher, 30,000 controller.

SANDMAN IMPLANT
Tire of not getting enough sleep? You're away for a while and forgot your sleep inducer? Well BMS has the answer for you. The Sandman implant is an internal sleep inducer. When you want to go to sleep just think it and boom you're out like a light. You also have setting for when you need to wake up. If there is a noise above a certain decibal your internal alarm will go off (need cyber audio for this optoin). Or you may set a time. Or when light hits your face(cyber optics needed for this option). No longer do you have to worry about bring your sleep inducer when you're always carrying it.

GAME STAS: works as a sleep inducer(Chrome 1 pg) but with more options as above. Costs 200eb Surgery M HC 2pts

By Cybersmiley

INSTANT FACE
Tired of looking at the mirror and seeing the same person over and over? Well now with Instant Face you don't have to. Implants installed under your fac allows bone structure to be manipulated with a thought! Have people guessing what you'll look like with Instant Face from BMS Surgical.
Game Notes: Add a +5 to Disguise rolls. With a PC, interface plugs and a program(1000 eb) the character will be able to match any face scanned into the computer. Very Difficult Awareness/Notice roll to recognize the face as an imposter. Modification to the users body can increase the disguise even further. Surgery: Ma HC: 1D6+3

By Cybersmiley

BUILDING BLOCK CHIPS
New From BMS. Skill Chips that keep on learning! These chips are able to grow with you as you learn from your mistakes and successes. They are a little bit bigger but that's because of the micro AI inside that learns along with you. NOTE: BMS disclaims any tampering with the chip. There have been incidents of "rogue" chips that BMS did not produce. These "rogue" chips have caused psychosis and programed thoughts in individuals who bought off the street and BMS takes no responsibility for such use.

GAME STATS: These are the same as skill chips but take up 2 slots and are considered 2 skills for INT capacity. The cost is 5x normal price and maybe bought as high as +3. PCs gain IP for using these skills. After 1 year of use the chip is no longer needed(as long as PCs pay the IP for the starting level of the skill i.e. a level 2 chip requires 20 IP before the chip can be removed)

By Cybersmiley

THE PROJECTOR EYE
New from BMS. The Projector Eye allows you to show the rest of the world what you see. Like a old school movie projector, the Projector Eye will show on any surface what the person wants. If you have a vid camera in your finger and peek around a corner now you can show the rest of the team what you see. You also can be the life of the party by showing film anywhere you want. On the wall, on the ceiling, on the fridge, anywhere you look. You must have a cyber optic and a neural processor.

Game Notes: Takes 2 options. Can be link to vid screen or any other viewer through interface plugs. 300eb HC 2

By Cybersmiley

FLASHBULB EYE
Brings the Hand option to your eye! Surprise your opponent with this great option. Often people get suspicion when you start to raise your arm. Now you don't have to. Just click, any your opponents drop like flies, not even knowing what hit them.

Game Notes: Has the same stats for the flashbulb hand option from *Chrome 2*. Takes 2options. You must have Anti-Dazzle in the other eye or else the player will suffer the same effects. Doesn't work through goggles, shades, or opti-shields.

By Cybersmiley

RETRAX WIRE
First generation Livewires!A 1m long low impedance cable that has a spool implanted to wind the cord up when not in use. By signal from your Neural Processor you can vary the length of the wire to fit your needs. Your already plugged in when you pull the cable to interface. Gone are the days when you would plug the cable into yourself and then to your gun or deck. No more worrying about your cable being too long and in the way. The implant may be in either your neck or arm.

GAME STATS: As interface plugs but with the wire. The character mentally controls the length of the cord according to their needs. Costs 150eb. HC 1d6+1

By Cybersmiley

THE PRICK : This is an option for the MR. STUDD and MIDNIGHT LADY cyber-enhancements. "The Prick" (also known as the Penis Pin or Cunt Castrator) is a single, telescoping needle, or series of smaller needles that is used during intercourse to inject a drug, poison, or other material into the partner.

This is a common option among assassins, especially those who prefer to get really close to their targets. In such a case, a common drug used with this option is Cornary-Cyanide (Shows up as a heart attack 90% of the time, Nearly Impossible to detect, unless the ME knows exactly what to look for. Prostitutes also have taken to making frequent use of this option. Taking their Johns or Janes to bed (or whatever the customer is into) and pumping them full of euphorics.

This option defeats all cyber-armor enhancements. This includes but is not limited to skinweaves and subdermal armors. Resist Torture/Drugs can be used to resist the drug's effects, but the only protection against The Prick is to have your own sexual organ replaced. This is considered gray market cyberware, and as such is permissable as long as it is registered.

Cost: 200 eb.
Sugury: M
HL: 1D6

by Knighthawk <dsknighthawk@yahoo.com>

GRIND CUTTERS: Supersonic, whip-like vibrocutters which are built into the fingers of a standard cyberhand. The user can fire 1 to 5 of these at once, however, only when one is fired may a second launched while the first is already extended. (Example: Kinuba fires his index finger cutter during round number 1. The following round, he keeps the index finger cutter extended and can only fire one additional blade (of his choice), but once that one is extended, he must retract them both before relaunching.) This is by no means a quiet weapon, emmitting a high pitched whine as it moves.

Needless to say, this is considered HIGHLY illegal cyberware, and is extremely difficult to come by even on the black market. It is rumored that this cyberweapon was designed for use in the underground battle cages, being the combination of the livewire, and vibroblade. Only recently has it begun to hit the streets.

GAME NOTES: THIS MUST BE ATTATCHED TO A CYBERARM CONTAINING HYDROLIC RAMS (TO ABSORB THE MASSIVE RECOIL GENERATED BY FIRING ALL 5 CUTTERS AT ONCE. Neuralware is also required for usage, as it is controlled like a livewire (see Chromebook 3). The length of the blades is computed using the following formula: Length(meters) = BODY / 2 (round down) MAX LENGTH - 6 meters; Damage: 7d6 +BODY SCORE AP as per knife); HL: 3d6+5; Average Cost(before GM adjustments): 1,500 eb.

Inspired by Yukito's BATTLE ANGEL ALITA, GUNNM, and BATTLE ANGEL series of Manga and Anime. BATTLE ANGEL ALITA, GUNNM, and BATTLE ANGEL are all registered trademarks of VIZ GRAPHIC NOVELS and all rights are reserved.

by Knighthawk

Gargoyle Exotic Package

Game Statistics: Minor Facial Modification(or Major if truely desired), Natural claws(both hands and feet), Digitgrade Legs, Combat Tail, Cyberwings(Dragon). 26,500 eb total (27,500 eb with major facial modifications).
Surguries: 2 Critical, 1 Major, 1 Minor, 4 Negligible. 23d6 + 1d6/2 + 11= HL
Popular Options: Skinchange(either to a leathery skin or scales), Skinweave, Speed Grafts, Muscle Grafts and/or Muscle and Bone lace

by Knighthawk

Arm-Weapon Mount: This invloves removing the hand, and at least half the forearm. The weapon which can be mounted is based on BODY TYPE. A cyberarm mount takes up 2 slots. Highly Blackmarket (but most beat cops won't interfere). This option also has conceilability class N (class L if your GM has good reason). This cyberware is definitely RARE. The chance that a random encounter will have this is 5% for every point of Streetwise, 7% for every point of Streetdeal or Resource. Besides guns, it's been rumored that some Slaughterhouse, Blood Razor, and other blood-hungry gangs are using this mount for swords, axes, and even chainsaws.
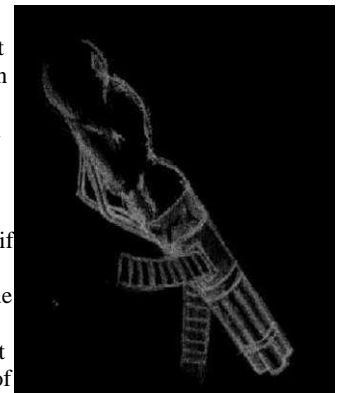
There are different kinds of mounts, and different costs and humanity loss for each of them. QCM stands for Quick Change Mount.

MOUNTING TYPE / SURGERY / COST / HL			
Flesh Mount	MA	5,000	4d6+10
Flesh Mount w/QCM	MA	5,500	4d6+12
Cyberarm Mount	N	2,500	3d6+5
Cyberarm Mount w/QCM	N	2,750	3d6+7

This is the MAXIMUM type of weapon that can be mounted on that character.

BODY TYPE AND WEAPON TYPES	
Very Weak	Light SMGs & Heavy Autopistols
Weak	Med. SMGs & Very Heavy Autopistols
Average	Heavy SMGs & Assault Rifles & Shotguns
Strong	Low power, Light Heavy Weapons
Very Strong	High power, Heavy Weapons
Superhuman	Anything that's Recoil score does not exceed current BOD (see SOF 2)

There is no penalty when using an arm-mounted weapon, and it is linkable to a cyberoptic targetting scope. It is linkable ONLY to a cyberoptic, and not to smartgoggles.

Replacement Options:
Cyber Claw-hand & Arm assembly: Resembles Sov-ware; a 3-clawed hand with 1 opposable claw. This hand does 1d6+BDM (punch), 2d6+BDM (crush), and 2d6ap (slashing & piercing) damage. The claw has a -1 penalty to all non-attack actions. The claw has 1 option for any covering, and 1 other option which allows for cyber weapons or accessories (NOTE: weapons fire through the 'palm'). HL: 2d6+2 Cost 350eb

Hook: anyone call for a pirate? Just a metal hook. GM makes penalties, damage and HL. (My recommendation: Can't hold anything, -3 penalty to all actions, 2d6-1+BDM ap, HL: 1d6/2)

Accessories:
Ammo Hopper: 20x standard ammo load. Comes in a variety of styles. Can be armored (20 SP) for an additional 100 eb. The ammo hopper has a standard SDP of 10.
Backpack style: 200 eb.
Cybernetic: 500eb (MA), 3d6+1 HL

Graphic by Dave "Knighthawk" Simpson, 1999

by Dave "Knighthawk" Simpson

GENOMUTANTS

STATS		
INT 1	REF 11	MA 12
BOD 12	COOL 12	EMP 1

SKILLS			
Combat Sense +5		Claws +8	
Built in Weapon +8		Bite +8	
Shadow/Track +8		Stealth +8	
Climb +7		Dodge +5	

Built-In Weapons						
Grenade Launcher	-1	7d6 (5m/rad)	30	2	VR	150m
Rocket Launcher	-1	5d10 (7m/rad)	15	2	VR	800m
Laser Projector	+1	4d6	25	1/3	VR	250m

Genomutants are genetically engineered battle beasts. They serve no other purpose. These jibbering freaks of science have developed their own social structure. This structure resembles that of a colony (though there is no queen and the genomutants lack reproductive means). These creatures typically are found in a defensive role, even long after their protectorate has been eradicated. These creatures being that they are artificial, do not require a typical organism's life-sustaining requirements (food, water, etc.). The genomutant exists in one of two states, active and hybernating. When the genomutant is grown, one of the 3 afore-mentioned weapons is mounted on its back. The ammunition (or power pack for Laser Projectors) is contained within the chest and abdomine. The genomutant dies when all its ammunition is expended or shot to death. If the mutation's weapon is exhausted, a 2 kg package of plastique (also located in the genomutant's chest cavity) goes off. Every time the genomutant takes a round to the torso, there is a 15% chance the plastique is hit and goes off.

by Dave "Knighthawk" Simpson

OCELOT'S DISCOUNT CYBER SHOP, v 1.0

Author: Gary Astleford, first posted to [Mockery's Cyberpunk 2020 Page](#)

[This article deals with older/defect cyberware, which is on the other hand cheaper. Great for a gutterpunk / losers game or Characters short on money.]

Hey there, chombatta. Come on in, take a look around. I know, you're used to the top-of-the-line, the creme de la creme, the chillest tech and the hottest cyb. That's not what I deal in, though. That's not my biz. I can give you what you want for as cheap as you want it, though it ain't gonna run as good as the stuff you could get in that on-the-mall clinic. Then again, if you had the money for that place, you wouldn't be here, would ya..?

ON DISCOUNT CYBERWARE

Cyberware's expensive stuff, and if you want the Edge, you gotta be chipped in, wired up, and turned on. You think the world's gonna stop just 'cause you can't afford that orbital crystal cyberarm? I sell stuff made in third world nations by companies that no longer exist. Some of it's military surplus. The rest of the stuff here got recalled a few years ago due to defects. Sure, none of the defects are TOO bad. Nothing you can't live with. So what do you say?

[Mockery's Note: Unless otherwise noted, HC for these implants is the same as for normal ones.]

DEFECTIVE BIOWARE

MUSCLE & BONE WIRE - I call this stuff "wire" instead of "lace." Like, you use lace on panties, but you use wire when you wanna string someone up in a tree. Get it? Anyway, it's your standard nanoid treatment, 'cept these little bastards get a mite too busy. They wrap up your bones and muscles just like normal, but it kinda stiffens you up. From what I hear, it makes you strong as an ox, but it's kinda like having wire inserts in your body. Like Gumby. Game Notes: This treatment increases your BODY by +3, but reduces your REFLEX by -2. Cost: 750 euro.

DEFECTIVE CYBERAUDIO

TAIWANESE HEARING MODULE - I got nothing against the Taiwanese, man, but they make BAD implants. I just sell the stuff. This is a basic hearing module. It's a copy of a Chinese copy of a Russian original. Probably made from stampings, too. Yeach. Anyway, it's cheap. 'Cept when they do cut you open and slap this puppy on, you'll understand why. First off, you'll notice you can't hear as well anymore. Not only that, but you get feedback in your head if you walk too close to anything like, say, a walkman headset. Game Notes: All awareness checks involving hearing will be reduced by -2. An auditory boost will partially correct this problem (but what's the point?). Also, electromagnetics will cause a loud ringing in the ears, resulting in a stun/shock save that, if failed, will leave the fool unable to do anything but hold his ears and moan. Cost: 75 euro.

[Mockery's Note: In case you were wondering, you can still purchase other hearing options at normal cost (phone splice, radar detector, radio link, digital recorders, etc) which will work normally. It's just when you try to HEAR things that you have the problem.]

DEFECTIVE CYBERLIMBS

CRUSHER - Hey, you like orange juice? Then, boy, do I have the arm for you. Oh, yeah, man. Runs like a dream, until you try to pick something up or shake someone's hand. Faulty pressure sensor. See, you grab someone's hand, say, to shake it. Feels to you like you're applying normal pressure, but in actuality you're breaking every bone in his hand. I seen a guy with one of these playfully swat his buddy on the back. Sent the poor schmuck sprawling about ten feet. Game Notes: Anyone with this type of arm attempting a normal action (picking something up, doing detail work on a circuit board or weapon, etc.) must make an average awareness roll. If the roll is failed, any item held by the hand takes normal crushing damage, depending on the strength of the cyberarm (ie, thickened myomar, hydraulic rams, etc). Under stress, the difficulty of the roll is increased to 20 (difficult). Cost: 1500 euro per arm.

LAME - This leg? Oh, yeah. I remember that one. Problem with the design; a flaw in the servo mechanism or something. Makes you look like you got a nail in your shoe. Game Notes: Anyone with this type of cyberleg will have an obvious limp. MA is reduced by -1. Cost: 1600 euro per leg.

NOISY - The cyberlimb is noisy, with loud servos and gears. No amount of Realskinn will be able to muffle the clicks and whirrs that this little baby makes. Other than that, it's just like a normal limb. You interested? Game Notes: The limb is loud. Stealth rolls are modified by -5. Cost: 2340 euro per arm/1500 euro per leg.

SLOW - Check this one out. Pretty nice, neh? What's that? Why's it so cheap? Well…let's just say this model wasn't so good in the speed department. Yeah, it's strong. It's got full structure ratings. It's just slow as molasses, and clumsy, too. But heck, what do you want for 750 euro? Game Notes: The limb is sloooooooooooooooow. -2 to all rolls involving REF (including initiative). If the limb is a leg, reduce MA by 2 as well. Cost: 750 euro per arm/500 euro per leg.

SOLAR POWERED - I wanna meet the poor dumb idiot who thought this one up. This is your average arm, but it's SOLAR powered. Sounds like a good idea, but you gotta keep the solar cells uncovered so that sunlight can get to 'em…which means you gotta roll your sleeves up to your shoulders or rip 'em off altogether. Not only that, but when fully charged, the limb'll only have enough power to keep going for six more hours, and if it runs out altogether you gotta sit in full light for an hour before it charges up enough to start movin' again. Game Notes: When fully charged and exposed to direct sunlight or bright incandescents, the limb performs flawlessly. However, if removed from light, all damage caused by the arm will be halved. After six hours without light, the arm will go dead, and will take an hour under full light to recharge. If the limb takes more than 10 SDP in damage, assume that the solar cells are destroyed, and the arm's performance will degrade as detailed above. It has one option space. Options not available include armor coating and Real Skin. Cost: 1000 euro per arm.

DEFECTIVE CYBEROPTICS

FUZZY VISION - These are real old Kiroshi's. Good quality eyes, too. 'Cept for the fact that they don't focus too well. Some of 'em, they got bad distance vision. Some got bad close vision. I try to match 'em up. Boy, wouldn't it suck if you had one of each? Wouldn't know if you were coming or going... Game Notes: These eyes are either near- or far-sighted. Depending on the circumstances, any action that requires vision is at -2 as long as the requirments are met (ie, farsighted optics give a -2 mod to close up work like picking locks, repairing electronics, and reading, while nearsighted optics give a -2 mod to anything requiring sight beyond a distance of about fifteen feet. Cost: 175 euro per optic. [Mockery's Note: Yup, just like the Hearing Module, you can still buy options like Targeting, Thermo, etc. at normal cost … you just can't see real far/near with them.]

REDUCED SPACES - My, aren't those pretty? Reminds me of a cute little Irish girl I knew when I was in the service. She had eyes that color. But I digress. What's the matter with 'em? Well, you can't put as many options in 'em as you can with the newer ones. Two options per eye, max. And they're all that color, too. No, you can't buy just one. I only sell 'em by the pair. Game Notes: These eyes have only two option slots each, as opposed to the normal four. Cost: 250 euro per optic, 500 euro per pair.

SINGLE FUNCTION - Right after the first optics hit the market, the U.S. Army got a hold of some. Decided to make them "Function Dedicated" or some such. You gotta realize this is before eyes were customizable, so you can't blame the boys in green for tryin'. They come in two flavors - Infrared and Low Lite, take yer pick. They're REALLY cheap. Game Notes: These eyes replace normal vision with either IR or Low Lite. Normal light will not be perceived. HC : 1D6 per eye. Cost: 100 euro per optic.

STICKY CYBEREYES - What do I mean by "sticky"? Well, these eyes, they're like normal ones 'cept they tend to "stick" when you attempt to change to a different visual option. So, like, if you equip one with thermograph, it might not change to or from that option when you want it to. Just annoying, really. Game Notes: These are normal optics. Each time switching to a new option is desired, roll 1D10 (per eye). On a roll of 1-2, the currently chosen option "sticks," and will not change. One attempt can be made per turn. Cost: 400 euro per optic.

DEFECTIVE CYBERWEAPONS

MOODY WOLVERS - I don't know what it is about these. Army made a ton of them before they caught on to the flaw. See, these wolvers work like normal, but from time to time they won't extend. Maybe one will, or two. Sometimes they got their shit together and they all come out to play. What? You wanna live forever? Game Notes: These wolvers don't always work. Roll 1D10 for each of the three blades when extending them. On a roll of 1-3, the blade in question will not extend. Roll 1D10 again when retracting them. On a roll of 1-3, the blade won't retract. Characters can make one attempt per minute to either retract or extend the blades. Wolver damage is reduced by 1D6 for each blade not extended. Cost: 450 euro.

DEFECTIVE IMPLANTS

NASAL FILTERS - I got BOXES of these things. Get 'em while they're hot. Made for the wars in Lithuania. I heard guys bitchin' cause these things didn't always work. They're made in sweat shops by teenage girls who moonlight as hookers, and they expect quality. Sheesh. Game Notes: These filters are only 50% effective at stopping toxic gases and fumes. Cost: 45 euro.

SUBDERMAL POCKETS - Before they started using polymers and artificial skins and stuff, subdermal pockets were made outta SKIN, man. The skin would sweat, and if you didn't keep it clean, the thing would smell like a dirty-ass belly button before too long. Not only that, but fungal infections are really probable. It's okay, as long as you keep the thing clean. Game Notes: 1D6+1 HC, pocket is 2″x4″ with a tuck-top. Not water proof. Cost: 50 euro.

