

DATAFORTRESS 2.0.2.0

Presents:

THE ILLUSTRATED REFERENCE GUIDE VOLUME 3 CYBERPUNK 2020 CYBERNETICS



Welcome

As the title says, this is an illustrated reference guide to every Cybernetic Item ever presented in a Printed Cyberpunk 2020 product, including the 2013 books, Cybergeneration, the Atlas and Ianus books, Interface Magazine, and Punk 21 Magazine. Every item is given the basic stats, a reference to the book it came from to further research it, and for the first time ever for 90% of them, an image.

There have been a few minor edits, the most major of which have been to drug costs and vehicle stats, to more closely resemble the flavor text, or original image, of the item, or to keep pace with real world technology.

The main reason for this project was that quite simply, in it's own words, Cyberpunk 2020 is all about Style. And when you add a visual representation to the mix, every item, every piece of gear, is literally an extension, an expression if you will, of the characters style. Without the image, it's all just numbers on a page. An image makes the choice more important than just stats.

Unfortunately, most of the technology found in the sourcebooks is woefully lacking in visual representation, and some of the images that are present are simply not on the same level as others. Wherever possible I tried to use the original image, and in cases where the original image was replaced, or no image existed, I tried fervently to come as close to the item as I could based on it's description in the source text.

I would especially like to thank Node 16 for compiling the lists of items, without the Cyberpunk 2020 Reference Guide, I never could have done this.

Table Of Contents

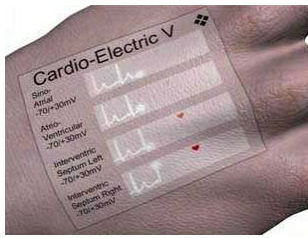
Fashionware	3
Cybernetic Systems	5
Neuralware	6
Implants	9
Voice Box	13
Nanotech Enhancement	14
Bioware Enhancement	17
Implanted Body Weapons	21
Cyberoptics	23
Cyberoptic Options	24
Cyberaudio	26
Cyberaudio Options	27
Cyberlimbs	27
Cyberlimb Options	30
Cyber Hands	32
Cyber Feet	34
Cyber Fingers	35
Cyberlimb Options	37
Cyberlimb Weapons	39
Linear Frames	41
Body Plating/Ex-Armor	41
Full Body Replacement	42
Body Sculpting	47
Exotic Body Modification	47
Exotic Packages	50
Body Bank Parts	53
Modular Wear	54
When Gravity Fails Cyber	55
Chipware	57
Animal Neuralware	58
Animal Cyberoptics	58
Animal Cyberaudio	58
Animal Cyberlimbs	58
Animal Cyberlimbs	59
Animal Cyberweapons	59
Animal Bioware	59
Ranged Cyberweapons	60
Melee Cyberweapons	62
Legend	67
Credits	68

Some Items represent a significantly higher tech level than others, particularly items from When Gravity Fails, the Cybergeneration books, the Firestorm books, Interface 2.2 and the Ianus books. It is up to the GM to decide which of these items to allow in his game, they should be included with caution.

FASHIONWARE

COSMETIC CYBERWARE

Cyberware Surg. Description Cost H.L Book



Biomonitor

N +2 to Resist Torture & Drugs 100 1 CP20



Advanced Biomonitor

MA Includes ability broadcast information over 2km 200 (1d6/2)-1 CB3



Skinwatch

N Subdermal timepiece 50 1 CP20



Light Tattoo

N Decorative tattoo 1-20 .5 CP20



Dermatech Logo-Line Tattoo

N Logo Tattoos 10-200 .5 Chr4



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

Synthskin Tuning Chips

N Stores different patterns/colors for Synthskin 100 0 CP20



Mood Skin

N Changes color based on mood 200/m 1d6/m Chr3



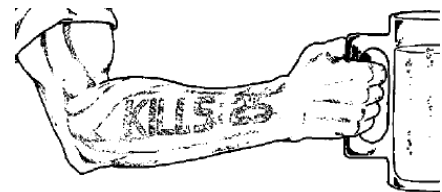
Nu-Tek TVSkin

M Your skin can become a vidscreen 600 1d6+4 Chr4



Techhair

M Color/light emitting artificial hair 1-200 2 CP20



Kill Display

N 3 digit display 100 1 Chr2



Turn-On Nails

N Color change nails 25/200 1 Chr3



Show-Off Nails

N Pattern changing nails 45/425 2 Chr3



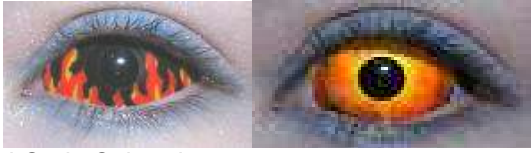
Transparent Skin

M ATTR -1, -4 for face 1000/m 3d6/m Chr3

CYBERNETIC SYSTEM

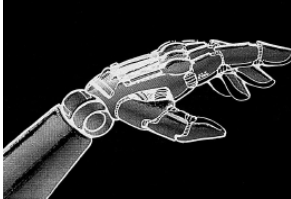
CUSTOMISATION OPTIONS

Cyberware Surg. Description Cost H.L Book



Unusual Optic Coloration

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 400% 0 Chr1



Unusual Colorations

N +2000eb if already attached to body 25/inch² 0 Chr1



Etched Design

N -2000eb if done before installation 20-3000 0 Chr1



Electromagnetic Shielding

N -500 rads from radiation damage to cyberware 50-200% 0 DS



Waterproofing

N 100 meters, Streetwise 20 to find, +1EV to limbs 200% 0 SF



Wetwiring

N 200 meters, Streetwise 20/25 to find 300% 0 SF

NEURALWARE

Cyberware Surg. Description Cost H.L Book



Neuralware Processor

M Basic processor. Must have for all systems 1000 1d6 CP20

Advanced Processor (CIA)

M INTx2 chips of +8 skill, -1 INT after 24 hrs, diff 35 2000 1d6 RM



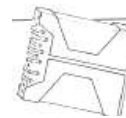
Kerenzikov Boosterware

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



Boostmaster

N +1 REF with both types of boosterware 650 1d6/2 SOF



Urbemensch Speedware

N Adds +2 to Initiative for 5 turns 1600 1d6/2 ET



Tactile Boost

N Increased sensitivity. +2 to touch Awareness 100 2 CP20

Tactile Boost Linkage

N Links Tactile Boost to Sexual Implant (addictive) 150 0 Chr2



Olfactory Boost

N +2 Awareness/track via smell. Locate scent 50% 100 2 CP20



Taste Boost

M Heightened sense of taste 100 2 Chr4

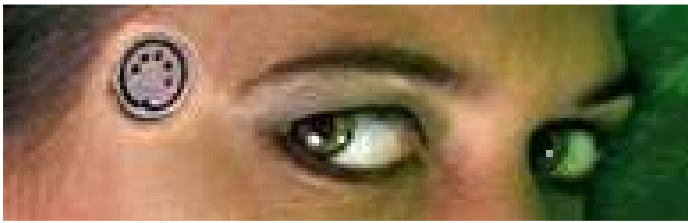


Pain Editor

N Allows Endurance checks at 2 diff levels lower 200 2d6 CP20

Urbemensch Pain Editor

N As Pain Editor, but only works 75% of the time 200 2d6 ET



Cybermodem Link

N Allows direct connection to a cybermodem 100 1 CP20



Universal Link

N Combined linkage 400 4 I1.3



Vehicle Link

N +2 to direct cybercontrolled vehicle operation 100 3 CP20



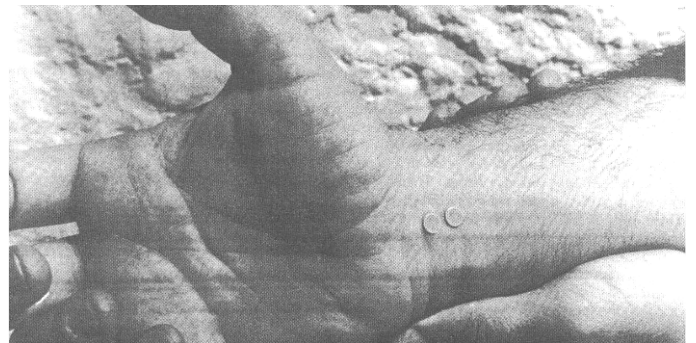
Interface Plugs

M Allows direct connection to smartguns, etc. 200 1d6 CP20



Smartgun Link

N +2 to Smartgun attacks 100 2 CP20



Mag-Duct Spots

N As interface plugs, but only a +1 bonus 220 1d6/2 Chr1



Machine/Tech Link

N Allows control of autofactories, & machines 100 2 CP20



LiveWires

M Prehensile interface cables 400/200 2d6 Chr3



DataTerm Link

N Allows downloading from DataTerms 100 2 CP20



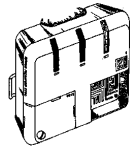
Model 100 Plugs

MA +2 vs Black Ice, -2 for anything else 100 2d6 Chr3



Subdermal Smartgun Link

M Weapon only version of Mag-Duct Spots (+1) 220 1d6/2
UK



Chipware Socket

N Holds 10 chips. Can "run" number of chips =INT 200
1d6/2 CP20

ChipLok

- Locks chips in place 150 - Chr4

Braindance Adaptor

N Allows chipware socket to run Braindance 100 0 I2.1

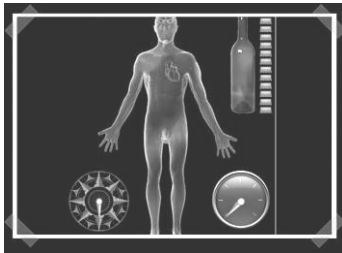


Super Compact Braindance

CR Braindance recorder that fits on back of head 15,000
2d6 Chr3

Braindance Plugs

M Allows connection to Braindance Recorder 200 1d6 RB



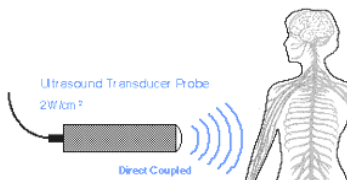
Pacemaker Coprocessor

N Restarts heart when attacked by ICE 150 2 Chr3



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



Neural ULF Transceiver

N Send and receive voice/data. Range 15km/unlim 200
1d6/2 SF



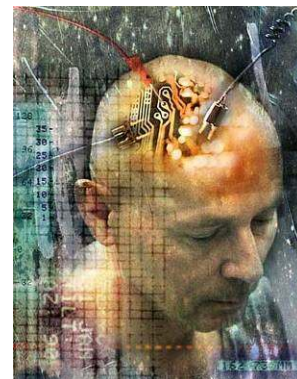
Positronic Enhancer

MA +2 to INT, 10% chance of overload and fits 2000 1d6
I1.3



Wirehead Unit

M Stimulates the pleasure centres of the brain 1500 0 I2.1

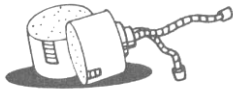


Feintware

M Slows life signs for 1-6 hrs, 20+ Medtech to tell 1000 2d6
RM

IMPLANTS

Cyberware Surg. Description Cost H.L Book



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

Saltwater Gills

MA Saltwater breathing system, good for 4 hours 600 3d6 SF

Gill Toxin Filters

M Filters toxins for 1 & 1/2 hours 200 2 SA

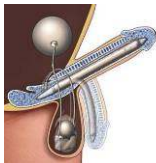


Independent Air Supply

MA Good for 10 to 25 minutes 300 2d6 CP20

Independent Air Supply +

MA Air for 20 to 50 minutes 600 2d6 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

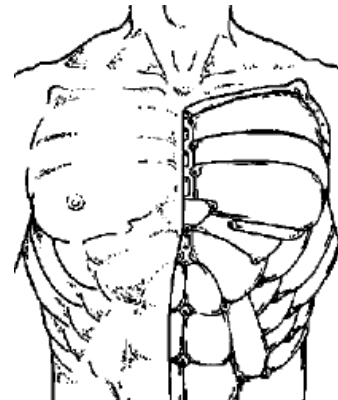


Adrenal Booster M Boosts REF by +1 for 1d6+2 turns, 3x per day 400 2d6 CP20



Motion Detector

M 20sq/m area. 70% effectiveness. 200 2d6 CP20



Subdermal Armor

CR Armors torso to SP 18. Diff Awareness to spot 1200 2d6 CP20

Subdermal Torso Armor

CR 6 / 8 SP, Diff 35+/32 to spot, no REF/ATTR loss 350/500 1d2 / 1d3 Chr2

Subdermal Torso Armor

CR 10 SP, Diff 30 to spot, no REF/ATTR loss 650 1d6/2+1 Chr2

Subdermal Torso Armor

CR 12 / 14 SP, Diff 25 to spot, no REF/ATTR loss 800/1000 1d6/1d6+2 Chr2

Subdermal Torso Armor

CR 16 SP, Diff 20 to spot, no REF/ATTR loss 1100 1d6+3 Chr2

Subdermal Torso Armor

CR 18 SP, Diff 20 to spot, 50% chance -1 ATTR 1200 2d6 Chr2

Subdermal Torso Armor

CR 20 SP, Diff 15 to spot, -1 REF & ATTR 1450 2d6+2 Chr2

Subdermal Torso Armor

CR 22 SP, Diff 10 to spot, -2 REF & ATTR 1750 3d6 Chr2

Orbital Subderm Torso Armor

CR 20 SP, Diff 15 to spot, -1 ATTR, no REF loss 11,600 2d6+2 Chr2

Orbital Subderm Torso Armor

CR 22 SP, Diff 10 to spot, -2 ATTR, -1 REF 14,000 3d6 Chr2

Orbital Subderm Torso Armor

CR 22 SP, Diff 10 to spot, -2 ATTR, no REF loss 28,000 3d6 Chr2



Subdermal Skull Armor

MA 4 / 6 SP, Diff 35/30 to spot, 40% unprotected 300/550
1d2 / 1d3 Chr2

Subdermal Skull Armor

MA 8 / 10 SP, Diff 25/20 to spot, 40% unprotected
750/1000 1d6/1d6+2 Chr2

Subdermal Skull Armor

MA 12 SP, Diff 15 to spot, 50% chance of -1 ATTR 1200
1d6+3 Chr2

Subdermal Skull Armor

MA 14 SP, Diff 10 to spot, -1 ATTR, 40% unprotected 1400
2d6 Chr2



Digital Recorder

M 2hrs storage from any digital source 200 2 CP20



Audio/Video Recorder

M 2hrs storage from video, audio links 300 2 CP20



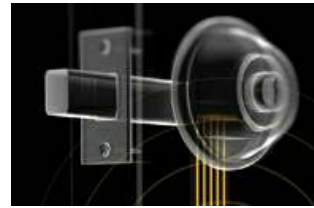
Radar Sensor

M 100m range. Needs cyberoptic. 70% effective 200 2 CP20



Doc Richter Seismic Sensor

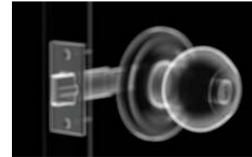
M 40m range. Senses vibrations. 75% 220 1d6/2 CP20



Sonar Implant M 50m range. For water only. 70% effective
300 2 CP20

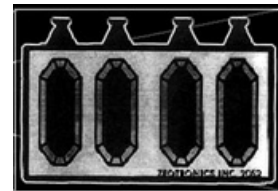
Military Sonar

M 50m range. For water only. 95% effective. P Avail 700 2
SF



Radiation Detector

M 10m range. 80% effective 200 2 CP20



Chemical Analyzer

M 5m range. 70% effective 200 2 CP20



T-Maxx Cyberliver

MA +4 vs ingested drugs and poisons 450 1d6 Chr1

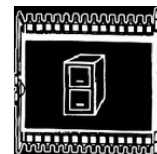
T-Maxx 2 Cyberliver

MA As above but with fluid rerouting system 850 1d6 Chr1



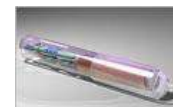
Decentralized Heart

CR +2 to Death Saves for Torso wounds 1300 1d6+4 Chr1



E-Monitor

N Detects changes in pressure and air 185 1 Chr1



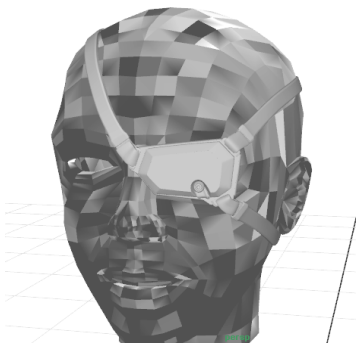
Gyro-Stabilizer

N +1 to balancing maneuvers 1000 1d6 Chr1



OptiShield
M Anti-Dazzle, SP8, 2 spaces for optic options 300 1d6+2
Chr1

OptiShield Options
N T₂, T₂+, TE, LL, IR, Time/day 100+ 50% HC Chr2



Cyberoptic Eyepatch
M 2 options. Diff. Awareness to spot what it is 330 2d6/3
P3



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
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



Wet Drive
MA Holds 1MU of stored data 320 1d6 Chr1
Extra Memory
M +1MU 175 0 Chr1



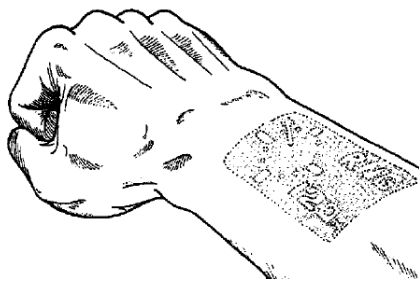
Super High Density RAM
CR 40MU, 1 CPU, download via plus 1MU/second I1.2



