

Choice Equipment From The Net Archives

[The BlackHammer CyberPunk Project](#)



The Pros and Cons of Armourin' Yer Noggin'!

Them Rules

What can we say except... "*Chrome Book 4, man...*". The revised armour & clothing rules from ChromeBook 4 allowed for more style for your punk than anything previous (except maybe the game itself), and for more abuses. The SP:12 scarf idea on page 67 is the perfect example of what

soft armour *shouldn't* be able to do... so here we go!

Rules Ideas

First off, Hard Armour provides full SP value for head hits. That's what it's for. But most helmets don't cover the whole head! Any amount of covering over the ears causes major awareness penalties, and full face protection dampens sound even more, in addition to reducing your peripheral vision. Below I've offered some sample hard armour helmets to give examples of what I consider to be fair Awareness penalties.

Now for soft armour... We had considered reducing the effectiveness of soft armour on the head against bullets and such since the bullet in question will most

Headset coverage	front	side	back
rig	1-2	1-2	1
helmet	1-2	1-4	1-5
Cap	1-4	1-4	1-4
Full helmet	full	full	Full

likely still be able to crack your skull with a good hit against your SP:10 ninja hood. But then again, it WILL prevent the bullet from actually scrambling your brains... So where do we go from here? An old idea that was often bantered around in many publications was for body armour to *reduce* damage from killing to bludgeoning, and in the case of head hits we've decided to adopt a variant of this - primarily for game balance and not entirely out of realism...

Soft armour on the head reduces damage as normal from firearms, but half the damage reduced is applied as "stun damage". So that SP:12 bandana could easily stop a 9mm round dealing 8 points, but the wearer would take 4 stun damage for his trouble. Anyways, an SP:12 light armour would look like "pure combat gear" (based on the rules for gloves - which I apply to all light armour - from Pg 67 of ChromeBook 4).

Tactical Headset Rig SP:14, 400eb Not so much a helmet as a piece of tactical gear, the Headset rig actually provides no protection to most of the head besides the eyes and ears. The visor is usually tinted or mirrored, and can incorporate the Kiroshi Heads-Up-Display (ChromeBook 2, pg 17) for the standard list price. The visor immediately provides -1 to awareness rolls, augmented to -3 if the HUD is engaged. The visor also acts as smartgoggles, and therefore one point of this penalty can be countered with the purchase of the image enhancement option. The rig also provides a basic comms unit covering the left ear (treat as the pocket comms from CP2020). This comms gear can be upgraded to any other communications rig from the various supplements for the base price of the new communications rig +10% to fit it to the Headset.

Standard Full-Coverage Helmet SP:20, 150 eb This is your typical infantry helmet of the 21st Century, and the one documented in the main rulebook. Usually made of epoxide, It provides good, solid protection against shots to the side and back of the head, as well as covering the forehead against frontal attacks. Since the helmet covers the ears, it provides a -2 to awareness rolls. If an epoxide faceplate is attached (100 eb, SP:20, protects against all facial hits), this is increased to -3.

Security Cap SP:14, 525eb For all intents and purposes, this "Cap" is the "Tactical Headset" documented above (with all the options available for it also) attached to a hard-frame cap covered in a soft kevlar weave.



The visor provides -1 Awareness, and the ear coverings over each ear immediately provide an additional -1 Awareness (for a -2 total). This type of cap is often seen being used by Security details, as it looks official and is effective without looking like a military helmet, with its soft cap appearance.

HardCase HeadGear SP:25 This is the helmet included in a suit of MetalGear III and equivalent hardcase battle-armours. It offers complete coverage of the head from all angles of attack. It's also ugly and hot, not to mention quite uncomfortable for long periods of wear. The full coverage of eyes, ears and mouth (which means you can hear your own breathing amplified) provides a whopping -4 Awareness penalty, which is difficult to offset, since most MetalGear systems do not allow for optional electronics gear inside the body armour for optical and audio upgrades.



ShadowRun Armour

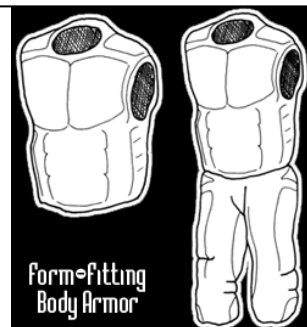
Forearm Guards The latest in defensive counterwear! After polling more than 1,000 hard-working people like you from around the country, Ares Arms has devised a new type of personal defense forearm guards! Padded armorplast sections are form-fitted to each wearer, providing heavy impact protection across the back of each forearm. Designed specifically for parrying and forearm smashes! An instant street favorite! Forearm Guards provide 10 SP of hard armor to the arms as well as giving +1 on all parry rolls and +1 damage on appropriate forearm strikes (as brass knuckles). Needless to say cops are rarely impressed by goons walking around in hard, combat-armor like this. 250eb



Form-Fitting Body Armor
Ares Arms has devised a new Form-Fitting Body Armor system that is contour-cut for

each individual buyer. A patented design allows the various armor sections to be molded to your specific body size and shape. No more annoying gaps or folds to worry about. Underwear that's fun to wear!

SecureTech Armored Clothing Kelmar Technologies has cornered the market with their stylish line of protective clothing, and we are the first supplier in North America to provide you with the full line. Available in a full range of designer colors and styles. The technical specifications listed below are correct, unlike a certain other rival publication's. The clothes are considered to be "Urban Flash" Medium Armor. They are of above average quality, and come in a small assortment of styles. They can also be bought in "BusinessWear" styles for 50% more.

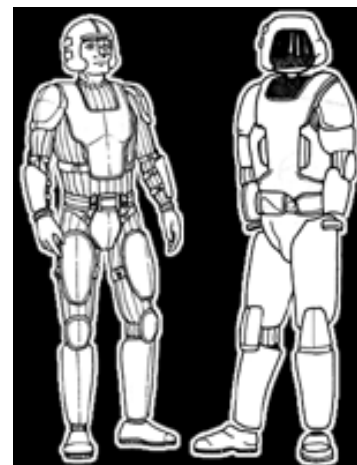


Armor was designed using the [Revised Chrome Book 4 Armor System](#) but is cheaper because it is mass-produced. If you are using the normal Chrome 4 armor system, these clothes should be even cheaper.

SecureTech Jacket	SP:12 torso & Arms	Medium Armor	350eb
SecureTech Vest	SP:8 torso	Light Armor	250eb
SecureTech Ultra-Vest	SP:12 torso	Light Armor	300eb
SecureTech Long Coat	SP:14 torso, arms, thighs	Medium Armor	650eb

Kelmar Security Armor Kelmar Tech has released a new line of integrated

security armor, and Ares America is the exclusive North American distributor. Available in either light, medium or heavy weight, Kelmar Security Armor is the best full-protection body armor currently available. If ordered with two or more of the listed options, the customer receives a 15 percent discount on the package price. Purchase four or more options entitles the customer to a 30 percent discount. This is obvious combat gear, not hidden or styled in any way. It is a soft (light) kevlar armor layer with epoxide hard-armor units added in key locations. In it's heaviest form, the armor is effectively hardcase armor just like metal gear. The helmet can have any cyberoptic option at 90% of normal cost. It can also be installed with a respirator and a 20 minute oxygen reserve for an additional 500eb, and the entire armor suit can be Chemically Sealed (against any liquid or gaseous contact) for an additional 3,000eb.



Light Security Armor	SP:16 torso & legs, SP:10 body.	EV:0 Heavy Armor	800eb
Medium Security Armor	SP:20 torso & legs, SP:14 body	EV:1 Combat Armor	1,000eb
Heavy Security Armor	SP:26 torso, SP:24 legs, SP:20 Body	EV:2 Combat Armor	1,350eb
Security Helmet	SP:24	EV:0 Combat Armor	350eb

Body Armour				
MetalGear III Modular Combat Armour				
MetalGear Arms	SP:25 Arms (7-8)	EV: 0.5	Combat Armour	100 eb
MetalGear Shoulder Pads	SP:25 Shoulders (9)	EV: 0.5	Combat Armour	75 eb
MetalGear BreastPlate	SP:25 Chest, Abdomen, Vitals (10-13)	EV: 0.5	Combat Armour	150 eb
MetalGear Thighs	SP:25 Thighs & Upper Leg (14-15)	EV: 0.5	Combat Armour	75 eb
MetalGear Boots	SP:25 Lower Leg & Foot (16-18)	EV: 0	Combat Armour	100 eb
MetalGear Gloves	SP:25 Hands (6)	EV: 0 (-2 WA)	Combat Armour	50 eb
MetalGear Full Helmet	SP:25 Head (3-5)	EV: 0 (-4 Aware)	Combat Armour	75 eb
Gibson Form-Fitting Body Armour				
Level 1 Vest	SP:10 Torso (10-12)	EV: 0	Light Armour	200 eb
Level 1 Body Armour	SP:10 Full Body (7-16)	EV: 0	Light Armour	700 eb
Level 2 Vest	SP:14 Torso (10-12)	EV: 0	Medium Armour	400 eb
Level 2 Body Armour	SP:14 Torso, SP:10 Full Body	EV: 0	Medium Armour	1,000 eb
Level 3 Vest	SP:18 Torso	EV: 0	Medium Armour	700 eb
Level 3 Body Armour	SP:18 Torso, SP:12 Full Body	EV: 1	Medium Armour	1,500 eb
Kelmar Security Armour				
Class 8 Security Armour	SP:16 Torso, Vitals, Legs, SP:10 Arms	EV: 0	Heavy Armour	800 eb
Class 14 Security Armour	SP:20 Torso, Vitals, Legs, SP:14 Arms	EV: 1	Combat Armour	1,000 eb
Class 17 Security Armour	SP:26 Torso, SP:24 Legs, SP: 20 Arms	EV: 2	Combat Armour	1,350 eb
Kelmar Security Helmet w/ Visor	SP:24 Head	EV: 0 (-3 Aware)	Combat Armour	350 eb
BAMA Police Armour				
Standard Field Armour	SP:14 Full Body (7-18)	EV: 0	Heavy Armour	1,000 eb
Field Armour with Plate Inserts	SP:20 Body, SP:14 Feet	EV: 1	Combat Armour	1,200 eb
Assault Armour	SP:28 Body, SP:14 Feet & Hands	EV: 2	Combat Armour	2,500 eb
Standard Helmet	SP:20 Head	EV: 0 (-2 Aware)	Combat Armour	150 eb
Epoxide FacePlate	SP:20 Face	EV: 0 (-1 Aware)	Combat Armour	100 eb
Militech M-78 Series Armour (all grades are AP-proof)				
M-78 T-Shirt	SP: 7 Chest & Abdomen (10-12)	EV: 0	Light Armour	130 eb
M-78 Jacket	SP:14 Torso & Arms (7-12)	EV: 1	Medium Armour	300 eb
M-78 Vest	SP:18 Torso & Abdomen (10-12)	EV: 2	Heavy Armour	300 eb
Plate Insert Body Armour				
Plate Insert Vest	SP:10 Chest & Abdomen (10-12)	EV: 0	Medium Armour	140 eb
Plate Insert Vest w/ Trauma Plates	SP:20 Chest & Abdomen (10-12)	EV: 1	Combat Armour	200 eb
Plate Insert Pants	SP:10 Thighs, Vitals & Legs (13-16)	EV: 0	Medium Armour	140 eb
Plate Insert Pants w/ Trauma Plates	SP:20 Thighs, Vitals & Legs (13-16)	EV: 1	Combat Armour	200 eb
Plate Insert Jacket	SP:10 Torso & Arms (7-12)	EV: 0	Medium Armour	250 eb
Plate Insert Jacket w/ Trauma Plates	SP:20 Chest & Abdomen, SP:10 Rest	EV: 1	Combat Armour	300 eb
Plate Insert Long Coat	SP:10 Arms to Thighs (7-14)	EV: 0	Medium Armour	350 eb
Plate Insert Long Coat w/ Trauma Plates	SP:20 all but arms	EV: 2	Combat Armour	450 eb

SecureTech Armoured Clothing (urban flash, above average quality - can be businesswear for 50% more)				
SecureTech Jacket	SP:12 Arms & Torso (7-12)	EV: 0	Medium Armour	350 eb
SecureTech Vest	SP:8 Chest & Abdomen (10-12)	EV: 0	Light Armour	250 eb
SecureTech Ultra-Vest	SP:12 Chest & Abdomen (10-12)	EV: 0	Light Armour	300 eb
SecureTech Long Coat	SP:14 Arms to Thighs (7-14)	EV: 0	Medium Armour	650 eb
SecureTech Trench Coat	SP:14 Arms to Legs (7-16)	EV: 0	Medium Armour	1,300 eb
External Add Ons				
Forearm Guards	SP:10 Arms, +1 Parry, +1 Punch damage	EV: 0	Heavy Armour	250 eb
E-Z Glide KneePads	SP:6 Legs, +2 Athletics for slides (2x jump)	EV: 0	Heavy Armour	100 eb
Ballistech Exo-Plasts	SP:0, Becomes SP:10 after first hit	EV: 0	None / Medium Armour	150 eb
PolyChromate Shields (Arm or Leg)	SP:6, +1 Parry, +2 Punch or Kick	EV: 0.5	Heavy Armour	250 eb
Quake Technologies				
Quake Tech Armour Jack	SP:16 Chest, Abdomen & Shoulders (9-12)	EV: 0	Combat Armour	300 eb
Quake Tech Combat Suit	Armour Jack w/ SP:12 Arms & Legs	EV: 1	Combat Armour	500 eb
Quake Tech Full Body Armour	SP:25 full body & head	EV: 2 (-4 Aware)	Combat Armour	700 eb
Smart Armours (require interface plugs & machine or ACPA linkup)				
MetalGear IV Full Suit (without helmet)	SP:25 full body except head	EV: 1	Combat Armour	1,200 eb
MetalGear V Full Suit (without helmet)	SP:25 full body except head	EV: 0	Combat Armour	2,500 eb
Smart Medium Armour Jacket	SP:18 Arms to Abdomen	EV: 0	Medium Armour	800 eb
Smart Heavy Armour Jacket	SP:20 Arms to Abdomen	EV: 1	Heavy Armour	1,000 eb
Smart Composite Suit	SP:28 Torso, SP:10 Arms and Legs	EV: 0	Heavy / Light Armour	1,500 eb
Generic Epoxide & Kevlar Armours				
Kevlar Vest	SP:10 Torso	EV: 0	Light Armour	100 eb
Heavy Kevlar Vest	SP:18 Torso	EV: 0	Heavy Armour	175 eb
Light Armour Jacket	SP:14 Arms to Abdomen	EV: 0	Medium Armour	150 eb
Medium Armour Jacket	SP:18 Arms to Abdomen	EV: 1	Medium Armour	200 eb
Heavy Armour Jacket	SP:20 Arms to Abdomen	EV: 2	Heavy Armour	250 eb
Light Armour Pants	SP: 10 Vitals, Thighs, Legs	EV: 0	Medium Armour	100 eb
Epoxide Pants	SP:18 Vitals, Thighs, Legs	EV: 0	Heavy Armour	300 eb
Composite Armour Jacket	SP:28 Torso, SP:10 Arms	EV: 1	Heavy Armour	350 eb
Composite Flack Jacket	SP:35 Torso, SP:25 Arms	EV: 3	Combat Armour	600 eb
Door Gunner's Vest	SP:25 Torso, Vitals, Thighs	EV: 3	Combat Armour	250 eb
Kevlar Hood	SP:5 Head	EV: 0	Light Armour	75 eb
Kevlar Helmet Insert	SP:4 Head	EV: 0	Light Armour	50 eb
Epoxide Helmet	SP:20 Head	EV: 0 (-2 Aware)	Combat Armour	150 eb
Epoxide FacePlate	SP:20 Face	EV: 0 (-1 Aware)	Combat Armour	100 eb
Steel Helmet	SP:14 Head	EV: 0 (-1 Aware)	Combat Armour	75 eb
C/Ballistic Mesh	SP:15 Full Body (7-16)	EV: 0	Light Armour	700 eb
Ballistech Skintight III	Absorbs 1/3 Of Damage (max 40)	EV:0	Light Armour	1,500 eb

Armoured Clothing					
Light Armour		Medium Armour		Heavy Armour	
T-Shirt	10 eb	Leather Tunic	75 eb	Leather Jacket	70 eb
Shirt	20 eb	Pants / Jeans	20 eb	Leather Coat	110 eb
Blouse	15 eb	Heavy Skirt	55 eb	Heavy Long Coat	55 eb
Tank Top	10 eb	Jacket	35 eb	Hard Boots	50 eb
Tunic	25 eb	Long Jacket	40 eb	Chaps	60 eb
Sweater	20 eb	Trench Coat	125 eb	Medium Armor w/ Hardcase	+50 %
Jumpsuit	50 eb	Cloak	50 eb		
Dress	50 eb	Long Cape	90 eb		
Miniskirt	30 eb	Shoes	15 eb	Greaves	80 eb
Long Skirt	55 eb	Soft Boots	25 eb	Plate Insert Gear	60 eb
Shorts	10 eb	Soft Kneeboots	40 eb	HardCase Armour	40 eb
Gloves	20 eb				
Long Gloves	30 eb				
Tie	20 eb				
Scarf	15 eb				
Shades	5 - 50 eb				
Hat	5 - 25 eb				
Toboggan Hood	10 eb				
Ski Mask	15 eb				
Short Cape	75 eb				
Stockings	20 eb				
Vest	25 eb				

Armoured Clothing (cont)								
SP	Light		Medium		Heavy		Combat	
	Cost	EV	Cost	EV	Cost	EV	Cost	EV
4	x 3		x 2.5		x 1.5			
6	x 3.5		x 3		x 2			
8	x 4		x 3.5		x 2.5			
10	x 4.5		x 4		x 3		x 2	
12	x 5		x 4.5		x 3.5		x 2.25	
14	x 6	-1	x 5		x 4		x 2.5	
16	x 7	-2	x 5.5		x 4.5		x 2.75	
18	x 8	-3	x 6	-1	x 5		x 3	
20			x 7	-2	x 5.5	-1	x 3.5	
22			x 8	-3	x 6	-2	x 4	
24					x 7	-3	x 4.5	
25							x 4.75	-1
26							x 5	-1
28							x 5.5	-1
30							x 6	-2

Generic Chic	Plain clothes, cheap in appearance, if armoured then the armour is clearly visible and is often marked with "ArmorPlast" or similar logos.	100%
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LeisureWear	As found at Zellers and K-Marts world-wide. Includes sportswear, gymnastic clothes and general middle class utilitarian clothes.	200%		
Urban Flash	Whatever is cool this month. Often black, sometimes with glow panels and extra pockets or zippers or whatever	200%		
BusinessWear	Zaibatsu Chic. Business suits from the Tragic 100 eb JCPenny suit to the best Armani and Takana Exec.	300%		
EdgeRunner	Slightly more utilitarian version of urban flash, with some extra padding, armour, and pockets to hide stuff.	300%		
High Fashion	From the runways of Paris, New York, Milan and Tokyo, straight to your wardrobe!	400%		
Sub-Average Quality	Cheaply made of inferior fabrics. Tend to tear easily, best used for clothes that you will throw away instead of washing...	50%		
Average Quality	Cheaply made, but not incredibly so. Not up to major abuse, and not styling or distinctive yet...	100%		
Good Quality	What we expect from clothes. Can survive the laundromat repeatedly, and almost looks good too!	150%		
Very Good Quality	Quality materials and workmanship. Available from higher-class outlets and chains. Gives +1 Wardrobe & Style	200%		
Designer Quality	Some of the best, from the brand name designers. Often the best of a line like Gibson Battlegear. Gives +2 Wardrobe & Style	400%		
SuperChic	Designed just for you or bought in the most outrageous boutiques... +3 Wardrobe & Style	700%		
PolyLog	Holds up to 4 different colour schemes. Can malfunction under combat conditions...	300%		
ReactiMesh	Memory Plastic panels that allow breathing. Reduces the SP rating by 2/3 and the armour becomes Light Armour when activated.	200%		
PolyChromic	Constantly Shifting version of Polylog clothing, with the same chances of malfunction in adverse conditions.	500%		
FireProof	Gives the clothing SP:20 vs flames	250%		
AP Proof	Memory plastics under an electrical current make the armour immune to AP effects.	300%		
Signal Retardant	10SP and +4 to stun saves vs seizure, static, volt and EMP weapons.	200%		
Acid/Alkali Resistant	Rubberized coating provides 4 SP vs acids and bases	150%		
Acid/Alkali Resistant II	Rubberized coating provides 6 SP vs acids and bases	300%		
Stealth Armours				
Militech M96 "GhostSuit" Chameleon Clothing	SP: 10 Full Body -4 Aware, -2 if moving, -1/10 m distance	EV: 1	Light Armour	5,300 eb
Militech M96 "GhostSuit" Chameleon Helmet	SP: 16 Head, -3 Aware	EV: 0	Combat Armour	600 eb
Gibson BattleGear "Sneak Suit"	SP: 10 Full Body & Head -4 Aware in low lite, -1/10 m distance. Melts in the sun	EV: 0	Light Armour	560 eb
Gibson BattleGear "Sneak Suit" Vest	SP: 16 Chest & Abdomen	EV: 1	Heavy Armour	375 eb
Gibson BattleGear "Sneak Suit" Helmet	SP: 18 Head, -3 Aware	EV: 0	Combat Armour	185 eb
Gibson / Mitsubishi Light Maneuver "Sneak Suit"	SP: 8 Full Body with 40 minute air supply	EV: 2	Combat Armour	2,500 eb
Gibson / HydroSubsidium Deep "Sneak Suit"	SP: 10 Full Body with 120 minute air supply	EV: 2	Combat Armour	3,500 eb
Militech M73 "Mirage Gear"	SP: 12 Full Body and Head -2 Aware, -1 if moving, -1/10 m distance	EV: 1	Medium Armour	1,050 eb
Militech M73 "Mirage Gear" Helmet	SP: 24 Head and Visor (-3 Aware)	EV: 0	Combat Armour	140 eb
Militech M73 "Mirage Gear" Flak Vest	SP: 18 Chest and Abdomen	EV: 1	Heavy Armour	275 eb
Arasaka "BlackJack" Stealth Armour	SP: 16 Full Body, +3 Audio Stealth, 4 hour life support, radar invisibility, low lite, anti-dazzle, targeting scope, times square, -4 Aware, -1/10 m distance	EV: 2	Heavy Armour	10,000 eb
Smart Armour	Same as above suits, but requires interface plugs	EV: -1		x3 cost

CORPORATE FASHION FROM *MUTANT CHRONICLES* converted by [Amy Luther](#)

If you're a corporate in Cyberpunk 2020, it seems as though your only clothing options are the generic "Businesswear" Fashion Modifier in the CP2020 rulebook, p. 68, or the more expensive "Tanaka Exec Line" from *Chromebook 1*, p. 63. Hell, even the techies have the "Masetto Tech Clothing" line (*Chromebook 3*, p. 7-9), so why should you be stuck with discount duds from the Men's Fashion Warehouse?

So, I present these clothing conversions from *Mutant Chronicles*. I'm of two minds about *Mutant Chronicles*: on the one hand, it comes from the makers of *Kult*, one of the freakiest horror games I've ever had the pleasure of reading. On the other hand, it subscribes to the "big guns-bigger shoulderpads" mentality present in *Warhammer 40K*. Expecting nothing more than man-portable chainguns, I was quite surprised to find this little gem of corporate fashion nestled in between the mega-rifles and electrified claymores.

Because their scope and world-spanning power are very similar to those found in *SLA Industries*, I'm not going to detail the various corporations listed below. To use these suits, you don't really need to know any more about them than is given below, so I'd advise you to take a look at the original sourcebook if you'd like to incorporate the full corporations into your own CP2020 game.

When you feel like you need more than an Arasaka JetSetter Executive Briefcase (CB2, p. 21), and Armored Stockings (CB2, p. 28) to round out your ensemble, try some of these fine clothiers and backstab with style.

CORPORATE FASHION

Knowing how to dress properly in the world of high society and finance is just as important to the freelancer as it is to the corporate climbing executive. Following is a short guide presented by Cartel Fashion Consultant Johnathan Cordinger.

BAUHAUS (4000eb)

"The Bauhaus suit is definitely the most daring outfit you can have in the corporate world. Fabrics, colors, and designs all send the message of self-confidence, wealth, and social standing. The high price tag makes these suits common among media and movie stars, and are therefore considered very chic among corporate officials and eager young officials."



Bauhaus suits have narrow lapels and a rounded cut to the sleeve, and the jackets are longer than those of other corporations. Suits come with more color and variety than any other brand. Dark tones of green and blue are the most common. Vests of contrasting color and bold patterns complete the apparel.

Bauhaus shirts come with the rounded collars and are always made from delicate fabrics. The ties come in a wide selection, with striking patterns. The use of Bauhaus ties with Capitol suits is common for those who can only afford the tie and want to make an attempt at a statement.

Bauhaus Pricing: Jacket 1000eb, Vest 700eb, Pants 900eb, Shirt 400eb, Tie 300eb.

CYBERTRONIC (1400eb)

"Cybertronic ... favors what is known as the "chic chip," which, because of their starkness and utility, have found a niche among the anti-statement art and media crowd."



The Cybertronic suit is a fusion between a uniform, work outfit, and ordinary suit. The lapels are only a straight strip of contrasting fabric, with buttons to one side, giving it a very stern, militaristic look. Colors are limited to dark gray and black.

The Cybertronic shirt is white with a thin line for a collar. Ties are not recommended.

Cybertronic Pricing: Jacket 600eb, Pants 500eb, Shirt 200eb.

CAPITOL (400eb)

"The Capitol suit comes in a number of styles and grades. This is the classic suit for the common man and is accessible in all price ranges. As it is so common, it is also the standard outfit for many security lines."



Capitol suits are straight and always worn with a vest of the same fabric. Colors vary, but usually blues and grays are common, some with pinstripes. Many people cut the tag out of a Capitol suit and try to pass it off as a more expensive brand -- no upstart executive would be caught dead in a cheap Capitol suit.

Shirts are exclusively button-down collars in white or light colors, some with stripes. Ties are usually abstract patterns that go subtly with the suit.

Capitol Pricing: Jacket 100eb, Pants 90eb, Shirt 75eb, Tie 50eb.

IMPERIAL (3000eb)

"Imperial suits are considered very classy, and, like the Bauhaus, very expensive. However, Imperial ensures that most of their own employees wear an Imperial suit by offering discounts to workers through their corporate stores."



Imperial suits are double breasted, three buttoned, and range in color from dark green to black. The fabric is treated to ensure a flat, matte look, and wears exceptionally well.

The Imperial shirt is plain, straight, and white. The ties are often a solid color with small decorative patterns. These patterns are made to order and are frequently the symbol or logo of a regiment, university, academy, or corporation.

Imperial Pricing: Jacket 800eb, Pants 700eb, Shirt 400eb, Tie 400eb.

MISHIMA (10,000eb)

"These suits are similar to the Cybertronic line, but are most commonly found in basic black. The Mishima suit is unique and very formal, and is usually only worn by CEOs and diplomats."



The Mishima jacket has the lapels of a dinner jacket, always in dark gray shades, with a buttonless (concealed) vest in either black or gray.

Mishima shirts are similar to white tuxedo shirts, with a wide tie, either solid or striped in red or black.

Mishima Pricing: Jacket 3000eb, Vest 1000eb, Pants 1500eb, Shirt 1000eb, Tie 500eb.

[Mockery's Note: You can assume that female fashions are essentially "power suit," feminized versions of these; it's a shame, but it seems like nobody ever bothers to figure out what the *female* executive would wear!]



**The Dirty Pair Battle Armor:
 SP: 25 (Torso)
 Requires: PLGs & BOD 6 minimum
 EV: 0**

Parts:

Headset:

SDP: 5

Options: TA + communications link (500m range)

Torso:

SP: 25

SDP: 12

Options: Either 2 rear mounted SMG's (SMG - 2 J N 2d6+3 35 25 VR 50m)

or 2 rear-mounted, forward facing aerial mine launchers (HVY +1 J N 4d10 4 4 VR 75m)

1 reload for Bazooka OR 2 reloads for the Kramer

Legs:

SP: 25 (15% chance of being hit)

SDP: 10

Options: Micromissile Launcher (15-rack) (HVY +2 L R 4d6 30 15/2 VR 200m)

Carried Weapons:

Kramer SMG (SMG +1 L P 3d6 50 2 VR 150m)

30mm Bazooka (HVY 0 N P 4d10 HE 15 2 VR 350m)

Cost:

SMG's w/ carried SMG	47,000
SMG's w/ carried Bazooka	50,000
Mines w/ caried SMG	49,500
Mines w/ carried Bazooka	52,500

by Dave "Knighthawk" Simpson



THE CATALOG FOR 2021s HOTTEST FASHIONS

Seiko - Zetatech "E-Watch" -- 200eb

Finally, The style of a Seiko and the functionality of a an E-Book! Your Seiko E-Watch contains an electronic rolodex which can store up to 2000 entries! But it doesn't end there. It can dial your cellular, receive pages, check stock quotes, give you the latest headlines, it even has 2MU of storage space. The E-watch is tuned to the national atomic clock, automatically adjusts between time zones and has 10 other exciting features. Get one today!

Vid-Tie[®] from Giovanni Coccotti -- 100eb

Tired of that static pattern on your tie? Try the Vid-Tie from Italian designer Giovanni Coccotti! The Vid-Tie uses a special fiber optic weave so that you can *wear* the newest designs from the hottest video artists. Use Vid-Tie's patented "Flexi Slot" to insert chips of your favorite films, fractal patterns or the hottest new works by video artists like Ulf Sührer!



"MediaWear" Photojournalist's jacket -- 300eb

It isn't an easy (or safe) job being a journalist in 2020, That's why you need "MediaWare"! This specially designed jacket incorporates style, protection and utility all into one chill garment. The jacket includes spooled fiber-optic cable in the sleeves and 4 other convenient locations, for a quick, tangle free interface from your camera equipment to your power packs and to your E-Book. Specially designed pockets are included for all your batteries, power packs and blank chips. The jacket even comes with 12 removable harnesses and mounting straps so you can carry you E-Book and an array of camera equipment. And when you get into a tough situation, you can be sure that this SP 14 jacket will get you out of it!

Uniware[™] "Holopin" -- 75eb

Want to impress your boss and stand out from your co-workers? Then throw away that old corporate logo pin and get a new Holopin! This mini-hologenerator can be clipped on to your lapel or tie, and is capable of displaying a full color, three dimensional animated logo. Have it customized at any of our worldwide retailers.

written by Paul Minor (pminor@pacificnet.net)



Giovanni's Watch Shop has been serving it's Night City clientele from the same location on Baird Street since early 2002. Originally in an upper-class neighbourhood, the area has since fallen into disrepair, but has luckily never fallen inside the nebulous borders of the Combat Zone.

Originally a dealer in Rolexes and other expensive personal timepieces, the change in local economy has forced Mr Giovanni to diversify his inventory. When he started selling a watch containing a one-shot dart gun with sleep toxin, the edgerunners sat up and took note. Now he sells a selection of "EdgeTech Timers" and "SurvivaWatch 2020" watch lines, in various styles.

Magnetic Scan Detector

The watch face on this watch lights up of it's own accord when exposed to a magnetic scan. This includes cyberware and weapons scans, Arasaka scangates, etc. A useful tool when you want to know exactly what they know about you. This is an option that can be added to any other watch from Giovanni's.

+ 75 eb

Dart-a-Watch

This watch's setting knob is actually a cap over a small dartgun barrel. When the cap is removed, the watch can be fired by the owner flexing his wrist down out of the line of fire and triggering the firing mechanism with his other hand. Giovanni normally sells these watches with one of the following toxins on the needle: NapTime 20-20: When a character is drugged with NT 20-20, his vision fogs up and he usually passes out. It deals 5d6 damage to the target in d3-1 turns. Half this damage is "stun" damage. If the target fails the stun save vs this damage, his is Knocked Out for D6x10 minutes. Regardless the target is at -1 awareness for every 6 damage dealt by the toxin as his vision blurs. This lasts D6+1x10 minutes (or ten minutes longer than the duration of the knock out if the victim is knocked out).

Black-Eyed Dick: So called because the poison causes the victim to go pale and look as if he or she had just been given a pair of blackened eyes. It deals 4d6 damage to the target d3-1 turns after injection.

The dartgun itself has the following stats:

EXO -1 P P D6-1 (1/2 SP) 1 1 UR

300 eb, +40 eb per needle of NapTime 2020 or Black-Eyed Dick

MonoWire Spool

The setting knob on this watch can be removed, and trails a line of monofilament wire attached to a tension spool inside the watch body. It can contain up to 6m of monowire on the ceramic spool. Just be careful not to cut your own fool hand off when playing with this stuff!