DEFECTIVE NEURALWARE

BOOSTMASTER MK1 - When Kiroshira Technologies originally came out with the boostmaster, they hadn't worked out all the bugs. The faulty units were only on the market for about a week, but it was long enough for several thousand wired-up solos with hard-ons for speed to put their money down and bend over. As it turned out, the damn thing would make 'em wig out and twitch under stressful conditions. This did absolutely nothing for their accuracy. A lot of them died, and for a while, Chiba smelled a hell of a lot better. Game Notes: Can be added to an existing boosterware package, giving an additional +1 REF. However, during stressful situations, the unit gives off mild feedback, reducing all REF-based skills rolls by -2. This negative modifier can be avoided by rolling 1D10 under the user's COOL -2. Cost: 400 euro

CRIPPLED CHIPWARE - You sick of buying expensive MRAM chips you're only gonna use once? Like Zimbabwean Tribal Culture chips for three hundred euro a pop? Matter of fact, I got one of those lyin' around this dump, somewhere. Anyways. These chips are designed to "go bad" when they've been accessed for three hours. Sorta like a cheap trial use. I got a big basket full of 'em. And, no, they ain't sorted. Game Notes: These are standard MRAM chips with a special security subroutine. They only go up to Skill Level 2, and will erase themselves after three hours of use. The data can be re-encrypted again with a VERY DIFFICULT (25) Programming roll, but there is an 8 in 10 chance that the data will have been compromised, and the chip won't work anyway. Note that many may be outdated, being as much as four or five years old. Cost: 1/10th normal MRAM chip cost for a +1 or +2 chip.

REDUCED CAPACITY CHIPWARE SOCKETS - Ok, you know how normal chip sockets got ten slots for chips? 'Cept that if you're a peabrain, you can't use them all 'cause all the signals get crossed? Well, back when these puppies were looking for a standard, they came out with sockets that could hold as few as two chips. Smaller, too, less chance of 'borging out 'cause you wanna learn to ski. A bargain, really. I mean, why pay for something you don't need? Game Notes: These chip sockets hold 2, 4, 6, or 8 chips, respectively. A character cannot process more chips than he has points of INT. Cost: 2 Chip Capacity - 40 euro, .5 HC; 4 Chip Capacity - 80 euro, 1 HC; 6 Chip Capacity - 120 euro, 1.5 HC; 8 Chip Capacity - 160 euro, 2 HC.

AQUATIC EXOTICS
by **Amy Luther**

Triton (1600eb)

This modification retains the subject's general human appearance. Other than the ability to breathe underwater, and adding a +2 to Swimming (webbed hands and feet) the Triton exotic is in all respects a normal human and is limited to standard human norms of depth, temperature, and pressure when diving. HC=2D6+2.

Gillman ("Black Lagoon") (price varies)

As per the Triton, but aquaform bodysculpting is often thrown in, ranging from inexpensive water-reactive synthskins (2000eb, HC=3D6+2) to various types of full skinchanges (amphibian-like, scaled, etc., all costing about 11,600eb with an HC=5D6+2) or even Full Scales (13,600eb, HC=5D6+2). Spines, dorsal fins, and other minor body modifications are included in all packages at an additional cost of 1000eb and HC=1D6/2.

Merman (19,000eb)

Gives the subject Gills and Hand Webbing and fuses the legs into a single muscular tail. +2 to original MA stat, which is now your underwater MA only; on land, your MA is reduced to a pitiful 2, and you must either crawl or move about in a wheelchair. +3 to your Swimming skill. HC=6D6+4. Some subjects opt for skinchanges on the tail; this adds 3000eb to the cost and 1D6 to the HC.

Mariner (25,000eb)

Equivalent to an Exotic Full Body Conversion, this radical modification completely retrofits the human body to an aquatic environment, granting full underwater breathing capability and mobility. HC=12D6+4. The Mariner is similar to the Triton package (with +4 Swimming), but incorporates the ability to withstand extremes of temperature and pressure that would kill a normal human (good down to nearly 1000 feet and near-zero temperatures). Use your imagination

---

CYBERHYGIENE
by **Gary Astleford**

Opti-Free Saline Dispensing Cyberfinger
(30eb for finger, 10eb for 10oz saline solution) -
"Gets the red out!"
This cyberhand option places a reservoir of sterile, buffered, isotonic saline solution at your very fingertips. Dispense the solution directly onto contact lenses, or place drops in your eyes to relieve dryness. Saline stream strength can be as powerful as your wish, from a single drop at a time to a high-powered squirt to really blast dust and hair from your lenses during cleaning. Game Notes: The dispenser is designed to be used with materials such as saline solution or eyedrops, but creative characters can use it to deliver poisons, flammable liquids, and with special modifications, acids. HC = 1 pt, Surgery Code = N, ID Code = SALD.

Schlage Cyberkeys
 (100eb for finger, 5eb for each modified key)
"Never lose your keys again!"
Sick of losing your keys? Are you constantly misplacing your keyrings? Sick of unsightly keychains and the annoying "jing-a-ling" of keys in your pocket? Never fear! Schlage Cyber-Keys are here! A fingertip on your cyberarm or cyberhand is modified with a special "key magazine" which can hold up to five different keys. Just choose which key you want and mentally extend the one you need from the tip of your finger! The specially-modified keys can be released (ie, for vehicle operation) and replaced quickly and easily for added practicality. HC = 2 pts, Surgery Code = N, ID Code = KEYS.

Super Cyber-Groomer
(50eb)
"Great looks are as easy as running your hand through your hair!"
Extendable bristles are installed into any stock cyberhand. With a thought, the bristles pop out, allowing you to remove tangles and unsightly cowlicks just by running your hand through your hair. HC = .5 pts, Surgery Code = N, ID Code = BRSH.

Kleenex Dispenser Cyberlimb Option
(75eb for Dispenser, 5eb for box of Kleenex)
"Never wipe your nose with your sleeve again!"
This cyberlimb option takes one space, and allows the allergy-prone cyberpunk a convenient way to get rid of bothersome nasal mucus. The dispenser holds a box of Kleenex, with enough sheets to blow two hundred and fifty noses! HC = .5 pts, Surgery Code = N, ID Code = KD.

BIOWARE

Artificial Sweat Glands (350eb)
"I just can't get close to a man if he smells..."
Never use deodorant sticks or cologne again! Nanoids designed to rebuild your sweat glands are injected into your body. The structure of your pores and sweat glands is altered, enabling them to produce a sterile, cologne-like substance that is anything but offensive. How would you like to sweat your favorite cologne or perfume? Many options are availiable, including most designer fragrances, as well as simple odors (baby powder, floral, or spice, to name a few). Raise your hand if you're sure! HC = 1 pt. Surgery Code = N. ID Code = ASG.

DIMPLEWARE
by Gary Astleford

WCCI has been producing quality chipware for the leisure and entertainment markets for years. The company's most recent innovation, "Dimpleware," is a series of chips that are compatible with most major chip sockets. Each chip, when accessed, sends a message to the motor control centers of the brain, causing a muscle contraction which cannot be overcome by the user. Some chips are practical, while others are designed for personal use. "Chiplok" options are available, many of them cheap and easily installed, and they prevent chip removal (see Chromebook 4, page 15). Some chips, if overused or abused, can be dangerous. The chip's user takes full responsibility for the product's application, and the company will not be held liable from any damage resulting from misuse.

"Blindfold" Chip (50 eb)
Causes the user's eyelids to close. No amount of concentration will force them open. Useful for people who have trouble sleeping, or for those who want to keep themselves (or others) from seeing their surroundings.

"Charley Horse" Chip (125 eb)
Afflicts the user with painful knots in his calf muscles, slowing movement. Useful for restraining unwilling subjects. Note : Not intended as a torture implement. (Game Notes: This chip gives you the charley horses from Hell, one in each leg. Consequently, the afflicted character must make a stun/shock save at -1. If failed, he/she cannot walk, let alone run - the pain is too great. If the roll is passed, the character cannot move at more than half speed until the chip is removed. Regardless, the user's legs will feel like loose rubber bands once the chip is removed. Will not cause pain to subjects with cyberlegs, but it will still cause the myomar in the limb to contract violently, and this results in the same half-movement penalty.)

"Fist" Chip (25 eb [right or left hand only], 40 eb [dual hand model])
One or both of the user's hands clench into fists, depending on the chip model. Nothing short of chip removal or amputation will loosen the user's grip! Keeps people with sticky fingers from walking off with your stuff.

"Fist Mk II" Chip (50 eb right or left hand; sorry, no dual hand models)
The Fist Mk II Chip is designed to help the user retain tools or weapons under stressful conditions. The chip causes hand muscles to contract, but leaves the forefinger under the user's control. This allows most guns and some tools to be held and used with no risk of dropping them. Gives a whole new meaning to the cliché, "They can have my gun when they pry it from my cold, dead fingers."

"Hold It" Chip (50 eb [single function], 75 eb [dual function])
For the incontinent among us comes the Hold It Chip. It causes the muscles controlling urination and bowel movements to clamp shut, preventing embarrassing accidents. Be aware that this does not block the feelings of discomfort associated with a full-to-the-brim bladder or colon. Users should be seated on or standing in front of the proper facilities when the chip is finally removed. Note: WCCI does not recommend use of this product for more than four hours at a time, as serious damage can result.

"Lockjaw" Chip (50 eb)
This chip forces the user's jaw muscles to clamp shut. Used in situations where a gag is required but unavailable, or to protect law enforcement personnel against an orally armed perp! Note: WCCI does not condone the use of the Lockjaw Chip as a dietary or weight loss aid.

"Plastic Smile" Chip (25 eb)
The user's face contracts into a wide, shit-eating grin. He can talk, eat, and interact as normal. A useful gag for parties. Note: Overuse can strain facial muscles.

"Popeye" Chip (25 eb)
Causes one of the user's eyes to close. As with the Blindfold Chip, the eye cannot be opened unless the chip is removed. Useful for parties, or as an impromptu bandage to protect an injured eye. Must buy separate chips for the right or left eye.

"Stiff Neck" Chip (50 eb)
This chip forces the user's neck muscles to tighten, giving him an artificially-induced stiff neck. The user will have trouble turning or nodding his head.

"Suck In That Gut!" Chip (50 eb)
Pants don't fit? Never fear! This little beauty contracts your abdominal muscles so you don't have to! Takes all the effort out of looking lean! Never get caught with your spare tire hanging out again!

"Wide-Eye" Chip (100 eb, single eye versions cost 50 eb)
(AKA, "The Matchstick") With this chip, the user's eyes are forced open, and he is unable to close them. Useful as a medical aid to assist doctors and technicians in optical surgery or cyberoptic repair. Note: Prolonged use of this chip can dry out and damage the eyes; WCCI does not condone the use of the Wide-Eye Chip for indoctrination or brainwashing purposes, nor as a torture or sleep-deprivation tool.

Zap Chips (Discount Chips, price varies)
A "zap" chip is an APTR or MRAM chip with a defect, usually containing one key error which causes failures during certain circumstances. Sometimes a chip with a known problem can be found at a discount ("It's Drive +3, red-hot, but it's got a little bug. Stay off the freeway and you'll be fine."). Zap chips are priced between 1/2 and 1/4 of normal chip costs. Disadvantages of a zap chip are up to the GM, but here are some suggestions: the chip fails to work in combat

("Some kind of adrenaline interference," mutters the tech), every 1d10th skill check is automatically a fumble, the chip can never provide critical successes, the chip causes seizures on a roll of 1 on a d10 every time it is inserted, the chip causes other neuralware to fail, etc.

Idiot Chips (1/2 cost per level)

Idiot chips subtract the level of the chip from all other chipped skills in the same class ("class" meaning all other MRAM chips or all other APTR chips). For example, an idiot Rifle chip at +2 would subtract -2 from all other APTR chips for as long as it was used. The disadvantages of this type of chip are obvious, but the advantages can be significant - if you only intend to use one chip at a time, the penalty does not take effect, and the cost for each level of an idiot chip is halved. For example, a Rifle +3 which subtracted -3 from all other APTR chips would cost 450eb rather than 900eb. Idiot chips do not take points off of natural skills, only other chipped ones. Penalties to chipped skills can never go below 0, so the worst an idiot chip can do is render other chips useless. Of course, a smart GM won't tell the players that the other chips are shut down until they really need to use those chipped skills …

Demo Chips (1/3 cost per level)

These are MRAM chips, specifically TECH-based chips, which can only be used in specific situations. They are frequently distributed by corporations as an advertising ploy and to insure that the buyer will only use a certain type of item (a rather brutal way to make sure the company tech won't be fixing a competitor's items). For instance, a Demo Play Instrument chip might only work with Fender Stratocasters, or a Demo Cyberdeck Design chip might only apply when you're working on PCT Danzigs (god forbid), and a Weaponsmith chip could be limited to weapons put out by Sternmeyer. Demo chips work just like normal chips, but their specific focus must be decided upon when they are purchased and cannot be changed afterwards. The cost for each level of a Demo chip is reduced by 1/3, rounded up, and the price can never fall below 50eb/level. Creative GMs might find a way to apply the Demo concept to REF-based chips as well (that Motorcycle chip only works when you're sitting atop a Thundergod).

Jackhammers (price varies)

Jackhammers are chips which incapacitate the user. There are many different types available and are typically used to keep an unconscious foe down or to mess up an inattentive one. Some of these incorporate a type of lock which prevents the chip from being removed without a key or special command. You can pop the chip in and lock it down to prevent your enemy from taking it out when he recovers.

Some common types of Jackhammers:

Happy Hammer

Stimulates the pleasure centers of the brain. Not quite as good as wireheading, but good enough to keep the user docile. The user will be euphoric and happy and will be happy to cooperate with just about any request. (-2 COOL plus a Resist Torture/Drugs roll to fight, 25 Diff.). 300eb.

Headbanger

This is a torture device. Possession of it is a Priority 5 offense; use is a Priority Three crime (equivalent to Aggravated Assault). It stimulates the victim's pain center. -4 to all rolls until the chip is removed. Some varieties also keep the victim from screaming … Resist Torture/Drugs rolls can be used to act normally and negate the penalties for one round per point of success over a Difficulty of 30. 700eb.

Harvey Wallbanger

The user is mindlessly drunk. -2 to REF, INT, and COOL until removed. Resist Torture/Drugs rolls can be made to fight the effects for one round per point of success over a Difficulty of 25. 400eb.

ADVERTISING WITH CHIPWARE

BY GARY ASTLEFORD (OCELOT)

"Promises, large promises, is the soul of advertising… I cannot but propose it as a moral question to these masters of the public ear, whether they do not sometimes play too wantonly with our passions."
- Samuel Johnson
"All advertising, whether it lies in the field of business or politics, will carry success by continuity and regular uniformity of application."
- Adolf Hitler

History

Chipware.

We all love it. We all use it. It's a way of life, neh? Learn Japanese without taking a single class. Shoot that IMI like a real pro. Understand a simple topic such as, say, quantum physics by just chipping some MRAM into your chipware port.

Simple. Clean. Readily available. But not cheap. Oh, no, not cheap at all.

For lazy cyberpunks with few skill points to spare, chipware sockets and MRAM and APTR chips are a godsend. They allow someone to know the rudimentary knowledge of a topic or technique in a matter of days (for APTR), or in the case of MRAM, microseconds.

However, the costs of high level skill chips can be prohibitive to your average 'punker off the street. The typical cyberpunk has to worry about rudimentary things, such as weapons, cyberware, fashionable clothes (armored or non-armored), cyberdecks and software, vehicles, and sleeping space. If he's got a few euro left over, he's buying a bag of nacho-flavored kibble and a beer in some seedy bar down town. Who's got the cash for chipware?

Chipware companies, those that deal exclusively in MRAM and APTR chips, soon found themselves struggling to stay above water. Sure, there was a demand for chips, most of which was met by fixers in back rooms selling second-rate copies of original titles. For instance, it is estimated that 2/3rds of the "Axe Lessons With Eurodyne" chips sold were produced by a "punch" operation in San Dimas, California. Of course, with more chip piracy every day, the prices of standard titles soared to astronomical levels. Such high costs lead to even more piracy and even fewer legitimate sales. Several companies found themselves bankrupt, soon to be absorbed into the corporate monoliths that are EBM and Zetatech.

The remaining companies found saviors in sponsors, companies of all sizes wishing to extend their influence into the very neurochemistry of their customers. Such businesses were willing to pay good money to chipware manufacturers for their ads, which in turn allowed the chipware makers to lower their prices to competitive levels. With sponsorship deals from big name companies, many of the chip companies that had been struggling years before began to pull in larger and larger profits.

Thus was a new type of advertising born.

Types of Chipware Ads

Times Square Marquee "Banners"

The first type of chipware ads to be introduced in 2016, they are also the simplest and most limited. When interfaced, the chip sends a passive message to a cyberoptic's Times Square display (if present). The message scrolls across, endorsing a product (or products) again and again. The up side to this method is that it's largely harmless. The down side is that it only affects those few people who utilize a Times Square Marquee, or a Times Square Plus.

Olfactory Suggestion and/or Taste Suggestion

Close enough to be siblings, both Olfactory and Taste Suggestion advertisements were the next to come along. They reach a large percentage of audiences by directly targeting the smell and taste centers of the brain. Unlike the Times Square Banners, no special cybernetics (aside from the chip socket and neural processor) are required for use. Upon chipping in, the user of the chip will either smell or taste something. The chip is generally marked in some way to indicate the sponsor's name to avoid any confusion (ie, "Iraqi Basket Weaving, brought to you by Taco Hutt restaurants."). Such ads are popular with restaurant chains, as well as perfume and deodorant manufacturers (raise your hand if you're sure).

Audio Commercials

Initially, Audio-based commercials only affected those with cyberaudio enhancements. Recently, manufacturers have managed to stimulate the auditory centers of the nervous system directly, fooling them into "hearing" the ads. Ads usually consist of a brief message or music, though it needn't be so simple.

Optical Commercials

Related closely to Audio Commercials, Opticals affect one or both of the eyes. Much the same as Audio ads, Optical ads started out only affecting the cyber-enhanced. Now, such ads send passive signals to the optical centers, making the user "see" things that aren't there. A recent Supreme Court ruling has determined that such an advertisement used in any form of driving or piloting APTR chipware is illegal, as several motorists have been injured or killed in accidents caused by a chipware-induced distraction.

Involuntary Vocalization

The chip's user, when chipping in, involuntarily makes a statement pertaining to the chipware's sponsor. The most common and well-known include, "I'm going to Disneyland!" and "Toyota-Chrysler! I love what you do for me!" Most phrases are short, but all are loud enough to be audible under normal circumstances.

Image Recognition

The most recent innovation is Image Recognition. The downside is that it requires the use of cyberoptics to function. The upside is that it's incredibly subtle (in most cases), and most people won't realize they're being shown a commercial until they pull the chipware out. Image Recognition is descended from a military application, and was originally designed by the US Air Force to help pilots identify friendly and enemy aircraft, as well as ground targets.
Image Recognition ads pick out the advertised product and highlight it in the user's vision. Most of the time, this is fairly low-key — for Coca Cola, Coke cans are brighter red; for H&K, the outlines of their various small arms are enhanced by a neon green line. In some of the more extreme cases, giant floating neon signs point out the products actively, causing quite a distraction in most users.

Systems

As far as game mechanics go, the more annoying the advertisement, the cheaper the chip will initially be. Annoyance is usually judged on a scale from 1 to 4. An Annoyance Factor (AF) of 1 is only mildly irritating, and doesn't usually degrade the chip user's performance. An AF of 4, on the other hand, is nearly maddening in its intensity.
A chip can have several ads hardwired into it (a maximum amount of the chip's total levels, ie, a Spanish +2 chip can have up to two separate advertisements written onto it). When figuring out the amount of cash that an advertisement (or series of advertisements) deducts from a chip's final cost, add up the total Annoyance Factors of ALL advertisement options for each ad on that chip and multiply the total by 10. If there are multiple ads, add the totals together to come up with the grand total. This is the total deduction, and limits are left to the individual GM's discretion. Chip costs reduced to zero or lower by advertisements are generally given away as promotional items, and can be quite common at conventions. However, most "commercial" chips cannot be reduced in price by more than 75% of the original cost.
Options for the different types of ads are listed below.

General Advertisement Options (for all listed types):

Duration of Ad -

Brief (3 seconds/1 round): AF 1
Short (15 seconds/5 rounds): AF 2
Medium (30 seconds/10 rounds): AF 3
Long (60-90 seconds/20-30 rounds): AF 4

This determines how long the advertisement lasts. Most don't last more than fifteen to thirty seconds, but a noteworthy few last almost two minutes.