Wetdrive Access Link
M Internal link to wetdrive 200 1d6/2 Chr2

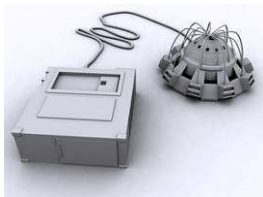


Wearman Mk.2
N Usable without cybervision 200 0 Chr1



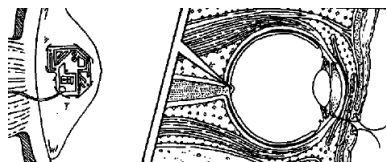
Subdermal Viewscreen

M Similar to Times Square Marquee 250 1d6/2 Chr2



Zetatech Bodycomp

MA Equal to E-Book 1750 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



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 5000 1d6-1 CB2



BoozeMaster

M +1 to resist alcohol 100/75 1 PAC



GPS Module

N Determine position to 17cm. Needs T₂ or T₂+ 450 1 SF

GPS Module w/screen

M As above but with subdermal viewscreen 600 1d6/2 SF



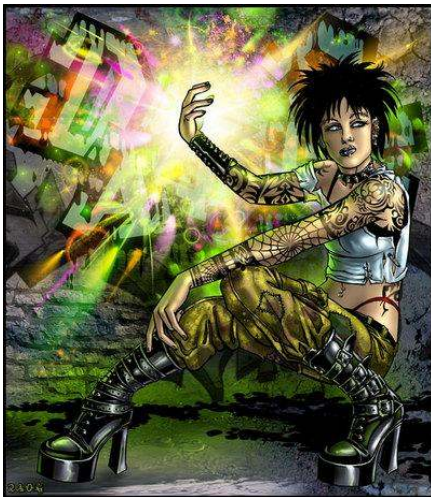
OTEC Ear Valve
MA Pressure equalization system 150 1 SF



Feel Good Endorphin Trigger
M 1d10 if hurt, 8-10=+3 Stun/Death; 1=intoxicated 500 1d6 SW



Flashlight Implant
M Patch of synthskin, 3m range 90 1 I1.4



Strobe
M Diff 10 - 15 to blind for 1d6 hours. ROF 1/2 150 1.5 I1.4



Life Scan Body Monitor
M +1 COOL, +4 1st Aid, +1 to Death Saves 4000 1d6 I1.4



Self-Destruct
MA Activates when dead and moved, 5m radius 1250 1d6 P2

VOICE BOX

Cyberware Surg. Description Cost H.L Book



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



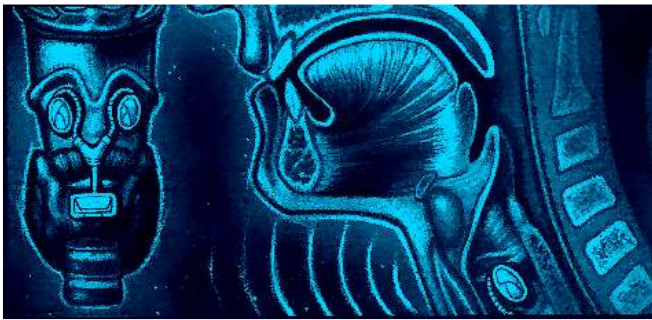
Voice Synthesizer
M Can mimic (60%) up to 10 recorded sounds 600 1d6 CP20



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



Armor

N New Throat only, 20SP 150 1d6 I1.3

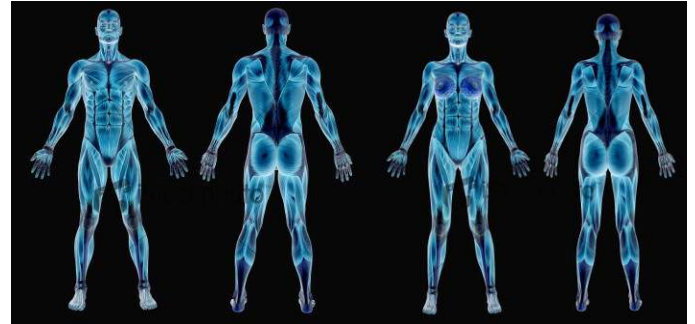


Subsonic

N Only heard with subsonic hearing 150 1d6 I1.3

NANOTECH ENHANCEMENTS

Cyberware Surg. Description Cost H.L Book



Muscle and Bone Lace

N Raises BODY by +2 1500 1d6/2 CP20

Advanced M & B Lace

N Increases BODY +1 1000 1-2 Chr4

Advanced M & B Lace

N Increases BODY +3 3000 1d6+1 Chr4



Skinweave

N Armors whole body to SP 12. Diff 20 to spot 2000 2d6 CP20

Upgraded Skinweave

N 6 / 8 SP, no ATTR loss, Diff 35+/30 to spot 1000/1250 1d6/1d6+1 Chr2

Upgraded Skinweave

N 10 SP, no ATTR loss, Diff 25 to spot 1600 1d6+3 Chr2

Upgraded Skinweave

N 12 SP, 50% chance -1 ATTR loss, Diff 20 to spot 2000 2d6 Chr2

Upgraded Skinweave

N 14 SP, -1 ATTR loss, Diff 20 to spot 2400 2d6+2 Chr2

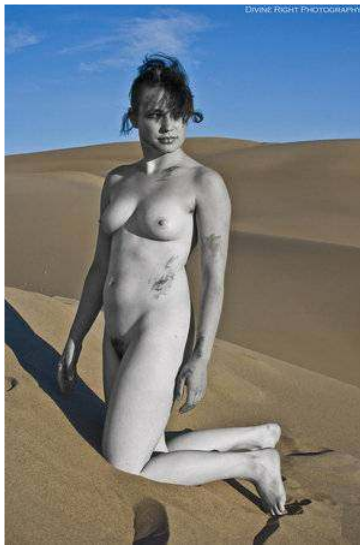
Upgraded Skinweave

N 16 SP, -2 ATTR loss, Diff 15 to spot 2750 2d6+4 Chr2



Lifesaver Skinweave

N +1 healing per day 4500 1d6/2+1 Chr1



Chem Weave

N +4 to Chemical Saves, pallid skin is 8SP vs acid 2000 1d6+3 DS



Vac Weave

MA Protection against decompression, need optics 5000 1d6 DS

Vac Weave Filter Valves

M Cavities fitted with valves for vacuum survival 300 8 DS

Vac Weave "Cyber-Lung"

MA Provides 15 minutes of air for us in vacuum 700 1d6+1 DS



Thermal Weave

N Silvery skin increases Heat resistance to 107°F 1500 1d6+3 DS



Shark Weave (Partial)

N SP 12 to specified area, 1d6/3* damage 4000 1d6 SA



Rad Weave

N Silvery skin provides radiation protection of 1 RSP 1500 2d6 DS



Shark Weave (Full Body) N SP 12 and can cause 1d6/3* damage 12,000 3d6 SA

Weave Maintenance

N Required after a Critical or higher wound is taken 500 0 DS



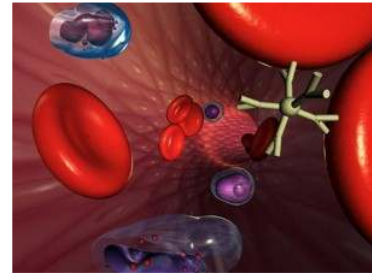
Nanowear Ozoneshield
N Modification of Skin Weave, protects against UV 2000 1
TTB



Thermaskin
N Insulation to 0°C, sweats at 27°C 2000 1/2d6 I2.2



Thermal Insulation
N Protects vs hot & cold weather, +5 SP flame/cold 1000
1d6 KCJ



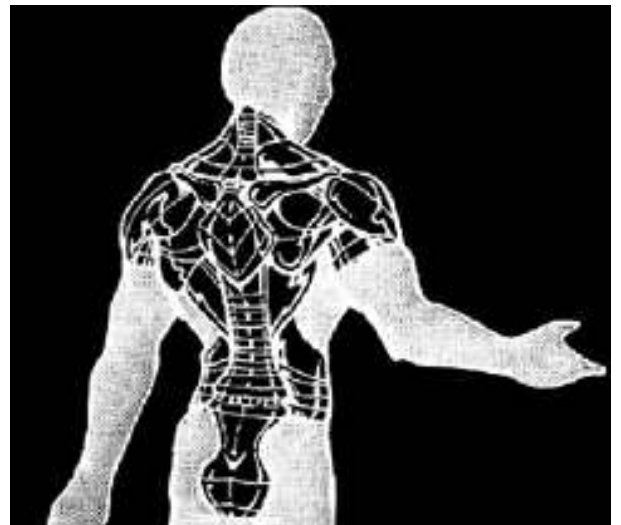
Nanosurgeons
N Doubles natural Healing rate 6000 1d6/2 CP20



Anti-Plague Nanotech
N +3 vs diseases and biowar agents 1750 .5 Chr1



Nanooptical Upgrade
N +2 night vision 1500 1d6/2 Chr2



Armor Weave
N +1 BODY, SP 18, -1 REF+MA, need MBL,SKW 4000
1d6 Chr2



Nano-Groomers
N +2 - +4 to Personal Grooming 400 0.5 Chr3

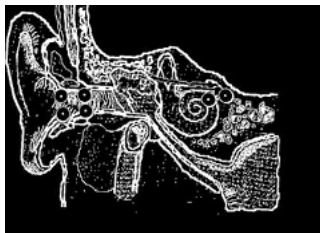


Nitrogen Binders

N Reduces depressurization by up to 100% 1400 1-2 Chr4

Nitrogen Binders Upkeep

N Needed once every 3 months 400 - Chr4



NanoAuditory Rebuild

N Enhanced Hearing Range & Level Damper 1500 1d6/2
Chr4



Diet-Mite

N Screens what you eat passing on what's needed 1000
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) 1600 1 WS

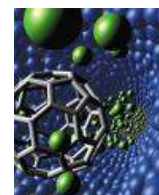
BIOWARE ENHANCEMENTS

Cyberware Surg. Description Cost H.L Book



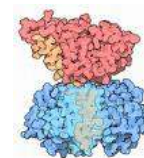
Grafted Muscle

MA +1 increase to BODY, max increase is +2 1000/+1 2d6
CP20



Enhanced Antibodies

N Improves Healing by +1 point per day 3000 1d6/2 CP20



Toxin Binders

N +4 to Poison/Drug Saves 3000 1d6/2 CP20



Speed Grafts

MA +2 MA 750 1d6 Chr2



Alpha TuffBone Skeletal Enh

M BOD +1 for lift, carry, BTM vs HH/Melee 1300 1d6/2
Chr4

Beta TuffBone Skeletal Enh

M BOD +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



NeoAppendix

MA +2 to Wilderness Survival for food 500 1d6/2 Chr4



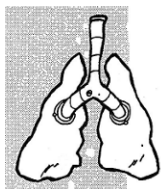
Sunblocker Sunscreen

M Prevents sunburn, reduces skin cancer risk 250 1 Chr4



NeoLungs

CR Hold breath twice as long as normal 1000 1d6 Chr4



Lung Weave

N Toughens lungs for using LBM. 4000 1d6/2 SA



Neural Bridge

MA Ambidexterity, no -3 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 Wolverers 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% effec 2500
1d6/2 Chr4



"Kaloric" Secondary Gut
MA Stores 2 days worth of food 750 1d6/2 Chr4



"Freezeban" Bioconstruct
MA +1 Wilderness Survival/Endurance in -10°C 650 1 Chr4



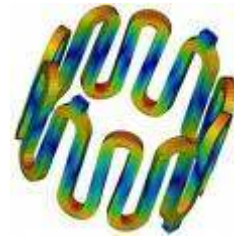
Quickclot Hemofibrinic Node
MA Wound states treated as one less, 10% stroke 3000
1d6 Chr4



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



Altered DNA
N DNA altered using a tailored retrovirus 3000 0 WS



Full-Spectrum Booster
N +4 vs illness/infection/poison/drugs, +1 Healing 7500
1/2d6+1 NEO



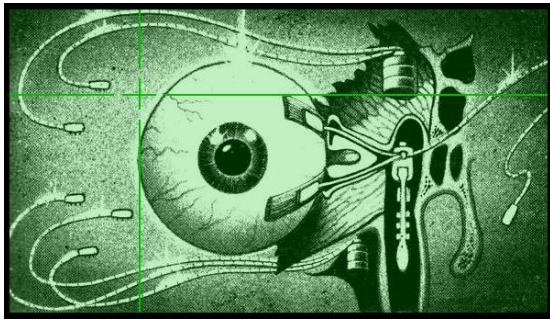
Sabre Serum RNA Mod
N +2 MA, +3 BOD, +2 REF, +1 Heal, 60 day wait NA
Special I1.2



Muscle Enhancement
N +1 to BT, but not for BTM 1000 1d6/3 DS



Reflex Boost
N +1 REF (max +2). 25% chance of -1 Stun/level 3500
1d6+3 DS



Enhanced Sight
M 2 max: IR, UV, LL, Tele, Image Enh, Color Shift 1200 2 each DS



Enhanced Hearing
M 2 max: Amplified Hearing, or Enhanced Range 1200 2 each DS



Enhanced Sense of Smell
M Same effects as Olfactory Boost 1200 2 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

BIOTECH BIOENGINEERING x2 if cyber Cyberware Surg. Description Cost H.L Book



Preparatory DNA Mapping
N Required for all biotech 2700 0 ES+
Permanent REF Increase
N Max +1 5000 1d6+3 ES+
Permanent BOD Increase
N Max +2 3400/+1 0 ES+
Permanent ATT Increase
N Max +3 1600/+1 1/+1 ES+
Permanent MA Increase
N Max +4 2700/+1 1d6/2 /+1 ES+
Reduced Oxygen Demand
N Can breathe smog 5900 1 ES+
UV Resistance
N No sunscreen needed 7600 1d6 ES+
Toughened Skin
N SP6 Soft Armor, can't be told from normal skin 8300 0 ES+

BIOENHANCEMENT TABS

TAKE ONE A DAY MAX
Cyberware Surg. Description Cost H.L Book



Endurance
- Ignore fatigue 12 hrs, x2 food, 1d3-1d6 damage 1200 - ES+
Ignore Pain
- +4 to Stun Saves for 12 hours, -2 tactile sense 1800 - ES+
Anti-Trauma
- +2 to Death Saves for 12 hours 4000 - ES+

RNA MEMORY TABS

Over one/day = 80% lose 2d6 skill/amnesia
Cyberware Surg. Description Cost H.L Book



Skill +1
- Lasts for 3 hours, 1d10>1 or -1 in skill 600 - ES+
Skill +2
- Lasts for 3 hours, 1d10>2 or -1 in skill 1800 - ES+
Skill +3
- Lasts for 3 hours, 1d10>3 or -1 in skill 5000 - ES+

IMPLANTED BODY WEAPONS

Cyberware Surg. Description Cost H.L Book



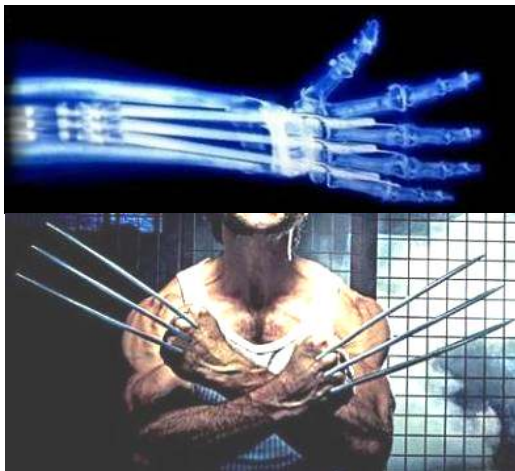
Scratchers

N Hands. 1d6/3* damage. Near Impossible to spot 100 2d6 CP20



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

Cybersnake Mk2

MA 2d6 eviscerate damage on critical hit or internal 1,600 4d6 CP20



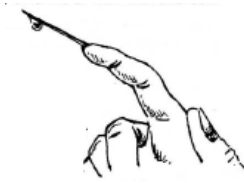
Gang Jazzler

M 3 surges, immobilize for 1d10+1 mins 600 2d6+3 Chr1

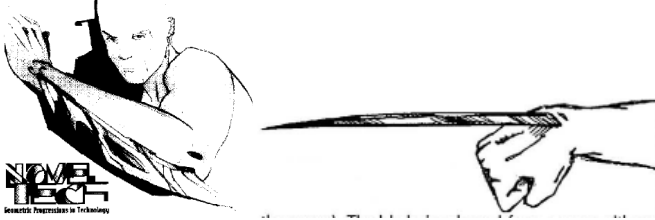


Bonespike

MA Pop up bone spike. 1d6+4* damage 1,000 2d6 Chr3



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



Implanted Fangs (Vampires)
N Mouth. Implanted canines, 1d6/3* damage 200 3d6
CP20

Poison Vampires
N Mouth. 1d6/3* damage plus poison/drug injector 400 3d6
CP20

Retractable Vampires/Sgrin
MA Mouth. 1d6/3* to 1d6* bite damage. Retractable 500
2d6+2 Chr2

Extended Canines
CR Mouth. 1d6/2+1* damage. Retractable 1000 3d6+2
Chr2

Spitting Cobra
M Vampires that spit chemicals 6ft, as airgun pellet 400
4d6 Chr3

Retractable Spitting Cobra
MA Retractable vampires that spit chemicals 6ft 700 4d6
Chr3



Sharkgrin Special
N Mouth. Implanted carbo-glas teeth, 1d6/2* damage 200
3d6 CP20

Extended Sharkgrin Special
CR Mouth. 1d6* damage. Retractable 1400 4d6 Chr2
Retractable Vampires/Sgrin
MA Mouth. 1d6/3* to 1d6* bite damage. Retractable 500
2d6+2 Chr2



NewTeeth
M Ceramic teeth: MEL -1 NA C 1-2* NA 1 VR touch 200
1d6/2 Chr4



PowerJaw
MA Myomer jaw muscles, +2 to bite damage 100 +1-2
Chr4



Mandibles
MA 2d6 damage bite, look normal except for eating 1200
5d6 I2.2



Cyberjaw - K9
MA SP 6 metal jaw. 1d6* bite damage 2750 3d6+2 P2
Cyberjaw - Conga
MA SP 6 metal jaw. 1d6+2* bite damage 2770 3d6+2 P2
Cyberjaw - Needler
MA SP 6 metal jaw. 1d6+3* bite damage 2800 3d6+2 P2
Cyberjaw - Pit Bull
MA SP 6 metal jaw. 2d6* bite damage 2870 3d6+2 P2
Cyberjaw - Shark Maw
MA SP 6 metal jaw. 2d6+1* bite damage 2930 3d6+2 P2
Cyberjaw - T-Rex
MA SP 6 metal jaw. 3d6* bite damage 3000 3d6+2 P2
RealSkinned Cyberjaw
MA Jaw looks real, 70% effective (Diff Awareness) 0 -1d6
P2

