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CYBERPUNK
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CYBERWARE ENHANCEMENTS

We know how it is. It was expensive, but you've installed some preem chrome – a set of gorilla arms to boost your strength to the next level. You think you're ready to run the edge. Only you get out there and discover you're not so special. There's a dozen other gonks out there – all sporting the exact same augments – with a thirst for reaching the top of the edgerunning charts.

You need an advantage to beat (or beat down) the competition. That's where Cyberware Enhancements come in to play.

WHAT IS A CYBERWARE ENHANCEMENT?

Cyberware Enhancements are a new category of gear we're introducing in this DLC. In *Cyberpunk RED* terms, think of a Cyberware Enhancement as a Tech Upgrade that's become so ubiquitous it can be purchased off the rack and installed by a friendly Tech without the use of their Maker Role Ability.

CYBERWARE ENHANCEMENT RULES

- Only one Cyberware Enhancement may be installed in a piece of cyberware at a time.
- Cyberware Enhancements can only be installed in cyberware implanted in a body (or which will be implanted in a body). They cannot be installed in cyberware attached to an external device such as Smart Glasses or a Battleglove.
- Cyberware Enhancements are specific to the type of cyberware they are installed in and cannot be transferred to a different type of cyberware. A Gorilla Arm Cyberware Enhancement, for example, cannot be transferred to a Mantis Blade.

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- Cyberware Enhancements must be installed/uninstalled by a Tech but the process does not require a Skill Check.
- Installing/uninstalling a Cyberware Enhancement takes 1 hour.
- A Cyberware Enhancement does not count as an Upgrade for the purposes of the Upgrade Expertise Specialty of the Maker Role Ability.

USING CYBERWARE ENHANCEMENTS IN THE JACKET

If you're running The Jacket, the following Cyberware Enhancements can be purchased during the **Development (Downtime) Beat** under the "Go Shopping" option. They do not count as cyberware under the "Chip In" option.

NEW CYBERWARE ENHANCEMENTS

GORILLA ARMS

You're already buying an extreme solution to your physical violence problems. Why not kick it up a notch?

» Hydraulic Ram

Cost: €\$1,000 (Very Expensive)

A state-of-the-art piston system makes light work of tough demolition jobs.

Gorilla Arm Cyberware Enhancement. The piston systems of the Gorilla Arm enhance the damage done to cover (and only cover), adding 3d6 to the weapon's base damage roll.

» Pneumatic Actuation

Cost: €\$1,000 (Very Expensive)

A series of rotary pneumatic actuators improve range of motion for delicate tasks of intense violence.

Gorilla Arm Cyberware Enhancement. The pneumatic actuators of the Gorilla Arm enhance the user's ability to pinpoint damage. When this weapon causes a Critical Injury, that Critical Injury's Bonus Damage is increased by 5.

» Tungsten Reinforcement

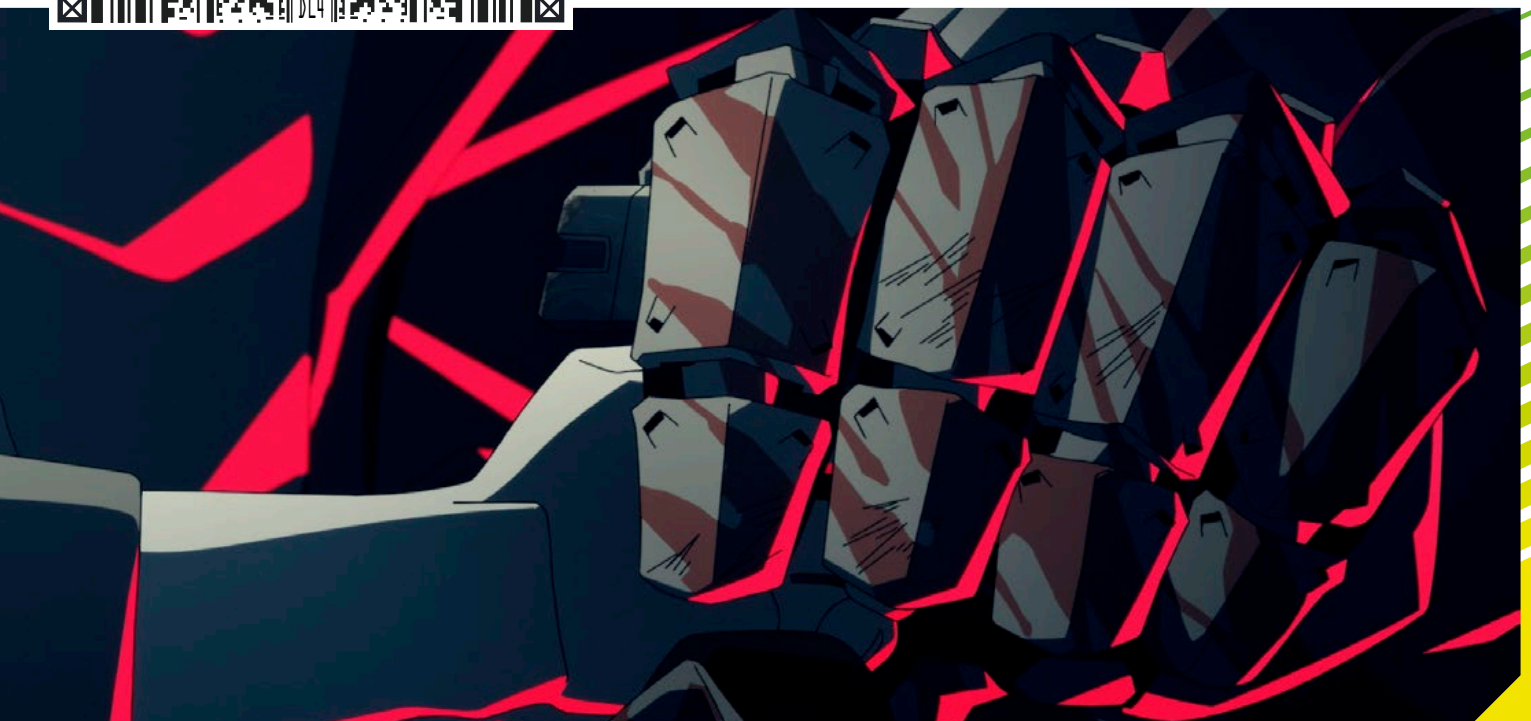
Cost: €\$500 (Expensive)

