CYBERWARE

Cyberware is the term used for pieces of high technology grafted or implanted within the body of a human being, many of which are computers that use the body's own nervous system as a circuit board, and the brain is the central processor. Cyberware has its drawbacks, though, as those who are heavily "chromed" tend to disassociate themselves from humanity, which makes them distant and cold at times. Magical characters suffer heavily as it lowers their abilities with magic.

All pieces of cyberware are built with the Limitation: Cyberware (-1). This reflects the fact cyberware has to be implanted, can be detected when not in use, can be removed, can be damaged, and reduces the character's magical ability.

- Characters start with an Essence score of 60. Each piece of cyberware implanted reduces this score by its Essence Cost.
- Characters may have no more than 60 points of Essence lost with the exception of Cybermancy. Losing over 60 points causes death.
- For every 30 Essence lost, the player and GM must decide upon a special disadvantage for the character equaling -10 points. The disadvantage can be from Dependence, Dependent NPC, Distinctive Features, Enraged/Berserk, Psychological Limitation, or Social Limitation. It is meant as a role-playing tool to reflect the effect Cyberware has on a user's psyche. The character gets no extra points from this disadvantage.
- For every point of Essence paid for cyberware, the character loses 1 point from his Magic Attribute, which in turn reduces the power of magic that the character may cast.

HEADWARE

This section details cyberware that is implanted directly into the head or has most of its components wired directly to the head of the user, and they are typically computers or computer hardware.

CHIPJACK
This specialized type of datajack allows the user to mentally access datasofts and knowsofts. If the user also has a Skillwire System, he or she can also access activesofts. Only one chip can be used in a chipjack at a time; though a user can have more than one chipjack
Power: Mind Link (Software); **Adv**: None; AP: 10; **Lim**: Cyberware (-1); Only to use Chipsofts (-2); No Range (-.5)

Type	Essence	Nuyen
Chipjack	2.2	1000

CRANIAL CYBERDECK
This is a cyberdeck built directly into the user's head. The cranial cyberdeck uses all the rules for running the Matrix, and the essence and nuyen costs account for a datajack. Any extra internal memory cyberware can be used for Active or Storage memory, and external memory sources can be used for Storage memory only.
Power: Mind Link (Software); **Adv**: None; AP: 10; **Lim**: Cyberware (-1); Only to run the Matrix (-2); No Range (-.5)

Type	Essence	Nuyen
Allegiance Sigma	19	14000
Sony CT-360-D	25	75000
Novatech Hyperdeck-6	27	150000
CMT Avatar	28	300000
Renraku Kraftwerk-8	29	450000
Transys Highlander	30	700000
Novatech Slimcase-10	32	1500000
Fairlight Excalibur	35	2000000

DATA COMPACTOR
Compactor logic circuitry is an accessory to internal memory. It increases data storage capacity by using advanced data-compression algorithms. Stored data is compressed, the uncompressed automatically when needed. A data compactor decreases the size of data downloaded into headware memory by 20% per rating. Accessing or transferring data to and from internal memory normally requires a ½-Phase action, whereas compressed data takes a Full Phase action. Compressed data must be uncompressed in order to be read, but decker can also decompress it with a compression utility. Compactor cyberware can

also be integrated with a data lock and installed as a joint package, which reduces the Data Compactor's essence cost by 50%.

Type	Reduction	Essence	Nuyen
Level 1	20%	.8	9500
Level 2	40%	1.3	19000
Level 3	60%	1.7	28500
Level 4	80%	2.1	38000

DATA FILTER
The data filter, when activated, blocks the flow of information from short- to long-term memory. The user cannot later recall or remember anything that happened while the Data Filter was active. This device is popular with influential people who need to have aides or secretaries present during confidential proceedings; such employees are fitted with a data filter that can be remotely activated. The drawback to Data Filters is that the user is distracted while it is activated and cannot remember anything for more than a few minutes. While active, a character with a data filter suffers -4 to all perception rolls and will not remember anything that occurred while it was on.

Type	Essence	Nuyen
Data Filter	2.5	5000

DATAJACKS
These jacks are typically installed in the bones of the wrist, spine or skull, tapping into a major nerve trunk to send and receive signals. The jack itself is used as a plug-in for interface cables, allowing the user to directly control any device for which the user has a proper link. Datajacks let the user link to many types of machines, such as cyberdecks, vehicles modified for rigger gear. A limited version of Datajacks are included with the SmartLink System, but are specialized for use only with Smartgun equipped weapons. A new version of the Datajack has become popular lately, consisting of a magnetic induction pad implanted beneath the skin making the Datajack virtually undetectable by visual scan (adapters to standard plugs cost 300 nuyen).
Power: Mind Link (Machines); **Adv**: None; (Induction Datajack Only: Invisible Power Effects: Sight (+.5)); AP: 10/15; **Lim**: Cyberware (-1); Only to connect through properly equipped machines (-2); No Range (-.5)

Type	Essence	Nuyen
Datajack	2.2	1000
Induction Datajack	3.3	3000

DATA LOCK
This device is essentially a datajack encryption system. Input or output through a datajack requires a special code. This option is popular for couriers as it can deny the carrier access to his or her headware memory space. It also makes hacking into headware more difficult. The Cryptography skill levels for the Data Lock add +1 to the user's skill and are only to encode data transferred through a Datajack from Internal Memory.
Power: Cryptography Skill; **Adv**: None; AP: 2 per Rating; **Lim**: Cyberware (-1); Only to encrypt data in Internal Memory (-1)

Type	Rating	Essence	Nuyen
Data Lock	1-10	Rating x .7	Rating x 1000

ENCEPHALON
This is a combination microcomputer and expert system that permits the brain to access all internal memory stores and functions. It operates as a background system for most datachips and skillsofts. The Encephalon system adds to the character's Intelligence Attribute and to any General or Intellect Skills as detailed on the table below.
Power: Intelligence; Skill Levels: General Skills; Skill Levels: Intellect Skills; **Adv**: None; AP: 3/13/26; **Lim**: Cyberware (-1)

Type	INT	Skills	Essence	Nuyen
Level 1	+3	--	1.5	3000
Level 2	+3	+1	6.5	13000
Level 3	+6	+2	13	26000

INTERNAL MEMORY
This is raw data storage space implanted into a character's head. Unless the character wishes to change the data surgically, he will need a Datajack or a Chipjack to upload or change data. Programs take up space equal to their rating modified by the size multiplier, in Mp.

Power: Eidetic Memory Talent; **Adv**: None; **AP**: 5; **Lim**: Cyberware (-1); Only to store digital data (-.5)

Type	Essence	Nuyen
Internal Memory	Mp/30	Mp x 150

MATH SUBPROCESSOR (MATH SPU)

When implanted, it enhances the character's mathematical abilities in several ways. First, it allows the character to perform fantastic mathematical equations in an astoundingly short time. Second, the Math SPU also functions as a timepiece, alarm clock, and stopwatch. Third, the Math SPU also increases the character's computer related skills, as it performs many of the calculations for him.

Power: Skill Levels: Computer-Related Skills; Lightning Calculator; Absolute Time Sense; **Adv**: None; **AP**: 9/12/15; **Lim**: Cyberware (-1)

Type	Skills	Essence	Nuyen
Level 1	+1	4.5	4500
Level 2	+2	6	6000
Level 3	+3	7.5	7500

ORIENTATION SYSTEM

This system consists of a mapping unit connected to an inertial/magnetic positioning system. It is recommended for users to have Chipjacks, Skillwire System or Datajacks for uploading and storing map data that the Orientation System can use. When the proper softmap is loaded for this system, the user's exact positioning and elevation relative to sea level can be displayed. Street level can also be used as a reference point to elevation. When interfaced with a Tactical Computer, the user gains more Combat Skill Levels as long as he has a complete map of the current location.

Power: Bump of Direction; **Adv**: None; **AP**: 3; **Lim**: Only when map of area is loaded (-.5); Cyberware (-1)

Power: Combat Skill Levels: All Combat; **Adv**: None; **AP**: 16; **Lim**: Only when combined with a Tactical Computer (-.5); Only when map of area is loaded (-.5); Cyberware (-1)

Type	CSL	Essence	Nuyen
Orientation System	+2	6.5	25000

RADIO ENCYRPTION/DECRYPTION

This is the same as normal radio encryption/decryption, but installed cybernetically for the user's cybernetic communications. The maximum Headware Encryption/Decryption can increase the skill is +10.

Power: Cryptography Skill; **Adv**: None; **AP**: 2 per Rating; **Lim**: Cyberware (-1); Only to encrypt or decrypt radio transmissions (-1)

Type	SL	Essence	Cost
Encryption/Decryption	+1-10	Rating x .7	Rating x 2500

RADIO RECEIVER

This piece of headware allows the user to hear full-band, limited range radio transmissions. The signal quality is typically not as good as telephone transmissions, but the ability to switch bands makes the system popular with military personnel or anyone who might expect jamming or dataline taps.

Power: Radio Perception; **Adv**: None; **AP**: 8; **Lim**: Cyberware (-1)

Type	Essence	Nuyen
Radio Receiver	4	2000

RADIO TRANSCEIVER

This piece of headware allows the user to transmit and receive full-band, limited range radio transmissions. The signal quality is typically not as good as telephone transmissions, but the ability to switch bands makes the system popular with military personnel or anyone who might expect jamming or dataline taps. It comes in a subvocal version.

Power: Radio Perception/Transmission; **Adv**: None; **AP**: 10; **Lim**: Cyberware (-1)

(Subvocal Version: **Power**: Invisibility: Hearing Group; **Adv**: Reduced END: 0 END (+.5); **AP**: 15; **Lim**: Cyberware (-1); Only for voice when speaking through Radio Transceiver (-2)

Type	Essence	Nuyen
Radio Transceiver	5	2500
Subvocal Radio Transceiver	8.8	3800

REMOTE CONTROL DECK

A headware-mounted remote control deck. It functions exactly like that of a standard remote control deck, except that upgrades must be surgically implanted and the system costs essence.

Power: Mind Link (Vehicles); **Adv**: None; **AP**: 10; **Lim**: Cyberware (-1)

Type	Essence	Nuyen
Remote Control System	5	Rating x 25000

REMOTE CONTROL BIOFEEDBACK FILTER

The remote-control biofeedback filter is a headware remote control system accessory that protects the rigger from harmful simsense peak level surges.