CYBEROPTICS

Cyberware Surg. Description Cost H.L Book

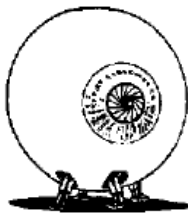


Cyberoptic

MA Basic eye module (4 option spaces per eye) 500 2d6 CP20

Quick Change Optic

MA Removable, but only 3 options 1000 2d6+3 P1



Remote Eye

MA 1 space left, 100m transmission 1500 3d6 Chr2



Optical Interface

MA Interface plug behind the optic 600 2d6+2 Chr3



Bug Eye

MA Can hold 6 Options 750 3d6 Chr3



Third Eye

CR -1 ATTR/eye, max 2 extra 750 3d6+ Chr3



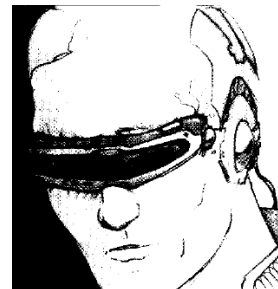
Revelation Cyberoptic

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



Vacuum Proof Optic

MA 4 option spaces, used with Vac Weave 600 2d6 DS

CYBEROPTIC OPTIONS

Take 1 space unless noted otherwise
Cyberware Surg. Description Cost H.L Book



Color Shift

N Allows color changes, special fashion effects 300 .5 CP20



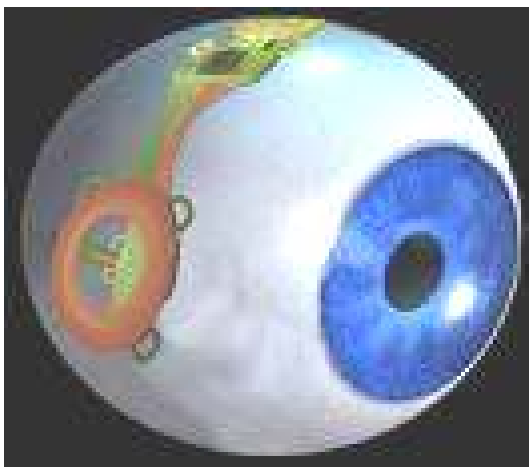
Image Enhancement

N +2 Awareness when using visual search 300 1 CP20



Teleoptics

N Telescope ability to 20x 150 .5 CP20



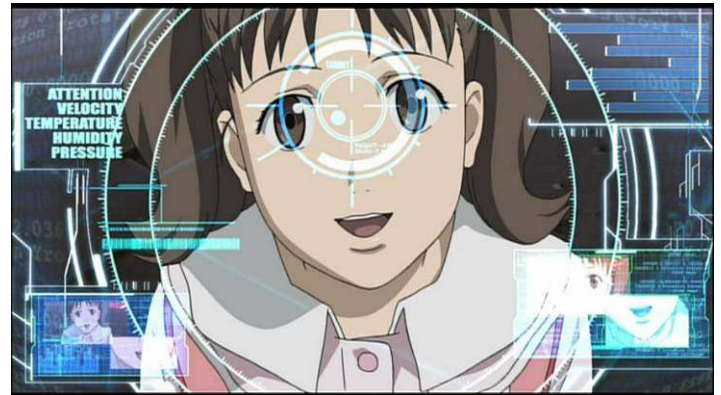
Micro-optics

N Microscope 150 .5 CP20



Anti Dazzle

N Immune to flash, laser blinding 200 .5 CP20



Times Square Marquee

N LED Screen in vision field for messages 300 1 CP20

Times Square Plus

N Allows visual information retrieval (3 spaces) 500 2 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

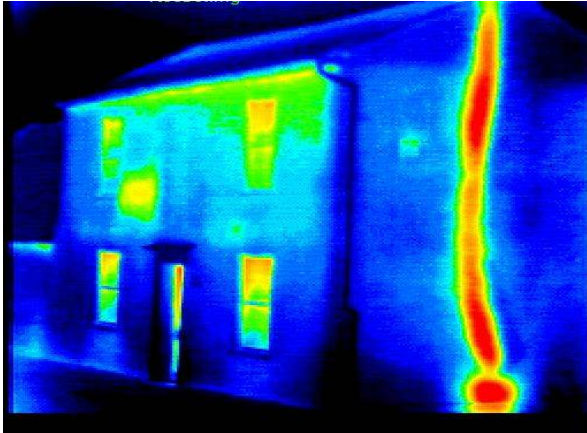


Targeting Scope

+1 on all Smartgun attacks 400 2 CP20



Low Lite
N See in dim light, almost total darkness 200 .5 CP20



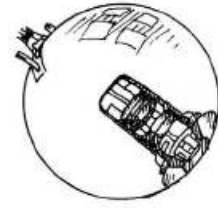
Thermograph Sensor
N See heat patterns, temperature readings 200 1 CP20



Infrared
N See in total darkness, using heat emissions 200 1 CP20



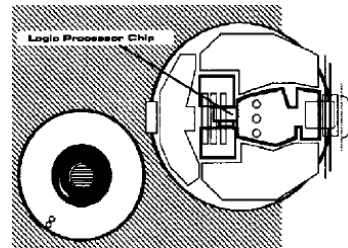
Ultraviolet
N See in darkness, using UV flash 200 1 CP20



Digital Camera
N Shoots up to 20 images (2 spaces) 300 .5 CP20
MicroVideo Optic
N Video record up to 20 min (2 spaces) 300 .5 CP20



Dartgun
N Holds 1 poison dart. Range 1m (3 spaces) 200 2 CP20



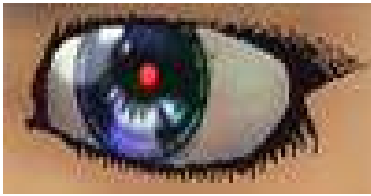
Dodgeball
N +1 to Hand to Hand skill after 30 secs 440 1 Chr1



Tear Gas Sprayer
N 1m range (2 spaces) 200 2 Chr1

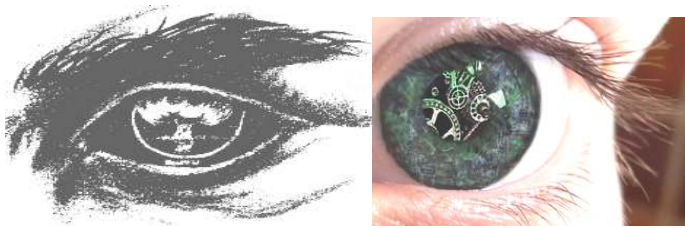


Video Cam/Transmitter
N Live feed 1m range (4 spaces) 330 1 Chr1



Laser-Comm Optic

M 50m range, and can blind. Code chips are 175eb 425 1
Chr3



Verbal Eyes (Basic)

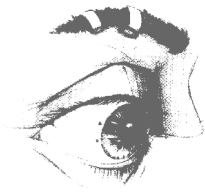
M Displays images, -1 space 750 3 Chr3

Verbal Eyes (Vid Image)

M 3 spaces, + Video Imager 1000 5 Chr3

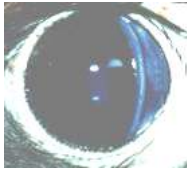
Verbal Eyes (Cust. image)

M 4 spaces, Times₂ + 1200 5 Chr3



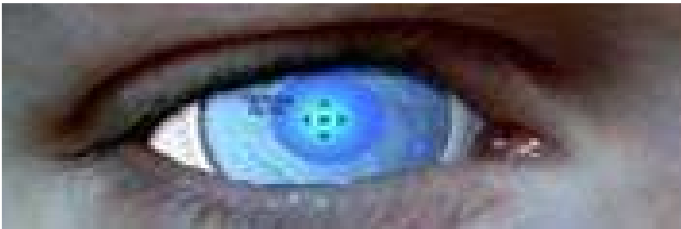
Double-Slit Pupils

N Allows clear vision through air-water boundary (1) 200 .5
Chr4



Hydrosubsidium Aquagogs

N Synthetic nictitating membranes, good to 200m 200 1 SF



Live Feed Optic

M 2 mile range 1000 1 I2.1



Optical Capacitor Laser

N 2d6 damage, 1 shot, .5m range (3 spaces) 800 3 P1

CYBERAUDIO

Cyberware Surg. Description Cost H.L Book



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 using auditory cues. SWx2 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 without a descrambler 100 .5 CP20

Bug Detector

N Detects taps, bugs up to 3m. 60% effective 200 .5 CP20

Voice Stress Analyzer

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 super & subsonic ranges. SWx2 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. -25% from SW 300 .5 CP20

Fax+ 1000 Alert

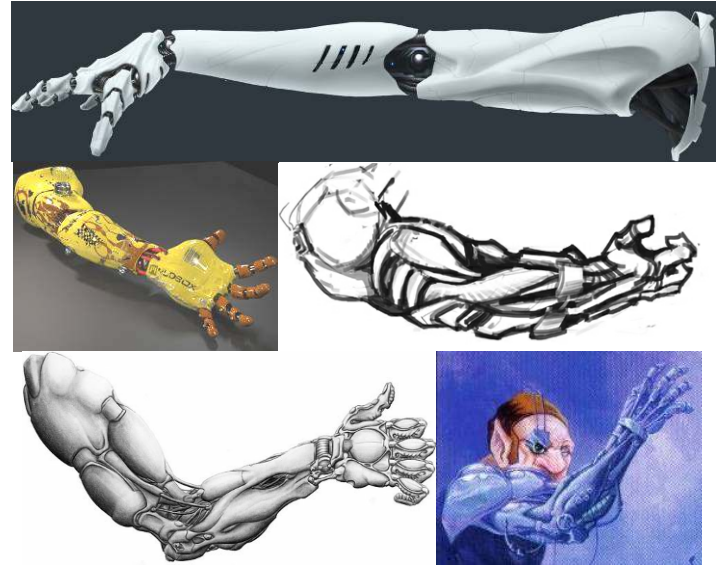
N Alerts user to incoming faxes 100 0 Chr3

ShareChecker™ Link

N Share information using T₂, screen or audio 100 .5 ET

CYBERLIMBS

Cyberware Surg. Description Cost H.L. Book



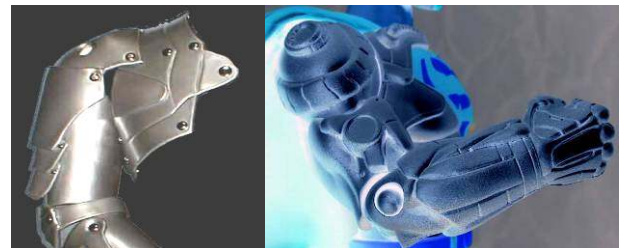
Standard Cyberarm

CR 20/30 SDP, 4 option spaces, 1d6 punch 3000 2d6 CP20

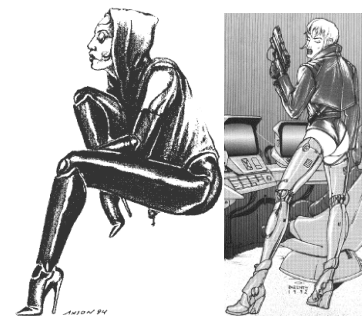


Standard Cyberleg

CR 20/30 SDP, 3 option spaces, 2d6 kick 2000 2d6 CP20

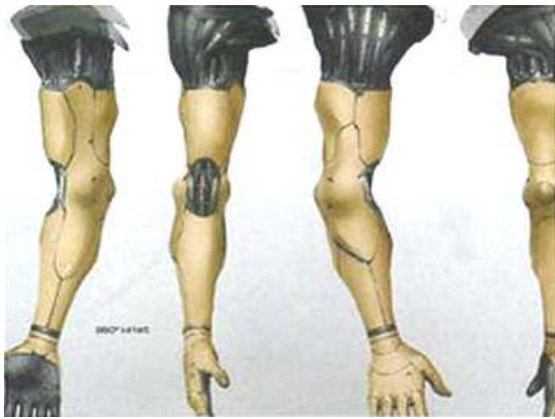


Artificial Shoulder Mount CR Mount up to 2 extra arms. 25 SDP 1500 2d6 CP20



Romanova Cyberlegs

CRx2 +1 to Wardrobe & Style 5000 4d6 Chr3



Enable Cyberarm
CR Early model. 23/33 SDP, REF -1 500 2d6+2 Chr3



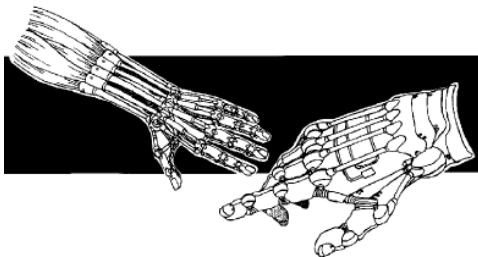
Enable Cyberleg
CR Early model. 28/35 SDP, REF -1, MA -2 700 3d6+3 Chr3



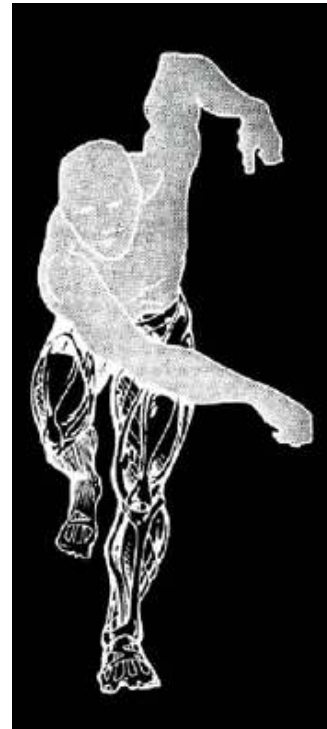
Orbital Crystal Cyberarm
CR 50/60 SDP, 4 option spaces, 1d6 punch 7000 2d6 Chr1
Orbital Crystal Cyberleg
CR 50/60 SDP, 3 option spaces, 2d6 kick 6000 2d6 Chr1



SuperSized Arm
CR SDP 30/40, -2 REF, +1EV, 2d10/3d6, SP 20 4000+ 2d6 Chr3



Independent Cyberhand
MA 1d10 crush, 7/10 SDP, 1 option space 750 1d6 Chr1



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



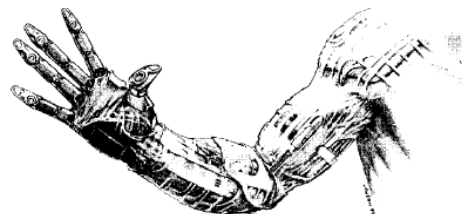
Soviet Cyberleg
CR SDP 30/40, 3d10 kick, 5% failure, 2 spaces 875 2-3d6
Chr4



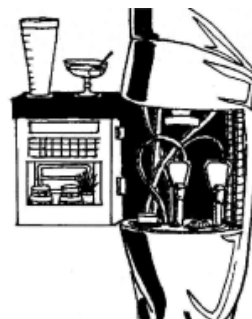
SovWear Cyberleg
CR 30/40 SDP, 6d6 kick, 2 spaces, UR 1500 2d6 SOF



Soviet Cyberarm
CR SDP 30/40, 3d6 punch, 2d10 crush, 5% failure 669 2-3d6 Chr4



Biomechanical Arm
CR 10/15 SDP, 1d6 punch, 1d6 crush, 1/2 dam normal NA
1d6 I1.2



Cyber Bar Leg
CR Built in wet bar 3000 2d6 I1.3



Speeding Bullet Legs
CRx2 MA 16, leap 10m, 1 option space left per leg 4500
4d6 SOF



Tentacle Arm
CR 8x70 cm tentacles, SDP 5 each. SDP 20 shoulder 4000
5d6 I2.2



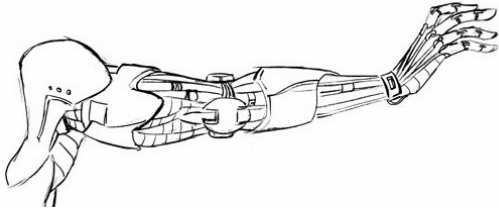
SovWear Cyberarm
CR 30/40 SDP, 3d6/6d6 damage, 3 spaces, UR 1000 2d6
SOF



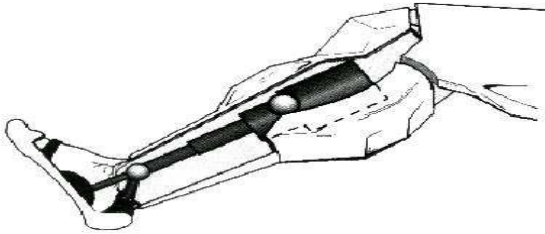
Extendable Tentacle Arm
CR Same as above plus can extend to 150 cm 6000 5d6
I2.2

CYBERLIMB OPTIONS

Cyberware Surg. Description Cost H.L. Book



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



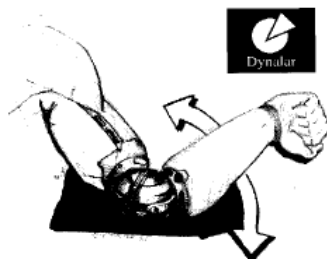
Superchrome
N Highgloss metallic covering 200 3 CP20
Armor N Armors cyberlimb to SP 20 200 2 CP20



