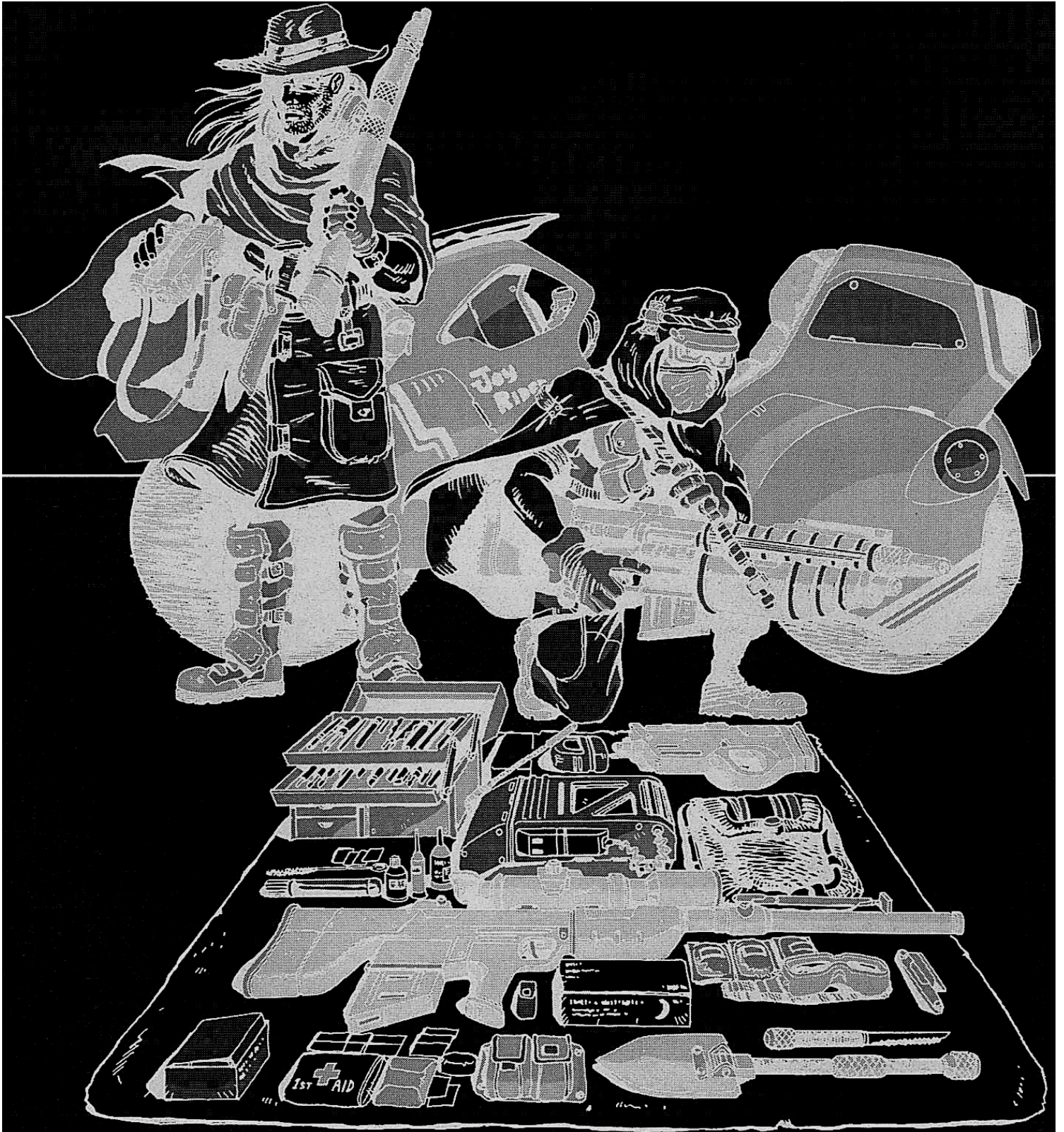


DATAFORTRESS 2.0.2.0

Presents:

'THE ILLUSTRATED REFERENCE GUIDE VOLUME 1 'CYBERPUNK 2020 EQUIPMENT'



Welcome

As the title says, this is an illustrated reference guide to every piece of equipment 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.

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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.