Frequency of Ad -

Once, when first chipping in: AF 1
On all the time: AF 2
Every six hours: AF 2
Every three hours: AF 3
Every hour: AF 4
This determines how often ad in question runs. No matter what option is taken, the ad always comes on at least once when the chip is initially plugged in. Chips that are "on all the time" are usually those which affect one of the senses.

Times Square Marquee "Banners":

Message Type -

Simple, scrolling message (ie, "Eat at Joe's"): AF 1
Scrolling message w/graphical diagrams/pictures: AF 2
Large message w/bold typeface & flashing characters: AF 3
Full visual experience akin to an HUD (only possible with Times Square +): AF 4
Message type for Times Square "Banners" is based on message length and complexity.
Note: "Banners" are far less intrusive than other chip ads, simply because they only affect those unlucky few who have a Times Square or Times Square+. Hence, when factoring the Duration + Frequency + Message type for a Times Square ad, divide the total by 2 before multiplying by 10 to figure the total deduction. For example, a Times Square ad reading "Eat At Joe's" (AF 1) that happens every three hours (AF 3) and lasts for 15 seconds (AF 2) has a total AF of 3 (1+3+2 = 6/2 = 3).

Olfactory Suggestion Ads:

Smell Strength -

Slight odor, -0 to smell-based awareness checks when in effect: AF 1
Mild odor, -1 to smell-based awareness checks when in effect: AF 2
Strong odor, -2 to smell-based awareness checks when in effect: AF 3
Overpowering odor, -4 to smell-based awareness checks when in effect: AF 4
The strength of the "smell" that the chip emulates can affect a character's natural smelling ability if the scent is too strong.

Smell Type -

Good smells, such as perfume, flowers, food: AF 1
Bad smells, such as pollutants, smoke, bad breath, or body odor: AF 2
Really bad smells, such as raw sewage, feces, vomit, or rotting meat: AF 3
The type of smell that the ad emulates is just as important as the strength of the smell in question. Smells that are classified as "Really bad smells" may call for a stun/shock save, with the AF of the Smell Strength used as a negative

modifier. Failure indicates that the user is overcome by the "smell" and cannot act for 1d6 rounds.

Note: These ads are normally used in conjunction with Taste Suggestion Ads, and are popular amongst fast food and restaurant chains, as well as perfume and shampoo manufacturers.

Taste Suggestion Ads:

Taste Strength -

Slight taste, -0 to taste-based awareness checks when in effect: AF 1

Mild taste, -1 to taste-based awareness checks when in effect: AF 2

Strong taste, -2 to taste-based awareness checks when in effect: AF 3

Overpowering taste, -4 to taste-based awareness check when in effect: AF 4

The strength of the artificial taste that the chip emulates can have a detrimental effect on a character's natural tasting abilities if the taste is too strong.

Taste Type -

Tastes good, like candy, breath mints, soda pop, or a type of food: AF 1

Tastes bad or bitter, like many forms of alcoholic drink, cigarettes, etc.: AF 2

Tastes really bad, like ear wax, ground up medicine, or castor oil: AF 3

The type of taste that the ad emulates is just as important as the strength of the taste in question. Tastes that are classified as "Tastes really bad" may call for a stun/shock save, with the AF of the Taste Strength used as a negative modifier. Failure indicates that the user is overcome by the "taste," cannot act for 1d6 rounds, and may throw up at the GM's call.

Audio Commercials:

Volume -

Quiet, about as loud as normal conversation: AF 1

Medium, -1 to audio-based awareness checks when in effect: AF 2

Loud, -2 to audio-based awareness checks when in effect: AF 3

Deafening, -4 to audio-based awareness checks when in effect: AF 4

The volume of sounds in a chip-based advertisement can have a detrimental effect on a character's natural hearing ability.

Optical Commercials:

Interface -

Requires at least one cyberoptic to function: AF 1
Direct optic nerve stimulation, no optics needed: AF 2
Interface affects one eye: AF 1
Interface affects both eyes: AF 3

Some of the older Optical Commercials require one or two cybereyes in order to function, while most of the newer ones directly stimulate the optic nerves.

Visual Stimulation -

Images are superimposed over normal sight, are ghost-like/ethereal in nature, -1 to awareness: AF 2

Images are superimposed over normal sight, but appear real and solid, -2 to awareness: AF 3

Images replace sight completely, and the user is effectively blind for the duration: AF 4

Depending on the sophistication of the advertisement it may add visuals to the user's normal view or replace it entirely. Images that replace sight completely cause all visual awareness checks to fail automatically.

Involuntary Vocalization:

Vocal Content -

Benign, ie, "I'm going to Disneyland!": AF 1

Disturbing, ie, "The IMI chain knife makes me want to get bloody!": AF 2

Risqué, ie, "Go on, put it in…ALL the way in.": AF 3

Offensive; you boys and girls can use your filthy imaginations: AF 4

The content of the message is pretty important, considering it might offend people around the user, or make the user look really silly. While content which is listed as "Offensive" might contain bad language, it might also contain racist or dogmatic phrases which might cause ill-will to the user. Beware any chip sponsored by the Aryan Defense League.

Volume -

Whispered tones, will only be heard by those within a meter or so of the character: AF 1

Conversational tones, will be heard by anyone in the same room: AF 2

Loud tones, will carry across a large room and will be heard over other people's voices: AF 3

Shouted tones, will be heard all the way down the block, or at least across a busy street: AF 4

Aside from the message's content, how loud you say it can make a difference in some situations. A solo, hiding from a corpcop, doesn't want to shout out, "Glocks kick ASS!!" thereby giving himself away.

Image Recognition:

Prominence -

Subtle, faint outline around product or brightened colors, +1 to awareness to spot product: AF 1

Obvious, product is brightly lit, flashes in field of vision, +2 awareness to spot product: AF 2

Distracting, as "Obvious," but neon arrows and signs point out product, +4 to spot product, but -2 to all other actions due to distracting visuals: AF 3

The prominence of the product that is being advertised helps the user spot it, but can detract from other rolls (included to-hit and visual awareness rolls) if it is overdone.

Sample Chip Ad

Chip Type & Level: Wardrobe & Style +2
Base Chip Cost: 200 euro
Ad Duration: Medium AF 3
Frequency: Once AF 1
Audio Commercial Volume: Medium AF 2
Involuntary Vocalization Content: Benign AF 1
Involuntary Vocalization Volume: Loud Tones AF 3
Total AF AF 10
Total Discount for Ad: 100 euro
Total Chip Cost: 100 euro
Ad Description: This chip is sponsored by Calvin Klein of
Tokyo. When chipping in, the user hears the soft music of the
Calvin Klein theme and is forced to sing along with the
Japanese vocals
.

EMF DETECTOR AND TACTILE MIKE
by <u>Amy Luther</u>

Electromagnetic Field Detector (400eb)

A person with this implant can sense the electromagnetic
fields given off by electronic devices, including those put out
by cybernetics, hidden sensors, and surveillance devices. +2
to Awareness/Notice rolls involving detection of such
devices. Detection of cybernetics through clothing or a
RealSkinn covering should be Difficult, and through
Microwave/EMP shielding should be Very Difficult at best.
The implant cannot determine the exact nature of a hidden
cybernetic, only its presence and approximate size. HC = 2,
SC = M.

Tactile Microphone (250eb)

This is a microphone which is added to a cyberhand or
cyberfinger. By placing the tip of the finger or the palm of
the hand flat against the surface of a wall, window, or floor,
the user can detect vibrations caused by people or vehicles
moving around on the other side. If the input is linked to
cyberaudio or a recording device, the user can listen in to the
actual sounds produced, whether they be conversation or
otherwise. HC = 1, SC = N.

FASHIONWARE FROM *SLA INDUSTRIES*
converted by <u>Amy Luther</u>

DNA Tattoos (1000eb and up)

From SLA Industries, the DNA tattoo is a design which has
been permanently incorporated into the body's skin structure.
Like a normal tattoo, it becomes a permanent feature of the
skin; unlike a normal tattoo, it will regrow if damaged.
Extensive or major wounds which cause heavy scarring will
distort the tattoos, but simple cuts, scrapes, or burns will not
affect the design. Plastic surgery may be able to repair
serious damage with a Difficult Med Tech roll. These tattoos
require genetic modification and, like Exotic Skinchanges,
have a small chance of causing skin cancer (5%). HC=2,
SC=M.

Hallmark (10,000eb and up)

Also from SLA Industires, Hallmarks are incorporated into a
subject's gene structure and manifest as distinctive tattoos,
birthmarks, logos, or other markings on the skin. They are
functionally identical to a DNA tattoo, but Hallmarks
manifest on the subject's descendants, rather than on the
subject himself. Implanting Hallmarks is an extremely
difficult and expensive process (30+, requiring Expert:
Genetics to even attempt it). Hallmarks are used to indicate
lineage (in the case of genetically optimized corporate
families) or place of manufacture (for bioengineered
animals). HC=1D6/2, SC=MA.

FOUR PRODUCTS FROM SCARAB CYBERNETICS
by <u>Amy Luther</u>

Scarab Cybernetics Cyberspine (10,000eb)

This implant supplants the original spinal column with a reinforced and highly flexible artificial replacement. The spinal cord itself remains au natural, but it is now encased in a supple, resilient cybernetic backbone which provides protection against all forms of back and spinal injury. Game Notes: The spine becomes a cybernetic impant with an SDP of 30. Damage done to the back is deducted from the spine's SDP, just as with cyberlimbs, and any damage which exceeds this SDP is transmitted to the spine as normal wound damage. The user is immune to all forms of back problems and gets a +2 to Athletics rolls, or to any roll involving flexibility of the back (Gymnastics and other REF-based maneuvers). The high cost of this implant reflects the delicate nature of its implantation. A cyberspine can accept standard neuralware processors and does not impede the functioning of other cybernetics in any way. It can be armored up to SP 15 for an additional 5000eb. SC = CR, HC = 2D6+1

Scarab Cybernetics Ribcage Replacement (5,000eb)

Fully compatible with the Scarab Cyberspine, this implant removes the ribs and replaces them with a tough, springy composite which is capable of absorbing impacts and compressions which would crack and sprain an organic ribcage. The space between the ribs is laced with a Kevlar derivative which resists penetration as well as the best armored vest, but is elastic enough to allow for normal respiration. The ribcage is also hinged in the rear and has a modified sternum which can be released to open the ribs for heart and lung surgery. Game Notes: The ribs themselves are SDP 20, while the space between the ribs is armored to SP10. Crushing and compression trauma must overcome the ribcage's SDP before being transmitted to the body. The Kevlar webbing is treated as a Light Armor Jacket for the purposes of penetration by bullets and other weapons, and is Impossible to spot (30). Note that the protection extends all the way around the torso and attaches to the spine. SC = CR, HC = 3d6.

Scarab Cybernetics Stomach Shield (price varies)

Urban folklore has it that a gunshot wound in the stomach is one of the worst combat injuries imaginable. The Scarab Stomach Shield takes the fear out of being gutshot. Your vulnerable belly area is reinforced with a type of Graduated Subdermal Armor (Chromebook 2, p. 7) which can flex with your movements but still retains enough rigidity to provide ample protection. Game Notes: The Stomach Shield is hinged and jointed to allow for a normal range of motion, though at higher levels it does cause some loss of REF. Protection begins at SP 10 and can go up to SP20. SC = CR, HC = Varies. Like Graduated Subdermal Armor, it is bought in 2-point increments, as follows:

SP	HC	COST	DIFF TO SPOT	REF LOSS
10	1D6/2	200	Impossible (30+)	None
12	1D6	400	Very Difficult (25)	None
14	1D6+1	600	Very Difficult (25)	-1 (25% chance)
16	1D6+3	800	Difficult (20)	-1 (50% chance)
18	2D6	1000	Difficult (20)	-1
20	2D6+1	1200	Average (15)	-2

Eagle Eye Option (200eb)

This cybereye option includes a motion processor and priority filter which helps the user detect movement within his visual range. It adds +1 to all visual Awareness checks where the user must notice cues related to motion, and can be used in concert with other options, as it can be switched on and kept on while other options are being accessed. SC = N. HC = .1

GASTRIC POUCH, IR WEAVE, CLIMBING CLAWS, BLADE HAND
by Amy Luther

Gastric Pouch (400eb)

This is a small reinforced pouch placed above the stomach. It is not connected to the stomach, however; the pouch opening is through an artificial sphincter connected to the esophagus just below the epiglottis. Characters with this implant can swallow small items, like chips, bullets, gems, drugs, etc. and direct them to the gastric pouch rather than to the stomach, spitting them up later for use. The pouch is reinforced (SP 2), but it is unwise to swallow anything which your mouth cannot handle (like razor blades, batteries, etc.); if such items are swallowed, GMs should force some kind of check (BOD or REF) to see whether the item gets in and out without damaging anything on the way. The pouch can hold items up to the size of a tennis ball, but it is extremely difficult to swallow items that large (GMs, be brutal) and the size is intended more as an indicator of the number of smaller items which can be crammed inside. It is impossible to detect a gastric pouch without an X-ray or similar scanning procedure, so it is popular with smugglers and is therefore considered to be black market cyberware. SC=MA, HC=2D6.

IR Baffle Weave (1500eb)

This is a variety of skinweave which modifies the body's thermal signature so that an IR or thermographic scan will not reveal human-shaped heat patterns. A character with this bioware is very difficult to spot; IR Weave confers a -4 to Awareness rolls to locate the character using IR or thermographic vision, and a -2 to hit the character with either type of vision once his location has been determined. The modification has no effect on body temperature regulation, and is tough to detect in normal lighting (V.Diff Awareness to notice). HC=1D6+3, SC = N.

Climbing Claws (500eb)

These are curved claws which add +2 to Athletic rolls for the purposes of climbing. They are non-retractable, and if implanted in the hands they subtract -2 to REF or TECH when performing actions which require fine motor control (electronic repairs, picking locks, etc.). Hard-core climbers occasionally use these, and they are not considered to be black market cyberware as long as they are not used in the pursuit of illegal activities. They may be implanted in either hands or feet (same cost and HC for foot implant as for hand implant), and can be added to cyberlimbs; if a character possesses both hand and foot implants, his Athletics increases by +3 for the purposes of climbing. With a Melee skill, they may be used like Rippers or a Talon Foot in hand-to-hand combat to do 1D6+1 edged damage. HC = 2D6+3, SC=M.

Blade Hand (500eb)

Simple and brutal, the Blade Hand is a normal cyberhand replaced with a large, machete-like blade. It is non-retractable, and since it is essentially a machete attached to the wrist, the affected arm cannot be used to perform any sort of normal manual activity.

A Quick-Change mount is standard, but if you really want to attach it permanently, go ahead! It's about as obvious and unwieldy as you can get, but for sheer damage capability, nothing beats it. Damage is 4D6 AP, plus Strength bonuses where applicable. It is black market cyberware. HC = 3D6+3, SC = N (if a cyberarm is already in place)/MA (if attached to a meat arm).

A NEW WAY OF LOOKING AT LINEAR FRAMES
by <u>Amy Luther</u>

Powered Exoskeletons

Non-grafted linear frames, known as *powered exoskeletons*, *exos*, or, rarely, *sidekicks*, are designed to be an intermediary step between grafted linear frames and the full-scale powered ACPA suits like the ones defined in Maximum Metal. The linear frame outlined in CP2020, p. 92 is "grafted onto your body, while its systems are directly neurolinked to your muscles and bones," i.e. you can't take it off, hence the 2D6 to 3D6 HC.

This is all well and good, but what if you just want to *wear* a frame instead of living in one?

Well, you can go to CP2020, p. 67, and "chip into the suit as if it were any cyberbike or vehicle, taking a -2 REF penalty to do so." At this point, you are wearing an exo, NOT a linear frame. It may seem like a trivial distinction, but it's an important one.

Exos follow the same basic rules as the standard LF's, with one exception: you can get out of them. These are advanced versions of the "clumsy and hard to control" exoskeletons described on CP2020, p. 92, and are in most respects identical to the LF in appearance and function. The operator dons the sidekick in modular pieces, and jacks into it with a Machine/Tech link or V-link (CP2020, p. 82). ACPA suits can be built around them, but cannot be built around the CP2020 rulebook-defined linear frame (as above). Unlike standard linear frames, powered exoskeletons apply a -2 penalty to REF and MA, since they are not a direct part of the user's body (-1 for advanced -- read expensive -- models, and nice GM's may elect to nuke the penalty entirely for skilled users, like those with an Operate Heavy Machinery/Pilot Exo/Pilot ACPA score of 8+). The frames are not sealed, and one cannot swim or run very fast in them. Specialized exos are equipped with modular attachements for loading cargo and so forth. Otherwise, all stats are identical, with the exception of Humanity Cost, which is negated.

House Rules for Exos and ACPA Suits

Linear frames cannot exceed STR 16. The human body won't stand up to it. Period. If it's grafted on to you, STR 16 is the ceiling. What, you want a higher strength? Go full 'borg, ya loser. Put on a friggin' ACPA suit. Get a life.

Advanced exos can go up to STR 52; at this point, you're about ready to hang a chassis on it and call it Assisted Personal Combat Armor (ACPA). When the wearer is hit, basic exos and linear frames (STR 12-16) take damage on a 2 in 10 chance; advanced exos (STR 17-52) take it on a 3 in 10 chance. For damage purposes, the exo's SDP is equal to its STR. Note that this is for bare exos only; ACPA suits SDP is half their STR, presumably because of internalized and more sensitive controllers (being more complex, they break down easier -- it's simpler to wreck a cellular phone than an old-fashioned dumbbell receiver). A damaged frame will continue to function at full abilities until it fails a breakdown roll; this is equal to the percentage it has been damaged (a STR 34 exo, with SDP 17 and 5 points of damage on it, has a 30% chance of failure each turn). The percentage chance goes up 10% per each hit the frame takes after it's reached 50% SDP (when that same frame hit 9 points of damage, for instance, it's at 52% breakdown rate;

when it hits 10 points, it's at 62%). The majority of exos are made for utility purposes, not combat. They provide little protection to the wearer (logically, if the exo's hit, the wearer isn't), and will break down quickly if damaged.

Instead of the clumsy and rather silly Reality Interface Systems, ACPA uses only Aperture-Based, Wideband Aperture-Based, or Full-HUD Wideband. Likewise, Reflex Control has gone much too far; it can only consist of Manual (equivalent to Basic Control, where you just wear the damn thing, kinda like Ripley in Aliens), Trodes with a V-Link (equivalent to Advanced), or Jacked (equivalent to Low Boost, requiring a Neuralware Processor and a V-Link, without the +1 bonus mentioned in Maximum Metal). ACPA slows Kereznikov Boosts or Sandestivan Speedware down to a REF 10 max, and the fact that the interface is designed for normal folks who don't normally exceed REF 10. Why build in mega-reflex capacity when an average joe can't take advantage of it?. Likewise, Adrenal Boosts will make you vibrate like a monkey in the ACPA frame, but you won't move the suit any faster. Expensive custom-made suits could be designed for higher REF users, for a hypothetical cost of 1000eb per point of REF.

Lexical Note, for anybody who reads John Varley

The term *sidekick* is derived from John Varley's story "Blue Champagne." However, in CP2020 terminology, both Varley's Golden Gypsy and William Gibson's polycarbonate exoskeleton from "The Winter Market" are linear frames, since both authors indicate that the devices are directly and permanently linked to the user's nervous system (for long-term treatment of quadreplegia, though they may be removed in emergencies, if desired). I use the term sidekick in a different sense from Varley's definition; I stole it for an alternate slang word to describe a non-grafted linear frame, since NGLF is kinda clumsy. CP2020 players can avoid confusion by calling all permanent attachements linear frames, and all removable attachments sidekicks or exos, depending on function; sidekicks are generally smaller and more fragile, while ACPA suits can be built around exos.

SEXUAL CYBERWEAPONS
by <u>Gary Astleford</u>

[Mockery's Note: My god, what have I wrought? We've been tossing these items around as a sort of sick joke for most of our Cyberpunk career. We never actually *used* them, but they cropped up every time somebody thought about buying a Mr. Studd implant. One demented evening, while working on some other cybernetics for the page, I said, "Hey, Gary, why don't you write up the Penile Spike?" Well, he did. Here it is, along with some other seriously sick stuff. You Have Been Warned.]

Penile Mono-Spike (600eb)

"...it's disturbing to think that anyone would get something like this voluntarily..."