Careful application of tungsten enhances the Gorilla Arm's knuckles and internal structure, making them perfect for military and police applications.

Gorilla Arm Cyberware Enhancement. The additional reinforcement of the Gorilla Arm transforms it into a Combination weapon, giving it two modes: an Excellent Quality Heavy Melee Weapon (ROF 2, 3d6 DMG) and an Excellent Quality Very Heavy Melee Weapon (ROF 1, 4d6 DMG). The user must decide what mode to use when attacking with the weapon. Switching between modes does not require an Action.

MANTIS BLADES

Simple efficiency to defeat complex problems. Enhanced Mantis Blades are the solution to every Gordian knot.



» Double-Edged

Cost: €\$1,000 (Very Expensive)

With a second edge to work with, you can cut deeper than ever before.

Mantis Blade Cyberware Enhancement. The extra cutting edge increases the chances of inflicting a nasty wound on an opponent. Whenever this weapon causes a Critical Injury, the user rolls twice on the Critical Injury table and chooses their favorite option for the victim to suffer.

» Monomolecular Edge

Cost: €\$1,000 (Very Expensive)

A monomolecular edge is affixed to the blade, making it a true mono-katana.

Mantis Blade Cyberware Enhancement. The monomolecular edge allows the Mantis Blade to slice through low-level armor. Any damage dealt by this weapon ignores the target's armor entirely if it is lower than SP7 (before halving). Armor with SP7 or higher is still interacted with as normal.

» Streamlined

Cost: €\$1,000 (Very Expensive)

The blade is slimmed down to reduce drag, making it perfect for the speedware-enhanced individual.

Mantis Blade Cyberware Enhancement. Cybernetically-enhanced users reap significant benefits from the lighter, faster blade. Whenever the user is actively using Speedware and spends at least one point of Luck on an Attack made using this weapon, they add +1 to their Check. This is in addition to any other bonuses received, including the bonus gained from spending Luck.

MONOWIRE

You need a sleek, compact, efficient solution without sacrificing effectiveness. Anything less would introduce unnecessary risk into your plans.

» Barbed Line

Cost: €\$1,000 (Very Expensive)

Flesh-ripping monomolecular barbs are implanted along the length of the wire.

Monowire Cyberware Enhancement. Monomolecular barbs embedded in the wire enhance the possibility of inflicting a truly nasty injury. Whenever this weapon causes a Critical Injury, the user rolls thrice on the Critical Injury table (instead of twice) and chooses their favorite option for the victim to suffer.

» Electroshock

Cost: €\$500 (Expensive)

Shock nodules are implanted into the wire, allowing it to be used in less-lethal applications.

Monowire Cyberware Enhancement. Power pulses through the shock nodules of the wire, transforming it into a taser. If damage dealt by this weapon would reduce a target to under 1 HP, the user can choose to leave their target Unconscious at 1 HP instead.

» Thermal-Bladed

Cost: €\$1,000 (Very Expensive)

The wire is studded with superheated blades to improve effectiveness against armor.

Monowire Cyberware Enhancement. The superheated wire slices more cleanly through armor. Whenever this weapon ablates armor, it ablates 1 additional point of SP.

QUICK REFERENCE CHART

Item	Cost
Gorilla Arms	
Hydraulic Ram	€\$1,000
Pneumatic Actuation	€\$1,000
Tungsten Reinforcement	€\$500
Mantis Blades	
Double-Edged	€\$1,000
Monomolecular Edge	€\$1,000
Streamlined	€\$1,000
Monowire	
Barbed Line	€\$1,000
Electroshock	€\$500
Thermal-Bladed	€\$1,000