

THE BLACKSPOT.



Cyberware

So you're after cyberware? Want the latest in Plug 'n Play for the human body? You've come to the right place... Here you'll find the latest in both Cyber and Bio warez, often straight from the lab or street. You want to be smarter, stronger, or just want to boast that you've got eight limbs!! Then here's the place for you...



NEURALWARE

InterCranial Brain Cell Nanosurgeons · 10,000
EB PER TREATMENT

This amazing piece of neuralware was developed from research for brain damaged patients. As you may or may not know, as brain cells die they do not get replaced. It doesn't matter if they die because of old age or massive head injury. What these little miracles do is to repair and stimulate cellular growth through bio-electric manipulation. In more severe cases, the nanoids replace the actual brain cells. So, for the brain dead and the drug fucked out there, help has finally arrived.

Game notes: if you have lost any INT points due to accidents or drugs, for each treatment you receive, you will recover 1 point of INT, up to your original INT score. Of course, like everything else, people will tamper. You can use the nanoids to enhance your INT. For each treatment you receive, your INT will increase by 1 up to a maximum of 12. However, misusing the nanoids this way chips away at your soul as you start to think more like a machine than a human. Indeed, if you increase your INT above 10, for each point you lose an additional point of EMP. Your brain is now more of a machine than your microwave. Talk about living on the edge..... Surgery:N,HC: 1d6 if repairing damage

done, 1d6+4 if increasing your INT above original, plus an additional loss of 1 EMP point for every point of INT above 10.

Lifesaver Co-processor · 200 EB

New from Trauma Team, this addition to your neuralware processor can monitor your life signs, and if need be, it sends a transmit signal to your cyberaudio to call Trauma Team. Just remember that you have to have a current Trauma Team account. No longer do you have to be conscious to call for help.

The Lifesaver Coprocessor can be set up in two ways; 1, When linked to your biomonitor, you can set your lifesaver to activate whenever the programmed parameters are met. 2, When linked to your pacemaker, it will activate when the pacemaker monitors that your heart has stopped for 7 seconds.

Game notes:

Option 1 requires a neuralware processor and biomonitor.

Option 2 requires a neuralware processor, pacemaker coprocessor.

Both require a cyberaudio with a radiolink and

frequency changer (with one frequency preset to the Emergency bandwidth),

OR

a phonesplice and cellphone or mediaware cellular phone with emergency autodialer.

The lifesaver coprocessor must be hardwired to your cyberaudio, and the biomonitor OR pacemaker coprocessor at 200 eb each.

If you don't have a current account, Trauma Team won't respond to your call. Another option is to have your autoinjector hardwired (200 eb) to your biomonitor/pacemaker coprocessor to inject trauma 1 (or other drugs) when ko'ed. Just make sure you use the right drugs.... Surgery:N,HC:2 pts.

Nanite Reservoir · 250eb+

New from Bodyweight, the Nanite Reservoir is an option for those with cyberware that is based on, obviously, nanotechnology. As the name implies, the NR holds nanites until the body/cyberware requires them. The main benefit is that it can be used to hold an excess of nanites, which then lay dormant, until needed. This translates as being to hold an X amount of monthly maintenance (X= the amount of 'space', or 'nanite bays" paid for per month). The actual NR costs 250eb, with each 'month' of holding space costing an extra 50eb. Ideal for those who expect to be away from civilisation for an extended duration... Surgery:M,HC:1 pts + .5 per month of 'space'.

Game Notes: Automatically comes with one (1) 'space'. It must be said that each 'space' in the NR, provides an extra month PER CYBERWARE that requires nanites, like Muscle & Bonelace or Skinweave. Thus if you had 4 items of cyberware that are nanite based, to receive one full month of support for all options, then you would have to buy 4 'spaces'. IE, it would cost

you the base of 250eb plus an additional 200eb for the 4 'spaces', and 3 HC.