300 eb, +60 eb per meter of monowire

"Watch Your Step" Caltrop Watch

When activated, this watch extends a spike up through the face of the watch as well as three spikes from the sides aimed downwards, producing a 2-inch tall caltrop. Should someone be so unwary as to step on this nasty toy, they will take D6 damage to their foot (1/2 SP for soft armour). While this watch manages to sell, it's mostly as a gimmick, since a single caltrop is incredibly unlikely to deter pursuit or even manage to be stepped on even in the dark.

200 eb

"Watch What You Say" White Noise Generator

When activated, this watch produces a White Noise field, making it nearly impossible (DIF:30) for people to listen in on conversations taking place within the field. The area affected is fairly small (only 2m rad) so it is usually removed from the owner's wrist and placed in the middle of a table or wherever the conversation is taking place. The batteries are good for 1 hour of white noise.

400 eb

"Watch What You Say" Bug Detector

This watch will detect any active transmitting bugs in a 4m radius with 80% reliability.

450 eb

"Watch What You Say" Window Trembler

This is an option that can be added to any other watch. A battery-powered micro-vibrator in the watch band will render any one window immune to laser microphone eavesdropping when the watch is secured against the window using the "sticky strip" on the inside of the band.

+ 200 eb

"FuzzWatch" Radar Detector

The watch face of this watch will light up and the watch begins to vibrate whenever exposed to radar. It's non-discriminating and cannot be used to triangulate the source of the radar emissions.

350 eb

"Watch Em Run" Signal Tracker

The face of this watch includes an LED that will point the relative direction to a pre-set "tracer button". The tracer buttons transmit to a 1 mile range.

1,200 eb + 70 eb per 1" round tracer button, 150 eb per 1/2" round button

Pager

This standard multi-function watch also doubles as a numeric pager.

150 eb

DetWatch

Based on the DetCard, the C-6 DetWatch contains about the same explosive charge, and of course is a functional timepiece in addition. DetWatches are of hermetically sealed monoplasic construction and therefore leave no chemical trace for chemical sniffers to detect the explosives.

When the timer function is set, that is the amount of time before the C-6 explosive contained in the watch detonates. It is a shaped charge, aimed downwards through the watch backing, dealing 3D6 damage (as per the detcard)

350 eb

SpawnWatch

This watch and watch band are made of memory plastics. When removed and triggered, the whole unit quickly hardens into a memory plastic stiletto knife.

MEL +0 P P D6 - - ST
350 eb

"Watch This!" Remote Optic

This remote system is designed to interface with any cyberoptic with Times Square Plus. The watch face contains a video device that transmits to the cyberoptic, up to 30m away.

600 eb

BuzzSaw

When triggered, a small saw-blade extends a quarter inch beyond the edge of the watch face, spinning quickly and silently. An excellent device for slipping out of Strip-Ties and rope bonds, but not suited to cutting though handcuffs.

450 eb

Digital Camera

This "SpyTech" watch contains a micro digital camera with storage for 12 pictures. The focus is limited to items within 3m of the camera face, so it is best suited to espionage work.

400 eb

Digital Recorder

This "SpyTech" watch contains micro recording gear and a high-quality microphone. It is good for storing up to 20 minutes of audio at high-fidelity, 60 minutes at low-fidelity.

300 eb

Wrist Commo Suite

A simple pocket commo (see CP2020) in wrist-watch form. Has a 1 mile range in city, 5 miles outdoors.

150 eb, + 25 eb for timepiece function

Micro CellWatch

Cellular phone in wrist-unit format. Costs twice the cost of a Micro CellPhone.

Taxi Watch

A typical digital timepiece with a micro-sized "Cab Hailer" (see Chrome Book 1) built in and available by pushing on two buttons at once. Calls a cab in D6 minutes. There is the standard 10 eb a month service fee plus the usual cab fares and tips.

350 eb

Watch Your Fate Personal I-Ching

When triggered, this digital timepiece will run a personal I Ching fortune telling for you, accompanied by tinny "soothing" music and a philosophical quotation.

250 eb

MILITECH SecureCover and SecureStraps

This is basically armour for your treasured treasurer datawatch. Consists of an SP:6 replacement watch band and SP:8 ceramic/epoxide cover unit for the watch itself. Can be ordered for almost any major brand of watch.

200 eb

IEC Trauma Watch

This timepiece contains a reservoir for a single dose of one drug, administered when the watch face is rotated 90 degrees. Normally used with a stabilizer or antidote, it was originally designed to contain insulin for diabetics.

250 eb

FlashWatch

This isn't your daddy's IngiGlo! When set, this watch emits a beam of light that will illuminate up to 25 feet away! The batteries are only good for 20 minutes however.

150 eb

Gang Jazzler

Identical to the Gang Jazzler cybernetic implant (Chrome Book 1), but only holds enough juice for a single use. But talk about a surprise!

750 eb

"Watch Your Rads!" Geiger Counter

Nice, compact, wrist-unit geiger counter. Of course, if the watch can register it, you are exposed already. But it is nice for finding small, missing, radioactive sources on the floor.

350 eb

Interface Watch

Ever found yourself without Interface cables? Makes it pretty hard to jack into the net, eh chummer? This watch contains a self-rewinding spool with a full set of interface cables leading to and from the spool. Now you always know where they are when you put them away.

225 eb + 100 eb for low-impedance

Laser Designator

A small laser pointer is installed in this watch with a 40m range. Now you can sneak your designator into a gig and irritate the lead singer too! (Can also be used to guide certain laser-tracking weapons of course)

300 eb

Sniffer Watch

This watch constantly monitors the air for certain trace elements. It can be pre-set for up to six chemicals that will trigger an alarm, making the face light up and the watch begin to buzz.

450 eb

Orbital Watch

This watch monitors your rad intake in millirems as well as monitoring the oxygen levels remain safe and the tpressure levels remain within 20% of normal cabin pressure. Any deviation of oxygen, rads or pressure beyond safe limits will trigger an alarm as above.

600 eb

Personal Gas Warfare Defense

Based on the sniffer system above, with the IEC Trauma Watch built in with an autoinjector. Whenever the sniffer detects Biotoxins, it immediately sounds an alarm and injects the owner with the anti-toxin.

750 eb

The Stop Watch

A one-shot taser with a rubber backing! The Stop Watch will fire once after being triggered when pressed against any surface with enough force to push the faceplate back (5 pounds). Targets must make a stun save at -1 or be knocked unconscious for D6x5 rounds.

400 eb

INFORMATION OVERLOAD 1&2 EQUIPMENT BY DAN BAILEY

SmartArmor (+100% to cost of new armor)

Tired of being weighted down by your armor? Have you blown a quick-draw because you felt like the Michelin Man? Militech's new SmartArmors interface with your nervous system and move with your body to reduce their encumbrance! Game notes: SmartArmor is available for only a few types of armor. They are: Medium and Heavy Armor Jackets, Door Gunner's Vests, and MetalGear. The user needs to have an interface plug and a neuralware processor. The SP of the armor is not reduced, but the Encumbrance Value (EV) is reduced by one, however. And it is possible to have an EV=0! SmartArmor cannot be retrofitted to old armor; it must be purchased new. It also takes 24 hours to adapt to a new user, and until the initial 24-hour period is over, the armor has its standard EV value applied to it.

Healing Armor (price varies)

Tired of shelling out tons of euro to buy new armor after every firefight? Now you can get the technology that the Army just got! Healing armor! A radical new innovation from Revolution Genetics of Antarctica! Healing armor is alive – a special bio-plastic organism capable of stopping a bullet!

Type of Armor	Covers	SP	EV	Cost
T-Shirt	Torso	10	+0	350eb
Lt. Armor Jacket	Torso, Arms	14	+0	600eb
Med. Armor Jacket	Torso, Arms	18	+1	800eb
Helmet	Head	14	+0	150eb
Hvy. Armor Jacket	Torso, Arms	20	+2	1000eb
Door Gunner's Vest	Torso	25	+3	1000eb
BioPlastic Gear	Whole Body	25	+2	2500eb

ACPA Healing Armor: 30000eb, 200kg., SP35.

Full-Body Replacement Healing Armor:

cost is FBR's overall SP x 1000eb, adds no weight or HC.

Game notes: Healing Armor regrows 1 SP per hour. It may not be combined with SmartArmor (see previous entry). Damage from lasers and microwavers is permanent, the GM should use their discretion as to the effects of fire, acids, and bio-weapons.

Accent Chip 250eb

Another handy gadget for operative/disguise work, an accent can put any type of accent on your native language. When ordering, specify your native language and your desired accent. Inquire about special discounts on French with Russian accent and Japanese with Portuguese accent.

SmartGlasses 150eb + option cost

They look like normal, everyday glasses, but are actually a state-of-the-art optics system! They have one option space for cyberoptic options, which will give the user sight as if they had that option. Observers will not be able to tell the difference even when the option is in use. Also available as helmet visors, windowpanes, automotive windshields, and aircraft canopies – contact Kiroshi for details.

Hott Everwear Fashions Security Jackets

What is it that sets a person apart in the world? Clothing, that's what. And Hott knows it. Other companies produce adequate

protection in plain, boring packaging, making the wearer look like just another streetie. Sure, you want to keep from getting shot, but do you have to look like a bag lady while doing it? NEVERMORE! All Hott security jackets are available in a variety of styles, including athletic, business, and leisure looks. Never again be olive drab, be Hott instead. Products:

Athletic logo jacket – most national and some local teams (SP 16): 220eb

Faux military in jungle, desert, or urban cammo (SP 18): 250eb

Blazer or suit jacket – guaranteed match to your slacks (SP 14): 300eb

Swearshirt - comes in variety of designs, inc. pop fashion (SP 12): 130eb

Warm-up jacket – major sports teams & vid show logos (SP 12): 175eb

911 Card (price varies)

Can't afford a Militech or Trauma Team account card? Need backup in a hurry? Now, some local police departments are offering a 911 card! You pay a flat-rate for the card and it works like this: depending on how much you pay, you can get a wide variety of response times and backup! Currently available in Night City, the Minneapolis-St. Paul Metroplex, Tokyo, Berlin, New York City, Houston, and Seattle! Coming soon to Crystal Palace, Toronto, Phoenix, London, Warsaw, Moscow, and Sydney.

Game Notes:

Card Price	Response Team	Response Time
50eb	one patrol officer	20 minutes
80eb	two patrol officers	20 minutes
100eb	officer and cyberhound	15 minutes
250eb	four-man combat patrol	15 minutes
1500eb	air unit	10 minutes
5000eb	C-SWAT	10 minutes

DeathBat 100eb

The ultimate piece of baseball gear! This bat was used by EBM's corporate softball team to destroy their competitors, Microtech, at the Corporate Olympics in 2020. A liquid-filled titanium bat results in light weight with a substantially increased velocity! Game notes: It's a great softball bat! It can also be used as a melee weapon of the following stats:

MEL 0 J C 1d6+4 1 1 VR 1m

Stephenson Technologies Torture Mites - 2000eb per dose

Need to squeeze some information out of your prisoner? Stephenson Technologies churned out the Torture Mites a la "Diamond Age". You inject them into the victim's spine and they attach themselves to the nerves at random locales. A radio signal will cause a mite to activate, sending a pain signal into the nerve. Agony from nowhere! Officially endorsed by Militech's 1st Human Intelligence Company (Interrogation). Game notes: 1d6+1 Mites will attach themselves to the spinal cord, stimulating various parts of the body (left up to the GM). When a Mite is activated (they can be activated separately, or in groups, or all at once), it causes excruciating pain in the victim. For every two activated Mites, the victim receives a -1 to their Resist Drugs/Torture roll.

Cyberplugs -- 250eb

Now you can get compact cyberaudio systems without the empathy damage or the surgery! New Cyberplugs from Dakashi Sound Systems can hold any two cyberaudio options inside them! They're

compact, easy, and comfortable! Game notes: Holds any two cyberaudio options (which must still be paid for on top of the cost of the plugs).

Rolodex Chip -- 120eb

From the Rolodex Corp. comes a new organizer: The Rolodex Chip! The chip uses a programmable MRAM to keep track of the names, addresses, and phone numbers of everyone you know! There's also a little section for notes. Direct neural feed, so it's for your eyes only!

Forever Cooking Food Products -- 800eb/meal

Genetechnics has developed Forever Cooking as a way to get that special someone coming back for more! Each FC meal is color and number coded, and different patterns can be found on the same style of food. This is because FC uses 25 separate ultra-addictive substances for each type of meal. With this wide variety, all you have to do is take off the FC wrapper, and your friend (or enemy) will be hooked on your food! Just keep the code from them, and they'll have to search through the frozen food aisle themselves to slake their addiction!

Game notes: This stuff is strength 3 psychologically and physically addictive. None of the substances are alike, and eating another kind can get you addicted to that, too. Luckily, the addiction rolls are only made twice a day. Bon appetit!

No-Guilt Behavior Chip -- 1500eb

Do you feel trapped by anxiety? Always unsure that you're doing the right thing? Slip in the no-guilt chip. No-guilt is designed to suppress that annoying conscience that can so often be wrong. Go ahead. A little hedonism never hurt anyone. WARNING: Behavior Services takes no responsibility for crimes committed while under the influence of this chip. Maximum recommended continuous running time is half an hour. (Writer's note: If you don't feel guilty about it, why take it out? Also, this can bring people to a new level of capriciousness. There's nothing stopping someone on this chip from committing murder, theft, etc. just because they feel like it. But they signed the contract, so Behavior Services, Inc. isn't responsible.)

Nano-Paper -- 3eb per sheet

The ultimate in security! Militech Intel Ops use this stuff! All you have to do is flash it with a special light (10eb) and it turns into dust! No one will be able to recover any of your writing!

Game notes: The light is a special frequency and color, and will cause the paper to dissolve instantly, making anything permanently unreadable. Of course, there's the rumors that Militech has another light that will cause the paper to reassemble itself....but that kind of tech is many years in the future, right? Right?

Home Chip -- 1140eb

A variant of the behavior chips, home chips are designed to keep the user from partying all night. After a certain time away from home after "bedtime" (about two hours), the user will get strong stimuli to return home. Home is a preprogrammed geographic location verified by the chip's internal compass. For an additional 40eb, the chip can send the same signals when the subject goes further than a certain radius from home. This is usually used by parents who want to make sure their kids don't run away.

Game notes: Resisting the impulse from a Home Chip is a Very Difficult COOL check, to which the Resist Torture skill can apply.

ChipLok -- 250eb

Are you worried about theft of your chips while you're asleep or incapacitated? No problem! ChipLok is a special device attached to your chipware socket for 250eb. It locks the chips in place until the proper card key is run through it. ChipLok is also used by mental health officials, to keep the "Pacifism" chips installed in their patients.

EnduroDrink -- 8eb per can

Non-addictive, effective, and perfectly legal in all major sports! EnduroDrink is the perfect blend of fats, carbohydrates, and electrolytes to keep your body fueled at an optimal level! Game notes: Drinking a can will allow for a +1 Endurance bonus for two hours after consumption. The effects are not cumulative either in Endurance or time, however.

PurPain -- 450eb/dose

Pain is one of the most powerful sensations. It inspires fear, and motivates all creatures to avoid it. PurPain was designed for this use. It soaks through the skin, instantly stimulating pain centers in all mammals. >From our tests, the cumulative effect of several doses is pretty much unbearable to most creatures. Due to some lab accidents, we know it works on people, but we're not sure of its effectiveness. WARNING: By law, PurPain is a scientific tool for animal behavioral studies. Any other use is prohibited BY LAW. Game Notes: A dose causes 6 points of virtual damage. Virtual damage feels real, but does not effect the body in any permanent manner. One only needs to roll for stun save. Cumulative doses cause more virtual damage, causing penalties like real damage, but not physically dangerous. Effects last for two hours. PurPain only works if applied topically.

IWO Plug-In Air Foulers -- prices vary

Everyone appreciates an air freshener. Some people really like to have clean-smelling air. These people like the fact that the plug-in kind have 26-day lives, so their air smells good. IWO hates these nitpicky people. Our plug-in devices release gases of several different mixtures. All of them are designed to be undetectable to the normal nose, covered by our scents. All plug-ins can fill a 10x10 room with gas, and last 30 minutes after being plugged in and activated. Activation is accomplished by flipping the switch at the bottom, and the process cannot be reversed. IWO's plug-ins are 4"x3"x2".

Price per unit:

Burnt Almond Scent: Biotoxins 1 or 2; 600 or 700eb

Wintergreen: Hallucinogenic; 550eb

Potpourri: SleepDrug; 550eb

Spring Breeze: BlabAll (Acts as a -3 to all Resist Torture rolls, and a +3 to others' Interview or Interrogation skills); 650eb

Hickory Smoke: Delayed Nausea (all who fail save will react as if hit by nausea attack 1D6 hours later); 575eb

NOTE: Gas effects for Nausea, sleep, and BlabAll are 2d6 hours. Hallucinogens last 4D10 minutes. Biotoxins cause damage, but no other effects that last.

Wacko's Home Pharmacy Compu-Mod -- 900eb

Modify your laptop with the only compumod ever banned from public sale! The WHP is a drug scanner with an intelligent keyword database attached. When WHP is used with a personal computer, the database can tell what the sensor probe is in, its molecular compound, and how to duplicate it! There is also a question and answer function so one knows just the right chemical for the job. Game notes: Adds +2 to Pharmaceuticals when used.

Thermite-in-a-Tube -- 30eb per tube

"Many people ask me, Dan, why did you make a squeezable toothpaste tube full of thermite? My answer: because there are those bulkheads and safes and locks that just can't be opened without a little heat. And thermite reaches near-fusion temperatures. In the tube there's enough to do a 40' strand of thermite. With my special phosphorus primer, all you have to do is light a match to it, and FOOM! You're meltin' steel!"

- Dan, of Dan's Industrial Supply

Game notes: Cuts through up to SP 45 material at the rate of 15 SP or 15 SDP to metals and stone a turn, does 4D4 damage a turn (for three turns) to organic compounds.

Subliminal Behaviour Sub-process Encoder -- price unknown

"300 SBSE units missing. Thief found and terminated, but units still at large. Go to plan B-345, "theft of encoding device", and rewrite all non-shipped chips."

-- Applied Chipware internal note

"The SBSE doesn't exist. It's a media fairytale. No one could produce a typewriter-sized device that could program any of the standard behavior chip programs onto ANY chip with only a -1 skill point decrease. DMS just wants us to think that the chipware firms are trying to control us. They need a lot more than rumor... By the way, if one DID exist, how much would you pay me for it? Just hypothetical, of course."

-- Vladimir Rostov, Russian Expatriate and Fixer

Game notes:

150,000eb, if you can find one...(Streedeal [NOT STREETWISE] of DIFF 35)

Alpha Wave Generators -- prices vary

The alpha wave generator is a new development in crowd control. An alpha wave generator, which comes in either grenade or field projector, uses an subsonic wavelength several levels below and hundreds of times faster than the Arasaka Nauseator. The quick, short pulses of subsonic noise disrupt certain neurotransmissions, usually sedating the victim. If the victim can resist the sedation, his thought processes will be many times slower than normal. (Save vs. torture/drugs DIFF 25; Those who pass have INT and REF reduced to one-third; effects remain for 10 minutes after the field has dissipated) 100eb for a bomb with 10 meter range and 30 second duration 20,000eb for a field generator with a 40 meter range and an infinite duration, as long as the power source is running. Only sold to police departments.

SleepTime Subliminal Generator -- 5000eb

The SSG is designed for one purpose: subliminal messages. Record your personal message, and place the walkman-sized box within 3 feet of the target's bed. When the SSG detects a person, it sends ultrasonic sound waves to revertebrate off the skull, replaying the message over and over again in the slumbering ears of all who sleep in the room. Bugs can't hear it, because the voice plays only in the target(s) heads. Unfortunately, it takes about a month of patterning to condition a response by this method, which is always an answering-machine like tone. When the tone plays, the target should carry out the subliminal suggestion, then forget it entirely. (NOTE: The suggestion can only be a one sentence action, like: "Shoot the chairman of the board." or "Take the Uzi out from under the table, spray the room, then jump through a window." Victims get a save vs. torture for each clause in the sentence.)

Remote MRAM Chip Reprogrammer -- 950eb

Unlike a behavior encoder, this will not encode a behavior chip.

This device, which looks similar to a microwaver, merely copies the chip in the top slot to any MRAM datachip it is pointed at, regardless of it is being read or not. Unfortunately, the EMF frequency of this device is not strong enough to penetrate hardened software.

Oceanpunk: Gear and Equipment

Introduction

Ah, the call of the ocean. There's something mystical about the fractal patterns of the waves that seems to beckon some of us to a life spent upon the high seas. It doesn't hurt that there's a hell of a lot of money waiting to be made either.

I've been fielding a lot of queries over the last few months from edgerunners just getting their feet wet about what kind of equipment is appropriate for the up to date oceanpunk. No surprise there- the explosive growth of the offshore industries and enclaves within the last decade has created a demand for skilled operators. I'm always happy to help a komrade in arms because I never know when I might need their help, but lately all this free consulting has been taking up a little too much of my time. That's why you're reading my Gear and Equipment download right now.

In here I've put together some pointers towards all those little techno-toys that can make missions on the wet side a lot easier. Everything from basic dive equipment to specialized aquatic bioware and deep immersion hardsuits. Not to brag, but I think there's enough information on tech in here that even an inveterate urban op could consider leaving shore and bidding on some wet side jobs. Just remember that good equipment is no replacement for proper planning and basic skills and you've got a good chance of working the ocean again.

If you like what you read, and think it's even more valuable than the 20 Euro I charged you to download it, drop by New Pacifica some time and buy me a drink. Come to Uncle Charlie's Dive Shop and Booze- o-rama on a Saturday night and I might even tell you the story about the time I was trapped on a rapidly sinking mining sub with a rabbi, a neo- dolphin, and a playgirl exotic. Hell, if you can top that story I'll be happy to buy *you* a drink.

Availability

Each of the commercial items listed in Oceanpunk: Gear and Equipment is given an Availability rating to simulate how easy it is to locate and purchase. As an example, you can walk into almost any store and buy a "Common" Bic pen, but it's going to take some work to locate a "Rare" Roland Aeroflo fountain pen with gold plated fixtures and engraved celtic cross design.

The chart below lists all four classes of availability and the average time necessary to locate and purchase an item by shopping, making phone calls, or hustling for it on the street. If a character desperately needs a piece of tech he can pay an amount equal to 150% of the item's purchase price to lower it's availability by one class. This accounts for money spent tracking it down and bonuses paid to fixers and merchandisers to insure fast delivery.

Availability	Time Required
Excellent	1-6 hours (1D6)
Common	4-24 hours (4D6)
Poor	1-6 days (1D6)
Rare	2-12 days (2D6)

Electronics and Communications

Option: Marine Rebuild

Any portable piece of electronics can be rebuilt to marine specifications for an additional 25% of it's original purchase price (minimum cost of \$20). This includes a watertight case, corrosion resistant fittings, membranes in place of keyboards, etc. and increases the items SDP by 50%.

Broome OS-1200 Personal Sonar

The OS-1200 is a useful accessory for divers working in deep water or murky conditions. A comfortable imaging monocle is wired to an external sonar unit that attaches to the upper rim of any facemask using a universal mount. The 50m range of the standard setting gives you low resolution imagery while switching to fast pulse mode gives you crystal clear video of anything within 10m. Real diehards would go for cyber sonar, but that obvious bulge in the forehead isn't for everybody.

Weight: Negligible

Cost: \$350

Availability: Common

Zetatech Dolphin Translator CompuMod

This is a combination software/hardware package designed for the ubiquitous Zetatech E-Book and compatibles. Just jack the included cigarette pack sized transducer into your marine E-Book, hook up your audio headset, and the included program will translate for you at Delphin-6 and Sonde-2.

Weight: Negligible

Cost: \$650

Program Size: 10MU

Avoscomb Inc. Lasercom

A sophisticated underwater communications system using a blue-green laser to carry voice and data. In tight beam mode the laser can communicate with a particular underwater target within a 4 km line-of-sight, while broadcast mode can be picked up by any receiver within a 2 km line-of-sight.

Cost: \$250

Weight: Negligible

Fogorin UC-2 "Chirpset" Underwater Communications System

A simple, easy to use piece of gear from the company that developed the de facto standard for underwater com systems. The matchbox sized phased array transducer operates just like a personal multi-channel radio, but uses high frequency sound pulses instead of radio waves as a carrier. Range is 3-4 km underwater depending on local terrain and background noise. One feature that's not advertised is how easy it is to encrypt your communications by swapping out the factory standard chip containing the audio compression algorithm for a user configurable chip readily available on the street. You get close to a million possible encoding options and they other guy gets nothing but white noise. One drawback, common to all sonic systems, is that regular sonar gear and neo-dolphins can readily detect transmissions from quite some distance.

Cost: \$175

Weight: Negligible (Black market encoding chip available for an additional \$20-120 (2D6 X 10) on the street.)

Diving Gear

Opogomo Dive Rig

A basic set of old-tech dive equipment including mask, fins, wetsuit, weight belt, air tank, regulator, etc. Opogomo has a reputation for rugged reliability and targets the beginner and casual diver with inexpensive, plain vanilla equipment. You won't win any fashion awards wearing it, but in certain dive circles that puts you right on the cutting edge of cool. Usable down to the recreational dive limit of 40m and holds a 2 hour single tank air supply.

Weight: 10kg

Cost: \$140

Availability: Common

Glendon Hydrotech "Manta" Long Duration Air Supply

The Manta is one of the best air systems on the market. The streamlined hard shell backpack contains a standard 2 hour air tank and a battery powered electrolytic system that extracts oxygen from sea water. With a full battery charge a diver can stay submerged for up to 48 hours and then insert new batteries to extend his time underwater indefinitely. Industrial users love the fact that dive time is limited only by user fatigue, but the obvious bubble trail and traceable electrical field has made it a tough sale to military forces. Good for dives down to 60m.

Weight: 8kg

Cost: \$850

Availability: Poor

GaltCo AB-4 Osmotic Rebreather

The only thing better than a diver with this system is a neo-dolphin. The backpack unit looks intimidating, but it's filled with a lightweight osmotic aerogel that removes oxygen from the surrounding water while the diver swims. A bellows style compressor regulates breathing pressure while integral scrubbers in the mouthpiece prevent CO2 buildup. Total silence and no bubble trail make this the premier air supply for the covert community. The only drawback is that the aerogel becomes saturated in about ninety minutes and needs to de-gas on the surface for an equal amount of time before another dive. Dive depth limited to 40m.

Weight: 4kg

Cost: \$1300

Availability: Poor

PanOceanic Emergency Ascent Pod

It's a sad fact that accidents happen deep underwater. If help isn't available at depth there's a good chance the victim will die from their injuries or from pressure sickness induced by rapid surfacing. PanOceanic solves the problem with a carbon fiber/kevlar pod equipped with a single use rapid ascent bag. Once the victim is placed in the unfolded pod all you need to do is seal it up and activate the attached gas generator to fill the ascent bag and get him to the surface. The EAP has mounts for an external air supply and is guaranteed to maintain up to 10 atmospheres of pressure at the surface to prevent decompression until a hyperbaric chamber is available. Voted "Best Product of the Year" by Pro Diver infozine.

Weight: 9kg

Cost: \$850

Availability: Poor

Wave Technology "Hotsuit"

It's amazing how fast your body heat gets sucked out underwater. The Wave Technologies Hotsuit looks just like a standard full body wetsuit, but contains an integral battery powered heating system and automatic thermal regulator that can keep you comfortable for 3 hours in water temperatures down to 10C. Just the thing for late season surfing or winter diving.

Weight: 3kg

Cost: \$150

Availability: Common

GaltCo Osmotic Skin ("Mythsuit" may be a better name.)

As far as I know this is just a rumor, but I include it out of a sense of completeness. From what I've heard it's a full body wetsuit that incorporates GaltCo's osmotic aerogel and links to the circulatory system through shunts mounted in a neck ring. Blood, or possibly a synthetic replacement, flows directly into the suit where it picks up oxygen and expels carbon dioxide and nitrogen into the surrounding water. I know it sounds wiggly, but there are too many stories about "guys in funny wetsuits without air tanks" floating around to discount the idea out of hand. If you run across more information feel free to contact me anonymously.

Weight: 4kg?

Cost: \$2500?

Availability: Rare?

Hardsuits

"We'd been installing a new thermal tap for the farm down at about 120 meters. Over the past couple of weeks GaltCo had been cranking up the heat 'cause they were trying to get all us independents to sign on with them for distribution, but we'd been holding out pretty well despite all the crap. There had been a couple of "accidents" and we expected more problems as the new platform came on line. I was in the middle of welding a leader line to the anchorhead when I picked up something coming down on my sonar. Then the explosions started.

He'd fired his bubblers a little too late to cover his trace, but all hell broke loose when he did. The billowing clouds of silt kicked up by the blasts were picked up by the current and fogged out everything as we all scrambled around trying to find out what was going on. The silt was futzing up the com and we couldn't see a damn thing. We were going to be sitting ducks if we stayed under, so I told everybody to pop their drogues and get to the surface. I popped and was coming up from the silt cloud when I saw a guy in a wetsuit hovering over the anchorhead. He was a stupid kid.

He must have ridden a weight down to get on top of us so fast and I could see the pain in his eyes through the cheap facemask. He hadn't taken the time to compress and the pressure was squeezing down on his head like a red hot vise. I flashed by him in just a second or two and could tell he was in trouble, but didn't have the time or inclination to try and help him as I rode the drogue up. I'd gotten up to about 30 meters when his charge went off.

When we took a look later the anchorhead was intact. I can just imagine how they recruited him to try and blow it. A couple of corp sharpies come up to some tough little nomad kid hanging around at the local bar 'cause he ain't got anything else to do. He's all pumped with himself when they buy him a couple of drinks and start flashing more money than he's seen in his life and talking the talk. He doesn't have a clue about diving other than what he's picked up watching the sport divers at the watering hole, but I'm sure the corpy boys knew that and picked him for just that reason. They get themselves a nice expendable nobody to deliver a warning and the kid thinks he's Joe Bigtime living on the edge. The stupid thing is that if he'd had a hardsuit he might of pulled it off. I don't blame the poor kid for what he did, but those corp bastards are gonna pay."

- "Crabby" O'Brien, Kalver Freehold

Hardsuit Development

Underwater depths up to 150 meters are accessible for a limited time with standard dive gear, but the excessive decompression time needed to avoid the bends is a major stumbling block to any extended underwater work. In the early days of underwater industry technological limitations forced divers to pressurize at their working depth and spend weeks, sometimes months, living in cramped underwater facilities. By the 1990's it became increasingly clear from research and experience that even the use of exotic breathing mixtures to prevent nitrogen absorption wasn't preventing neurological damage caused by living in a high pressure environment. Even when N₂ was removed from the air mix entirely the human body's own reserves of the gas would turn on it to attack nerve and connective tissue like a slow acid. The results were scores of perfectly healthy divers creeping around like old men with Parkinson's before their 30th birthday.

It took a series of high profile lawsuits, astronomical insurance claims, and blistering media reports to finally convince the major corporations that something had to be done. They wanted something that would keep the divers working and cut down on the time wasted in decompression; the divers wanted to stop worrying about becoming cripples from pressure induced nerve damage. The answer to everyone's problems was the full development of the long neglected hardsuit: a one man diving suit built using advanced powered armor technology that allows industrial users to work kilometers beneath the ocean's surface in a shirt sleeve environment.

Hardsuits work around the pressure problem by maintaining a normal atmosphere inside an armored shell that protects workers from the crushing pressure of deep water. The mass and inflexible nature of the hardsuit makes some activities difficult, but clever joint engineering and strength augmentation can keep dexterity penalties to a minimum. With a good suit an experienced user can snatch a shrimp from the water or rip the hull plates off a ship with equal finesse.

The most notable difference between an underwater hardsuit and conventional powered armor is the lack of legs. Why would anyone want to walk along the sea floor when thrusters are more efficient and provide greater mobility? The complex and expensive articulated limbs are replaced by a one piece tubular shell that provides greater protection and more room for internally mounted equipment. It not only saves money, but makes it easier to maintain a good seal by placing the only break in the two piece suit at one of it's strongest points.

PanOceanic Sea Sprite

It must have taken some work, but PanOceanic has managed to produce a hardsuit even more mediocre than GaltCo's. Not that there's anything wrong with the Sprite II- it's actually a well built little machine, but it's almost Russian in it's austerity. Crude, unsophisticated, and serviceable pretty much sums it up. The company has manufactured so many of these things in the last 10 years, and they last so damn long, that you can usually find a rebuilt one for bargain prices at dive shops in the platform cities.