Power: Mental Defense; **Adv**: None; **AP**: 1 per Rating; **Lim**: Only against Dump Shock (-1); Cyberware (-1)

Type	MD	Essence	Cost
Remote Control Biofeedback Filter	1-10	Rating x .3	Rating x 10000

REMOTE CONTROL ENCRYPTION MODULE (RCEM)

This is a headware mounted Remote-Control Encryption Module. It functions exactly like that of a standard remote system, except that upgrades must be surgically implanted and the system costs essence. The RCEM provides skill levels for Cryptography to guard against intrusion of the network by other riggers. The maximum rating for the RCEM is 10.

Power: Cryptography Skill; **Adv**: None; **AP**: 2 per Rating; **Lim**: Only to encrypt or decrypt remote control network transmissions (-1); Cyberware (-1)

Type	SL	Essence	Cost
Remote Control Encryption Module	1-10	Rating x .7	Rating x 10000

RIGGER DECRYPTION MODULE

This is a headware mounted Rigger Decryption Module. It functions exactly like that of a standard remote control deck, except that upgrades must be surgically implanted and the system costs essence. The rigger decryption module provides skill levels for Cryptography to decrypt encrypted signals created by an RCEM and is necessary to use the Remote Control Emulation Module. The maximum rating for the rigger decryption module is 10.

Power: Cryptography Skill; **Adv**: None; **AP**: 2 per Rating; **Lim**: Only to decrypt remote control network transmissions (-1.5); Cyberware (-1)

Type	SL	Essence	Cost
Remote Decryption Module	1-10	Rating x .6	Rating x 17500

RIGGER NETWORK SECURITY MODULE

This is a headware mounted Rigger Network Security Module. It functions exactly like that of a standard system, except that upgrades must be surgically implanted and the system costs essence. The maximum rating for the rigger network security module is 10.

Power: Systems Operation Skill; **Adv**: None; **AP**: 2 per Rating; **Lim**: Only to prevent infiltration of remote-control networks (-1); Cyberware (-1)

Type	SL	Essence	Cost
Rigger Protocol Emulation Module	1-10	Rating x .7	Rating x 10000

RIGGER PROTOCOL EMULATION MODULE

This is a headware mounted Rigger Protocol Emulation Module. It functions exactly like that of a standard system, except that upgrades must be surgically implanted and the system costs essence. The maximum rating for the rigger protocol emulation module is 10.

Power: Systems Operation Skill; **Adv**: None; **AP**: 2 per Rating; **Lim**: Only to infiltrate remote-control networks or security systems (-1); Cyberware (-1)

Type	SL	Essence	Cost
Rigger Protocol Emulation Module	1-10	Rating x .7	Rating x 5000

TELEPHONE

Similar to the Radio Transceiver, the Telephone allows the user to call and speak with others along telephone lines. The user is implanted with a cellular transmitter in his head, allowing him to call and receive telephone service. Video is not available with the headware Telephone.

Power: Radio Listen and Transmit (Telephone); **Adv**: None; AP: 8; **Lim**: Cyberware (-1); Only in range of cellular towers (-.25)

Type	Essence	Nuyen
Telephone	3.5	2500

WIDE RANGE RADIO TRANSCEIVER

This piece of headware allows the user to transmit and receive along any known radio, television, or cellular frequency. It also allows the user the limited ability to sense radar emissions. This is a top of the line piece of communications cyberware for the military and the mercenary. It also comes in a subvocal version.

Power: High Range Radio Perception; **Adv**: None; AP: 12; **Lim**: Cyberware (-1)

(Subvocal Version: **Power**: Invisibility: Hearing Group; **Adv**: Reduced END: 0 END (+.5); AP: 15; **Lim**: Cyberware (-1); Only for voice when speaking through Radio Transceiver (-2)

Type	Essence	Nuyen
Wide Range Radio Transceiver	6	3000
Subvocal Wide Range Radio Transceiver	9.8	4500

BODYWARE

This section details the pieces of cyberware that affect or are implanted in the body as a whole. Such pieces include reflex enhancers, muscle enhancers, and other similar systems.

AIR FILTRATION SYSTEM

These are implanted systems to protect the user from harmful air-vectored attacks. A replacement trachea is implanted into the user that is fitted with a filter that protects against smoke and most gases. The Air Filtration System subtracts its Defense value from the effect of air-based drain attacks such as poison gases.

Power: Power Defense; **Adv**: None; AP: 1 per DEF; **Lim**: Only affects inhalation-vectored attacks (-1.5); Cyberware (-1)

Type	DEF	Essence	Nuyen
Air Filtration System	1-20	DEF x .3	DEF x 1000

BALANCE TAIL

This cybernetic tail that extends a little over a meter is grafted to the base of the user's spine. An expert system adjusts the movement of the tail to ensure that the user is perfectly balanced. The tail moves of its own accord and the user cannot control it. Users with a balance tail must have their clothes modified to accommodate this new appendage. The skill levels granted by the tail may be allocated to Acrobatics, Breakfall, and Climbing skills

Power: Skill Levels: Acrobatics, Breakfall, Climbing; **Adv**: None; AP: 9; **Lim**: Cyberware (-1); Visible (-.25)

Type	SL	Essence	Nuyen
Balance Tail	+3	4	9000

BIOMONITOR

The Biomonitor implant measure the user's vital signs and body functions, and has a subdermal display screen (typically implanted on the outer wrist like a watch) that shows vital information about the user's health on demand. The Biomonitor also is an expert system that comes in quite handy if the user happens to be in serious danger of dying. It provides skill levels to a person's Paramedic Skill if they try to stabilize him.

Power: Skill Levels: Paramedic, PS: Doctor, Science: Biochemistry; **Adv**: None; AP: 9; **Lim**: Cyberware (-1); Only when diagnosing the user (-1)

Type	SL	Essence	Nuyen
Biomonitor	+3	3	2500

BLOOD FILTRATION SYSTEM

The user is implanted with a replacement kidney that contains the filter to remove harmful foreign agents from the bloodstream. It is effective against most injected drugs and many diseases. The Blood Filtration System subtracts its Defense value from the effect of injection-based drain attacks such as that of a poison dart.

Power: Power Defense; **Adv**: None; AP: 1 per DEF; **Lim**: Only affects injection-vector attacks (-1.5); Cyberware (-1)

Type	DEF	Essence	Nuyen
Blood Filtration System	1-20	DEF x .3	DEF x 1000

BONE LACING

This is a lengthy and expensive process in which the cellular structure of the subject's bones is augmented with lattice chains of reinforced plastics and metals to improve the bone's integrity and tensile strength. Because of the increased hardness and strength of the subject's bones, the amount of damage from an unarmed attack is increased.

Power: BODY; **Adv**: None; AP: 6/6/10/10/16; **Lim**: Does not affect figured Characteristics (-.5); Cyberware (-1); Adds Encumbrance (-.5)

Power: Hand-to-Hand Attack; **Adv**: None; AP: 3/0/3/6/9; **Lim**: Does not add to weapon damage (-.5); Does not stack with cyber limb damage (-.5) Cyberware (-1); Adds Encumbrance (-.5)

Power: Armor; **Adv**: None; AP: 0/1.5/1.5/1.5/1.5; **Lim**: Cyberware (-1); Adds Encumbrance (-.5); Does not affect areas replaced with cyberlimbs (-.25)

Type	rPD	HA	BOD	Weight	Essence	Nuyen
Plastic	--	+1d6	+3	+5 kg.	2.9	7500
Kevlar	+1	--	+3	+5 kg.	2.5	10000
Aluminum	+1	+1d6	+5	+10 kg.	4.4	25000
Ceramic	+1	+2d6	+5	+12 kg.	6	40000
Titanium	+1	+3d6	+8	+15 kg.	8.4	75000

BOOSTED REFLEXES

This is an electro-chemical process and modification that increases the person's natural reflexes without the need for cybernetic response amplifiers and neural-enhancement circuitry. Those who are implanted with Boosted Reflexes cannot gain the benefits of Wired Reflexes, Move-By-Wire Systems, Synaptic Accelerator, or Vehicle Control Rig.

Power: SPD; **Adv**: None; AP: 10/10/30; **Lim**: Does not affect SPD while driving a vehicle or decking (-.25); Cannot be used with certain other cyberware/bioware (-.25); Cyberware (-1)

Power: Lightning Reflexes; **Adv**: None; AP: 1.5/4.5/7.5; **Lim**: Cannot be used with certain other cyberware (-1); Cyberware (-1)

Type	SPD	LR	Essence	Nuyen
Level 1	+1	+1	4.5	20000
Level 2	+1	+3	5.5	35000
Level 3	+2	+5	10.5	50000

CHEMICAL ANALYZER

The Chemical Analyzer is usually implanted in the tongue or in a fingertip. This device requires a small sample of the compound to be analyzed in order to determine its chemical composition. The sample may be in any solid or liquid form. In most instances, the amount of sample required for analysis is not enough to inflict damage or harm to the appendage or user (GM's discretion). When used by itself, the Chemical Analyzer will provide only the raw chemical breakdown or composition. In conjunction with a chemical reference program or skill (Science: Chemistry), the Analyzer will also provide common and industrial compound names, and will prepare a report on the application and properties of the material in question. Perception bonuses apply to the detection as follows

Power: Detect Chemicals, Analyze; **Adv**: None; AP: 12/14/16; **Lim**: Cyberware (-1); Only works with solid or liquids (-.25)

Type	PER	Essence	Nuyen
Level 1	+2	5.3	3000
Level 2	+4	6.2	3500
Level 3	+6	7.1	4000

CYBERFANGS

This cyberweapon is implanted more often by those who just wish to impress their friends than by those who truly intend to use it, but it may work in a pinch. This piece is built into the upper and lower jaws of the user, consisting of three-quarter-inch retractable fangs made from a titanium alloy and enameled to resemble normal teeth. These fangs can be used with no ill effects without extending, but many like to impress their friends or inspire fear by baring their teeth with the Fangs extended. The Cyberfangs can be extended or retracted as a 0-Phase

action. Another term for Cyberfangs is "Vampires", typically used as slang for the weapon.