IMPLANTS

Public Address System · 100 EB (ALSO A NEWTHROAT OPTION)

This cyber option is an implanted loudspeaker in the base of the throat. The base of the throat is reinforced and insulated to protect your vocal cords and the rest of your system. It allows you to yell at up to 80 decibels (as loud as a subway train, or rock concert!). Additionally it can be hardwired to other cyberoptions; digital recorder, audio/video tape recorder, voice synthesiser, audiovox, radio link, phone splice, wearman, wearman mk 2, mediaware cellular phone, for 200 EB apiece. Perfect for cops and rockers!! Surgery:M,HC:3 pts

CyberSpider · 1900eb

The CyberSpider is an option used by cat burglars and the like to assist in climbing buildings. The CyberSpider is implanted in the users upper torso, attached to the spine/ribcage. The Spider derives its name from the 4 articulated legs that unfold from the back when under use, giving the user the a total of eight 'limbs'. The legs are implanted along the back of a ribbone, and slide out of slits in the flesh near the spine, much like wolvers. Each 'leg' is fashioned much like a real spiders leg. When in use the legs unfold and bend around the users torso, using the six joints along their length to clear the body and grip/pierce the wall. The legs come to a needle sharp point, the point itself being mono-edged, it also houses a reservoir of various bonding agents, as well as a clusters of fine 'hairs' to assist in gripping. Although it can be used in combat (1D6/2 damage, treat as a monoknife), it wasn't designed with that in mind. The legs use similar musculature to linear frames and power armor chassis. But due to the folding/telescoping of the legs, they have nowhere near the strength

as either of those items. Nethertheless, they do have the strength to actually climb a building, allowing the user to use his hands for other actions.

Game Notes: The CyberSpider will negate the penalty for attempting actions when stationary, while climbing, such as by-passing security. The referee may still decide to apply penalties for actions such as firing a rifle, or pistol at a difficult target. The CyberSpider will give a +2 to any climbing action involving a solid wall (will not help with a cyclone fence - duh!), including regaining a grip incase of a slip-up. If the user has a Spine Replacemnt/Reinforcement, the Climb bonus rises to +4! Many CyberSpider users also get a Gyro-Stabilizer and/or Grip Feet as well. Surgery:CR,HC:2d6+6 points

Also see the Spider (webbing) and Spider (motorised) in the Equipment section.

CyCo Note: (Yup, Ok, this is kinda munshkin, but don't you think the CyberSnake isn't? Hey, it's just an idea i had, didn'y say it was a good one. Or feasible.....)

BIOWARE

NanoOlfactory Rebuild · 1500eb

New from Biotechnica, the NanoOptical Rebuild is the latest enhancement for your original 'ware. If you want to be able to sniff out the bad guys like a bloodhound, without loosing your own meat, then buy the Biotechnica NanoOlfactory Rebuild and enjoy the coffee!

Game Notes : While the nanites rebuild the sinus cavity, the patient will loose their sense of smell for 4D10 hours. When the nanites finish their work, the user enjoys the same benefits as the standard olfactory boost [+2 to scent awareness, +2 to Shadow/Track and 50% to recognise scents]. It costs 20eb per month to maintain. Surgery:N,HC:1D3 pts.

Webbing · 400 EB

With this option you can have your hands and feet fitted with webbing between your toes and fingers giving you +1 to swimming if in one pair of limbs or +2 if in both limbs. Doubles your movement when swimming. On the down side, your at -1 ref when performing delicate actions, picking a lock/pocket, repairing fine electrical wiring etc. Surgery:M,HC:1d6/2 (Remember; both costs are for one limb only)

NOTE: After a ripperdoc in New Jersey was approached by a juve to have webbing placed between his arms and legs like some sort of freaked out flying squirrel, police have received reports of peeping toms.... In high rise apartment blocks and condos. And in Night City, a new gang calling themselves the Bird Men are responsible for a number of high rise thefts, not to mention collisions between the Birdmen and AV's! Talk about playing chicken...

CyCo Note: (And this too.....)