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



360 Rotating Joints
N +1 to Escaping, some TECH repairs (.5 spaces) 120 2 Chr4



Tentacle Arm Sheath
N Hides tentacles, resembles cyberarm, 2 openings 800 0 I2.2



Locking Joints
N 25+ Strength Feat to move (.5 spaces) 100 .5 Chr4



Double-Jointed
N +1 Grapple, Holds, Chokes, Escapes (.5 spaces) 1000 1d6/2 Chr4



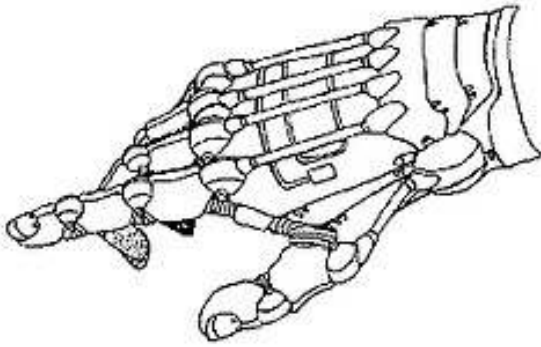
Extending Leg Units
N Alters height -1 to +3 ft. +1MA (2 spaces) 400 4 Chr4
Extension Hand
N Hand extends up to 1m 350 2 CP20



Spiked Limb Cover
N +1d6 grapple/holding damage 200 2 I1.4

CYBERHANDS

ATTACH TO CYBERLIMBS (Use 1 space)
Cyberware Surg. Description Cost H.L Book



Standard Hand

N Resembles normal hand 150 0 CP20

Modular Hand

N Choose any 4 modular tools 600 2 CP20



Ripper Hand

N Standard hand with Rippers. 1d6+3* damage 600 2d6 CP20



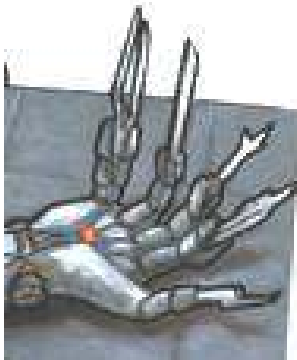
HammerHand

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



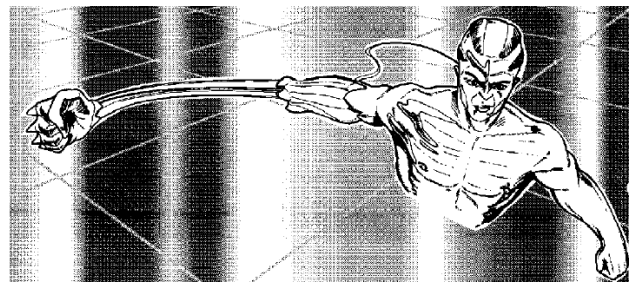
Grapple Hand

N Extends rocket-propelled grapple, 30m line 350 3 CP20



Spike Hand

N Palm spike. 1d6+3AP damage 500 2d6 CP20



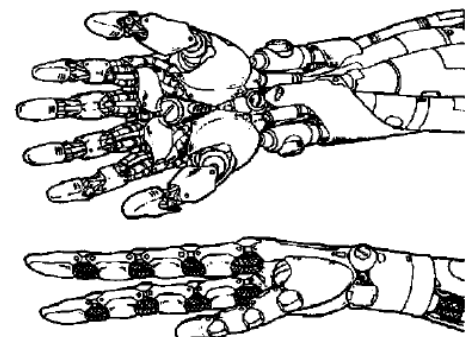
Mace Hand

N 2d6+1/1d10-2 damage, 1m range 300 3 Chr1



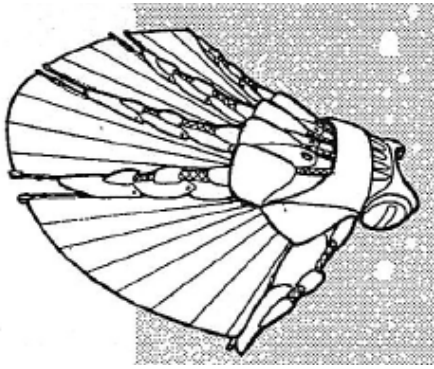
Cyberhand Coverings

N Same range as listed in for cyberlimbs 100 1/2 usual Chr1



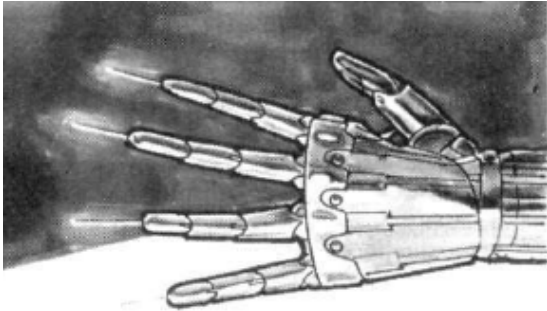
Custom Cyberhand

N Varies 900 Varies Chr2



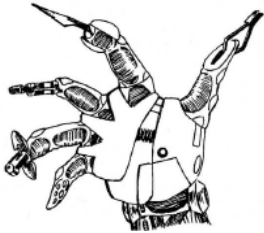
Web Hand

N +2 swim, +1-2m/turn, 1d6* damage 250 2 Chr3/SA



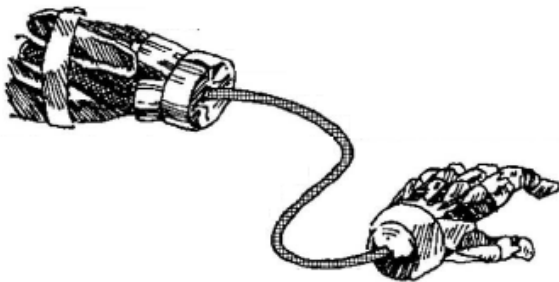
IEC Venom Hand

N 4 needles, slash for 1d6-1 damage 600 2d6 Chr3



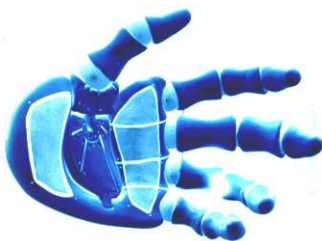
Medical Modular Cyberhand

N/MA Mono scalpel, air-hypo, stapler, probe ,etc 975 1d6/2 Chr4



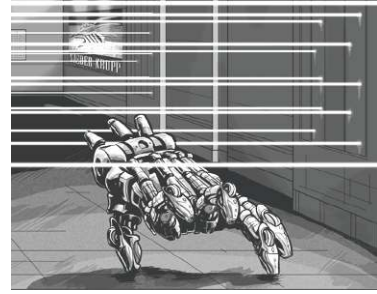
Dynamax Grapplefist

N 50m cable, 2 spaces, 2d6+2 crush 1050 2d6 I1.1/PAC



Mini-Camera in Palm

N It's a camera 1000 1d6 I1.1



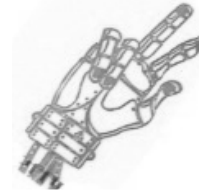
Surveillance Hand

N Remote cyberhand 1500 1d6 I2.1



Drill Hand

N 3d6 damage, 1/2 hard, 1/4 soft SP 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

Gouge Master Winch

N High speed winch for reeling the cable in 100 2 P3



Lightning Fist

N Electricity. Stun -1, or 2d6+1 damage 900 2d6 RPI

CYBERFEET

ATTACH TO CYBERLIMBS (Use 1 space)
Cyberware Surg. Description Cost H.L Book



Standard Foot

N Resembles normal foot 200 0 CP20



Talon Foot

N Extends toe blades. 1d6* damage 600 2d6 CP20



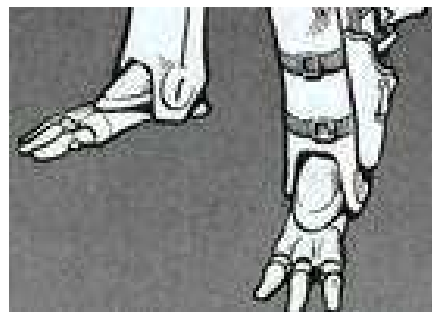
Tool Foot

N Toes contain screwdriver, wrench, drill, etc 300 2 CP20



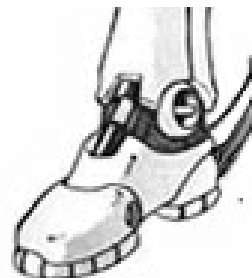
Web Foot

N Doubles swimming speed, +3 to Swim skill 500 2 CP20/SA



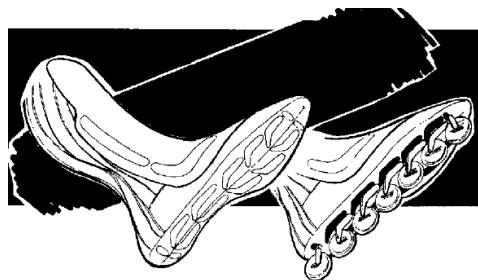
Grip Foot

N For better gripping strength. +2 to Climb 500 2 CP20



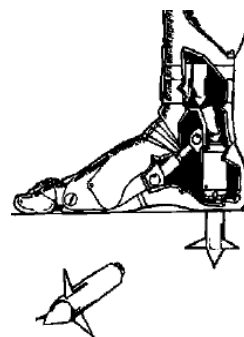
Spike Heel Foot

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

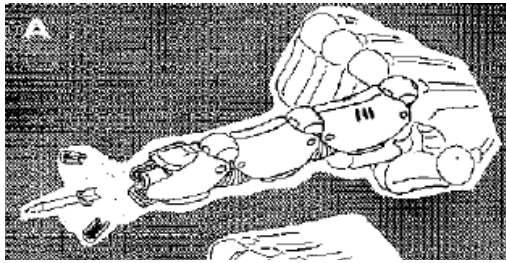
N Anchors use to ground. 4 uses (2 spaces each) 400 3 Chr2



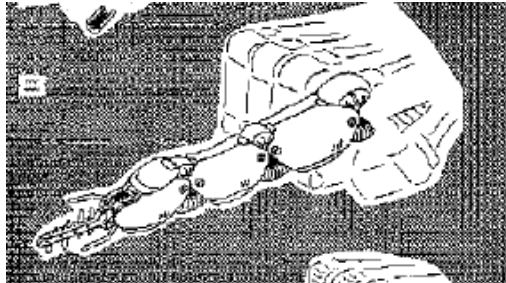
Catspaw Stealth Foot

N +1 to Stealth skill 150 1 Chr4

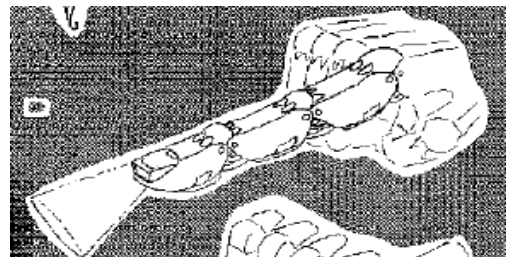
FINGERS **ATTACH TO CYBERHANDS** Cyberware Surg. Description Cost H.L Book



Dartgun
N 3m range 100 2 Chr1



Lockpick
N Pick for mechanical locks 50 .5 Chr1



Mini Light
N 25m beam, batteries 1eb 105 .5 Chr1
IR/UV Flashlight
N 10m range 200 1 Chr3



Finger Bomb
N 2d6+3, 3m radius 150 2 Chr1



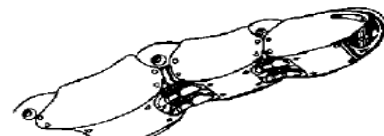
Wirecutters/Scissors
N 1d6/3 damage 150 1 Chr1



Mace Sprayer
N 2 bursts, -4 REF & Notice for 1d6 turns 150 2 Chr1



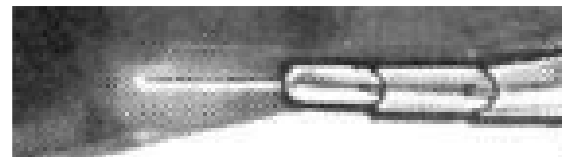
Quick Change Mount
N Click and turn mount, mod =120eb 150 1 Chr2



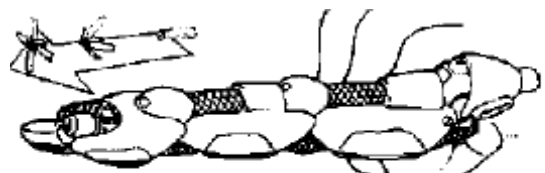
VidCam (+ 1 option)
N IR - 200eb, Teleoptic - 225eb, or Lowlite - 100eb 400+ 2 Chr2



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 105 2 Chr2



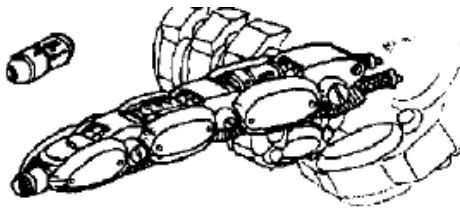
Probe Link
N Interface link 150 .5 Chr3



Parabolic Microphone
N 20x Microphone, for full arms 350 2 Chr3



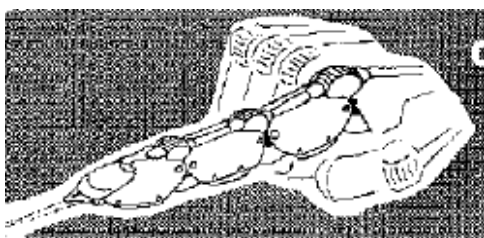
Flasher
N Diff REF to blind target for 1 min (25eb) 250 1 Chr3



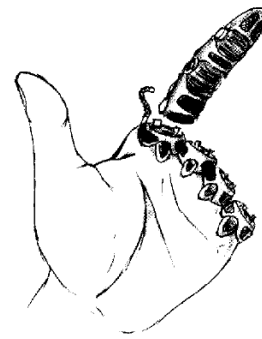
Flare
N 150m altitude, 25m diameter (15eb) 200 2 Chr3



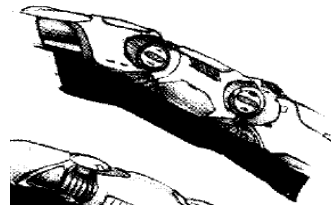
Storage Compartment
N Small space 75 .5 Chr3



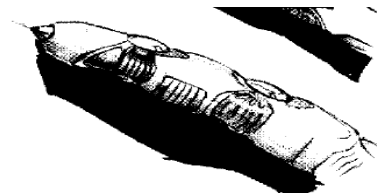
Laser Pointer
N 20m 150 .5 Chr3



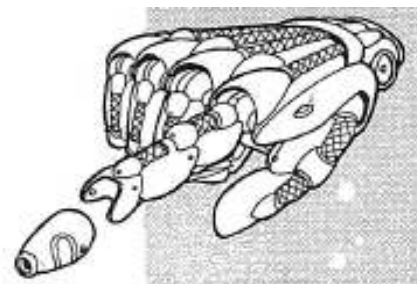
Flesh Mount
M Allows cyberfingers to be mounted on meat hand 100 1 Chr4



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 30 seconds 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

OPTIONS

BUILT INTO CYBERLIMBS (Use 1 space)
Cyberware Surg. Description Cost H.L. Book

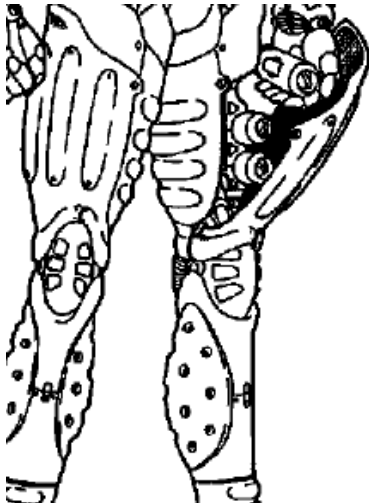


Cybermodem

N Built in cyberdeck 3000 1 CP20

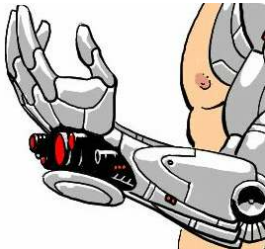
Cellular Cybermodem

N Built in cellular deck 5000 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

Digital Recorder

N Digital chip recorder. Download or erase chip 300 1 CP20



Techscanner

N 60% effective, -3 to repair difficulty 400 3 CP20



Hidden Holster

N Weapon size based on Body Type 100 1 CP20

Quickdraw Holster

N P class conc. +2 Initiative to fastdraw 200 0 Chr2



Cutting Torch

N Can cut through SP20 100 1d6/2+1 Chr1



Icer

N 2m range 200 1d6/2 Chr1



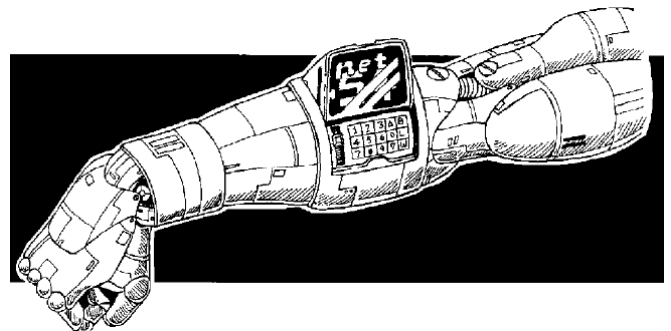
Limb Link

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



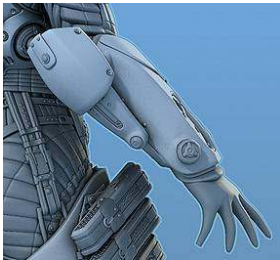
LCD Screen Readout
N Can be linked to any output device 200 1 CP20



Winch
N 15m cable, pulls up to 1 ton 500 1d6+3 Chr2



Laser Mike
N 60m range, Human Perception -5 400 1d6+2 Chr2



Radio/Cellular Boosterstation
N Runs for 160 hrs, diff 25 encryption (2 spaces) 2650 2 Chr2



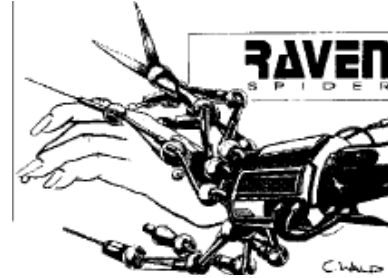
ECM Emitter
N Electronic counter-measures emitter (2 spaces) 2950 2 Chr2