Power: Hand-to-Hand Killing Attack; **Adv**: Armor Piercing (+.5); AP: 15 **Lim**: Cyberware (-1); Real Weapon (-.25)

Type	HKA	Essence	Nuyen
Cyberfangs	½d6 AP	6.7	5000

CYBERFINS

This cybernetic implant consists of retractable spurs netted with webbing in the hands and feet. When extended they allow the user to swim as if using ordinary swim fins. The spurs on the hands can also be used like Hand Razors ("Scratchers") if warranted.

Power: Swimming; Hand-to-Hand Killing Attack; **Adv**: None; AP: 5; **Lim**: Cyberware (-1)

Power: Hand-to-Hand Killing Attack; **Adv**: None; AP: 10; **Lim**: Cyberware (-1); STR Min 5 (-.25); Real Weapon (-.25)

Type	Swim	HKA	Essence	Nuyen
Level 1	+5"	½d6	6.5	5000

CYBERGILLS

This cybernetic implant is located in the sides of the neck and it allows the user to breathe water exactly as a fish does. The gills are not overly noticeable except when in use or upon close inspection.

Power: Life Support: Breathe Water; **Adv**: None; AP: 5; **Lim**: Cyberware (-1)

Type	Essence	Nuyen
Cybergills	2.5	1500

CYBERSPIKE

This cyberweapon is built completely within the hand or arm of the user. It consists of a titanium spike with telescopes from one of two positions (depending on user's choice). It may either extend from between the knuckles of the middle and ring fingers of the hand, or it may extend from beneath the heel of the palm. The spike can range anywhere from 6 to 10 inches and is anchored directly to the bones of the user. Upon cybernetic command, the Cyberspike emerges from within its housing to exit the skin through a specially designed port. Unsheathing and sheathing the Cyberspike is a 0-Phase action. A slang term for the Cyberspike is "Impaler" for obvious reasons.

Power: Hand-to-Hand Killing Attack; **Adv**: Armor Piercing (+.5); AP: 23; **Lim**: Cyberware (-1), STR Min 10 (-.5); Real Weapon (-.25)

Type	HKA	Essence	Nuyen
Cyberspike	1d6 AP	8.4	5600

CYBERSPUR

This cyberweapon is built completely within the forearm and hand of the user. It consists of one or more titanium blades anchored to the bones of the forearm, hidden completely within internal sheathes when retracted and emerging from ports in the back of the hand like claws. The blades may be anywhere from 10 to 15 inches in length. Upon cybernetic command, the Cyberspur extends from the housing to exit the skin through a specially designed port, while safety catches lock the wrist in the correct position for extension. Unsheathing and sheathing of the Cyberspur is a 0-Phase action. A common slang term for Cyberspurs is "Rippers".

Power: Hand-to-Hand Killing Attack; **Adv**: None; AP: 25; **Lim**: Cyberware (-1); STR Min 10 (-.5); Real Weapon (-.25)

Type	HKA	Essence	Nuyen
Cyberspur	1½d6	9.1	7000

DERMAL PLATING

This is an invasive protection system that uses hard plastic and metal fiber plates bonded to the user's skin to produce dermal armor. Dermal Plating is implanted within the skin all over the character's body. Note that vitals are a special location and cannot be armored with Dermal Plating. The hands and feet are not an option either as doing so would severely limit the user's mobility. The user also cannot stack the benefits of Dermal Plating with Dermal Sheath, Subdermal Armor or Skinweave.

Power: Armor; **Adv**: None; AP: 3; **Lim**: Cannot combine with certain cyberware/bioware (-.25); Cyberware (-1); Does not cover vitals, hands, feet, or cyberlimbs (-.25)

Type	rPD	Essence	Nuyen
Dermal Plating	+2	1.2	40000

DERMAL SHEATH

The latest new thing in dermal armor advances is the Dermal Sheath, a semi-synthetic skin sheath which produces a smoother and less bulky protective cover than Dermal Plating. It also has self-regeneration abilities, should something come along to crack that outer shell. It is possible to produce a dermal sheath that is built upon ruthenium technology, allowing the sheath to change colors or even produce a "cloaking" effect making it difficult to detect. Dermal Sheath cannot be combined with any sort of cybernetic Armor such as Dermal Plating, Subdermal Armor or Skinweave.

Power: Armor; **Adv**: None; AP: 4.5; **Lim**: Cannot combine with certain cyberware/bioware and natural skin (-.25); Cyberware (-1)

Power: Invisibility: Sight Group; **Adv**: Reduced END: 0 END (+.5); AP: 30; **Lim**: Only covers user's body (-.5); Only against Normal Sight (-.5); Linked to Dermal Sheath (-.5); Cyberware (-1)

Type	rPD	Essence	Nuyen
Dermal Sheath	+3	2	100000
Ruthenium (Cloaking)	--	+8.6	+100000

FINGERTIP COMPARTMENT

This small storage space replaces the last join of a finger. It is ideal for concealing data chips, and is also commonly used to conceal a monofilament whip because the replacement joint can serve as the whip's control weight.

Power: Concealment; **Adv**: None; AP: 10; **Lim**: Cyberware (-1); Only to conceal tiny objects (-3)

Type	Skill	Essence	Nuyen
Fingertip Compartment	+5	2	2500

FLEX HANDS

This modification replaces most of the bones in the hands with a type of memory plastic that deforms under continuous pressure and then returns to its normal shape. This allows the user to squeeze his hand out of handcuffs and other restraining devices. This modification cannot be implanted if the user has any sort of bone lacing.

Power: Contortionist Skill; **Adv**: None; AP: 6; **Lim**: Cyberware (-1); Cannot implant bone lacing (-.5)

Type	Skill	Essence	Nuyen
Flex Hands	+3	2.4	6000

GAS SPECTROMETER

Housed in the main sinus chambers, the Gas Spectrometer is used to provide an analysis of the chemical composition of gases. Only a small sample is needed for analysis; a small sniff will suffice. Under most circumstances, the amount of gas required for analysis will not be enough to inflict damage or harm the user (GM's discretion). By itself, the Gas Spectrometer will provide only the raw chemical breakdown of a gas mixture. When used in conjunction with a chemical reference program or skill (Science: Chemistry), the spectrometer provides common and industrial compound names, and also prepares a short report on the application and properties of the gas in question.

Power: Detect Chemicals, Analyze; **Adv**: None; AP: 12/14/16; **Lim**: Cyberware (-1); Only works with gases (-.25)

Type	PER	Essence	Nuyen
Level 1	+2	5.3	3000
Level 2	+4	6.2	3500
Level 3	+6	7.1	4000

HAND RAZORS

This cyberweapon is built within the fingers of the user, consisting of a 2 to 3 inch telescoping titanium alloy blade housed within each finger, and reinforced by anchoring it to the third bone of that finger. The triangular blades will extend upon cybernetic command giving the user instant claws, as the razor sharp blades exit the skin through special ports. Mostly seen as an assassin's weapon as the Hand Razors are very well concealed when extended and retracted, they are still useful in true combat situations. Extending or retracting of Hand Razors is a 0-Phase action. A common slang term for Hand Razors are "Scratchers", as many street punks think that is all the weapon can do.

Power: Hand-to-Hand Killing Attack; **Adv**: None; AP: 15; **Lim**: Cyberware (-1); Reduced Penetration (-.25); STR Min 5 (-.25); Real Weapon (-.25)

Type	HKA	Essence	Nuyen
Hand Razors	1d6 RP	5.5	4000

HYDRAULIC JACKS

This piece requires extensive and obvious modification to the legs, making them most commonly installed in cyberlegs. Hydraulic Jacks greatly increase the maximum distance (both vertical and horizontal) the user can jump, increase running speed, and absorb impact from falls.
Power: Leaping; Running; Skill Levels: Breakfall; **Adv**: None; AP: 10/20/30/40; **Lim**: Cyberware (-1)

Type	Leap	Run	Skill	Essence	Nuyen
Level 1	+2"	+2"	+2	5	6000
Level 2	+4"	+4"	+4	10	12000
Level 3	+6"	+6"	+6	15	18000
Level 4	+8"	+8"	+8	20	24000

INDEPENDENT AIR SUPPLY

A small cybernetic organ, filled with spongy, oxygen-filled foam. It is implanted in the lower lungs and it allows a character to breathe in an oxygen-deficient area. When the oxygen level in an area goes below that needed to support the user, the Independent Air Supply will kick in, providing fresh, breathable air internally for 1 hour. The Independent Air Supply will recharge when there is fresh external oxygen available. It takes a full hour to completely recharge the system.
Power: Life Support: Self-Contained Breathing; **Adv**: None; AP: 10; **Lim**: 1 Continuing Charge: 1 Hour (-.25); Cyberware (-1)

Type	Essence	Nuyen
Independent Air Supply	4.4	2500

JOINT AUGMENTATION

This piece is implanted through extensive surgery as the cyberdoc must implant the neural amplifiers all through the user's body at strategic places, generally at the joints as well as replacing joints with smoother more flexible and more responsive pieces. The main advantage to this piece is that it dramatically increases the user's manual dexterity and overall agility. The amplifiers speed up the signals that travel along the neural pathways giving the user greater control over his actions. The user of Joint Augmentation cannot stack the benefits with Muscle Toner bioware.
Power: DEX; **Adv**: None; AP: 12/18/24/30; **Lim**: Does not affect Figured Characteristics (-.5); Cyberware (-1); Cannot combine with certain cyberware/bioware (-.25)

Type	DEX	Essence	Nuyen
Level 1	+4	4.4	30000
Level 2	+6	6.5	45000
Level 3	+8	8.7	60000
Level 4	+10	10.9	75000

MAGNETIC SYSTEM

This system consists of a series of electromagnets mounted along the length of a limb (like the foot, hand, or knee). When the system is activated, the user can hold on to or cling to ferrous-metal objects very strongly. The magnetic field produced by the system is not strong enough to interfere with electronics or computers.
Power: Clinging with increased STR; **Adv**: None; AP: 12; **Lim**: Only to cling to metallic object (-1); Cyberware (-1)