This is a curved monosectional crystal spike that is implanted in the abdominal region. It is designed to extend from an erect penis through the urethra, which is specially modified to prevent injury to the user. The spike causes 2D6 damage. Usually, though not always, the spike extension aparatus is wired into the nervous system to activate at the moment of orgasm. Needless to say, this is a piece of black market cyberware, and is not available in your average on-the-mall clinic. Normally only usable in male subjects or specially modified females (in which case it is called the "Urethral Spike"). HC = 4d6, Surgery Code = MA, ID Code = PMS

Testicular Poison Sac (450eb)

"Well, at least you know she won't get pregnant."

In the case of this little bit of dementia, one of the subject's testicles is removed and replaced with a poison sac. The sac does not produce the poison, so it must be refilled with a specially designed applicator. There is enough poison for three uses. The sac can be blocked off by pinching shut a valve above the false testicle if normal conjugal relations are preferred, or if medical testing is required. The poison is introduced into the victim via any number of sexual techniques, and causes an immediate shut-down of the nervous system (5D6 neurotoxin damage). Toxin-binding nanoids tailored specifically to the poison are often employed in conjunction with this implant. Perfect for the seductive assassin. Need we add that this is a piece of black market cyberware? We didn't think so. HC = 2D6+2, Surgery Code = M, ID Code = TPS

Vaginal Guillotine (aka "Bobbitt's Bane") (500eb)

"There must be eight or nine leper dicks in there! LEPER WHORE!!!"

Installed near the vaginal opening, this implanted "weapon" is designed to incapacitate a sexual partner (willing or unwilling) by severing his penis during coitus. It comes in two basic varieties, the "bear trap" and the "sphincter seal". The bear trap looks and functions very much like its namesake, and cuts from the respective top and bottom. The sphincter seal, however, is a circular blade which closes around the invading member, severing it from all angles. Damage from either of the devices is enough to sever a finger or penis, causing an automatic 4 points of damage and (in the case of a severed penis) causing a stun/shock save at -5. The device must be removed if the subject wishes to give birth. Black market cyberware, for sure. HC = 3d6+2, Surgery Code = MA, ID Code = VAG

Intestinal Gas Canister (350eb)

"Man! What have you been eating?!"

Installed in the lower part of the large intestine, this little doozy holds two doses of gas. The user need only release the gas and feign flatulence. This gas can range from harmless (ie, sleeping gas) to deadly (nerve gas). Of course, the user is not immune to the effects of breathing the gas himself, so either a gas mask or nasal filters are recommended. HC = 2d6, Surgery Code = M, ID Code = FART

Nanoid Birth Control (300eb/treatment)

"Why use uncomfortable condoms, messy foams, or dangerous pills? Get the SPERMINATOR!"

Nanotech at its finest! These remarkable micro-machines form the ultimate barrier of protection against unwanted pregnancy. The ever-vigilant nanoids prevent sperm from entering the cervix by chopping off their tails. With no way to swim, the unfortunate sperm meet their untimely demise. Game Notes : This form of birth control is designed for use by female patients. Lab reports show that the nanoids rarely last longer than one monthly cycle, and a new treatment must be administered approximately once every 28 days. HC = .5 pt. Surgery Code = N ID Code = NBC

[Mockery's Note: Whether this last item is a "cyberweapon" depends entirely on whether you're a sperm. However, I didn't have anywhere else to put it.]

WEIRD CYBER-FASHION, or What the Well-Dressed Booster is Wearing This Season
by <u>Amy Luther</u>

This article contains no specific cybernetics, but is a general essay on what forms extreme cyber-fashion might take in 2020.

Zippers

Zippers are fun little add-ons which can be added to more places than you might think. Lips, eyes, and other orificies are obvious spots, but zippers are also great for subdermal pockets and flesh holsters. HC = .1 for an addition to a subdermal pocket, up to 1 pt for zippers which seal the eyes or other important spots.

LEDs

Light Emitting Diodes in 2020 are probably not quite technically like the LEDs we're accustomed to nowadays, but the effect is about the same. LEDs are tiny glowing spots of light, in any color, which can be implanted subdermally or added to a cybernetic. They can be placed inside any part of the body for that great "flashlight-in-the-mouth" effect, and can spell out words, symbols, or patterns in any place desired. HC would probably be between .1 and 1 pt, depending on the complexity of design and the area covered.

Weird Interface Plugs

The standard locations for interface plugs are in the temple, neck, wrist, and the back of the skull. A few more radical locations have appeared on the market, most notably the Optical Interface in Chromebook 3 (p. 27), which allows a cyberoptic to be rotated in the socket to expose an interface port. But there are a lot more places to put an interface plug, and here are a few of them. Any spot which is not placed near a bone is assumed to be reinforced with a small backplate which prevents the plug from being ripped out of soft tissue. These spots can be fashion statements, or they can be placed to conceal them from a casual search. HC is as standard for interface plugs.

Locations:

In the belly button, up the nose (occluding one nostril, naturally), inside the mouth (waterproofing of plug an additional 60eb, waterproof cable 80eb), inside any other orifice (waterproofing as per mouth), beneath the jaw on either side of the windpipe, in the ankle, replacing the nipples, in the palm of the hand, in one ear (impairing hearing), beneath the scrotum, replacing a fingertip (HC as per partial cyberfinger), on the tip of the tongue (impairing speech).

Interface plugs and cables can also be sculpted to look like anything at all: a cable tip that looks like a grabbing hand, a stereo jack, an old-style two-pronged electrical cord; a plug that looks like a miniature stylized mouth, an old-style electrical outlet, or a light bulb socket.

Clamps, Screws, Studs, and Piercings

Body piercing as a fashion is nothing new, but the advent of cybernetics has enabled fetishists to implant piercings a bit more serious than anything ever seen before. If you've ever seen extreme bondage gear, you can probably imagine what I'm talking about here ... of course, this stuff would be permanently implanted (a la Hellraiser) and not just worn. HC is up to the GM.

Display Pockets and Implanted Jewelry

Another aspect of cybernetic fashion are items which have been implanted in the skin so that they can be seen but not removed. Any small (and generally flat) object can be placed in its own specially sized, shallow subdermal pocket, leaving part of the object exposed to the air. Coins, credchip mosaics, jacket patches (which would now be skin patches, displaying the corporate logo or workgang symbol of your choice), old-fashioned paper money (laminated for protection), teeth (someone else's), beads, feathers, bits of non-functional electronics (like resistors), Decorative jewelry is especially popular -- imagine rings that will never come off, or pendants implanted into the skin of the chest. It's a bit harder to steal ... of course, when the thieves will rip your cyberarm right off your body, it's not much of a deterrent. But it looks neat and is tough to misplace. HC would be from .1 to .5.

Unnatural Features

Let your imagination run wild. Imagine techhair composed entirely of small chains, or barbed wire, or metal strips resembling tinsel. Prehensile hair, bright plastic teeth displaying the logo of your choice, razor blades implanted in a crest down the spine. Mirror the irises of your eyes, make your skin resemble that of an expensive leather briefcase, put solar panels in your scalp and fork your tongue.

Game Stats:

REF	+3
BOD	+7
MA	+6

Included cyberware:
Neuralware, HC:1d6
Pain editor, HC:2d6
lvl 2 Kerenzikov boost, HC:2d6
lvl 2 Grafted muscle, HC:2d6
lvl 3 Muscle & bone lace, HC:1d6+1
Speed grafts, HC:1d6
11 Autoinjectors, HC:(11d6)/2
2 Bio monitors, HC:2
Bio-comp w/appropriate software, HC:1d6
SP16 SkinWeave, HC2d6+4

Total cost:150,000eb, includes surgery and 1 dose of chems.
(or 30,000eb, if you don`t use the cyberware cost multiplier)
A new batch of chems costs around 4000eb, and lasts for 3 months.
Humanity cost:10d6+6, this is after therapy
Therapy costs add 30,000 putting the grand total to 180,000eb

By Ronin2020

"Semper Fidelis" US Marine Corps

The chem warrior, or juicer was developed for the USMC by Raven MicroCybernetics as a cheaper alternative to a full combat `borg. See the Omega soldiers-section for more details. Note that after six years and 2d6 months the character WILL die. The only way to avoid this is to begin detoxification before the six years are up. If detox is done in time, the juicer will survive, but his physcal stats return to their original, before conversion values, and the strain put on his system reduces all (REF, BOD, MA, ATTR) of them by one point for each year spent as a chem warrior.

Behold The New Flesh

[Bioware is very much like Cyberware, only its just flesh. It can enhance your body, but never runs out of batteries…]
Author: Morninman

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-metalethetigine (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- metalethetigine 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" Endoskelatal 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.

Teleran Quizari's "Why Waste Your Time?"
Archival Data: Theoretical Report:
Advanced Bio-Neural Coprocessor

The Bio-Neural Coprocessor (BNC) is a new piece of cybernetic equipment recently produced by Enigma Tek. It is the first step towards more advanced control of the direct brain to computer interface. The eventual benefits of this system have yet to be determined. Despite this lack of detail the product has begun selling in record numbers. especially to the computer criminals known as Netrunners. The primary reason for this is the BNC gateway setup. The BNC can be programmed to ignore certain anomalous signal instructions sent by cybermodems that have been overrun by ICE.

This is not as effective as it may sound however. In order to record the anomalous signal's characteristics the Netrunner has to experience them and survive. Essentially each time a Netrunner encounters a specific ICE program (that is a Hellhound 1.0 is not the same as Hellhound 1.1) he will receive a +2 to all saves against it. Eventually he will be rendered partially immune to any attack that he does not fumble.

In order to use this device the Netrunner must also have a neural processor installed. The humanity cost and surgical codes are the same for this device are the same as the original processor. It should also be noted that all recoded signals are downloaded onto a user specific chip capable of holding 10 signals per chip. This means it is possible to update once older model ICE is no longer sold or lose the records.

Engima Tek

So far no one has a clue to the origins of Enigma Tek. Competing corporations have tried to identify the research and production facilities used to create some of the more advanced products with no success. It has been theorized that Enigma Tek is operated on the sly by a coalition of corporate AI's who have somehow managed to beat the Turing Test protocols employed by Interpol to control AI development.

To make matters worse all funds directed to Enigma Tek from the sales of their products have disappeared into the depths of the Swiss Banking system and no shares of the company have been offered on any exchange.

True Functions of BNC

The BNC is the beginning of something much more impressive than obsolete ICE. It is a new way for the human brain to process information. The primary function of the BNC as it currently stands it as a sort of channel splitter. A human equipped with a BNC is able to quite easily handle up to 4 different links all at once with only a -2 modifier to actions. This means a BNC equipped operative could handle his smartgun in combat while using a linked radiocom system (consider this like telepathy for all the effort involved), at the same time he could be driving a cyber controlled vehicle and navigating with a linked satcom system. Well so what, a number of different cybernetic systems will allow some of that? (This system will in no way reduce the cumulative action penalty for such a combination.) The advantage is in information processing. The satcom map would be accessible to the operative as if it were a part of his memories and with as much intrusion. Also the operative would not need to use up valuable spaces in his optics for the more advanced times square features, they could be kept useful while a remote system provides that information.

Pretty cool huh? The BNC is also used in producing far more realistic simulated experiences (see *SimEx*). And this is the down side. With a Simulated Experience editor it is possible to permanently alter a person's memories by providing linked experiences so real they can overwrite existing memories. It is fortunate perhaps that at this point in time only full cyborgs and netrunners are actually in any danger. The level of cybernetics in the vast majority of people is of a low class and limited to more useful features. As a result only those people who have no biological control methods or who are linked into direct interface systems (for the most part netrunners, most general users will use gloves and goggles or 'trodes, no surgery involved) are at risk. However the trend toward cybridization will eventually change this.

Ghostware

Any anime fans out there will recognize these ideas. They are all based on Ghost in the Shell, a manga and OVA by Masamune Shirow (the best Cyberpunk artist and writer). In Ghost in the Shell it is possible to rewrite human memories to affect the behavior of people (after all if you create a memory of a loved one in danger then what won't the target do?). It is also possible to hack into the control circuits of most cyborgs. As a cyborg becomes more and more sophisticated there is a greater need for automated or computer controlled systems. Eventually this level reaches a point where an outside computer can quite literally take control of the body and supersede the human brain's instructions. Cyberpunk 2020 has not quite reached this level yet, although most full cyborgs are capable of being affected this way and netrunners using direct brain interface systems can be affected by SimEx. I'll leave it up to the Gamemaster to determine the effects of this in his game (Until such time as I offer more details.). But consider ICE that is able to implant terrible nightmares into a target or induce behavior by creating realistic situations that can be manipulated. Or even more effective a program that can rewrite the command interfaces between a person and his own cyberlimbs (or in the case of a full cyborg his whole body). Eventually people will need to carry personal anti-hacker software to protect their own memories or cyber systems from outside authority. This could be useful even now in 2020. Chromebook 4 introduces lockable chipware that cannot be removed, as well as control chipware that might force a person to keep his eyes closed (sorry that might be from the net). Ghostware would be set up to control the input from the person's chipware sockets as well as his I/O plugs.

NEW:CYBER:CHIPWARE

Kumite brand Martial Arts Chipsets

The biggest, baddest name in Martial Arts and exercise chipware! Kumite International Chipware!

The 2020 Kumite Chips were the biggest selling martial arts chips on the market, with over 900,000 Karate chips sold worldwide. In fact, there is a good chance **your** martial arts chip is a Kumite chip (20% chance that any Martial Arts chip of less than level 5 is a Kumite chip).

The 2021 Kumite chipsets are biggest and baddest yet! They actually physically take up two slots in yoru chipjack, and count as two chips against your INT limit.

"Actual training, maneuvers and reactiosn recorded from the competitors in the 2020 Kowloon Grand Kumite - a variety of styles to choose from!"

Each chipset includes an extensive database of pressure-breaking and leverage techniques as well as poses and showmanship maneuvers. (+1 on Strength Feat rolls, +1 on Intimidation rolls vs persons without Martial Arts at 6+, anyone watching you pose will think you have the Martial Art in question at 4 levels higher than you do).

Kumite 2021 ChipSets

Ivan Morozhki Championship Sambo Chip - 2,200eb

Morozhki is know for his down and dirty Sambo techniques which won him the 2020 Kowloon Grand Kumite. He stops at nothing to incapacitate his opponent! This isn't any typical Sambo that they teach in school, this is Morozhki's own Sambo variant, recorded exclusively for Kumite Chips!

Martial Art: Sambo (Morozhki) +3
+**3** Hold
+**2** Punch, Kick, Disarm, Sweep, Grapple, Throw, Escape, Choke

Kenneth Porter Jeet Kun Do Chip - 1,900eb

Kenneth Porter is now world renowned for his Jeet Kun Do school in Maine, but it was always for the quality of students his school was sending out to the tournaments. Then last year Mr Porter himself made his debut appearance at the Kumite, and the world was stunned! He was eliminated early in the competition because he broke BOTH hands in a bout, but what turned heads was that he proceeded to win that very bout before retiring from the competition!

Martial Art: Porter JKD +3
+**3** Punch, Kick, Block
+**2** Strike
+**1** Disarm, Sweep

Liu Huang Ti Drunken Crane Chip - 2,000eb

Mr Liu was quite the site at the Kumite using his mix of Crane style and Drunken style Kung Fu to distract and then strike down his first and second round opponents. It was unfortunate for him that he faced Morozhki in the third, and then spent the next 12 minutes with his face being dragged back and forth accross the mats!

Martial Art: Drunken KF +2, Martial Art: Crane KF +2
+**3** Punch, Kick (both only get +2 because the skill are only at +2)
+**2** Block, Sweep, Dodge
+**1** Grapple, Throw

Greg Herman Arasakate Chip - 1,200eb

Greg Herman put on a surprisingly effective show for someone entering as a representative of the Arasakate dojos (as Arasakate masters rarely even make it to the Grand Kumite). His mastery of the "dirtier" aspects of the art was put to good use in the no-holds-barred Kumite environment. In fact his fifth place performance would almost be enough to make some people rethink their opinions on Arasakate... almost.

Martial Art: Arasakate +3
+**2** Choke
+**1** Punk, Kick, Disarm, Block, Dodge, Grapple, Hold, Throw

Locutus Technologies'
Spinal
Integral SkilPak®s

Head office sending you into the field, and the biggest gun you ever handled is a lighter? Travelling through Europe and want to know what they're calling you behind your back? Perhaps you're heading up for a weekend at Crystal Palace and don't want to look like a total dork in Zero-G? Feeling that your blood isn't blue enough for that socialite bodyguard gig? Locutus Technologies has the answer! With a simple implant of the SISPak, you get a basic knowlege of the skills needed to handle the situation.

Spinal Integral SkilPaks are implanted near the neural processor on the lower back and are wired in much the same way as a Chipware Socket. Locutus SISPaks look almost like strip batteries mounted just above Neural Processor, while WU-TEK's "Clusters" are small star-like shapes implanted just below and beside the Processor. Effectively a SkilPak is a Chipware Socket with built-in chips that cannot be swapped and with no additional slots for more chips. SISPaks cost less humanity to the user than a regular ChipJack because of the lack of ability to change the skills chipped, and only count as two chips against the user's maximum number of chipped skills. (Negl. Surgery, D2 Humanity Loss)

Please note that like all other APTR and MRAM chips, SkilPaks are proprietary skills, and supercede any previous skill levels.

Combat Operative SkilPak 1,800eb
HandGun +2, Stealth +2, Martial Arts: ArasakaTe +2, Melee +2, Rifle +2, SMG +2

Corporate Cog SkilPak (Arasaka, Militech, Akusaga Merrill & Finch, OA, etc) 1,000eb
Personal Grooming +2, Wardrobe & Style +2, Stock Market +2, Spec.Knowledge (corporation) +2, Spec.Knowledge: Etiquette +2, Language (as appropriate) +2

Casanova SkilPak 850eb
Personal Grooming +2, Wardrobe & Style +2, Seduction +2, Cooking +2, Expert: Sex +2, Massage +2

TechnoWizard™ SkilPak 1,550eb
Basic Tech +2, Electronics +2, CyberTech +2, AVTech +2, GyroTech +2, Electronic Security +2

Zero-G SkilPak 1,450eb
0G Maneuver +2, Space Survival +2, OTV Pilot +2, EVA Pilot +2, Area Knowledge: Crystal Palace +2, Spec.Knowledge: Highrider Culture +2

KungFu Fightin' SkilPak 1,750eb
Chinese +2, Martial Art: Jeet Kun Do +2, Martial Art: Shaolin Kung Fu +2, Martial Art: Karate +2, Martial Art: Tae Kwon Do +2, Spec.Knowledge: Kung Fu Cinema +2

CrystalJok SkilPak 1,550eb
System Knowledge +2, Programming +2, Math +2, Language: CyberC++ +2, CyberDeck Design +2, Virtual Reality Design +2

Unified Cybernetic Systems - Full Body Converstions for Cyberpunk 2020
Author: unknown - <u>Mail me</u> if you know!

The Mentat (225,400 eb)
The Mentat is not so much a piece of cyberware, as it is a complete suite of coordinated cybernetic implants designed with the express purpose of boosting the user's ability to gather, assimilate and analyze information.
First, the user has a double size chipware socket grafted onto the back of their heads. This socket also has six interface plugs on it. Then they are given an injection of nanites, which immediately set about rewiring the user's brain and nervous system. Paralysis results almost immediatey as a safety measure and the user is kept on life support for the next two weeks while the nanites construct a pair of high-density memory cores and a processor unit inside the user's cranial cavity all the while re-constructing the user's brain to both increase efficiency and make space. Most of the hindbrain's autonomous systems replaced with a walnut sized chunk of processor. As a side effect, most mentats are of optimal weight and of good muscle tone due to the reconstruction of these centers. After completion, the Mentat system is wired to almost every part of the brain including the user's optical and aural centers.
Then the therapy begins, training the user to enable them to fully control their new abilities. This is ICT and takes 3 weeks. If this period is combined with humanity-loss reduction therapy (at extra cost and time of course) then one gains an additional 10% reduction.
If this system is implanted without the attendant therapy then the character cannot utilize any of the subsystems requiring mental command, such as the math co-processor, the recording facilities, the dataterm link, or the cell phone and suffers an additional 50% humanity loss.
Effects:

- The user can use any peice of cyberware that requires a Neuralware Processor.
- The user can jack in twice the normal number of skill chips.
- The user's INT is boosted by +2.
- A Motorola 98012 Math Co-Processor is implanted giving an instant math skill of +8 and a negating any need for a calculator.
- User is equipped with a Dataterm and Computer link.
- User has 50 MU of RAM implanted, capable of pulling input from eyes or ears, or merely storing read text using the brains own OCR abilities.
- User has a cellular Dataterm link that allows them mental access to all the databases and search engines available.
- User can also place cellular phone calls solely by mental command. This phone is equipped with a standard modem allowing mentats to communicate and share data with other computers that they can't direct link to. This does not allow netrunning, but I'm sure that if you asked them nicely and offered them 50 or 60 thousand dollars I'm sure they'd implant a top of the line cybermodem too. If the purchasing agent is anticipating using more than one mentat equipped personnel then they can be equipped with a short range, high bandwidth, encrypted radio link basically allowing any two mentats within 10m of each other seemingly telepathic communication. This costs an extra 2300 eb, but has no extra humanity cost.
- User can also call up a full suite of database, spreadsheet and wordprocessing programs, and use them solely through mental command.