CLOTHING & FASHION

Base Costs for Common Clothes

Pants/Jeans.....	20eb
Miniskirt.....	30eb
Long Skirt	55eb
Shorts/Short Skirt	10eb
Jumpsuit	50eb
Dress	50eb
Gloves	20eb
Long Gloves	30eb
Vest	25eb
Tie.....	20eb
Scarf/Bandanna	15eb
Hat	5-25eb
Jacket	35eb
Long Jacket	40eb
Long Heavy Coat.....	55eb
T-Shirt	10eb
Long Sleeve Shirt	20eb
Top/Blouse	15eb
Tank Top	10eb
Tunic	25eb
Sweater	20eb
Chaps	30eb
Belt	10eb
Shoes	15eb
Halfboots	15eb
Boots	25eb
Kneeboots	40eb
Trenchcoat	125eb
Cloak	150eb
Short Cape	75eb
Long Cape	90eb
Tobaggan Hood	10eb
Ski Mask	15eb
Shades	5-50eb

(Leather or equivalent doubles price)

Chr4

Style Modifiers

Generic Chic	x1
Leisurewear	x2
Urban Flash	x2
Businesswear	x3
Edgerunner	x3
High Fashion	x4

Quality Modifiers

Sub-Average	X0.5 – x0.09
Average	x1
Good	x1.5
Very Good*	x2
Designer**	x4
Superchic(Pers. Design)***	x7

* +1 Wardrobe and Style, ** +2 W&S, *** + 3 W&S,

Fireproofing

SP20 vrs Flame (Cost)

Shirts	(+100-300%)
Pants/Skirts	(+100-200%)
Jackets	(+50-100%)

Misc. Clothing Options

Polylog Material (4 color Schemes)	Cost x3
ReactiMesh Panels (Extra comfort)	Cost x2
Polychromic Material	Cost x5

Chr4

Material Weights Per Clothing Type

Light: Shirts, Scarves, Bandannas, Dresses, Jumpsuits, Gloves, Hats, Ties, Vests, Thin Skirts, Shades, Undergarments

Medium: Pants, Cloth Jackets, Sweaters, Leather Pants, Heavy Skirt, Shoes, Soft Boots, Some Chaps.

Heavy: Leather Jackets and Coats, Hard Leather and Synthetic Boots, Heavy Belts, Most Chaps, Chr4

Layering

Torso: 1 Layer light, 1 layer Heavy
Legs: 1 Layer Medium or Heavy

Layer Penalties

Extra Torso Layer

Light: -1EV
Medium: -3EV
Heavy: -4EV

Extra Leg Layer

Light: -1EV
Medium: -2EV
Heavy: -3EV

Chr4

ADDING ARMOR TO CLOTHES

COST MULTIPLIERS AND EV PENALTIES

SP	Lt. Material		Med. Material		Hvy. Material	
	Cost	EV	Cost	EV	Cost	EV
SP4	x1.1	0	x1.05	0	x1	0
SP6	x1.2	0	x1.1	0	x1.05	0
SP8	x1.35	0	x1.2	0	x1.15	0
SP10	x1.5	0	x1.25	0	x1.25	0
SP12	x1.75	0	x1.5	0	x1.5	0
SP14	x2	-1	x1.75	0	x1.75	0
SP16	x2.5	-2	x2	0	x2	0
SP18	x3	-3	x2.5	-1	x2.25	0
SP20	—	—	x3	-2	x2.5	-1
SP22	—	—	x3.25	-3	x2.75	-2
SP24	—	—	—	—	x3	-3

Chr4

Popular Clothesmakers/Quality Ratings

Levi:

Generic/Leisure (Average – Good)

Nu-Tek:

Generic/Urban Flash (Average –Very Good)

Uniwear:

Generic (good)

Image Fashionware:

Urban Flash/Edgerunner/High Fashion (Good–Very Good, Limited Designer)

Icon America:

Urban Flash/Edgerunner (Very Good–Superchic, Limited Designer)

Gibson Battlegear:

Generic/Urban Flash (Good–Limited Designer)

Takanaka:

Businesswear (Very Good–Superchic)

Eiji Of Japan:

Leisurewear/Urban Flash (Good–Designer)

Cryo-Max:

Urban Flash/Edgerunner/High Fashion (Very Good–Limited Superchic)

Jordashe/Boy:

Generic/Leisurewear (Good–Designer)

Chr4



Uniware Utility Belt	15eb
Uniware Blouse/Shirt	20eb
Uniware Vest/Boots	25-30eb
Uniware Pants/Skirt	35eb
Uniware Dress/Jumpsuit	50-75eb
Uniware Torso Armor/Legpads (SP 10)	60eb
Uniware Armor Jacket (SP 14)	200eb
Uniware Armor Trenchcoat (SP 18)	300eb
Chr1	



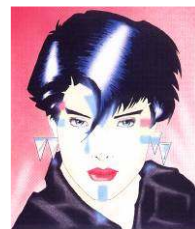
Armored Stockings (SP 6)	110eb
Chr2	



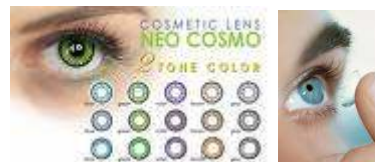
Disposa Clothes	75-350eb
WGF	



Slicksuit	300eb
WGF	



Body Line Tattoo - Stars & Shapes	50eb
Body Line Tattoo - Trademarks & Logos.....	100eb
Body Line Tattoo - Heat Sensitive Color Changer ..	120eb
Chr1	



