

<i>Cyberware</i>	<i>Surg.</i>	<i>Description</i>	<i>Cost</i>	<i>H.L</i>	<i>Book</i>
FASHIONWARE		COSMETIC CYBERWARE			
Biomonitor	N	+2 to Resist Torture & Drugs	100	1	CP20
Skinwatch	N	Subdermal timepiece	50	1	CP20
Light Tattoo	N	Decorative tattoo	1-20	.5	CP20
Shift-tacts	N	Color changing contact lenses	1-200	.5	CP20
ChemSkins	N	Color/pattern changing skin tints	200	1D6/2	CP20
Synthskins	N	Color/pattern changing artificial skin	400	1D6	CP20
Syhtskin Tuning Chips	N	Stores different patterns/colors for Synthskin	100	0	CP20
Techhair	M	Color/light emitting artificial hair	1-200	2	CP20
Kill Display	N	3 digit display	100	1	Chr2
Turn-On Nails	N	Colour change nails	25/200	1	Chr3
Show-Off Nails	N	Pattern changing nails	45/425	2	Chr3
Transparent Skin	M	ATTR -1, -4 for face	1000/m	3D6/m	Chr3
Mood Skin	N	Changes colour based on mood	200/m	1D6/m	Chr3
Dermatech Logo-Line Tattoo	N	Logo Tattoos	10-200	.5	Chr4
Nu-Tek TVSkin	M	Your skin can become a vidscreen	600	1D6+4	Chr4
Advanced Biomonitor	MA	Includes ability broadcast information over 2km		(1D6/2)-1	CB3
Cyberware Customisation					
Etched Design	N	-2000eb if done before installation	20-3000	0	Chr1
Unusual Colorization	N	+2000eb if already attached to body	25/inch ²	0	Chr1
Unusual Optic Colorization	N	+2000eb if already attached to body	50/Optic	0	Chr1
Limblite	N	+Control Chip 700eb/Processor (1D6-1hc) 1000eb	750	1-2	Chr1
Custom Cyberware	N	Modified cyberware	Cost x4	0	Chr1
NEURALWARE					
Neuralware Processor	M	Basic processor. Must have for all systems	1000	1D6	CP20
Kerenzikov Boosterware	N	Adds +1 to Initiative for every level up to +2	500	1D6/2D6	CP20
Speedware (Sandevistan)	N	Adds +3 to Initiative for 5 turns	1600	1D6/2	CP20
Tactile Boost	N	Increased sensitivity. +2 to touch Awareness	100	2	CP20
Olfactory Boost	N	+2 Awareness/track via smell. Locate scent 50%	100	2	CP20
Pain Editor	N	Allows Endurance checks at 2 diff levels lower	200	2D6	CP20
Cybermodem Link	N	Allows direct connection to a cybermodem	100	1	CP20
Vehicle Link	N	+2 to direct cybercontrolled vehicle operation	100	3	CP20
Smartgun Link	N	+2 to Smartgun attacks	100	2	CP20
Machine/Tech Link	N	Allows control of autofactories, & machines	100	2	CP20
DataTerm Link	N	Allows downloading from DataTerms	100	2	CP20
Interface Plugs	M	Allows direct connection to smartguns, etc.	200	1D6	CP20
Chipware Socket	N	Holds 10 chips. Can "run" number of chips =INT	200	1D6/2	CP20
Mag-Duct Spots	N	As interface plugs, but only a +1 bonus	220	1D6/2	Chr1
Tactile Boost Linkage	N	Links Tactile Boost to Sexual Implant (addictive)	150	0	Chr2
LiveWires	M	Prehensile interface cables	400/200	2D6	Chr3
Pacemaker Coprocessor	N	Restarts heart when attacked by ICE	150	2	Chr3
Super Compact Braindance	CR	Braindance recorder that fits on back of head	15,000	2D6	Chr3
Model 100 Plugs	MA	+2 vs Black Ice, -2 for anything else	100	2D6	Chr3
Taste Boost	M	Heightened sense of taste	100	2	Chr4
Cyber-Detection Computer	M	Reconnaissance/Detection device, need M/T link	3000	1D6+3	Chr4
Echolocation System	N	Can see in complete darkness, -1 Awareness	800	1D6/2	Chr4
Lockdown	N	Uses cyberaudio to locate snipers	300	1D6	Chr4
ChipLok	-	Locks chips in place	150	-	Chr4
Boostmaster	N	+1 REF with both types of boosterware	650	1D6/2	SOF
Subdermal Smartgun Link	M	Weapon only version of Mag-Duct Spots (+1)	220	1D6/2	UK

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Braindance Plugs	M	Allows connection to Braindance Recorder	200	1D6	RB
Neural ULF Transceiver	N	Send and receive voice/data. Range 15km/unlim	200	1D6/2	SF
Universal Link	N	Combined linkage	400	4	I1.3
Positronic Enhancer	MA	+2 to INT, 10% chance of overload and fits	2,000	1D6	I1.3
Braindance Apdaptor	N	Allows chipware socket to run Braindance	100	0	I2.1
Wirehead Unit	M	Stimulates the pleasure centres of the brain	1,500	0	I2.1
IMPLANTS		CYBERWARE PLACED IN THE BODY			
Nasal Filters	M	Stops gases, fumes. 70% effective	60	2	CP20
Gills (Fresh water)	MA	Water breathing system, good for 4 hours	400	3D6	CP20
Gill Toxin Filters	M	Filters toxins for 1 & 1/2 hours	200	2	SA
Saltwater Gills	MA	Saltwater breathing system, good for 4 hours	600	3D6	SF
Independent Air Supply	MA	Good for 10 to 25 minutes	300	2D6	CP20
Independent Air Supply +	MA	Air for 50 minutes	600	3D6	SA
Mr Studd Sexual Implant	MA	All night, every night. +1 to Seduction checks	300	2D6	CP20
Midnight Lady Implant	MA	Sexual implant. +1 to Seduction checks	300	2D6	CP20
Contraceptive Implant	N	Good for 5 years. 98% effective	100	.5	CP20
Subdermal Pocket	M	2"x4" space with Realskinn zipper. Diff to spot	200	2D6	CP20
Adrenal Booster	M	Boosts REF by +1 for 1D6+2 turns, 3x per day	400	2D6	CP20
Subdermal Armor	CR	Armors torso to SP 18. Diff Awareness to spot	1,200	2D6	CP20
Subdermal Torso Armour	CR	6-22 SP, Imp-Easy to spot, REF/ATTR loss	350+	1D6/3+	Chr2