CYBERWEAPONS

Retractable Mono-Blade · 900eb

If in your line of work you see a lot of close quarter fighting, you probably will want to have some sort of weapon handy. Sure you can carry a knife, sword or even a sledgehammer, but you can lose or drop it, even get disarmed. So some sort of cyberweapon, an implant maybe. Cybersnakes are just too gross, wolvers are too common, everyone wants a set of wolvers. ChainRipp too messy. What about a knife? Better make it a Mono-knife, just to make sure... (as per the Eclipse Full Borg, CB II, pg 71).

Game Notes: Retractable, extends between knuckles. 2d6+3 damage + Bod, 1/3 to armor. 1 arm option space. MEL·0·spec·R·2D6+3·ST
Surgery : M; HC : 3D6

Retractable Survival Blade · 500eb

So you want a knife as well. But you want it to be more utility in function. Don't want to annoy the cops with a concealed mono-weapon. Or them bother you. But if you need to use it in self defence, so be it. If it happens to end up in someone else's liver, as long as they don't tear yours out... (As per the Wingman Full Borg, CB II, pg 77)

Game Notes: Retractable, extends between knuckles. 1d6+3 damage + Bod. 1 arm option space. MEL:0-spec:C:1D6+3-ST Surgery : M; HC : 3D6

CYBEROPTICS

Removable Optishields · 1000 EB

New from Kiroshi are these removable Optishields. They work like this, during surgery they implant small plugs on the temples that fit into sockets in the Optishields. The plugs are connected to the vision centre of your brain via your neuralware processor. In most regards they are identical to normal Optishields with the exception of the fact that the eyes are not protected from irritant gasses. Also known as the Jordi LaForge option from an old 2D vid show. Surgery:M,HC:1D6/2.

Biotec Alarm Eye · 200eb

The alarm eye never sleeps, even if you do. It controls the eyelids by a mild electric current, blinking the eye every couple of minutes to prevent the muscles from getting tired and sore. It can be set to either wait for movement or something in particular (person, light, etc.) to enter its field of vision. When this happens it will induce a light neural surge, much like BioTec's "SomaWare" Sleep Induction Chip [CB III, pg 37], which will wake the wearer in 3 seconds. Takes up two option spaces. Surgery:N,HC:1d6

Kiroshi Micro Video Camera II · 1100eb

New from Kiroshi, this upgrading of the standard in optical vid cameras is seen as late in coming. The actual quality in the captured footage is increased by 3.005 times, but the main advantage is in the compression ratio of the digitised footage. This means that the MVC II can hold 2.5 times more than the previous optic!! It can also function as a still camera, thus giving the media an extra means of capturing the corps red handed...

Game Notes: Can hold up to 50 minutes of footage, or 500 stills!!! Can be made holographic for twice the price. Takes up one option space. Surgery:N;HC:1 pt.

Kiroshi CyberCam · 2700eb

Just when the CyberAge is becoming the BioAge, Kiroshi are taking a suprisingly backward step with their CyberCam. While not really a new piece of cyberware, this option is a collection of optical and body plating to form a fresh package deal. Designed around a newer, more efficient micro video camera, it is aimed for the media corps rather than the actual media's themselves. Though many independent media's seen to be opting for it as well.

The CyberCam looks just like a standard news camera lens in the media's orbit, surrounded by a reinforced section of skull. The 'Cam has the ability to change lenses, just like a normal camera, thus giving the user the ability to use the correct lense for the occasion. Some media's also get the Wetdrive as well, to increase the recording time.

Game Notes: The CyberCam is made up from the following cyberware; an enlarged cyberoptic (in the form of a video camera lense(7 spaces)), Image Enhancement (+2 visual Awareness), the new Kiroshi Motion Video Camera II (above), Teleoptics (x20), Video Camera Transmitter (1 mile), and the JigSaw Cyberfacial Remount. The optic is capable of

changing lenses and filters. Visual options like thermograph or low lite are available at 10% less than the cyberoptic cost, while filters and special lenses (ie; colored filters and fish-eye lenses), vary in cost, from 20eb up to 1000eb for really special lenses/filters.