Type: PanOceanic Sea Sprite

Range: 40 km

Cost: \$13,500

Life Support: 8 hours, 1 hour emergency reserve

Linear Frame: STR 12

Max Depth: 6000 m

Weight: 126 kg

Equipment: Lasercom, Anti-dazzle and Image

Armor: Alloy-Ceramic (SP 30)

Enhance Optics (same as cyberwear), Sonar (same as cyberwear), Searchlight

Max Speed: 12 kph (MA 10)

GaltCo Blue III

If you at first you don't succeed, try, try again. That seems to be the defining statement for the boys at the GaltCo labs if the Blue III is any indication. The first two models were downright dangerous thanks to a defect in the section coupling mechanism along the waist, but it looks like the problem may finally be licked. Overall, this is a basic suit featuring alloy armor well designed for comfort and utility backed up with a reliable linear frame. The sensor suite is a little better than you'd expect and comes in handy in low-visibility conditions. One nice touch is the pair of harpoon style tethers available with magnetic or molecular adhesive heads for work in areas with strong currents like the North Atlantic.

Type: GaltCo Blue III

Range: 50 km

Cost: \$16,000

Life Support: 10 hours, 30 minute reserve

Linear Frame: STR 13

Max Depth: 8000 m

Weight: 142 kg

Equipment: Lasercom, Anti-dazzle, Low-light, and

Armor: Alloy (SP 35)

Image Enhance Optics (same as cyberwear), Sonar (same as cyberwear), Emergency Ascent Drogue, Tether Harpoons, Searchlight

Max Speed: 12 kph (MA 10)



10 SOLAR HARNESS



11 TR HARNESS



12 TAC GOGGLES



13 SURE TRAC



14 HIP HOLSTER



15 SH. HOLSTER



16 CHEST HOLSTER

SPECIAL EQUIPMENT DESCRIPTIONS

Items described below are of special interest in the Dystopia: Hostile Takeover Campaign environment.

Keys: [TRDL] = Created by Third Rail Design Labs // [Shirow] = Adapted from the work of Masamune Shirow

Wimwear lenswear system: developed by Gasium Group and Biosafe labs, these high-impact ultra-light polymer lenses are custom fitted to the wearers skull, clamping behind the ear without the traditional goggle straps. Lenses are polarized, protecting against extreme changes in visual spectrum. T2 Marquee link comes standard, configured to interface with sub-vocalizer system. [TRDL] [1]

SP 18

Lowlight Enhancement (1 turn delay)

Anti-dazzle (automatic)

T2 Marquee

Mandibular Vocalizer

Detection Unit, ESWAT: Consisting of a tiny fiber optic camera and microphone, this device is slid under doors and through cracks etc. to give the user a clear picture of the situation before they enter a room. Compressed, the system is 4" x 3" x 0.5" in size. 680 eb. Designed by Geas for law-enforcement applications. [Shirow]

Fauk Imports Lens Bug: These stylish but unspectacular sunglasses hide a complete micro-web surface-mic. The arms contain 8m of triple-wound 3mm wire, the nose pads are each three layers of adhesive-backed contact microphones, and the lens themselves are perimeter-wrapped with insulated amplifier coiling, combing to form a short-range transmitter dish assembly. The mics can be adhered to most planar surfaces, and when inter-connected with the latticework of high-grade wire, can amplify and transmit voices at normal speaking volume through up to 6" of solid construction. The lens assembly in turn transmits the audio data to a remote recorder located within broadcast range (4m). The remote is 3cm long and wafer-thin. The remote itself can either store 6 hours of continuous audio, or relay the signal to another recorder at a significantly greater range (300m) [TRDL]

Fauk Imports Button Vocalizer: These detachable decoy devices are sewn-in plastic buttons individually matched to existing clothing. Under-mounted integrated speakers are installed within the hollow button casing, which are capable of broadcasting pre-recorded audio signals at normal spoken volume. The pre-recorded audio is not true speech, but synthetic tones and modulated vocal simulation designed to be audible but not coherent. The vocalizers contain no metal components, and will pass a metal detector, though not X-ray [TRDL]

ESPI Corp Nail Caps: Each plastic nail is a clever drug or poison delivery system, easily implemented and otherwise undetectable without a chemical sniffer. Chemical bonder is water-soluble, and delivery is nearly instantaneous through surface-contact with liquids or mucous membranes. If Nail Cap is submerged in fluids while still connected, 10% chance of self-dosing. Any wound to fingers or hand yields 80% chance of Nail Cap breakage, resulting in 30% chance of self-dosing [TRDL]

ESPI Corp Tongue Packet: Micro-mic cleverly implanted beneath the surface on the underside of the tongue. The mic hosts 10m range from within the user's closed mouth, relaying audio signals to a remote recorder (same device as used with Lens Bug). The mic is 3.5mm in diameter, and is virtually visually undetectable (DIFF 30) and contains no metal components [TRDL]

Typical Spacer Gear:

- Velcro kits
- Drink Bottle
- LapPad
- Personal Radmeter
- Electro-Stick Pad
- Rail Key
- Grip Slippers
- Hands-free commset

Specialty Spacer Equipment:

- Space Suits
- EVA/ Worksuit: RSP 3, 6hr oxygen supply
- Hand Maneuver Unit- CO2 pistols
- Small Maneuver Backpack Unit
- Manned Maneuver Unit
- LMS/ Skinsuit : 40 min. oxygen supply, limited env.
- Controls (10 min. direct sun or total darkness max) – worn by pilots, short trips outside only
- Emergency Bubble: 1, 4 or 6 man inflatable lifesphere; 24 hour air supply, with flare, HMUs, and homing beacon
- Tools: small motors and magnetic handles
- Powerdriver, Vac-Solderer, Mini-Vac, Micro-Tools, Comboflash
- Technical Scanners (80% successful system diagnostic device)
- Sniffer: alarms when atmosphere is contaminated or pressure drops
- Radiation Meter: 2m range, measures in rads

Atropine self-Injector: A pressure activated spring loaded needle used to inject atropine after nerve agent exposure.

Atropine is an anticholinergic, a chemical which blocks the action of acetylcholine within the parasympathetic nervous system. It doesn't prevent the formation of acetylcholine, but instead prevents it from acting on the muscarinic receptors. It also has other medical uses, namely before surgery (to reduce fluid in the windpipe), to relax stomach and intestinal spasms, and to treat some heart problems. Treatment with sufficient atropine (usually about 2 mg in solution, up to 50 mg over a 24 hour period for severe cases) prevents further damage from the nerve agent. Since one of the effects of atropine is a reduction of salivary secretions and decrease in sweat production, the signs of atropinization are a dry mouth and skin, and normal breathing. Atropine self-injectors are used primarily to combat the effects of VX, a nerve agent from the organophosphate group that acts as a cholinesterase inhibitor. It is considered the deadliest known nerve agent in existence. [4]

Smartglasses: These appear to be normal or tinted lenses in unremarkable, if fashionable, frames. However, the frame body houses the wiring and power supply, while the lenses utilize one-way smart polymer screens that overlay a translucent image on the wearer's side of the glass. Available in lowlight, infrared, thermograph, and T2M configurations.

SONAR Scanning and Cartography System (SSCS) 6500eb
Weight- 8.3 kg

The SONAR Scanning and Cartography System (SSCS) provides you with priceless information and adds a new dimension to surveillance- literally! This briefcase sized scanner sends out its ultrahigh frequency sound waves and records their return, accurately mapping out a one-quarter mile radius area! No longer must you kick in a door and wonder what is behind it. You will know thanks to the experts at Teletronics. This unit is self powered and comes with all the features you have come to expect from Teletronics. A three dimensional map is generated and stored in the onboard system. This can be viewed with the included monitor. You may be asking how it can get better than this, but it does! Just set to SSCS where you want it and leave it over night. Thanks to its internal power supply it will run for a full twenty-four hours recording movement within its scanning range. If you can do without this, more power to you. But remember, privacy is a matter of the past. Get yours before you're the only one left blind in the 'hood.

Game terms: The SSCS stores information at a rate of 2 MU per hour. 20 MU are included onboard. An initial scan takes 1d10 minutes in a quiet area, 3d10 in noisy areas. The initial output is a "wire mesh" construction that can be rendered, taking an additional 1d6 minutes per minute of recording. Noise generators will negate the SSCS in the generator's area of effect. The SSCS cannot be configured to eavesdrop. It does show the relative thickness and composition of objects- a solid metal door would be shown as a solid mass while a wooden door would show the air space between panels.

Spotter Bug (A.K.A. "Lady Bug"): The Spotter Bug consists of two separate units, The "Bug" and the Scope. The BUG is the tiniest of remotes with no intelligence of its own, it relies on commands given by its controller. Inside its marble sized body is a single small optic and a laser "Painter" The optic is used to guide the remote to its destination (Of course this can be pre-organized by computer) The "Painter" is used for indirect fire. The spotter, in cases of indirect fire has a skill total (Hvy.Wpn.+Int/2) of 8. When using it as an aim point, it reduces the difficulty of hitting the target by 5 (When the target is behind cover) by giving the scope a bright red "dot" to indicate its position, of course the distance between the firer and the target, must be clear of any hard cover, or the remote will fail to signal. Cost: 3200eb

Brigham Arms "Popper": The "Popper" consists of a self-propelled rocket that travels at subsonic speeds and is guided by a GPS to guide it into the desired position. Once at the desired location, the "Popper" can be detonated and 24 charges go off in 3 round intervals, giving the illusion of

gunfire (and possibly drawing personnel away from their posts).

To make it invisible, the outer coating of the "Popper" is covered with an "anti-detection" skin that makes it all but invisible to radar and the detonator has a scrambled signal to prevent being locked on from outside sources.

To help protect the "Popper", the case and shell are armored (15SP, 30SDP) and shielded against EMPs

The whole package comes in a case with launcher, 3 "Poppers", detonator, and a GPS tracker. 5000eb

For an additional 1000 eb (each), the popper can be equipped with an explosive that will be sure to distract. "Popper" refill Shells are 250eb (each)

Range 1 mile, damage from optional explosive 6d10, VR

ESPI Corp Screammers: 7mm micro-mic hidden within a small, portable object, which can be triggered by a simple circuit wired through the concealment object. The speaker emits an ultra-high frequency tone that triggers nausea and vertigo (Save vs. BODY -1) at a 3m range. Concealment objects include: lipstick, cellular phone, key fob, etc [TRDL]

Automated Integrated Detectors and Scanners: Any of several automatic surveillance units, housed within walls or floors of public areas. Most utilize camera arrays for visual identification, but chemical detectors and scanners use chem. sniffers, etc. They are moderately easy to fool, as they primarily rely on line of sight and metal detector components, so properly concealed non-metallic weaponry, for example, is more likely to pass undetected over openly-displayed equipment. Detectors and Scanners frequently work in paired systems, and all Scanners (analysis) require an on-board Detector (surveillance), but not vice versa. Compile modifiers from the table below to form a base percentage for detection and analysis for each smuggled contraband object.

Note: See Detector/Scanner Table

PlasCard Copier: This device generates exact functional copies of any electronic card-type media (credit cards, ID cards, security pass cards, etc.) inserted into the card scanner, including digital information stored on the card. The laptop computer registers and filters all the information on the card, and even allows you to edit the new card, such as to put your picture on the card in place of theirs, or your DNA/blood type, or whatever. The device can even attempt to copy any imperfections on the card itself, such as rubbed off ink, scratches, holes, or whatever. This device is incredibly expensive, but well worth the price. Visual detection of the fake is Diff 25. 380,000eb.

Kountzer0 Choker: Messy disciplinary device used in the slave trade. Special uniform or shirt collar configured with IR receiver. When activated (LOS from transmitter only) a ribbon of compressed radial-edged polymer is released, decapitating wearer. Used by pit bosses as deterrent tool. 20% chance IR beam will be blocked when triggered. DIFF 20 to remove without triggering device.

Initiative Stealth Systems K-9: Palm-sized ultrasonic emitter that repels canine opponents with 90% success. On the occasion that the K-9 is unsuccessful, the animal is enraged and vocal, so be warned. It hurts.

Monoline Cutter: This ceramic "blade" looks like a 9" x 1" round baton. Marked on 1 or more sides of the cylinder (depending on the cost and company) are black lines indicating the cutting points. When pressed against a MonoWire under tension, the ceramic cutting edge will break the MonoWire cleanly at the point of contact. If the line is not under tension, then a pair of MonoMesh gloves will be needed to pull the line against the cutter. A standard cutter will cost about 150eb.

MonoLine Spool and Brake: The ultimate in Black Ops rappelling gear, this is a miniature, high-strength ceramic reel and brake built into a body harness. The ceramic reel holds up to 100m of MonoLine, and can be pre-set to slow your descent and stop you after a certain distance has been reached. The MonoLine ends in a grapple and a ceramic ring to connect it to an anchor point. The reel is controlled by a remote control in the front of the rappelling rig to raise or lower you to any keyed in height (up to the 100m of MonoLine available). The rig and reel tags in at about 1,500eb plus the cost of the monowire.

MonoWire Dispensers: There are a plethora of Dispensing systems for MonoWire on the market, with an even wider variety of manufacturers (although most of them use the same MonoWire supplier for the contents of their dispenser).

The basic unit looks like small, rubberized sphere of about 4 inches in diameter. Most of these are dual-function, and can be activated in two ways. The first is to separate the ball into halves with the monowire held at tension between the halves, with a reel built into one half. The halves often come with limpet-style glue beads so they can be attached to a wall or other surface for quick tripwires. The second activation method is to pull a ring out of one half that trails the MonoWire to the reel. This is more useful for garrotes and cheesecutters. The "Pokeball" dispenser costs about 50eb more than the MonoWire it contains.

Other standard dispensers include the Belt Buckle dispenser (25eb times style modifier), Pistol Grip dispenser (200eb, only for pistols that don't keep the ammunition in the grip), Knife Handle (200eb), and Wrist Watch (300eb).

Phone Jumper: Never pay for another phone call, and never get caught again. The phone jumper is a miracle for anyone who needs an untraceable phone line. What this device does is two fold. First, by attaching the device to any cellular

phone, and then by calling a special number (which is actually a military satellite, leached when dormant) the device records the cell phones frequency and exact registration. The device can store up to 300 cellular service registrations. This means that you can make calls using other people's phone service, and all you need is two minutes time with their cell phone. The second interesting use of this device is that anytime you make a call, as soon as the numbers are dialed, the device instantly opens five other phone lines (as if you were talking on a party line or three way). This way the phone call is completely untraceable, as any attempts to trace the call will reveal 5 different locations and owners. As an added bonus, if someone whose service you have "jumped" picks up their phone while you are using their service, the device will immediately hang up that line and replace it with another. You can even set it to simply rotate through your stored services. The Phone Jumper obviously acts a regular phone. Of course any trace attempts will reveal the true service owners number, who will most likely be questioned at the very least, so using your friends cell service is not recommended. This device has military origins and is extremely uncommon. There is a 10% likely chance that the unknown operators of the satellite being piggybacked have detected the unauthorized use on that, or previous, instances, and are tracking the jumper. 37,000eb. **TAKEN FROM DATAFORTRESS 2020: AUTUMN BLADE EQUIPMENT.** [2]

Explosive Road Barrier: This device is stored in a large case which holds 20 meters of a retracting chain of folding panels. When strung across a road and unfolded, these panels deploy spikes, which fold upwards. These spikes act as a trigger, detonating the panel the trigger is attached to (except for any within 3 feet of the case) whenever a car hits them. The resulting explosion will blow out the front tires of the car, as well as significantly damaging the underbelly. (damage per panel is 2d10 with a 1 foot radius) Any unexploded portions of the panel chain can be reused and restored within the case. 565eb. [3]

Full Thermal Dispersion Unit: This rig uses refrigerants and heaters, all computer controlled, to make your heat signature the exact temperature of the air around you. This means that you are completely invisible to any means of thermal detection; you give off no heat signature whatsoever. Unfortunately it also means that no skin whatsoever can be exposed, and you can carry little equipment. The suit has only a 30 minute power supply, which must be recharged for 5 hours after use. Keep in mind the system may be used with soft armors only, adds EV +1, and is extremely fragile (any damage and the system is destroyed). Also, keep in mind, emitting no heat signature is effective against surveillance systems designed to register an influx in localized ambient heat; however, some systems measure total ambient heat in a contained area, and calculate it as a function of spatial heat variables throughout that area, so if the user is adjacent to a colder or hotter heat emitter, the suit will attempt to balance the surface temperature between the two, and may fail under scrutiny. 8000eb.

Another advantage is the tactical ability to deploy in long-term extreme environments operations, such as desert and cold weather, or operations in which there is a threat of Nuclear, Biological or Chemical (NBC) contamination. TRAP technology would allow friendly forces to remain safe and would enhance the readiness of personnel and minimize the reduction in performance that comes naturally with operations in such environments.

On the other hand, the system main limitation is in fluid situations, when a sniper would simply change its position. However, in the case of the immobile TRAP this would be at a distinct disadvantage. So the system would be better used in barricaded situations.

Game Terms: TRAP requires 2 turns to set-up in the field, and subsequently allows remote aiming in excess of normal allowances, up to 6 turns. [7]

Ephod vest: Unlike the pouches belt (Combat Webbing), which was then used by armed forces world wide, the Ephod consists of two shoulder stripes that distribute the weight of carried load proportionally over the upper body. For all infantry oriented units, including both special and regular forces. [8]

Personnel Retention Lanyard : Clip in quick, stay safe. The BlackHawk PRL is designed to act as a personal lanyard when operating from Helos, Ships, or dangerous heights. Used by attaching locking carabiners to each end. One side

clips to your CQB Belt/or Rappel Harness, the other end attaches to anything solid to keep you from falling. Designed with tubular webbing & internal "Shock Cord" to keep it short and easy to use. Five (5) Bartacks on each and secure internal shock cord, and create "biner" loops. [9]

Rope Guard: The BlackHawk Rope Guard is an absolute must when rappelling or climbing around sharp edged rooftops or rock faces. The Rope Guard is made of four layers of 1000 denier Cordura nylon which provides maximum rope protection [SP 4]. It fits around your rope using Velcro. To secure the Rope Guard in place on the rope, BlackHawk has provided a tie down webbing loop and nylon 550 cord.

SOLAR Harness: The SOLAR Harness was designed to be carried in a compact, light weight manner. Ready to be used at any time, under any condition. It is constructed with BHI SPEC Type 13 and Type 8 webbing and is fully adjustable for perfect fit and maximum comfort. An accessory loop has been provided for miscellaneous extra gear. One size fits all. [10]

Tactical Rappelling Harness: The front D-ring has a 5,000 lb. proof load as well as the back D-ring for the Australian rappel. The waist and leg straps are fully adjustable and in most cases can be used as the assault belt to carry your holster, mag pouches and TAC gear. The webbing is also BHI-SPEC. One size fits all. [



1

GASUM K-3



2

GASUM K-4



3

ORC ARMOR



4

KENBISHI WEAR



5 MEMORY PLASTICS



6

RAZORBACK



7 FLACK VEST



8 RECON VEST



9 CERAMIC VEST



10 KEVLAR VEST



11 GASIUM K-S



12 DATAFILM



13 SKIN TIGHT



14 VECTOR



15 KGS KEVLAR



16 PEGASUS MESH



17 VANGUARD GEAR



18 SMART GEAR



19

AF BLANKET



20

TACTICAL VEST



21

ARMORWEAR

SPECIAL ARMOR DESCRIPTIONS

Weapons described below are of special interest in the Dystopia: Hostile Takeover Campaign environment.

Keys: [TRDL] = Created by Third Rail Design Labs // [Shirow] = Adapted from the work of Masamune Shirow

Gasium Stealthsuit (K-3): multi-weave ballistic mesh developed by Gasium Group, an Anubis company. Provides full kinetic deflection for small caliber weapons, and excellent resistance to edged weapons and energy strikes. Low encumbrance, and fully jointed, this soft weave mesh can be worn under baggy clothing, and protects the wearer from extreme heat and cold. Memory fabric cloak provides multi-angle memetic camouflage, though less effective when wearer is in motion. Cloak covers head and extremities, but does not enable actions while cloaked. Suit includes gloves, boots, and cowl, though Sure Tract equipment may be used instead. Left forearm panel contains wrist-actuated rappelling line, 100m length, 500kg tensile strength. Right forearm panel contains garrote wire. Gasium equipment is provided to Anubis operatives, and not available on the market, though black market gear has appeared infrequently (30 diff) [TRDL] [1]

SP 12 all regions, except for face

+3 vs. Energy-based stun attacks

waterproof, but does not support a vacuum.

½ damage from edged weapon attacks

1/3 damage from energy attacks

+6 vs stationary notice checks, +3 vs motion notice checks while cloaked

Gasium Skinsuit (K-4): variant to K-3 system, designed for extreme atmospheric conditions, including deep sea pressures and vacuum of space. Includes fitted face shield and 6 hours air supply. However, suit is not designed to be fully exposed to vacuum for long periods of time (20 minutes max. before failure). May not be combined with memory cloak. Face shield provides protection from extreme changes in visible light. Includes Sure Tract boots and gloves. Gasium Group claims these suits are prototyped only and not field-tested. [TRDL] [2]

SP 12 all regions, except face

SP 20 fitted face shield, 6 hours oxygen bath supplied by reservoir along inner back

Suit provides protection from space exposure for 20 minutes, then fails. 1-3 rounds, atmosphere leak (save vs stun), 4-6 rounds, oxygen depletion dangerous levels (1/2 REF, INT save vs stun -2), 7th round, seals fail and suit is compromised (instantly mortal 0)

+3 vs. Energy-based stun attacks

½ damage from edged weapon attacks

1/3 damage from energy attacks

Gasium Battlesuit (K-5): This full-coverage armor is designed to integrate with a custom-fitted Datasuit, and combined offer SP18 protection to all damage types except electrical, for which it offers SP 8. It is customized for the individual needs of the agent for which it is designed, though still in the prototype stage and intended for corporate security and paramilitary use. It is surprisingly light, offering EV 1 and each component is rubberized to prevent operational clatter when in motion. Approximately 3500 eb per, not including helmet components, which may include IR, infrared, T2M, and anti-dazzle. TAKEN FROM DATAFORTRESS 2020: SHIROW TECH [Shirow] [11]

ORC Armor: A lighter, though bulkier version of metal gear, this slightly powered personal armor has a REF bonus of +1 and an SP of 25. Intended to be marketed for fast assaults into high risk situations by E-SWAT or private tactical infantry, it is specially made for maneuverability and stealth. It too utilizes the data film for transmitting the physical signals too the suit. Orc suits can monitor acoustic signatures, or A/S, giving them an awareness bonus of plus +2. The system is also designed to monitor the system integrity of other soldiers in the linked network, giving them a better teamwork ratio in stealth operations. The helmet is equipped with: auditory boost, low light enhancement, image enhancement, and tele-optics (not a combat modifier, but +2 for long-range zoom optical use). The suit also boosts the BOD and MA of whoever is wearing it with a bonus of +4 each. 25,000eb these suits remain in early prototype stage, and have not been fully tested. **TAKEN FROM DATAFORTRESS 2020: SHIROW TECH [Shirow] [3]**

Kenbishi Protective Wear: This light armor, which resembles bandages, is designed to protect against both blades and projectiles. It is meant to be worn under clothes (not under a datasuit). It offers an SP of 2-10. Cost is 200 eb per 2 levels of SP. Note no protection against flame, electrical attacks. **TAKEN FROM DATAFORTRESS 2020: SHIROW TECH [Shirow] [4]**

MonoMesh Cloth: MonoMesh is a strong kevlar based cloth with a grid of monowire built into it. The weave is very strong, designed so that the monowire will not cut through the rest of the cloth when stressed, so that the wearer is not threatened by their own clothes. Clothing made of MonoMesh cloth **MUST** have an SP value of at least 4 (in order for the cloth to be strong enough to support the monomesh weave). MonoMesh weave increases the cost of the clothing five-fold, but makes it nearly 100% immune to MonoWire except at extreme speeds (will prevent up to double the SP value of the clothing in damage from MonoWire), and is excellent protection against MonoBlades (provides full SP against MonoBlade and MonoCrystal weapons).

Monomesh Gloves: The primary use for MonoMesh cloth has always been in gloves, since they allow people to safely handle monowire. A standard pair of MonoMesh gloves is SP:6 Black or Khaki armour cloth with Mesh Weave. This allows the wearer to handle Monowire with complete safety, even under tension. It won't stop a MonoWhip 100% of the time, but it's great for setting up and also for disarming MonoWire triplines and traps. A standard pair of MonoMesh gloves will set you back 300eb.

Antarctic Development Series Healing Armor: Innovative new ballistic mesh micro-weaving utilizes inter-dependent nanite membranes that are activated by penetration and can reweave armor damage at a rate of 1 SP per hour. All burn or laser damage is permanent, and acid and bio-weapon damage will actually corrupt the membrane and cause the reverse

effect, reducing 1 SP per hour as the nanites deconstruct the weaving themselves. A critical penetration of more than 50% of any armor group's SP rating will permanently disable the nanite components. Available in SP increments of 2 up to 12 SP, In both soft and hard armor classes.

Subdermal Weaving: Very limited experimental applications in the D:HT environment. SP 2-4, some issues with implant rejection.

RazorBack Armor: Polymer plate armor with recessed, spring-loaded razor ridges along vertical grooves on the plates. The armor offers SP6 protection from soft and hard damage, but the interesting detail is that the blades auto-extend when plates are under sudden lateral pressure: Any attempts to Grapple the wearer yield automatic 1d6 damage per turn. A Critical Fumble during a REFLEX action yields to the wearer a self-inflicted wound, ignoring armor, with 20% likelihood, due to malfunctioning, jammed spring mechanism. [6]

Ballistech Skin Tight Type III: Memory plastic armor, best used layered (EV:0) under other armor components. The armor acts as SP 20 with regards to kinetic redistribution (SP 10 vs Energy, SP 14 vs Edged). Treat as SDP 40. As the armor absorbs physical damage, it may sustain up to 40 points of damage (calculated cumulatively before reduction per damage type). Damage in a single turn, under 40 pts (more than this completely destroys the armor) is reduced by 1/3, as the memory plastic attempts to redirect the damage over the surface of the material. After 40 cumulative pts of damage have been sustained (over all areas), damage is no longer reduced, as the armor brittleizes and offers no SP. Immediately after impact, the armor becomes extremely rigid (EV:1) (3 or more simultaneous strikes in the same round yield EV:2) and this EV penalty is reduced by 1 pt each round after impact as the plastics soften again. Memory Plastics may not protect head, hands and feet. Note: Staged Penetration rules do not apply to Skin Tight Armor. [13]

IEC Memory Plastic Combat Suit Mark II: When a specific electric current flows through this system, the weaving of memory plastic plating, Kevlar and cotton (5 SP, EV 0) form a fitted flight suit in appearance. When power is supplied to the system at the low setting, the memory plastic reverts to normal shape (Torso 25 SP, Legs/Arms SP 18, EV 1). If the system crashes, the armor becomes a complete hardsuit (25 SP, EV 3). The armor is susceptible to EMP attack, and requires technical assistance to be restored to soft operation. [5]

Datafilm: This incredibly thin suit is meant to be worn under powered armor, and transmits the wearer's commands to the landmate. Datafilm has an SP of 6. It protects against acids, alkali's and other chemicals, lets sweat escape while repelling water and cushions shock. It is a fabulous invention (in the words of SHIROW himself). Apparently if the wearer is knifed it would hurt a great deal but the blade would not penetrate the datasuit. It's made of the same materials used to coat cyborg and landmate musculature. Data suits come in a

variety of colors and pattern and are made by several different companies. Due to the tight fit and variations in height, weight and structure each datasuit is custom made for the specific wearer. You must wear a datasuit to operate a landmate. Cost varies from 200eb to 2000 eb depending on manufacturer and design. The suit gives +3 to any ref action made while using a land mate. Note: In the D:HT environment, Landmates are neither common nor common knowledge, a product of private corporate research. They are both experimental and expensive. TAKEN FROM DATAFORTRESS 2020: SHIROW TECH [Shirow] [12]

Typical Law Enforcement Gear (Uniformed)

Standard Uniform: Black (or other, depending on division) jumpsuit with armored coverings for forearms, shoulders, knees, thighs, and neck (SP 6), sturdy black boots, kevlar vest (SP 10), and a white helmet TAKEN FROM DATAFORTRESS 2020: NCPD (SP 25).

Dress Uniform: Black jacket, hat and slacks, with a skirt for women, and white gloves, Along with whatever additional decorations an officer might have earned. TAKEN FROM DATAFORTRESS 2020: NCPD

Riot Armor: This heavy armor consists of a heavy flack vest (SP 20, EV 2), reinforced arm gauntlets (SP 15), woven kevlar pants (SP 18, EV 1), armored boots (SP 12), a more streamlined helmet (so bottles and the like bounce off instead of smashing full force) (SP 25), and a better gas mask/filter. The standard black jumpsuit is worn underneath. This armor is very heavy, and while it offers excellent protection, it severely limits mobility. These suits also feature a glowing phosphor bar, extending from the right side of the neck to the shoulder, which is designed to be visible from above. The strip glows white by default when viewed through standard issue Smartgoggles, blue when the officer is engaging a suspect, and orange when wounded. TAKEN FROM DATAFORTRESS 2020: NCPD

Helicopter/ AV Pilot Uniform: This uniform is worn by the pilots of the majority of AV's and helicopters used by the Police Department. It consists of a dark blue flight suit and a flight helmet (SP 20) with a built in radio (which connects to the aircraft's radio for stronger reception) and a visor that offers Heads-up display, Anti-dazzle, and Low Light. TAKEN FROM DATAFORTRESS 2020: NCPD

Motorcycle Cop Uniform: This uniform begins with the black jumpsuit, then instead of the relatively soft vest it applies a hard shell armored torso covering. It is a bit lighter, but offers slightly less protection (SP 18) as it is more designed to protect from crashes than bullets. Still it is effective armor, and many of the E-SWAT officers prefer it. The helmet (SP 20) is also different and offers Low Light, Anti-Dazzle and a radio connected to their bike. The visor retracts into the helmet and the mask does not connect to an air supply, acting merely as a filter and facial armor. The uniform is completed with a pair of sturdy motorcycle boots. TAKEN FROM DATAFORTRESS 2020: NCPD

Police Issue Metal Gear: This armor is used only for extremely hazardous situations. With E-SWAT getting the most out of it. It is standard metal gear (SP 25 EV 2) and makes for an intimidating sight. The jumpsuit can be worn underneath, although it isn't comfortable nor recommended, but absolutely no armor can be worn under the metal gear. The helmet features the basic visual package (LL, AD.), and the basic helmet radio. Please note that metal gear is to be used only in emergency situations, as its appearance has been known to cause public relations nightmares. The public doesn't like seeing its officers in metal gear, as it implies something nasty is happening, which can lead to public mistrust and or apprehension of the police. Few departments have purchased this equipment, but with tensions building in major metropolitan cities, more and more jurisdictions are taking cues from private corporate security and beefing up in advance of the need for such measures. TAKEN FROM DATAFORTRESS 2020: NCPD

Armorwear: New microfiber ballistic mesh technology, woven with monomer-nylon hybridized thread to form an unencumbering light armor underlayer that is flexible, difficult to detect (DIFF 15 visually) and quick-drying for multi-environment applications. SP 4-12 available, each suit made custom to order by Folstrom, a subsidiary of Minotaur Labs. [TRDL] [21]

Pegasus Series Ballistic Mesh: Pegasus™ is a series of vests utilizing the most advanced ballistic materials available. Each vest in the series is engineered to optimize the individual strengths of the ballistic fabrics while providing maximum comfort and protection. [16]

KGS Series Kevlar Vest: This advanced hybrid design is engineered to maximize the unique properties and benefits of today's high-performance ballistic materials while eliminating excess weight, stiffness and other factors which inhibit individual performance. A result of advanced hybrid engineering, the KGS Series combines multiple, lightweight, high-performance materials including SpectraShield Flex Plus® and GoldFlex® plus a new Kevlar® weave. Combined, these materials offer superior 10 and 12 SP protection with exceptional flexibility, comfort and mobility. [15]

Vector Series Chilled Concealed Armor: Featuring full front and rear Armor Ice™ Cooling Inserts Advanced Vector™ design engineered for total adjustability and customized fit Available with ultra-thin, ultra lightweight 4, 6, and 8 SP ballistic packages. [14]

Unified Ceramic Vest:

The vest is made of high durability Cordura fabric combined with modified Kevlar, which supply fragment protection to chest, back, neck, shoulder, and groin areas. Another innovative feature is an integral waist belt, very similar to the one used by professional weight lifters, which help to protect the lower spine and distribute weight evenly around the lower body during rapid movement. The vest is worn from above using two main Velcro stripes and is competently modular. The back and front pouches layout are removable. They are attached via Velcro and can be removed from the vest. This allows to modify the vest in minutes for various operational roles.