Subdermal Skull Armour	MA	4-14 SP, Imp-Easy to spot, 60% cover	300+	1D6/3+	Chr2
Motion Detector	M	20sq/m area. 70% effectiveness.	200	2D6	CP20
Digital Recorder	M	2hrs storage from any digital source	200	2	CP20
Audio/Video Tape Recorder	M	2hrs storage from video, audio links	300	2	CP20
Radar Sensor	M	100m range. Needs cyberoptic. 70% effective	200	2	CP20
Sonar Implant	M	50m range. For water only. 70% effective	300	2	CP20
Military Sonar	M	50m range. For water only. 95% effective. Avail P	700	2	SF
Radiation Detector	M	10m range. 80% effective	200	2	CP20
Chemical Analyser	M	5m range. 70% effective	200	2	CP20
T-Maxx Cyberliver	MA	+4 vs ingested drugs and poisons	450	1D6	Chr1
T-Maxx 2 Cyberliver	MA	As above but with fluid rerouting system	850	1D6	Chr1
Decentralized Heart	CR	+2 to Death Saves for Torso wounds	1,300	1D6+4	Chr1
E-Monitor	N	Detects changes in pressure and air	185	1	Chr1
Gyro-Stabilizer	N	+1 to balancing manoeuvres	1,000	1D6	Chr1
OptiShield	M	Anti-Dazzle, SP8, 2 spaces for optic options	300	1D6+2	Chr1
OptiShield Options	N	T ² , T ² +, TE, LL, IR, Time/day	100+	50% HC	Chr2
Pacesetter Heart	MA	MA and BODY +1 when on	900	1D6	Chr1
Pacesetter 2000 Heart	MA	MA and BODY +2 when on	985	1D6	Chr1
Variable-Chambered Heart	N	Cyberheart option, x2 hold breath, +1 Endurance	+450	+1D6/2	Chr4
Rebreather/Enhanced Lungs	MA	Can hold breath for 15 mins	700	1D6+1	Chr1
WetDrive	MA	Holds 1MU of stored data	320	1D6	Chr1
Extra Memory	M	+1MU	175	0	Chr1
Wetdrive Access Link	M	Internal link to wetdrive	200	1D6/2	Chr2
Wearman Mk.2	N	Usable without cyberaudio	200	0	Chr1
Subdermal Viewscreen	M	Similar to Times Square Marquee	250	1D6/2	Chr2
Zetatech Bodycomp	MA	Equal to E-Book	1,750	1D6+4	Chr2
Eye Color Gland Control	M	Change eye color in 1D6 mins	250	1	Chr2
Autoinjector	M	Holds 5 doses, +200eb to wire to Biomonitor	750	1D6/2	Chr3
Cell-Phone Implant	MA	Implanted cell phone	500	3	Chr3
Cam-O-Skin	N	-1 Awareness/20m, 8 patterns, takes 1hr	850	1D6/2	Chr3

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Endo-Frame (Basic)	SCR	BOD+3, +1 HH dam, 10 points/limb, EV +1	12,000	2D6+1	Chr3
Endo-Frame (Orbital)	SCR	BOD+3, +2 all dam, 12 points/limb	25,000	2D6+3	Chr3
Bodyweight Vein Clips	MA	+2 on all Death Saves	700	1D6	Chr4
Militech Cyberdoc	MA	Counteracts drugs, etc	5,000	1D6-1	CB2
BoozeMaster	M	+1 to resist alcohol	100/75	1	PAC
GPS Module	N	Determine position to 17cm. Needs T ² or T ²⁺	450	1	SF
GPS Module w/screen	M	As above but with subdermal viewscreen	600	1D6/2	SF
OTEC Ear Valve	MA	Pressure equalization system	150	1	SF
Enhanced Lungs Series 2	CR	Can hold breath for 5-30 mins. 200m depth	5000	1D6	SF
Enhanced Lungs Series 3	CRx2	Entire lungs replaced. Good down to 1000m	7500	1D6+2	SF
Feel Good Endorphin Trigger	M	1D10 if hurt, 8-10=+3 Stun/Death; 1=intoxicated	500	1D6	SW
Poison Sac	MA	Poison reservoir	750	2D6	WGF
UV Blockers	N	UV/IR resistance	1,500	1D6/2	WGF
Feature Alteration Implant	N	Facial quick change	3,500	1D6	WGF
Strobe	N,M	Blind for 1D6 hours. Option for flashlite	150	1.5	I1.4
Life Scan Body Monitor	M	+1 COOL, +4 1st Aid, +1 to Death Saves	4,000	1D6	I1.4
Self-Destruct	MA	Activates when dead and moved, 5m radius	1,250	1D6	P2
VOICE BOX					
Dakai/Cyphire New Throat	CR	Hold 3 implants/options at 1/4 Eb, 0 HC, 15 SDP	850	2D6	Chr4
Cybervocal "BoxAlter"	CR	1 option, 1 voice	400	1D6+2	I1.3
Voice Synthesizer	M	Can mimic (60%) upto 10 recorded sounds	600	1D6	CP20
AudioVox	M	For special effects. +2 to Performance	700	2D6	CP20
Forked Tongue	M	A Vox/NT option, +1 to persuasion/seduction	350	2	Chr1
Voice Pattern	M	A Vox/NT option, allows voice pattern emulation	350	2	Chr1
Scramble	N	A Vox/NT options, scrambles voice	50	2	Chr4
Volume	N	Whisper to megaphone, deaf for 1D6 turns, 5m	75	2	I1.3
Armour	N	New Throat only, 20SP	150	1D6	I1.3
Subsonic	N	Only heard with subsonic hearing	150	1D6	I1.3
BIOWARE & NANOTECH		BIOLOGICAL BASED ENHANCEMENTS			
Grafted Muscle	MA	+1 increase to BODY, max increase is +2	1,000/+1	2D6	CP20
Muscle and Bone Lace	N	Raises BODY by +2	1,500	1D6/2	CP20
Skin Weave	N	Armors whole body to SP 12. Difficult to spot	2,000	2D6	CP20
Upgraded Skinweave	N	6 to 16 SP, ATTR loss, Imp to Av to spot	1,000+	1D6+	Chr2
Lifesaver Skinweave	N	+1 healing per day	4,500	1D6/2+1	Chr1
Enhanced Antibodies	N	Improves Healing by +1 point per day	3,000	1D6/2	CP20
Toxin Binders	N	+4 to Poison/Drug Saves	3,000	1D6/2	CP20
Nanosurgeons	N	Doubles natural Healing rate	6,000	1D6/2	CP20
Anti-Plague Nanotech	N	+3 vs diseases and biowar agents	1,750	.5	Chr1
Armour Weave	N	+1 BODY, SP 18, -1 REF+MA, need MBL,SKW	4,000	1D6	Chr2
Speed Grafts	MA	+2 MA	750	1D6	Chr2
Nanooptical Upgrade	N	+2 night vision	1,500	1D6/2	Chr2
Nano-Groomers	N	+2 - +4 to Personal Grooming	400	0.5	Chr3
Nitrogen Binders	N	Reduces depressurization by up to 100%	1400	1-2	Chr4