Type	STR	Essence	Nuyen
Magnetic System	+6	4	3000

MOVE-BY-WIRE

Modern aircraft and other kinds of vehicles (AVs mostly) use what is known as fly-by-wire to control their motion. The designs of these aircraft are inherently unstable. It literally wants to fly in all directions at once. The fly-by-wire system keeps it under control by using a series of redundant computers that continually counteract the chaotic motion of the craft. This also means that when the craft is told to move in a specific direction, it already wants to do that, and is thus more responsive and maneuverable. When this type of theory is applied to a person, it creates the Move-By-Wire System. This system puts the body in a constant state of seizure. A computer in the user's brain monitors the state of the seizure and counteracts its effects until the user tells it that he or she wants to move. At that point, it channels the effect of the seizure along the motion path desired. This system allows the user to move with unnatural smoothness and fluidity. Move-By-Wire makes someone with mere balance augmentation look spastic. It is easy to spot someone with Move-By-Wire, and the system redefines what the shadow world knows as speed. Move-By-Wire cannot be combined with Boosted Reflexes, Wired Reflexes, or Synaptic Accelerator.
Power: DEX; Skill Levels: Agility Skills; Lightning Reflexes Talent; **Adv**: None; AP: 17/34/51/68; **Lim**: Cannot combine with certain cyberware/bioware (-.25); Cyberware (-1)
Power: SPD; **Adv**: None; AP: 30/40/50/60; **Lim**: Does not affect SPD while driving a vehicle or decking (-.25); Cannot combine with certain cyberware/bioware (-.25); Cyberware (-1)

Type	DEX	SPD	LR	Skills	Essence	Nuyen
Level 1	+2	+3	+4	+1	19.5	250000
Level 2	+4	+4	+8	+2	31.1	500000
Level 3	+6	+5	+12	+3	42.7	1000000
Level 4	+8	+6	+16	+4	54.2	2000000

MR. STUDD™ SEXUAL IMPLANT

All day and all night and they will never know the difference. Use your imagination. This implant gives bonuses to Seduction Skill Rolls. Available in Midnight Lady™ for the feminine persuasion.
Power: Seduction Skill; **Adv**: None; AP: 6; **Lim**: Cyberware (-1)

Type	SL	Essence	Nuyen
Mr. Studd/Midnight Lady Sexual Implant	+3	3	6000

MUSCLE REPLACEMENT

These are implanted, vat-grown synthetic muscle that are specially grafted and incorporated with the users own natural muscles. Calcium treatments and skeletal reinforcements allow an overall increase in the user's strength. The user of muscle replacement cannot stack the benefits with Muscle Augmentation bioware.
Power: STR; **Adv**: None; AP: 4/8/12/16; **Lim**: Does not affect figured characteristics (-5); Cyberware (-1); Cannot combine with certain cyberware/bioware (-.25)

Type	STR	Essence	Nuyen
Level 1	+4	1.5	10000
Level 2	+8	2.9	20000
Level 3	+12	4.4	30000
Level 4	+16	5.8	40000

OLFACTORY BOOSTER

This is actually a combination of a number of small receptors set into the nasal passages and at the back of the mouth. The piece boosts the user's normal sense of smell so that he may detect minute changes in odor as well as track people and objects by their scent. The Olfactory Booster contains high-level safety cut-offs to prevent discomfort and distraction from intense odors. The maximum the Perception Bonus can be is +8.
Power: Perception Smell Sense Group, Tracking Scent; **Adv**: None; AP: 5, 1 per +1 to Smell PER Rolls; **Lim**: Cyberware (-1)

Type	Essence	Nuyen
Olfactory Booster (Tracking Scent)	2.5	2500
Per +1 to Smell Sense Group	+.5	500

PAIN EDITOR

This coprocessor overrides the pain receptors of the brain, making the subject impervious to torture, deprivation, or physical hardship. This doesn't mean that the user isn't hurt, just that he won't notice the pain until he collapses. Cannot be combined with Pain Resister bioware.
Power: CON; **Adv**: None; AP: 20; **Lim**: Only to resist being stunned (-1); Cyberware (-1)
Power: Resistance Talent; **Adv**: None; AP: 5; **Lim**: Cyberware (-1)

Type	Resist.	CON	Essence	Nuyen
Pain Editor	+5	+10	9.2	11300

REACTION ENHANCER

By replacing part of the spinal column with superconducting material, characters can increase their reaction times. Characters can take up to 6 reaction enhancements. Each enhancement gives the character +2 Lightning Reflexes allowing him or her to go faster in a phase. This enhancement is compatible with all other types of reaction or reflex cyberware and bioware.
Power: Lightning Reflexes Talent; **Adv**: None; AP: 3 per Rating; **Lim**: Cyberware (-1)

Type	LR	Essence	Nuyen

Reaction Enhancer	1-6 Rating x 1.5	Rating x 3000

REFLEX TRIGGER

A Reflex Trigger is an accessory for Wired Reflexes and allows the user to cybernetically turn the reflexes on or off (½-Phase Action). The Wired Reflexes and Reflex Trigger must be installed simultaneously, as a package. The Trigger cannot be retrofitted later. When turned off, the Reflex Trigger adds +4 to perception rolls by cyberware scanners to detect the wired reflexes.

Power: Concealment Skill; **Adv**: None; AP: 8; **Lim**: Cyberware (-1); Only to hide Wired Reflexes (-1)

Type	SL	Essence	Nuyen
Reflex Trigger	+4	2.7	12000

RETRACTABLE CLIMBING CLAWS

Similar to retractable Hand Razors, climbing claws extend from the fingertips and assist in climbing.

Power: Climbing Skill; **Adv**: None; AP: 6; **Lim**: Cyberware (-1)
Power: Hand-to-Hand Killing Attack; **Adv**: None; AP: 10; **Lim**: Cyberware (-1)

Type	Skill	HKA	Essence	Nuyen
Retractable Climbing Claws	+3	½d6	8	8500

SKILLWIRE

These are invasive systems of neuro-muscular controllers necessary for a user to take advantage of Skillsofts, which are computer programs that give the user instant access to a limited number of skills at one time, but of a limited variety. The system is built with a single Chipjack included, though a user can add more if he wishes to quick swap programs. The Skillwire System can also use Skillsofts loaded into Internal Memory. Skillwires may access any amount of programs so long as their total ratings do not add to more than the rating of the system. A character with a Skillwire System Level 6 could run 1 level 6 program or 3 level 2 programs. As long as he had a way to load them all in at once, it is possible. The maximum rating of a Skillwire System is 10. Skillsoft are rated on the amount of points it costs to make the skill. For example, A Rating 10 Computer Chip would give +10 points to a character's Computer skill or give him the skill at 12-. A Rating 10 Defensive Combat Chip would give the character +2 Combat Skill Levels to be applied only to Defense. Skillwires are only required to run Agility, Combat, Intellect, and Interaction skills. Background skills function fine with a "naked" Chipjack or loaded into Headware memory.

Power: Variable Power Pool 2-20 Active Point Powers; **Adv**: Change Automatically (+1); AP: 4-40; **Lim**: Only to run present skillsoft chips (-.5); Cyberware (-1)

Type	Rating	Essence	Nuyen
Skillwire System	2-10	Rating x 1.6	Rating x 10000

SMARTLINK & SMARTLINK II SYSTEMS

This system allows the user to interface directly with a Smartgun equipped weapon for greater response and accuracy. The SmartLink allows the user to gain instant access to his weapons status, its current positioning, and the remaining ammunition. The SmartLink includes a magnetic induction pad implanted in the user's palm. Characters may have more than one SmartLink, but they may only ever use one system at a time, even if it is for two different weapons. SmartLink II systems function identically to the standard SmartLink, but has advanced systems that account for range, wind, and movement to help with targeting at longer range.

Power: Combat Skill Levels: All Ranged Combat; Range Skill Levels: All Ranged Combat; Skipover Sprayfire Autofire Skill; **Adv**: None; AP: 15/18; **Lim**: Only when interfaced with a Smartgun equipped weapon (-.5); One weapon at a time (-.5); Cyberware (-1)

Type	CSL	RSL	Essence	Nuyen
SmartLink	+2	--	5	15000
SmartLink II	+2	+1	6	18000

SUBDERMAL ARMOR

This is an invasive protection system that uses hard plastic and metal fiber plates bonded to the user's skin to produce dermal armor. Subdermal Armor is placed just beneath the skin in the locations of the user's choice. It is not completely undetectable by outside examination but it is not obvious at a distance. Note that vitals are a "special" location and cannot be armored with Subdermal Armor. The hands and feet are not an option either as doing so would severely limit the user's mobility. The user also cannot have the same locations implanted with Subdermal Armor as Dermal Plating or Skinweave.

Power: Armor; **Adv**: None; AP: 3; **Lim**: Cannot combine with certain cyberware/bioware (-.25); Cyberware (-1); Does not cover cyberlimbs (-.25)
Power: Concealment 14-; **Adv**: None; AP: 9; **Lim**: Cyberware (-1); Only to conceal the presence of Subdermal Armor (-2)

Type	rPD	Conc.	Essence	Nuyen
Subdermal Armor	+2	14-	3.5	40000

SYNTHLINK SYSTEM

A SynthLink System requires Datajacks as the user "jacks into" his or her musical instrument (which much be SynthLink equipped, Cost is 500 nuyen). With this kind of interface, the user can cybernetically control and monitor his instrument. There is a remote control pack that a user can wear upon his person that allows the user to remotely control synthesizers and instruments, allowing for a dramatic show on the part of the musician, as no instruments are visible. A SynthLink System gives the user more control over his music and enhances his musical ability.

Power: Skill Levels: Musical Skills; **Adv**: None; AP: 9/18/27; **Lim**: Only when interfaced with a SynthLink equipped instrument (-.5); Cyberware (-1)

Type	SL	Essence	Nuyen
Level 1	+3	3.6	9000
Level 2	+6	7.2	18000
Level 3	+9	10.8	27000

TACTICAL COMPUTER

A Tactical Computer is a dedicated system designed to keep track of all relevant combat data during a battle. If the subject's senses cannot provide the appropriate information, the computer may not be able to make accurate adjustments. A Tactical Computer can keep track of, and project the predicted movements of a number of targets equal to its level plus 2. It takes a ½ Phase action to lock targets. A target can shake the Tactical Computer Lock by breaking out of the user's line of sight for 6 consecutive segments. Doing so requires the Tactical Computer user to spend another ½ Phase action locking back onto the target when he or she becomes visible again. The Tactical Computer also has an embedded Tactics Expert System, which provides bonuses to the Tactics Skill. If the user also has an Orientation System implanted the Skill Levels for it add to those of the Tactical Computer and are subject to the same rules.