Contact Lenses	100eb
CP20	



Reactimesh Smartbag.....	3eb
ECO	



Athelon Nylon Carrybag	5eb
Cgen	

Phoney Cyberware:

Interface Plugs	50eb
Chipware Socket	100eb
Optics Chrome, Gold, Black	30eb
Clock, Glow, Target	50eb
Hologram	70eb
ChromeArm/Leg	500/600eb
11.3	

Armored Headwear (10SP):

Balaclava, Bandana (0 spaces)	300eb
Beret (1 space)	300eb
Baseball Cap, Turban, Tamoshanter (2 spaces)	300eb
Fez, Hombery, Fedora (2 spaces)	300eb
Trilby, Bowler, Boater, Panama (3 spaces).....	300eb
Stetson (4 to 6 spaces depending on size).....	300eb
Dropdown Visor (SP 14)	+350eb
Dropdown Visor with HUD (SP 14)	+600eb
Mini-Cellphone	+400eb
Extra Armor (max SP 16)	+100eb/+1SP
Audio Recording Device (4 hours)	+200eb
Video Camera (2 hours, can be concealed) ...	+250/350eb
Storage Space (2" x 2" space)	+150eb
Exploding Unit (3d6 over 5m radius)	+200eb
Mini-Gun (P -3 C 2d6+1 9mm 4 1 ST 50m).....	+200eb
Bladed Rim	+200eb
Nu-Tek Wearman (vid screen on hat)	+200eb
Gas Jet (1 shot, limited range, gas costs extra) ..	+150eb

Generic:



- 1 Uniwear Shorts Ensemble & Cap 88eb
 - 2 Nu-Tek Splash-proof Boots 40eb
 - 1 Nuke AeroFloats 60eb
 - 3 Ponco Bodysuit-Blouse Ensemble (+1 W&S) 195eb
- Chr4

Leisurewear:



- 1 Eji Bodysuit (+1 W&S) 200eb
 - 3 Bodygear Reacti-mesh & Polylog Jacket 300eb
 - 2 Night City Rangers Official Sportswear (+1 W&S) x4
 - 1 RecreaTech Kevlon Knee & Elbow Pads (10SP) 75eb
- Chr 4



- Body Test Full Impact Roadrasher (SP 16)..... 200eb
 - Full Enviro Wetsuit (SP 16) 350eb
- Cgen

Urban Flash:



- Nu-Tek Video Jacket 300eb
 - Nu-Tek Video Skirt 200eb
- Chr1



- Eji of Japan Designer Jeans 50eb
 - Eji of Japan Wool Sweater 60eb
 - Eji of Japan Light Panel Cloak (SP 14) 500eb
- Chr1



- 1 Cryo-Max Wrap-on Mem Plastic Skirt (+1 W&S) .. 180eb
 - 1 London Mist Transparent Raincoat 360eb
 - 2 Polylog Shirt (4 patterns stored)..... 120eb
 - 3 Duraweave Stockings (SP 6) 105eb
 - 3 Alex of Milan Illumi Strips Jacket (+2 W&S) 250eb
 - 4 Image Fashionwear Bodysuit (+2 W&S) 300eb
 - 4 Image Fashionwear Jacket (+2 W&S) 250eb
- Chr 4

High Fashion:



- 1 Cyro-Max Translucent Pantaloons (+1 W&S) 180eb
 - 1 HiFacs Short Cape (+3 W&S) 440eb
 - 1 HiFacs Angora & Fiber-optic Hat (+3 W&S) 220eb
 - 2 Leopold's Reacti-mesh Cape (+2 W&S) 900eb
 - 3 Alex of Milan Polychromic Suit (+2 W&S) 715eb
- Chr4



- Royo Bodyfree Mask (+1/2 ATTR) 600eb
 - Royo Bodyfree Mask (+1/2 ATTR, filter mask) 650eb
- Chr3

Dignity Clothing 750-2500eb

NC

Edgerunner:



- 1 Gibson Battlegear Fatigue Pants (SP 14) 125eb
 - 1 Plastech Duster (SP 18, +1 W&S) 845eb
 - 1 Ruf Tread Boots (SP 20) 175eb
 - 2 Ruf Tread Kevlon & Polylog Jacket (SP 18, EV-1) 350eb
 - 2 Ruf Tread Nylar Bodysuit (SP 10) 300eb
 - 3 Icon America Morplex Shirt (SP 14, EV -1) 130eb
 - 1 Gibson Battlegear Bodysuit (SP 10) 300eb
 - 1 Gibson Battlegear Greaves (SP 20) 175eb
- Chr4