Nitrogen Binders Upkeep	N	Needed once every 3 months	400	-	Chr4
Advanced M & B Lace	N	Increases BODY +1	1000	1-2	Chr4
Advanced M & B Lace	N	Increases BODY +3	3000	1D6+1	Chr4
Alpha TuffBone Skeletal Enh	M	BODY +1 for lift, carry, BTM vs HH/Melee	1300	1D6/2	Chr4
Beta TuffBone Skeletal Enh	M	BODY +2 for lift, carry, BTM vs HH/Melee, ATT -1	2800	1D6	Chr4
Hemological Replacement	M	+1 MA, Endurance,+4min breath, -1 poison/dis	1300	1D6/2	Chr4

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NeoAppendix	MA	+2 to Wilderness Survival for food	500	1D6/2	Chr4
NanoAuditory Rebuild	N	Enhanced Hearing Range & Level Damper	1500	1D6/2	Chr4
Sunblocker Sunscreen	M	Prevents sunburn, reduces skin cancer risk	250	1	Chr4
NeoLungs	CR	Hold breath twice as long as normal	1000	1D6	Chr4
Neural Bridge	MA	Ambidexterity, no penalty with off hand	600	1D6+2	Chr4
Circulatory Sphincters	MA	+2 to Stun/Shock Saves after a Serious+ wound	3200	1D6	Chr4
Poison Glands- Teeth	MA	Natural fangs that inject poison when you bite	500/1000	3D6	Chr4
Poison Glands- Hands	MA	Can be used to coat Rippers or Wolveres	500-1100	2D6+3	Chr4
Tailored Pheromones-Love	M	+1 to Seduction. Nasal filters 60% effective	1000	1D6/2	Chr4
Tailored Pheromones-Gullible	M	+1 to Persuasion. Nasal filters 60% effective	2000	1D6/2	Chr4
Tailored Pheromones-Confu	M	-1 INT & Initiative (1m). Nasal filters 60% effective	2500	1D6/2	Chr4
"Kaloric" Secondary Gut	MA	Stores 2 days of food	750	1D6/2	Chr4
"Freezeban" Bioconstruct	MA	+1 Wilderness Survival/Endurance in -10°C	650	1	Chr4
Quickclot Hemofibrinic Node	MA	Wound states treated as one less, 10% stroke	3000	1D6	Chr4
Flashlite Implant	M	Non-glare, semi-focused glow, 1m range	290	1-2	Chr4
Replitech Toxin Screen	MA	90% chance of vomiting if toxins are eaten	3400	1D6/2	Chr4
T-Maxx Ileocecal Siphon	MA	Function without water for 24 to 48hrs	500	1	Chr4
Diet-Mite	N	Screens what you eat passing on what's needed	1,000	1D6/2	LU
Erased Fingerprints	N	Fingerprints erased	100	0	WS
Altered Fingerprints	N	Fingerprints are altered	300	0	WS
Alterable Prints	M	Programmable Nanotech altered prints (20 secs)	550	1	WS
Altered Retinas	M	Retinas altered	800	0.5	WS
Programmable Retinas	M	Project different pre-set patterns (1 min)	1,600	1	WS
Altered DNA	N	DNA altered using a tailored retrovirus	3,000	0	WS
Full-Spectrum Booster	N	+4 vs illness/infection/poison/drugs, +2 Healing		1/2D6+1	NEO
Muscle Enhancement	N	+1 to BT	1000	1D6/3	DS
Chem Weave	N	+4 to Chemical Saves	2000	1D6+3	DS
Thermal Weave	N	Increases Heat resistance to 107°F	1500	1D6+3	DS
Vac Weave	MA	Strengthens body against decompression	5000	1D6	DS
Rad Weave	N	Provides radiation protection of 1 RSP	1500	2D6	DS
Reflex Boost	N	+1 to REF	3500	1D6+3	DS
Enhanced Sense	M	Improves one sense	1200	2 per	DS
IHAG Nictating Membrane	N	Can see in difficult conditions. Replace 6-8 mth	300	1D6/3	SF
Sinus Reconstruction	CR	Provides pressure equalization. 200m depth	1500	1D6/2	SF
Nanowear Ozoneshield	N	Modification of Skin Weave, protects against UV	2000	1	TTB
AntiDazzle NICM	M	Flash protection	500	1D6/2	WGF
Poison Gland	MA	Poison producer	1,500	3D6	WGF
Water Refiltration Sys	MA	Water filtration	2,500	1D6	WGF
Lung Weave	N	Toughens lungs for using LBM.	4,000	1D6/2	SA
Shark Weave (Full Body)	N	SP 12 and can cause 1D6/3* damage.	12,000	3D6	SA
Shark Weave (Partial)	N	SP 12 to specified area, 1D6/3* damage.	4,000	1D6	SA
Thermaskin	N	Insulation to 0°C, sweats at 27°C	2,000	1/2D6	I2.2
BIOTECH		BIOENGINEERING	x2 if cyber		
Preparatory DNA Mapping	N	Required for all biotech	2,700	0	ES+
Permanent REF Increase	N	Max +1	5,000	1D6+3	ES+
Permanent BOD Increase	N	Max +2	3,400/+1	0	ES+
Permanent ATT Increase	N	Max +3	1,600/+1	1/+1	ES+
Permanent MA Increase	N	Max +4	2,700/+1	1D6/2 /+1	ES+
Reduced Oxygen Demand	N	Can breathe smog	5,900	1	ES+
UV Resistance	N	No sunscreen needed	7,600	1D6	ES+
Toughened Skin	N	SP6 Soft Armor, can't be told from normal skin	8,300	0	ES+

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BIOENHANCEMENT TABS		TAKE ONE A DAY MAX			
Endurance	-	Ignore fatigue 12 hrs, x2 food, 1D3-1D6 damage	1,200	0	ES+
Ignore Pain	-	+4 to Stun Saves for 12 hours, -2 tactile sense	1,800	0	ES+
Anti-Trauma	-	+2 to Death Saves for 12 hours	4,000	0	ES+
RNA MEMORY TABS		Over one/day = 80% lose 2D6 skill/amnesia			
Skill +1	-	Lasts for 3 hours, 1D10>1 or -1 in skill	600	0	ES+
Skill +2	-	Lasts for 3 hours, 1D10>2 or -1 in skill	1,800	0	ES+
Skill +3	-	Lasts for 3 hours, 1D10>3 or -1 in skill	5,000	0	ES+
BODYWEAPONS		IMPLANTED BODYWEAPONS			
Scratchers	N	Hands. 1D6/3* damage. Near Impossible to spot	100	2D6	CP20
Implanted Fangs (Vampires)	N	Mouth. 1D6/3* to 1D6/2* damage	200	3D6	CP20
Poison Vampires	N	Mouth. 1D6/3* plus poison/drug	400	3D6	CP20
Retractable Vampires	MA+	Mouth. 1D6/3* to 1D6* bite damage	500+	2D6+2+	Chr2
Spitting Cobra	M/MA	Vampires that spit chemicals 6ft	400/700	4D6	Chr3