There are six basic configurations, each uses the same platform so all configurations are completely interchangeable with each other:

Standard

Sniper - with dedicated pouches for 7.62 rounds, and for camouflage suit.

M203 grenade launcher - with dedicated pouches for M203 40 mm shells.

Combat medic.

Explosive Ordnances Disposal (EOD).

Light Machine Gun (LMG).

The vest is designed to host an integral ceramic plate, which can be inserted and extracted in seconds from a special pouch in the front of the vest. The vest offers SP 25 protection. [9]

Flak Jacket: The armor consists of multiple layers of Kevlar, and the exterior is Cordura nylon. The armor filler cannot be removed from the outer Cordura layer and is stitched directly to it. The jacket opens from the front and close with one center Velcro strip. There is a three-inch collar to protect the neck. There are two independent shoulder pads that are held in place with straps that snap to the front and rear of the jacket. The shoulder pads are to placed above the Ephod's or the vest's two main webbings strips. There is one pocket on the jacket's left chest as well as a small loop, which can be used to hold a flashlight or pen. [7]

Anti-Frag Blankets and Seat Covers: Applications include auto floors, seat covers, truck sides, and bomb debris protection for military equipment. Floor protection against explosion fragments. Choose drivers side front, passenger side front, or whole floor (shown on left). Use these by themselves or in combination with our seat protection. SP 10-12 per panel. [19]

Vanguard Tactical System: 12 SP ballistic protection

Front opening style for easy entry and enhanced adjustability (4" adjustment in both waist and torso)
Enhanced ballistic coverage with total front to rear wrap
Optional ballistic collar protector
Removable ballistic groin protector
Removable ballistic bicep protection
Front and rear 10"x12" hard armor plate pocket
Grid-style hook and loop/snap pocket configuration for easy pouch change-out
Unique non-skid material for secure weapon shouldering
Choice of "mission specific" pouches
Heavy duty "Officer Rescue" strap
Removable ID patches
Colors: black, navy, OD green, woodland and desert camo [17]

SMART System (Special Mission and Response Team): SP 14 ballistic protection

Maximum mobility and versatility
Detachable ballistic yoke and collar protection (optional)
Detachable ballistic femoral artery/groin protection (optional)
Detachable ballistic shoulder protection (optional)
Detachable ballistic biceps protection (not pictured, optional)
Front and back hard armor plate pockets
Side-opening style for easy installation of hard armor plates
Unique webbing and loop system for versatile pocket configuration and easy change-out
Unique non-skid material for secure weapon shouldering
Choice of 5 "mission specific" pouches
Heavy duty "Officer Rescue" strap
Removable ID patches
Colors: black, navy, OD green, woodland and desert camo [18]

Recon Vest: The reconnaissance vest offers fairly low ballistic protection [SP 3] and may be worn over a flak jacket or kevlar in order to provide such protection.

Main Vest Features (standard configuration):

4 Pouches which carry 2 magazines each.
6 Small pouches will carry standard grenades or other similar size items.
1 First aid bandage pouch.
1 Smoke grenade pouch.
2 Water canteen pouches.
1 Medium carry pouch in the lower rear.
1 Large carry pouch on the upper back which can fold when not in use using a rubber sling.
1 Flashlight pouch.
1 Knife pouch.
1 Compass pouch.
Velcro closing for all pouches .
Velcro closing for the front.
Quick release snaps.
Padded sides and shoulders for extended wear comfort. In some models the padding is removable for cleaning and when

extreme weather gear is worn under the vest.
Adjustable for waist.
Adjustable for height.

The reconnaissance vest has six basic configurations, each uses the same platform but with different pouches layout. In some models the pouches layouts are removable and attached by Velcro so all configurations are completely interchangeable. In other models the layouts are fixed.

The configurations are:

Standard
Sniper - with dedicated pouches for 7.62 rounds and for a camouflage suit
M203 grenade launcher - with dedicated pouches for the M203 40 mm shells
Medic
Explosive Ordnances Disposal (EOD)
Light Machine Gun (LMG)
Tactical Vest [8]

Bola Elastin Membrane: The biotech pioneers at Bola have made another breakthrough in the field of bio-engineered military applications. Elastin Membrane is developed from the enhanced fiber clusters of elastic heart protein culled from 3 whale species. The membrane is easily draped and sealed over normal clothing and is highly elastic, stretching and contracting in response to heat, light and chemical interaction. As such, it performs extremely well to attacks of this nature (1/2 damage from heat, light, chemical attacks) though fairly poorly performing against edged weapon damage (x2 damage from edged attacks) [TRDL]

Bola Byssus Applique: Synthesized from the cellular membrane of blue mussel byssus sealant, this time-released coating is delivered via a non-aerosol pocket canister, and takes 18 seconds to apply and set (2 rounds). Once plasticized, the appliqué forms a protective membrane (SP 6) over any clothing surface, though performing relatively poorly at movable joint locations. The armor remains active for 1d8 rounds before dissolving into a bio-degradable water-soluble slime. Note: appliqué may be applied to human skin, though at reduced performance (SP4), and a Save vs. Shock must be made to prevent toxic shock. [TRDL]

Bola Banded Plate Armor: Another creative application of adaptive biology, this segmented, banded armor is developed from the nacre of abalone mussel. The natural properties of the nacre have been enhanced and crossed with crystalline protein and ceramic fibers to create a coated assembly of suspended plates which offer ultra-light mobility (Encumbrance: 0) and surprising resistance to impact fracturing (1/3 damage from blunt attacks). SP 6, 8, 10, 12 available. Once 50% of armor SP has been depleted, fracture resistance breaks down and no longer applies. [TRDL]

Bola Orb-weaver Skullcap Threading: Bola synthesized the ultra-thin, highly resistant web fibers from the orb-weaver spider, woven over several thousand layers to form a 2mm thick self-adhering helmet (SP 12) that can be worn under wigs or standard headwear. [TRDL]

C-Mesh: C-Mesh is a proprietary woven micro-Kevlar that provides ballistic and edged strike resistance with minimal encumbrance. No protection against other strikes is provided. It is extremely expensive to repair, but is commonly available on the Corporate market. [TRDL]

Reacti-mesh/ Polylog: A competing Kevlar weave to C-Mesh, this product offers the same performance of C-Mesh as well as thermal/heat and light-based strike protection at 1/2 SP value, due to a refractive cellular coating. However, the product is stiffer, similar to crisp leather. [TRDL]

Series 1 Military-Grade Armored Fatigues: Micro-Kevlar weave interlaced with tiled ceramic cells produces excellent protection to all types of strikes, with moderate encumbrance. Not easily available to the public.

Takanaka Type *Exec* SmartFabric: A finely-woven monofiber-based underlayment sandwiched to a smooth synthetic silk membrane. This is a custom made-to-order Orbital vendor, and is currently the most popular style for the Orbital Corporate Elite. *Exec* SmartFabric provides protection against edged and high-speed micro-penetration strikes (flachettes, barbs, needles) but no protection from conventional ballistics or other strike types. It is virtually impossible to tactically or visually identify the armored underlayer in this clothing. [TRDL]

Armor Table [D:HT technology level]

Common Civilian/ Corporate Protective Clothing:

C-Mesh Blouse/Shirt [SP 2-6] 20eb/SP pt. E:0

C-Mesh Jacket/Coat [SP 2-6] 30eb/SP pt. E:1

C-Mesh Pants/ Skirt [SP 2-6] 25eb/SP pt. E:0

C-Mesh Dress/Jumpsuit [SP 2-6] 30eb/SP pt. E:1

C-Mesh Armored Vest/Legpads [SP 10] 300eb E:1

C-Mesh Armor Jacket [SP 12] 450eb E:1

C-Mesh Armor Trenchcoat [SP 14] 600eb E:1

C-Mesh Stockings [SP 2-4] 40eb/SP pt. E:0

C-Mesh Armored Headwear (cap, hat) [SP 2-6] 30eb/SP pt. E:0

Enviro Wetsuit (C-Mesh) [SP 6] 550eb E:1

SemaFlex Bodysuit (C-Mesh) [SP 4-8] 60eb/SP pt. E:1

Eji of Japan Light Panel Cloak (C-Mesh) [SP 8] 1400eb E:0

Eji Bodysuit (C-Mesh + thermal) [SP 2-6] 65eb/SP pt. E:1

Bodygear Reacti-mesh & Polylog Jacket [SP 10] 500eb E:2

Bodygear Reacti-mesh & Polylog Moto [SP 10] 600eb E:2

Cryo-Max Polylog Mem Plastic Skirt [SP 6] 800eb E:0

Duraweave Kevlar Body Wrap [SP 4-10/limb] 45eb/SP pt. E:2

Cyro-Max Translucent Wear (Polylog) [SP 3-6/limb] 80eb/SP pt. E:1

Tycho-Ito Armored Corp Suit (C-Mesh) [SP 8-10] 90eb/SP pt. E:1

Tycho-Ito Armored Casual Fatigues [SP 7] 700eb E:1

Miro Polylog Jacket w/Compartments [SP12] 650eb E:1

Miro Nylar Rigid Bodysuit (Polylog) [SP 12] 800eb E:1

Military-Grade Armor:

Series 1 Fatigue Pants [SP 8,10] 50eb/SP pt. E:1

Series 1 Armored Jacket [SP 8,10] 50eb/SP pt. E:1

Series 1 Armored Doorgunner's Vest [SP 16,20] 50eb/SP pt. E:2

Series 1 Helmet [SP 14] 1000eb E:1

Unified Ceramic Vest [SP 25] 1400eb E:3

Conventional Flak Jacket [SP 12] 1000eb E:2

Conventional Kevlar Vest [SP 10] 300eb E:1

Law Enforcement Gear (see above) [See Desc.] n/a See Desc.

Armorwear [SP 4-12] 70eb/SP pt. E:1

Pegasus B-Mesh [SP 6,8,10,12] 200-800eb E:1

KGS Kevlar Vest [SP 10,12] 600, 900eb E:0

Vector Series Chilled Armor (vest) [SP 4,6,8] 500-700eb E:1

Vanguard Tactical System (vest) [SP 12] 400eb E:2

SMART Armor System [SP 14] 600eb E:2

Recon Vest [SP 3] 100eb E:0

Proprietary Corporate Issue Armor:

Gasium Stealhsuit Type K-3 [SP 12] n/a E:1

Gasium Stealhsuit Type K-4 [SP 12] n/a E:1

Gasium Battlesuit Type K-5 [SP18] n/a E:1

ORC Armor Prototype [SP25] n/a E:2*

Kenbishi Protectivewear [SP 2-10] n/a E:1

Monomesh Cloak [see desc.] n/a E:0

Monomesh Gloves [see desc.] n/a E:0

ADS Healing Armor [SP 2-12] n/a E:1

Razorback Armor [SP 8] n/a E:2

Ballistic Skin-Tight Type 1 [SP 10*] n/a E:1*

Ballistic Skin-Tight Type 2 [SP 12*] n/a E:0*

Ballistic Skin-Tight Type 3 [SP20*] n/a E:0*

IEC MemoryPlastic Mk II [see desc.] n/a See desc.

Datafilm [SP 8] n/a E:0

Prototype Bio-implant Armor:

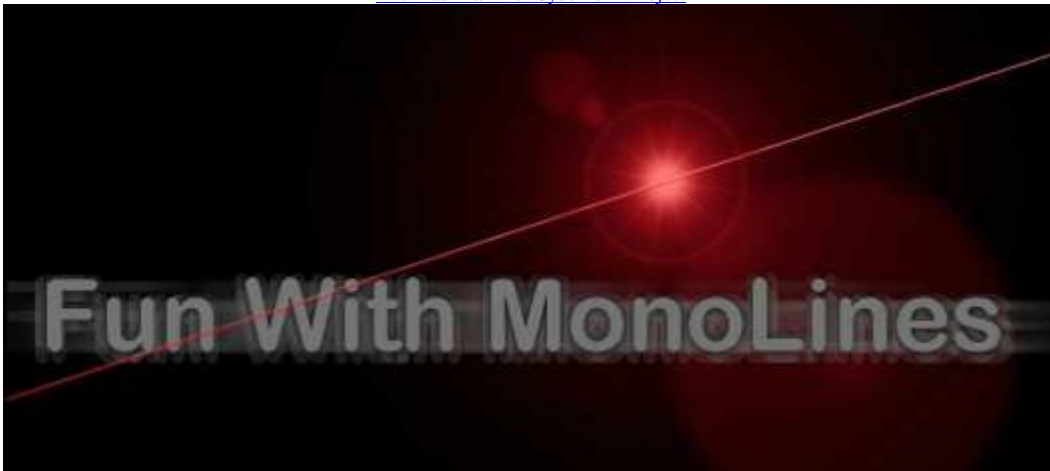
Subdermal weaving implants [SP 2-4] n/a E:0

Bola Elastin Membrane [SP 12*] n/a E:0

Bola Byssus Applique [SP 8*] n/a E:0

Bola Bonded Plate Armor [SP 6,8,10,12] n/a E:1

Bola Orb-weaver Threading (head) [SP 12] n/a E:0



Before you dig through the fun and tasty tech in this article, you should read the rules for [MonoWire](#) from [Flipper Is Dead](#), The UK CyberPunk ThinkTank.

With all this crazy BuckminsterFullerene out there, ready to separate you from your favourite limbs and digits, we need to have the right toys to play with it!

MonoMesh Cloth

MonoMesh is a strong kevlar based cloth with a grid of monowire built into it. The weave is very strong, designed so that the monowire will not cut through the rest of the cloth when stressed, so that the wearer is not threatened by their own clothes. Clothing made of MonoMesh cloth MUST have an SP value of at least 4 (in order for the cloth to be strong enough to support the monomesh weave). MonoMesh weave increases the cost of the clothing five-fold, but makes it nearly 100% immune to MonoWire except at extreme speeds (will prevent up to double the SP value of the clothing in damage from MonoWire), and is excellent protection against MonoBlades (provides full SP against MonoBlade and MonoCrystal weapons).

MonoMesh Gloves

The primary use for MonoMesh cloth has always been in gloves, since they allow people to safely handle monowire. A standard pair of MonoMesh gloves is SP:6 Black or Khaki armour cloth with Mesh Weave. This allows the wearer to handle Monowire with complete safety, even under tension. It won't stop a MonoWhip 100% of the time, but it's great for setting up and also for disarming MonoWire triplines and traps. A standard pair of MonoMesh gloves will set you back 300eb.

MonoLine Cutter

This ceramic "blade" looks like a 9" x 1" round baton. Marked on 1 or more sides of the cylinder (depending on the cost and company) are black lines indicating the cutting points. When pressed against a MonoWire under tension, the ceramic cutting edge will break the MonoWire cleanly at the

point of contact. If the line is not under tension, then a pair of MonoMesh gloves will be needed to pull the line against the cutter. A standard cutter will cost a 'punk about 150eb.

MonoLine Spool and Brake

The ultimate in Black Ops rappelling gear, this is a miniature, high-strength ceramic reel and brake built into a body harness. The ceramic reel holds up to 100m of MonoLine, and can be pre-set to slow your descent and stop you after a certain distance has been reached. The MonoLine ends in a grapple and a ceramic ring to connect it to an anchor point. The reel is controlled by a remote control in the front of the rappelling rig to raise or lower you to any keyed in height (up to the 100m of MonoLine available). The rig and reel tags in at about 1,500eb plus the cost of the monowire.

MonoWire Dispensors:

There are a plethora of Dispensing systems for MonoWire on the market, with an even wider variety of manufacturers (although most of them use the same MonoWire supplier for the contents of their dispenser).

The basic unit looks like a "Pokemon" ball from the turn of the millenium. Most of these are dual-function, and can be activated in two ways. The first is to separate the ball into halves with the monowire held at tension between the halves, with a reel built into one half. The halves often come with limpet-style glue beads so they can be attached to a wall or other surface for quick tripwires. The second activation method is to pull a ring out of one half that trails the MonoWire to the reel. This is more useful for garrots and cheesecutters. The "Pokeball" dispenser costs about 50eb more than the MonoWire it contains.

Other standard dispensors include the Belt Buckle dispenser (25eb times style modifier), Pistol Grip dispenser (200eb, only for pistols that don't keep the ammunition in the grip), Knife Handle (200eb), and Wrist Watch (300eb).

With \$500 (about £310) and a trip to the hardware store, saboteurs can build a device capable of remotely disrupting computers, automobiles, medical equipment and nearly anything else dependant on electronics, according to a California engineer who demonstrated a homebrew computer death-ray at the InfowarCon '99 conference in Washington, D.C. (1999)

Legwork, text and ideas by Richard Harris (richard.harris@nottscc.gov.uk)

The Future?

Does this mean for a near future game, pleebes might have low power EMP pistols for "taking out" cyberpsychos?

So there you are just about to mash this guys face and your legs and arms GPF on you and all you have left is harsh language.

If all it does is cause the firmware to reboot and there is no permanent damage.... you might find the police packing these.

Oh yeah - you've got a smartlinked gun with electronic trigger? I wonder why some cops still have simple automatics.

Riot Control?

How about a vehicle mounted concentrated beam weapon for bring riots under control? You literally "buzz" the crowd with an AV4 and take out most of the high tech weapons.

Alternatively the special ops teams might bombard your safehouse to crash out all your computer systems (and cyberwear?) before cutting the power **and** hitting you with CS gas.

What's that? You've got cyberaudio and optics? Hmmm... time to invest in some bioware I think.

'Ware FreakOut Table

Roll 1D6

1. System slows down (-4 ref if a limb, computer run slowly).
2. Minor crash: system blinks off for D4 rounds but comes back up. This will drop you out of the net or cut your cellphone call.
3. Crash out: System GPFs and starts reboot sequence. This takes D4 minutes.
4. Crash out: System GPFs and starts reboot sequence. This takes D4 minutes.
5. Big system crash - system beings diagnostics and reboots itself. Takes 3D6 minutes to restore.
6. System crashes out and needs a tech to fix it (tech roll over 20 to restore it).

EMP "Pistol"

A mobile phone sized device, most designs have a conical point on the end. A power pack provides enough power for four shots (power packs cost \$20 and can be recharged). The beam range is 10m maximum and is invisible but for an extra \$50 a low power laser sight can be added to help aim. Shooting something at point blank range with this device adds one to the EMP effect table (above).

EXO · +0 · EMP · 4 · 1 · ST · 10m · 150eb

Cheaper versions are available, including generic home-made devices of this style and Armenian knock-offs

EXO · -1 · EMP · 4 · 1 · UR · 10m · 100eb



Riot Control Unit

This is a vehicle mounted unit that has a range of 50m and a beam width of 5m. If it fires through a brick wall - knock 10m of the range (plaster walls don't count) and halve the beam width. Anyone or any electronic device should roll on the EMP effects table (above) but add one to the roll if they are within 10m of the weapon.

EXO/HVY · +0 · EMP · special · 1 · ST · 50m · 3,500eb

EMP Shielding

Use with current EMP rules

Cyberpunk already has some anti-EMP mods for cyberware. I'd be tempted to alter these to provide a "saving throw" against EMP (naff, phrasing but no shielding should be 100%). Each rating gives a chance on a D6 that the device will not be affected by the EMP attack. If the device is affected, deduct the EMP rating from the die roll.

Rating 0 - free

Normal cyberware and most household electronics.

Rating 1 - 200eb upgrade

(will be including in some existing equip).

Electronics designed to be used in heavy EMP environments (ie: factories with large RF transmissions). Industrial grade and expensive (GMs call cyberware will be hardened to this level.

Rating 2 - (as book cost or 400eb)

Cyberware hardened for use in low earth orbit.

Rating 3 - (800eb cyberlimb, 300eb-400eb electronics)

Military grade cyberware so you'll need good contacts to get hold it (Streetdeal or Resources roll of 20)

Rating 4 - (black market - 800eb to 1000eb)

Military grade hardening for electronics - this is not suitable for cyberware due to the "bulk" of the protection.

Industrial Supply 2020

Industrial Supply 2020 provides top-quality non-cybernetic Industrial Equipment for the 21st Century workplace. Items in our catalog are mass-produced in standard configurations, allowing us to sell them to you for less! In addition these items are significantly tougher and more wear-resistant than most equivalent items available through non-industrial sales houses.

In addition, all of our products come with a special paint-proof surfacing to stop the accumulation of paint, dirt and steel that may inhibit the ease of use, protective qualities or bright, visible safety colors of our equipment!

SmartGoggle Protective Edition

These SmartGoggles come factory-equipped with image enhancement and anti-dazzle as well as having plug-ins for up to two more optic options (costing 90% of standard cyberoptic options) and are wrapped in an impact-resistant SP15 polymer shell with bulletproof (SP20) lenses. Available in Yellow or Yellow/Black stripes. **449.⁹⁵eb**

EarBudtm Protective Gear

These Ear-Plug style adaptors come factory-equipped with Sound Editing and Noise Dampers (as the cyberaudio options), but can be simply placed into the ears just like standard ear plugs or hearing aids, thus preventing damage to your employees' hearing through exposure to loud machinery as well as rendering them more able to hear what co-workers are saying over said noise. EarBudstm must be fitted individually to your workers' ears so as to fit properly into the ear canal thus blocking exterior noise. EarBudstm are sold in black, blue and flesh-tone, and may include your company logo on the visible surface for a small additional fee. **399.⁹⁵eb**

SPM-2 CyberGloves

An Industrial re-design on the old 2018 SPM-1 BattleGloves, the SPM-2 is designed to be less encumbering and innacurate (-1 WA instead of -2) allowing for more precise performance in the workplace. The new myomer package still allows for the standard strength of the SPM-1 without compromising speed and agility. In addition the SPM-2 comes in a sturdy SP15 armor-grade Epoxide cover that is also fully resistant to acids and alkalis (SP25 vs acid). The SPM-2 has sufficient interior space to include one CyberArm option. At Industrial Supply 2020 we recommend the purchase of heat-displacement fibre gloves to be worn under the SPM-2 Glove when it is to be used in hot-work conditions. CyberGloves are available in bright orange, safety blue, danger yellow and hazard yellow/black stripes. **999.⁹⁵eb**

"Sniffer" Nasal Filters

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 Environmental 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**



Environmental BioMonitor

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. **400eb . 1.5HL . Negl. Surgery**

Ideas on this page were mostly by Dextra with some help from Hound, final design by Hound with help from Dextra.

Nanotech For The Discerning Punk

RTS-400 "Flash" Nan

The first "successful" attempt at a nan-based "combat drug", FlashNan provides +5 initiative, +4 endurance, +4 awareness, and +2 Ref. The user also gains +6 Alienation and +6 Egotism (or 12 HL if using normal CyberPsychosis rules) for the full duration. Once the nanotech has run it's course it leaves permanent damage to the user's nervous system (-1 Ref). Once inbibed, the FlashNan takes one hour to take effect, and runs it's course in 6. Each use of Flash Nan is difficult to find with Streetdeal, or very difficult with Streetwise and costs 500eb.

ACME Ration Packets "Rat-Paks":

Acme Rat-Paks combine the best food grown in Canada's farmlands with state of the art Nanotechnology. Each package (coloured a utilitarian Olive Drab Green with black lettering) opens to contain a days meals:

- 4 Coffee or Tea packets with chemtab heater and milk and sugar cubes
- 4 Juice packets (Red, Lemon-Lime, Grape and Peach flavours)
- Three meal packs with chemtab heaters, cutlery, salt & pepper (dozens of entrees are available, each coming with two sides)
- Two PowerGoo Bars (a half dozen flavours are available)
- Two packs of Recon Candy (see below, randomly inserted assortment)

One package contains all you need for a hard day in the field, and it's totally self-contained, no cooking, no pots or pans, just rip it open and activate the chemtab and voila!

And for the security conscious, all the packaging and cutlery is nano-designed to break down six hours after opening, leaving no residue but easily hidden powder. No trace camping takes on a whole new meaning.

Game Notes: A Rat-Pak adds +1 to endurance for a day. A steady diet of Rat-Paks extends this, and since they are nutritionally balanced, no long term effects exist (that we'll admit to)

Cost: 200eb/each

Design By: [Matthew Pullen](#) (Faust.)From [ACME](#)

Stonegate VIT Identification and Tracking System

The Four Cities was the first to introduce the Stonegate Industries Vehicle Identification and Tracking system (VIATS). This system incorporated the new Horus Securities Vehicle Identification Transponder (VIT-261A), the Horus Securities KF-3824 Interrogator, and the Westinghouse GN-16 Active Short Range Pulse Doppler Radar Tracking system. This new system was placed into effect November 16, 2013. It was five years until the system was entirely implemented and all vehicles had the new transponders installed.

At present (2024), the Four Cities area is covered by the VIT3 system. The VIT3 system is the fifth system upgrade to the old VIATS. Each VIT3 system is capable of radar detection and transponder identification at the range of 5 miles (at low power, this range can be doubled using the high power setting). The technology for the system has been around for almost fifty years, what makes this system so innovative is the wide area computer network capability that ties all twenty-four VIT3 facilities together in the Four Cities area and provides a comprehensive view of the metropolis. The network is managed and monitored by the individual city police departments. These police departments are responsible for traffic control in and around their jurisdiction. And while the individual police departments manage their own area, they can obtain information on other areas and assess potential threats, forwarded from other monitored areas.

In addition to the existing VIT monitoring stations, the Chaney Military Reserve maintains a military version of the Stonegate system. The system has been monitored out to 15 miles range. The true range of the military system is unknown (the radar is kept at minimum power), but assumed to be quite powerful. This system is sometimes offered to augment the Four Cities tracking systems.

Vehicle Identification Transponder (VIT)

In 2010, the advent of the aerodyne created several unique problems as the aerodyne became very popular in the larger cities. Many big cities began toying with several different types of identification alternatives. Night City, in California, first actively enacted legislation concerning active identification for civilian vehicles. Nothing ever came out of the initial legislation. The Four Cities became the first area to start an active vehicle identification program, in November 2013.

The identification system chosen was an adaptation of existing military and civilian aircraft IFF or "Identify Friend or Foe". Added to the existing system were four additional modes of identification. Listed here are the unclassified civilian modes of identification.

Mode Description	
3/A	Special ID information or tracking. This mode is used for general identification and information such as hijacking or other emergencies. Misuse of this mode is a priority six crime in all cities in the Four Cities area. This is punishable by up to a \$1,000 fine and/or 1-12 months in low security facility. The reason for this punishment, in addition to the standard VIT fraud, is that mode 3/A VIT can be altered by the driver of the vehicle for emergencies.
C1 or C	Altitude x100. This altitude is read from the vehicles altimeter and measured in 100 foot increments.
C2	Altitude x1. This altitude is read from the vehicles altimeter and measured in foot increments, up to 100 feet. This reply combined with the mode C1 reply will give the vehicles altitude in feet.
5A, 5B & 5C	Vehicle Registration. These modes are used for vehicle registry. The registration number of the vehicle (see also License Number) is sent using these replies.

The VIT system transponder and the vehicle altimeter may not be altered in any way except by a authorized mechanic, q.v. If either system is proven to have been modified by anyone other than a authorized mechanic, the responsible person(s) can be punished on a priority four crime by up to a \$2,500 fine and/or 1-4 years in a medium security facility.

Authorized mechanics can be found in many areas and almost any price range. To obtain a VIT Repair Certification for repairs, a mechanic must apply with the local police for the certification. The fee is from \$100-\$1,500 depending on the area and taxes and can be expected in 4-16 months of completed banking transaction.

Vehicle License Numbers. Licensing of your vehicle happens much as it does today. A person simply goes to the court house and registers their vehicle. In return the patron will receive a license plate to be mounted on the vehicle and the city mechanic will encode the vehicle transponder to respond with the vehicle's license number in modes 5A, 5B & 5C. All fees are paid for at the time of registration.

The VIT transponder in a vehicle is activated by the ignition switch and may not be turned off while the vehicle is in operation (see fines and jail times listed above). While the vehicle is in operation a VIT Response light is located on the instrument panel. When the transponder replies to an interrogation, the light will illuminate notifying the driver of the interrogation. If the VIT transponder is faulty, the transponder computer will notify the vehicle computer of the condition and the driver will be notified and maintenance can be sought. The VIT transponder will also note the date and time. If the vehicle is driven for more than 24 hours (operating time) or one work week (total time) after the fault, the transponder will completely shut down, thus making the vehicle in violation of Four Cities traffic safety laws.

The VIT transponder is a 'black box' configuration and fitted inside the vehicle in the place proved by the manufacturer. All vehicles, ground, aerial, or maritime, must have a functioning VIT transponder while in the Four Cities area. If your vehicle is not equipped, you can rent one for the duration of your stay in the Four Cities area. These 'renters' can be obtained at your local courthouse. Fees run from \$5-\$250 a month, depending on fees and taxes of your area of residence.

By : Tygger

BOOMERS

From: "Robert Du Gaux" <robert@dugaux.4c.green.castle.us>
To: "Tristan Miller" <dual.snoop@hanson.replica.net.us>
Subject: MARS report, N.E.S.T. archives - Eyes Only
Date: Mon, 22 Jan 2024 23:33:20

In 1991 the labs of New Earth Sybernetik Technologies (N.E.S.T.), developed a new technique of robotic control systems which allowed them to create the NK2000 series. In 1988, the DN1000 series of robots were plagued with several difficulties and research was halted until the new techniques in robotic control were developed and the Robotic Research Division was reopened. This new development would put them in the world-wide lead as far as robotic control systems. For this reason the production of the NK2000 series was kept company confidential. Production of these robots went on and the company kept a low profile until the production of the NL3000 series of robots in late 1999. By this time the company had become a mainstay in the production robotic controls.

Shortly there after, early 2009, the company decided to go with the stock holders urging and push the newly reorganized Robotic Research and Development Division (slang, R2-D2) to rush the development of the LS4000 series. The techniques for this new design were, as of yet, untried and consequentially very, very dangerous. Two years later, after almost insurmountable multiple problems and pit-falls, the LS4000 series went into production. It was just two months later that the first of the Federal Investigations came about. With the rush in development several corners had been cut and the LS4000 series was found to be highly unstable and prone to psychosis. The following several months proved to be severely damaging to the company. After this first investigation was underway (June 2013), the company recalled the malfunctioning androids. It was later found that an unnamed person or company had purchased 1,621 of the 3,955 units produced. All other units were recovered. As for the other units, they have all but disappeared. The company reports that several have been recovered over the years, although the exact numbers are not revealed. (referee: 728 are still `out-there')

Stat	NK2000	NL3000	LS4000	TS5000
INT	3(9)	4(12)	5(60)	6(24)
REF	7	8	8	9
COOL	10	10	10	10
MA	7	8	9	10
BODY	15	16	17	18
Armor { SP (Useless/Destroyed)}	NK2000	NL3000	LS4000	TS5000
Head	25(30/40)	25(35/45)	40(40/50)	30(40/50)
Body	25(35/45)	25(40/55)	40(45/60)	30(45/60)
Arms (each)	25(30/40)	25(35/45)	35(40/50)	30(40/50)
Legs (each)	25(30/40)	25(35/45)	35(40/50)	30(40/50)
Skills	NK2000	NL3000	LS4000	TS5000
Operating Systems	+2	+2	+5	+2
Combat Sense			+3	
Awareness	+1	+1	+2	+3
Demolition			+2	
Disguise			+4	
Driving			+3	
Electronic Security			+3	+1
Heavy Weapons	+1	+1	+2	+2
Hide/Evade			+3	
Human Perception			+2	
Melee	+2	+2	+4	+2
Motorcycle			+2	+2
Pick Lock			+2	
Stealth	(+1)	+2(+1)	+2(+1)	+2(+2)
Sub-Machine Gun	+2	+3	+3	+3
Weapons Smith	+1	+1	+3	+1

all bonuses are in the *Cyberpunk* genre.

On March 11, 2022, N.E.S.T. MARS division plans to announced their latest achievement: the MARS/SA, TS5000 series Security Android. This announcement comes nine years after the company had to recover from the LS4000 incident. Although several people still hold reserved ideas concerning the company's involvement in the re-acquisition of the faulty LS4000 androids, N.E.S.T. executives have dedicated the first thousand TS5000 androids to a special task force that N.E.S.T. has agreed to help finance.

The Xenon Weapons Corporation has agreed to provide the man-power and partial financial backing if the N.E.S.T. corporation were to provide technical knowledge and equipment to the newly found task force, in addition to providing the remainder of the financial backing.