Power: Combat Skill Levels: All Combat; Skill Levels: Tactics; **Adv**: None; AP: 14/28/42/56; **Lim**: Extra Time to Start: ½ Phase (-.25); Does not work against unseen targets (-.25); Limited Targets (-.5); Cyberware (-1)

Type	CSL	SL	Essence	Nuyen
Level 1	+1	+2	4.7	50000
Level 2	+2	+4	9.3	100000
Level 3	+3	+6	14	150000
Level 4	+4	+8	18.7	200000

TACTILE BOOSTER

Sensory elevators placed in the nerve fibers around the body allow the user of a Tactile Booster to have a greater sense of touch when the booster is enabled.

Power: Enhanced Perception: Touch Sense Group; **Adv**: None; AP: 1 per Rating; **Lim**: Cyberware (-1)

Type	PER	Essence	Nuyen
Tactile Booster	+1-8	Rating x .5	Rating x 500

TARGETING COMPUTER

Similar in use to both the Tactical Computer and the SmartLink System, a Targeting Computer is an implanted expert system that allows its user to account for long distances and distance to velocity targeting. It also compensates for difficult targeting due to clutter, cover, or other detrimental modifiers (including a Called Shot)

Power: Combat Skill Levels: All Ranged; **Adv**: None; AP: 5/10/15/20; **Lim**: Only to offset any penalties (-.5); Cyberware (-1)

Type	CSL	Essence	Nuyen
Level 1	+1	2	12500
Level 2	+2	4	25000
Level 3	+3	6	37500
Level 4	+4	8	50000

TOXIN FILTRATION SYSTEM

The user is implanted with filters that are designed to detoxify a wide range of poisons, including alcohol, taken orally. The Toxin Filtration System subtracts its Defense value from the effect of ingestion-based drain attacks such as rat poison dumped in your soykaf.

Power: Power Defense; **Adv**: None; AP: 1 per Rating; **Lim**: Only affects ingestion-vector attacks (-1.5); Cyberware (-1)

Type	DEF	Essence	Nuyen
Toxin Filtration System	1-20	DEF x .3	DEF x 1000

VEHICLE CONTROL RIG

This system allows the user to control a vehicle through direct cybernetic control. The Vehicle Control Rig requires a Datajack and the vehicle must be equipped with Rigger Control Gear. The type of vehicle doesn't matter as long as the user has Familiarity with it, he can utilize his Vehicle Control Rig to the best of his ability. The "Rigger" can plug directly into an equipped vehicle and gain his bonuses, or he may jack into a Remote Control Deck, to control Drones or any vehicles equipped with Remote Control Gear. Power servos the steer wheels, depress accelerators, control braking, target and fire weapons if so equipped. Riggers controlling rigged vehicles are inhumanly responsive in their vehicle, almost as if the vehicle and they were one. For more information on Riggers and Drones, see the Vehicles Section. The bonuses from such cyberware as Boosted Reflexes, Move-By-Wire, Wired Reflexes, and Synaptic Accelerator do not assist SPD when rigged or driving.

Power: SPD; Skill Levels: Vehicle Skills; Lightning Reflexes Talent; **Adv**: None; AP: 39/58/77; **Lim**: Only when interfaced with a Remote Control Deck or Rigged Vehicle (-1); Cyberware (-1); Only to control a vehicle's or drone's systems (-1)

Type	SPD	LR	Skill	Essence	Nuyen
Level 1	+3	+4	+1	9.8	12000
Level 2	+4	+8	+2	14.5	60000
Level 3	+5	+12	+3	19.3	300000

VOICE SYNTHESIZER

This system allows the user to perfectly mimic any voice or tone previously heard by the user.

Power: Images: Normal Hearing, -4 PER Rolls; **Adv**: None; AP: 17; **Lim**: No Range (-.5); Cyberware (-1)

Type	Essence	Nuyen
Voice Synthesizer	6.8	11000

WIRED REFLEXES

These are the staple of street samurai everywhere; implanted neural boosters and adrenaline stimulators which dramatically increase the overall speed of the user. With Wired Reflexes implanted, the user may move at superhuman levels, doing things as such a blinding speed that unmodified people are astounded. Wired Reflexes cannot be combined with Boosted Reflexes, Move-By-Wire, or Synaptic Accelerator.

Power: SPD; **Adv**: None; AP: 30/40/50; **Lim**: Does not affect SPD when driving a vehicle or decking (-.25); Cannot combine with certain cyberware/bioware (-.25); Cyberware (-1)

Power: Lightning Reflexes Talent; **Adv**: None; AP: 6/12/18; **Lim**: Cannot combine with certain cyberware/bioware (-.25); Cyberware (-1)

Type	SPD	LR	Essence	Nuyen
Level 1	+3	+4	14.7	55000
Level 2	+4	+8	21.3	165000
Level 3	+5	+12	28	500000

CYBER-OPTICS

This includes cyberware that is implanted in or replaces the user's eyes.

CYBEREYES

Full cybernetic replacement of the user's eyes provided perfect 20/20 vision. This piece comes in many different styles and can be styled any way the user would like. Cat's eyes, solid chrome, glowing red, and "terminator"-style are very popular. Any damage done to cyberware implanted into a cybereye is reduced by 20%. If this reduces the damage to 0% or less, the system is not damaged. This holds true for the cybereye itself, should it also take damage. The Cybereye can hold an additional 5 Essence points of further modifications before each one begins to affect the users system.

Power: Armor; **Adv**: None; AP: 3; **Lim**: Only to resist cyberware damage to cyber-optics (-2); Cyberware (-1)

Power: Essence Points; **Adv**: None; AP: 5; **Lim**: Only for essence from cyber-optics (-2); Cyberware (-1)

Type	Essence	Nuyen
Cybereyes	2	2000

BRIGHT LIGHT SYSTEM

A version of the Eye Light system, this is a high-intensity unit that creates a bright flash similar to a flash grenade, bright enough to overload the optic nerves of the person so attacked. Unfortunately, this system requires a lot of juice to power, and takes 24 hours to recharge. This option is only available with a Cybereye.

Power: Flash: Sight Group; **Adv**: None; AP: 20; **Lim**: 1 Charge (-2); Cyberware (-1); Cybereyes only (-.5)

Type	Flash	Essence	Nuyen
Bright Light System	4d6	4.4	5000

COSMETIC MODIFICATION

Alteration of the iris color is the most popular type, but pupil shape alteration and cornea pigmentation are also available.

Type	Essence	Nuyen
Cosmetic Modification	0	500

DIGITAL CAMERA

Internal Memory may be used as a storage device for any image viewed through the eye. If the user has an external storage device (such as a pocket computer) he may connect to it via a Datajack and use it to store the video data. If there is no storage device available, there is a chip inside a data port in the eye that can store 5 minutes of video. This piece cannot be installed as a retinal modification. 1 minute of video requires 1 Mp of storage.

Power: Eidetic Memory Talent; **Adv**: None; AP: 5; **Lim**: Limited time by storage (-.5); Video only (-.5); Cyberware (-1); Cybereyes only (-.5)

Type	Essence	Nuyen
Digital Camera	1.4	2500

EYE LIGHT SYSTEM

This system mounts high-powered, low-heat lights in the Cybereye that channel a tight, polarized beam outward down a path parallel to the optical center of the eye. An amount of light sufficient to see with standard low-light vision falls wherever the user is looking. The tight beam and polarization minimize scatter from the eye, so the light can't be seen unless someone is staring right into the eyes of the user. This option is only available in Cybereye form.

Power: Nightvision; **Adv**: None; AP: 5; **Lim**: Cyberware (-1); Cybereyes only (-.25)

Type	Essence	Nuyen
Eye Light System	2.2	2500

FLARE COMPENSATION

Auto step-down compensates for harsh sunlight, flares, and flash attacks. Never need sunglasses again!

Power: Flash Defense: Sight Group; **Adv**: None; AP: 1 x Rating; **Lim**: Cyberware (-1)

Type	FD	Essence	Nuyen
Flare Compensation	+1-8	Rating x .5	Rating x 1000

IMAGE ENHANCEMENT
Super high-resolution graphics capability allows the user to enhance and refine images viewed in a matter of nanoseconds. This enhancement allows the user greater awareness of small and fine details.
Power: Enhanced Perception: Sight Group; **Adv**: None; AP: 2 x Rating; **Lim**: Cyberware (-1)

Type	PER	Essence	Nuyen
Image Enhancement	+1-6	Rating x 1	Rating x 2000

LOW-LIGHT VISION
The user sees just as well at night as he or she does during the day; assuming that there is some UV light available. The there is no ambient light, then this enhancement provides no bonus.
Power: Ultraviolet Perception: Sight; **Adv**: None; AP: 5; **Lim**: Cyberware (-1)

Type	Essence	Nuyen
Low-Light Vision	2.5	1250

OPTISHIELDS
These are bullet-resistant shades built into the housings in the forehead and orbital ridge. These mirrored lenses enclose the eye sockets and protect the user from all irritant gases. The Flare Compensation option is standard for Optishields. The Optishields give protection to the head as well as providing flash protection. They also serve as Cybereyes by providing space for 5 Essence worth of options before the options further damage Essence.
Power: Armor; **Adv**: None; AP: 3; **Lim**: Only on head location (-1); Cyberware (-1)
Power: Flash Defense: Sight Group; **Adv**: None; AP: 4; **Lim**: Cyberware (-1)
Power: Essence Points; **Adv**: None; AP: 5; **Lim**: Only for essence from cyber-optics (-2); Cyberware (-1)

Type	rPD	FD	Essence	Nuyen
Optishields	+2	+4	4.3	12750

RANGEFINDER
This cyber-optic accessory allows the user to have exact knowledge of distances between himself and the object or place he is looking at.
Power: Detect Distances: Sight, Sense, Discriminatory; **Adv**: None; AP: 12; **Lim**: Cyberware (-1)

Type	Essence	Nuyen
Rangefinder	6	3250

REMOTE EYE
A strange and particularly disturbing piece of cyberware is the Remote Eye. By cybernetic command, the eye detaches and can be placed in a small mount with magnetic and Velcro feet (standard equipment included with the eye). It then transmits back to the user as if he or she were seeing from that position. The Remote Eye can only take one other optical option and is only available in Cybereyes. The eye has enough power to transmit for 1 hour.
Power: Clairsentience: Sight Group, x16 Range; **Adv**: None; AP: 40; **Lim**: OAF: Eye (-1); Only where the eye is placed (-.25); Cyberware (-1); 1 Continuing Charge: 1 hour (-.25); Cybereyes only (-.25)