HC for the Mentat is 6d6; Surgery Code is CR!!!!

BLACKHAMMER CYBERNETICS PRICE LIST

DermalWare	Sur.	Description	Cost	HL
Light Tattoo	(N)	Decorative	1-20 eb	0.5 HL
DermaTech Logo-Line Tattoos	(N)	Decorative Logos	10-200 eb	0.5 HL
ChemSkins	(N)	Colour / Pattern changing skin tints	200 eb	D3 HL
Temporary ChemSkin	(N)	Coloured Skin lasts 1 month	100 eb	D2 HL
SynthSkins	(N)	Colour / Pattern changing artificial skin	400 eb	D6 HL
Cam-O-Skins	(N)	Camouflage Skin patterns - -1 on opponent's Awareness rolls	850 eb	D3 HL
Transparent Skin	(N)	-1 ATT per area covered (-4 ATT for facial) (per square meter)	1,000 eb	3D6 HL
Full Body Transparent Skin	(N)	-9 ATT	7,000 eb	6D6 HL
Subdermal Screen	(M)	Subdermal LCD Screen	250 eb	D3 HL
FlashLight Implant	(M)	Glowing SynthSkin Patch - 1m range, like a glowstick	290 eb	D2 HL
SlipSkins	(N)	+2 to +6 on escape rolls (depending on amount of clothing worn)	800 eb	D3+1 HL
VenomSkin	(M)	Secrete an irritant poison (STR20, -4 on all rolls)	2,000 eb	D6+2 HL
Caustic Skin	(MA)	Secrete D4 damage acid	4,000 eb	2D6+2 HL
SharkSkin	(M)	+1D6 damage on grapples and when hit. Cost per 25% of body covered	2,000 eb	D6+1 HL
SenseSkin	(M)	+2 Tactile awareness rolls, -2 stun saves, can be turned off	800 eb	D3 HL
Chemical Repellant Skin	(N)	Immune to acid and base damage and DMSO penetration	4,400 eb	D6 HL
UV Shielding Skin	(N)	Almost immune to UV radiation	500 eb	0.5 HL
Antarctican UV Skin	(N)	Almost immune to UV radiation, purple skin	150 eb	1 HL
Thermal Dissipation lvl 2	(M)	2 SP vs fire and heat	400 eb	1 HL
Thermal Dissipation lvl 4	(M)	4 SP vs fire and heat	800 eb	D2 HL
Thermal Dissipation lvl 6	(M)	6 SP vs fire and heat	1,200 eb	D3 HL
Thermal Dissipation lvl 8	(M)	8 SP vs fire and heat	1,600 eb	D4 HL
Thermal Dissipation lvl 10	(M)	10 SP vs fire and heat	2,000 eb	D3+1 HL
Thermal Dissipation lvl 12	(M)	12 SP vs fire and heat	2,400 eb	D4+1 HL
Thermal Dissipation lvl 14	(MA)	14 SP vs fire and heat, 50% chance of -1 REF & APP	2,800 eb	D6+1 HL
Thermal Dissipation lvl 16	(MA)	16 SP vs fire and heat, 50% chance of -1 REF & APP	3,200 eb	2D4 HL
Thermal Dissipation lvl 18	(MA)	18 SP vs fire and heat, -1 REF & APP	3,600 eb	2D4+1 HL
Thermal Dissipation lvl 20	(MA)	20 SP vs fire and heat, -1 REF & APP	4,000 eb	2D4+2 HL
SkinWeave SP:3	(N)	SP:3 Soft Armour covering entire body (dif 35 to notice)	800 eb	D6 HL
SkinWeave SP:4	(N)	SP:4 Soft Armour covering entire body (dif 30 to notice)	1,000 eb	D6+1 HL
SkinWeave SP:5	(N)	SP:5 Soft Armour covering entire body (dif 25 to notice)	1,250 eb	D6+3 HL
SkinWeave SP:6	(N)	SP:6 Soft Armour covering entire body (dif 20 to notice, 50% -1 ATTR)	1,600 eb	2D6 HL
SkinWeave SP:7	(N)	SP:7 Soft Armour covering entire body (dif 20 to notice, -1 ATTR)	2,000 eb	2D6+2 HL
SkinWeave SP:8	(N)	SP:8 Soft Armour covering entire body (dif 15 to notice, -2 ATTR)	2,400 eb	2D6+4 HL
SkinWeave Self-Repair	(M)	Repairs damage to skinweave 1 SP per 24 hours	1,500 eb	D2 HL
LeatherHide Mk I	(N)	SP:2 Leather Skin, self-healing (dif 20 to notice, 50% -1 ATTR)	200 eb	D3+1 HL
LeatherHide Mk II	(N)	SP:4 Leather Skin, self-healing (dif 17 to notice, -1 ATTR)	400 eb	D6+1 HL
LeatherHide Mk III	(N)	SP:6 Leather Skin, self-healing (dif 14 to notice, -2 ATTR)	600 eb	2D6 HL
Dermal Armour	(M)	SP:8 armour bonded to the epidermis, cost per locaion, -1 ATTR, -2 ATTR facial	500 eb	D3 HL
LifeSaver SkinWeave	(N)	Death State only advances every 4 minutes	4,500 eb	D3+1 HL
Skinwatch	(N)	Subdermal Timepiece	50 eb	1 HL
TVSkin	(M)	Requires Dataterm link, allows for TV signals over any part(s) of the user's body	600 eb	D6+4
TechHair	(N)	Colour / Light emitting artificial hair	200 eb	D2 HL
Replacement Hair - Animal	(N)	Replaced Hair with Animal Fur	500 eb	D2 HL
Replacement Hair - Wires	(N)	Replaced Hair with electrical-style wiring	250 eb	D2 HL
Replacement Hair - Leaves	(N)	Replaced Hair with tree leaves (choose type)	500 eb	D2 HL
Replacement Hair - Quills	(N)	Replaced Hair with Porcupine Quills	500 eb	D2 HL
Replacement Hair - FibreOptic	(N)	Replaced Hair with Fiber Optic strands	350 eb	D2 HL
Replacement Hair - Fibre2	(N)	Replaced Hair with Lit Fiber Optic strands	450 eb	D2 HL
Replacement Hair - Feathers	(N)	Replaced Hair with Feathers (choose type)	400 eb	D2 HL
Turn On Nails	(N)	Single-Pattern automatic nails, colouring pen costs 50 eb	25 eb	0.1 HL

DermalWare	Sur.	Description	Cost	HL
Turn On Nails, set of 10	(N)	As above, but a full set of ten nails	200 eb	1 HL
Show Off Nails	(N)	Multi-Pattern version of Turn On nails. Colouring pen costs 90 eb	45 eb	0.2 HL
Show Off Nails, set of 10	(N)	As above, but a full set of ten nails	425 eb	2 HL
Kill Display	(N)	Displays "Kills : XXX" up to 3 digits	100 eb	1 HL
Pheromones: Love	(M)	Gives you +1 on seduction rolls vs the sex of your choice	1,000 eb	D3
Pheromones: Lust	(M)	Gives you +2 on seduction rolls vs the sex of your choice	1,500 eb	D3 HL
Pheromones: Confusion	(M)	Gives anyone within 1m -1 n all INT & TECH based rolls.	2,500 eb	D3 HL
Pheromones: Gullible	(M)	Gives you +1 on Fast Talk rolls	2,000 eb	1D3 HL
Pheromones: Presence	(M)	Gives you +1 Leadership, Carousing, Persuasion, etc...	5,000 eb	1D3 HL
Pheromones: Low Presence	(M)	Gives +2 social, streetwise, carousing, etc, in attempts NOT to be noticed	4,000 eb	1D3 HL

BoosterWare	Sur.	Description	Cost	HL
Kerenzikov Booster Alpha	(N)	+1 REF, +1 Initiative, permanent	500 eb	2D6 HL
Kerenzikov Booster Beta	(N)	+2 REF, +2 Initiative, permanent	1,000 eb	4D6 HL
Impact Boost I (St Stephen)	(N)	+1 REF, +1 Initiative, 1 turn to activate, lasts 5 turns	800 eb	1D3 HL
Impact Boost II (BioMai)	(N)	+2 REF, +1 Initiative, 1 turn to activate, lasts 5 turns	1,200 eb	1D4 HL
Impact Boost III (Sandevistan)	(N)	+3 REF, +1 Initiative, 1 turn to activate, lasts 5 turns	1,600 eb	1D6 HL
BOOSTmaster Upgrade	(N)	Additional +1 REF & Initiative to Kerenzikov Beta or Impact Boost III	800 eb	1D6 HL
Neural Accelerator Mk I	(N)	Increase REF & Initiative by 1 for netrunning, interfacing and remote control	500 eb	D3 HL
Neural Accelerator Extreme	(N)	Increase REF & Initiative by 2 for netrunning, interfacing and remote control	1,000 eb	D6 HL
Hardwiring 50% Boost	(M)	+1D10 Initiative, mentally triggered	5,000 eb	3D6 HL
Hardwiring 100% Boost	(M)	+2D10 Initiative, mentally triggered	10,000 eb	5D6 HL
Hardwiring 200% Boost	(M)	+3D10 Initiative, mentally triggered	20,000 eb	7D6 HL
Owari 50% Boost	(M)	+1D10 Initiative, drug triggered	2,500 eb	3D6+2 HL
Owari 100% Boost	(M)	+2D10 Initiative, drug triggered	5,000 eb	6D6 HL
Owari 200% Boost	(M)	+3D10 Initiative, drug triggered	10,000 eb	8D6 HL
Raineer-Crossman Booster	(M)	+1D8 Initiative, mentally triggered	3,000 eb	2D6 HL
Raineer-Crossman X-Booster	(M)	+2D8 Initiative, mentally triggered	8,000 eb	3D6+1 HL
Stage I Synaptic Accel	(N)	+1D6 Initiative, permanent	2,500 eb	1D6 HL
Stage II Synaptic Accel	(N)	+2D6 Initiative, permanent	5,000 eb	2D6 HL
Rocket Class 1 SpeedBoost	(N)	+1 Initiative, permanent	300 eb	2 HL
Rocket Class 2 SpeedBoost	(N)	+2 Initiative, permanent	700 eb	3 HL
Rocket Class 3 SpeedBoost	(N)	+3 Initiative, permanent	1,100 eb	4 HL
Rocket Class 4 SpeedBoost	(N)	+4 Initiative, permanent	1,500 eb	5 HL
Rocket Class 5 SpeedBoost	(N)	+5 Initiative, permanent	2,000 eb	6 HL
Enhanced Nervous System	(MA)	+1 REF, removes all other speedwares	10,000 eb	1D6 HL
Neo-Myelin Sheathing	(M)	+1 REF, +1 Initiative, EMP-proofing	9,800eb	2D6 HL

NeuralWare	Sur.	Description	Cost	HL
Interface Plugs	(M)	Allows +2 interfacing through a Direct Neural Interface	200 eb	D6 HL
Mag-Duct Spots	(N)	Allows +1 interfacing through a Direct Neural Interface (+2 for smartguns)	225 eb	D3 HL
LiveWires	(M)	Interface Plugs with "smart" wires that connect themselves	400 eb	2D6 HL
2013 Retro Interface Plugs	(MA)	Old-Fashion Plugs, +0 Interfacing through DNI (100eb used)	1,000 eb	2D6 HL
Tight Beam Data Link	(M)	Allows +1 interfacing through a tight beam radio link, 5m range	400 eb	D4 HL
Multi-Jack Plugs (Double)	(MA)	Treat as 2 interface plugs, but only one can be active at once	300 eb	D6+1 HL
Multi-Jack Plugs (Triple)	(MA)	Treat as 3 interface plugs, but only one can be active at once	400 eb	D6+2 HL
Multi-Jack Plugs (Quad)	(MA)	Treat as 4 interface plugs, but only one can be active at once	500 eb	D6+3 HL
Dual-Axis Induction Links	(M)	Treat as 2 sets of Mag-Duct Spots, one on each hand/wrist, but only one can be active	350 eb	D3+1 HL
CyberModem Linkup	(N)	Wetware for DNI with CyberModems	100 eb	1 HL
Vehicle Linkup	(N)	Wetware for DNI with Vehicles	100 eb	3 HL
Smartgun Linkup	(N)	Wetware for DNI with SmartGuns	100 eb	2 HL
Machine / Tech Linkup	(N)	Wetware for DNI with autofactories, etc	100 eb	2 HL
DataTerm Linkup	(N)	Wetware for DNI with DataTerms	100 eb	1 HL

NeuralWare	Sur.	Description	Cost	HL
Instrument / Editing Linkup	(N)	Wetware for DNI with Instruments and Editing hardware	100 eb	2 HL
Unilink	(N)	Wetware for DNI with everything	400 eb	8 HL
SmartLink	(N)	Wetware for DNI with everything, requires 10 seconds to initiate	800 eb	3 HL
SmartGun Optimization	(N)	Wetware for improved DNI with one type of weapon (rifles, pistols, etc) for +1 WA	1,000 eb	2 HL
Tactile Boost	(N)	+2 on touch awareness rolls	100 eb	2 HL
Olfactory Boost	(N)	+2 on scent awareness rolls, allows tracking by scent	100 eb	2 HL
Olfactory Level Dampeners	(N)	+8 on saves vs Stench Bombs, 5-alarm chili, etc	100 eb	1 HL
Pain Editor	(N)	Tunes out hot, cold and pain (+2 on stun saves after first)	200 eb	2 HL
ChipWare Socket	(N)	Allows up to 10 MRAM and APTR Chips to be loaded, must have Interface Plugs	200 eb	D3 HL
Reduced Capacity ChipJak	(N)	Allows up to 6 MRAM and APTR Chips to be loaded, must have Interface Plugs	120 eb	D2 HL
Micro-ChipJak	(N)	Allows up to 2 MRAM and APTR Chips to be loaded, must have Interface Plugs	50 eb	1 HL
MCT Permanent SoftLink	(M)	Treat as any ChipJack, but mounted subdermally, requiring N surgery to change chips	2x cost	+1 HL
HandPhone	(M)	CellPhone built into the hand (thumb and little finger)	800 eb	1 HL
Skill HardWires +1	(MA)	Gives +1 to 1 REF-based skill	8,000 eb	D2 HL
Skill HardWires +2	(MA)	Gives +2 to 1 REF-based skill	18,000 eb	D3+1 HL
Skill HardWires +3	(MA)	Gives +3 to 1 REF-based skill	30,000 eb	D6+2 HL
Combat Operative SkilPak	(N)	Handgun +2, Stealth +2, ArasakaTe +2, Melee +2, Rifle +2, SMG +2 APTR chips	1,800 eb	D2 HL
Corporate Cog SkilPak	(N)	Grooming +2, Wardrobe +2, Stock Market +2, Corp Knowledge +2, Etiquette +2, Lng +2	1,000 eb	D2 HL
Cassanova SkilPak	(N)	Grooming +2, Wardrobe +2, Seduction +2, Cooking +2, Expert:Sex +2, Massage +2	850 eb	D2 HL
TechnoWizard SkilPak	(N)	Basic Tech +2, Electronics +2, CyberTech +2, AVTech +2, GyroTech +2, E Security +2	1,550 eb	D2 HL
Zero-G SkilPak	(N)	0GMan +2, Spc Survive +2, OTV +2, EVA +2, CrystalPalace +2, HighriderSocial +2	1,450 eb	D2 HL
KungFu Fightin' SkilPak	(N)	Chinese +2, JeetKunDo +2, Shaolin KungFu +2, Karate +2, TaeKwonDo +2, Cinema +2	1,750 eb	D2 HL
CrystalJok SkilPak	(N)	System Know +2, Program +2, Math +2, CyberC++ +2, DeckDesign +2, VRDesign +2	1,550 eb	D2 HL

OptionWare	Sur.	Description	Cost	HL
Subdermal Pocket	(M)	2" x 4" Subdermal Pouch with RealSkin zipper	200 eb	D6 HL
Subdermal Pouch	(M)	1" round subdermal pocket in the navel that holds a large marble-sized container	150 eb	D3 HL
Subdermal Cavity	(MA)	Fist-sized hard cavity in the stomach area - can hold a Pocket concealable item	500 eb	2D6 HL
Nasal Filters	(M)	Stops toxic gases and fumes, 70% effective	60 eb	2 HL
"Sniffer" Filter System	(M)	Stops combat gases 80%, standard contaminants 99%	200 eb	3 HL
Gills	(MA)	Water breathing system good for four hours	400 eb	3D6 HL
Independant Air Supply	(MA)	25 minute supply of uncontaminated air	300 eb	2D6 HL
Motion Detector	(M)	Detects motion in a 20sq metre area, 70% effectiveness	200 eb	2D6 HL
Digital Recorder	(M)	2 hrs of storage from any digital source	200 eb	2 HL
Audio / Video Recorder	(M)	2 hrs of storage from cyberoptics and cyberaudio	300 eb	2 HL
Radar Sensor	(M)	100m range, must be linked to CyberOptics, 70% effective	200 eb	2 HL
Sonar Implant	(M)	50m range sonar, only works under water.	300 eb	2 HL
Radiation Detector	(M)	10m range, 80% effectiveness	200 eb	2 HL
Chemical Analyser	(M)	Detect airborne chemicals - must be linked to a subdermal screen, biomonitor or optics	200 eb	2 HL
Voice Synthesizer	(M)	Can mimic any recorded sound - can hold up to 10 sound samples	600 eb	D6 HL
AudioVox	(M)	Vocal Synthesizer with special effects, +2 to Perform rolls	700 eb	2D6 HL
Voice Pattern Mimic	(N)	Allows imitation of other's voices. +4 Disguise & impersonation	250 eb	2 HL
Forked Tongue	(N)	Subliminal subsonics provide +1 to Seduction and Fast Talk rolls	550 eb	1 HL
Subsonics	(N)	Vocalizer allows speech in the frequencies below human hearing, +1 intimidate	200 eb	1 HL
High Frequency	(N)	Vocalizer allows speech in the frequencies where only dogs, etc, can hear.	200 eb	1 HL
"Voice of Authority"	(N)	Vocalizer gives +2 on leadership, charismatic leadership, intimidation, etc.	500 eb	D3 HL
Voice Synthesizer	(M)	Can imitate recorded voices, Allows for modified voice prints, +4 disguise rolls	600 eb	D6 HL
Voice Mask	(M)	Electronic voice masking, +4 vs interrogations and immune to Voice Stress Analysis	350 eb	D3 HL
Biomonitor	(N)	+2 Resist Torture Drugs	100 eb	1 HL
Chemical Response Biomon.	(N)	+1 Resist Torture Drugs (tattoo-style biomonitor)	80 eb	0.5 HL
Broadcast Biomonitor	(N)	As regular, but has a 20m broadcast range	200 eb	D2 HL
Environmental Biomonitor	(N)	As regular, but monitors a hundred variables...	400 eb	1.5 HL
Gyro Stabilizer	(M)	+2 Space Sickness, +1 Zero-G Maneuvering, +1 Balance Athletics	1,000 eb	D6 HL