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)

Cyberware Surg. Description Cost H.L Book



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

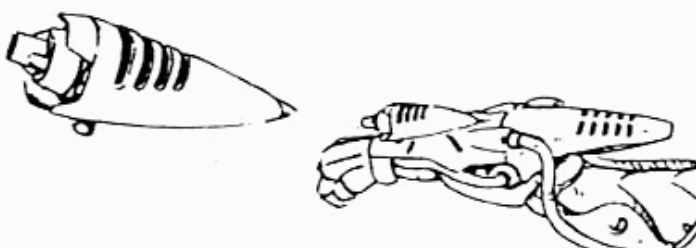
Micro-torpedo Launcher

N Underwater version of mini-missiles, 4d6 damage 900 2d6 SA



Popgun

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

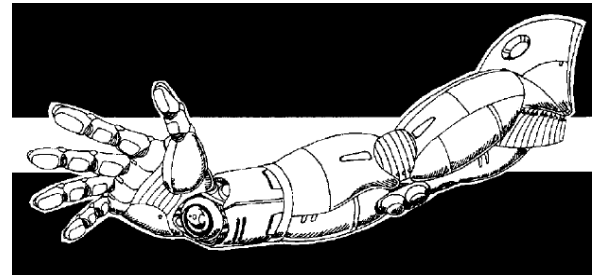


2 Shot Capacitor Laser

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



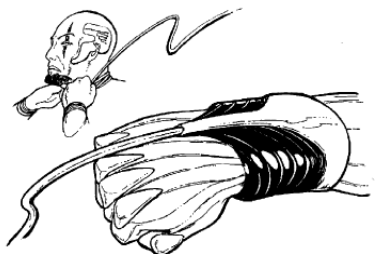
Gas Jet

N 6 shots, range 2m 275 1d6+3 Chr1



Tazer Grip

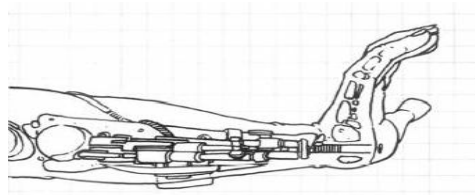
N Effects equal to tazer, Stun -2 180 2d6-2 Chr1



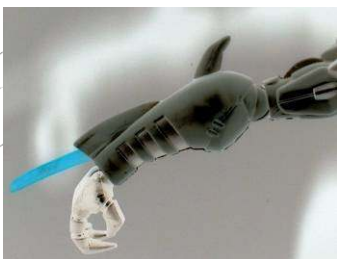
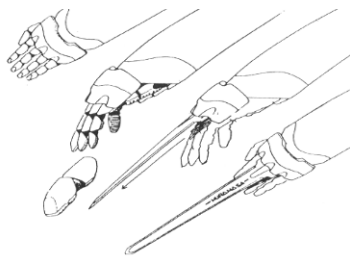
Whip
N 1d6/2 or choke 475 2d6 Chr1



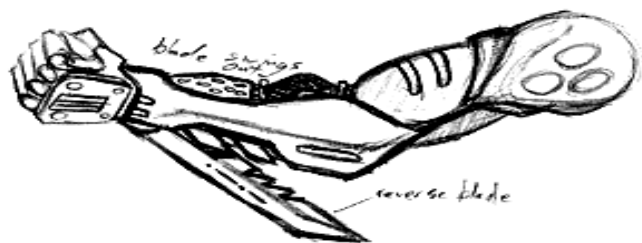
Popup Sliver Gun
N P +0 - - 2d6x1d6/2* 7 2 UR 40m 550 1d6+2 Chr1



Tri-Dart Launcher
N 3 darts, 1d6/2 damage, 1/3 SP 300 1d6/2 Chr2



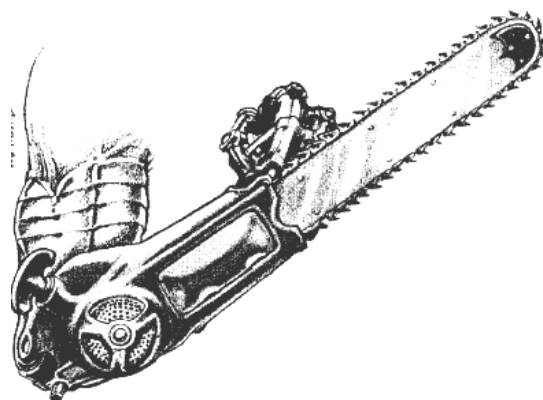
Retractable Monoblade
N 2d6+3# damage 800 1d6+2 Chr2



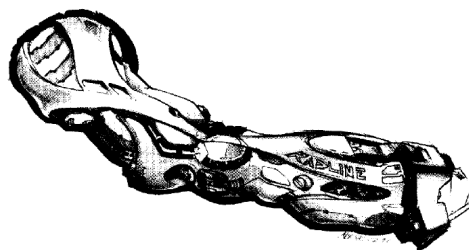
Survival Blade
N 1d6+3* damage 500 1d6 Chr2



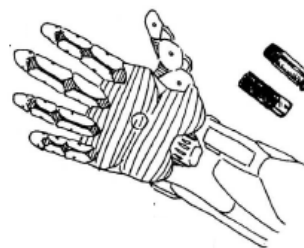
BigRipp
M Carbo-glass blade. 2d6, 1/2SP (break 1-3) 850 3d6+1 Chr4



ChainRipp
N 3d6AP 1250 2d6+4 Chr3



Blitzkrieg Arc-Thrower M EX 0 - R 3d6 (1/2 R 1/2 S) 4 1 ST
10m 1050 2d6 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



Strobe
N Same as implant version (0 spacs) 150 1.5 I1.4

LINEAR FRAMES

IMPLANTED EXOSKELETON

Cyberware Surg. Description Cost H.L Book



Sigma
MA STR 12, +4 Damage mod 6000 2d6 CP20
Beta
MA STR 14, +6 Damage mod 8000 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

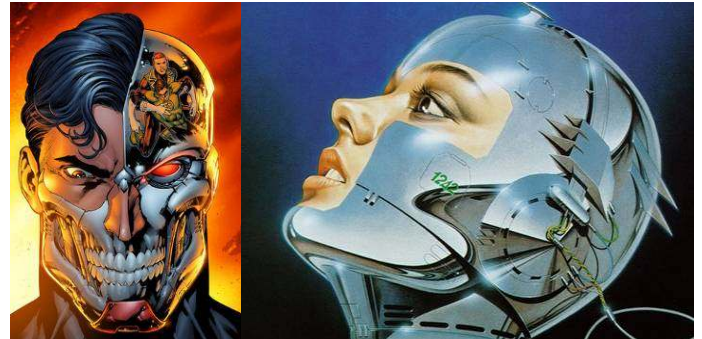
BODY PLATING

EXOARMOR

Cyberware Surg. Description Cost H.L Book



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 6800 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 BODY REPLACEMENTS

Cyberware Surg. Description Cost H.L Book



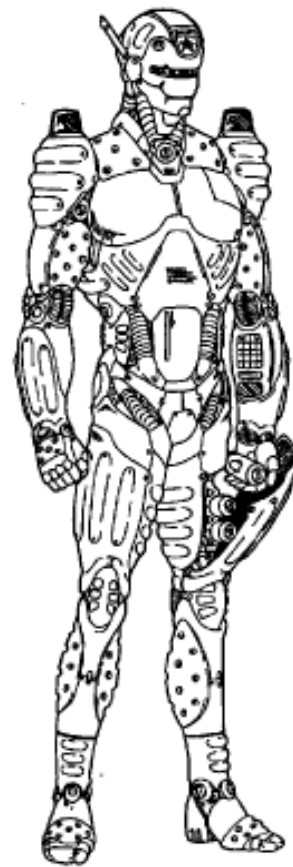
Alpha Class
CRx2 REF 10, MA 10, BOD 12, SP 25, SDP 20/30/40
40,000 16d6 Chr2



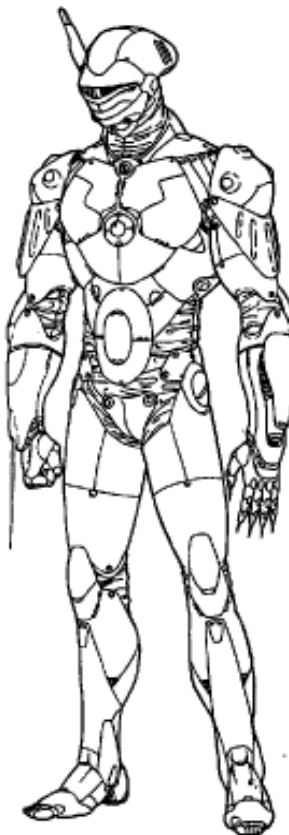
Aquarius (Sub-Marine)
CRx2 REF 10, MA 10, BOD 15, SP 25, SDP 20/30/40
50,000 18d6+2 Chr2



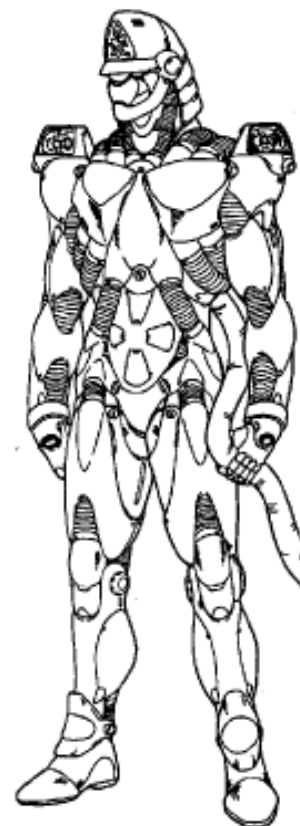
Copernicus (Space-Use)
CRx2 REF 11, MA 10, BOD 12, SP 25, SDP 20/30/40
60,000 19d6 Chr2



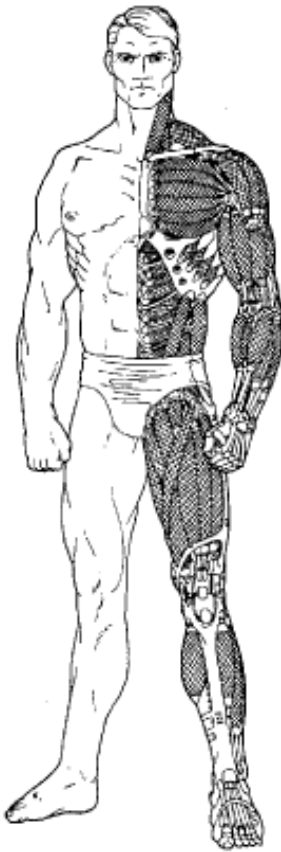
Enforcer (Security)
CRx2 REF 12, MA 15, BOD 12, SP 30, SDP 25/35/45
55,000 21d6-2 Chr2



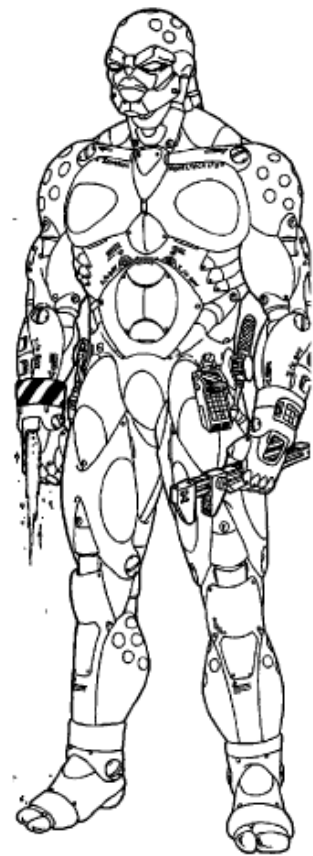
Eclipse (Covert Ops)
CRx2 REF 13, MA 13, BOD 12, SP 25, SDP 20/30/40
65,000 21d6+3 Chr2



Brimstone (Fire-Fighter)
CRx2 REF 11, MA 10, BOD 14, SP 30, SDP 20/30/40
47,000 19d6 Chr2



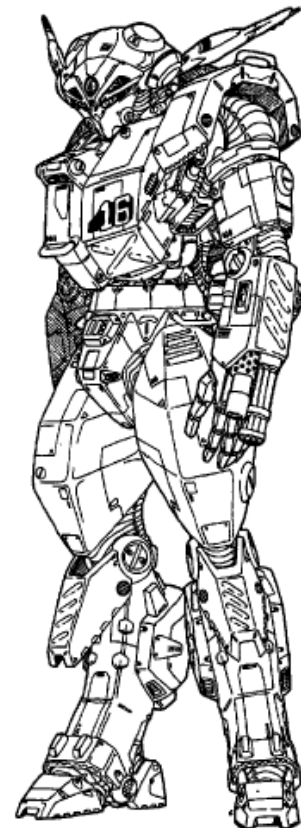
Gemini (Humanoid)
CRx2 REF 10, MA 10, BOD 12, SP 25, SDP 20/30/40
55,000 16d6+2 Chr2



Samson (Industrial)
CRx2 REF 10, MA 10, BOD 18, SP 25, SDP 20/30/40
50,000 20d6+1 Chr2



Wingman (Pilot)
CRx2 REF 15, MA 10, BOD 12, SP 25, SDP 20/30/40
54,000 20d6 Chr2



Dragoon (Military)
CRx2 REF 15, MA 25, BOD 20, SP 40, SDP 40/50/60
120,000 42d6+3 Chr2.



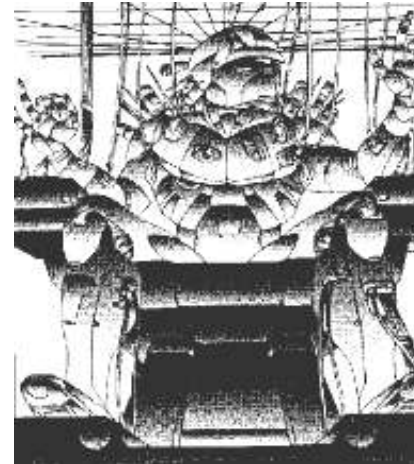
'Sheol' Hazardous Ops
CRx2 REF 10, MA 10, BOD 18, SP 30, SDP 20/30/40
50,000 18d6+8 Chr3



Militech 'Spyder' Recon
CRx2 REF 12, MA 20, BOD 12, SP 30, SDP 20/30/40
118,105 39d6 Chr3



MD Tech 'Kildare' Medical
CRx2 REF 10, MA 10, BOD 12, SP 25, SDP 20/30/40
46,000 19d6 Chr3



'Wiseman' Cyberspace Com
CRx2 REF 14, MA 10, BOD 12, SP 25, SDP 20/30/40
91,381 23d6+3* Chr3



Adrek 'Burroughs' Mars Ops
CRx2 REF 10, MA 10, BOD 12, SP 35, SDP 20/30/40
42,000 16d6+4 Chr3



Arasaka 'Daioni' PA Convert
CRx2 REF 17, MA 20, BOD 52, SP 80, +6 Initiative
810,000 16d6+30 SW

OPTIONS FOR FULL CONVERSIONS

Stylization

N Customization, possible bonuses to some skills Varies 0

Increased SP

N Max 40 SP, 10-50lbs weight increase 2000/+5 0 Chr2

Increased SDP

N Max +20 SDP, +55lbs/+5 SDP 1500/+5 0 Chr2

Increased REF

M Max 15 2000/+1 2/+1 Chr2

Increased MA

M Max 25 1500/+1 2/+1 Chr2

Increased BODY

M Max 20 1000/+1 2/+1 Chr2

Shielding

MA Electronic shielding. 500 rads protection 2000 6 Chr2

Quick Change Mounts

N Rifles (2), Hvy.Weapons (3) can be mounted 200 2 Chr2

Interchangeable Biopod

CR Organs can be moved to different FBRs 20,000 18d6

Longevity Module

MA Theoretically triples 'borg's lifespan 15,000 1 Chr2

Eelskin

MA 1d6 to 2d6+3 Damage 14,000 1d6 Chr3

Cyber Sterioids

2xCR BODx3, +3kg/+1 BOD, runs off power unit below 1500/+1 6d6 Chr3

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

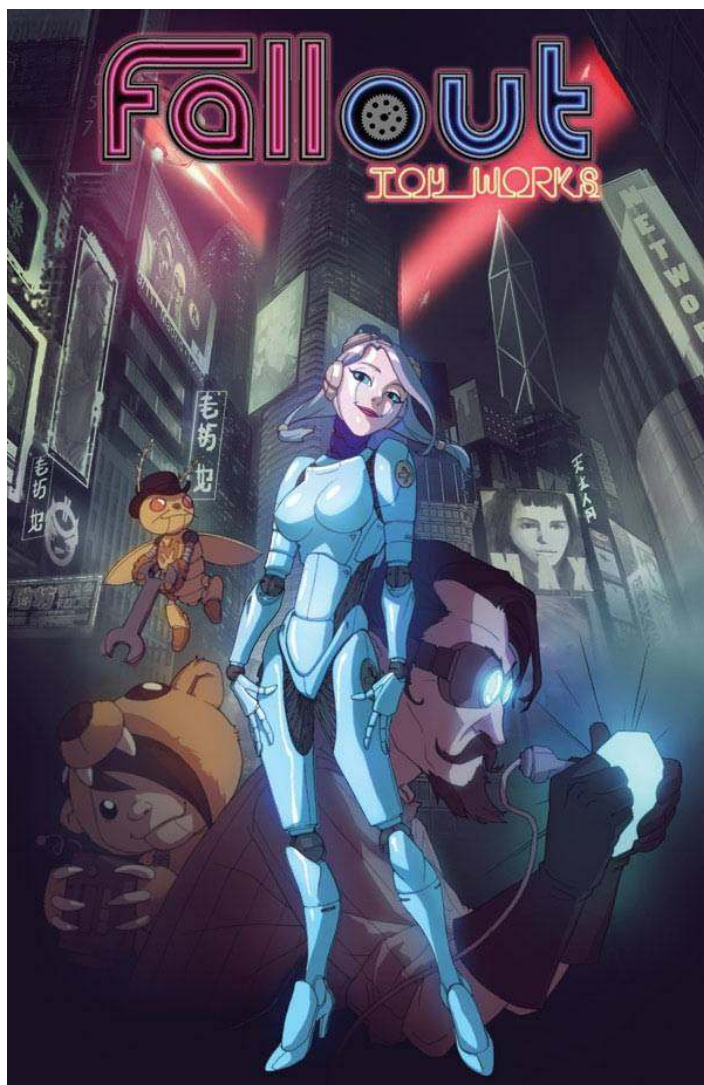
N 4 x 1/4 litre containers. 1 space 300 1 Chr3