Rippers	M	Hands. 1D6+3* damage. Difficult to spot	400	3D6	CP20
Wolvers	M	Hands. 3D6* damage	600	3D6+1	CP20
Big Knucks	M	Hands. 1D6+2 damage	500	3D6	CP20
Slice N' Dice	M	Hands. 2D6# damage	700	3D6	CP20
Cybersnake	MA	Self controlling cyberweapon. 1D6* damage	1,200	4D6	CP20
Gang Jazzler	M	3 surges, immobilise for 1D10+1 mins	600	2D6+3	Chr1
Bonespike	MA	Pop up bone spike. 1D6+4* damage	1,000	2D6	Chr3
NewTeeth	M	Ceramic teeth: MEL -1 NA C 1-2pts NA 1 VR	200	1D6/2	Chr4
PowerJaw	MA	Myomer jaw muscles, +2 to bite damage	100	1-2	Chr4
Stinger	M	Finger mounted Hypodermic needle (3 doses)	400	1D6+3	Chr4
BigRipp	MA	2D6* damage (break on 1 or 1-3 on a parry)	1200	3D6+1	Chr4
NovelTech Spitfire Flamer	MA	EX +0 - P Varies 4 1 ST 4m	1000	4D6	ER
Mandibles	MA	2D6 damage bite, look normal except for eating	1,200	5D6	I2.2
Cyberjaw	MA	SP 6 metal jaw. 1D6* to 3D6* bite damage.	2,650+	3D6+2	P2
Cyberjaw with RealSkinn	MA	RealSkinn covered Cyberjaw	2,750+	2D6+2	P2
CYBEROPTIC	MA	Basic eye module (4 option spaces per eye)	500	2D6	CP20
Remote Eye	MA	1 space left, 100m transmission	1,500	3D6	Chr2
Optical Interface	MA	Interface plug behind the optic	600	2D6+2	Chr3
Bug Eye	MA	Can hold 6 Options	750	3D6	Chr3
ThirdEye	CR	-1 ATTR/eye, max 2 extra	750	3D6+	Chr3
Revelation Cyberoptic	MA	Early model. +1 Notice, ATTR -1,-2	700	3D6-1	Chr3
Soviet Cyberoptic	MA	1 option space per eye, 50% chance of -1 ATTR	100	2-3D6	Chr4
Kiroshi MonoVision	MA	6 option spaces, +1 Notice, +Initiative vs Ambush	650	3D6	Chr4
Quick Change Optic	MA	Removable, but only 3 options	1,000	2D6+3	P1
CYBEROPTIC OPTIONS		Take 1 space unless noted otherwise			
Color Shift	N	Allows color changes, special fashion effects	300	.5	CP20
Image Enhancement	N	+2 Awareness when using visual search	300	1	CP20
Targeting Scope	N	+1 on all Smartgun attacks	400	2	CP20
Times Square Marquee	N	LED Screen in vision field for messages	300	1	CP20
Teleoptics	N	Telescope ability to 20x	150	.5	CP20
Micro-optics	N	Microscope	150	.5	CP20
Anti Dazzle	N	Immune to flash, laser blinding	200	.5	CP20
Low Lite	N	See in dim light, almost total darkness	200	.5	CP20
Thermograph Sensor	N	See heat patterns, temperature readings	200	1	CP20

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Infrared	N	See in total darkness, using heat emissions	200	1	CP20
Ultraviolet	N	See in darkness, using UV flash	200	1	CP20
MicroVideo Optic	N	Video record up to 20 min (2 spaces)	300	.5	CP20
Digital Camera	N	Shoots up to 20 images (2 spaces)	300	.5	CP20
Dartgun	N	Holds 1 poison dart. Range 1m (3 spaces)	200	2	CP20
Dodgeball	N	+1 to Hand to Hand skill after 30 secs	440	1	Chr1
Tear Gas Sprayer	N	1m range (2 spaces)	200	2	Chr1
Times Square Plus	N	Allows visual information retrieval (3 spaces)	500	2	Chr1
Video Cam/Transmitter	N	Live feed 1m range (4 spaces)	330	1	Chr1
Video Imager	N	Receives vid images (2 spaces)	350	2	Chr1
Time/Day Display	N	Time and date, no spaces	100	1	Chr2
Cyberoptic Compass	N	1 space, 2 for logocompass	300	1	Chr3
Interferometry System	M	10x vision all the time	400	1	Chr3
Laser-Comm Optic	M	50m range, and can blind. Code chips are 175eb	425	1	Chr3
Verbal Eyes (Basic)	M	Displays images, -1 space	750	3	Chr3
Verbal Eyes (Vid Image)	M	3 spaces, + Video Imager	1,000	5	Chr3
Verbal Eyes (Cust. image)	M	4 spaces, Times ² +	1,200	5	Chr3
Double-Slit Pupils	N	Allows clear vision through air-water boundary (1)	200	.5	Chr4
Hydrosubsidium Aquagoggles	N	Synthetic nictitating membranes, good to 200m	200	1	SF
Live Feed Optic	M	2 mile range	1,000	1	I2.1
Optical Capacitor Laser	N	2D6 damage (3 spaces)	800	3	P1
Cyberoptic Eyepatch	M	2 options. Diff. Awareness to spot what it is	330	2D6/3	P3
CYBERAUDIO	M	Basic hearing module (6 option spaces)	500	2D6	CP20
Spectrum Cyberaudio	MA	Early model. -1 balance, +1/+2 Awareness	650+	3D6-2+	Chr3
Soviet Cyberaudio	M	Only 2 option spaces, 50% chance of -1 ATTR	100	2-3D6	Chr4
CYBERAUDIO OPTIONS		Take 1 space unless otherwise noted			
Amplified Hearing	N	+1 Awareness when using auditory cues	200	1	CP20
Radio Link	N	Radio communication up to 1 mile	100	1	CP20
Phone Splice	N	Full cellular communication (large city only)	150	1	CP20
Scrambler	N	Cannot understand with out a descrambler	100	.5	CP20
Bug Detector	N	Detects taps, bugs up to 3m. 60% effective	200	.5	CP20
Voice Stress Analyser	N	+2 to Human Perception, Interrogation skills	200	1	CP20
Sound Editing	N	+2 Awareness to overhear specific conversation	150	.5	CP20
Enhanced Hearing Range	N	Ability to hear supersonic, subsonic ranges	150	2	CP20
Wearman	N	Stereo music system	100	.5	CP20
Radar Detector	N	Beeps if radar encountered, fixes source (40%)	150	.5	CP20
Homing Tracer	N	Can follow tracer up to 1Km distant	200	.5	CP20
Tight Beam Radio Link	N	Allows untappable radio com within line of sight	200	1	CP20