OptionWare	Sur.	Description	Cost	HL
BodyComp	(MA)	Implanted 10 MU E-Book, requires Times Square Optics (or wired to a HUD)	1,750 eb	D6+4
Implanted CellPhone	(MA)	CellPhone implant, hooked to the mastoid.	500 eb	3 HL
AutoInjector	(M)	Holds 5 doses of injected drug(s) in forearm - can be triggered manually or by Biomonitor	450 eb	D3 HL
Contingency Drug Admin Unit	(MA)	Holds 4 doses of 3 differenr drugs as above - drugs take effect 1 stage faster than usual	750 eb	D6 HL
Personal Nano-Groomers	(N)	Perfect Hair, Skin, Breath... +2 Personal Grooming, +1 per additional to a max of +4	400 eb	0.5 HL
Ear Valve	(MA)	Pressure equalization for the ears, stops pressure effect from ascent/descent up to 100m	150 eb	1 HL
Sinus Reconstruction	(CR)	Ear Valves Plus. Stops pressure effect from ascent / descent up to 200m	1,500 eb	D3 HL
Nano Olfactory Rebuild	(N)	Enhanced smell gives +2 tracking, nasal filters (50% effective), and olfactory damping	550 eb	D4 HL
Dynalar Cigarette Dispenser	(M)	Holds 40 cigarettes in the forearm, dispensing through the wrist or palm (+50 eb)	100 eb	1 HL

CyberWeapons	Sur.	Description	Cost	HL
Scratchers	(N)	1D6 damage carboglass eternally sharp fingernails	100 eb	D6 HL
Rippers	(M)	2D6 damage retractable carboglas blades under the fingernails	400 eb	2D6 HL
Improved Rippers	(M)	2D6+2 damage retractable Compression Carbide blades under the fingernails	500 eb	2D6 HL
Mono-Rippers	(M)	3D6 damage retractable Mono-Carbide blades under the fingernails (1/3 SP)	1,000 eb	2D6+D3 HL
Wolvers	(M)	3D6 damage retractable forearm blades	600 eb	3D6 HL
Moody Wolvers	(M)	D6-1 blades (max 3) extend/retract on command, damage is 1D6/blade	400 eb	3D6 HL
Spur	(M)	3D6 damage retractable single blade in arm or leg	800 eb	2D6+3 HL
Vampires	(N)	1D6 damage carboglass teeth	200 eb	D6+1 HL
Retractable Vampires	(M)	1D6 damage retractable carboglass teeth	350 eb	D6+2 HL
Spitting Cobra	(M)	Vampires that spit acid or venom up to 2m range	400 eb	3D6 HL
Retractable Spitting Cobra	(MA)	Retractable Vampires that spit acid or venom up to 2m range	700 eb	3D6 HL
Stinger	(M)	Hypodermic needle mounted into a finger, holds four doses.	400 eb	D6+3 HL
Slice N Dice	(M)	Implanted Monowire Garotte / Whip 2D6 damage	700 eb	3D6 HL
CyberSnake Mark 1	(MA)	Independant CyberWeapon, melee base +10, D6 damage	1,200 eb	4D6 HL
CyberSnake Mark 2	(MA)	Independant CyberWeapon, melee base +15, D6+1 damage	2,500 eb	4D6 HL
BigKnucks	(M)	Massively rebuilt and reinforced knuckles, +2 punching damage	500 eb	D6 HL
Gang Jazzler	(M)	Electrical Shock, 3 uses, BOD dif 20 vs KO, dif 15 on head and torso hits vs Death	600 eb	2D6+3 HL
Bone Spike	(MA)	D6+4 damage retractable natural bone spike in forearm	1,000 eb	2D6 HL
Knuckle Spikes	(M)	Punching damage is +2 and ½ SP, can be combined with BigKnucks, etc	500 eb	2D6+1 HL
Klingon-Head Plating	(MA)	+2 Damage to headbutts, must be combined with Skull Armour, -1 ATTR	300 eb	1D3 HL

CyberOptics	Sur.	Description	Cost	HL
Remote Cyberoptic	(MA)	Basic cybernetic optics that can be removed and broadcast back to the owner, 1 option	1,500 eb	2D6 HL
Iris Reaction Boost	(N)	Nanotech upgrade provides Anti-Dazzle	500 eb	D2 HL
Shift-Tacts	(N)	Colour changing contact lenses	100 eb	0.5 HL
Nano-Optical Rebuild	(N)	Reduce darkness penalties by 2, can vaguely see IR and UV sources	1,500 eb	D3 HL
Eye Colour Control Gland	(M)	Changes eye colour on command, D6 minutes to trigger	250 eb	1 HL
Rhodopsin Booster	(M)	Reduce darkness penalties by 2	800 eb	2 HL
Basic Cyberoptic	(MA)	Basic 20/20 vision cybernetic optics, can mount up to 4 options per unit	500 eb	2D6 HL
UberMensch Cyberoptic	(MA)	Basic 20/20 vision cybernetic optics, can mount up to 2 options per unit	250 eb	2D6 HL
Biomech Optic	(MA)	Biomechanical version of the CyberOptic. Can mount 2 options.	1,000 eb	3 HL
Mono-Optic	(CR)	"Wrap-around" cyberoptic, provides +1 Awareness, 180degree vision, and 6 options	650 eb	3D6 HL
OptiShields	(N)	Implanted Mirrorshades, hold 2 options, SP:15	300 eb	D6+2 HL
Bug-Eye CyberOptics	(MA)	Oversized Optics, -1 ATTR, holds 6 options	750 eb	3D6 HL
Bio Nictating Membranes	(M)	Provides +2 vs irritant gasses, total protection vs non-irritants, ½ blinding times	300 eb	D3 HL
Tricloptic Third Eye CyberOptic	(CR)	Additional CyberOptic mount in middle of forehead, holds 4 options, -1 ATTR	750 eb	3D6 HL
Single Function Optic	(MA)	Cyberoptic with either LowLite or IR, but no spaces and cannot see in the normal range	100 eb	D6+1
Transov Soviet Optic	(MA)	Basic 20/20 vision cybernetic optic, can mount 1 option per unit, -1 Awareness	100 eb	2D6 HL
Zeiss-Nikkon Optic	(MA)	Cyberoptic with built-in Micro and TeleOptics, can mount up to 4 options per unit	900 eb	2D6+1 HL
Color Shift		Allows for optical colour changes and other fashion effects, 1 space	300 eb	0.5 HL
Image Enhancement		Refined visuals, allowing for +1 visual awareness rolls, 1 space	300 eb	1 HL
Targeting Scope		Targeting lock-on system for smartweapons, provides +1 WA, 1 space	400 eb	2 HL

CyberOptics	Sur.	Description	Cost	HL
Times Square Marquee		LED screen in field of vision for messages and HUD effects, 1 space	300 eb	1 HL
TeleOptics		Up to 20 times magnification telescopic vision, 1 space	150 eb	0.5 HL
MicroOptics		up to 200 times magnification microscope, 1 space	150 eb	0.5 HL
Anti-Dazzle		Immunity / Partial Immunity to flash and flare based attacks, 1 space	200 eb	0.5 HL
Low Lite		Light amplification optics, allowing for normal vision in almost total darkness, 1 space	200 eb	0.5 HL
ThermoGraph		Low Infrared visuals, allows vision of heat sources, 1 space	200 eb	1 HL
Infrared		High Infrared visuals, allows vision using heat emissions and IR lighting, 1 space	200 eb	1 HL
UltraViolet		UV visuals, allows vision using UV lights and of radioactive compounds, 1 space	200 eb	1 HL
MicroVideo		20 minute video recordings, 2 spaces	300 eb	0.5 HL
Digital Camera		20 still-frame images, 2 spaces	300 eb	0.5 HL
DartGun		Holds 1 poison dart, 1m range, D6 damage, 1/4 SP, ½ damage. 3 spaces	200 eb	2 HL
DodgeBall		Analyzes opponent's HTH style, giving you +1 in HTH after 3 turns, 1 space	440 eb	1 HL
VidCam Transmitter		Relays all visuals to a remote monitor and/or recorder, 4 spaces	330 eb	1 HL
TearGas Spray		Holds 1 burst of any gas, 1m range, 2 spaces	200 eb	2 HL
Compass		Requires Times Square Marquee, 1 space	300 eb	0.5 HL
Laser-Comm		Low powered 20m direct-beam laser communications, 4 spaces	425 eb	1 HL
Interface Plug		Optic flips back to expose an interface plug, 4 spaces	100 eb	2 HL
Extreme Spectral Range		Allows vision into 2 selected extreme spectral ranges, 1 space	400 eb	1 HL
Double-Slit Pupil		Allows clear vision through the air/water boundary.	200 eb	0.5 HL
Eye On The News		Gives the wearer 4 TV channels to watch, 12 eb/month, 3eb/additional channel	200 eb	1 HL
Enhanced Peripheral Vision		Gives +1 Awareness for surprises / ambushes	150 eb	D3 HL
Nictating Membranes	(M)	Provide +4 vs irritant gasses, full protection from other gasses, 2 options (300eb / extra)	200 eb	D6+1 HL
Anti-Dazzle		As the Cyberoptic option	400 eb	0.5 HL
Armoured		Scratch-Proof SP:8 Membranes. (Hit 1 in 6)	500 eb	2 HL
Coloured		Allows for rapid colour-change of the membranes themselves, while still transparent	200 eb	1 HL
Covert		Very Difficult to awareness to notice when in use	500 eb	0.5 HL
Low Lite		Same as the cyberoptic option	400 eb	0.5 HL
Targeting		Provides +1 WA with smart weapons, not cummulative with other Targetings.	800 eb	D3 HL
Window		Picture-In-Picture viewscreen, like a super Times Square	600 eb	D3 HL

CyberAudio	Sur.	Description	Cost	HL
CyberAudio	(M)	Basic Cybernetic Hearing module, any number of option spaces	500 eb	2D6 HL
Taiwanese Hearing Module	(M)	Basic Hearing Module, with static. -2 Awareness, any number of options	100 eb	2D6 HL
Transov Soviet Audio	(M)	Basic Cybernetic Hearing module, 2 option spaces	150 eb	2D6 HL
NanoAuditory Rebuild	(N)	Enhanced hearing range and Level dampers, no options	1,500 eb	D3 HL
BioMech Audio	(M)	Biomechanical equivalent to CyberAudio with 3 spaces	1000 eb	4 HL
Amplified Hearing		Enhanced auditory range provides +1 on auditory awareness rolls	200 eb	1 HL
Radio Link		Radio communications with 1 mile range	100 eb	1 HL
Phone Splice		Full Cellular communications as long as your cellphone is within 3 meters	150 eb	1 HL
Scrambler		Scrambles all communications through your Radio and Phone links	100 eb	0.5 HL
Bug Detector		Detects line taps and transmitting bugs within 3m, 60% effective	200 eb	0.5 HL
Voice Stress Analyser		Lie detector provides +2 on human perception, interview and interrogation rolls	200 eb	1 HL
Sound Editing		Can edit out unwanted sounds, provides +2 awareness by masking background noise	150 eb	0.5 HL
Enhanced Hearing Range		Can hear into the Supersonic and subsonic ranges	150 eb	2 HL
Wearman		Full stereo sound	100 eb	0.5 HL
Radar Detector		100% detection of radar signals, 40% effective at tracing to source of transmission	150 eb	0.5 HL
Homing Tracer		Can follow tracers up to 1km range	200 eb	0.5 HL
Tight Beam Radio Link		Line Of Sight radio communications	200 eb	1 HL
Wide Band Radio Scanner		Picks up transmissions on all radio frequencies	100 eb	2 HL
Micro-Recording Link		Transmits all sounds heard to a personal digital recorder	100 eb	0.5 HL
Digital Recording Link		Transmits sounds to a remote digital recorder	100 eb	0.5 HL
Level Damper		Automatic noise compensation, providing protection from sonic and deafening weapons	300 eb	0.5 HL
Frequency Switcher		Changes frequencies for radio communications to prevent interception	100 eb	0.5 HL

CyberAudio	Sur.	Description	Cost	HL
Seismic Detector		Requires Times Square Marquee, tracks footfall impacts in the area	220 eb	D3 HL

BodyBuilding	Sur.	Description	Cost	HL
Cowl	(MA)	Skullcap that covers the head in SP:25	200 eb	1D6 HL
FacePlate	(CR)	Protective FaceMask in SP:25 -4 ATTR	400 eb	4D6 HL
EvilEye Facial Remount	(MA)	15% Facial Armour, SP:6, -1 ATTR	150 eb	1D6 HL
Jigsaw Facial Remount	(MA)	25% Facial Armour, SP:12, -1 ATTR	250 eb	2D6 HL
TwoFace Facial Remount	(CR)	50% Facial Armour, SP:18, -2 ATTR	350 eb	3D6 HL
Torso Plating	(MA)	Torso Protection for SP:25, EV:3	2,000 eb	3D6 HL
Full Body Plating	(CR)	SP:20 full body, EV:3, -1 Stealth	6,800 eb	8D6 HL
Low Intensity Plating	(**)	Provides 75% of the SP value of above systems, -1 EV	80%	same
Front Optic Mount	(MA)	Allows up to 5 optics to be mounted on the face, ATTR= -1	1,000 eb	4D6 HL
Sensory Extension	(M)	Contains 1 Optic and a microphone, up to 2 feet long.	500 eb	3D6 HL
Subdermal Armour SP:6	(CR)	Armours Chest, Stomach and Vitals to SP:6, dif 35 to notice	350 eb	D2 HL
Subdermal Armour SP:8	(CR)	Armours Chest, Stomach and Vitals to SP:8, dif 32 to notice	500 eb	D3 HL
Subdermal Armour SP:10	(CR)	Armours Chest, Stomach and Vitals to SP:10, dif 30 to notice	650 eb	D3+1 HL
Subdermal Armour SP:12	(CR)	Armours Chest, Stomach and Vitals to SP:12, dif 25 to notice	800 eb	D6 HL
Subdermal Armour SP:14	(CR)	Armours Chest, Stomach and Vitals to SP:14, dif 25 to notice	1,000 eb	D6+2 HL
Subdermal Armour SP:16	(CR)	Armours Chest, Stomach and Vitals to SP:16, dif 20 to notice	1,100 eb	D6+3 HL
Subdermal Armour SP:18	(CR)	Armours Chest, Stomach and Vitals to SP:18, dif 20 to notice, 50% of -1 ATTR	1,200 eb	2D6 HL
Subdermal Armour SP:20	(CR)	Armours Chest, Stomach and Vitals to SP:20, dif 15 to notice, -1 ATTR, -1 REF	1,450 eb	2D6+2 HL
Subdermal Armour SP:22	(CR)	Armours Chest, Stomach and Vitals to SP:22, dif 10 to notice, -2 ATTR, -2 REF	1,750 eb	3D6 HL
Subdermal Armour SP:20 Mk2	(CR)	Armours Chest, Stomach and Vitals to SP:20, dif 15 to notice, -1 ATTR	7,000 eb	2D6+2 HL
Subdermal Armour SP:22 Mk2	(CR)	Armours Chest, Stomach and Vitals to SP:22, dif 10 to notice, -2 ATTR, -1 REF	8,500 eb	3D6 HL
Subdermal Armour SP:22 Mk3	(CR)	Armours Chest, Stomach and Vitals to SP:22, dif 10 to notice, -2 ATTR	14,000 eb	3D6 HL
High Stress Subdermal Armour	(CR)	As above, but penetrating hits reduce SP by 3 and cause EV:1	75%	same
Heavy-Duty Subdermal Armour	(CR)	As above, but +20% more SP, EV:1, -1 ATTR	100%	+D3 HL
Skull Armour SP:4	(MA)	Armours the Skull (80% head coverage) to SP:4, dif 35 to notice	300 eb	D2 HL
Skull Armour SP:6	(MA)	Armours the Skull (80% head coverage) to SP:6, dif 30 to notice	550 eb	D3 HL
Skull Armour SP:8	(MA)	Armours the Skull (80% head coverage) to SP:8, dif 25 to notice	750 eb	D6 HL
Skull Armour SP:10	(MA)	Armours the Skull (80% head coverage) to SP:10, dif 20 to notice	1,000 eb	D6+2 HL
Skull Armour SP:12	(MA)	Armours the Skull (80% head coverage) to SP:12, dif 15 to notice, 50% of -1 ATTR	1,200 eb	D6+3 HL
Skull Armour SP:14	(MA)	Armours the Skull (80% head coverage) to SP:14, dif 10 to notice, -1 ATTR	1,400 eb	2D6 HL
Skull Reinforcement	(MA)	Head shots do not deal double damage 4 times out of 6.	900 eb	D3 HL
Shin Guards SP:4	(MA)	Armours the legs to SP:4, dif 30 to notice, +1 damage with martial arts kicks	300 eb	D2 HL
Shin Guards SP:6	(MA)	Armours the legs to SP:6, dif 25 to notice, +1 damage with martial arts kicks	400 eb	D3 HL
Shin Guards SP:8	(MA)	Armours the legs to SP:8, dif 22 to notice, +1 damage with martial arts kicks	500 eb	D6 HL
Shin Guards SP:10	(MA)	Armours the legs to SP:10, dif 17 to notice, +1 damage with martial arts kicks	650 eb	D6+2 HL
Shin Guards SP:12	(MA)	Armours the legs to SP:12, dif 13 to notice, +2 damage with kicks, 50% of EV:1	800 eb	D6+3 HL
Shin Guards SP:14	(MA)	Armours the legs to SP:14, dif 9 to notice, +2 damage with martial arts kicks, EV:1	950 eb	2D6 HL
Wrist Reinforcement Mk I	(M)	Reinforces the wrist, increasing crushing damage by 1 and recoil STR by 1	350 eb	0.5 HL
Wrist Reinforcement Mk II	(M)	Reinforces the wrist, increasing crushing damage by 2 and recoil STR by 2	900 eb	1 HL
Plastic Bone Lacing	(N)	5kg, +1 damage HTH, bone breakage 2 in 10	400 eb	1 HL
Orbital Plastic Bone Lacing	(N)	5kg, +1 damage HTH, +1 BTM, bone breakage 2 in 10	2,000 eb	D2 HL
UltraPlastic Bone Lacing	(N)	15 kg, +3 damage HTH, +1 BTM, bone breakage 2 in 20	900 eb	D3+1 HL
Aluminium Bone Lacing	(N)	10 kg, +2 damage HTH, +1 BTM, bone breakage 2 in 20	1,000 eb	D3 HL
Titanium Bone Lacing	(N)	15 kg, +3 damage HTH, +2 BTM, bone breakage 2 in 30	2,000 eb	D6+1 HL
Tungsten-Titanium Lacing	(N)	10 kg, +2 damage HTH, +2 BTM, bone breakage 2 in 30	3,000 eb	D4+1 HL
Wrist/Knuckle Bone Lacing I	(N)	1 kg, +1 damage punching, UltraPlastic Bone Lacing	300 eb	1 HL
Wrist/Knuckle Bone Lacing II	(N)	2 kg, +2 damage punching, Titanium Bone Lacing	600 eb	2 HL
Bone Thickening Mk I	(M)	Nanotech adds to bone mass and volume (as aluminium bone lacing, -1 ATTR)	800 eb	D3+1 HL
Bone Thickening Mk II	(M)	Nanotech adds to bone mass and volume (as titanium bone lacing, -1 ATTR, -1 MA)	1,600 eb	D6+2 HL
Muscle Augmentation	(M)	+1 STR, +0.5 MA per level, max 3 levels	700 eb	D3 HL

BodyBuilding	Sur.	Description	Cost	HL
EndoSkeletal Rebuild	(CR)	+1 STR, -0.5 REF per level, max of BOD levels	2,000 eb	D3+1 HL
Muscle Grafting I & II	(MA)	Provides +1 BOD & STR per level, Max 2 Levels	1,000 eb	D6 HL
Muscle Grafting III	(MA)	Provides +4 BOD and +3 STR, -1 REF & -1 ATTR	4,000 eb	3D6+2 HL
Muscle Grafting IV	(MA)	Provides +6 BOD, +4 STR, -1 REF & -3 ATTR	6,000 eb	5D6 HL
Muscle Wiring	(M)	Heavy Duty Muscle Aumentation (not very flexible) provides +3 STR, +1 BOD, -2 REF	1,500 eb	D6 HL
Endo-Frame CyberSkeleton	(SCR)	+3 STR for lift/carry & strength feat, +3 BOD for HTH & Melee BTM, +1 HTH dmg, +2 damage to limb destruction, EV:1	12,000 eb	2D6+1 HL
Orbital Endo-Frame	(SCR)	+3 STR for lift/carry & strength feat, +3 BOD for HTH & Melee BTM, +2 HTH & Melee dmg, +4 damage to limb destruction, EV:0	25,000 eb	2D6+3 HL
Armor Weave	(MA)	+1 Bod & Str, +50% Skinweave, -1 Ref & MA, must have bone & muscle lace & skinweave. Allows for full use of CyberLimb strength without torso plating	4,000 eb	D6 HL
RigidBone Nanotech Editing	(N)	Tougher bone structure, reduces break chance by ½ and takes +2 damage to destroy	500 eb	D2 HL
NeoMuscle Augmentation	(M)	Tougher musculature: +1 to appropriate Str Feat and Athletics rolls, +2 dmg to destroy	750 eb	D2 HL
TuffBone Enhancement Alpha	(M)	Increased density, +1 STR: Strength Feat, lift/carry, +1 BOD for BTM vs melee & HTH	1,300 eb	D3 HL
TuffBone Enhancement Beta	(M)	Increased density & growth, +2 as above, -1 ATT	2,800 eb	D6 HL
Tracheal Reinforcement	(M)	Tensing the neck provides SP:10 vs Chokes and Neck Crushes.	500 eb	2 HL
Speed Grafts	(CR)	More efficient leg muscles / tendon arrangements provide +1 MA / level (max 2 levels)	450 eb	D3 HL
New Teeth	(M)	Ceramic Teeth (MEL, -1 WA, D3 dmg, VR)	200 eb	D3 HL
Power Jaw	(MA)	Adds +2 to bite damage	100 eb	D2 HL