Reactive Body Plating

MA Detects laser & smart sights, REF>10 dodge 6000 1d6 SOF2

Dummy Facemasks

N Detachable faceplates 25-500 0 SOF2



BODYSCULPTING

SURGICAL BODY MODIFICATIONS
Cyberware Surg. Description Cost H.L Book

Appearance Change - Minor

M Look sort of like you wanted to, Notice 15+ 1200 - CP20

Appearance Change - Major

M Look very much like you wanted, Notice 20+ 2400 - CP20

Appearance Change - Expert

M Look exactly like you wanted, Notice 25+ 3600 - CP20

Appearance Change - Top

MA Top of the line, Notice 30+ to spot the sculpt 5000 - CP20

Increased Attractiveness

M +1 ATTR (maximum ATTR is 10) 600 - CP20

Sex Change - Basic

MA 1 month therapy, 1 week hospital, diff 20 to spot 4200
0 to 1d6 WGF

Sex Change - Advanced

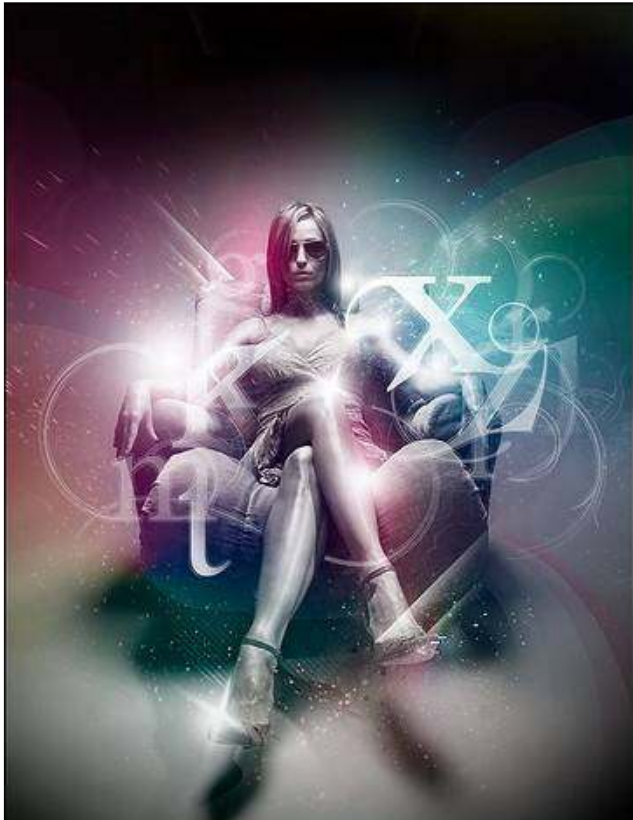
CR Each +5 diff to spot doubles time and cost x2/+5 diff 0
to 1d6 WGF

Ability To Bear Children

MA Includes psychological counselling +5000 0 WGF

Ability To Father Children

MA Includes psychological counselling +1000 0 WGF



EXOTIC BODY MODIFICATIONS

Cyberware Surg. Description Cost H.L Book



Minor Facial Modification

M Alterations to eyes, ears, nose, etc 1000 1d6/2 Chr2



Major Facial Modification

M Major alterations to features 2000 1d6 Chr2



Muzzle, Short

M Like a bear's or tiger's muzzle 2000 1d6 Chr2



Muzzle, Long

MA Like a dog's or horse's muzzle 2500 2d6 Chr2



Mandibles, Extended
MA Semi-prehensile grasping "jaws". 1d6* damage 4000
3d6 Chr2



Natural Fangs
N 1d6* bite damage 500 2d6 Chr2



Natural Claws
N -3 to manipulation rolls. 1d6* damage 1000 1d6+1 Chr2
Retractable Claws
M 1d6* damage 1000 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 1500 2d6
Chr20



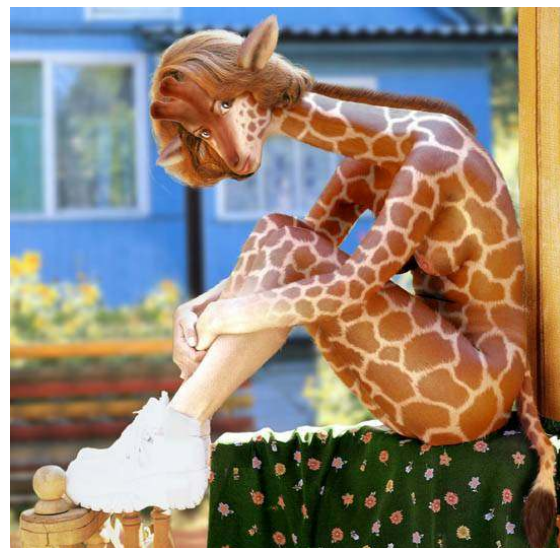
Combat Tail
MA Heavily muscled. 1d6+Damage Mod. 2500 3d6 Chr2
Stinger Tail
MA Poison injecting stinger. 1d6*+Mod+drug/toxin 3000
3d6 Chr2



Digitgrade Legs
CR 3 joint legs. +1 MA with tail. -2 MA without tail 4000 6d6
Chr2



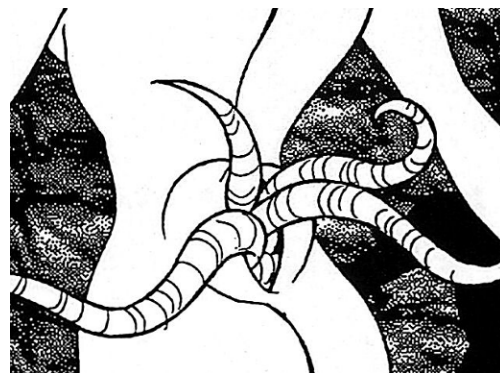
Fur/Scales/Skinchange
N 10% chance of cancer 10,000 3d6 Chr2



Frame Alteration
CR 25% size change from actual body size 8000 2d6 Chr2



Heavy Scales
N SP 12. 10% chance of cancer 12,000 3d6 Chr2



Muscle Pouch
MA Muscles on lower back for hidden tail or tentacles 1500 1d6 SA



ExoSkeleton
CR SP 18, MA & REF-2. 10% chance of cancer 20,000 4d6 Chr2



Tentacles
MA Weak, can be hidden in pouch, -1 MA in water 1500 2d6 SA
Stinger Tentacles
MA Bio-Toxin 1 (Death/4d6 damage), -1 MA in water 3000 3d6 SA
Black Ink
MA Ink can cloud water, and can be toxic 1200 3d6 SA

EXOTICS PACKAGES

Cyberware Surg. Description Cost H.L Book



KatNip - Feline
MA+ Slit-eyes, pointed ears, tail, synthskin, scratchers
3400 4½d6 Chr2



Reptile
M+ No ears, long tongue, olfactory, fangs, synthskin 2000
4d6 Chr2



Rodent
M+ Enlarged ears and eyes, button nose, synthskin 1400
1½d6 Chr2



Elf
M Pointed ears, thin face, upturned eyebrows 1000 1d6/2
Chr2



Rabbit
Mx2 Bunny ears & tail, button nose, whiskers 1250 1d6
Chr2



Dwarf/Halfling
CR+ Shorter & stockier frame(MA-2), broader features
9000 2½d6 Chr2



Ork/Goblin
CR+ Broad features, longer arms, fangs, synthskin 10,900
6d6 Chr2



Bear Package
CR+ Muzzle, fangs, claws, fur, taller, grafted muscle
24,500 13d6 Chr2



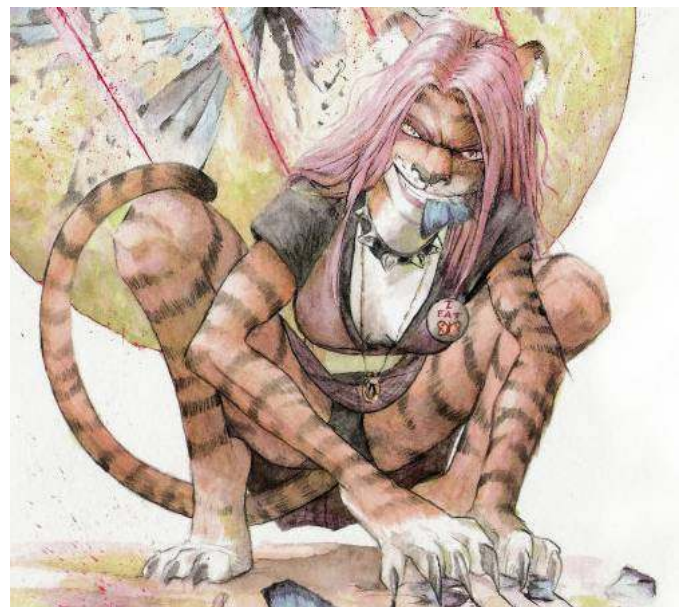
Troll/Ogre
CR+ Broad features, fangs, taller, grafted muscle, MBL
12,000 7d6 Chr2



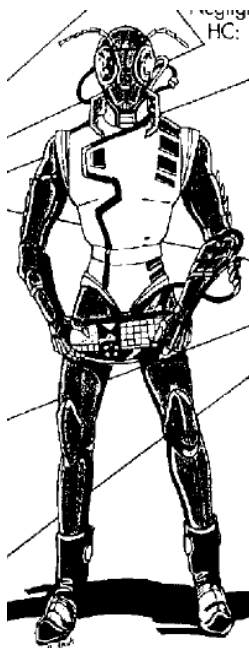
The Superman
CR+ The future of humanity via nano and bioware 19,735
13d6 Chr2



Fishman
MA+ Gills, synthskin, webbing, custom contacts 2000
4½d6 Chr2



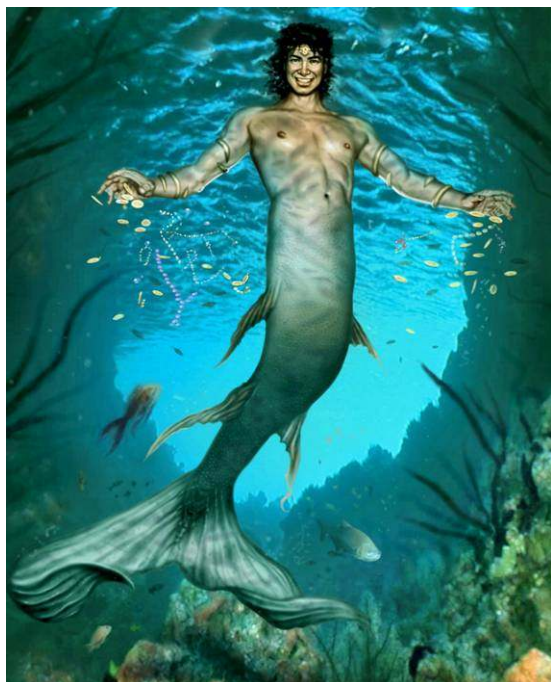
BigKatt
CR+ Muzzle, fangs, claws, tail, digitigrade legs, fur 21,000
19d6 Chr2



Slight Buggy
MA+ Bug-eyes, antennae, scaly synthskin, cyberoptics
3400 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



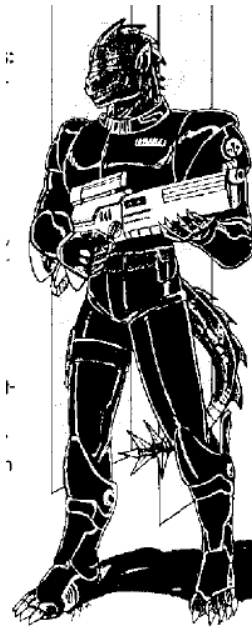
Sharkman
MA+ Gills, sonar, skinweave & change, muzzle, etc 17,700
12d6 Chr2



LupaForm
Minor Package M+ Pointed ears, dog-nose & eyes, fangs, synthskin 1900 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 +3000
3½d6 Chr2

BODYBANK PARTS

Poor Quality 1/2, Excellent Quality x2 price
Cyberware Surg. Description Cost H.L Book



Arm

CR Roll 1d10: 1-3 part unavailable, 4-5 minor problem
1000 - CP20

Leg

CR Roll 1d10: 1-3 part unavailable, 4-5 minor problem
1200 - CP20

Eyes, Ears

MA Roll 1d10: 1-3 part unavailable, 4-5 minor problem
1000 - CP20

Heart, Lung

MA Roll 1d10: 1-3 part unavailable, 4-5 minor problem
1400 - CP20

Liver, Kidney

MA Roll 1d10: 1-3 part unavailable, 4-5 minor problem 400
- CP20

Other Organs

MA Roll 1d10: 1-3 part unavailable, 4-5 minor problem 400-
600 - CP20

Limb/Organ Storage

- 20% chance of being sold before you reclaim it
100/month - CP20

Limb/Organ Storage

- 5% chance of being sold before you reclaim it
200/month - CP20

Vat Grown Limb/Organ

CR/MA Can match any genotype, but takes time to grow x4
- CP20



MODULARWEAR

VERY RARE ELECTRO-MNEMONIC CERAMIC
Cyberware Surg. Description Cost H.L Book



Modular Arm
CR 25 SDP, 17 SP, 2 option spaces, 1d6 punch 4000
1d6+3 KCJ

Modular Leg
CR 30 SDP, 20 SP, 1 option space, 2d6 kick 2200 1d6+3
KCJ

Torso
CR 35 SDP, 21 SP, 1 option space 4000 2d6 KCJ

Ceramic Jaw & Skull
CR 12 SP head armor, 1 option space 1500 1d6+1 KCJ

JAW & SKULL MODULES

TAKES 1D6+1 DAYS TO ADAPT
Cyberware Surg. Description Cost H.L Book

Mimicry - Generic
N Changes the bone structure 1200 1d6 KCJ

Mimicry - Specific
N Difficult to detect with a casual look 3000+ 1d6 KCJ

Animal Transformation
N Lower jaw transforms into a hybrid animal face 300
1d6+2 KCJ

Vampires (Retractable)
N 1d6/3 damage, same as normal cyberware 250 2d6+2
KCJ

Horns
N Protrude at will from head, 1d6/2 damage 300 1d6+2
KCJ



LIMB MODULES

TAKES 1D6+1 DAYS TO ADAPT
Cyberware Surg. Description Cost H.L Book

Scratchers
N 1d6/2 damage, Very Difficult to spot 200 1d6+1 KCJ

Rippers
N 2d6 damage, -10 SP to arm during use 800 2d6+2 KCJ

Tentacles
N Splits into 4 tentacles, +5 to grapples, -10 SP 600 2d6
KCJ

Animal Legs
N Transforms legs, +3 MA, 14m leaps, or 1d6 claw
400/pair 2d6 KCJ

Squat
N Reduces limb to half original size, +10 SP 300/limb 2d6
KCJ

Elongation
N Stretch up to 200% size, -15 SP 300/limb 2d6 KCJ

Hollow
N 100 1d6/2 KCJ

Inflate
N Gives apparent BOD 12, -10 SP, +2 Intimidation 300 1d6
KCJ

Spikes
N Covers limb with spikes, +1d6 HTH damage 400 1d6+1
KCJ

Tougher
N +5 SP and SDP, up to 2 levels can be added 300/level
4/level KCJ

Undetectable
N Mimics normal bone structure, can pass Scanway
500/limb 0 KCJ

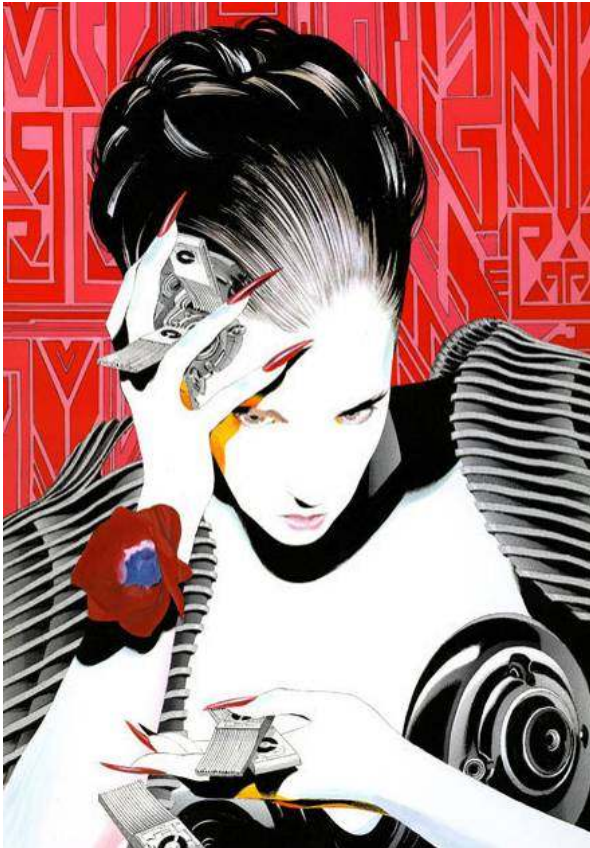
Electricity Shielding
M Compound shielded against electrical attacks 400/limb
1d6 KCJ

Different Covering
N Same as Synth-skins, same chance of cancer 400 1d6
KCJ

Existing Cyberlimb Options
N Except coverings & anything that affects SP/SDP normal
normal KCJ