Wide Band Radio Scanner	N	Picks up transmissions on all bands	100	2	CP20
Micro-recorder Link	N	Transmits to recorder in body or via plugs	100	.5	CP20
Digital Recording Link	N	Transmits sounds to a digital recorder	100	.5	CP20
Level Damper	N	Automatic noise compensation	300	.5	CP20
Fax+ 1000 Alert	N	Alerts user to incoming faxes	100	0	Chr3
CYBERLIMBS					
Standard Cyberarm	CR	20/30 SDP, 4 option spaces, 1D6 punch	3,000	2D6	CP20
Standard Cyberleg	CR	20/30 SDP, 3 option spaces, 2D6 kick	2,000	2D6	CP20
Artificial Shoulder Mount	CR	Mount up to 2 extra arms. 25 SDP	1,500	2D6	CP20
Orbital Crystal Cyberarm	CR	50/60 SDP, 4 option spaces, 1D6 punch	7,000	2D6	Chr1

Cyberware	Surg.	Description	Cost	H.L	Book
Orbital Crystal Cyberleg	CR	50/60 SDP, 3 option spaces, 2D6 kick	6,000	2D6	Chr1
Independent Cyberhand	MA	1D10 crush, 7/10 SDP, 1 option space	750	1D6	Chr1
Romanova Cyberlegs	CRx2	+1 to Wardrobe & Style	5,000	4D6	Chr3
SuperSized Arm	CR	SDP 30/40, -2 REF, +1EV, 2D10/3D6, SP 20	4,000+	2D6	Chr3
Enable Cyberarm	CR	Early model. 23/33 SDP, REF -1	500	2D6+2	Chr3
Enable Cyberleg	CR	Early model. 28/35 SDP, REF -1, MA -2	700	3D6+3	Chr3
Soviet Cyberleg	CR	SDP 30/40, 3D10 kick, 5% failure, 2 spaces	875	2-3D6	Chr4
Soviet Cyberarm	CR	SDP 30/40, 3D6 punch, 2D10 crush, 5% failure	669	2-3D6	Chr4
Corvette Cyberlegs (basic)	CR	+3 MA, +1 on movement rolls	4500	3D6	Chr4
Corvette Cyberlegs (advan)	CR/M	+8 MA, +2 on movement rolls	5000/500	3D6+4	Chr4
Speeding Bullet Legs	CRx2	MA 16, leap 10m, 1 option space left per leg	4,500	4D6	SOF
SovWear Cyberarm	CR	30/40 SDP, 3D6/6D6 damage, 3 spaces, UR	1,000	2D6	SOF
SovWear Cyberleg	CR	30/40 SDP, 6D6 kick, 2 spaces, UR	1,500	2D6	SOF
Cyber Bar Leg	CR	Built in wet bar	3,000	2D6	I1.3
Tentacle Arm	CR	8x70 cm tentacles, SDP 5 ea. SDP20 shoulder	4000	5D6	I2.2
Extendable Tentacle Arm	CR	Same as above plus can extend to 150 cm	6000	5D6	I2.2
CYBERLIMB OPTIONS					
Quick Change Mount	N	Allows 1 turn changing of cyberlimb	200	2	CP20
Hydraulic Rams	N	SDP 30/40, 3x normal damage (1 space)	200	3	CP20
Thickened Myomar	N	SDP 25/35, 2x normal damage (1 space)	250	2	CP20
Reinforced Joints	N	SDP +5	200	1	CP20
Microwave/EMP shielding	N	Limb not as susceptible to EMP, Microwaves	300	1	CP20
Plastic Covering	N	In colors, transparent, etc	1-200	1	CP20
RealSkinn	N	Limb looks real. 70% effective (Diff Awareness)	200	-1D6/2	CP20
Superchrome	N	Highgloss metallic covering	200	3	CP20
Armor	N	Armors cyberlimb to SP 20	200	2	CP20
Leg Boosters	N	+3m leaps (2 spaces)	500	1D6	Chr3
Fleshweave	M	Takes 1 option space. +50% repair costs	200+20%	0	Chr3
Extra Twist Joint Addition	N	+2 Athletic type rolls, MArt Grapples & Escapes	30%,+10%	1	Chr4
Double-Jointed	N	+1 Grapple, Holds, Chokes, Escapes (.5 spaces)	1000	1D6/2	Chr4
Locking Joints	N	25+ Strength Feat to move (.5 spaces)	100	.5	Chr4
360 Rotating Joints	N	+1 to Escaping, some TECH repairs (.5 spaces)	120	2	Chr4
Extending Leg Units	N	Alters height -1 to +3 ft. +1MA (2 spaces)	400	4	Chr4
Spiked Limb Cover	N	+1D6 grapple/holding damage	200	2	I1.4
Tentacle Arm Sheath	N	Hides tentacles, resembles cyberarm, 2 openings	800	0	I2.2
HANDS & FEET		ATTACH TO CYBERLIMBS (Use 1 space)			
Standard Hand	N	Resembles normal hand	150	0	CP20
Ripper Hand	N	Standard hand with Rippers. 1D6+3* damage	600	2D6	CP20
HammerHand	N	Hydraulic Ram fist does 1D10 damage	600	2D6	CP20
BuzzHand	N	Electric chainsaw. 2D6+2* damage	600	2D6	CP20
Tool Hand	N	Fingers contain screwdriver, wrench, drill, etc	200	2	CP20
Grapple Hand	N	Extends rocket-propelled grapple, 30m line	350	3	CP20
Extension Hand	N	Hand extends up to 1m	350	2	CP20
Spike Hand	N	Palm spike. 1D6+3AP damage	500	2D6	CP20
Modular Hand	N	Choose any 4 modular tools	600	2	CP20
Mace Hand	N	2D6+1/1D10-2 damage, 1m range	300	3	Chr1
Cyberhand Coverings	N	Same range as listed in for cyberlimbs	100	1/2 usual	Chr1
Custom Cyberhand	N	Varies	900	Varies	Chr2
Web Hand	N	+2 swim, +1-2m/turn, 1D6* damage	250	2	Chr3

Cyberware	Surg.	Description	Cost	H.L	Book
IEC Venom Hand	N	4 needles, slash for 1d6-1 damage	600	2D6	Chr3
Medical Modular Cyberhand	N/MA	Mono scalpel, air-hypo, stapler, probe ,etc	975	1D6/2	Chr4
Dainamax Grapplefist	N	50m cable, 2 spaces, 2D6+2 crush	1,050	2D6	PAC
Surveillance Hand	N	Remote cyberhand	1,500	1D6	I2.1
Drill Hand	N	3D6 damage	700	3	P1
Travel Hand	N	4 options in fingers	500	2	P1
Gouge Master	N	2D6+3AP, 2D6*, 2 spaces, 20m cable and reel	550	2D6	P3
Lightning Fist	N	Electricity. Stun -1, or 2D6+1 damage	900	2D6	RPI
Standard Foot	N	Resembles normal foot	200	0	CP20
Talon Foot	N	Extends toe blades. 1D6* damage	600	2D6	CP20
Tool Foot	N	Toes contain screwdriver, wrench, drill, etc	300	2	CP20
Web Foot	N	Doubles swimming speed, +3 to Swim skill	500	2	CP20
Grip Foot	N	For better gripping strength. +2 to Climb	500	2	CP20
Spike Heel Foot	N	Heel spike for lethal kicks. 2D6AP damage	500	2D6	CP20