The task force is to be called Æpello-Dyne Weapons Systems. This task force will be tasked with tracking down and eliminating the remaining LS4000 series androids. In addition, they will be for hire to local and federal authorities to hunt down cyberpsychos.

To aid the task force in the acquisition of the missing LS4000 androids, they will be issued the new MATRIX armored suits. MATRIX is an anachronym for Myomer-Assisted, Tactical Robotic Integrated eXoskeleton. The MATRIX suit is an environmentally sealed, human interactive, multi-purpose combat platform. The military has aquired several of the new MATRIX suits that are tested for thier battle field capabilities. *(I have been working on the idea, off and on. About the only thing I can find and do remember is that they were/are equipped with a 30mm single shot auto loading cannon on the arm and a bladed instrument of some type.)*

NOTE: It is not known to anyone that the LS4000's have as much knowledge as they do. As a matter of fact, the people who use them are not totally aware of this fact either. *Self-aware?*

Anyway, a couple of years ago I used two of the LS4000 androids in a "Beast of Boston" scerio. Several of the players had expressed a desire to run Solos, so I thought they might enjoy a all-Solo adventure. NOT! I should have aborted the mission when a player asked me if they needed armor-piercing rounds. Anyway, it proceeded to be a disaster. The hunt had begun and I had provided two corpsmen for medical needs.

They had sighted one of the beasties (a last minute down-sacling on my part.) in a junk-yard and went in after them. Suddenly, from around a corner, came a flood of bullets. Everyone took cover, but did not think about firing out from their positions. A couple of the interpid Solos went in for a direct confrontation and the others popped up and shot in that direction. All-in-all it was a nightmare. After several head-shots, (I was in rare form.) the group desided to die. I ruled that everyone was put in the hospital, `cause the med-tech's were untouched and the sirens scared the `roid off. ::sigh:: I will have to watch myself. (But I still wanna play a villin to everyone else's character, someday.)

By Tygger



VARSUS

Automated Android (based on the robot from Cyber City Oedo 808)

INT: 9 REF: 5 TECH: 9 MA: 12 EMP: 2
(simulated) LUCK: N/A
COOL: N/A ATTR: You realize this is a robot, right?
BODY: 14

SKILLS:

Strength Feat +6; Interrogation +5; Human Perception +4;
Notice +5; Anthropology +3; Biology +3; Botany +3;
Chemistry +3; Education +6; History +10; Library Search
+10; Math +10; Physics +4; Programming +6; System
Knowledge +2; Drive +4; Brawling +1; Basic Tech +7; AV
Tech +3; Cybertech +8; electronics +7; First Aid +3

OPTIONS:

Barsas is built with the following options standard:
Optics: IE; TS Plus; TE; ME; AD; LL; TH; IR; UV; MV; DC
Audio: RL; PS; SC; BD; VSA; SE; EH; HT; WB
Links: Livewire +PLGs; CMODL; VLNK; MLNK; DLNK
Misc: DGR; AVR; RA; SN; RAD; CH; LS; 4 STRs; 2 HOLs
Entire body is armored to SP:25

TOTAL COST STANDARD: 200,000 eb

by Dave "Knighthawk" Simpson

DinDenver Gear

RainBloc This is a lotion that blocks rain from touching your skin. It has different ratings to match the level of protection. A single application is enough to cover one body part (Head, arm, leg, chest, stomach or back) for two hours.

RainBloc Green This light RainBloc is specially formulated to protect against "acceptable" levels of toxins while moisturizing and revitalizing your skin

Travel bottle (16 applications) \$20 Enough to take with you everywhere you go.

Vacation Essentials (96 applications) \$30 Perfect for vacations (don't go to Hawaii without it)

Daily Use formula (240 applications) \$40 Protect yourself everyday with this protective and revitalizing formula

Family Size (960) \$50 Protect the whole family like no other product can!

RainBloc Yellow Designed to protect you from the toxins found during most "Toxic Rain Warnings". A single application will protect one body part for one hour

Travel bottle (16 applications) \$30

Vacation Essentials (96 applications) \$40

Don't visit Seattle without it!

Daily Use formula (240 applications) \$50

Family Size (960) \$60

RainBloc Red Specifically manufactured to protect against chemicals that commonly cause "Toxic Rain Alerts". Although no warranty is granted or implied. One application is good for one body part for 20-30 minutes.

Travel bottle (16 applications) \$60

Vacation Essentials (96 applications) \$80

Don't visit London without it!

Daily Use formula (240 applications) \$100

Family Size (960) \$120

Rainaway This salve has been created not only to cure the rashes associated with rain water, but to remove aging lines and revitalize skin. A single application will cure 20% of the rash on one body part.

First Aid size (5 applications) \$10

Fits in most first aid kits

Treatment size (40 applications) \$20

The perfect size to cure rain sickness

Family Size (160 applications) \$30

Be prepared for any emergency!

Institutional Size (400 applications) \$80

Perfect for most infirmaries

note: Rainaway essentially doubles the normal healing rate. The rate listed assumes that there is no further exposure to toxic rain. Continued exposure will negate any natural healing and characters who use RainAway may suffer a reversal (Characters have to make a luck save to avoid a reversal - NPCs that do not have a luck stat will suffer from a reversal 30% of the time). A reversal will cause the character's body to be temporarily reduced by one until 24 hours after all of the following conditions have been met:

- 1) The salve is rinsed off and no more is applied
- 2) The character is no longer exposed to toxic rain
- 3) The character is dry

Warning: continued application of RainAway to characters suffering a reversal will cause this loss to be permanent (after 24 hours). This cycle will continue until death (e.g., one point of temporary loss, that is transferred into permanent loss, then a new point of temporary loss, etc...). While a character is suffering from a reversal, they will have the rash accompanied by open seeping sores.

D-Rain This amazing new product is a specially formulated foundation for people suffering from Toxic Rain Rash. While not necessarily curing any rash, a single application will act as the perfect foundation for any makeover.

Carry along size (5 applications) \$20

Vanity Size (30 applications) \$30

SuitGuard This spray protects your clothes from dirt and rain. One application is good for one article of clothing for one hour of exposure

Carry Along size (8 applications) \$10

Travel Size (60 applications) \$20

SuitGuard Daily Use (240 applications) \$30

Rad Tabs Certain areas of New York are rumored to still be radioactive. Rad Tabs are small tabs (there are several designs from the 1/2" x 2" strip to fashionable designs) that change color when exposed to radiation. They are designed to be disposable and are intended as a warning only (a tabs reading cannot be used as evidence in a court of law).

Pack of 6 for \$10

Fashion Tabs \$5 each

Rad Guard This lotion can be worn to protect from UV and other radiation (a single application will cover one body part for 2 hours. This time is reduced to about 2 minutes if exposed to higher than normal levels of radiation. This is not very long, but the lotion does change color when it is in this kind of radiation field).

Travel Size (6 applications) \$10

Family size (24 applications) \$20

Bonus Pack (90 applications) \$30

Workaday Tabs This product is designed to reduce fatigue for a 12 hour period. One tablet will start working 5-15 minutes after ingestion and last 12 hours. The character who uses these must sleep an extra hour (e.g., the first hour of sleep does not count against any recover - Damage, stress exhaustion, etc...). It is safe and non-addictive.

Travel Size (5 tabs) \$5

30 tab bottle \$15

120 tab bottle \$25

RunFlat (one tube) \$10 Each tube will repair one tire for one month. During that time period, it will also prevent the next flat (but not the one after that). This product does not work if the hole in the tire is too large.

Lasers Arasaka has been working on an enhanced laser. It is a Burst emitter configuration. The weapon can be set for "shotgun-like" attack patterns.

note: The burst emitter fires all beams simultaneously. The firer dials up an attack angle. The firer makes a to-hit roll (subtracting half the width of the field in meters from their to-hit roll). Everyone in the attack field has to roll (Using Reflexes and Athletics/Martial Arts/Dodge & Escape) that number or higher (Adding the distance from the center in meters). Each shot uses one ammo and each meter wider the field is uses one more.

Arasaka ABP-11 BLaser Pistol (Prototype \$100,000*)

P +2 J ** 1d6 12 *** 100 m

Arasaka ABS-17 BLaser (Prototype \$200,000*)

SMG +2 L ** 1d6 80 *** 100 m

Arasaka BLaser Rifle ABR-23 (Prototype \$500,000*)

RIF +2 N ** 3d6 200 *** 200 m

* Of course you cannot just buy a prototype, but these are good estimates of what it would cost the current owner to replace them.
** Availability is special. Currently cannot be obtained normally.
*** ROF is special, use the burst rules.

Microwavers Upon the popularity of Exotic Microwavers, a new generation of microwavers is being made. These Microwavers have many benefits of lasers without the high cost (and in some cases their weaknesses). Remember that microwave attacks are not effected by smoke or anti-laser aerosol any more than conventional firearms. Also, the EMP effects of earlier microwavers has been eliminated in these more powerful emitters (this is merely a side effect of the high power, a current design constraint, not a design choice). Therefore the only way to suffer EMP is at point-blank range or to the firer on a critical fumble.

Malorian Flashette Pistol (\$10,000)

P +1 J R Shotgun 5 1 50 m

Malorian Flashette Gun (\$15,000)

SMG +1 L R Shotgun 15 1-3 75 m

Tsunami Wave Gun (\$20,000)

RIF +2 N R 4d10* 6 1 300 m

* The Tunami Combat Microwaver uses an ultra-tight beam. instead of doing 1 point of staged penetration, it does 1d6

Tsunami Wave Cannon (\$50,000)

HVY +2 N R 6d10* 3/10 1 400 m

* The Tunami Combat Microwaver uses an ultra-tight beam. instead of doing 1 point of staged penetration, it does 1d6

MetaTag The MetaCorp is introducing a new service. Military intervention. Simply break the MetaTag card and a team of specialists will come to rescue you.

Bronze Service \$1,000 a month, \$100,000 plus expenses per use

Silver Service \$5,000 a month, \$80,000 plus expenses per use. Plus one free security consultation with a MetaCorp Security Expert

Gold Service \$10,000 a month, \$60,000 plus expenses per use. Plus monthly consultation with an experienced MetaCorp Security Professional

Platinum Service \$20,000 a month, \$40,000 plus expenses per use. On-call body guard service (if he has to guard your body in a fight, you pay \$10,000 plus expenses).

CyberAlert Bracelets (\$200, \$100 a month)

Button 1 - Medical alert: Notifies 911 system of medical emergency including your location

Button 2 - Criminal alert: Notifies 911 system that you are the victim of a crime along with your location

Button 3 - Emergency alert: notifies 911 system of an emergency (Fire, Chemical spill, etc...) including your location

Options

BioMonitor (\$100, \$100 a month above the basic service already listed)

Sends your health info for Medical emergencies and activates a medical emergency if the character is in serious condition or worse

PhotoMonitor (\$50, \$50 a month above the basic service listed)

Sends a photo of what the bracelet is pointed at when the button is pushed

AudioMonitor (\$100, \$100 a month above the basic service listed)

Sends a one minute audio recording with alert. Minute begins when button is pressed.

VideoMonitor (\$200, \$200 a month above the basic services listed)

Sends a 3 minute Video (with sound) with alert. The 3 minutes start when the button is pressed)

SensorMonitor (\$200, \$200 a month above basic services)

Has Environmental sensors that detect Hazardous chemicals, fire, and submersion. Will automatically activate button 3 if fire or chemicals are detected. Will automatically activate Button 1 if they are detected at levels high enough to be dangerous to owner

KillSwitch (\$50)

Normally bracelet cannot be deactivated (so don't take it swimming with a SensorMonitor installed). The killswitch is a button on the backside that deactivates the whole device and all of its options

TraumaTeam Option (\$500, \$100 a month plus al of the normal Trauma Team expenses)

Notifies Trauma Team when Button 1 is activated.

NetMonitor (\$100, \$200 a month)

Monitors the wearers net connection and activates button 1 when dangerous net signals are detected.

MetaTag Option (\$1000, \$200 a month plus MetaTag charges)

Notifies MetaCorp when Button 2 is activated.

Serial Number Scanner

Used by police to check Serial Numbers of cyberware. Using it requires a 15 Cybertech Roll to identify a Serial Number.

Modifiers:

+1 Target is still

+1 Target is trying to cooperate

+2 Any visible Cyberware is registered

-3 All visible Cyberware is not registered

-1 per meter distant over 3 m

-5 Serial numbers intentionally tampered

-2 Target is dodging scanner

-1 per REF over 10 for non-cooperating subject

-2 No cyberware is visible

-3 all cyberware in Nanotech

+2 linked to 'Net

+5 Linked to Law Enforcement system

-2 All cyberware is Black Market

Heart Beat Sensor (\$12,000)

Detects the electric field generated by a heart beat. Requires 15 roll vs. medical or First Aid or 20 roll vs Awareness or Electronic Surveilane/Security

Modifiers:

- +1 for each completed, consecutive second of searching
 - 1 Using sensor one-handed
 - 2 per intervening wall
- +5 No covering of upper body or intervening objects
 - 1 Heavy clothes or soft armor
 - 2 hard armor
 - 1 per intervening object
- 1 Any intervening objects or walls are solid (no air)
- 3 Any intervening objects or walls are hard rock (gypsum does not count, brick does)
 - 5 any intervening objects or walls are metal
- 2 any intervening objects or walls are insulated from conducting
 - 2 target is actively avoiding sensor
 - 1 per REF over 10 for moving target
 - 2 Target is moving at max MA
 - 3 if moving target has MA over 10
 - 5 decoy depolyed
 - 2 jammer deployed
- 3 active counter electronic warfare (makes roll of 20)
 - Success indicates target's direction and range

Heart Beat Sensor Jammer (\$2,000)

Will mask your heart beat from any sensors.

Heart Beat Sensor Decoy (\$1,000)

Really only effects heart beat sensors, but will provide a false signal to any Sensor in range.

CyberSentry

Many proximity sensors are available commercially. CyberSentry rises above the rest as an effective and affordable solution when you need to watch your back.

NovaGard \$50

NovaGard is small (the size of a cell phone) and can be attached to almost any surface (Has StayStik feet and MagFeet standard) and will emit a siren alarm when anyone approaches within three meters of it. If the correct code is not entered in the keypad after three seconds, the volume doubles and a voice message is added.

AlarmGard \$200

The sensor is the size of a matchbook and is available in many designs (including logo name plates). When anyone approaches within three meters, it emits a signal that activates the Alerter tm.

The Alerter is a receiver about the size of a cell phone. The Alerter can be deactivated by hitting a special sequence on its keypad. The alarm can be text on its screen, vibrate, beep or Alarm (alarm mode is like the first alarm emitted by NovaGard). The Alerter can receive a signal from an AlarmGard as far away as 3 km.

X-Gard \$200 for sensor and \$200 for each control

The main X-Gard module is like the sensor of the AlarmGard. Each Control is programmed to control an X-Gard-compliant device when an alert is sent. The Control Modules can receive an X-Gard signal from as far away as 1km.

SLA INDUSTRIES EQUIPMENT CONVERSIONS
converted by [Amy Luther](#)

ITB Laser Sharpener (100eb) From Ian Thomas Bradley comes this unique item for re-edging monofilament blades. While monoblades and ceramic edges will usually retain their edges throughout the lifetime of the weapon, there are unhappy occasions when the blade picks up a significant chip or nick. Since crystalline weapons do not react well to conventional sharpening techniques, ITB has developed the Laser Sharpener. Shaped like a conventional knife block, the ITB Sharpener contains a high-powered microlaser which will re-edge any monoblade in under a minute. Hand-held versions of the Sharpener are available at the same price and can be used to re-edge swords, katanas, and other melee weapons. (SLA 238)

MagHold (price varies) The MagHold is a pair of thin plates, connected to a tiny power pack, which adhere to any surface, typically the outside of a piece of armor. Simply sandwich the surface between the MagHold plates, and integral magnets will hold them in place. When a piece of equipment or a metal weapon is brought into contact with the outside plate, a pressure sensor activates a second, powerful electromagnet, attaching the item to the plate. The MagHold has been developed for use in place of knife sheaths (steel and alloy knives only, 20eb), tool belts (25eb), pistol holsters (non-ceramic models only, 50eb), and ammunition belts (cased steel alloy only, 50eb). (SLA 243)

POLY COTE by [Gary Astleford](#)

"Poly Cote" is a thin, resinous coating that is very much like the screen of a television. Most automobile dealerships are beginning to use it instead of the standard paint job associated with sports cars and luxury sedans.

The first layer of Poly Cote is a thin membrane of electronic "cells" that are actually pixels. Next, a protective lacquer is brushed over the areas, sealing the Poly Cote itself from hazards such as water, mud, etc.

Poly Cote's natural color is dull grey, just like a television screen. However, when enhanced with a small chip reader, any color imaginable can be installed. Typical chips carry up to five colors, or two "designs", which can be altered by the pressing of a button on the dashboard.

Designs are programs that use Poly Cote as a high resolution monitor for computer graphics and animation. For example, police forces in Europe, especially France, are utilizing Poly Cote's "Design" aspect for all its worth on their undercover cars. With the push of a button, a police officer can change his maroon station wagon into a billboard that flashes

"POLICE" on all angles, with alternating shades of red and blue thrown in for the eye-catching effect. If a siren is added, the set-up is complete.

The top coating, in addition to protecting the pixels themselves, stops glare and enhances reflective colors. It is certain that Poly Cote will have an astounding effect on the auto industry, and of course, it will become a prominent fashion statement.

Poly Cote (1200eb, includes chip reader and lacquer)

Chips are 100eb each, and include five colors, or two "designs"*. Typical chips include "Sport Colors," with Gloss Red, Gloss White, Gloss Black, Gloss Gold, and Chrome; and "Combat Colors," with Flat Black, Flat White, Naval Grey, Urban Camouflage, and Woodland Camouflage.

* - Prices for designs depend on the complexity of the program involved, ie : x2 for medium complexity, x3 for high complexity, etc

CYBER HERO EQUIPMENT CONVERSIONS converted by [Amy Luther](#)

Infrared Tripwire (100eb)

Just what it says - a portable infrared tripwire, consisting of a small infrared light, powered by a battery (5 hour charge) and a reflector. Both are backed with adhesive to allow their attachment to any surface. The beam has a range of 2m and is detectable with IR vision. It can be rigged to set off any type of alarm, detector, or explosive when an object passes between the beam and the reflector. (*Cyber Hero* 125)

Hand-Held Metal Detector (300eb)

Used by security forces in every major airport and monorail station in the world, these portable devices detect metal. They can be used to detect cyberware, guns, and other items of contraband. They run on a battery pack which is good for 12 hours of continuous use. (*Cyber Hero* 123)

LEO EQUIPMENT CONVERSIONS FROM DARK CONSPIRACY converted by [Amy Luther](#)

External Airlock (5000eb)

Adapted from modular airlocks designed for the NASA shuttle, this is a one-person airlock (two in a pinch) which can be connected to almost any portal. Emplacing it takes from one to eight hours of work, depending on the relative compatibility of the airlock connector and the portal. It is ideal for connecting two ships to each other, or in jury-rigging an airlock around a hull puncture. It takes 30 seconds to cycle the airlock from vacuum to 1.0 standard atmospheres. It has 10 SDP. (Dark Tek 92)

Grapple Gun (50eb)

A recoilless gun used for placing lines, used as safety lines or as handholds when going EVA without a maneuver unit. Grappnels are magnetic and trail 25m of line behind them. Once fired, the line may be slowly reeled in, bringing the firer along with it, or it may be detached and attached to another grapple, creating a stable line to travel on. Grappnels move at a delta-Vee of 50m/sec, and can reel the user in at up to 25m/sec. It does very little damage if it strikes a living target (maybe 1 point if used in atmosphere). (Dark Tek 95)

Radioisotope Tagger (400eb)

This is a small spray canister filled with a (supposedly) harmless radioactive isotope. The isotope is sprayed onto a target, who can then be followed with a geiger counter or other hand-held radiation detector. It can also be used as a practical joke in radiation-sensitive habitats, although highriders tend to view this type of prank as less than funny. Radiation absorption from the tagger is negligible -- less than your average x-ray. (*Cyber Hero* 126)

Geiger Counter (200eb)

Your classic radiation detector. You've seen them in the movies; the clicks get louder as the amount of radiation increases. Works like the radiation meter found in *Deep Space*, p. 56, except the range is much greater -- assume about 100 meters. (*Cyber Hero* 126).

EVA Multitool (200eb)

This is a tube 1.35 meters in length and 10 cm in diameter. It incorporates maneuver jets (equivalent to Hand Maneuver Units, *Deep Space*, p. 52), vacuum-rated grapnel gun (see above), radio booster module (boosts range on a hands-free comset by 200% when connected with a special adaptor), magnetic mooring pad, laser range finder, and geiger counter (5m range). It is also equipped with white locator lights which can be set for steady or strobe, and can be changed to red to indicate emergency or distress. (Dark Tek 96)

By Andrew James

IMAGE FASHIONWARE/BIOTECHNICA SAFE-SKINS™

"...grow it on a collagen base, but it's mink DNA."
- Molly (Neuromancer by William Gibson)

A range of very attractive and cleverly armoured clothing, made from a wide variety of furs, leather, and reptile skins vat grown on collagen bases. What makes this clothing unique from all other armoured clothing is that whilst still in the vat Biotechnica use nanites to weave a dense polymer thread through the skin, in effect giving the clothing skinweave armour.

Cost: Ignore the multiplier for leather, and triple the armour multiplier. (Chromebook 4)

Game Notes: Fur comes in grades of 4, 6, 8, & 10SP, Leather/Skins in grades 4 to 16SP.

All armour is one level less to spot than the equivalent level in skinweave (e.g. SP 10 is Impossible 30+ to spot).

SMART COSMETICS from Global Village

Smart cosmetics are a hot new item in the beauty salons of the world. At the moment [Cybercosmetica](#) dominates this market but smaller competitors are starting to emerge with high-tech products.

Cybercosmetica PerfectTone Cream -

This product utilises glass bead technology to bend the light as it hits the face, allowing those with damaged or discoloured skin to create the illusion of perfect skin tone in 3D. 100EB a pot (10 uses). This product allows characters whose attractiveness has been reduced by damage to the face to restore their previous attractiveness rating on a simple Disguise roll.

Eden Cosmetics DeepSleep Cleanser-

This product is a night cream that deeply penetrates the pores of the face and bonds to the dirt and smog left there by the modern world. In the morning it leaves a greyish residue which can be easily washed off with water. Also included is a very mild soporific and aromatherapy extracts to promote a deep restful sleep. This product is prized among clubbers as an easy way down from an stimulant high as well as an easy way to remove make up. Eden Cosmetics is a subsidiary of Cybercosmetica.

Activ Corp Mood MakeUp

This is a range of cosmetics including foundation and lipstick that respond to the emotional state of the wearer. The basic line changes colour when the user exhibits high levels of emotion such as anger or excitement. The power line appears to glow when the user exhibits high levels of emotion. A favourite among Arcology clubbers. Activ is also a wholly owned subsidiary of Cybercosmetica.

Cybercosmetica Stealth Foundation

This foundation is based on NASA technology for reducing glare from reflected light on it's spaceships. The foundation diffuses the light away from the face giving the illusion of less lines. 300EB for 10 uses. This can allow very old non-player characters to pass for a younger age. Vanity or misdirection ?

Activ Corp AtaGlance Eyeliner

This is a popular seller in the arcology beauty salons. It contains a non-toxic synthetic derivative of *Bella Donna* which causes the pupils of the eye to dilate. Dilated pupils are one of the indicators of heightened sexual excitement and make a person more attractive to prospective sexual partners. A +1 increase in attractiveness when dealing with characters who would find the character attractive naturally.

Eden Cosmetics UvBlocking Foundation

Already incorporated into many of their lines this cosmetic technology increases the uv blocking factor of the foundation in relation to the intensity of uv radiation on the skin. Basically it reduces the chance of skin cancer. It does get darker as more uv blocking is required.

Cybercosmetica Fountain of Youth Cream

This cream is based on an amino acid derivative that stimulate skin regeneration from within the cells. 300EB for 10 uses.

Activ Corp Smiley Lip Gloss

This product actually encourages the user to smile by stimulating the associated muscle groups. The user feels an irrepressible urge to smile. The level of inanity of the grin is controlled by the amount of lip gloss applied. Useful when you want to keep the boss happy despite his dull jokes, also useful for hiding your true emotional responses. Acts as a negative modifier (GM's call) against human perception rolls made against the wearer.

Weapon Grade Nanotech V1.0

By **Teleran Quizari**

Nanotech Weapons

This is one area in which the main CP 2020 rules seems silent. But if the applications for nanotech are impressive in the world of medicine their effect in the realm of death can be just as great. This section is not intended to be definitive, but is hopefully a start point from which your own imaginations can leap.

Nanotech Deossifier

Osteoporosis in a can. Just imagine being able to afflict a foe with near crippling bone weakness. A nasty situation to be sure. This brand of nanomachine has a very simply life span and program. Designed to pass through the skin the nanomachines make their way to the bones where they begin to remove calcium from the bones, rendering the bones brittle and weak. All impacts that do damage, and nearly 50% of sudden movements can cause bones to break. The nanites have a very short life span, only a matter of days. Once they have run their cycle the patient begins to recover, and each week of normal health will reduce the break risk by 10%. (This is for game ease, in reality the restrengthening of the bones would probably take months and months of high calcium diets. There are nanotech cures that will reverse the condition in just as short a time frame.)

Hemorrhagic Fever

This nanomachine not only kills, but is very effective. The only side effect, a long painful death. But then sometimes that's what the boss ordered. This nanite kills by attacking the blood and the bone marrow where blood is produced. The nanite damages or destroys the body's blood or blood production capability. Eventually the patient begins to bleed out from any part of the body with a route past the skin, such as: tears of blood and blood sweat, out of the ears and through the excretory systems. Many internal organs such as the eyes and lungs can fill with blood. The patient suffers 1d4 damage each day until death. The only known cure is nanotech based.

Cancer Maker

This nanite is designed to play particularly nasty games with a target's DNA (**Deoxyribonucleic Acid: The primary medium for the storage of genetic information.**). It is able to target a specific cell type, and once there find its way into the nucleus. The nanite is built to activate the various oncogenes (**Oncogenes: A normally dormant region of DNA thought to be responsible for the onset of various cancers when activated.**) in the target's DNA. The result is a lethal cancer that is inoperable under the normal procedures. The patient has up to 6 months prior to death. Again there is a nanotech cure, one that can be applied to perfectly natural cancers.

Kevlar Remover

On the streets of any modern city the police often have to deal with well armed and well armored criminals. To make matters worse the cops are not always free to use the appropriate level of response. But with the modern criminal it often comes down to kill or be killed. One way to correct this stalemate is to remove the criminal's armor. But up until now acid has been the only viable solution to kevlar's universal availability. But acid has its own side effects. The vicious acid burns have often proved enough for lawyers to free their clients, even in 2020 police brutality catches people's attention. So the police arranged with Militech to create a new brand of basic nanite, one that finds kevlar irresistible. The new anti-kevlar nanite is delivered in a paintball round, or in a liquid medium. It is capable of stripping kevlar armor of 5 SP's per round, for up to 3 rounds. It has absolutely no side effects when exposed to human tissue.

Nervous System Burnout

Nanotech can be so dangerous that people rightly fear it. As a result the most people that have even a clue about its lethal applications are more than willing to run to the nearest hospital as soon as nasty unexplained things begin happening to their bodies. Most hospitals are equipped to inject neutralizing nanites, or begin the research needed to find a new agent. Therefore occasionally a new breed of killer nanite is introduced. This is such a monster. It works on mammals in much the same way that the insecticide DDT (**a chlorinated hydrocarbons compound awarded a Nobel Prize in 1948, banned from all but emergency use**) does, by affecting the transmission of nerve impulses. DDT killed literally by burning out an insect's nervous system. The nanite based variant works under the same principal, but is designed to function slowly. The target begins to receive a +1 bonus to all initiative and reflex checks each week till death occurs on week 5. The effect is so gradual and beneficial that most infected targets will never think to get medical attention.

NanoMetallic Blades and Other Implements

This is the latest word in knife design. Before activation the weapon resembles a large knife hilt. Inside the blade is a supply of specially modified metallic alloy and a set of rechargeable nanites. The blade is equipped with a set of options, generally several different knife designs for different functions. Upon activation the nanites begin to weave the liquid metal into a rigid and very effective knife blade. The effect is oddly organic and may take a few minutes. Obviously this is not a fast weapon, but it is very adaptable and when deactivated can be hard to spot. The weapon concept can also be found in limited use models, a small supply if the liquid is provided with a one form one use nanite, the ultimate in hard to spot weapons. A liquid can be stored in a wide variety of containers and doesn't show up as metal on X-ray or metal detector, not until the nanites go back to work and rebuild the metal on the molecular level.

The other uses for this material should be obvious. A much more expensive model could allow thieves to custom create any key they need. Imagine a load of bullets that could be altered to reflect the needs of the current shoot. AP rounds can be altered into soft impact mushroom rounds for massive tissue damage, or maintain a liquid center for hydrostatic shock damage.

There are of course draw backs. The speed factor for one, don't even consider trying to pull this weapon by surprise without preparing it first. Second the implement or blade always resembles a high quality mirror for reflection. Next if the blade snaps that part of the special metal is lost, the nanites removed and deactivated. Finally if power is lost the blade is useless.

Teleran Quizari's "Why Waste Your Time?"

THE MEDTECH'S ARCHIVE

MODERN TECHNOLOGY AND YOUR HEALTH. NANOTECH IS GOOD, REALLY!

Medicine in the Cyberpunk Age V1.0

The world is a dangerous place. And in biological terms it is getting more so. As more new territory is converted to human use more unknown diseases are encountered. AIDS, and Ebola are such diseases. By 2020 this could be very much worse. But there is also a great deal more hope in 2020, at least in regards to medicine. Nanotech, cloning and cyber replacements will vastly alter the world in which we live.

Medical Techniques in 2020

Even today medical science is making huge leaps. There is no reason to assume to pace of improvements will slow in the next 21 years. But aside from cybernetics (almost available now, we have electrical muscle fibers, we just lack a true nerve to computer interface) there is very little advanced medicine in the cyberpunk world. This is strange. Especially in a world where nanotech is a common technology.

So I propose that we begin to approach nanotech from a more intelligent perspective. There is no need to go all the way to "Star Trek" type volatile-nanotech machines (able to learn and adapt). We can make medicine far more effective without using nanotech machines any more intelligent than the ones used to make muscle and bone lace. But how does a nonvolatile nanotech machine create muscle and bone lace. Well there are three options as I see it. The first is probably the one used in the game, a nanotech machine that can be programmed to perform several tasks (in this case take material A to any locations marked B and attach material A to structure 1). Each step must be painstakingly calculated and each location plotted with absolute precision. The second method allows the doctor to alter the programming of the nanotech machines during the process (this is closer to a realistic approach, I mean how much can you program a molecule sized robot to do anyway), this allows a more flexible and recyclable procedure. The last method uses all the same ideas as the second but incorporates a wider variety of specialized nanotech machines (this is the way I see things, and again please feel free to disagree with me if you wish).

So what kind of miraculous things can be preformed by this type of nanotech, and what are the drawbacks? The draw backs first. This type of nanotech machine cannot be left unsupervised, it lacks enough programming of its own to be truly independent. At the very least a control module must be included (can be part of clinic facilities or a smaller unit that can be rented out to patients). As the nanotech machines are programmable after insertion there is one other problem. If someone gets a hold of your personal nanotech frequency they can attempt to reprogram the machines and cause untold chaos (very cyberpunk by the way). However control of long term nanotech machines could be based upon an implant (after all where do those toxins binders go when they are not protecting you liver from harm, they return to an implant for new instructions and recharging).