Type	Range	Essence	Nuyen
Remote Eye	1600"	10.7	10000

RETINAL CLOCK
This minor addition displays the current time/day/month/year in the lower right corner of the character's vision or wherever the character wants. This can be modified via cybernetic command for region and season, and includes a stopwatch timer and a countdown timer. The Retinal Clock is accurate to ±0.0001 seconds per year.
Power: Absolute Time Sense Talent; **Adv**: None; AP: 3; **Lim**: Cyberware (-1)

Type	Essence	Nuyen
Retinal Clock	1.5	750

RETINAL DUPLICATION
This is the modifying of one's retinal pattern done in the attempt to fool retinal identification scanners. Though a very imperfect process, the duplication does sometimes work. This option is only available as a retinal modification and does not work in cybereyes.
Power: Disguise Skill; **Adv**: None; AP: 10; **Lim**: Only to fool retinal scanners (-2); Cyberware (-1)

Type	SL	Essence	Nuyen
Retinal Duplication	+5	2.5	15000

THERMOGRAPHIC VISION
This piece of cyberware allows the user to see heat patterns of objects and people. Cooler things show up as dark to light blue, whereas hotter things show up as red or orange, and the hottest of all is yellow or white. The thermographic sight overlays the user's normal sight so that he can better translate the images. It can be used to distinguish different heat sources through light structural material, or the presence of cybernetics (which are always cooler than normal body temperatures). It can also be used to determine the operating time of machinery by measuring its cooling gradient. This option is stopped by material more than 1 foot thick.
Power: Infrared Perception: Sight, Discriminatory; **Adv**: None; AP: 10; **Lim**: Cyberware (-1)

Type	Essence	Nuyen
Thermographic Vision	5	1250

ULTRASOUND VISION
Ultrasound Vision systems have three components: an emitter, a receiver, and a processor. The emitter device installed in one eye sends out continuous ultrasonic pulses, sweeping forward from side to side. The receiver installed in the other eye (creating the necessary angle of deflection) receives the echoes of these pulses and converts them to electrical signals, which are fed to the processor. The processor (also built into the eyes) builds a topographical image from these signals, showing depth, forms and texture as depicted by the echoes. When activated, the ultrasound "map" overlays the user's vision (in much the same way that thermographic vision overlays natural sight). Shapes and forms are outlined and textured, allowing the user to distinguish objects that other vision systems can't detect.
Power: Active Sonar: Sight; **Adv**: None; AP: 15; **Lim**: Cyberware (-1)

Type	Essence	Nuyen
Ultrasound Vision	7.5	3750

VISION MAGNIFICATION
The optical version of this enhancement magnifies the visual image in the same manner as binoculars or the lens of a camera. The electronic version uses a light-sensitive chip that magnifies then enhances the image.
Power: Telescopic: Sight Group; **Adv**: None; AP: 1 x Rating; **Lim**: Cyberware (-1)

Type	PER	Essence	Nuyen
Vision Magnification	+1-8	Rating x .5	Rating x 750

CYBER-AUDIO

There is very little difference in whether a character has Hearing Modification or fully replaced Cyberears in the function of the systems.

CYBEREARS
Full cybernetic replacement of the user's ears provided perfect hearing. This piece comes in many different styles and can be styled any way the user would like. Chrome-style and elf-ears are the most common. Any damage done to cyberware implanted into a cyberear is reduced by 20%. If this reduces the damage to 0% or less, the system is not damaged. This holds true for the cyberear itself, should it also take damage. The Cyberear can hold an additional 5 Essence points of further modifications before each one begins to affect the users system.
Power: Armor, **Adv**: None; AP: 3; **Lim**: Only to resist cyberware damage to cyber-audio(-2); Cyberware (-1)
Power: Essence Points; **Adv**: None; AP: 5; **Lim**: Only for essence from cyber-audio (-2); Cyberware (-1)

Type	Essence	Nuyen
Cyberears	2	2000

COSMETIC MODIFICATION

There are endless variations, shapes, and sizes, but the most common are the elongated and pointed versions for elf-wannabes.

Type	Essence	Nuyen
Cosmetic Modification	0	500

HEARING AMPLIFICATION

This piece amplifies sound to improve hearing and sound recognition ability. The system has one big drawback though, as any sound-based attacks are at double effect.

Power: Enhanced Perception: Hearing Group; **Adv**: None; AP: 2 x Rating; **Lim**: Cyberware (-1); Side Effect: Flash: Hearing attacks are double effect (-.5)

Type	PER	Essence	Nuyen
Hearing Amplification	+1-6	Rating x .8	Rating x 2000

LEVEL DAMPER

This system automatically compensates for loud noises, such as stun bomb attacks or sonic weapons, and it also protects from damaging frequencies.

Power: Flash Defense: Hearing Group; **Adv**: None; AP: 1 x Rating; **Lim**: Cyberware (-1)

Type	FD	Essence	Nuyen
Level Damper	+1-8	Rating x .5	Rating x 1000

RECORDER

The user can record anything that he can hear. If the user has an external storage device (such as a pocket computer) he may connect to it via a Datajack and use it to store the audio data. If there is no storage device available, there is a chip inside a data port in the ear that can store 5 minutes of audio. This piece cannot be installed as a hearing modification. 1 minute of audio requires 1 Mp of storage.

Power: Eidetic Memory; **Adv**: None; AP: 5; **Lim**: Limited time by storage (-.5); Audio only (-.5); Cyberware (-1); Cyberears only (-.25)

Type	Essence	Nuyen
Recorder	1.5	2500

PARABOLIC HEARING

The user may hear small sounds at long distances by angling his or her head just so. This involves some reconstructive surgery for those who wish to just get a hearing modification, but it is not so dramatic as to be obvious to onlookers.

Power: Telescopic: Hearing Group; **Adv**: None; AP: 1 x Rating; **Lim**: Cyberware (-1)

Type	FD	Essence	Nuyen
Parabolic Hearing	+1-8	Rating x .5	Rating x 750

SOUND EDITOR

This system allows a user to edit out distracting noises or "zero in" on a particular sound. The Sound Editor may be used in conjunction with any other piece of Cyber-audio.

Power: Enhanced Perception: Normal Hearing; **Adv**: None; AP: 2 x Rating; **Lim**: Only to offset hearing perception penalties (-1); Cyberware (-1)

Type	PER	Essence	Nuyen
Sound Editor	+1-8	Rating x .7	Rating x 1000

SPATIAL RECOGNIZER

The Spatial Recognizer improves on the ear's natural ability to pinpoint the direction from which a sound is coming. It is useful when trying to find a hidden enemy that you can hear, and it's especially handy in situations where your natural ability might be confused by echoes. In games terms, this option allows you to use hearing as a targeting sense. Note that this is imperfect, suffering a -1 to OCV when attacking, and it does not take into account that there may be things between the user and the target (like hostages) that could interfere with an attack.

Power: Targeting Sense: Hearing Group; **Adv**: None; AP: 20; **Lim**: Cyberware (-1); Imperfect Targeting (-1)

Type	OCV	Essence	Nuyen
Spatial Recognizer	-2	6.7	10000

VOICE STRESS ANALYZER

This system acts as a lie detector. It detects minute changes in vocal patterns and tones, comparing those tones to a pre-recorded set of parameters. The user must first use the analyzer on the subject while he or she is in an unstressed situation or is telling the truth. If done correctly, the Analyzer will attempt to detect lies by the individual. If done incorrectly, Analyzer will give false readings no matter what the actuality. The user of the Voice Stress Analyzer must succeed with a hearing perception (including the bonus from this piece) vs. target's presence (or acting) roll to get the proper readings from the Analyzer (the GM should roll this test secretly). This piece does not gain the benefits of Hearing Amplification, but a Sound Editor does eliminate background noise.

Power: Detect Spoken Lies: Hearing Group, Sense, Ranged, 360 Degree Arc of Perception; **Adv**: None; AP: 28; **Lim**: Requires opposed skill roll (-.75); Must use Analyzer on subject in calm and truthful situation (-1); Cyberware (-1)

Type	PER	Essence	Nuyen
Voice Stress Analyzer	+3	7.5	35000

WIDE RANGE HEARING

The character can perceive very high and very low frequency sounds, such as dog whistles or Active Sonar.

Power: Ultrasonic Perception: Hearing; **Adv**: None; AP: 3; **Lim**: Cyberware (-1)

Type	Essence	Nuyen
Wide Range Hearing	1.5	750

CYBER LIMBS

When the man on the street thinks of cyborgs, thoughts are of artificial limbs, whirring, glittering metal constructs of steel wire and microchip circuitry. Although real arms, legs, and organs can easily be grown in bio-tanks or replaced from body banks, the cost is typically prohibitive, and the edge of having a cybernetic limb is too much of a draw for many to resist. And many see cyber limbs as a matter of style, for they are chromed, airbrushed, jeweled, lighted, and even sculpted in the pursuit of the true cybertech chic.

Under all the designer fashions, the standard cyber limb is an aluminum and steel basket framework, with artificial myomar plastic muscles controlling motion. The joints are stainless steel. The cyber limb plugs into the user's nervous system internally, and the main part is coupled to a metal and plastic cuff around the meat part of the limb. The cuff is usually placed at the shoulder or hip. Arms may also be attached to an artificial shoulder and anchored to an external arm mount. Cyber limbs also come in two version, the obvious cyber limb, which is anyone can see is not a natural limb. Or they come in synthetic versions that appear as normal as a regular organic limb.

CRUSHING

A cybernetic arm uses synthetic muscle fibers instead of flesh and blood. Because of this, they are far stronger than normal muscle tissue. This gives a Cyberarm tremendous gripping power. All cyber limbs can easily crush light metals, woods, and plastics, and the crush glass to dust. Treat all cyberarms as +9 STR for gripping purposes only.

PAIN

Cyber limbs are truly resistant to pain and damage, and do not usually cause the user to feel much of the effects. Because of this Cyberlimbs are considered to have 25% Damage Reduction against the STUN of all physical attacks. BODY is still subtracted from the user's total as normal, but STUN is reduced by ¼ before being applied to the character.