WHEN GRAVITY FAILS

ADVANCED CYBERWARE
Cyberware Surg. Description Cost H.L. Book



Corymbic Implant
MA Accepts six daddys, allows equipment interfacing 500
2d6 WGF

Advanced Cortical Implant
CR Experimental, Eidetic Memory +2. IP cost/2 150,000
3d6 WGF

Moddy Link
N Enables cory implant to accept moddy chips 100 – WGF
Subdermal Moddy Rack
M Holds 3 Moddy and 10 Daddy, difficult to spot 200 1d6
WGF



Behind The Ear Cory Implant
MA As above, but hidden behind ear 1000 2d6 WGF



Nictating Membrane
M Eye protection, +4 to Saves vs eye irritants 400 1d6/2
WGF

AntiDazzle Nict Membrane
M Flash protection, +4 to Saves vs eye irritants 500 1d6/2
WGF

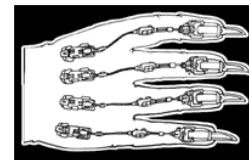


Poison Sac
MA Holds 4 doses, refilled with special applicator 500 2d6
WGF

Poison Gland
MA Holds 8 doses, produces new dose every hour 1200
3d6 WGF



Hollow Vampires
N Linked to poison sac or gland +50 1 WGF



Hollow Claw
M Connected to poison sac/gland, 1d6/3* damage 250 2d6
WGF



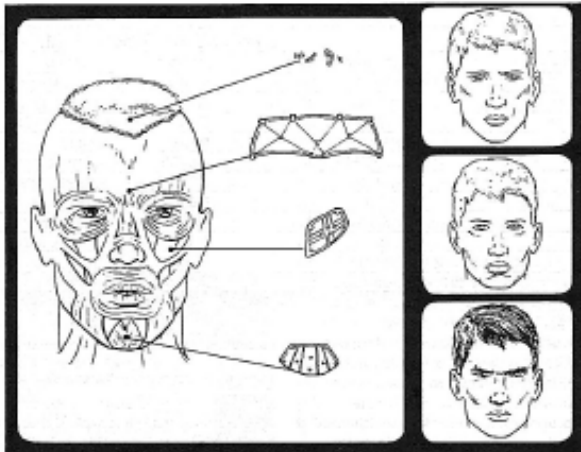
Retractable Needle
M Mounted in finger, connected to poison sac/gland 650
2d6 WGF



Water Refiltration System
MA Triples length of survival time without water 2500 1d6/2 WGF



UV Blockers
N UV/IR resistance 1500 1d6/2 WGF



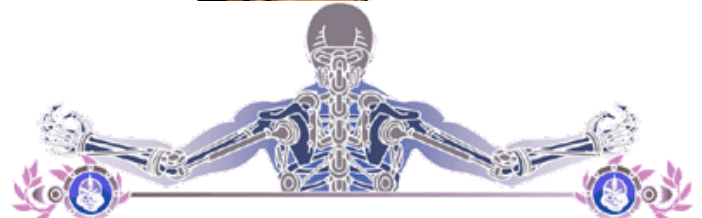
Feature Alteration Implant
N Facial change takes 3 hours, +4 to Disguise rolls 3500 1d6+1 WGF



Sectional Cybernetics Mount
MA Cyberhand and cyberfoot only mount 300 3 WGF
Quick-Change Mount
MA Cyberhand and cyberfoot only mount 450 3 WGF



Biomechanical Cyberoptic
MA 10% chance affected by EMP weapons, 2 options 1000 2 WGF
Biomechanical Cyberaudio
M 10% chance affected by EMP weapons, 3 options 1000 2 WGF
Biomechanical Cyberarm
CR 20% EMP, 1d6 punch, 8 flesh + 8 SDP, 1 option 6000 2 WGF
Biomechanical Cyberleg
CR 20% EMP, 2d6 kick, 8 flesh + 12 SDP, 1 option 4000 2 WGF



Biomechanical Frame Sigma
MA Built into the body, BOD 12, BTM -5 18,000 3d6 CP20
Biomechanical Frame Beta
MA Built into the body, BOD 14, BTM -6 24,000 3d6 CP20
Biomechanical Frame Omega
MA Built into the body, BOD 16, BTM -7 30,000 4d6 CP20

CHIPWARE

REQUIRE CHIPWARE SOCKET OR PLUGS
Cyberware Surg. Description Cost H.L Book



- Adrenaline/Endorphin Surge
 - Ignore Pain/Exhaustion, +1 BOD 3 times in 24hrs 800 - Chr1
- Ambidexterity Chip
 - Makes user ambidextrous 800 - Chr1
- APTR Reflex Chips
 - Chips reflex and tech based skills varies - CP20
- Auditory Recognition Chips
 - Require Amp Hearing and Sound Edit (max +2) 150/level Chr3
- Business Trip Chip
 - +1 Language, Culture, W/S or Business Law 800 - Chr1
- Courier Chip
 - Imprints data on users brain 600 - Chr1
- Crypto Chips
 - Randomly generated substitution word code 600 per 2 - Chr3
- DeathTrance
 - 1-3 minutes to enter. Medtech 25+ to detect life 1000 - Chr1
- Digi-Tone ID
 - Used with cyberaudio to recognise phone no. 70 - Chr1
- Dream Suppressant Chip
 - Dream free sleep, lose 1 EMP every week of use 300 - Chr4
- Enduro Chip
 - +2 bonus to Endurance, ends sea sickness 450 - P3
- Facedown Chip
 - +1 bonus on Facedown rolls 150 - Chr4
- "Fish N' Chips"
 - Appetite control device 85 - Chr1
- Home Chip
 - Very Difficult Cool/Resist Torture roll to resist 940 - Chr4
- Increased Neural Feedback
 - 1/2 time to "chip in", burns out in 24 hours +400 - Chr1
- Independent Action Chip
 - Independent action for each arm. Amb+2 optics 250 - Chr1
- Major City Map
 - Contour map, needs Video Imager/Subd Screen 110 - Chr3
- Maximum Lover Chip
 - +2 Seduction 1300 - Chr1
- Memory Compression
 - 3 skills, skill level +3 total +200-400 - Chr1
- Mind Games
 - Over 300 games available 40 - Chr1
- M.O. Chips
 - One yes/no answer for INT 15+ roll 1200 bm - Chr1
- MRAM Memory Chips
 - Chips INT and other cognitive skills varies - CP20
- Navigation/Orientation Chip
 - Requires Phone Splice/Radio Link, accurate 5m 250 - Chr3

- PhotoMemory RAM Chip
 - INT roll +2 [15+] to get a specific memory 1600 - Chr1
- Police Visual Rec Chip
 - Visual ID's on criminals and licenses 200/level - Chr1
- Poser Impersonation Chip
 - Specific Know [subject] +2, Perform +1 900-1100 - Chr1
- Programmable Chipware
 - Provides basic knowledge of a procedure 50 - Chr1
- Redundancy Loop
 - Will screw up at a crucial moment 50-75% - Chr1
- Security Chips
 - Eraseable/destroyable chips +50/75 - Chr1
- Shape Recognition
 - Picks out chosen object, requires Time Square + 500 - Chr4
- "SomaWare" Sleep Chip
 - Normal sleep (after 15 uses COOL 15+ to sleep) 400 - Chr3
- Space Chip
 - Space Survival +2, Highrider Culture +1 900 - Chr1
- Special Operative Chip
 - +1 Language, Geography, and one other skill 900 - Chr1
- Speedreading Chip
 - Requires optic. Half to a third normal reading time 250 - Chr4
- Stress Chip
 - +1 COOL for morale, +1 EMP interaction 350 - Chr1
- Stutter Chipping
 - Won't shoot designated (1 turn) friendlies 310 - Chr3
- Tourism Chip
 - +1 Language, Culture, General Knowledge 750 - Chr1
- Visual Recognition Chips
 - INT+chip+1d10+Skill. Tech, Corp, Rocker, etc 100/level - Chr1
- Weaponmasters MArt Chip
 - Arasaka Te, and Thamoc available (max +3) 270/level - Chr3

BEHAVIOUR CHIPS

Cyberware Surg. Description Cost H.L Book



- Behaviour chips
 - 15+ COOL roll to remove, +5/failed attempt 1000+ 1d6/2 Chr2
- Stronger Behaviour Chip
 - Lock subject into actions for specific stimuli 2000+ 1d6/2 Chr2
- Honey Pilar
 - Seductress supreme 1000 1d6/2 WGF
- James Bond
 - COOL +1 (max 11), user is a top British agent 1000 1d6/2 WGF
- Kick Ass
 - COOL +2 (11), EMP -2 (1), enhances aggression. 2000 1d6/2 WGF
- Perfect Soldier
 - COOL +3 (11), EMP -2 (1), INT -2/+2 non-/combat 2000 1d6/2 WGF
- Sunny Day
 - Feel happy, +4 vs Intimidation, +2 Resist Torture 2000 1d6/2 WGF
- Xarghis Khan
 - EMP 1, COOL 10, user wants to torture and kill 4000 1d6/2 WGF

ANIMAL NEURALWARE

STANDARD HUMAN OPTIONS AVAILABLE
Cyberware Surg. Description Cost H.L Book



Basic Processor
M Basic processor. Needed for all Neuralware 500 1d6 Chr3
Reflex Boost
N Adds +1 to REF 500 2d6 Chr3
Sensory Boost (smell/audio)
N Boosted signal from either olfactory or hearing 250 1d6/2 Chr3
Chipslot
N Animal can use as many chips as their INT 100 1d6/2 Chr3
Input Plugs
M As Interface Plugs, requires Link 100 1d6 Chr3
Weapon Link
N +2 to Smartgun attacks 100 2 Chr3

ANIMAL CHIPWARE

STANDARD HUMAN OPTIONS AVAILABLE
Cyberware Surg. Description Cost H.L Book



Stress Chip
- +1 COOL for morale, +1 EMP interaction 100 0 Chr3
Berserk Chip
- +2 to hit, negates COOL rolls, +2 melee damage 100 0 Chr3
Skill Chip (per level)
- Maximum +3 100/level 0 Chr3
Recording Chip
- Records 4 hours of sensory perceptions 1500 0 Chr3
IFF Chip
- Uses special scent, coded badge, or colour to ID 4000 0 Chr3
Watchdog Chip
- Codeword/phrase to disarm/arm guard animal 250 0 Chr3
Behavior Chip
- Perfect Pet - Loyalty +3 500 0 Chr3

ANIMAL CYBEROPTICS

STANDARD HUMAN OPTIONS AVAILABLE
Cyberware Surg. Description Cost H.L Book



Basic Eye
MA Basic eye module (3 option spaces per eye) 400 1d6 Chr3
Infrared
N See in total darkness, using heat emissions 200 2 Chr3
Microscopics
N Microscope 400 3 Chr3
Telescopics
N Telescope ability to 20x 400 3 Chr3
Anti-Dazzle
N Immune to flash, laser blinding 100 1 Chr3
Low-lite
N See in dim light, almost total darkness 200 2 Chr3
Thermograph
N See heat patterns, temperature readings 200 3 Chr3

ANIMAL CYBERAUDIO

STANDARD HUMAN OPTIONS AVAILABLE
Cyberware Surg. Description Cost H.L Book



Basic Audio
M Can have any options 500 1d6 Chr3
Scrambler
N Cannot understand without a descrambler 100 1 Chr3
Bug Detector
N Detects bugs up to 3m. 60% effective 150 1 Chr3

ANIMAL CYBERLIMBS

STANDARD HUMAN OPTIONS AVAILABLE
Cyberware Surg. Description Cost H.L Book



Basic Limb

CR Can have 2 options 1000 2d6 Chr3

RealSkinn Covering

N Limb looks real. 70% effective (Diff Awareness) 200 -2 Chr3

Secret Compartment

N 2" x 2" x 4" hidden compartment 100 1 Chr3

Tape Recorder

N Records from connected source 200 1 Chr3

Limb Armor

N Armors cyberlimb to SP 20 300 1 Chr3

Added Cyberlimb Strength

N +1d6 damage; +6 Strength Feat if on all limbs 250 3

Chr3

Popup Gun

N Gun size based on Body Type 200 1d6 Chr3

Cyberweapon

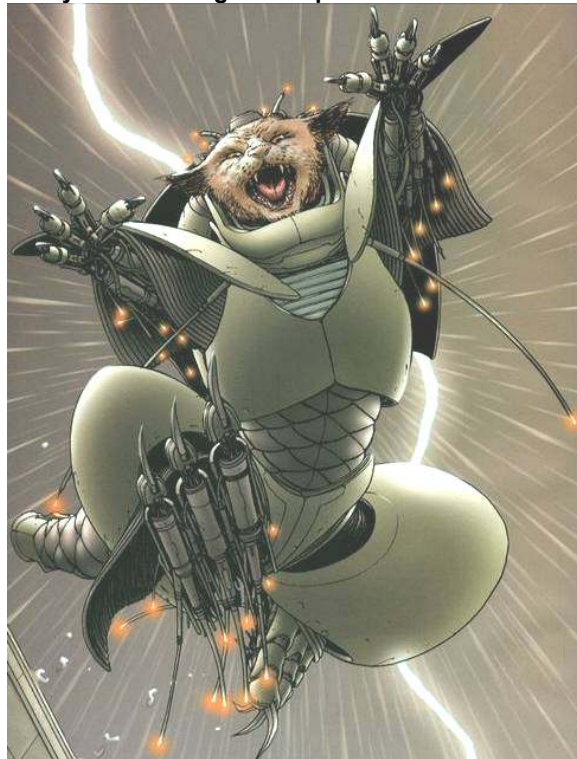
N As cyberweapon, but half Humanity Cost 100% Eb 50%

HC Chr3



ANIMAL CYBERWEAPONS

STANDARD HUMAN OPTIONS AVAILABLE
Cyberware Surg. Description Cost H.L Book



Cyberclaws Large+ felines, bears, raptors only,
+1d6 damage 300 2d6 Chr3

Cyberfangs Not for small animals,
+1d6 damage 200 1d6 Chr3

External Weapon Harness BODY 2 min,
size limit as Pop-Up Weapons 200 1d6 Chr3

ANIMAL BIOWARE

STANDARD HUMAN OPTIONS AVAILABLE
Cyberware Surg. Description Cost H.L Book



Muscle and Bone Lace

N +2 BODY 750 1d6/2 Chr3

SkinWeave

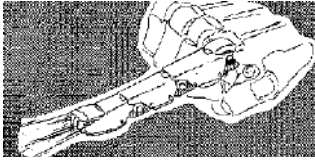
N 12 SP, Diff 20 to spot 1000 2d6 Chr3

Grafted Muscle

MA +1 BODY, max increase +2 1000/+1 2d6 Chr3

RANGED CYBERWEAPONS

Cyberware Surg. Description Cost H.L Book

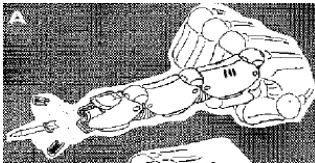


Finger Mace Sprayer

P +0 - E Mace 2 1 ST 1m 150 Chr1

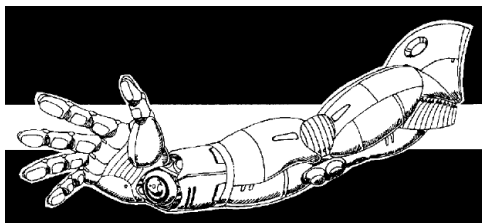


Gas Jet P +0 - C by Gas 6 1 ST 2m 250 Chr1



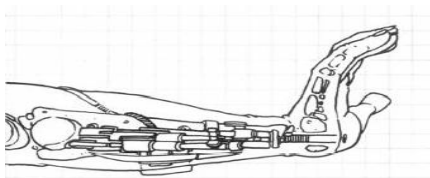
Finger Dartgun

P -1 - E Poison 1 1 ST 3m 100 Chr1



Flashbulb

P +0 - C COOL 30, 1d6 min - 1 ST 6m 250 Chr1



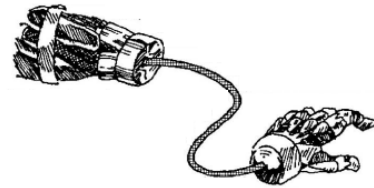
Tri-Dart Launcher

P +0 - P 1d6/2# 3 3 ST 3m 300 Chr2



Derringer

P -1 P E 1d6 (5mm) 2 2 ST 50m 220 Chr1



Dainamax Grapplefist

P -1 - C 1d6+2/2d6+2 crush 1 1 ST 50m 1050 I1.1/PAC



Gouge Master

P -1/5m- R 1d6+3*/1d6* - - ST 10m 550 P3



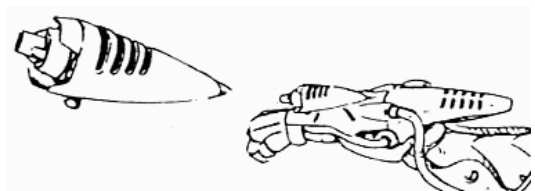
Popup Sliver Gun

P +0 J P 2d6x1d6/2* 7 2 UR 40m 550 Chr1



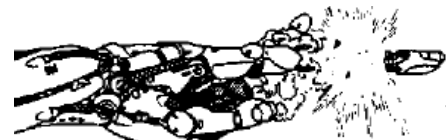
2 Shot Capacitor Laser

RIF +3 N R 3d6 2 1 ST 10m 800 CP20



Flame Thrower

HVY +0 - R 2d6, 1d6/2 x 2 rnds 4 1 ST 1m 600 CP20



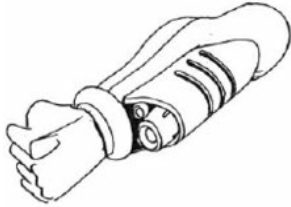
Self-propelled Grenade

HVY +0 - R 2d6, 2m 1 1 ST 7m 200 Chr2



Finger Bomb

HVY +0 - R 2d6+3 1 1 ST 3m 150 Chr1



Grenade Launcher

HVY +0 - R (40mm) 2 1 ST 200m 500 CP20



Micro-Missile Launcher

HVY +2 - R 4d6 (micromissile) 4 2 St 200m 900 CP20



Optic Teargas Sprayer

EX +0 - E Teargas 1 1 ST 1m 200 Chr1



Optic Dartgun

EX +0 - E Poison 1 1 ST 1m 200 CP20



NovelTech Spitfire Flamer

EX +0 - P Varies 4 1 ST 4m 1000 ER



Flasher

EX +0 - C 20+ REF,blind 1min 1 1 ST 2m 250 Chr3



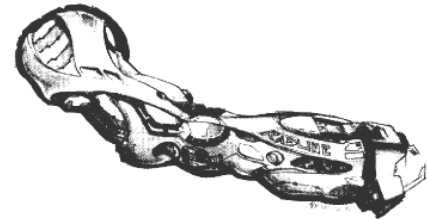
Spitting Cobra

EX +0 - P 1d6 Acid 20 1 ST 6ft 400+ Chr3



Optical Capacitor Laser

EX +0 - R 2d6 1 1 ST .5m 800 P1

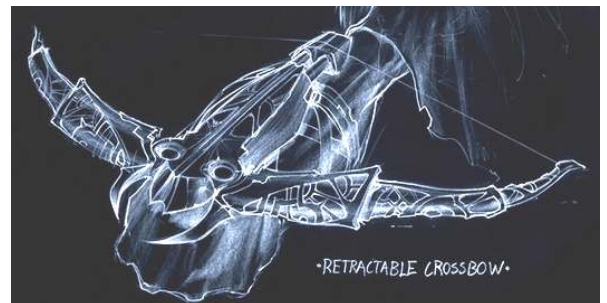


Blitzkrieg Arc-Thrower EX +0 - R 3d6 (1/2 real 1/2 stn) 4 1 ST 10m 1050 Chr4



Strobe

EX +0 - C 10/15 blind 1d6 hrs - 1/2 ST 3m 150 I1.4



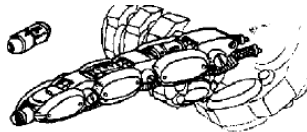
Pop-Up Hand Crossbow XBO -2 J E 1d6+2~ 6 2 VR 25m 300 SOF2