The enlarged optic is only available with this package as a certain amount of the orbital socket has to be removed to fit it. The optic then moves via servos. This is the same as the retro "Revelation" Optic (CB 3, pg 36). There is also a -1 penalty to Attractiveness attached to the CyberCam. Can be made holographic at twice the price. Surgery:MA;HC:4d6+4 pts.

Optical Light · 100eb

This option projects a small beam of light like a flashlight up to a range of 70 feet (21 m). The beam of light is projected from an emitter paced just above the pupil, so the user will retain biocular vision. The emitter is shielded from the pupil so as not to produce glare on the users own eye. For an additional 100eb per option, the beam can be set to IR and/or UV, and can be changed from setting to setting with a mental switch. These options don't require extra spaces. Surgery:N,HC:2 pts (none extra for IR/UV).

Interchangeable Eye Socket · 1500 EB for the socket, 200 EB for cyberoptic modification.

This option replaces one of a persons eyeballs with a socket that can accept specially modified cyberoptics. The modified optics can only be used when placed in a working socket, and a socket is blind without an artificial eye in it. It is possible to take two artificial eye sockets. This doesn't allow you to see out of an unconnected eye, unless you have the requisite 'optic options.

Game notes: Takes one option space in a cyberoptic. Surgery:MA,HC:2d6, basic cyberoptics 1d6 instead of 2d6.

CYBERAUDIO

Remote Control Function · 100 EB

No, this doesn't mean you become some sort of radio controlled Cyber-stein! This audio option replaces the keyring beeper that car alarms come with, your TV remote, whatever. The appliance/vehicle will have to be able to receive a radio signal. If it doesn't have one, one can be fitted by any competent Techie (Diff 10). When used, it sends a password via your radio link to your car/TV/Stereo to turn the system on/off/change channel/whatever. No more fumbling around with your beeper when under fire, or getting up to turn the TV on, just send the 'word.

Game notes: You need a radio link to use this option and your appliance/vehicle must have a radio receiver. If it doesn't have one, it will cost 100 EB to have your appliance/vehicle fitted with one. A password option can be added to an additional 20eb. It takes 10 seconds to change the password. Surgery:N,HC:.5 PTS

Militech Cybernetics International Military Radio · 3000EB

You want better radio reception? Want to listen in to the Military? You are Military? Then what are you doing with a standard radio link? Band jumping, burst transmissions, Identify Friend Foe (IFF), standard. What are you waiting for, move it, MOVE IT, MOVE IT! (As per the Spyder, CB III, pg 99).

Game Notes: 500km range. Surgery:N; HC: 1.5

CYBERLIMBS

Cyberclaw ·1500 EB

A must for that booster friend of yours! This streetech option replaces your hand with a claw like appendage, like that of a crab (don't no what a crab is? Go look it up, you poser!). The

claws jaws are powered like a hydraulic press and can open up armor like a can opener (1d6+3 punching, 2d6+3 crushing). Furthermore, each jaw has a small storage space large enough for 2 pistol grenades. What did the combat gangs do before this!!

Game notes: The claw is'nt articulated at all ; there is a permanent - 8 REF penalty for any action attempted with the claw, (except punching and crushing) and don't even try to use a gun, you choohead! SURGERY:N,HC:4D6 pts

Independent Cyberfeet · 800 EB

New from Psiberstuff, independent cyberfeet will allow a person to replace their foot after shooting it off, without replacing their entire leg. It can hold 1 standard cyberfoot option and can be covered in Realskinn™, supachrome or armor at 100eb each (one only!). The hand takes 7 structural points to disable and 10 points to destroy. Kicking damage is not enhanced. Surgery:MA,HC:1D6 pts

Sycust "FleshCote" · 50% of cyberlimb + 500eb

New from Sycust this fall, the FleshCote the next logical step after the FleshWeave from last summer. Instead of 'weaving' flesh throughout the chassis of a limb, the FleshCote 'coats' the limb in a living cover of flesh.