CyberLimbs	Sur.	Description	Cost	HL
CyberArm	(CR)	20SDP, BT:4- 2 spc, BT:5-7 3 spc, BT:8-10 4spc, BT:11+ 5 spc	3,000 eb	2D6 HL
CyberLeg	(CR)	20SDP, 1 space less than arms, +4 MA if mounted in a pair	2,000 eb	2D6 HL
NUlimb Arm	(CR)	10 SDP, spaces as above, but is no stronger than a normal human arm	2,000 eb	D6+1 HL
NUlimb Leg	(CR)	10 SDP, spaces as above, but is no stronger than a normal human leg	1,500 eb	D6+1 HL
Chinese CyberArm	(CR)	-1 WA, -3 on fine motor control (TECH) rolls	2,000 eb	2D6 HL
Partial CyberArm	(MA)	15 SDP, 1 space less than full arm, D6-1 Punching, D10 Crushing	2,000 eb	D6+2 HL
Partial CyberLeg	(MA)	15 SDP, 2 spaces less than full arm, D6 Kicking	1,500 eb	D6+1 HL
Skeletal CyberArm	(CR)	20SDP, Cannot have strengthened myomers or coverings, Hydraulic rams take no space	2,000 eb	2D6+2 HL
Skeletal CyberLeg	(CR)	20SDP, Cannot have strengthened myomers or coverings, Hydraulic rams take no space	1,500 eb	2D6+2 HL
Soviet CyberArm	(CR)	40SDP, 3D6 punch, 2D10 crush, 2 options spaces, no myomers or rams. 5% failure rate	700 eb	2D6+2 HL
Soviet CyberLeg	(CR)	40SDP, 3D10 kick, 2 option spaces, no myomers or rams, 5% failure rate	900 eb	2D6+2 HL
Crusher CyberArm	(CR)	As normal CyberArm, must make Avg Awareness roll to not use max strength all the time	1,500 eb	2D6 HL
Romanova CyberLegs	(CR)	Styling 6" heels give +1 Wardrobe & Style without any penalties for heels (price per pair)	5,000 eb	4D6 HL
Corvette CyberLegs	(CR)	Cyberlegs w / thickened myomers and high-speed mod, +8 MA, +2 on movement athletics	6,000 eb	5D6 HL
Oversized CyberArms	(CR)	20SP, 30 SDP, 2 spaces more than usual, 3D6 punching, 2D10 crushing, EV1, WA-1	4,500 eb	2D6+2 HL
Quick Change Mount	(N)	Allows 1 turn changing of cyberlimbs	200 eb	2 HL
Hydraulic Rams	(N)	Increase SDP by 10, 3x crushing damage, makes arm bulkier and louder	200 eb	3 HL
Thickened Myomar	(N)	Increase SDP by 5, 2x striking and crushing damage	250 eb	2 HL
Reinforced Joints	(N)	Increase SDP by 5	200 eb	1 HL
Artificial Shoulder Mount	(CR)	Can mount 2 extra cyberarms below the user's normal arms	1,500 eb	2D6 HL
Microwave / EMP shielding	(N)	Limb is unaffected by Microwaver and EMP side-effects	300 eb	1 HL
Plastic Covering	(N)	Limb covering in your choice of colours...	100 eb	1 HL
RealSkinn Covering	(N)	Limb covering in a synthetic skin that looks and feels real	200 eb	-D3 HL
SuperChrome Covering	(N)	High-Gloss metallic covering	200 eb	D3 HL
Armoured Covering	(N)	SP:20 armour, can be combined with SuperChrome or Plastic coverings	200 eb	0 HL
Spiked Covering	(N)	Rows of 1" spikes deal 1D6 damage when used	200 eb	2 HL
Sycust Flesh Weave		Cyborganic Covering, increased repair cost to 150%, 1 space	200 eb	0 HL
Leg Boosters		Memory Plastic springs increase leap by 3m, 2 spaces	500 eb	D6 HL
Extending Legs		Add up to 2' or subtract 1' from height, +1 MA extended. (Cost per leg)	400 eb	D4 HL
Double-Jointed Limbs		+1 grapple, hold and choke. +1 escape per pair of limbs with double joints. (Cost per pair)	1,000 eb	D3 HL
CyberPillow		Built-In inflatable pillow, pillowcases cost 10 eb. 1 space	80 eb	0.5 HL
Cigarette Dispenser		Holds 40 cigarettes and dispenses through the wrist (or palm for 50 eb extra)	50 eb	0.5 HL

CyberLimbs	Sur.	Description	Cost	HL
CyberModem		Built-In basic cyberdeck (+2,000 eb for a cellular model)	3,000 eb	1 HL
Digital Recorder		Built in chip recorder from recording link options	300 eb	1 HL
Storage Space		2" x 6" concealed storage space, can be locked by cybernetic command	50 eb	0.5 HL
Mini Cam		Pop-up mini camera	200 eb	2 HL
Mini Vid		Pop-up mini video camera	400 eb	2 HL
LCD Screen		Can be linked to any device's output	200 eb	1 HL
Watchman		Pop up 4.5" TV Screen	180 eb	1 HL
LimbLink		Makes any CyberLimb gun into a Smartgun (+2 WA), requires a Smartgun Linkup	100 eb	1 HL
Winch		Winch with 15m cable, 1 ton test weight	500 eb	D6+3 HL
Icer		CO_2 Fire Extinguisher	200 eb	D3 HL
"HotPlates" Full-Arm Taser		Taser covering entire arm, stun save at -3 vs D6x30 second KO. 9 Shots, 1 space	800 eb	D3 HL
Wolver Mount		Wolvers built into the cyberlimb. 3D6 dmg, 1 option space	500 eb	2D6 HL
AAT CyberSword		Short Sword flips out of the upper arm, hinged at the elbow - 2D6 damage, 1 space	800 eb	2D6 HL
MonoSword CyberSword		Replacement MonoBlade to replace the Cybersword blade - 3D6 damage, 1/3 SP, 1 spc	500 eb	D2 HL
PowerSword CyberSword		Replacement PowerBlade to replace the Cybersword blade - 3D6 dmg, 1 spc	900 eb	D3 HL
QuickDraw ArmHolster		Launches P concealability firearm from forearm cache into hand (2 spaces, -2 draw pen)	200 eb	1 HL
High-Five / The Palm Bomb		12ga Shotgun Round loaded into the forearm firing through the palm. 1 shot, 1 space	355 eb	D6+3
BlitzKrieg Arc-Thrower		EXO, +0 WA, 3D6dmg, 4 shots, ROF:1. ½ real, ½ stun dmg, shorts out cyberware, 3 spc	1,050 eb	2D6 HL
HardPoint		External hardpoint for a cyber-linked weapon	250 eb	3 HL
Extra Ammo Load		Doubles ammo capacity of any cyber firearm. 1 space	100 eb	0.5 HL
Ammo Switch		Gives 2 magazines for a cyber firearm, which can be chosen from for each shot, 1 spc	150 eb	1 HL
External Ammo Feed		Makes a cyberweapon's only ammo source an externally loaded magazine, -1 spc	50 eb	0 HL
Additional External Feed		Adds an external ammo feed to a cyberweapon which overrides the internal feed,	150 eb	1 HL
External Switch Feed		Adds an external ammo feed to a cyberweapon, with switching between ammo feeds	450 eb	1 HL
Pop-Up Light Pistol		PST, +2 WA, 6mm, 30 shots, ROF 2, VR, 1 space	200 eb	2D6 HL
Pop-Up Medium Pistol		PST, +1 WA, 9mm, 30 shots, ROF 2, VR, 2 spaces	400 eb	2D6 HL
Pop-Up Heavy Pistol		PST, +1 WA, 11mm, 20 shots, ROF 2, VR, 3 spaces	600 eb	2D6 HL
Pop-Up Very Heavy Pistol		PST, +0 WA, 12mm, 20 shots, ROF 2, VR, 4 spaces	800 eb	2D6 HL
Pop-Up Magnum Opus		PST, +0 WA, 14mm, 14 shots, ROF 1, VR, 4 spaces	1,200 eb	2D6 HL
Pop-Up Needler		PST, +2 WA, 2.3mm Needle, 30 shots, ROF 3, VR, 2 spaces	500 eb	2D6 HL
Pop-Up Auto-Needler		SMG, +1 WA, 2.3mm Needle,40 shots, ROF 20, VR, 3 spaces	950 eb	2D6 HL
Pop-Up Light SMG		SMG, +1 WA, 6mm, 70 shots, ROF 30, VR, 2 spaces	600 eb	2D6 HL
Pop-Up Medium SMG		SMG, +1 WA, 9mm, 50 shots, ROF 25, VR, 3 spaces	700 eb	2D6 HL
Pop-Up Heavy SMG		SMG, +0 WA, 10mm, 40 shots, ROF 20, ST, 4 spaces	1,000 eb	2D6 HL
Pop-Up FlameThrower		HVY, -1 WA, 2D6 Flame, 10 shots, ROF 1, ST, 2 spaces	600 eb	2D6 HL
Pop-Up 12 gauge		SHG, -2 WA, 12ga, 4 shots, ROF 1, ST, 3 spaces	700 eb	2D6 HL
Pop-Up Grenade Launcher		HVY, -1 WA, 25mm, 4 shots, ROF 2, VR, 3 spaces	800 eb	2D6 HL
Pop-Up 40mm GL		HVY, -2 WA, 40mm, 2 shots, ROF 1, ST, 3 spaces	600 eb	2D6 HL
Pop-Up Micro Missile Sys		HVY, -1 WA, 30mm Rocket, 4 shots, ROF 2, 4 spaces	1,000 eb	2D6 HL
Gas Jet		2m range, 6 shots, 2 spaces	275 eb	1D6 HL
ChainRipp		Big Ass Chainsaw, 3D6 damage, 3 spaces	1,250 eb	2D6+4 HL
CyberTail	(MA)	7 SDP, 20% of leg hits hit the tail, MEL -1 N P D6dmg VR, 2 option spaces	2,000 eb	3D6 HL
Prehensile		2 options, allows manipulation and the ability to hang from the tail (+2 athletics)	1,000 eb	D6 HL
Stinger		1 option, deals additional D6 dmg as a knife and delivers toxins	500 eb	D4 HL
Thickened Myomar		1 option, doubles damage from normal tail (not stinger) attacks, +5 SDP	250 eb	2 HL
Sensory Extension		1 option, holds 2 optic and 3 audio options	200 eb	2D6 HL
Lizard		0 options, can be released from the spine by mental command	50 eb	1 HL
Variable Length		1 option, long or short, it's your choice!	100 eb	D3 HL

Hands and Fingers	Sur.	Description	Cost	HL
Independent CyberHand	(MA)	7/10 SDP CyberHand - can mount 4 Finger options or 1 Hand Option	750 eb	D6 HL
Finger Flesh Mount	(M)	Allows cyberfingers to be mounted to flesh hands	100 eb	1 HL
Quick Change Mount	(N)	Allows quick-changing of cyberfingers OR of cyberhands (choose when purchased)	150 eb	1 HL
Standard CyberHand	(N)	Standard end unit for a cyberarm, cannot mount cyberfingers or options	150 eb	0 HL
Modular Hand	(N)	Standard Hand that can mount one Hand Option or 4 Finger Options	400 eb	2 HL
Ripper Hand	(N)	Hand Option - CyberHand now has extending blades dealing 2D6 damage	200 eb	D6 HL
Hammer Hand	(N)	Hand Option - High-Pressure Hydraulic Ram deals additional D10 damage	200 eb	D6 HL
Slammer Hand	(N)	Hand Option - Explosive pressure deals additional 2D10 damage - must be reloaded	400 eb	D6+1 HL
Buzz Hand	(N)	Hand Option - Electric Chainsaw deals 2D6+2 damage	200 eb	D6 HL
Grapple Hand	(N)	Hand Option - Rocket Propelled Grapple with 100m line	200 eb	1 HL
Surveillance Hand	(N)	Hand Option - Detachable remote-control mini-camera in palm of the hand	600 eb	D6 HL
Web Hand	(N)	Hand Option - +2m swimming speed, +2 on swimming rolls	100 eb	1 HL
Mace Hand	(N)	Hand Option - High-Density hand on 1m cable, 2D6+1 damage	300 eb	3 HL
Medic Hand	(N)	Hand Option - Complete first aid kit	600 eb	1 HL
Dartgun	(N)	Finger Option - same as the cyberoptic dart option	100 eb	2 HL
ScrewDriver	(N)	Finger Option - powered screwdriver extends from fingertip	50 eb	0.5 HL
Wrench	(N)	Finger Option - fold-out adjustable wrench finger	50 eb	0.5 HL
Drill	(N)	Finger Option - adjustable speed drill at finger-tip	50 eb	0.5 HL
Soldering Iron	(N)	Finger Option - Electric soldering iron extends from finger-tip	50 eb	0.5 HL
Socket Wrench	(N)	Finger Option - Adjustable powered socket wrench finger	50 eb	0.5 HL
LockPick	(N)	Finger Option - Concealed set of picks and tension hammer in finger	50 eb	0.5 HL
Light Pen	(N)	Finger Option - Finger light pen for interfacing with certain computer systems	45 eb	0.5 HL
MiniLight	(N)	Finger Option - Battery-powered flashlight with 15m range	25 eb	0.5 HL
Finger Bomb	(N)	Finger Option - Detachable explosive that does 2D6+3 damage in 3m diameter	150 eb	2 HL
Scissors / WireCutters	(N)	2 Finger Options - 2 Fingers can be used together to cut, D3 damage	50 eb	1 HL
Phone Hand	(N)	Finger Option - Replaces Thumb and Little Finger with a cellphone	500 eb	1 HL
Mace Spray	(N)	Finger Option - Holds 2 shots of MACE (-4 REF & Awareness for D6 turns)	150 eb	2 HL
Magnetic Grip	(N)	Magnetic pads, bought in pairs, does not take any space	60 eb	0 HL
Cutting Torch	(N)	Hand Option - Blowtorch with 10cm flame, 2.5 minute burn time	100 eb	D3+1
HandGun	(N)	Hand Option - PST, -1 WA, 6mm, 6 shots, ROF:2, ST	200 eb	D6+1
Tazer Grip	(N)	Hand Option - Taser in palm, stun saves at -2	180 eb	D6+1
Vidcam	(N)	Finger Option - Video camera in finger linked to Video Imager	400 eb	2 HL
RPGrenade	(N)	Finger Option - Rocket propelled grenade deals 2D6 damage in 2m diameter	200 eb	2 HL
Air Hypo	(N)	Finger Option - Air-Hypo with 4 injections per propellant cannister	200 eb	1 HL
Tracking Device	(N)	Finger Option - Tracking device finger, transmits to Times Square or hand-held unit (3km)	300 eb	0.5 HL
Lighter	(N)	Finger Option - Lighter with 2 hours of fuel	25 eb	1 HL
Tri-Dart Launcher	(N)	Hand Option - Fires 3 darts from between knuckles, as optic dartgun	300 eb	D3 HL
IR/UV Flash	(N)	Finger Option - IR or UV flashlight with 10m range	200 eb	1 HL
Probe Link	(N)	Finger Option - Interface plug with male connector (does not use wires)	150 eb	1 HL
Flare	(N)	Finger Option - Parachute Flare with 150m altitude (D3 damage)	200 eb	2 HL
Parabolic Microphone	(N)	Finger Option - Amplifies sounds x20	350 eb	2 HL
Storage Compartment	(N)	Finger Option - Very small storage space	75 eb	0.5 HL
Flasher	(N)	Finger Option - FlashBulb, opponent rolls Dif REF or suffer -4 blinded modifier	250 eb	1 HL
Laser Pointer	(N)	Finger Option - Small laser with 20m range	150 eb	0.5 HL
One Shot Pistol	(N)	Finger Option - PST, -1 WA, 5mm, 1 shot, ST	250 eb	2 HL
BallPoint	(N)	Finger Option - Ballpoint Pen	25 eb	0.5 HL
Opti-Free	(N)	Finger Option - Saline-Dispensing finger with 10oz sterile, buffered, isotonic saline sol.	30 eb	1 HL
CyberKeys	(N)	Finger Option - Finger holds 5 detacheable keys. 5eb each to modify normal keys	100 eb	0.5 HL

CyberFeet	Sur.	Description	Cost	HL
CyberFoot	(N)	Standard Cyberfoot for mounting at the end of a cyberleg	200 eb	0 HL
Independent CyberFoot	(MA)	Standard Cyberfoot for mounting at the end of a flesh leg, as a replacement.	500 eb	D6 HL
Talon Foot	(N)	Foot Option - Extending toe blades that deal 1D6 damage	400 eb	2D6 HL
Tool Foot	(N)	Foot Option - Allows the use of standard cyberfingers as "cybertoes"	100 eb	2 HL
Web Foot	(N)	Foot Option - Webbing doubles swimming speed and adds +3 to swim skill	300 eb	2 HL
Grip Foot	(N)	Foot Option - Designed for better gripping strength, capable of supporting the body.	300 eb	2 HL
Skate Foot	(N)	Foot Option - Inline skates attached to feet, MA:20	240 eb	D6 HL
Spike Heel Foot	(N)	Foot Option - Spike in heel for lethal kicks, 2D6 damage	300 eb	2D6 HL
Stealth Foot	(N)	Foot Option - Provides +1 to Stealth skill	150 eb	1 HL