HAND-TO-HAND CYBERWEAPONS

Name Type Damage Range Cost HC From



Stinger Punch Drug (3 doses) 1m 400 1d6+3 Chr4



Air Hypo
Punch Drug (4 doses) 1m 200 1 Chr2



Tazer Grip
Punch Stun -2 1m 180 2d6-2 Chr1



Lightning Fist
Punch Stun -2/2d6+1 1m 900 2d6 RPI



Gang Jazzler
Punch Special 1m 600 2d6+3 Chr1



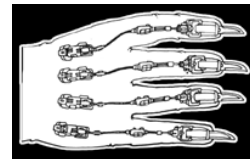
Scratchers
Punch 1d6/3* 1m 100 2d6 CP20



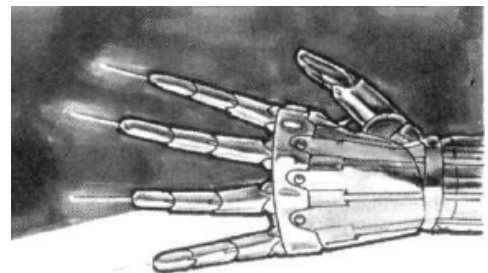
Wirecutters
Punch 1d6/3* 1m 50 1 Chr1



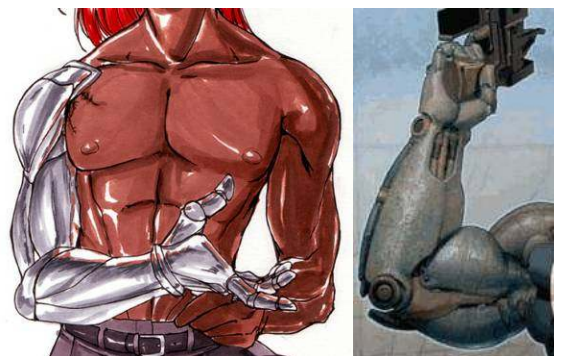
Shark Weave
Punch 1d6/3* 1m 4000 1d6+ SA



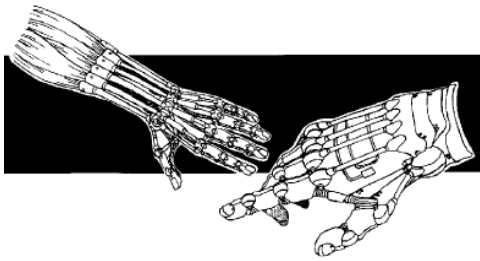
Hollow Claw
Punch 1d6/3* + poison 1m 250 2d6 WGF



Venom Hand
Punch 1d6-1/by Drug 1m 600 2d6 CB2

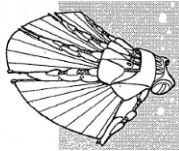


Cyberarm
Punch 1d6 1m 3000 2d6 CP20



Independent Cyberhand

Punch 1d6, 1d10 crush 1m 750 1d6 Chr1



Web Hand Punch 1d6* 1m 250 2 Chr3/sa



Natural Claws

Punch 1d6* 1m 1000 1d6+1 Chr2



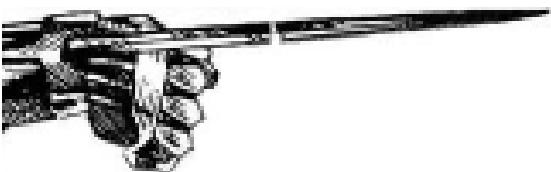
Big Knucks

Punch 1d6+2 1m 500 3d6 CP20



Rippers

Punch 1d6+3* 1m 400 3d6 CP20



Spike Hand

Punch 1d6+3@ 1m 500 2d6 CP20



Bonespike

Punch 1d6+4* 1m 1000 2d6 Chr3



Flesharm BigRipp

Punch 2d6* 1m 3d6 PAC



Cyberarm BigRipp

Punch 2d6#+arm strength 1m 1850 1d6+3 PAC



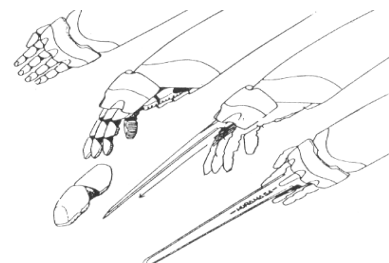
BuzzHand

Punch 2d6+2* 1m 600 2d6 CP20



Gouge Master

Punch 2d6+3@, 2d6* 1m 550 2d6 P3



Retractable

Monoblade Punch 2d6+3# 1m 800 1d6+2 Chr2



SuperSized Cyberarm

Punch 3d6, 2d10 crush 1m 4000+ 2d6 Chr3



Soviet Cyberarm

Punch 3d6, 2d10 crush 1m 669 2-3d6 Chr4



SovWear Cyberarm

Punch 3d6, 6d6 crush 1m 1000 2d6 SOF



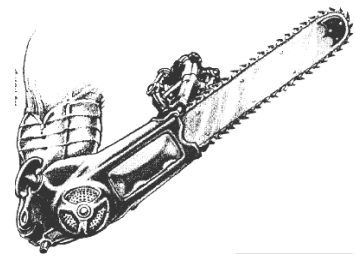
Wolvers

Punch 3d6* 1m 600 3d6+1 CP20



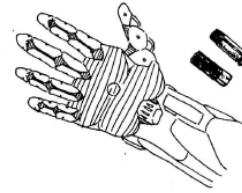
Drill Hand

Punch 3d6, 1/2 h, 1/4 s 1m 700 3 P1



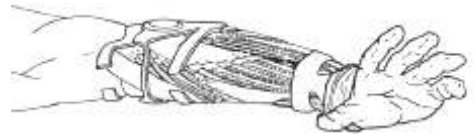
Chain Ripp

Punch 3d6 (1/3SP) 1m 1250 2d6+4 Chr3



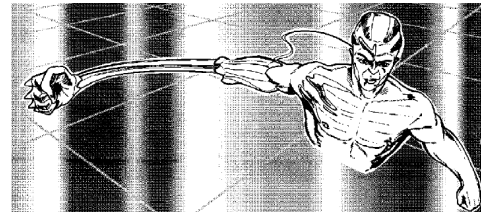
High Five/Palm Bomb

Punch 5d6@ or 4d6 touch 355 1d6+3 Chr4



Hammer Hand

Punch 1d10 1m 600 2d6 CP20



Mace Hand

Punch 1d10-2/2d6+1 1/2m 300 3 Chr1



Talon Foot

Kick 1d6* 1m 600 2d6 CP20



Cyberleg

Kick 2d6 1m 2000+ 2d6 CP20



Spike Heel Foot

Kick 2d6@ 1m 500 2d6 CP20



SovWear Cyberleg

Kick 6d6 1m 1500 2d6 SOF



Soviet Cyberleg

Kick 3d10 1m 875 2-3d6 Chr4



NewTeeth

Grapple 1-2*, -1 WA .5m 200 1d6/2 Chr4



Vampires

Grapple 1d6/3* .5m 200 3d6 CP20

Poison Vampires

Grapple 1d6/3* plus poison .5m 400 3d6 CP20

Extended Canines

Grapple 1d6/2+1* .5m 1000 3d6+2 Chr2



Sharkgrin Special

Grapple 1d6/2* .5m 200 3d6 CP20

Extended Sharkgrin

Grapple 1d6* .5m 1400 4d6 Chr2



Spyke Body Plating

Grapple 1d3+1 to 1d6+1 .5m 400+ 1-3 Chr3



Spiked Limb Cover

Grapple +1d6 1m 200 2 I1.4



Mandibles

Grapple 1d6* .5m 4000 3d6 Chr2



Natural Fangs

Grapple 1d6* .5m 500 2d6 Chr2



Cyberjaw - K9

Grapple 1d6* .5m 2750 3d6+2 P2

Cyberjaw - Conga

Grapple 1d6+2* .5m 2770 3d6+2 P2

Cyberjaw - Needler

Grapple 1d6+3* .5m 2800 3d6+2 P2

Cyberjaw - Pit Bull

Grapple 2d6* .5m 2870 3d6+2 P2

Cyberjaw - Shark Maw

Grapple 2d6+1* .5m 2930 3d6+2 P2

Cyberjaw - T-Rex

Grapple 3d6* 3000 3d6+2 P2

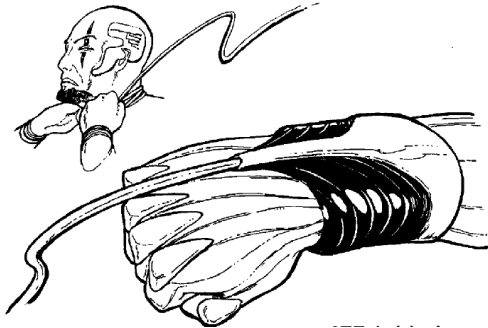


Bioware Combat Tail

HH 1d6+str 1m 2500 3d6 Chr2

Stinger Tail

HH 1d6*+str+drug/toxin 1m 3000 3d6 Chr2



Whip

MEL 1d6/2, 1d6 2m 475 2d6 Chr1



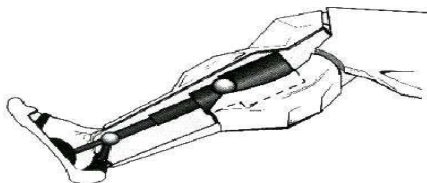
Slice N' Dice

MEL 2d6# 2m 700 3d6 CP20



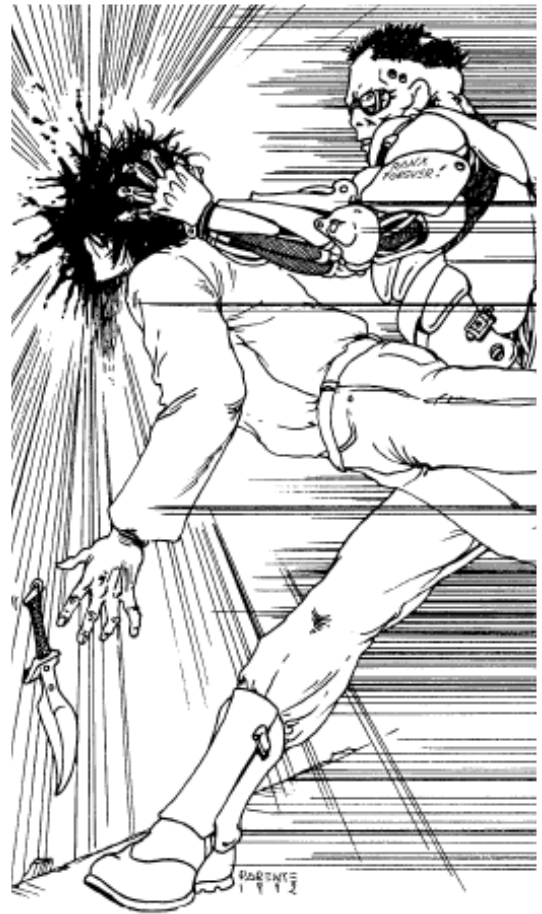
Cybersnake

auto 1d6* 1m 1200 4d6 CP20



Hydraulic Rams

- 3x normal damage - 200 3 CP20



Thickened Myomar

- 2x normal damage - 250 2 CP20



PowerJaw

- +2 to bite damage - 100 +1-2 Chr4

* Blade 1/2 soft armor, full penetrating damage.

Monoblade 1/3 soft armor, 2/3 hard armor, full penetrating damage.

@ Standard Armor Piercing 1/2 soft and hard armor, 1/2 penetrating damage.

~ Arrow 1/2 hard and soft armor, full penetrating damage.

HEAT High Explosive Anti-tank 1/2 armor, full penetrating damage. Composite Armour halves the damage.

EAP Extra Armor Penetration 1/4 armor, 1/2 penetrating damage.

FF Fragmentation Flechettes 1/2 soft armor, full damage.

ET Electrothermal Enhancement +50% damage and range, already accounted for in description.

G Gyrojet Ammo Damage increases when used at longer ranges.

r Radar Guided Active Missile Skill +20. Affected by jamming, stealth & chaff.

t Thermal Guided Active Missile Skill +15. Affected by flares and IR smoke.

o Optical Guided Active Missile Skill +15. Affected by smoke & darkness.

LEGEND

CYBERPUNK 2013 & 2020 BOOKS Code No

CP13 Cyberpunk 2013 CP3001
CP20 Cyberpunk 2020 CP3002
BH Blackhand's Street Weapons CP3461
Chr1 Chromebook 1 CP3701
Chr2 Chromebook 2 CP3181
Chr3 Chromebook 3 CP3331
Chr4 Chromebook 4 CP3471
CB1 Corpbook 1 CP3111
CB2 Corpbook 2 CP3151
CB3 Corpbook 3 CP3161
DS Deep Space CP3211
NO Near Orbit CP3301
ER Edgerunners Inc. CP3391
ES Eurosource CP3901
ES+ Eurosource Plus CP3421
SF Firestorm: Stormfront CP3481
SW Firestorm: Shockwave RT03491
HoB Home of the Brave CP3221
LU Listen Up Primitive Screwheads CP3291
LD Live & Direct CP3431
MM Maximum Metal CP3191
NEO Neo Tribes CP3371
NC Night City CP3501
PAC Pacific Rim CP3311
P&S Protect and Serve CP3171
BB R Bartmoss' Brainware Blowout CP3521
NET Rache Bartmoss' Guide To The Net CP3241
RB Rockerboy CP3401
UK Rough Guide to the U.K. CP3281
SOF Solo of Fortune CP 3101
SOF2 Solo of Fortune 2 CP3361
WS Wildside CP3271
ET Euro Tour (c) CP3131
LoF Land of the Free (c) CP 3231
FH Tales from the Forlorn Hope (c) CP3121
WCD When the Chips are Down (a) CP3801
HW Hard Wired (w) CP3201
WGF When Gravity Fails (w) CP3601

ATLAS GAMES SUPPLEMENTS Code No

AB The Arasaka Brainworm (a) AG5000
AFD All Fall Down (a) AG5040
BON The Bonin Horse (a) AG5050
TCB The Chrome Berets (c) AG5025
CF Cabin Fever (a) AG5065
CD Chasing The Dragon (a) AG5035
GW Greenwar (a) AG5055
NCS Night City Stories (c) AG5005
NWP Northwest Passage (a) AG5070
OC The Osiris Chip (a) AG5010
STF Street Fighting (a) AG5020
TTB Thicker than Blood (a) AG5045

WEST END GAMES SUPPLEMENTS Code No

ATM Alice Through The Mirrorshades (a) 12017

IANUS SUPPLEMENTS Code No

DM Dark Metropolis (w) ICP116
GCT Grimm's Cybertales (w) ICP110
NE Night's Edge (w) ICP101
CP Crash Point (a) ICP112
HF Home Front (a) ICP119
KOCJ King Of The Concrete Jungle (a) ICP106
MJ1-2 Media Junkie 1-2 (a, c) ICP107,14
N1-3 Necrology 1-3 (a, c) ICP102,4,5
PG Playground (a) ICP115
PB Premature Burial (a) ICP117
RM Remember Me (a) ICP118
SA Sub Attica (c) ICP120
SUR Survival Of The Fittest (a) ICP103

CYBERGENERATION Code No

CGen Cybergeneration 1st Ed. CP3251
Eco EcoFront CP3341
Med MediaFront CP3351
Vir VirtualFront CP3441
BDay Bastille Day (a) CP3261

MAGAZINES, NETBOOKS, ETC

I1.1 to I2.2 Interface. Vol 1 # 1-4, Vol 2 # 1-2
P1 to P3 Punk '21. # 1, 2, and 3 (UK)
RPI Role Player Independent, July (UK)

KEY

(a) Adventure
(c) Campaign
(w) Alternate World Book

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DATAFORTRESS 2.0.2.0

<http://datafortress2020.110mb.com/>