This has several advantages. People opposed to cyberware will act more positive towards you (but your social skills, or lack of them, will still effect the outcome). Skinweave will cover your arm.

If you have hydrolic rams, plated armor, etc, then the FleshCote will cover it, but it will still be obvious. People with wolvers, chainripp or similar, sometimes leave a 'stylish' chrome rim around the porting.

For an extra cost, you can have the limb

'accessorised'. Hair, freckles, moles, birthmarks, warts, and tattoos, whatever you fancy can be added.

Game Notes. It still takes up one space in a cyberlimb with the biosystem support, just like the FleshWeave. When damaged, repairs cost 100% more than normal. Even though the limb is now covered in living flesh, it is still possible to spot a person with a FleshCoted cyberlimb with a Difficult Awareness roll. It is possible to get the limb tailored to make it harder to spot, this requires the cyberlimb be streamlined and modified before implantation. It costs another 250 EB per point of difficulty. For every 5 points of difficulty raised, lose 1 option space.

Surgery:M,HC:0 points if limb has armor, hydrolic rams and the like. If no bulky options are housed in the limb, then the FleshCote will subtract 1D2+1 HC from the cyberlimb. If at a later date you upgrade your arm with armor or such, then the "bonus" HC is lost.

Cybermatrix Incorporated Dual-purpose Legs · +1500eb to each leg.

When you're hanging around in Space, often there isn't a designated 'up'. The 'ceiling' is just as likely to have chairs, tables, doors; you name it, as the 'floor'. Sometimes you need a little help getting around. Or just need a free hand. Well you can have them, without getting an extra pair of arms. Dual-purpose legs are completely double jointed, and the feet can unfold into crude hands, toes extending into finger-like digits to allow manipulation of objects. They might not be as good as the real thing, but when you need a helping hand, you'll have them. (As per the Copernicus Full Borg, CB II, pg 69).

Game Notes: Despite the fact that they are double jointed, they are not as good as ordinary hands. That and humans are not use to manipulating things with their feet, it's from a totally different perspective. Thus, when using them as hands, the limbs suffer from a -3

penalty. Surgery: N; HC : +1D3+2 to each leg.

Militech Cybernetics International
Radio/Cellular Booster Station · 3550eb

This unit is the equivalent of the Army backpack radio. It has a full radio-phone station, satellite capable, has 160 hours operation on one charge, has power-tap extension, signal-boosting fins and can be attached to a portable antenna. Comes with standard channel jumping encryption.

Game Notes: Has the following cyberaudio options: Military Radio Link, Radio Link, Frequency Changer, Wide Beam Radio, Mediaware Cellular Phone, Scrambler. Can be connected to a portable antenna for Satellite communications. Can also tap into powerlines for additional power and into phone landlines. Uses all leg spaces in one leg. (Adapted from info in CB II, pg 56). Surgery:N;HC: 1D6+2

LINEAR FRAMES

Linear Frame - Gamma · 5000eb

For those seeking a low end frame with a bit more punch, the Gamma is the perfect choice. Its strength is rated at normal human maximum, and thus very strong, but not like those used in construction zones. Strength 10, +25 kg, no swim, -1 REF.

Surgery:MA; HC:2D6. Note: These days most people go for bio-enhancements such as TuffBone, rather than go for linear frames.

Linear Frame - Delta · 4000eb

The low end of the Linear Frame line, Delta was originally developed for those with bone, skeletal, or calcium deficiencies, like those born in space. Rather than fitting them with a top of the line frame, which is expensive and requires training to use, the Delta frame fits the job perfectly. Strength 8, +10 kg, no swim, -1 REF. Surgery:MA; HC:2D6. Note: These days most people go for bio-enhancements such as TuffBone, rather than go for linear frames.