DAMAGE

All cyber limbs are made out of much tougher material than flesh and bone, and therefore do increased damage from unarmed punches and kicks. All attacks from cyber limbs do +3d6 Hand-to-Hand Attack damage from unarmed attacks, and this does not combine with Hand-to-Hand Attack bonus damage from Bone Lacing.

All cyber limbs are also much more resistant to all kinds of damage in general, being very structurally sound and made out of high tech materials. All cyberlimbs grant +2 rPD that covers the arms and hands locations for cyberarms, or the legs and feet locations for cyberlegs.

CYBERARM

A Cyberarm may have 10 ECU of options installed.

Power: STR; **Adv**: None; AP: 5; **Lim**: Does not affect figured characteristics (-.5); Cyberware (-1)

Power: STR; **Adv**: None; AP: 9; **Lim**: Only for gripping purposes (-2); Cyberware (-1)

Power: Damage Resistance: 25% Physical, Resistant; **Adv**: None; AP: 15; **Lim**: Only against STUN (-1); Cyberware (-1)

Power: Hand-to-Hand Attack; **Adv**: None; AP: 9; **Lim**: Does not add to weapon damage (-.5); Does not stack with bone lacing (-.25); Only with that limb (-1); Cyberware (-1)

Power: Armor; **Adv**: None; AP: 3; **Lim**: One Arm Coverage (-2); Cyberware (-1)

Power: ECU Points; **Adv**: None; AP: 10; **Lim**: Only for cyber limb options (-2); Cyberware (-1)

Type	STR	HA	DEF	Essence	Nuyen
Obvious Cyberarm	+5	+3d6	+2	15	65000
Synthetic Cyberarm	+5	+3d6	+2	15	100000

CYBERLEG

A Cyberleg may have 20 ECU of options installed.

Power: STR; **Adv**: None; AP: 5; **Lim**: Does not affect figured characteristics (-.5); Cyberware (-1)

Power: Damage Resistance: 25% Physical, Resistant; **Adv**: None; AP: 15; **Lim**: Only against STUN (-1); Cyberware (-1)

Power: Hand-to-Hand Attack; **Adv**: None; AP: 9; **Lim**: Does not add to weapon damage (-.5); Does not stack with bone lacing (-.25); Only with that limb (-1); Cyberware (-1)

Power: Armor; **Adv**: None; AP: 3; **Lim**: One Leg Coverage (-2); Cyberware (-1)

Power: Points; **Adv**: None; AP: 20; **Lim**: Only for cyber limb options (-2); Cyberware (-1)

Type	STR	HA	DEF	Essence	Nuyen
Obvious Cyberleg	+5	+3d6	+2	15	65000
Synthetic Cyberleg	+5	+3d6	+2	15	100000

CYBER LIMB OPTIONS

This section details factory built-in or add-ons that a character might want to have installed into a cyber limb. The option is measured in ECU (which is Equipment Capacity Units), which corresponds to how much space within the cyber limb the option takes. Cyberarms may mount 10 ECU of options whereas Cyberlegs may mount 20 points. In all cases, the piece just adds to any other cyberware the character may have installed except where noted. Special hands and feet options do count against the total ECU for the cyber limb. Cyber limb options can be bought as Alpha, Beta, and Delta grade cyberware which reduces their ECU cost.

ANCHORING CYBERFEET

This Cyberfoot has anchoring spikes with fold out hooks. The spikes shoot into the ground to help the user adhere to a surface or resist being moved. The anchor spikes detach when the user wishes to move again. This device may be used 4 times before the spikes must be replaced.

Power: Clinging; **Adv**: None; AP: 15; **Lim**: Only to resist movement (-1); Charges: 4 (-1); Cyberleg only (-.25); Cyberware (-1)

Type	STR	ECU	Nuyen
Anchoring Cyberfeet	+15	3.5	3750

BUZZ HAND

This Cyberhand can open small ports in the tips of the fingers to extend 6 inch long monowires from each finger. The whole hand then spins at a tremendous rate creating a high speed monowire "weed whacker" that can shear through most metals like butter. The fingers are locked in place by safety catches so as to not damage the user.

Power: Hand-to-Hand Killing Attack; **Adv**: Armor Piercing (+.5); AP: 30; **Lim**: Cyberarm only (-.25); Cyberware (-1); STR Min 10 (-.5); Real Weapon (-.25)

Type	HKA	ECU	Nuyen
Buzz Hand	1d6+1 AP	10	7500

CYBERARM GYROMOUNT

This enhancement adds a gyro stabilized mount directly to your Cyberarm. The piece allows for a far steadier aim than an unaugmented arm. The only major drawback to the piece is that when the system is engaged, it is very obvious as counterweights pop out of the owner's wrist and begin to spin.

Power: Range Skill Levels: All Combat; **Adv**: None; AP: 9; **Lim**: Cyberarm only (-.25); Visible (-.25); Cyberware (-1)

Type	RSL	ECU	Nuyen
Cyberarm Gyromount	+3	3.6	22500

CYBERGUNS

This is a standard pistol, submachine gun, or shotgun concealed inside the Cyberarm. The action may be mounted in a pop-up housing that is completely seamless when not in use or it may have the firing port located in the palm of the Cyberhand. All Cyberguns are magazine fed (though they are clip capable) and usually have two seamless ports, one to load the weapon and one to eject casings.

Power: Ranged Killing Attack, **Adv**: None (Machine Pistol and Submachine Gun Only: Autofire (+.5); AP: 15/20/23/25/25/30; **Lim**: Cyberarm only (-.25); Cyberware (-1); Charges (Varies); STR Min (varies); Real Weapon (-.25)

Type	Ammo	STR Min	Mode	RKA	ECU	Nuyen
Hold-out (.22 Cal)	2 (m)	5	SS	1d6	3	5150
Light Pistol (9mm)	12 (m)	8	SA	1d6+1	6.1	6000
Machine Pistol (.22 Cal)	12 (m)	5	AF-5	1d6	7.5	6150
Heavy Pistol (10mm)	10 (m)	10	SA	1½d6	7.7	6750
Submachine Gun (9mm)	12 (m)	10	AF-10	1d6+1	8.5	8900
Shotgun (.410 Slug)	10 (m)	13	SA	2d6 (slug) 2d6 RP, RbR (shot)	9.2	7000
External Clip Port	25 (c)	--	--	--	2	2250
Laser Sight	--	--	--	--	1.5	1250
Silencer	--	--	--	--	2	1250

CYBERSPIKE

This is merely a Standard Hand with a Cyberspike built in.

Power: Hand-to-Hand Killing Attack; **Adv**: Armor Piercing (+.5); AP: 23; **Lim**: Cyberware (-1); Cyberarm only (-.25); STR Min 10 (-.5); Real Weapon (-.25)

Type	HKA	ECU	Nuyen
Cyberspike	1d6 AP	7.7	3750

CYBERSPUR

This is merely a Standard Hand with a Cyberspur built in.

Power: Hand-to-Hand Killing Attack; **Adv**: None; AP: 25; **Lim**: Cyberware (-1); Cyberarm only (-.25); STR Min 10 (-.5); Real Weapon (-.25)

Type	HKA	ECU	Nuyen
Cyberspur	1½d6	8.3	6250

CYBERWHIP

A 1" (2m) long flexible alloy tentacle that extends from the back of the wrist, and can either whip an enemy or wrap them up in a grab. It is a very effective Cyberhand option for self-defense or to just keep the prisoner right where you want him. The damage of the Cyberwhip is not cumulative with that of the cyber limb, though the user's strength certainly adds in.

Power: Stretching, **Adv**: Reduced END (0 END; +.5); AP: 5; **Lim**: No fine control (-.5); Always Direct (-.25); No velocity damage (-.25); No noncombat stretching (-.25); Only to whip or grab (.5); Cyberarm only (-.25); Cyberware (-1)

Power: Hand-to-Hand Attack; **Adv**: None; AP: 12 **Lim**: Only for attacks with the whip (-1); Cyberware (-1); STR Min 10 (-.5); Real Weapon (-.25); Cyberarm only (-.25)

Type	HA	ECU	Nuyen
Cyberwhip	+4d6	4.3	4250

EXTENSION HAND

This Cyberhand can extend from a telescoping wrist mount out to 1" (2m). Because of its telescoping mount, the Cyberhand cannot carry as much while extended as the user would normally be able.

Power: Stretching; **Adv**: Reduced END (0 END, +.5); AP: 7.5; **Lim**: Cyberware (-1)

Type	ECU	Nuyen
Extension Hand	3.8	1875

FLASHBULB

A 20,000 candlepower strobe light installed in the palm of the cyberhand. It affects a 3" cone with a 2d6 Flash (Sight Group). Cyber-optics or goggles with flare compensation may resist this attack. The system holds enough power for 3 flashes before it must recharge for 1 hour.

Power: Flash: Sight Group; **Adv**: Area of Effect: 3" Cone (+1); AP: 20; **Lim**: Charges: 3 (-1.25); Cyberware (-1); Cyberarm only (-.25)

Type	Flash	ECU	Nuyen
Flashbulb	2d6	5.7	5000

GRAPPLE GUN & WINCH

An air-propelled fold-out grappling hook is installed in the housing of the arm. The grapple is fired at the place the character wishes to climb, and the winch pulls the character to the desired height at a rate of 5" per phase. The range of the grapple is 50" and the character must target the hex/object to be grappled to.

Power: 5" Flight; **Adv**: None; AP: 10; **Lim**: Only in a straight line to where grapple is secured (-.5); No noncombat multiplier (-.5); Requires an attack roll (-.5); Extra Time: Full Phase (-.5); Cyberarm only (-.25); Cyberware (-1)

Type	ECU	Nuyen
Grapple Gun & Winch	2.4	2500

HAMMER HAND

This hand is made of hardened titanium and has a powerful explosive shell-driven ram that acts as a battering ram. The user punches, the shell goes off, driving the fist forward with incredible velocity and power. A port in the top ejects the shell and opens to receive a new one. Each shell costs 10 Nuyen. The damage of the Hammer Hand is cumulative with that of the Cyber Limb, so it is quite impressive to see someone implanted with it punch through walls.