Skate Foot	N	Allows an MA 20. Use Athletics or skate skill	440	1D6	Chr1
Anchoring Cyberfeet	N	Anchors use to ground. 4 uses (2 spaces each)	400	3	Chr2
Catspaw Stealth Foot	N	+1 to Stealth skill	150	1	Chr4
Mini-Camera in Palm	N	It's a camera	1000	1D6	I1.1
FINGERS		ATTACH TO CYBERHANDS			
Dartgun	N	3m range	100	2	Chr1
Lockpick	N	Pick for mechanical locks	50	.5	Chr1
Mini Light	N	25m beam, batteries 1eb	25	.5	Chr1
Finger Bomb	N	2D6+3, 3m radius	150	2	Chr1
Wirecutters/Scissors	N	1D6/3 damage	50	1	Chr1
Mace Sprayer	N	2 bursts, -4 REF & Notice for 1D6 turns	150	2	Chr1
Quick Change Mount	N	Click and turn mount, mod =20eb	150	1	Chr2
VidCam (+ 1 option)	N	IR - 200eb, Teleoptic - 225eb, or Lowlite - 100eb	400+	2	Chr2
Self-Propelled Grenade	N	7m range, 2D6 over 2m (25eb)	200	2	Chr2
Aip Hypo	N	4 doses, air containers 3eb	200	1	Chr2
Tracking Device	N	3m range, 2 bugs, 3 km transmitter	300	.5	Chr2
Lighter	N	2 hours of fuel, 1 eb/refill	25	2	Chr2
Probe Link	N	Interface link	150	.5	Chr3
Parabolic Microphone	N	20x Microphone, for full arms	350	2	Chr3
Flasher	N	Diff REF to blind target for 1 min (25eb)	250	1	Chr3
IR/UV Flashlight	N	10m range	200	1	Chr3
Flare	N	150m altitude, 25m diameter (15eb)	200	2	Chr3
Storage Compartment	N	Small space	75	.5	Chr3
Laser Pointer	N	20m	150	.5	Chr3
Flesh Mount	M	Allows cyberfingers to be mounted on meat hand	100	1	Chr4
One-Shot Special	N	P -2 P E 1D6 (5mm) 1 1 ST 20m	250	2	Chr4
Ballpoint Finger	N	Leakproof pen	25	.5	Chr4
Cyberfinger Oxygen Tank	N	30sec of oxygen	250	.5	SA
Screwdriver	N	Powered screwdriver finger	50	.5	I1.1
Wrench	N	Adjustable wrench finger	50	.5	I1.1
Drill	N	Adjustable drill finger	50	.5	I1.1
Soldering Iron	N	Electric Soldering Iron finger	50	.5	I1.1
Socket Wrench	N	Adjustable powered socket wrench finger	50	.5	I1.1
Tentacle Finger	N	10 cm long tentacle	500	1	I2.2
Extendable Tentacle	N	30 cm long tentacle, requires cyberhand	750	1	I2.2

Cyberware	Surg.	Description	Cost	H.L	Book
BUILT INS					
BUILT INTO CYBERLIMBS (Use 1 space)					
Cybermodem	N	Built in cyberdeck	3000	1	CP20
Cellular Cybermodem	N	Built in cellular deck	5000	1	CP20
Digital Recorder	N	Digital chip recorder. Download or erase chip	300	1	CP20
Storage Space	N	2"x6" storage space. Can be locked	50	.5	CP20
MiniCam	N	Pop up Digital Camera (20 shots)	200	2	CP20
MiniVid	N	Pop up Mini video (30 minutes)	400	2	CP20
Hidden Holster	N	Weapon size based on Body Type	100	1	CP20
LCD Screen Readout	N	Can be linked to any output device	200	1	CP20
Techscanner	N	60% effective, -3 to repair difficulty	400	3	CP20
Cutting Torch	N	Can cut through SP20	100	1D6/2+1	Chr1
Icer	N	2m range	200	1D6/2	Chr1
Limb Link	N	Turns pop-up gun into smartgun +1	100	1	Chr1
Magnetic Hands/Feet	N	For easier Zero-Gee movement	60	0	Chr1
Watch-Man	N	Miniature TV	180	1	Chr1
Winch	N	15m cable, pulls upto 1 ton	500	1D6+3	Chr2
Quickdraw Holster	N	P class conc. +2 Initiative to fastdraw	200	0	Chr2
Radio-Phone Station	N	Runs for 160 hours on a charge (2 spaces)	2,950	2	Chr2
ECM	N	ECM (2 spaces)	2,650	2	Chr2
Laser Mike	N	60m range, Human Perception -5	400	1D6+2	Chr2
CyberPillow	M	A pillow in an arm	80	0.5	Chr3
Smartplate Link	N	Smartgun= 3x cost	300	2	Chr3
Microwaldo Bracer	N	+1 to TECH rolls	800	3	Chr3
"D-Tek" Targeting Network	M	Negates movement firing modifiers	1300	1D6+3	SOF2
ULF Antenna	N	100m reel antenna for transceiver	-	1	SF
Cyberlimb Light	N	Light built into palm, 3m range (0 spaces)	90	.5	I1.4
CYBERWEAPONS					
BUILT INTO CYBERLIMB (Use 1 space)					
Grenade Launcher	N	Carries 2 grenades of any type	500	2D6	CP20
Micro-Missile Launcher	N	Contains 4 mini-missiles, 4D6 damage each	900	2D6	CP20
Popup Gun	N	Gun size based on Body Type	2-800	2D6	CP20
Flame Thrower	N	Range 1m, 4 shots, Damage is 2D6, then 1D6/2	600	2D6	CP20
Weapon Mount & Link	N	Mounting plate plus neural link for 1 weapon	100	3	CP20
2 Shot Capacitor Laser	N	Shoulder mounted. +3 - - 3D6 2 1 10m	800	2D6	CP20
Derringer	N	Pistol -1 1D6 (5mm) 2 2 ST 50m	220	1D6	Chr1
Flashbulb	N	4m x 6m	250	1D6/2	Chr1
Gas Jet	N	6 shots, range 2m	275	1D6+3	Chr1
Tazer Grip	N	Effects equal to tazer, Stun -2	180	2D6-2	Chr1
Whip	N	1D6/2 or choke	475	2D6	Chr1
Popup Sliver Gun	N	P +0 - - 2D6x1D6/2* 7 2 UR 40m	550	1D6+2	Chr1
Tri-Dart Launcher	N	3 darts, 1D6/2 damage, 1/3 SP	300	1D6/2	Chr2
Retractable Monoblade	N	2D6+3# damage	800	1D6+2	Chr2
Survival Blade	N	1D6+3* damage	500	1D6	Chr2
ChainRipp	N	3D6AP	1,250	2D6+4	Chr3
Blitzkrieg Arc-Thrower	M	EX 0 - R 3D6 (1/2 R 1/2 S) 4 1 ST 10m	1050	2D6	Chr4
BigRipp	M	Carbo-glass blade. 2D6, 1/2SP (break 1-3)	850	3D6+1	Chr4
High Five/The Palm Bomb	N	20-30 to detect. .477 or 12ga round, 1 shot	355	1D6+3	Chr4
Pop-Up Hand Crossbow	N	-2 J E 1D6+2 6 2 VR 25m, 3 spaces	300	2D6	SOF2
Micro-torpedo Launcher	N	Underwater version of mini-missiles	900	2D6	SA

Cyberware	Surg.	Description	Cost	H.L	Book