Metabolics & Organs	Sur.	Description	Cost	HL
Adrenal Booster	(M)	+1 REF, D6+1 turns, 3 times per day	400 eb	D6 HL
Adrenal Supercharger	(MA)	+1 REF, MA, BOD & STR, -3 INT & TECH skills, +2 Aware, 5+d6 min, 1/hour	900 eb	D6+1 HL
Adrenal Control	(MA)	(1) +1 REF, MA, STR, -1 COOL, for D6+2 turns up to 3 times per day, (2) +1 initiative and -1 cool checks, (3) +1 concentrating skills & cool checks, (4) as 3, +2 Cool, -3 Saves	1,500 eb	D6+2 HL
Enhanced Metabolism	(MA)	+1 STR, MA, REF (+2 if below 6), +2 initiative, double food consumption & aging	5,000 eb	3D6 HL
OverDrive Metabolism	(CR)	+2 STR, MA, REF (+3 if below 6), +2 initiative, 3x food consumption, 12x aging	10,000 eb	4D6 HL
SuperThyroid Gland	(M)	Provides +1 STR, +1 MA and +2 Initiative, must consume double normal food intake	1,500 eb	D6 HL
CyberLiver	(MA)	Filters Drugs and Alcohol (+4 resist drugs, 98% alcohol protection)	450 eb	D6 HL
Artificial Heart	(CR)	All Artificial hearts below allow for easy re-boot, giving +1 Death Saves, +3 Stabilize rolls	500 eb	D3 HL
PaceSetter Sports Heart	(CR)	Provides +1 MA, STR, BOD for up to 4 minutes, -1 on Death Saves	900 eb	D6 HL
PaceSetter 2000 Heart	(CR)	Provides +2 MA, STR, BOD for up to 2 minutes, -2 on Death Saves	985 eb	D6 HL
Decentralized Heart	(CR)	Provides +2 to all Death Saves	1,300 eb	D6+2 HL
Additional Heart Implant	(CR)	Additional heart allows for Death Saves at +2 (with all stats but BOD at 1) after failed Death Save as the additional heart provides basic oxygenation for the brain and CNS	1,000 eb	D3+1 HL
Variable-Chambered Option	(N)	Modified version of artificial hearts, doubles time you can hold your breath, +1 endurance	+450 eb	D3 HL
Synthacardium	(MA)	Rebuild of heart muscles gives better blood flow, +1 on dance, athletics, endurance, etc	500 eb	D2 HL
Nanotech CardioBoost	(N)	All natural sports heart gives +1 Endurance	500 eb	1 HL
Enhanced Antibodies	(N)	Improves Healing Rate by 1 point per day	3,000 eb	D3 HL
Toxin Binders	(N)	Improves Poison and Drug saves by +4 (-1 damage per die for biotoxins, etc)	3,000 eb	D3 HL
NanoSurgeons	(N)	Improves Healing Rate by 1 point per day, or 2 points under MedTech care	6,000 eb	D3 HL
Anti-Plague Nanotech	(N)	Provides +3 vs diseases and bioagents, (-2 damage per die for biotoxins)	1,750 eb	0.5 HL
Defibrillator Implant	(MA)	Restarts Heart on failed Death Save on a 2+ on D6. Only works once.	750 eb	D3+1 HL
Pacemaker CoProcessor	(N)	Restarts Heart in event of arrest (works against Black ICE mostly)	150 eb	2 HL
Custom Blood Transfusion	(N)	Better Oxygen Circulation gives +2 athletics and +1 REF & STR for high-movement rolls	400 eb	1 HL
Custom Blood Implant	(MA)	Produces Custom Blood, transfusions only provide bonuses for 1 week.	4,000 eb	D6 HL
ChronoHeme Transfusion	(N)	Holds a lot more oxygen in reserve, allows for 2 minutes of breath per point of BOD	500 eb	0.5 HL
ChronoHeme Implant	(MA)	Produces ChronoHeme, transfusions only provide bonuses for 1 week	5,000 eb	D3 HL
MetaHeme Hemological Blood	(M)	New structure gives +1 MA & Endurance, +4 minutes breath, -1 resist toxins & disease	1,300 eb	D3 HL
"QuickClot" Hemofibrinic Nodes	(MA)	Reduce wound severity by 1 class. 1 in 10 at onset of each use that it causes a stroke.	3,000 eb	D6 HL
Ileocecal Siphon	(MA)	Draws 80% of water from body wastes. 48hrs w/o water in temperate climes, 24hrs in arid	500 eb	1 HL
Increased Stomach Volume	(MA)	Doubles stomach size, allowing for much larger meals to be eaten.	600 eb	D3 HL
Decreased Stomach Volume	(MA)	Halves stomach size, aids in dieting	500 eb	1 HL
Secondary Gut	(MA)	Allows user to store an extra full day's food in a second stomach	750 eb	D3 HL
NeoAppendix	(MA)	+2 Wilderness Survival searching for food	500 eb	D3 HL
Stress Moderator	(M)	Hormonally controls excessive stress levels (-10% to stress total per level, 3 levels max)	600 eb	D3 HL
Vein Clips	(MA)	Specialized clamps lock off blood flow to crippled areas, +2 on death saves	700 eb	D6 HL
Circulatory Sphincters	(MA)	Gives +2 stun saves, prevents blood loss (+4 stabilization rolls).	3,200 eb	D6 HL
Enhanced Mitochondria	(N)	Genetically altered mitochondria provide +1 Endurance	2,500 eb	D2 HL
Nephritic Screens	(MA)	Implanted kidney screens give +2 resist drugs/toxins, -1 damage per die for biotoxins	500 eb	D2 HL
Nitrogen Binders	(N)	Reduces depressurization time up to 100%.	1,400 eb	D2 HL
NeoLungs	(CR)	Hold breath twice as long.	1,000 eb	D6 HL
"FreezeBan" BioConstruct	(MA)	Immunity to frostbite, +1 Wilderness Survival / Endurance in cold.	650 eb	1 HL

Metabolics & Organs	Sur.	Description	Cost	HL
Glycogen Banks	(M)	Body stores more glycogen than normal in the liver, increasing Endurance by +1	2,000 eb	D3 HL
Endorphin Trap	(M)	Every 48 hours without damage, cyberware "traps" one dose of endorphins. Holds up to 6.	1,000 eb	D4 HL
Life-After-Death Processor	(M)	Nanosurgeons and computer processor keep the body "alive". +4 to Revival Rolls	5,000 eb	D3 HL
Brain Survival System	(CR)	15 minute emergency oxygen supply and pump for your brain installed in your upper back	4,000 eb	D6 HL
"Navel Filters"	(M)	Nanite factory breaks CHOOH2 down into alcohol. Requires refills (150 eb) every 60 days	500 eb	D2 HL
Electrolyte Balancers	(N)	Nanotech balances bases and acids when electrical discharge occurs. (Cures hiccups)	350 eb	0.5 HL

Sensor Suites	Sur.	Description	Cost	HL
Ultrasound Motion Detector	(M)	Detects motion in a 60 degree arc, 20m cone with 70% effectiveness	200 eb	D6 HL
Echolocation System	(N)	Requires cyberoptics, audiovox & cyberaudio. -1 awareness, no lighting or smoke pens	800 eb	D3 HL
Ultrasonic Detector	(M)	70% Effectiveness, warns of other Ultrasonic zones before entering them	140 eb	1 HL
Radar Sensor	(M)	Pings when encountering radar. 70% Effectiveness.	150 eb	1 HL
Sonar Implant	(MA)	50m range Sonar Mapping, as ultrasonic imager, only useable under water.	300 eb	2 HL
Radiation Detector	(M)	Geiger Counter with alarms when levels become dangerous	350 eb	1 HL
Drug Analyzer	(M)	85% Accurate drug analyzer	850 eb	2 HL
E-Monitor	(M)	Analyzes atmospheric conditions (pressure, CO2, O2, Nitrogen)	185 eb	1 HL
Cyber-Detection Computer	(M)	Links other sensor suites to a computer to detect other's cybernetics	3,000 eb	D6+3 HL
LockDown	(N)	Links Times Square & enhanced hearing range to detect snipers (+1 aware / shot)	300 eb	D6 HL
Internal GPS	(N)	Global Positioning System linked to Times Square.	450 eb	1 HL
External GPS	(N)	Global Positioning System displaying on an arm-mounted viewscreen	600 eb	D3 HL

Brain Mods	Sur.	Description	Cost	HL
Extra Brain Tissue	(CR)	Foetal greymass additions, boosted circulation and aeration. +1 INT	5,000 eb	D6+2 HL
Callosumal Facilitator	(M)	Increases interconnectivity of lobes. Treat as Neurological Rebuild lvl 1 w/ +1 initiative	12,000 eb	D6+1 HL
Neurological Rebuild Lvl 1	(M)	Augments basic brain structure and recall speed. +1 INT, +1 Recall	10,000 eb	D6+2 HL
Neurological Rebuild Lvl 2	(M)	Augments all main brain functions. +2 INT, +2 Recall	50,000 eb	2D6+3 HL
Neurological Rebuild Lvl 3	(MA)	Also Augments memory and response times, +3 INT, +4 Recall, -1 skill level for IP	250,000 eb	3D6+4 HL
Neurological Rebuild Lvl 4	(CR)	Total interconnection of augmented tissues, +4 INT, +6 Recall, +1 Interface, -1 skill level	1,000,000 eb	4D6+5 HL
Neurological Rebuild Lvl 5	(CR)	Almost total replacement of gray matter, +5 INT, +8 Recall, +2 Interface, -2 skill level	5,000,000 eb	5D6+6 HL
Memory Augmentation	(CR)	Better recall, gives Total Recall skill at level 2	2,000 eb	2 HL
Trauma Dampers	(M)	Increased Endorphin receptors give +1 stun saves, Cool roll Dif 8+1/use/day to avoid addiction to the endorphin rush, requiring 3 uses per day	500 eb	D3 HL
Endorphin Trigger	(M)	3 in 10 chance when hurt that it triggers: +3 stun / death saves. 1 in 10 chance of total endorphin intoxication and addiction.	500 eb	D6 HL
SuperCompact BrainDance	(CR)	Braindance recorder with 2 hr storage, goes through the brain to the back of the skull.	15,000 eb	2D6 HL
Math Sub-Processor I	(MA)	Adds +2 to all math skills	250 eb	0.5 HL
Math Sub-Processor II	(MA)	Adds +4 to all math skills, and +1 to math-related rolls	600 eb	1 HL
Math Sub-Processor III	(MA)	Adds +6 to all math skills, and +1 to math-related rolls	1,000 eb	2 HL
Math Sub-Processor IV	(MA)	Adds +8 to all math skills, and +2 to math-related rolls	1,600 eb	3 HL
WetWare Drive	(M)	1 MU mounted in the skull, accessible only through interface plugs	320 eb	D6 HL
WetWare Expanded	(M)	2 MU mounted in the skull, accessible only through interface plugs	495 eb	D6 HL
WeWare Drive Expander	(M)	1 additional MU added to standard WetWare Drive (per MU, no limit)	200 eb	D2 HL
WetDrive Access Link	(M)	Allows the owner of a WetWare Drive to access the data stored therein	200 eb	D3 HL
Staged Neural Bridge	(M)	Reduces off-hand penalty by 1 per level (max 3 levels)	200 eb	D2 HL
BioMai Neural Bridge	(M)	Reduces off-hand penalty to -1, gives main hand a -1 penalty also	400 eb	D4 HL
Visual Cortex Co-Processor	(CR)	Gives a +1 to Awareness rolls when using visual cues	3,000 eb	D4 HL
Biofeedback Co-Processor	(CR)	Gives a +1 to COOL using a special biofeedback control system	5,000 eb	D3 HL
Spacial Awareness Co-Process	(CR)	Gives a +1 to Paint / Draw and Engineering skills	2,000 eb	D2 HL
Sleeper Processor	(M)	Acts as a sleep inducer with an alarm function to wake the user up	300 eb	D6 HL
Damage Compensators Mk I	(M)	Eliminates all damage penalties for Light Wounds	50 eb	D2 HL
Damage Compensators Mk II	(M)	Eliminates all damage penalties for Serious Wounds and below	100 eb	D6 HL
Damage Compensators Mk III	(M)	Eliminates all damage penalties for Critical Wounds and below	300 eb	D6+1 HL
Damage Compensators Mk IV	(M)	Eliminates all damage penalties for Mortal 0 Wounds and below	1,000 eb	2D6 HL
Damage Compensators Mk V	(M)	Eliminates all damage penalties for Mortal 1 Wounds and below	1,500 eb	2D6+2 HL

Sexual CyberWare	Sur.	Description	Cost	HL
Mr Studd Sexual Implant	(MA)	All night, Every night	300 eb	2D6 HL
Contraceptive Implant	(N)	98% effective, good for 5 years	100 eb	0.5 HL
Proceptive Implant	(N)	Provides 90% chance of pregnancy in women, good for 1 year	150 eb	0.5 HL
Ovulation Control	(N)	Allows for on/off control of both Contraceptive and Proceptive Implants	50 eb	0.5 HL
Harwired Instant Orgasm	(M)	Triggered pre-set sensations, for full orgasm regardless of partner's skills	350 eb	D6+1 HL
Increased Sex Drive	(M)	Insatiable sex drive, -2 resist seduction, -1 cool checks. +100eb for on/off switch	500 eb	D3+1 HL
Decreased Sex Drive	(M)	Gives +2 resist seduction, -2 seduction, -1 empathy based skills, +100eb for switch	500 eb	D3+1 HL
Physical Augmentation	(M)	Improves the size of the male member 20%	300 eb	D6 HL
Custom Augmentation	(MA)	Improves the size of the male member 50% to 500% (cost is minimum, can be 10x)	1,000 eb	2D6 HL
SuperStudd Sexual Implants	(MA)	Mr Studd with any number of buzzing, flashing, rotating and thrusting options	700 eb	2D6 HL
Urethral Mono Spike	(MA)	Curved monocrystal spike in the abdomen that extends from the urethra - 2D6 dmg	700 eb	4D6 HL
Testicular Poison Sac	(M)	Sac containing 3 doses of poison, excreted through the urethra	450 eb	2D6+2 HL
Vaginal Guillotine	(MA)	Lops off anything inserted into the vagina at the owners command (D3+3 dmg)	500 eb	3D6+2 HL

Euro BioTech	Sur.	Description (Double cost for persons with 10 HL or more of Cyber)	Cost	HL
Permanent +1 Reflexes	(N)	Extensive tissue restructuring and neural boosting, Inpatient therapy required after	5,000 eb	D6+1HL
Permanent +1 Body & Strength	(N)	Regimen of diet, exercise and bio-aid. Max of +2	3,400 eb	0 HL
Permanent +1 Attractiveness	(N)	Nanites subtly restructure your skin, eyes, cheekbones, hair, etc... Max of +3	1,600 eb	1 HL
Permanent +1 Movement	(N)	Near total restructuring of the legs, Inpatient therapy required after. Max of +4	2,700 eb	D3 HL
Reduced Oxygen Lungs	(N)	You can filter out smog and survive on half the normal oxygen content.	5,900 eb	1 HL
UV Resistance	(N)	Biotech regime gives a permanent perfect suntan and filters out UV.	7,600 eb	D6 HL
SP:4 Skin Armor	(N)	High-Fashion Biotech Skinweave. Cannot be differentiated from normal skin	8,300 eb	0 HL
"Voice Of Authority"	(M)	Skilled surgeons rebuild the vocal cords, +2 leadership, intimidation, etc	5,000 eb	D3 HL
Endurance Bioenhancements		Take 1 per day, ignore fatigue for 12 hours, double food and water intake	1,200 eb / day	0 HL
PainProof Bioenhancements		Take 1 per day, +4 on stun saves, -2 tactile awareness for 12 hours	1,800 eb / day	0 HL
Anti-Trauma Bioenhancements		Take 1 per day, +2 on Death Saves for 12 hours	4,000 eb / day	0 HL

Memory Plastics	Sur.	Description (from King of the Concrete Jungle)	Cost	HL
Cryo-Ceramic Arm	(CR)	SP:17, SDP:25, 2 option spaces,Cyberarm punching and crushing damage	5,000 eb	D6+3 HL
Scratchers		Fingernails can extend into scratchers (as the cyberweapon)	200 eb	D4 HL
Rippers		Fingertips can extend into 2" blades as Rippers. -10 SP when in use	800 eb	2D6 HL
Tentacles		The arm can split into three tentacles. +5 on grapple / hold / choke maneuvers. -10 SP	600 eb	2D6 HL
Other Option		As cyberArms, but no Myomers, Rams, Shielding, or Coverings	as normal	as normal
Cryo-Ceramic Leg	(CR)	SP:20, SDP:30, 1 option space, CyberLeg kicking damage. +2 MA if paired	3,000 eb	D6+3 HL
Animal Metamorph		Transforms into digitigrade animal legs, +3 MA, double leap distances	400 eb	D6 HL
Other Options		As CyberLegs, but no Myomers, Rams, Shielding or Coverings	as normal	as normal
Squat Limb		Compresses the compound of the Limb, ½ normal size, +10 SP (1 option)	300 eb	D4 HL
Elongation Limb		Allows the limb to stretch to 200% normal length, -15 SP (1 option)	300 eb	D4 HL
Hollow Limb		Hollow space in limb acts as a hidden holster (1 space)	100 eb	D3 HL
Inflating Limb		Inflates the Limb to +3 BOD. +1 intimidate, -10 SP (1 space)	300 eb	D4 HL
Spiked Limb		Covers the limb with spikes on command, +D6 HTH damage (1 space)	400 eb	D6+1 HL
Cryo-Ceramic Jaw & Skull	(CR)	Armors the head to SP:12, allows for one option	1,500 eb	D6+1 HL
Mimicry		Modifies the face by changing the bone structure. +2 disguise (1 space)	1,500 eb	D6 HL
Animal Metamorph		Transforms the lower jaw and face to an animal hybrid face like a werewolf (1 space)	300 eb	D6+1 HL
Vampires		Retractable vampires (as the cyberweapon) (1 space)	250 eb	D6+1 HL
Horns		Horns can protrude from forehead or temples. D6+1 damage. (1 space)	300 eb	D6+2 HL
Cryo-Ceramic Torso	(CR)	SP:21, SDP:35, 1 option space	6,000 eb	2D6 HL
Inflating Torso		Inflates the torso to +3 BOD, -10 SP, +2 Intimidate, (1 space)	600 eb	D6 HL
Spiked Torso		Covers the torso with spikes on command, +D6 damage ram or when grappled (1 space)	400 eb	D6+1 HL
Undetectable Option		Makes any Cryo-Ceramic part undetectable through ScanWays, etc... (1 space)	500 eb each	0 HL
Electrical Shielding		Makes any Cryo-Ceramic part immune to Tasers / EMP, etc (1 space)	400 eb each	D2 HL
Different Covering		Treat as Synth Skins for that part, (0 spaces)	400 eb each	D3 HL
Tougher CryoCeramics		Makes any Cryo-Ceramic part tougher, +5 SDP, +5 SP (can be bought twice) (0 spaces)	300 eb	2 HL

Memory Plastics	Sur.	Description (from King of the Concrete Jungle)	Cost	HL
PMP Processor Mk I	(M)	Required for any Mk I PMP Cyberware	400 eb	D2 HL
PMP Processor Mk II	(M)	Required for any Mk II PMP Cyberware	800 eb	D2 HL
PMP Processor Mk III	(M)	Required for any Mk III PMP Cyberware	1,500 eb	D2 HL
PMP Muscle Augmentation I	(M)	Memory Plastic Muscle Aug, +1 STR, + ½ MA, + ½ BOD per level, max 2 levels	2,000 eb	D3+1 HL
PMP Muscle Augmentation II	(MA)	Memory Plastic Muscle Aug, +2 STR, +1 MA, +1 BOD per level, max 2 levels	5,000 eb	D6+1 HL
PMP Bone Lacing (Mk II)	(MA)	5kg, +1 BTM, +1 HTH damage, 12 damage to destroy location, no other bone mods	6,000 eb	D3 HL
PMP Bone Lacing (Mk III)	(CR)	10 kg, as Mk II, Head hits do not deal double damage	10,000 eb	D6+1 HL
PMP Subdermal Armour I	(CR)	Armours Chest, Stomach and Vitals to SP:12, dif 30 to notice	3,000 eb	D6 HL
PMP Subdermal Armour II	(CR)	Armours Chest, Stomach and Vitals to SP:16, dif 30 to notice	6,000 eb	D6+2 HL
PMP Subdermal Armour III	(CR)	Armours Chest, Stomach and Vitals to SP:20, dif 30 to notice	16,000 eb	2D6+1 HL

Exotic Conversions	Sur.	Description	Cost	HL
Minor Facial Modifications	(M)	Slit eyes, pointed ears, whiskers, button nose, bunny ears, etc	1,000 eb	D3 HL
Major Facial Modifications	(M)	Antennae, insect or lizard face	2,000 eb	D6 HL
Muzzle, short	(M)	Cat, bear, etc	2,000 eb	D6 HL
Muzzle, long	(MA)	Dog or horse muzzle	2,500 eb	2D6 HL
Mandibles	(MA)	Semi-prehensile grasping "jaws", deals D6 damage in grappling combat	4,000 eb	3D6 HL
Natural Fangs	(N)	Natural fangs deal D6 damage in grappling combat	500 eb	2D6 HL
Natural Claws	(N)	Grown from the bones, -3 to manipulation skill rolls, D6 damage in combat	1,000 eb	D6+1 HL
Retractable Claws	(M)	D6 damage in combat	1,000 eb	2D6 HL
Scratchers	(N)	D6 damage in combat	500 eb	D6 HL
Rippers	(M)	2D6 damage in combat	750 eb	2D6 HL
Tail	(MA)	Mobile but weak - can exert 3lbs of pressure	1,500 eb	2D6 HL
Combat Tail	(MA)	Heavily muscled tail tipped with spikes, spines of knob. D6 damage in combat	2,500 eb	3D6 HL
Stinger Tail	(MA)	Combat tail with a poison stinger. D6 damage in combat, plus poison	3,000 eb	3D6+2 HL
Digitigrade Legs	(CR)	With tail: +1 MA, without tail: -2 MA, -1 REF	4,000 eb	4D6 HL
Fur / Scales / SkinChange	(N)	Changes the skin to the desired texture	10,000 eb	3D6 HL
Heavy Scales	(N)	Skinchange with SP:6 skinweave	12,000 eb	3D6 HL
Exoskeleton	(CR)	Rigid SP:18 exoskeleton. EV:2	20,000 eb	4D6 HL
Frame Alteration	(CR)	Shorter, taller, fatter, thinner... 25% change in body size	8,000 eb	D6 HL