Now the benefits. Since each person receives a personal programming set there are less chances of incompatible cybernetics and less chance of bioware malfunction (how much is up to the Gamemaster). But the major advances come in the hospital. Imagine a tank filled with a super-oxygenated medium (like the liquid breathing mix used in 2020 deep diving suits). The patient is placed in the tank that can also perform the functions of a cryotank. Suspended in the medium are a wide array of nanotech machines

(both organic and inorganic) controlled by computers at the doctor's control. The doctor is then able to program advanced medical procedures without any of the normal surgical problems. Say the patient has a bad appendix? The doctor orders a series of nanotech machines to enter the patient (injected by specialized nanotech machines that cause no cellular disruption, or breathed in directly via the fluid medium). The nanotech machines are then directed to the appendix that has been precisely mapped by on board medical imaging systems attached to the tank. One set of machines seals the appendix off from the intestine and the second group is used to detoxify any of the appendix's contents. A third group begins to cart the appendix away, moving the waste material to the rectum for elimination. The surgery takes a couple of hours and aside from a bad taste in the mouth the patient is able to leave immediately and recovery is accomplished before the patient even gets out of the tank. To make things simpler specialized nanotech machines can turn off pain receptors so there is no risk of complication by way of anesthesia. But why a fluid filled tank? The reason is simple, speed and size. If you have to inject the nanotech machines into a host then you are limited to a certain number of machines, a set size of task and the patient is forced to consume very bad tasting supplements. In the tank the nanotech machines have direct access in vast number to whole regions of the body. Imagine a patient who has been shot. Stick him in the tank (the super-oxygenated material has a side effect of destroying any gangrene bacteria that may have developed in the absence of circulation) and instruct the nanotech machines to cart away the bullet. Seal the torn arteries and veins, and then clear away all the disrupted cells that will hinder healing. Combine the tank with cyber-linked manipulators and the doctor can examine injuries and close wounds. Using nanotech machines to provide perfect sterilization. It should be noted that nanotech cannot close large wounds, the machines are far to small to pull the edges of the wound together on their own, but there again cyber-linked manipulators come in handy. This type of set up is also perfect for burn victims who must be kept unconscious due to the pain of any physical contact. The fluid is body temperature, at air pressure and its buoyancy value ensures no contact with any surfaces. And then finally the patient needs no masks or catheters. It fact it should be possible to set up sensor nanotech machines that act as a fluid links to the diagnostic computer and remove the need for any solid contact with the patient at all.

The tank above would in effect be the regeneration chamber listed in the Mekton Zeta rule book without any of the need for extremely advanced tech levels. Such a tank could also be used for major cybernetic replacement. The nanotech machines would be used to prepare the patient for surgery, and attach any nerve tissues to the electronic control systems. But this use of nanotech is very crude compared to what molecular robots could really accomplish. Toxin binders are just the beginning. What about nanotech machines designed to eliminate a particular type of virus or bacteria (how about a nanotech based contraceptives, an after the fact treatment that removes the fertilized zygote, either to storage or elimination).

How about a stomach pocket designed to digest abnormal materials from plastics to cellulose (chrome book 4 has a system for cellulose). Or how about nanotech construction facilities that turn out industrial and medical chemicals (ever wanted an unlimited amount of aspirin or CHOOH_2). Nanomachines can even create tailored molecules from endorphins (natural pain medication with no physically addictive qualities) to new types of structural polymers. There are limits however to nanotech. I cannot see a nanotech machine that can be programmed with the complexities of DNA, so no complete reworking of a character's inheritable qualities. But there are ways to use nanotech on DNA without killing the patient. Viruses work by adding their own DNA code to the host's, in a sense they add a new blueprint that only builds what they want with the cell's resources. It should be possible to cut this DNA out and neutralize it but the process would need to be repeated in millions of cells. To make this even more difficult the cell will fight back and try correct what it thinks is the true DNA sequence.

There is a material called PNA (protein nucleic acid), a material with all the information carrying qualities of DNA but built with a solid protein backbone. PNA can be built to precise specifications, and the builder has complete control over nucleic acid sequencing. Even more useful is the way PNA interacts with DNA. PNA binds to the section of DNA that it has been built for. And once bound cannot be removed by the cell. This means that a PNA strand built to block the AIDS virus would render the virus completely neutralized and unable to express itself. The problem with PNA is that the cell cannot pass it through the nuclear membrane. But attach a limited use nanotech machine to the PNA strand and it could get through a nuclear membrane in any cell assigned. The whole procedure would be controlled from either a hospital or an implanted nanotech factory. By using this method any DNA based medical problem could be corrected for (well not actually corrected for but any disease that requires an active expression of DNA could be turned off permanently, this means things like Huntington's or the various oncogenes related to cancer). Such a procedure would be able to stop lethal gene combinations from being expressed during the critical period during pregnancy and may be able to completely counter such conditions as Down's Syndrome.

Gives you something to think about doesn't it. Imagine what the little bastards could do for engineering, construction computer design... Or even killing, a nanotech poison could be deadly. And what about the gray goo scenario?

Nanotech Basics V1.0 Design Concepts

Nanotech is one of the most powerful and amazing technologies on the Cyberpunk period. Tiny little devices that can rearrange molecules to custom patterns.

But there's a great deal of confusion present over what they are, how they work...at least in theory and what they can do. This section will detail some of my views and opinions on the subject.

Basic Types of Nanotech

Unknown to most people there are several types of nanotech device possible. Even today there are many different approaches to nanotechnology. I'll list a few I've heard about and speculate on a few more.

None Organic Nanotech

This is the kind of nanotech that most people who play cyberpunk think about. It is essentially a tiny robot designed to rebuild atoms and molecules on the spot. Some interesting work is being done to design such a device but at the moment it remains only science fiction. Nanites as they are called on "Star Trek: The Next Generation" are programmable machines that can be designed to perform a wide range of very exacting tasks.

Organic Nanotech

This is the type of nanotechnology that most players don't know about. Organic nanotech has been in existence since life itself began. Cellular structures such as ribosomes do all the same things that machine based nanotech are being designed to do. A ribosome is a programmable factory that can turn out very precise protein molecules based on a DNA blueprint. Once we can custom design the molecules and the DNA code it shouldn't be difficult to create tailor-made molecules. In fact there was a project in the last 10 years to create gasoline style fuel through an organic factory. And some scientists think the next generation computers will be grown rather than built.

Structural Nanotech

This is the kind of nanotech that is currently being designed. It's the logical extension of miniaturization. Smaller and smaller components are being made, molecular motors and switches. Sensing elements based on those found in insects. All far too tiny for even the optical microscope to find, small enough that tunnelling electron microscopes are needed. Scariest thing is...this has already happened. Scientists have already designed a motor composed of a single spinning molecule...realistically at this point it has no real use...but one day.

This approach also applies to the next generation computers. An article I was recently sent indicates that one day computers may function on a truly molecular level using advances in quantum mechanics.

Volatile Nanotech

So far all the types of nanotech listed have been non-volatile. That is they need precise programs to function. Volatile nanotech is another matter entirely. It can adapt to new situations and rewrite its program as needed. It's intelligent for all intents and purposes. It's both the most potent technology ever and the biggest threat combined. How do you control or stop a molecular device that can literally take anything apart...and worse can adapt to whatever control mechanisms you have in place.

Control Mechanisms

Considering just how dangerous nanotech can be there has to be some form of fail safe involved. Nonorganic nanotech need power sources, can be scrambled by electromagnetic pulses, and can probably be stored with magnetic fields. Organic nanotech can be destroyed through a enzyme based process called lysing.

This is where volatile nanotech becomes so scary. Cause intelligent nanotech could very easily evolve or adapt to each new control mechanism. Essentially becoming impossible to control.

The Grey Goo Scenario

This is the worst case scenario for nanotech. A nanotech machine runs rampant, designed to convert any known material into a specific product it essentially renders the planet and everything on it down to scrap parts to make that product.

The Grey Goo Scenario (GGS) is the ultimate nanotech nightmare. Consider the possibilities. A nanotech machine can alter molecules. It can build them or destroy them (well not destroy, but radically alter). Now imagine a nanotech machine let loose anywhere. Designed to replicate itself with any available material. The nanotech machine can be inorganic or organic and it would have little effect on the outcome. The escaping nanotech machine would begin to reproduce at an exponential rate and could theoretically destroy the whole planet, leaving nothing but starving nanomachines. Fortunately there are some counter measures. Inorganic machines can be electrically polarized and overloaded (some may even be vulnerable to magnetic fields of sufficient strength). Organic nanomachines can be destroyed by an internal structure called a lysosome, which contains self destructive enzymes.

Genetic Diseases and Nanotech

DNA (Deoxyribonucleic Acid: The molecule that contains within its bases codes the genetic map for all life.) The stuff of life. A twin chain of nucleotides (**Nucleotides: The basic segments, that when arranged in sequences of three called Codons determines the arrangement of proteins.**) arranged in a double helix, as much for error checking as convenient storage. DNA is an important molecule, without it life would not have happened. It not only maps out the development of each organism, it also contains a record of nearly all the steps that lead to its evolution. Sections of this chain are preserved, the same sequence found in nearly all lesser creatures, back to the beginning of life itself. In order to keep DNA as accurate as possible it is designed to error check, the second strand acting as a template. But it is not perfect. Chemicals and radiation are capable of severing or altering that sequence, corrective proteins work to fix the damage, viruses are able to add new segments to existing DNA. To make matters worse the act of procreation merges separate DNA patterns to create a new one, some of those sections are not even active, and serve no current purpose. Others wait for triggers. Many diseases are caused by various malfunctions of DNA. Down's Syndrome occurs when a pair of chromosomes are joined by an unwanted third. Cancers are often caused by the expression of latent oncogenes. Some genetic diseases lead to deformities or other problems.

This is a perfect place to use nanites. Small enough to enter the nuclear membrane they are able to selective manipulate the cell's DNA. They can recode, remove or restore sections to correct birth

defects. They can be used to snip out the new genetic material injected by viruses.

Boneknit

Supplied in single dose hyposprays this medical aid can make casts and splints a thing of the past. It injects a small amount of nanites into the skin directly over a break. The busy little nanites get to work repairing the fracture or break in the bone. It should be noted that a boneknit injection will not straighten a limb, and will in fact attempt to repair the break in whatever configuration is current. The bone will take 1d6hrs to set after being aligned, then should be kept still or preferably immobilized for the next 24 hours.

Spray Cast

Though not nanotech this another useful tool for medtechs in 2020. The traditional plaster cast is heavy, and time consuming to make. The spray cast is anything but. A large canister under pressure contains a quick setting polymer foam. The medtech makes sure an even layer of foam is sprayed around the limb to immobilize it. The foam hardens with air contact into a fairly rigid cast (SP: 5, SDP: 10). The cast is porous, and unaffected by water or common environmental pollutants. It will stay intact until a specific solvent is used to remove it. The cast itself is very effective, and can immobilize a limb of up to 10 body. Numerous criminal figures have used this product to make very effective bonds.

Kevlar Remover

On the streets of any modern city the police often have to deal with well armed and well armored criminals. To make matters worse the cops are not always free to use the appropriate level of response. But with the modern criminal it often comes down to kill or be killed. One way to correct this stalemate is to remove the criminal's armor. But up until now acid has been the only viable solution to kevlar's universal availability. But acid has its own side effects. The vicious acid burns have often proved enough for lawyers to free their clients, even in 2020 police brutality catches people's attention. So the police arranged with Militech to create a new brand of basic nanite, one that finds kevlar irresistible. The new anti-kevlar nanite is delivered in a paintball round, or in a liquid medium. It is capable of stripping kevlar armor of 5 SP's per round, for up to 3 rounds. It has absolutely no side effects when exposed to human tissue.

But why has this been included here as well as in the Nanotech Weapons section? The reason is simple. In a hospital it may often be necessary to get an injured patient out of his armor or get access to an armored piece of cyberwear. How else do they do it? The options are fairly limited, nanites or a good saw...and nanites are faster, safer and cleaner.

Cancer Fighter

Cancer, one of the most unusual diseases that afflicts man. A cancer cell for some reason suddenly decides to ignore the DNA blueprint and grow out of control. Unlike regular cells the cancer cell never seems to show signs of degeneration due to aging, samples have been cultured in labs that are decades old. There are two basic types of cancer and they tend to damaged different types of cells. The benign or the malignant. Benign cancers tend to affect areas such as the brain, and while a tumor may grow large enough to threaten the patient's life it doesn't spread. Malignant cancers are worse, they can affect almost any other region of the body and have the alarming tendency to metastasize or spread, affecting larger regions. As native

body cells the regular defenses are rarely able to affect them. Chemotherapy and radiation treatment, considered the lesser of two evils are traditionally used to fight cancer. But modern advances in nanotechnology, and particularly the guided form of nanite can make cancer that much easier to combat. The nanites are guided by skilled surgeons and an advanced computer to either correct the genetic damage that triggered the cancer or remove all traces of the afflicted cells.

Nanite Drug Factory

Initially designed to provide controlled doses of insulin to diabetic patients for long periods of time, the basic nanofactory has been reengineered for a wide variety of illegal applications. These rare applications are very expensive and hardly ever sold on the street. A set of nanites is injected along with a small recharging implant. The nanites are designed to build a basic set of chemicals from available materials under triggered conditions, in the case of diabetics the level of blood sugar. With a slight alteration to the recharge implant, which also houses the sensors, and a new program the factory can be set to produce any known drug. Since this would eliminate the need for repeat business from the drug dealer it is obvious why such a device would be very expensive.

This model of nanotech is also available in a short term model, which produces the drug for up to a month before ceasing to function.

Nervous System Burnout

Nanotech can be so dangerous that people rightly fear it. As a result the most people that have even a clue about its lethal applications are more than willing to run to the nearest hospital as soon as nasty unexplained things begin happening to their bodies. Most hospitals are equipped to inject neutralizing nanites, or begin the research needed to find a new agent. Therefore occasionally a new breed of killer nanite is introduced. This is such a monster. It works on mammals in much the same way that the insecticide DDT (**a chlorinated hydrocarbons compound awarded a Nobel Prize in 1948, banned from all but emergency use**) does, by affecting the transmission of nerve impulses. DDT killed literally by burning out an insect's nervous system. The nanite based variant works under the same principal, but is designed to function slowly. The target begins to receive a +1 bonus to all initiative and reflex checks each week till death occurs on week 5. The effect is so gradual and beneficial that most infected targets will never think to get medical attention.

CIA Hardware

From the Chr-Ohm Book.

Covert equipment for CIA agents

Unlike many similar corporate Intelligence divisions, the CIA prides itself on personal equipment over and above personal cyberware. The typical CIA agent does not carry as much cyberware as many agents from corporations or even from other national Intelligence services. The CIA Paramilitary Operations Division is the exception to this rule, but even they carry a vast array of well designed and very useful personal equipment.

CIA personal equipment listed below has all been designed by and for the Central Intelligence Agency and almost never finds its way to being a classified secret to all but a handful of CIA Operations Officers. Costs, when they are given, are the official costs for the devices on CIA accounting lists (which are themselves highly classified) NOT an excuse to pick one up at a local K-Mart. Most edgerunners will have no knowledge of these devices.

EQUIPMENT

Thermal Observation Replicator (ThOR) 5000eb

The ThOR system is designed to confuse attempts at thermographic surveillance by either producing a complete mask of electrostatically generated 'heat' through which thermographs can read nothing, or by producing images of things within a room which are not actually there. The unit itself is a collection of monofilament wires which must be painstakingly laid around a room, on every wall through which the hostile thermograph may look. All these wires are connected to a small box about the size of a pack of cigarettes which can be discreetly hidden anywhere. For covering windows there is a plastic sheet which is almost impossible to detect when in place (Diff 35 awareness).

The control unit is programmed by connecting it to a computer, such as an E-Book, and programming it using an in-built system. When activated the wire grid will produce heat, either making one wall opaque to thermograph scanners by heating all the wires, or by heating certain ones to produce the image of something in the room. This can mean that when the enemy spy looks through your wall, he sees a crowd of people, where in fact there are none. Installing the system in a room requires Expert:Electronic Warfare or a similar skill, with a difficulty based on the size and shape of the room. It takes a minimum of an hour per wall for a reasonably sized room, but it is very difficult to spot. However, it is a give-away if you use a thermograph on the 30th floor and you see someone walking around three feet outside the wall.

Retina-scan Sabotage Device 1200eb

This particularly nasty device was developed for a particular mission where all doors in a building were fitted with retina scans. A CIA intrusion team went through the building and installed these on every door, so that when they were detected the guards found themselves a little slowed-down. The device is a simple electronic mechanism for routing more power to a retina scanning laser with the intention of burning out the eyes of someone being scanned. Fitting it requires opening the mechanism of the scanner and attaching the device. It can be set, with prior programming, to only be set off by a particular retina, useful for non-lethal hits or as a precursor to an assassination, or to go off when anyone uses it. The effects are complete blindness in the target.

The device is completely undetectable unless the whole scanner mechanism is examined and can be installed in less than fifteen minutes. A variation which requires a lot more time and can be detected (Diff 25 awareness) is to replace the laser itself. This gives an effective 2D6 damage laser which recharges itself with the mains power that operates the scanner.

Ghostwatch MkIV 300eb

A re-run on the old Secret Agent watch, this device is a simple timepiece containing a hidden signal transmitter (usable as a detonator) as well as a dartgun. The dart has the below statistics and can be fitted with any of the usual poisons or whatever. The skill used to fire it is Handgun. Damage is for AP purposes only, the dart does no damage itself.

EX -3 P R 1D6/Chemical 1 1 VR 20m

Monitor Illusion Device 2000eb

The MDD, called CamKill colloquially, is for rendering cameras useless for surveillance to cover CIA intruders. It is a cylinder the width of a standard CCTV lens and three or four inches long. It is attached to the end of a camera where it will stay until activated. It is a lens itself and will allow normal signals to be picked up by the camera. When activated (via remote, such as the Ghostwatch) it will loop the past few minutes into the camera and the camera will not see anything that happens in real time. The exact number of minutes must be determined by the operator, but can be from 1-30 or it can hold the still shot that it is in front of it at activation. It goes without saying that the CamKill must be attached for the number of minutes it is to loop so it can record them. Attaching the device without being seen is achieved via the CamStill (see below).

Monitor Static Imager 1700eb

Known as the CamStill, this incredible device looks like a medium sized flashlight. It is aimed at a CCTV camera and it sends interference signals which effectively freeze the picture on it. The picture given will appear to suddenly go slightly fuzzy and will flicker a little, like a 50's holoivid, and the picture will stop. Anything moving on it will be seen to stop dead. The device has an effective range of 30m and can penetrate up to SP10 walls. This is used to gain a few seconds in which to attach the CamKill.

Screen Surveillance Sheet 4000eb

This marvel of technology looks like a wafer thin transparent sheet that can be made at any shape or size. It detects minor radiation changes and it is attached to a computer workstation monitor or Vidscreen. It transmits what it detects to another transmitter within 3m which in turn sends the signals on with the range of a normal audio bug. The pickup device is attached to a Vidscreen and whatever is on the target screen will appear on the other. A bug detector in the target room will pickup the screen and the transmitter. The benefits of this technology are enormous, and this device is highly secret even within the CIA. The sheet cannot be detected with the naked eye, although touching the screen may result in the observation of a slightly too plastic feel. Price includes all systems needed except the pickup vidscreen.

Audio Mirage Device 600eb (Sniper's Best Friend)

Developed for and used by CIA snipers, this is essentially just a miniature speaker with a signal detector attached. A detector is then connected to a sniper's rifle which transmits to the speaker at the time of firing. The pickup then causes the speaker to give out the sound of a rifle report. The sound of the particular rifle used can be recorded or a different one. This device either confuses any detection equipment because the two signals are simultaneous, resulting in no fix being made, or if the sniper is using a silenced rifle then the fix will be wherever the speaker was placed, often in a tree in the opposite direction. The disadvantage is that the device has to be placed previously but snipers still like to use them. The speaker device is about the size of an assault rifle ammo clip and can run for 5 days before the signal detector battery runs out.

This device is one reason why CIA snipers earned the nickname "El Caroja" or "The Ghosts" in the SouthAm wars. The snipers hid them so well, or booby trapped them to explode later, that they... (who knows what Mao intended to write here, I'll be guessing up to you).

Weapon Concealment System 100-400eb

This is not really a device in itself, at least not an individual one. The CIA, like the corps as well as other Intelligence agencies, has a need for transporting weapons through restricted areas like national customs checks. The Weapon Concealment System is an idiot proof way of doing this. It consists of a number of ways to hide gun parts so that a check of baggage will not reveal the weapon. Barrels can be made part of the supports for a backpack, for example, and ammunition can be slotted into several things within a make-up or toiletry bag. Barrel shrouds are often disguised as part of a complex ornament or even stereo system. Each WCS is different, and techies often compete to come up with more creative ways of stashing a gun. The devices in which the gun parts are stored are always tailored to the cover story of the carrier, but for foreign travel everything is usually concealed in things a normal traveller or tourist would have.

To use the WCS, the weapon must obviously be completely dismantled, this system does not cater for quick weapon retrieval, and it must be put together again before use. This process requires a Weapons Tech roll with a minimum Average result. The higher the roll is above this then the faster it takes. The time taken with an Average roll varies with the complexity of the weapon but is around 15 mins for a normal, fairly simple handgun. Refs may allow a faster

time for a particular weapon with practise, like those US Marines assembling their rifles in under 4 mins.

A carrier is restricted in the number of weapons he can transport without attracting notice for having a large number of deoderant cans or whatever. A normal buisnessman or tourist can carry only one pistol with one clip of ammunition within an item of hand-luggage and perhaps a further small to medium SMG in a large suitcase without arousing suspicion. To carry more, the carrier must have some sort of excuse for carrying odd amounts of metal. Medias can get away with this sort of thing, as they often carry recording equipment, cameras, etc. Anything larger than a heavy SMG (and even these are difficult) cannot be transported with the WCS. Their parts are too big to hide. The WCS is not restricted to the CIA. Most Intelligence agencies have a means of transporting weapons with their under-cover agents and so do many corps. Weapons are sometimes hidden in particular places according to who designed that particular system, but the technique is essentially the same.

Detectable-Entry Nitro Spray 200eb

The Nitro Spray is a way of making entry through an armoured surface much easier. It looks like a large aerosol can except that the release hole faces straight up. The can is filled with two high-pressure chemicals which produce extremely cold temperatures when mixed. To activate, a release key is pulled from the can (by pulling the top off) and shaking for 5-10 seconds. What then emerges is a 30-second spray which emerges at about -80 celsius. This extreme cold makes hard surfaces brittle and effectively halves the SP of a surface. The entire can must be used in the process and the area covered can be no more than about 2' squared. This will allow a body to crawl through although someone bigger than body 8 may have trouble. The effects will last for about 10 mins. Bullets will shatter the affected surface, and this makes a good presursor to a load of explosive.

Cellular Interface Cables 700eb

These are the next step in interface technology. It won't be long before someone else clues onto the idea and works out how to produce it. While not actually cyberware themselves, they require interface plugs to use. A single set consists of two interface plug attachments, exactly like the ones found either end of a standard cable, except there is no cable. Instead, each one is a specially tuned short-range radio transceiver. The cellular cables give exactly the same performance as normal cables, with one plugged into the users socket and the other in the device to be used, except there is no cable in between. The signal will go through normal clothing and has an effective range of about a meter. Any bug detector will pick them up and a bug jammer will render them useless. They are often styled to look like attractive finishes to otherwise ugly sockets and are thus undetected.

Screwdriver 1200eb

This is completely normal in every way apart from the price. The design hasn't changed for over a hundred years, but what are they REALLY paying for when one of these shows up on CIA accounting lists?

The Personal Computer in 2020

In all the years I've been playing Cyberpunk there have always been a few things that I couldn't understand. The game's attitude towards home computers and their uses is one of them.

If you look at life in 1999 you see that computers are everywhere. They allowed you to reach this site and view the information stored there. You probably played a game or wrote a letter or did your taxes with it. If you're anything like me you probably have a multi-media archive of sorts set up on it, pictures and sound files. The computer may not be the center of your life but it may sometimes seem that way. Email and programs like ICQ make communications so much easier, they connect the world in ways no one could have foreseen even a few years ago. The world does indeed seem like a smaller place these days. So far on the Net there are no long distance charges so we can go anywhere at anytime to be with anyone. How much more so is this going to be 21 years from now?

This section is but the first of a series of articles that will be my attempt to explain what I think, and hope home computer use in 2020 might be like. Its going to be an odd set of articles because I'm not sure how many players actually care about what software is on their character's computer. But if it adds to the atmosphere of CP2020 its worthwhile. As before everything that follows is my opinion and as such is not ment to be blindly followed.

The Center of Your Home

In the modern era of information and automation the concept of a personal computer becomes a great deal more important. A trend that is already starting to accelerate in 1999. In order to control, coordinate and manage your life the computer has to expand its role while maintaining simplicity of use. The easiest way to do this is to enlist consumer pressure to make manufacturers design efficient and controllable appliances. Ones your computer can control easily. In the modern era a vast store of information is made available to the common user, libraries and archives are common across the net, personal user sites provide a vast array of options. Commercial products and many of the more common activities of life are available online via your handy cyberdeck peripheral. TV and radio are sent as digital media with a large selection of embedded features. Nearly everything is available in digital media, from books to music to video tapes. The computer was designed to deal with such a digital glut.

As a result in the home of 2020 the computer will be the center of your home, the heart and brains that make life managable.

Entertainment

If you look at computers today you probably find that they are generally bought for one of three reasons. Business, education and games. Entertainment is increasingly becoming a major requirement of home computer systems. 2020 with its much more jaded population is no exception. The computer is capable of acting as the heart of any owner's home entertainment set up.

1. TV: Starting near the end of the 20th century most television product was converted to HDTV format with a digital based carrier. The amount of data that could be transfered was staggering, much higher than the needs of simple TV. So why not fill the excess with information similar to that of the net. By embedding information in a backup channel the TV show could provide users with a much more informative version at their request. The potential seemed unlimited though at first only News and Documentary channels made real use of it. But once all original video material was stored on archive the ability to sort and organize vast amounts of digital data became important. Viewers can now gain access to any TV show or movie produced in the last 40 years or so. In real time at their own discession.

2. Radio: Almost all broadcasts in 2020 are digital media, and as such they are capable of transmitting more than the user normally uses. Secondary channels on news broadcasts or sports might allow text or limited visual data to be sent, although in 2020 the idea of limiting your self to one media seems a bit pointless when advanced VR peripherals make superb home entrainment an easily acquire item.

3. Components: In today's world buying a top of the line entertainment system might involve buying a large screen TV, a full digital AC-3 surround sound system, a DVD player and the other assorted components needed to use such equipment. To make it truely impressive then you need to custom design a suitable environment. This requires room, money and means that a punk in 2020 can't run as fast cause he has a few hundred pounds of obvious high tech entertainment gear. So why bother?

By buying a computer, pretty much manditory in the digital age anyway, and a good VR peripheral such as an off the shelf cyberdeck you can buy a few simple pieces of software and bang you have the ability to simulate the best listening and viewing environments. Cheap, easy, and light.

4. Pirate Broadcasts and Home Production: With a sufficiently powerful computer in 2020 it is possible for nearly anyone to produce and market their own entertainment product. Although highly frowned upon by the large Media Corps, pirate broadcasting and home production units are very very common in 2020. They can use unclaimed channels, override existing product, alter existing product or use alternative means of broadcast such as old UHF and VHF frequencies. Many people market their product, some use the home production method to sell their ideas to the Media Corps.

In 2020 it is possible to produce shows entirely without living actors, VR simulants and AI personality models can play nearly any role, and of course there are the vast lines of purchasable "Legends", anyone and anything can show up in today's bargain basement indie production. There are entire clubs devoted to the work of such rebel producers, in much the same way that mix artists came to dominate much of the dance music circuit. As a result of this VR production system sets and special effects have become entirely digital. The finished product can fall into many formats, it can be a full VR experience in three dimensions along with sensory effects, it can be interactive, or 2-D, the actors can seem real or cartoonish. The possibilities are endless.

Computer Components

The computer is a very important and versatile tool, if today's market is any indicator the one in 2020 will be filled with a much wider variety of options.

Peripherals

A peripheral refers to any part of the computer that isn't absolutely essential to its operation. Such as the mouse or the scanner. The market for peripherals is huge and always growing as new ideas are put forth. This are some of the one that might be available in 2020.

Displays

Displays refer to the ways in which data on the computer maybe viewed or used by the user.

1. Standard Flexible Display: This is the common TV substitute used in CP2020, and found in the first chrome book, it a crystal display screen capable of being folded for storage and linked to additional units to increase picture size. It is fairly cheap and provides an effective and portable 2-d viewing surface. There are newer versions, that cost nearly 5 times as much, that have touch/tactile control surfaces.

2. High Resolution Display: This is the standard display type sold in home computer packages. It is usually a solid state display capable of extremely fine detail, but is not

particularly portable. Again for higher price a touch control interface can be added.

Microdisplay Screen: This addition is often found on laptop and cyberdeck models. It allows a very limited amount of data to be present in a reasonable resolution. Most such units won't have touch controls, but some palmtop units might.

3. Times Square Data Link: With a simple to add plug-in your computer can be set to transmit data directly through an I/O port to your cyberwear allowing total privacy for viewing. For slightly more money it is possible to add a cellular link to the process allowing the user to access his computer remotely over a distance (of course some variants of ICE might be a threat via this method). When added to a verbal command set up this allows the user to make full use of his set up regardless of where he is located. Though some delay and quality degradation might be expected.

4. Cybermodem VR Interface: This is of course the most effective way to view your computer's data, through a fully interactive VR interface.

Storage

Storage or capacity is the measure of how much data your computer can hold at any one time. Unlike a cybermodem a computer has to store and handle vast amounts of data. I typically use values that are at least 50 to 100 times higher than cybermodem values.

1. Diskdrive: The hardrive may be obsolete in today's cybermodems, but its cheap and easy to build. It has a limited life span due to wear and tear of a spinning magnetic medium but hardrives can store and access huge amounts of data in a relatively small area. Values could be as high as 1000MU (I use 10megs as an MU equivalent, this means drives of up to 100gigs).>

NEW CYBERDECKS

Sony Gaijin



MU	Price	Wall	Speed	Extra
5	300	0	-1	

Don't have the money to get one of those expensive decks? No problem! The Gaijin is your solution. With the gaijin you can go to the matrix like everyone else; all it matters is your knowledge.

Ono Sendai Ninja 3000

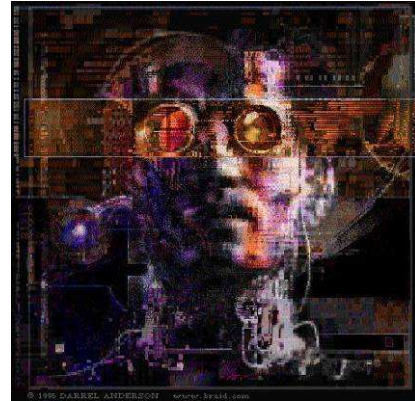


MU	Price	Wall	Speed	Extra
10	3900	2	4	

The Ninja 3000 is the perfect model for the professional runner who prefers fast action; by attacking first, you will

surprise your rivals and drive them out of the net before they can blink!

MicroSoft Condor



MU	Price	Wall	Speed	Extra
30	8500	7	5	Portable

The Condor is a special model for runners who are always moving and need a powerful tool; its small size (12cm for 10 cm) makes him less cumbersome than most.

Written by Fabiano Ferramosca, avatarnovo@hotmail.com,
images from anarchy online, trashotron and dig.com

The TekPak

by Jennifer Iannaconi

A New Idea In Storage.

The Tekpak was designed by Techies for techies. Its intent, to keep small tools close at hand without fumbling around. The basic TekPak is about 2 and a half feet long, and is about 6 inches wide. There are 18 compartments: 10 are one inch wide, 5 are two inches wide, and 3 are three inches wide. Each compartment is lined with a state of the art, pressure sensitive adhesive -similar to the one used for post-it notes- which not only holds the tool in place while you move, but keeps the compartment closed until you need it. Simply tug, and you have whatever you need. Once loaded, the Pak is then rolled into a ball, which can be fastened to a belt, around your wrist, or whatever you find most convenient. All openings are facing forward, and so nothing will get in your way. This item should sell for today's equivalent of 35 dollars, with adjustable belt would be another 10, and the smaller version at a foot and a half long (5 inch wide, 5 two inch wide, and 1 three inch wide) would probably sell for 20 (without belt of course).

Lifestyle in 2020

One of the weirder things I keep seeing implied in Cyberpunk is the general level of decay. Nothing is clean, nothing is safe, nowhere is law abiding, nowhere is there a haven from the Cyberpunk era. This annoys me on several levels. But mostly cause it seems to imply that everyone in 2020 is either an edgerunner or a corporate executive. No middle ground. Just like there are no casual computer users. Cyberpunk's world is vivid and ultimately scary because its plausible, but only if we look at the whole. A society of just execs and edgerunners couldn't function. So who else is out there and how are they living? Though part of me is wondering if this is just me being too literal about things again.

Joe Q Public

There are actually a lot of people in the Cyberpunk cities of tomorrow. The everyday people who manufacture the goods that are available, clog the streets with traffic, spend the majority of the money. They are the faceless masses that the Corporations sell to and the Medias try to sway. They are the silent majority who just wish to live out their lives. And they are the ones who follow the trends the edgerunners might start.

They are also the source for most of the edgerunners.