Power: Hand-to-Hand Attack; **Adv**: None; AP: 18; **Lim**: Charges: 1 (-2); Cyberware (-1); Cyberarm only (-.25); STR Min (-.5); Real Weapon (-.25)

Type	HA	ECU	Nuyen
Hammer Hand	+6d6	3.6	4500

HAND RAZORS

This is merely a Standard Hand with Hand Razors built in.

Power: Hand-to-Hand Killing Attack; **Adv**: None; AP: 15; **Lim**: Cyberware (-1); Reduced Penetration (-.25); Cyberarm only (-.25); STR Min 5 (-.25); Real Weapon (-.25)

Type	HKA	ECU	Nuyen
Hand Razors	1d6 RP	5	3750

HIDDEN HOLSTER

This is a Cyberleg option that contains a hidden storage space to hold up to one very heavy pistol and 2 extra clips of ammunition. This effectively provides the user a place to store his weapon that provides an extra -8 to PER Rolls to detect.

Power: Skill Levels: Concealment; **Adv**: None; AP: 24; **Lim**: Only to conceal one very heavy pistol and ammo (-2); Cyberleg only (-.25); Cyberware (-1)

Type	SL	ECU	Nuyen
Hidden Holster	+8	5.6	4000

HYDRAULIC JACKS

When installed in a Cyberleg, the Hydraulic Jack dramatically increases run speed, jumping ability and can assist a falling character to absorb damage.

Power: Leaping, Running, Skill Levels: Breakfall; **Adv**: None; AP: 10/20/30/40; **Lim**: Cyberware (-1); Cyberleg only (-.25)

Type	Leap	Run	Skill	ECU	Nuyen
Level 1	+2	+2	+2	4.4	5500
Level 2	+4	+4	+4	8.9	11000
Level 3	+6	+6	+6	13.3	16500
Level 4	+8	+8	+8	17.8	22000

MAGNETIC SYSTEM

This system is a series of electromagnets which allow the user to hold on to metallic things better. The user may actually be able to climb the side of sheer metallic objects with the power of this magnetic system. The system needs at least 2 limbs to be installed with Magnetic Systems to allow climbing. Each limb the system is added to adds to the strength of the Clinging.

Power: Clinging; **Adv**: None; AP: 12; **Lim**: Only to metallic objects (-1); Cyberware (-1)

Type	STR	ECU	Nuyen
Magnetic System	+6	6	3000

QUICK-CHANGE MOUNT

These allow the user to change hand, foot, or even whole cyber limbs without using tools or going to a cyberdoc. The limb is bayonet mounted, and can be removed by depressing a thumb catch and twisting.

Type	ECU	Nuyen
Quick-Change Mount	1	5000

QUICK-DRAW ARMHOLSTER

This Cyberarm option consists of a concealed, spring loaded holster installed in the forearm. The holster launches anything the size of a Light Pistol or Knife into the hand of the Cyberarm.

Power: Skill Levels: Fast Draw-Pistol; **Adv**: None; AP: 12; **Lim**: Only to draw a weapon (-1); Cyberware (-1); Cyberarm only (-.25)

Power: Skill Levels: Concealment; **Adv**: None; AP: 12; **Lim**: Only to hide the weapon (-2); Cyberware (-1); Cyberarm only (-.25)

Type	FD	Conc	ECU	Nuyen
Quick-Draw Armholster	+4	+4	6.5	4000

REINFORCED STRUCTURE

The cyber limb is reinforced with titanium alloys and superplastics making it incredibly resistant to damage.

Power: Armor; **Adv**: None; AP: 3; **Lim**: Cyber limb only (-.25); Cyberware (-1); One location only (-2)

Type	rPD	ECU	Nuyen
Reinforced Structure	+2	0.7	13500

SHOCKER

This Cyberhand allows the palm and outer surface of the hand to be charged with electricity. When so charged, anyone or anything that the character touches will be shocked. The batteries in the hand allow for 12 shocks before needing to be recharged for 8 hours.

Power: Energy Blast; **Adv**: No Normal Defense: Insulated Clothing (+1); AP: 20; **Lim**: Charges: 12 (-.25); No Range (-.5); Extra Time: Full Phase (-.5); Cyberarm only (-.5); Cyberware (-1)

Type	NND	ECU	Nuyen
Shocker	2d6	5.3	5000

SKATE FEET SYSTEM

This is a motorized foot module that has been fitted with four in-line, chain-driven, super grip wheels which fold up behind the heel when not in use. Once activated, micro-hydraulic servos slide the wheels down beneath the feet to give the user the burst of speed he needs. Beat the rush hour traffic and beware of road rash. This module requires the user have two Cyberlegs, both with Skate Feet. The costs below are per foot.

Power: Running; **Adv**: None; AP: 20; **Lim**: Feet must be uncovered (-.5); Must be installed in two cyberlegs (-.5); Requires a Skating (Agility) Skill Roll (-.5); Cyberware (-1)

Type	Run	ECU	Nuyen
Skate Foot	+10"	5.7	1875

SMARTLINK & SMARTLINK II SYSTEMS

This system allows the user to interface directly with a Smartgun equipped weapon for greater response and accuracy. The SmartLink allows the user to gain instant access to his weapons status, its current positioning, and the remaining ammunition. The SmartLink includes a magnetic induction pad implanted in the user's palm. Characters may have more than one SmartLink, but they may only ever use one system at a time, even if it is for two different weapons. SmartLink II systems function identically to the standard SmartLink, but have advanced systems that account for range, wind, and movement to help with targeting at longer range.

Power: Combat Skill Levels: All Ranged Combat; Range Skill Levels: All Ranged Combat; Skipover Sprayfire Autofire Skill; **Adv**: None; AP: 15/18; **Lim**: Only when interfaced with a Smartgun equipped weapon (-.5); One weapon at a time (-.5); Cyberware (-1); Cyberarm only (-.25)

Type	CSL	RSL	ECU	Nuyen
SmartLink	+2	--	4.6	15000
SmartLink II	+2	+1	5.5	18000

STANDARD CYBERHAND/CYBERFEET

All cyberlimbs include a Standard Cyberhand or Cyberfoot for no additional cost of ECU or Nuyen. The options below give the user some strange and unusual abilities, and because of the extra circuitry and mechanics have their own ECU and Nuyen costs. If a character takes a Cyberhand or Cyberfoot option without the Quick-Change Mount option, it cannot be removed from the limb except by a cyberdoc. Users who do have a Quick-Change Mount may change hands, feet, and limbs by taking 2 Full Phases outside of combat.

Type	ECU	Nuyen
Cyberhand/Cyberfeet	0	0/500*

* The second cost is for a replacement

TASER

This is a two-shot taser housed in the palm of the Cyberhand. It may only fire 2 shots before needing to be recharged (8 hour recharge). Though it has a short range, it can be quite effective.

Power: Energy Blast; **Adv**: No Normal Defense (+1); AP: 30; **Lim**: Charges: 2 (-1.5); Cyberarm only (-.25); Extra Time: Full Phase (-.5); only 5" range (.25); Cyberware (-1)

Type	NND	ECU	Nuyen
Taser	3d6	6.7	5000

TOOLKIT

The hand's four fingers each conceal a different tool that can be useful in just about any situation. It includes power screwdriver with changeable heads, adjustable wrench, battery-powered soldering iron, adjustable socket wrench, impact wrench, and the edge of the palm is hardened to use as a hammer. The Skill Levels granted by this hand are only used to offset penalties for not having the correct tools.

Power: Skill Levels: Electronics, Mechanics, Security Systems; **Adv**: None; AP: 9; **Lim**: Only to offset penalties (-1); Cyberware (-1); Cyberarm only (-.25)

Type	SL	ECU	Nuyen
Toolkit	+3	2.8	5000

CYBERWARE GRADES

Cyberware is available in five different grades and each has a different effect upon the user, modifying the nuyen cost, the Essence cost, and other factors as listed below. When cyberlimb options or other pieces that require ECU are bought as higher quality grades, it affects the amount of ECU taken in the limb as it would Essence.

STANDARD GRADE CYBERWARE

This is the standard, off the shelf, new cyberware, installed in virtually every cyberware clinic. This cyberware is available to beginning characters and can usually be found with the right connections. There are no changes to nuyen or Essence costs.

ALPHA GRADE CYBERWARE

This is the top of the line mass-produced cyberware, built with smaller and more advanced parts and better medical technology. It is available to beginning characters and can generally be bought "off the shelf". The nuyen cost of Alpha Cyberware x2 standard, but the Essence cost is reduced to 80%.

BETA GRADE CYBERWARE

This level of cyberware includes some of the best technology in the field, and each piece is custom built for the person that will have it installed. Beta Cyberware must be ordered from a clinic, which can often be hard enough to find, where it will be built to the person's specifications, and will then be implanted. Beta Cyberware is not available to beginning characters. The nuyen cost of Beta Cyberware is x4 of standard, and the Essence cost is 60%.

DELTA GRADE CYBERWARE

This is the pinnacle of cybernetic technology, using the latest in cutting edge parts, and each is built to strict specifications based on the physiology and medical needs of the user. Delta Cyberware is very rare outside of mega-corps, and so Delta Cyberware on the street in the hands of shadowrunners even rarer still. Delta Cyberware is not available to beginning characters, and should only be the result of a lot of work on the players' part. The nuyen cost of Delta Cyberware is x8 standard, and the Essence cost is 50%.

USED CYBERWARE

This type may be based on the current level of technology or from a generation of cybernetics earlier. Only Standard and Alpha Grade Cyberware is available for direct resale, as the special tuning and specifications of Beta and Delta do not allow them to be reused in others without heavy modification. This doesn't mean that Beta or Delta cyberware has no value on the market, just that they are usually reconditioned and sold as new on the market. Used Cyberware is much cheaper than Standard, but it comes with some problems. The main is that Used Cyberware can only take 50% damage before being destroyed (see Cyberware and Bioware Damage). This damage can never be repaired, but it also doesn't reduce the functionality of the piece. The nuyen cost of Used Cyberware is x½ if the piece is Standard, or x1 if the piece is Alpha, and the Essence cost is normal if Standard, or 80% if the piece is Alpha.

Grade	Essence Cost	Nuyen Cost
Standard	x1	x1
Alpha	x0.8	x2
Beta	x0.6	x4
Delta	x0.5	x8
Used Standard	x1	x0.5
Used Alpha	x0.8	x1