LINEAR FRAMES					
IMPLANTED EXOSKELETON					
Sigma	MA	STR 12, +4 Damage mod	6,000	2D6	CP20
Beta	MA	STR 14, +6 Damage mod	8,000	2D6	CP20
Omega	MA	STR 16, +8 Damage mod	10,000	3D6	CP20
GP Exoskeleton (A)	MA	STR 18, SDP 15, SP 6, MA 4, REF 5	12,000	4D6	Chr3
GP Exoskeleton (B)	MA	STR 21, SDP 20, SP 8, MA 4, REF 5	15,000	6D6	Chr3
Underwater Gamma	MA	STR 12/10	10,000	2D6	SA
Underwater Delta	MA	STR 14/12	12,000	2D6	SA
Underwater Pi	MA	STR 16/14	14,000	3D6	SA
BODY PLATING					
EXOARMOR					
Cowl	MA	Skullcap, covers head in SP 25	200	1D6	CP20
Faceplate	CR	Protective facemask. SP 25	400	4D6	CP20
Torso Plate	MA	Torso protection. SP 25. -3 REF	2000	3D6	CP20
Front Optic Mount	MA	Allows up to 5 optics to be mounted. -1 ATTR	1000	4D6	CP20
Sense ext. ("Rabbit Ears")	M	Head mounted extensors for audio, optics, etc	500	3D6	CP20
Total Body Plating	CRx2	SP20, REF-3, ATTR/2, -1 Stealth	6,800	8D6	Chr2
CyberFacial Remounts	MA/CR	SP 6-18, ATTR -1,-2, 15%-50% protect	150-350	1D6-3D6	Chr3
Spyke! Furniture	N	10SP, +10SDP, 1D3+1 to 1D6+1AP	400-600	1-3	Chr3
FULL 'BORGS					
FULL BODY REPLACEMENTS					
Alpha Class	CRx2	REF 10, MA 10, BOD 12, SP 25, SDP 20/30/40	40,000	16D6	Chr2
Aquarius (Sub-Marine)	CRx2	REF 10, MA 10, BOD 15, SP 25, SDP 20/30/40	50,000	18D6+2	Chr2
Copernicus (Space-Use)	CRx2	REF 11, MA 10, BOD 12, SP 25, SDP 20/30/40	60,000	19D6	Chr2
Eclipse (Covert Ops)	CRx2	REF 13, MA 13, BOD 12, SP 25, SDP 20/30/40	65,000	21D6+3	Chr2
Enforcer (Security)	CRx2	REF 12, MA 15, BOD 12, SP 30, SDP 25/35/45	55,000	21D6-2	Chr2
Brimstone (Fire-Fighter)	CRx2	REF 11, MA 10, BOD 14, SP 30, SDP 20/30/40	47,000	19D6	Chr2
Gemini (Humanoid)	CRx2	REF 10, MA 10, BOD 12, SP 25, SDP 20/30/40	55,000	16D6+2	Chr2
Wingman (Pilot)	CRx2	REF 15, MA 10, BOD 12, SP 25, SDP 20/30/40	54,000	20D6	Chr2
Samson (Industrial)	CRx2	REF 10, MA 10, BOD 18, SP 25, SDP 20/30/40	50,000	20D6+1	Chr2
Dragoon (Military)	CRx2	REF 15, MA 25, BOD 20, SP 40, SDP 40/50/60	120,000	42D6+3	Chr2
'Sheol' Hazardous Ops	CRx2	REF 10, MA 10, BOD 18, SP 30, SDP 20/30/40	50,000	18D6+8	Chr3
MD Tech 'kildare' Medical	CRx2	REF 10, MA 10, BOD 12, SP 25, SDP 20/30/40	46,000	19D6	Chr3
Adrek 'Burroughs' Mars Ops	CRx2	REF 10, MA 10, BOD 12, SP 35, SDP 20/30/40	42,000	16D6+4	Chr3
Militech 'Spyder' Recon	CRx2	REF 12, MA 20, BOD 12, SP 30, SDP 20/30/40	118,105	39D6	Chr3
'Wiseman' Cyberspace Com	CRx2	REF 14, MA 10, BOD 12, SP 25, SDP 20/30/40	91,381	23D6+3*	Chr3
Arasaka 'Daioni' PA Convert	CRx2	REF 17, MA 20, BOD 52, SP 80, +6 Initiative	810,000	16D6+30	SW
FULL 'BORG OPTIONS					
OPTIONS FOR FULL CONVERSIONS					
Stylization	N	Customization, bonuses to some skills	Varies	0	Chr2
Increased SP	N	Max 40 SP, 10-50lbs weight increase	2,000/+5	0	Chr2
Increased SDP	N	Max +20 SDP, +55lbs/+5 SDP	1,500/+5	0	Chr2
Increased REF	M	Max 15	2,000/+1	2/+1	Chr2
Increased MA	M	Max 25	1,500/+1	2/+1	Chr2
Increased BODY	M	Max 20	1,000/+1	2/+1	Chr2
Shielding	MA	Electronic shielding	2,000	6	Chr2
Quick Change Mounts	N	Rifles (2), Hvy.Weapons (3) can be mounted	200	2	Chr2
Interchangeable Bipod	CR	Organs can be moved to different FBRs	20,000	18D6	Chr2
Longevity Module	MA	Theoretically triples 'borg's lifespan	15,000	1	Chr2
Eelskin	MA	1D6 to 2D6+3 Damage	14,000	1D6	Chr3
Cyber Steriods	2xCR	BODx3, +3kg/+1 BOD, runs off power unit below	1500/+1	6D6	Chr3

Cyberware	Surg.	Description	Cost	H.L	Book
Back Mounted Power-unit	N	+5% weight, 10hrs, 20eb/recharge	200	0	Chr3
Variable Spectrum Light	N	No spaces	200	.5	Chr3
Enhanced Thermograph	N	Advanced thermograph. 1 space	200	1	Chr3
Blood/IV Supply	N	4 x 1/4 liter containers. 1 space	300	1	Chr3
Reactive Body Plating	MA	Detects laser & smart sights, REF>10 dodge	6,000	1D6	SOF2
Dummy Facemasks	N	Detachable faceplates	25-500	0	SOF2
EXOTIC MODIFICATIONS		EXOTIC BODY MODIFICATIONS			
Minor Facial Modification	M	Alterations to eyes, ears, nose, etc	1,000	1D6/2	Chr2
Major Facial Modification	M	Major alterations to features	2,000	1D6	Chr2
Muzzle, Short	M	Like a bear's or tiger's muzzle	2,000	1D6	Chr2
Muzzle, Long	MA	Like a dog's or horse's muzzle	2,500	2D6	Chr2
Mandibles, Extended	MA	Semi-prehensile grasping "jaws". 1D6* damage	4,000	3D6	Chr2
Natural Fangs	N	1D6* bite damage	500	2D6	Chr2
Natural Claws	N	-3 to manipulation rolls. 1D6* damage	1,000	1D6+1	Chr2
Retractable Claws	M	1D6* damage	1,000	2D6	Chr2
Scratchers	N	Low HL due to implantation in hospital	500	1D6	Chr2
Rippers	M	Low HL due to implantation in hospital	750	2D6	Chr2
Short Tail	M	Bunny tail, etc	250	2	Chr2
Tail	MA	Mobile but weak, exerts about 3lbs of force	1,500	2D6	Chr2
Combat Tail	MA	Heavily muscled. 1D6+Damage Mod.	2,500	3D6	Chr2
Stinger Tail	M	Poison injecting stinger. 1D6*+Mod+drug/toxin	3,000	3D6	Chr2
Digitgrade Legs	CR	3 joint legs. +1 MA with tail. -2 MA without tail	4,000	6D6	Chr2
Fur/Scales/Skinchange	N	10% chance of cancer	10,000	3D6	Chr2