But as with the Net, Cyberpunk makes really very little mention of these people. I can't really say why. Maybe they aren't exciting enough. But why do all players have to come from the streets, oppression and violence has no bias, it can strike anywhere. If you've ever read the book for "The Running Man" you'll see how a normal citizen became a worthy edgerunner and made a difference. Not to mention what greed does to everyone it contacts.

How Do They Live?

Someone has to hold all the blue collar and lower level corporate jobs. We never really hear about them, we don't really care. But we should. When our edgerunners shoot it out with Arasaka Security its often these faceless masses that die in the crossfire. It is to these unknowns that the Media turns his charm. In fact the majority of people in Cyberpunk's dark future live much the same lives as everyday people today. The technology is a bit flashier, and the violence and oppression a lot more open. But they live normal lives, punching a time clock and working for a decent pay. They raise families and try to get a little better for their children than they themselves experienced. They provide all the juvie criminals that will reinforce the edgerunners of today. They also provide most of the targets.

Crowding the Street

In a city as crowded as Night City is guaranteed that sooner or later you're going to meet everyday people. Statistically certain in fact. But in cyberpunk 2020 everyone you meet tends to be a defined type with a special ability and usually some useful edgerunner skills. Personally I don't think the majority of humans in Night City even need to have stats or even histories, they are targets pure and simple, and only occasionally should evolve into more. But doesn't that counter what I've just said? No, I'm not here to tell you to make templates for everyone, or remove the street people. I just want you to remember them in future.

The everyday person is almost everywhere in 2020, they go to the store to buy food, something most punks probably never do. They buy screamsheets, they watch TV. They crowd dance clubs. they buy the latest gimmick. They make obvious witnesses, and enough of them can form a mob. They can call 911. They find things that get dropped or left behind, they shelter runaways. They clog the highways with their cars and buy the last copy of that chip you wanted. They do stupid things. And they also employ edgerunners during the day. And in case you think night will keep them away, there are still going to be winos asleep in alleys. Hell they are even on the Net.

All I'm really saying is try to remember them in your setting. They make up just as much a part of the background as the buildings and the decay. Have them flee in panic when the shots start, have them call the cops, have them get in the way. Why waste a perfectly annoying setting element?

Evolving People

I think part of the problem is that the game tends to see everyone as a possible NPC with greater meaning. Or it might just be an aspect of the games I've been part of. But there's really no need for detailed crowds, only when one of them does something noteworthy. Once they stand out then they can be made into full NPCs, but till then why worry about it?

SMART COSMETICS for Cyberpunk 2020

Author: unknown.

If you know the author, please [mail](#) me.

Smart cosmetics are a hot new item in the beauty salons of the world. At the moment Cybercosmetica dominates this market but smaller competitors are starting to emerge with high-tech products.

Cybercosmetica PerfectTone Cream

This product utilises glass bead technology to bend the light as it hits the face, allowing those with damaged or discoloured skin to create the illusion of perfect skin tone in 3D. 100EB a pot (10 uses). This product allows characters whose attractiveness has been reduced by damage to the face to restore their previous attractiveness rating on a simple Disguise roll.

Eden Cosmetics DeepSleep Cleanser

This product is a night cream that deeply penetrates the pores of the face and bonds to the dirt and smog left there by the modern world. In the morning it leaves a greyish residue which can be easily washed off with water. Also included is a very mild soporific and aromatherapy extracts to promote a deep restful sleep. This product is prized among clubbers as an easy way down from an stimulant high as well as an easy way to remove make up. Eden Cosmetics is a subsidiary of Cybercosmetica.

Activ Corp Mood MakeUp

This is a range of cosmetics including foundation and lipstick that respond to the emotional state of the wearer. The basic line changes colour when the user exhibits high levels of emotion such as anger or excitement. The power line appears to glow when the user exhibits high levels of emotion. A favourite among Arcology clubbers. Activ is also a wholly owned subsidiary of Cybercosmetica.

Cybercosmetica Stealth Foundation

This foundation is based on NASA technology for reducing glare from reflected light on it's spaceships. The foundation diffuses the light away from the face giving the illusion of less lines. 300EB for 10 uses. This can allow very old non-player characters to pass for a younger age. Vanity or misdirection ?

Activ Corp AtaGlance Eyeliner

This is a popular seller in the arcology beauty salons. It contains a non-toxic synthetic derivative of Bella Donna which causes the pupils of the eye to dilate. Dilated pupils are one of the indicators of heightened sexual excitement and make a person more attractive to prospective sexual partners. A +1 increase in attractiveness when dealing with characters who would find the character attractive naturally.

Eden Cosmetics UvBlocking Foundation

Already incorporated into many of their lines this cosmetic technology increases the uv blocking factor of the foundation in relation to the intensity of uv radiation on the skin. Basically it reduces the chance of skin cancer. It does get darker as more uv blocking is required.

Cybercosmetica Fountain of Youth Cream

This cream is based on an amino acid derivative that stimulate skin regeneration from within the cells. 300EB for 10 uses.

Activ Corp Smiley Lip Gloss

This product actually encourages the user to smile by stimulating the associated muscle groups. The user feels an irrepressible urge to smile. The level of inanity of the grin is controlled by the amount of lip gloss applied. Useful when you want to keep the boss happy despite his dull jokes, also useful for hiding your true emotional responses. Acts as a negative modifier (GM's call) against human perception rolls made against the wearer.

Rob's Magic and Games

by [daleyr](#)

Deck of Cards - \$3 per pack: This is the basic 54-card deck. A wide variety of sizes and styles are available.

Deck of Trick Cards - \$9 per pack: We have marked backs, linked decks, beveled decks, memory cards, and a host of others. We can order very special decks to suit your very special needs as well.

Set (6) of Dice - \$5: Available in a wide variety of colors, styles, sides, sizes, and materials.

Set (6) of Trick Dice - \$10: We have weighted, tops, bottoms, beveled, cut, rounded, and memory dice. Special orders are available.

Set (4) of Juggling Balls - \$16: All colors, weights, and styles available.

Set (4) of Juggling Clubs - \$32: A wide variety of styles and weights available.

Set (4) of Juggling Knives/Swords - \$280: A must for the adventurous juggler. All styles, weights, and sharpnesses in stock.

Set (4) of Juggling Torches - \$260: Both traditional and Instalites are available.

SwordStick (AP DC 4 / DC 3) - \$315: A classy addition to a magician's outfit. We have many different styles in stock.

Swallowing Sword (AP DC 4)- \$280 (personalized \$350): Either standardized straight, or specially made to suit the individual. Note: A personalized swallowing sword would make all difficulties swallowing it one level easier.

Trick Handkerchief - \$12: We have false edges, hidden pockets, and memory fibers. Other varieties are on standby.

Trick Handcuffs - \$20: All of these have a hidden release, but will function as normal handcuffs, if one doesn't know the secret. Trick striptape binders are also in stock.

Real Handcuffs - \$40: Both forged steel and striptape binders (\$12 for 20).

Flash Paper/Powder - \$25 for 1 canister or 100 sheets: A favorite of magicians for over two hundred years. We have a variety of colors and textures.

Trick Wands - \$35: False bottoms, conversion wands, and a host of other models. Specialty models on request.

General Pranks - \$5 - *GM's discretion*: Itching powder, sneezing powder, whoopee cushions, fake vomit, and anything else your imagination can conjure up.

Magic Tricks (by order) - \$5 - 5,000+: Trick boxes, disappearing cars, death defiance tricks, and anything you can design or devise we will build or order (GM's discretion).

Variations

<u>Quality</u>	<u>Complexity</u>	<u>Increase in Price</u>
Low	Simple	* 1
Medium	Average	* 2
High	Advanced	* 3
Excellent	Intricate / Undetectable	* 4

BlackHammer Approved Equipment Listings

Communications

Item	Price	Notes	Source
Advanced Communications Suitcase	8,000 eb	INT 1 Computer, CyberDeck (20 MU, +2 spd, +4 datawalls), CellPhone, Mini-Fax	CB1-4
Office Communications Suite	1,000 eb	CellPhone, Fax , Answering Machine, full call logs	CB1-5
CarFaxx 2002	500 eb	Cellular fax machine	CB1-9
Fax Plus 1000	300 eb	Takes dictation, interface-capable, can be linked to your phone link, etc...	CB3-12
VidPhone	150 eb	LapTop video phone. Can have a larger screen, pay as a monitor of equivalent size	CB2-12
Linear Beam CommLink Adaptor	200 eb	Tight beam radio linkage system for all types of radio gear	CB2-22
ECM Comm Scrambler	100 eb	Scrambler adaptor fits in any handheld or larger comm system	CB2-22
Mastoid Commo	100 eb	Glued to mastoid and temple, radio comm, 1 mile range in city, 5 miles outdoors	CP2020
Pocket Commo	50 eb	Small Walkie-Talkie radio comm, 1 mile range in city, 5 miles outdoors	CP2020
HeadSet Commo	100 eb	Walkie-Talkie headset radio comm, 1 mile range in city, 5 miles outdoors	Hound
High-Powered Commo	300%	Same designs (pocket or headset), but 5 mile range in city, 25 miles outdoors	Hound
ComLink BaseStation	500 eb	50 mile range base radio	NT-57
Modulation Chip	20 eb	Allows radios to jump from pre-set channel to pre-set channel to avoid jamming/intercept	CB3-13
Satellite Uplink	1,000 eb	4kg satellite transceiver for radio link-ups	NT-57
Three-D HoloPhone	900 eb	Tabletop holo-based video-phone	CB3-13
Pager	10 eb	1" x ½" x 2". Accepts numeric or voice pages	Hound
E-Pager	20 eb	Pager that also accepts email	Hound
Pager Service	5 eb	monthly charge	Hound
Cellular Phone	100 eb	Small cellular phone	CP2020
CellPhone Plus	250 eb	Cellular phone & NewsViewer (also accepts email) (double service charges)	Hound
Micro CellPhone	300 eb	Cellular phone that fits easily in a pack of smokes	CP2020
HeadSet Cellular Phone	250 eb	Cellular phone designed to be worn as a walkie-talkie headset	Hound
Tight Beam Cellular Mod	200 eb	1 mile short range tight-beam radio conversion for cellphones	CB3-13
CellPhone Service	30 eb	monthly charge plus roaming, time, long distance charges (avg 60 eb / month)	Hound
Voicemail	10 eb	monthly charge, unlimited messages	CB2-33
Fax Interface	75 eb	Allows the attachment of a fax machine to your cellphone	CB2-33
Digital Recorder	75 eb	Allows recording of conversations. 2 hours per chip.	CB2-33
ECM Scrambler	50 eb	Scrambles your calls	CB2-33
Video Option	150 eb	2" x 2" screen and mini digital camera for videoconferencing	CB2-33
Conference Calling	5 eb	monthly charge, 2 line conference calling, +1 line per 5 eb	CB2-33
Split Line	50 eb	Allows you to get two phone services on your phone	CB2-33
CyberModem Interface	500 eb	CyberBaud 7 Cellular deck upgrade allows cellular calls without a cellular modem (-1)	CB2-33
Call Waiting	5 eb	monthly charge	CB3-13
Call Forwarding	5 eb	monthly charge	CB3-13

Personal Electronics				
Item	Price		Notes	Source
Cab Hailer	150 eb		7cm x 5cm x 1cm, Calls a cab in D6 Minutes, 10 eb / month plus fares	CB1-5
Image Wallet	100 eb		Full scanned wallet, requires thumbprint to view contents	CB1-10
News Viewer	100 eb		Portable dataterm screamsheet service, 2 eb / hour user fee	CB1-10
Sleep Inducer	85 eb		Provides full nights sleep in two to three hours	CB1-11
DDI PrayerWare	120 eb		Wallet-sized device connects you to an ordained minister at the press of a button	CB2-13
Kiroshi Heads Up Display Goggles	150 eb		Connect to any computer for visible readouts, -3 Awareness due to distractions (-1 if off)	CB2-17
Kiroshi Heads Up Display Monocle	200 eb		As the goggles, but when off it gives no awareness penalties	CB2-17
Kiroshi Heads Up Display Mirrorshades	300 eb		Corporate Operative version (rare) of the Goggles.	CB2-17
Holo Generator	500 eb		4" x 2" x 6" box projects a chip-stored hologram	CP2020
VideoBoard	100 eb		per square foot. Flat LCD monitor, 1" thick.	CP2020
LogCompass	50 eb		Programmable inertial compass keeps track of change in direction from a fixed bearing	CP2020
Digital Recorder	200 eb		Audio recorder to datachips, 2" x 8" x 4"	CP2020
Mini Digital Recorder	300 eb		Audio recorder to datachips, size of a pack of cards	CP2020
Digital Camera	150 eb		Still images are stored on a datachip	CP2020
Visual adaptor	100 eb		Allows Optic options to be added to cameras	CB3-18
Pocket TV	80 eb		5" x 5" x 1/2" Flatscreen TV	CP2020
Digital Chip Player	150 eb		Audio / Video Digital Chip Player	CP2020
DNI Interface Cables	30 eb		Splicing cables from a cyber-operated item to interface sockets	CP2020
Low-Impedance DNI Interface Cables	200 eb		Special splicing cables as above that provide +1 on all interfaced rolls	CP2020
BinoGlasses	200 eb		Electronic Binoculars with laser rangefinder (up to 10x magnification)	CP2020
IR BinoGlasses	350 eb		BinoGlasses with IR lenses	CP2020
MagViewer	375 eb		Binoglasses with one option space from the below options	CB3-18
Passive Infrared	100 eb		option for MagViewer allowing vision in the IR spectrum & heat signatures	CB3-18
LowLite	125 eb		option for MagViewer allowing vision in low-lite situations	CB3-18
Digital Camera	75 eb		option for MagViewer installing a still-frame digital camera	CB3-18
LI Goggles	200 eb		Starlight Goggles (up to 5x magnification)	CP2020
IR Goggles	250 eb		Can see hazy background infrared sources, or normally with an IR Flashlight	CP2020
IR FlashLight	50 eb		Produces a non-visible IR beam, 100 foot range	CP2020
UV FlashLight	50 eb		Produces a non-visible UV beam, 100 foot range	CP2020
RUSH Virtual Entertainment System	500 eb		SegAtari virtual game system, requires Interface Plugs	CB2-34
RUSH Total Environment	1,000 eb		Complete virtual environment with unlimited movement	CB2-34
RUSH Multi-Player Add-On	100 eb		Allows up to 4 other RUSH players in	CB2-34
RUSH Virtual Villains	150 eb		The greatest villains of all times to play against	CB2-34
RUSH Scholar Home Learning System	750 eb		Allows you to learn skills up to level 2. Cost is per skill	CB2-34
Personal I Ching	100 eb		Glossy black unit size of a pack of smokes. Gives your hexagram and philosophical psg	Grav-68
AutoMapper	200 eb		Cellular-linked GPS mapping device for the chronically lost	CB3-16
Echolocation Goggles	1,500 eb		As the Echolocation Processor system	CB4-68
Wall Speakers	250 eb		Turns walls into massive "Woofers".	CB4-72
Global Positioning System Nav	100 eb		Instantly cross-reference your location to within 2m	Shadow
Nikon Special Vision Adaptor	50 eb		Allows still and video cameras to be attached to any visual device (scope, goggles, etc)	DarkC
dbx 162X Recorder	750 eb		Digital audio recorder that also records ultasonic and subsonics.	DarkC
Anti-Canine Sonics	250 eb		Small clip-on emits supersonics 20m range. -5 on all rolls for those who can hear it	Hound
Trauma Team Spoofer	3,500 eb		Broadcasts fake TT alarm signals. 1 in 6 chance each month it becomes obsolete.	Hound
WristCam	800 eb		Multi-Function Wristwatch with Micro Digital Still Camera	Hound

WristGear (can be made into other inconspicuous objects for 10% extra)			
Item	Price	Notes	Source
WristCam	400 eb	Multi-Function Wristwatch with Micro Digital Still Camera	Hound
Magnetic Scan Detector	+75 eb	Watch Option: Detects magnetic fields used in CyberWare and Weapons scans	Hound
Dart-a-Watch	300 eb	Timepiece and dartgun. D6-1 Dmg, ½ SP	Hound
MonoWire Spool	300 eb	+60 eb / m - Tension spool of monowire inside a wristwatch	Hound
Caltrop Watch	200 eb	Watch transforms into a caltrop	Hound
White Noise Generator	400 eb	2m radius White Noise field, Nearly Impossible to eavesdrop	Hound
Bug Detector	450 eb	Detects any transmitting bugs in a 4m radius with 80% accuracy	Hound
Window Trembler	+200 eb	Micro Vibrator makes laser mikes useless on attached window	Hound
“FuzzWatch” Radar Detector	350 eb	Alarms whenever exposed to radar. Non discriminating	Hound
Signal Tracker Watch	1,200 eb	Gives direction to pre-set tracer buttons. 70 eb per 1" button, 150 eb per ½" button	Hound
Pager Watch	150 eb	Digital Watch serves double-duty as a pager	Hound
FEN DZ-88 Det-Watch	350 eb	Shaped charge of C-6 deals 3D6 damage when timer goes off	Hound
SlamDance SpawnWatch	350 eb	Plastic wristwatch and band turn into a stiletto when triggered (D6 damage)	Hound
“Watch This” Remote Optic	600 eb	Remote cybercamera linked to your cyberoptics serves double duty as a wristwatch	Hound
BuzzSaw Watch	450 eb	Sawblade extends from side of watch to cut strip-ties and rope bonds	Hound
Digital Recorder Watch	300 eb	Multifuntion wristwatch with 20min digital audio recording	Hound
Wrist Commo Suite	150 eb	Pocket Commo on your wrist. Acts as a timepiece for 25 eb extra	Hound
Micro CelWatch	650 eb	Micro CellPhone on your wrist	Hound
Taxi Watch	350 eb	Digital Timepiece and CabHailer in one! 10eb monthly fee	Hound
Personal I-Ching Watch	250 eb	Timepiece gives I-Ching readings and philosophical quotation on command	Hound
MILITECH SecureWatch	+200 eb	Armours any watch to SP:8 and the watchband to SP:6	Hound
IEC Trauma Watch	250 eb	Watch injects one dose of a drug when faceplate is turned 90 degrees	Hound
FlashWatch	150 eb	Watch emits a beam of light 25 feet for up to 20 minutes	Hound
Watch Jazzler	750 eb	One shot version of the Gang-Jazzler lethal cyberware	Hound
“Watch Your Rads” Geiger Counter	350 eb	SuperCompact Geiger-Counter and TimePiece	Hound
InterFace Watch	225 eb	Reel for your interface cable so you don’t lose them! +100 eb for low-impedance	Hound
Laser Designator Watch	300 eb	Watch with concealed laser pointer, 40m range	Hound
Sniffer Watch	450 eb	Constantly monitors the air for up to 6 trace elements	Hound
Orbital Watch	600 eb	Universal timepiece with radmeter, pressure meter and oxygen meter.	Hound
Personal Gas Warfare Defense	750 eb	Wristband monitors for BioToxins and injects an antivenom	Hound
The Stop-Watch	400 eb	Watch and single-shot taser - stun -1 or unconscious for D6x5 rounds	Hound

Personal Gear			
Item	Price	Notes	Source
Travel Kit	150 eb	Sleeping Bag, Inflatable Pad, First Aid Kit, flashlight, 6 pajamas, carrybag, 5kg	CB1-16
Disposable Pajamas	10 eb	10 sets of disposable paper pajamas for the Travel Kit, above	CB1-16
Shower-in-a-can	3 eb	Disinfectant / Deoderant foam, just spray, wipe and go!	CB1-16
Nymph Perfume	200 eb	Pheromone perfume gives +2 to Persuasion and Seduction rolls	CB2-11
Arasaka JetSetter Executive Briefcase	2,000 eb	SP:30, SDP:10, dif 30 smartlock, AcidErase security. Nachjager trap add 200 eb	CB2-21
Binoculars	20 eb	Basic black binoculars, up to 10x magnification	CP2020
Nylon Carrybag	5 eb	Athletic bag / KitBag, with a variety of logos and sizes	CP2020
Sleeping Bag	25 eb	Compresses down to 12" x 6" x 4"	CP2020
Inflatable Bed	25 eb	Compresses down to 6" x 2" x 4"	CP2020
AutoTanner Injector	200 eb	Instant Tan! +1 ATTR for D6 days	CB2-33
Bungee Cords	10 eb	Used for almost anything from holding a load down to restraining a hostage	NT-53
Filter Mask	10 eb	Good against smog, many carcinogens, particulate matter, etc	NT-54
Fire Starter	1 eb	Did someone say “Bic Lighter”?	NT-54
Gas Mask	200 eb	US Military Gas Mask with 2 filter system	NT-55

Personal Gear			
Item	Price	Notes	Source
Sun Block - SPF:60	10 eb	Can't afford anti-UV nanotech? Ozone layer looks like swiss cheese?	NT-55
"Swiss Army" Knife	50 eb	Multi-Tool with cutting blades, screwdriver, scissors, corkscrew, tweezers, etc	NT-55
"Leatherman" Tool	150 eb	Multi-Tool with pliers, wirecutters, more cutting blades, etc	Hound
Royo BodyFree Masks	600 eb	+1 ATTR in Eurostyle environs, (+2 w/ Dif Grooming roll)	CB3-20
TechJager Stickum	400 eb	1L bottle. 3 square meters. Very Difficult Strength Feat to free your feet or floor	CB4-69
TechJager BadFumes	500 eb	1L bottle. 3 square meters. Difficult BOD or be overcome with nausea	CB4-69
TechJager FireFun	700 eb	1L bottle. 3 square meters. Ignites when stepped on for 3D6 dmg / 3 turns)	CB4-69
TechJager Burnt Almond Air Foulter	600 eb	fills a 10x10 room with Alpha-Fomorol (beta-fomorol costs 700 eb)	CB4-73
TechJager Wintergreen Air Foulter	550 eb	fills a 10x10 room with Str 6 Hallucinogen	CB4-73
TechJager Potpourri Air Foulter	550 eb	fills a 10x10 room with Str 6 Soporific	CB4-73
TechJager Spring Breeze Air Foulter	650 eb	fills a 10x10 room with Str 3 Psychogenic	CB4-73
TechJager Hickory Smoke Air Foulter	575 eb	fills a 10x10 room with Delayed Nausea gas (in D6 hours)	CB4-73
Kevlar Backpack	50 eb	SP:10 kevlar backpack	CB4-73
Plate Insert Backpack	100 eb	SP:18 kevlar backpack	CB4-73
Attache Case	50 eb	Plus style modifiers	Hound
Bullet Proof Attache Case	800 eb	SP:25 briefcase	Hound
Courier BriefCase	225 eb	SP:12 briefcase	Hound
Rain Poncho	20 eb	Plastic poncho folds down to 3" x 3" x 1/2"	Hound
Taser Wallet	65 eb	Anyone taking the wallet more than 5 feet from the owner must save vs Cool or yell	CB1
Tackle Box	40 eb	Typical tackle box. Used for storing almost any number of small things	Hound
Kodak-Disney EZ-Snap still camera	20 eb	Disposable camera with 24 shots, developing and printing included in price	DarkC
Smuggler's Bottle	30 eb	1L bottle unscrews to expose a 1.5" x 5" storage space	Hound

Survival Gear			
Item	Price	Notes	Source
Entrenching Tool	50 eb	Combination shovel, axe and saw, folds down to the size of a large book	NT-53
BackPack Stove	20 eb	Single burner stove that weighs 100g without fuel	NT-54
Canteen (10 litre)	50 eb	Large, collapsing canteen	NT-54
Canteen (1 litre)	10 eb	Personal canteen.	NT-54
Distillation Rig	400 eb	Family-sized distillation rig - can process up to 100 gallons a day	NT-54
Distillation Rig	100 eb	Personal distillation rig - can process a few gallons of water a day	NT-54
All-Weather Fire Starter	5 eb	Block of magnesium with a flint embedded in it	NT-54
Framed Backpack	200 eb	Full-frame backpack suitable for hiking and carrying heavy loads	NT-54
Tent Stove	75 eb	2 Burner stove with small oven	NT-55
Tent - 2 person	150 eb	"pup" tents or two-person dome tents, commercially made, 10 minute set-up	NT-56
Tent - 6 person	250 eb	Small family tent, really fits 4 with some comfort, 15 minute set-up	NT-56
Tent - 10 person	500 eb	Family sized tent. 20 minute set-up	NT-56
Tent - Pavilion	5,000 eb	Tent that fits 50 people or so for gatherings	Hound
Tent - Big Top	12,000 eb	Tent for huge shows and gatherings. Fits on a truck when stowed. 6 hour set-up	NT-57
Tent - Tipi	200 eb	Fits 6-8 people, 15 minute set-up	NT-57
Grapple Line	60 eb	100m line and hook fired from a compressed air "baton"	CB3-15
Climbing Spikes	75 eb	Retractable climbing spikes extend 6" below the heel	CB3-15
Esporma Environment Suit	725 eb	SP:10, SP:30 vs corrosives, air supply, etc	CB3-16
EnviroScanner	400 eb	Detects radiation & biological contamination within 7m	CB3-16
Stealth Rope	200 eb	per 100m. When touched by a special stick, stealth line instantly crumbles	Shadow
Thermal Decoy	50 eb	Military decoy - inflatable soldier at human body temperature. Size of a can of sardines	Shock47
SmartGrapple	1,500 eb	Grapple & Power Winch backpack with a cyberhand as the grapple hook. Options...	Shock48
Road Flares	20 eb	box of 6 road flares	Hound

Survival Gear			
Item	Price	Notes	Source
Micro Flare Launcher	50 eb	Size of a mini-maglight, fires full-power warning flares in red, white or green (30 ea)	Samurai
Glucose-Protein Nutritional Packet	100 eb	Produces 2 persons food per day for 3D10 days after opened if exposed to sunlight	Trinity
Camel-Back	50 eb	5 liter thin-line backpack with drinking tube	Hound
Electronic Security & Monitoring			
Item	Price	Notes	Source
Tritech Line Tap Detector	60 eb	Detects if a land-line is being monitored (80% success rate)	CB1-4
Tritech Linzap Line Zapper	350 eb	50Kv charge burns out listening devices on a phone line	CB1-4
Voice Stress Analyzer	200 eb	Size of a pack of smokes. +1 Human Perception and Interrogate rolls. DNI for 50eb	CB2-20
CCI Window Trembler	120 eb	Vibrates a window to render laser mikes useless	CB2-20
Arasaka Komaku Laser Mike	250 eb	Size & style of a polymer one shot, 50m range (-5 human perception)	CB2-20
Arasaka Mounted Laser Mike	350 eb	Mounts on a wall or ledge, 75m range, 4 hour recorder built in	CB2-20
CCI Bug Detector	200 eb	Detects transmitting bugs in a 6m radius with 80% reliability	CB2-20
CCI Bug Jammer	200 eb	Garbles radio broadcasts and bugs within 10m radius with 80% reliability	CB2-20
Line Tap	200 eb	Records or transmits data intercepted on a telecom line	CP2020
Omega Phone Tap	1,400 eb	Monitors up to 10 lines from the switching box, records to a chip or shunts to your line	CB2-21
Arasaka OmniTec Radar Detector	250 eb	100m range, size of a pack of smokes, 60% chance of triangulating the source	CB2-21
Teletronics Signal Tracker	300 eb	80% reliability, tracks bug transmissions to their listening source	CB2-21
Tritech White Noise Generator	3,500 eb	Blocks listening devices with 90% effectiveness in a 3m radius	CB2-22
Jamming Transmitter	500 eb	Fits in 3 suitcases, blocks all electronic transmissions within 1000 feet	CP2020
Tracking Device	1,000 eb	Hand Held tracking device for following tracer buttons with 1 mile range	CP2020
Tracer Buttons	300 eb	Set of six tracer buttons (1 square inch, 1/2" for double cost)	CP2020
Deluxe Tracer Buttons	600 eb	Set of six tracer buttons as above, can be turned on and off remotely	CP2020
Surveillance Kit	3,500 eb	Mini-mikes, mini-cameras, chipbugs, receiver unit, tracer bugs, camera, microphone...	CB3-18
Home & Corporate Security			
Item	Price	Notes	Source
KeyLock	20 eb / lvl	(dif 10 / 15 / 20 / 25 / 30 Pick Locks) Manual key lock	CP2020
CardLock	100 eb / lvl	(dif 10 / 15 / 20 / 25 / 30 Electronic Security) Electronic key lock	CP2020
VocoLock	200 eb / lvl	(dif 10 / 15 / 20 / 25 / 30 Electronic Security) Voice-keyed lock system	CP2020
SmartLock Door Security System	250 eb / lvl	Requires the user to interface with the lock to open the door, system, etc.	CB1-8
Scanner Plate	500 eb	HandPrint scanner, increases security rating 1 level.	CP2020
Movement Sensor	40 eb	Detects movement using IR or visible light and sonar. 95% effective	CP2020
Paper Shredder	500 eb	Destroys both hardcopy information and computer disks	CB1-8
I.D. Madgemaker	500 eb	Produces keycard and photo-ID Badges, Cookie Cutter option costs 200 eb extra	CB1-13
Detention Collar	260 eb	If the wearer exceeds 10m from the remote, it delivers D3 damage or a drug dose	CB2-13
Portable Maglock	300 eb	1kg Magnetic clamp lock is usable with any door, DIF25 to crack (+80 eb for a camera)	CB2-13
ScanMan Full Identity Scanner	2,100 eb	Uses ultrasound, thermo, magnetic and optic sensors to identify a person	CB2-22
Arasaka ScanWay Scanner Gates	2,800 eb	1 of 3: Weapons, Cyberware or Chem/Explosive detector. 95% reliability	CB2-23
Arasaka ScanWay Deluxe Gates	5,400 eb	Scans any / all of the above	CB2-23
HandCuffs	60 eb	Strong alloy handcuffs with a lvl 20 cardlock (Dif 30 to break)	CP2020
PlasKuffs	40 eb	Strong polymer handcuffs with a lvl 20 cardlock (Dif 25 to break)	CP2020
Ion Cuffs	100 eb	Cuffs disable metallic elements of the limbs they are holding (as PlasKuffs)	P&S 41
StripTape Binders	60 eb	12 Binders. (Dif 20 to break)	CP2020
Retina Scanner	400 eb	Portable scanner can record up to 250 retinal images for comparison	P&S 40

Home & Corporate Security			
Item	Price	Notes	Source
Hand Scanner	350 eb	Portable scanner can record up to 500 palm-prints for comparison	P&S 40
DNA Scanner	1,000 eb	Semi-portable scanner can analyze and record DNA prints	P&S 40
Blood Tester	300 eb	Portable scanner analyzes blood for traces of illegal and legal substances	P&S 40
Cyber Scanner	500 eb	Like a portable metal detector, but detects standard cybernetic systems	P&S 40
Ballistics Kit	600 eb	Armoured suitcase contains full on-site ballistics testing apparatus	P&S 40
Medical Examiner's Equipment Pack	700 eb	All the equipment to carry out preliminary examination before removing it to a forensic lab	P&S 40
Investigation Kit	45,000 eb	40 special scanners, 4 CyberForm Spiders and a control panel	P&S 40
Evidence Bags	6 eb	5 small ziplock poythene bags used to pick up evidence for later examination	P&S 41
Arasaka R-101 Lie Detector	5,000 eb	Briefcase unit like the Voigt-Kampff machine. 90% reliable	CB3-15
Detection Wand	175 eb	Hand-held detector for weaponry and cyberware	CB3-18
Pressure Trigger	15 eb	per square foot. Concealable pressure switch	CB4-69
Nano-Paper	3 eb	per sheet. Turns to dust when flashed with a special light (10eb)	CB4-70
HeadJammer	1,000 eb	per level. Headset that jams implanted radio and phones and deals D6 stun per level	Shadow
JackStopper	100 eb	Dummy plug injects a quick-bond epoxy into plugs. Requires CyberTech 15 to fix	Shadow
Barbed Wire	10 eb	/m. Awareness 15+, Deals D3 dmg grabbed, 2D3 walking, 3D3 running	Shadow
Concertina Wire	25 eb	/m. Awareness 10+, Deals D6 dmg grabbed, 2D6 walking, 3D6 running	Shadow
MonoWire	60 eb	/m. Awareness 20+, Deals 2D6 dmg grabbed, 3D6 walking, 4D6 running	Shadow
Acoustic Amplifier Unit	500 eb	Used to hear tumblers fall in a combination lock. +3 lock pick. Costs 150 eb to build	Hound
Electric Timelock Override	3,500 eb	With an average electronics roll, allows a timelock's clock to be spoofed	Hound