Heavy Scales	N	SP 12. 10% chance of cancer	12,000	3D6	Chr2
ExoSkeleton	CR	SP 18, MA & REF-2. 10% chance of cancer	20,000	4D6	Chr2
Frame Alteration	CR	25% size change from actual body size	8,000	2D6	Chr2
Muscle Pouch	MA	Muscles on lower back for tails or tentacles	1,500	1D6	SA
EXOTICS PACKAGES		EXOTIC PACKAGE DEALS			
KatNip - Feline	MA+	Slit-eyes, pointed ears, tail, synthskin, scratchers	3,400	4½D6	Chr2
Rodent	M+	Enlarged ears and eyes, button nose, synthskin	1,400	1½D6	Chr2
Rabbit	Mx2	Bunny ears & tail, button nose, whiskers	1,250	1D6	Chr2
Reptile	M+	No ears, long tongue, olfactory, fangs, synthskin	2,000	4D6	Chr2
Elf	M	Pointed ears, thin face, upturned eyebrows	1,000	1D6/2	Chr2
Dwarf/Halfling	CR+	Shorter & stockier frame(MA-2), broader features	9,000	2½D6	Chr2
Ork/Goblin	CR+	Broad features, longer arms, fangs, synthskin	10,900	6D6	Chr2
Troll/Ogre	CR+	Broad features, fangs, taller, grafted muscle, MBL	12,000	7D6	Chr2
Fishman	MA+	Gills, synthskin, webbing, custom contacts	2,000	4½D6	Chr2
Zark Nartanq Graftable	MA+	Fangs, wolvers, tail, skinweave, MBL, etc	12,350	12½D6+1	Chr2
Bear Package	CR+	Muzzle, fangs, claws, fur, taller, grafted muscle	24,500	13D6	Chr2
The Superman	CR+	The future of humanity via nano and bioware	19,735	13D6	Chr2
BigKatt	CR+	Muzzle, fangs, claws, tail, digitgrade legs, fur	21,000	19D6	Chr2
Slight Buggy	MA+	Bug-eyes, antennae, scaly synthskin, cyberoptics	3,400	6D6	Chr2
Franz Kafka Bughouse	CR+	as above, + mandibles, exoskeleton, scratchers	35,500	15D6	Chr2
Merman	CR+	Gills, skinchange, fishtail, cust. contacts, sonar	18,900	10½D6	Chr2
Sharkman	MA+	Gills, sonar, skinweave & change, muzzle, etc	17,700	12D6	Chr2
LupaForm Minor Package	M+	Pointed ears, dog-nose & eyes, fangs, synthskin	1,900	3½D6	Chr2
LupaForm Major Package	CR+	as above, + muzzle, tail, digitgrade legs, fur	20,000	15D6	Chr2
Humanisaurus Rex - Dragon	MA+	Short muzzle, fangs, tail, scales	16,000	9D6	Chr2
Playbeing Addition	MA+	Increased ATT, tactile boost, behavior chip, etc	+3,000	3½D6	Chr2

<i>Cyberware</i>	<i>Surg.</i>	<i>Description</i>	<i>Cost</i>	<i>H.L</i>	<i>Book</i>
CHIPWARE					
APTR Reflex Chips	-	Chips reflex and tech based skills	varies	-	CP20
MRAM Memory Chips	-	Chips INT and other cognitive skills	varies	-	CP20
M.O. Chips	N	One yes/no answer for INT 15+ roll	1,200 bm	-	Chr1
Courier Chip	N	Imprints data on users brain	600	-	Chr1
Security Chips	N	Eraseable/destroyable chips	+50/75	-	Chr1
Digi-Tone ID	N	Used with cyberaudio to recognise phone no.	70	-	Chr1
Special Operative Chip	N	+1 Language, Geography, and one other skill	900	-	Chr1
Poser Impersonation Chip	N	Specific Know [subject] +2, Perform +1	900-1100	-	Chr1
PhotoMemory RAM Chip	N	INT roll +2 [15+] to get a specific memory	1600	-	Chr1
Memory Compression	N	3 skills, skill level +3 total	+200-400	-	Chr1
Programmable Chipware	N	Provides basic knowledge of a procedure	50	-	Chr1
Mind Games	N	Over 300 games available	40	-	Chr1
Business Trip Chip	N	+1 Language, Culture, W/S or Business Law	800	-	Chr1
Tourism Chip	N	+1 Language, Culture, General Knowledge	750	-	Chr1
Space Chip	N	Space Survival +2, Highrider Culture +1	900	-	Chr1
Maximum Lover Chip	N	+2 Seduction	1300	-	Chr1
Stress Chip	N	+1 COOL for morale, +1 EMP interaction	350	-	Chr1
Adrenaline/Endorphin Surge	N	Ignore Pain/Exhaustion, +1 BOD 3 times in 24hrs	800	-	Chr1
Increased Neural Feedback	N	1/2 time to "chip in", burns out in 24 hours	+400	-	Chr1
Ambidexterity Chip	N	Makes user ambidextrous	800	-	Chr1
Independent Action Chip	N	Independent action for each arm. Amb+2 optics	250	-	Chr1
DeathTrance	N	1-3 minutes to enter. Medtech 25+ to detect life	1000	-	Chr1
Redundancy Loop	N	Will screw up at a crucial moment	50-75%	-	Chr1
"Fish N' Chips"	N	Appetite control device	85	-	Chr1
Visual Recognition Chips	N	INT+chip+1D10+Skill. Tech, Corp, Rocker, etc	100/level	-	Chr1
Police Visual Rec Chip	N	Visual ID's on criminals and licenses	200/level	-	Chr1
"SomaWare" Sleep Chip	N	Normal sleep (after 15 uses COOL 15+ to sleep)	400	-	Chr3
Navigation/Orientation Chip	N	Requires Phone Splice/Radio Link, accurate to 5m	250	-	Chr3
Major City Map	N	Contour map, needs Video Imager/Subd Screen	110	-	Chr3
Crypto Chips	N	Randomly generated substitution word code	600 per 2	-	Chr3
Stutter Chipping	N	Won't shoot designated (1 turn) friendlies	310	-	Chr3
Weaponmasters MArt Chip	N	Arasaka Te, and Thamoc available (max +3)	270/level	-	Chr3
Auditory Recognition Chips	N	Require Amp Hearing and Sound Edit (max +2)	150/level	-	Chr3
BEHAVIOUR CHIPS			1,000+	1D6/2	Chr2
James Bond	N	Cool +1	1,000	1D6/2	WGF
Xarghis Khan	N	Emp 1, Cool 10	2,000	1D6/2	WGF
Perfect Soldier	N	Cool +3 (max 11), Emp -2 (min 1)	1,500	1D6/2	WGF
Kick Ass	N	Cool +2, Emp-2, enhances aggression.	1,500	1D6/2	WGF
Sunny Day	N	Makes you feel happy, +4 vs Intimidation.	1,000	1D6/2	WGF