Household Products			
Item	Price	Notes	Source
TemperFoam Furniture	80 - 140 eb	Furniture that molds itself to the individual user.	CB1-13
Personal Solar Panel	100 eb	Each panel can power one 110 volt device	CB1-16
Portable ElectroPack	100 eb	Each pack can power one 110 volt device. Weighs 2kg, 6 hour charge, recharges in 2.	CB2-13
Real Wood Furniture	200 eb	per piece, real wood!	CP2020
Synthetic Furniture	100 eb	per piece, artificial wood, black plastics, etc...	CP2020
Futon	90 eb	Folding bed of Japanese origin	CP2020
Lamp	20 eb	It gives light...	CP2020
Vocal Switcher System	100 eb	Voice-activated controls for lights and appliances	CP2020
Optical Remote	100 eb	Optically triggered "clapper" system for household appliances	CB3-20
IEC SoloDrinker	110 eb	to 715 eb - Automated bartender for your home	CB3-20

Sensor Suites			
Item	Price	Notes	Source
Sonar Scanner	50 eb	Gives distance to nearest solid obstruction & detects motion w/ 30 degree angle, 120m	CB1-8
MapMaker GPS System	500 eb	GPS module with full map-making features	CB1-0
Security Scanner	1,500 eb	Hand-held device detects alarm systems 75%	CP2020
GeoTech EnviroScanner	400 eb	Detects biological and radioactive contamination within 7m as well as air purity ratings	CB2-11
Poison Sniffer	1,500 eb	Can check for a specific substance, or warns against foreign substances, 85%	CP2020
Microtech Mk4 Signal Detector	2,400 eb	Size of a book, can detect IR, UV, Microwave and radio signals, 85% up to 350 feet.	Strm-100
Wutani Motion Tracker	770 eb	Shows all movement at 75m or 125m in a 60 degree arc	CB4-71

Musical Instruments, Recording Gear, etc			
Item	Price	Notes	Source
DPI Smartsticks	800 eb	Drumsticks linked to a Synthesizer. +1 on Play Drums skill	CB1-11
Parman Touchline Drumsticks	200 eb	cost per pair, +1 on Play Drums skill rolls	Rocker
Digital Recording Studio	12,000 eb	Records up to 10 chips at once. 16-channel mixer, SmartMIDI compatible	CB1-12
CyberCam EX-1	1,200 eb	DNI-linked headset camera system with on-site editing and video-toasting	CB1-13
Nikkon America CamPod	1,000 eb	Shoulder-mounted SP8 pod camera with cordless headset viewfinder (15m range)	CB2-11
Remote CyberCam	350 eb	Fist sized cam transmits images up to 2km to video imager - equipped cyberoptics	CB2-13
Visual adaptor	100 eb	Allows Optic options to be added to cameras	CB3-18
DPI Black Box Backup SynthAmp	800 eb	Instant backup singers, each voice chip costs 10 eb	CB2-25
DPI BodyRhythm Dance Bracelets	400 eb	Radio Linked Synthesizer bracelets. Cost per pair. Must have wrist DNI jacks	CB2-26
DPI Mini-Amp	250 eb	Radio-Linked Mini Amp (15m range)	CB2-26
DPI "CyberTechnic" Guitar	1,200 eb	Smartlinked Guitar allows +1 Play Instrument	Rocker
Yamaha "SmartMIDI" Guitar	1,600 eb	Smartlinked Guitar allows +2 Play Instrument	Rocker
Washburn SoundMachine Guitar	1,000 eb	100 beat loop memory, rhythm box and 100 note riff memory (+1 perform w/o a band)	CB2-26
MultiFormat NewsCam	2,600 eb	20 mile transmission range, 6 hour tapes, etc... Think Max Headroom	Rocker
MiniCam 14	1,500 eb	2" x 2" x 6" camera with 1 mile transmission range or 10 minutes storage	Rocker
Video Camera	800 eb	Digital Video Camera - shoulder mounted version	CP2020
Electric Guitar - cheap / used	100 eb	Often doesn't even resemble a real guitar anymore... -1 Play Instrument	CP2020
Electric Guitar - good quality	500 eb	Still often doesn't look like or sound like a 20 th C Electric Guitar	CP2020
Electronic Keyboard - cheap / used	200 eb	Not much changed from the present, limited voices, -1 Play Instrument	CP2020
Electronic Keyboard - good quality	900 eb	More powerful and lighter than a modern keyboard, thousands of voices	CP2020
Drum Synthesizer - cheap / used	200 eb	Percussion Pads and a Sound Box. Fits in a couple of suitcases, -1 Play Instrument	CP2020
Drum Synthesizer - good quality	800 eb	Better quality pads and more selection of "voices".	CP2020
Amplifier - small	500 eb	Pretty damn loud	CP2020
Amplifier - large	1,000 eb	Very, very loud	CP2020
Amplifier - large and kicking	2,000 eb	Insanely Loud	Hound
Standard Drum Kit	1,500 eb	All the classic drumming stuff - toms, bass drum, cymbals, etc (normal or electronic)	Rocker
Bass Synthesizer	200 eb	Gives your band an instant bass / rhythm section	Rocker
Lyridon2 Cordless Microphone	100 eb	100 foot broadcast range mike	Rocker
CyberMIDI Effects Controller	2,000 eb	+ INT/4 to play guitar skills in person, +INT/4 to the tech's roll for sound techs	Rocker
BrainDance Vending Unit	2,000 eb	2eb to 5eb per use bar-top BrainDance unit	Rocker
BrainDance Recording Unit	12,000 eb	Interfaces through standard interface plugs to record braindance	Rocker
BrainDance Editing Unit	26,000 eb	Allows the editor to compile, edit and enhance raw braindance data	Rocker
Yamaha RX4000 Hurricane UltraSynth	2,345 eb	Super Cyber-Midi. +2 Play Instrument, allows control of multiple instruments	CB3-14
Sound Optimization System	1,000 eb	Very Difficult Electronics + Play Instrument roll for +1 Play Instrument / Perform	CB4-70

Demolitions			
Item	Price	Notes	Source
Detcord	100 eb	/ meter - 6D10 dmg - 1m rad - Triple damage if wrapped	Head10 5
Pyrokinetic Tape	800 eb	/ roll - 3D10 dmg - 0.5m rad - Triple damage if wrapped. 7m / roll	Hound
Blasting Caps	5 eb	/ cap - 2D10 dmg / cap - 1m rad	Head10 5
Ammonium Nitrate Fuel Oil (ANFO)	10 eb	/ kg - 3D10 dmg / unit - 1kg / unit - 3m rad - Chem roll DIF 15 to make (5 eb)	Hound
Nitrogen Tri-Iodide	10 eb	/ kg - 5D10 dmg / unit - 1kg / unit - 3m rad - Chem roll DIF 10 to make (2 eb)	Head10 5
Nitroglycerine	75 eb	/ kg - 3D10 dmg / unit - 1/4 kg / unit - 3m rad - Chem roll DIF 15 to make (24 eb)	Head10 5
GunCotton	30 eb	/ kg - 3D10 dmg / unit - 1kg / unit - 3m rad - Chem roll DIF 15 to make (10 eb)	Head10

Demolitions			
Item	Price	Notes	Source
			5
TNT	50 eb	/ kg - 4D10 dmg / unit - 1kg / unit - 3m rad - Chem roll DIF 20 to make (20 eb)	Head10 5
Plastique	100 eb	/ kg - 7D10 dmg / unit - 1kg / unit - 4m rad - Chem roll DIF 25 to make (50 eb)	Head10 5
Semtex III	200 eb	/ sheet - 6D10 dmg / unit - 1kg / sheet / unit - Always considered to be tamped	Hound
C6 "Flatfire"	150 eb	/ kg - 8D10 dmg / unit - 1kg / unit - 5m rad - Chem roll DIF 35 to make (75 eb)	Head10 5
Tornadium D-19 "Kaboomite"	400 eb	/ kg - 8D10 dmg / unit - 500g / unit - 2m rad - Chem roll DIF 35 to make (250 eb)	Hound
Pre-Packaged Demolitions Charge	250 eb	1 kg unit of C6 FlatFire with variable timer from 1 minute to 30 minutes	Hound
FEN Dz 25 "Det Card"	120 eb	Snap the card in half and it will explode in 20 seconds. 3D6 dmg .5m radius	CB1-47
Explosives Field Kit	1,500 eb	30 kg kit contains caps, demo tools, electrical wire, trip wire, plunger, timers, fusing cords	HoB-80
Waterproof Charges	3,000 eb	Package of 4 1kg C-6+ underwater blocks. Can minimize or enhance shockwaves	Storm-32
Thermite-In-A-Tube	90 eb	15SDP per turn cutting (3 turns). 4D6 damage to organics	CB4-72
Radio Detonator	150 eb	No metal components, choice of designer colours	Hound
Timer Detonator	60 eb	No metal components, 0 seconds to 24 hour settings, designer colours	Hound
Pressure Detonator	75 eb	No metal components, 5kg pressure required to detonate, not available as Micro-sized	Hound
Pull Detonator	75 eb	No metal components, Triggered when the ring is pulled out of the top.	Hound
Electric Detonator	150 eb	Detonates when a current over 1.5 Volts is run through it, choice of designer colours!	Hound
Sound Detonator	400 eb	Detonates when a certain volume is exceeded, normal size only, choice of colours	Hound
Light Detonator	250 eb	Detonates from a pre-set light pulse sent over a fiber-optic cable	Hound
Standard Detonators	1x cost	1cm x 6cm x 6cm square with two spikes at the back, 100 grams	Hound
Mini Detonators	2x cost	8mm diameter, 4cm long pin-shaped device, 20 grams	Hound
Micro Detonators	3x cost	5mm disk, 3mm thick. 4 grams	Hound

Food & Drink			
Item	Price	Notes	Source
Bar In A BriefCase	100 eb	2l assorted liquors and mixers, with menu and mixing instructions	CB1-16
Flavoured Cigarettes	2 eb	per pack, 15 eb per carton (Jalapeno, Chocolate, Pizza, Smoked Beef, Strawberry, Hashish flavours)	CB1-16
Biotechnica NutriSupplement	10 eb	One day's food replacement. Can be safely used for a week without penalty	CB2-11
Kibble	50 eb	per week. Mass-produced nutrient that tastes like dry pet food	CP2020
Generic PrePack	150 eb	per week. Like a TV Dinner. Not inspired, but better than kibble!	CP2020
Good PrePack	200 eb	per week. Good restaurant meals in a package.	CP2020
Fresh, Real Food	300 eb	per week. The real, fresh McCoy	CP2020
MRE (Meal, Ready to Eat)	10 eb	per meal. Enough food for a full day if you stretch it	NT-54
S.C.O.P. Tanks	2,000 eb	1 week production produces 20 man/days of food	NT-54
Enduro Drink	8 eb	Can gives +1 endurance for 2 hours	CB4-71
ArmourSaver Drink	50 eb	Can heals 2SP of skinweave in 24 hours	CB4-72

Medical & Pharmaceutical Goods			
Item	Price	Notes	Source
Portable Cryogenic Case	250 eb	2' x 2' x 1' case for moving and preserving organs and tissue. SP:10	CB2-13
Dermal Stapler	1,000 eb	Required for using SKIN on wounds of over 8 points or MedTech on 20+ damage	CP2020
CryoTank	100,000 eb	Advanced refrigeration tank to keep dying people in stasis	CP2020
MedKit	50 eb	Standard doctor's kit. Antidotes, dressings, drugs, examining instruments,	CP2020

Medical & Pharmaceutical Goods			
Item	Price	Notes	Source
		applicators	
Surgical Set	400 eb	Surgeon's tools - scalpel, retractor, probe, clamp, etc) and sterile field equipment	CP2020
First Aid Kit	10 eb	Bandages, antiseptics, simple painkillers	CP2020
First Aid & SnakeBite Kit	20 eb	As above, but includes basic anti-venoms and snake bite serum	NT-55
AirHypo	100 eb	"Bones McCoy" forces liquid through the skin with compressed air	CP2020
Hypo AutoInjector	30 eb	Automatic needle for hypodermic injections	Hound
Drug Inhaler	35 eb	"Rocket" holds powdered drugs and gives pre-determined doses with compressed air	Hound
MedScanner	300 eb	Readouts for body temp, heartrate, etc, +2 Diagnose Illness	CP2020
Drug Analyser	75 eb	Determines purity of a drug of a known (pre-programmed) composition	CP2020
Archaeesthetic	1,000 eb	10 minutes to connect, gives +1 Diagnose and +1 Medtech	CB3-6
RapiDetox	1,500 eb	Machine clears the blood of drugs, allows Pharmaceutical check every turn to neutralize	CB3-6
Blood Substitute	150 eb	+1 to Stabilization rolls	CB3-6
Limb Preservation and Transport Unit	500 eb	Mini Cryo-Tank for transporting limbs and organs	CB3-6
Portable Intern Unit	1,200 eb	Briefcase unit gives +2 to Diagnose and +1 to Stabilization	CB3-7
CyberCast / ExoCrutch	3,000 eb	-2 to all actions using the limb, but even full use counts as full rest	CB3-7
AutoMedic	1,200 eb	30 kg suitcase provides First Aid base 15 and Med Tech base 10	HoB-81
Pill Case	10 eb	Slim case holds 50 tabs or caps and has a small slit for a few derms	Grav-68
Auto Tab Applicator	200 eb	Cuff attached to arm or leg that applies 10 dermal patches at pre-determined times.	Cspace
Regen Complex 6 (SKIN)	300 eb	10 Uses of nano-skin, heals 4 damage to target	Interface
Priapan Spray	15 eb	Single dose applicator, provides +2 stabilization, +1 stun saves. 10 dose can costs 75eb	
Toxi-Stoppers	2,000 eb	Instant sobriety from most drugs, toxins, nerve gasses and so on	Shock47
Trauma Stabilization Foam	150 eb	350ml bottle of fast hardening foam (SDP:20 / Str 20) for instant casts, with solvent	Trinity
Day In Hospital	100 eb	For Serious and Light wounds	Hound
Day In Intensive Care	350 eb	For Critical and Mortal wounds	Hound
Tech Tool Stuff			
Item	Price	Notes	Source
A-Frame	100 eb	Wheeled carriage and winch for pulling and installing engines	NT-53
Advanced Alarm Removal Kit	290 eb	+1 TECH vs electronic locks, security scanners and movement sensors, etc	CB1-14
Air Compressor	400 eb	Compressor for use with pneumatic tools, paint sprayers, etc.	NT-53
TechScanner	600 eb	Handheld Microcomp runs diagnostics on motors and displays schematics	CP2020
Francesca Techscanner	1,200 eb	Stylish scanner gives +1 diagnosis on tech jobs, and +1 Wardrobe & Style	CB3-8
Cutting Torch	40 eb	Oxy/Acetylene handheld torch cuts up to SP:10 per turn (D6 damage)	CP2020
High Powered Cutting Torch	200 eb	Oxy/Acetylene handheld torch cuts up to SP:20 per turn (2D6 damage)	CP2020
Thermite Lance	600 eb	Oxy/Aluminium/Iron handheld torch cuts up to SP:40 per turn (4D6 damage)	CP2020
Tech ToolKit	100 eb	4" x 16" x 2" case of basic tech tools	CP2020
Basic Tech Kit	500 eb	Full sized tool kit	NT-53
Farinata Tech Tool Kit	350 eb	Styling tech tool kit, +1 Wardrobe & Style	CB3-9
Buschsterhude Tool Kit	1,000 eb	Customized tool kit. +1 repair and construction rolls	CB3-12
B&E Tools	120 eb	BoltCutter, LockPicks & Tension Bar, Crowbar, GlassCutter & Suction Cup	CP2020
Electronics ToolKit	100 eb	4" x 16" x 2" case of basic electronics tools and parts	CP2020
Farinata Electronics Tool Kit	350 eb	Styling electronics tool kit, +1 Wardrobe & Style	CB3-9
Protective Goggles	20 eb	Eyewear for welding, machining, etc	CP2020
Rope	2 eb	per foot. Braided synthetics can hold up to 1,000 lbs	CP2020
Breathing Mask	30 eb	Nose and mouth coverage with replaceable filters (10 eb per 10)	CP2020
CardLock Decryptor	500 eb	Gives +5 to attempts to break a CardLock	CP2020

Tech Tool Stuff			
Item	Price	Notes	Source
VocDecryptor	1,000 eb	Gives +5 to attempts to break a VocoLock	CP2020
Interface Monitor	800 eb	Gives +2 to CyberTech, takes 30 min to hookup, disables cyberware during repairs	CB3-5
Micromanipulator Rig	3,000 eb	Requires Machine Link, +1 CyberTech, Electronics, Cyberdeck Design, Weaponsmith	CB3-5
Tripod Waldo Set	800 eb	Provides an extra set of hands to help you work, requires MachineLink	CB3-10
Spider MicroWaldo Bracer	700 eb	Requires MachineLink, +1 to all repair and construction rolls on small/complex stuff	CB3-11
“Mite” Diagnostic Remote	400 eb	1 cm x 1 cm Micro Camera Remote (+100 eb cyberlinked)	CB3-11
Pembroke Techscanner	1,500 eb	Gives +2 TECH to investigate and repair stuff. 100eb/month for updates	CB3-12
Hand-Crank Generator	50 eb	Last ditch power source	NT-53
Small Generator	250 eb	Suitcase-sized. Enough juice for up to 6 appliances. 1 gallon CHOOH2 / 4 hours	NT-53
Large Generator	1,200 eb	Good for several houses of power. 1 gallon CHOOH2 / 30 minutes	NT-53
Hydrogen Generator	10,000 eb	Enough juice for a small town	NT-53
Gun Cleaning Kit	50 eb	Everything to keep your gun clean	NT-53
Master Mechanics Tool Kit	25,000 eb	Every diagnostic tool, pneumatic, electric & hand-held tools, and hundreds of gadgets	NT-54
Hand-Driven Air Pump	10 eb	Just like yer old bicycle pump	NT-54
Bolt Cutters	25 eb	L concealable bolt cutters with alloy teeth / jaws	Hound
Glass Cutter	5 eb	Suction unit, cord and glass blade unit	Hound

Glow Gear			
Item	Price	Notes	Source
FlashTube	2 eb	25 foot range flashlight	CP2020
FlashLight	10 eb	100 foot range flashlight	CP2020
MagLight	50 eb	120 foot range SP:8 flashlight	
GlowStik	1 eb	Chemlight in a 6" plastic tube. Shake and Break to activate, lasts 6 hours	CP2020
Flash Paint	10 eb	per pint. Fluorescent pain gives off light equal to a glowstick, lasts 4 hours	CP2020
Flash Tape	10 eb	per foot. Same as a glowstik, lasts 6 hours, available in a variety of widths	CP2020
Flash Rope	15 eb	per foot. Can hold up to 800 lbs, battery powered.	Hound
DNI Flash Cables	80 eb	Splicing cables from a cyber-operated item to interface sockets. Choice of colours	Hound
Low Impedance DNI Flash Cables	300 eb	Special cables as above that give +1 on interfaced rolls. Choice of colours	Hound
Glow Cube	40 eb	2" glow cube. Works on batteries. Illuminates 15m radius	Gamma
Micro-Lights	6 eb	Disposable coin-sized lighting unit. 5m radius, lasts 2 hours	Hound
Glow' Brella	10 eb	Umbrella with a fluorescent handle and shaft that turns on when opened	Hound
FlashKnife	50 eb	Switchblade with built-in mini-light using red or green LED lights	Hound

NuSCUBA and Diving Gear			
Item	Price	Notes	Source
“Islander” Rebreather	150 eb	Mouthpiece and backpack. 20 minutes rebreathing. MDD:30m	Storm-29
“Aquamax” Tank Unit	500 eb	EV1 dive system (tank, mask, weights, pressure gauge, fins). 60 minutes. MDD:50m	Storm-29
“Deepstar” Tank Unit	2,000 eb	EV2 dive system with HUD & Dive computer. 180 minutes. MDD:100m	Storm-29
“Deep Blue” Rebreather	2,600 eb	EV:2 rebreather in backpack, wesuit, HUD & Dive Computer. 10 hours. MDD:100m	Storm-30
“Depth Charge” Dive System	3,250 eb	EV:3 insulated & pressurized dive system like Deep Blue. 10 hours, MDD:200m	Storm-30
UnderWater Cutting Torch	50 eb	Flashlight-sized torch cuts 10SP per round, 50 round duration	Storm-32
Removable Fuel Slugs	30 eb	Small fuel tanks for refueling the cutting torch	Storm-32
Emergency Beacon Set	150 eb	Two transponders and a receiver set. 2kg receiver. 30 km range	Storm-32
Emergency Beacon Transponders	25 eb	For use with the beacon set. 30 km range	Storm-32

NuSCUBA and Diving Gear			
Item	Price	Notes	Source
Portable Sonar	95 eb	Pistol grip and graphic display like a motion tracker. 50m range	Storm-32
Diving Suit Maintenance Kit	115 eb	Simple toolkit with a lot of patches	Storm-32

Zero-Gee and Space Gear			
Item	Price	Notes	Source
Slosh Bag	65 eb	Sleeping Bag style bath for use in 0-G.	CB1-16
Hand EVA Maneuver Unit	100 eb	Takes 30 seconds to prep, provides 150m/sec of Delta-Vee	Space-52
Replacement CO2	5 eb	Extra canisters (150m/sec Delta-Vee) for the Hand EVA unit	Space-52
BackPack EVA Unit	800 eb	Attaches to the bottom of a suit pack, three minutes to prep, 500m/sec Delta-Vee	Space-52
Manned Maneuver Unit	3,000 eb	Full backpack design. 10 minutes to prep, 2000m/sec Delta-Vee	Space-52
1 Man Bubble Shelter	300 eb	24 hour shelter for 1 person, 1000km homing beacon, etc	Space-52
4 Man Bubble Shelter	600 eb		
6 Man Bubble Shelter	800 eb		
Emergency Bubble	150 eb	Weenie version of the Bubble Shelter. 3km homing beacon, 2 hours air	Space-52
PowerDriver	100 eb	With 15 interchangeable heads and counterrotating adaptor.	Space-52
Vac-Solderer	50 eb	Soldering iron with vacuum suction to pick up stray solder	Space-52
Mini-Vac	30 eb	For cleaning up after EVA, spills, etc.	Space-52
MicroTools	15 eb	Tiny tools - screwdrivers, probes, calipers and small electronics tools	Space-52
Combo Flash	5 eb	Flashlight with strobe flash in the base and adjustable beam in front	Space-52
Tech Scanner	150 eb	Designed to analyze problems in properly equipped panels	Space-52
Sniffer	20 eb	Detects levels of standard atmospheric gasses. 90%	Space-52
Pressure Alarm	2 eb	Barometer alarms when change in pressure exceeds 5%	Space-52
Radiation Meter	100 eb	2m area scan, gives reading in rads or millirads	Space-52
Velcro	1 eb	12 Velcro Strips, good for attaching things to other things	Space-52
Drink Bottle	2 eb	1 liter sports bottle with filling valve. Every highrider has one	Space-52
Lap Pad	100 eb	basically an eBook with a pen interface	Space-52
Personal Rad-Meter	5 eb	Keeps track of rad exposure	Space-52
Electro-Stick Pad	20 eb	Hand-held electromagnet for holding onto metal hulls	Space-52
Rail Key	5 eb	Designed to grab the moving cable "rail" in most habitats	Space-52
Gripper Slippers	5 eb	Velcro Slippers!	Space-52
Standard Space Suit	15,000 eb	SP:10, RSP:2, 8 hours operation, 3 minute don-time	Space-59
SkinSuit	2,500 eb	SP:6, 80 minutes operation, 2 minute don-time	Space-59
WorkSuit	20,000 eb	SP:16, RSP:3, 10 hours operation, 4 minute don-time	Space-59
BattleSuit	50,000 eb	SP:25, RSP:6, 8 hours operation, 8 minute don-time, +1 Strength	Space-59
RadSuit	30,000 eb	SP:16, RSP:6, 10 hours operation, 4 minute don-time	Space-59
Mars Suit	15,000 eb	SP:7, RSP:2, 7 hours operation, 3 minute don-time	Space-59
Goop Balls	2 eb	for 10 balls - covers a 5cm hole	Space-19
Slap Patch	5 eb	cover a 30cm x 30cm area	Space-19

Emergency Services and Insurance			
Item	Price	Notes	Source
Trauma Team Full Body Life Coverage	500 eb	monthly fee. No per-minute charges, but must pay ammo, fuel, damage, etc (D6+1 minute response time)	CP2020
Trauma Team Corporate Coverage	1,500 eb	monthly fee. ½ of Fuel and ammo costs covered. Transported to nearest friendly corp (D4+1 minute response time)	IF:1-1
Trauma Team Corp Exec Coverage	2,000 eb	monthly fee. All expenses covered except damages. Otherwise as corporate coverage	IF:1-1
Trauma Team High Priority Coverage	3,000 eb	monthly fee. All expenses covered except vehicle / personnel loss	IF:1-1

Emergency Services and Insurance			
Item	Price	Notes	Source
		(D4 minute response time)	
REO MeatWagon Coverage	½ Price	+1 minute response time	Hound
Militech Personal Evacuation	400 eb	plus 300 eb monthly fee. Break card and a security squad arrives to evacuate you in D6 minutes. Ammo & Medical Fees are ½ covered.	CB1-14
911 Card (Blue)	50 eb	Break card and 1 officer will arrive in D10+10 minutes	IOI
911 Card (Dark Blue)	80 eb	Break card and 2 officers will arrive in D10+10 minutes	IOI
911 Card (Silver Trim)	100 eb	Break card and 1 officer and 1 CyberHound will arrive in D10+5 minutes	IOI
911 Card (Gold Trim)	250 eb	Break card and a 4 officer combat patrol will arrive in D10+5 minutes	IOI
911 Card (White & Silver)	1,500 eb	Break card and an air unit will arrive in D8+2 minutes	IOI
911 Card (Black & Gold)	5,000 eb	Break card and a C-SWAT SPAR Team will arrive in D8+2 minutes	IOI
Health Plan	200 eb	per month, plus 20 eb / year of age over 22. Covers 80% of medical expenses	CP2020

Non-Cybernetic Upgrades			
Item	Price	Notes	Source
SPM-1 BattleGloves	900 eb	2D6 Punching, 3D6 Crushing, 3 option spaces, -2 WA	CP2020
SPM-2 BattleGloves	1,200 eb	2D6 AP Punching, 3D6 Crushing, 3 option spaces, -1 WA	PacRim
SPM-2 CyberGloves	1,000 eb	2D6 Punching, 3D6 Crushing, 1 option space, SP:15, -1 WA	Hound
EarBug Hearing Protection	400 eb	(pair) Sound Editing and Level Dampening	Hound
SmartGoggles	200 eb	Goggles can mount up to 4 CyberOptic options	CP2020
SmartShades	450 eb	Mirrorshades that can mount up to 2 CyberOptic options	CB3-3
SmartGoggles Protective Edition	450 eb	SP:15 Goggles with Image Enhancement, Anti-Dazzle and 2 option spaces	Hound
Monnikkan BattleBoots	750 eb	2D6 Kicking, 2 option spaces, -2 WA	Hound
Peril-Sensitive Contacts	60 eb	Provides single-use protection from flash weapons. Must be removed after used	Hound
Light Intensification MirrorShades	400 eb	Mirrorshades with LowLite and no option spaces	Hound
Multi-Visor	300 eb	Visor must be attached to a helmet, can mount up to 3 CyberOptic options	Hound

ChipWare			
Item	Price	Notes	Source
Common MRAM & APTR chips	100 eb / lvl	Personal Grooming, Wardrobe & Style, Swimming, Languages, Dance, History, First Aid, Driving, Motorcycle	CP2020
Standard MRAM & APTR chips	150 eb / lvl	Expert Skills, Accounting, Anthropology, Biology, Botany, Chemistry, Geology, Zoology, Basic Tech, Education & General Knowledge, Mathematics, Physics, Cryotank Operation, Disguise, Electronics, Pick Lock, Pick Pocket, Weaponsmith	CP2020
Hands On MRAM & APTR chips	200 eb / lvl	Fencing, Handgun, Melee, Operate Heavy Machinery, Rifle, Aero Tech, Basic Tech, Electronic Security, Forgery, Pharmaceuticals, Martial Arts (x1), Wilderness Survival	CP2020
Specialty MRAM & APTR chips	300 eb / lvl	CyberDeck Design, Gyro Tech, Martial Arts (x2 to x4), Programming, SMG	CP2020
Rare MRAM & APTR chips	400 eb / lvl	AV Tech, CyberTech, Demolitions, Pilot, Martial Arts (x5), Heavy Weapons	CP2020
SKILL CHIP - notes		Skill chips can be bought up to level 3 at the above prices. Each level above level 3 doubles the price.	
Short-Term MRAM	10% cost	Level 1 & 2 MRAM chips with 3 hours duration. Dif 25 Programming / Computer Language roll to re-encrypt the chip for an additional 3 hours.	
Memory Compression Skill Chip	400 eb	Allows for storage of multiple skills on one chip. If total level exceeds +4, double price per total level above +4. Price does not include cost of the skills.	
24 hr Photomemory Chip	1,500 eb	dif:12 INT roll to remember anything recorded on the chip.	
12 hr Sensory Record Chip	1,000 eb	EPROM that records sensory stimuli. Often somewhat cryptic...	
Adrenaline/Endorphin Surge Chip	800 eb	Ignore sleep & food for 48 hrs. +1 BOD for 1 min 3/day. -1 dmg level for wound effects	
Ambidexterity Chip	800 eb	Allows off-hand use at no penalty	
Independent Ambidex Chip	250 eb	Needs the ambidexterity chip & 2 optics. Allows the arms independent action	

ChipWare			
Item	Price	Notes	Source
Auditory Recognition Chip	150 eb per level	Requires Sound Editing. Adds to Specific Knowledge rolls to ID sounds. Models include Techie, Corporate, Military and Rocker.	
Biomonitor Chip	200 eb	Acts as a Biomonitor. Full bonuses with Times Square, otherwise you must concentrate.	
Business Trip Chip	500 eb	per level - Language +1, Culture +1, Business Law or Wardrobe +1. Max of level 2.	
Courier Chip	600 eb	Loads the data into the courier's brain, locked until a codeword is spoken.	
Crypto Chip	600 eb	per pair - Language Encryption for secure communication, come in sets of 2, 4, 6 and 8	
Daytimer Chip	50 eb	Gives perfect time.	
DeathTrance Chip	1,000 eb	Fakes death (Dif:25 to notice) in 1-3 minutes, recovery by set timer	
Diet Chip	85 eb	"Fish N Chips" chip makes you feel full.	
Digi-Tone ID	100 eb	Needs CyberAudio - will give the phone number of any number dialed that you can hear	
Maximum Lover Chip	1,300 eb	Kama Sutra and pickup line database provide +2 Seduction	
Modus Operandi Chip	1,200 eb	Allows 1 yes/no question about behaviour per success INT dif 15. See CB1 pg 73	
MindGame Chip	40 eb	SegAtari 99-Type Mind Games - video games in your head!	
Navigation Chip	350 eb	Orientation Chip with a map of the local city.	
Orientation Chip	250 eb	Requires Phone Spline or Radio Link. Acts as a GPS	
Poseur Chip	700 eb	Specific Knowledge (person) +2, Perform +1. 200 eb for nervous twitches and habits.	
Security Chip - Max Erase	50 eb	When data on this chip is erased, requires an Impossible Computer roll to recover.	
Security Chip - Burner	100 eb	When this chip is removed without a proper mental command, it melts.	
Shape Recognition Chipware	500 eb	Requires Times Square. ID's specific shapes in a scene.	
Sleep Chip	400 eb	Sleep Inducer. Can cause insomnia after prolonged use. (see CB3, pg 37)	
Space Chip	800 eb	Space Survival +2, Highrider Culture +1	
Special Operations Chip	800 eb	Language +1, Geography +1, Wilderness Survival +1, Spec Know: Police or Military +1	
Stress Chip	350 eb	Reduce stress by 1 per D6	
Stutter Chip	310 eb	Requires Times Square and Targeting. Designate "friendly" targets for smartguns.	
Tourism Chip	450 eb	per level - Language +1, Culture +1, General Knowledge (local) +1. Max of level 2	
Visual Recognition Chip	100 eb	per level - Requires Times Square. Adds to Specific Knowledge rolls to ID items. Models include Techie, Corporate Officer, Military, Rocker, Secretarial and Police.	
Voice Stress Analyzer Chip	400 eb	Provides +2 on human perception rolls.	
ChipLok	150 eb	Electronic Locking Plate over your chipjack.	
Twitcher	900 eb	Chip gives -3 on all REF skills and stops all chipped skills from working	Shadow