- Gibson Battlegear Armored Jeans (SP 16) 30eb
 - Gibson Battlegear Armored T-Shirt (SP 10) 10eb
 - Gibson Battlegear Denim Jacket (SP 14) 150eb
- Chr1



- Icon America Leather Gun Belt 60eb
 - Icon America Leather Miniskirt 100eb
 - Icon America Leather "Gunfighter" Hat 100eb
 - Icon America Leather Halfboots/Boots 100-150eb
 - Icon America Leather Long Skirt/Pants 200-250eb
 - Icon America Leather Tunic 220eb
 - Icon America Leather Bomber Jacket 300eb
 - Icon America Leather Long Duster 500eb
- Chr1

Businesswear:



- Takanaka *Exec* Scarf/Tie/Cravat75-100eb
 - Takanaka *Exec* Monogram Shirt 200eb
 - Takanaka *Exec* Vest 500eb
 - Takanaka *Exec* Pants 700eb
 - Takanaka *Exec* Jacket 800eb
 - Takanaka *Exec* Cape 900eb
 - Takanaka *Exec* Top Coat 1000eb
 - Takanaka *Exec* Opera Cloak (SP 16) 1200eb
 - Takanaka *Exec* Armored Top Coat (SP 16) 2000eb
 - Takanaka *Exec* Briefcase 600eb
 - Takanaka *Exec* Cologne 150eb
 - Takanaka *Exec* Sword Case..... 300eb
- Chr1



- 1 Takanaka Cotton/Arachni-silk Suit (SP6, +2 WS) . 500eb
- 2 Takanaka French Cotton Suit (+2 W&S) 420eb
- 3 Flein Duraweave Suit (SP 10, +2 W&S) 500eb
- 4 Pearl Eye Skirt and Jacket (SP 5, +2 W&S) 730eb
- 4 Pearl Eye Chinese Silk Shirt (+2 W&S) 140eb

Chr4

Specialized Clothing:



- Transparent Skinmask (4) 20eb
- Designer Skinmask 50eb
- BattleMask Skinmask 200eb

11.3



- Surveillance Clothing (SP 15, contains spy gear) 5-7x SF



- "Spytex" Radar-Absorbent Material 10 x SF



- 'Alessio' Coveralls 200eb
- 'Lano' Coveralls (SP 14) 1600eb

Chr3



- 'Guercio' Helmet (SP 20) 600eb
- 'Gianni' Helmet (SP 20, smartgoggles) 800eb

Chr3



- 'Pinamonte' Boots (SP 20) 500eb

Chr3



- 'Ciampolo' Gloves 400eb

Chr3



- Esporma Environment Suit (SP 10/30, 60min) 725eb

Chr3



Fiorelli-Santino Anti-Fire Suit (427 to 1370°C) 1500eb
CB3



Medical Armor (SP 20, +2 to med rolls, EV -3) ... 3400eb
SW



Stermeyer Cold Weather Combat Outfit (EV -1) .. 575eb
Stermeyer Cold Weather Gear (upto -70°C)50-300eb
CB3



Soviet Military Armored Greatcoat (SP14, EV-1) ... 250eb
CB3



Bearskin Hat (SP 0/10) 50/75eb
CB3



Hiking Boots (SP 20) 45eb
ECO



Athelon Body Harness (SP 5) 100eb
ECO



Kevlar Backpack (10/18SP, .5/2kg, EV varies) ..50/100eb
Chr4



Framed Backpack 200eb
Neo



Biotechnica Enviro Gloves (SP 20) 200eb
ECO



Shock Touch Protection Gloves (4 Stun charges) .. 120eb
Chr4



Synthetic Leather Gloves
Hands 4 -0 50 Neo, 56



ExecUcleaN Armor Repair 20%
Chr1

Signal Retardant (10SP, +4 Stun vs static guns) . +150eb
Laser Ablative Fabric (50pts vs lasers) +90eb
Heat Displacement Fabric (100pts vs lasers) +1200eb
WGF



Synthetic Leather Boots
Feet 4 -0 100 Neo, 56

ARMOR

COVERS SP EV COST SOURCE NOTES



Cloth, Light Synthetic Leather*
Torso, Arms, Legs 0 -0 Varies CP20, 57



SkinTight Armor Padding
Torso, Arms, Legs -1/3rd Varies 1500+ I1.1, 39



Synth Leather Jacket/Pants
Torso, Arms/Legs 4 -0 200/150 Neo, 56



Spiked Boots*
Feet/Legs 5 -0 20 Pac, 149 1d6+2 damage



Pearl Eye Skirt and Jacket*
Torso, Arms, Legs 5 -0 730 Chr 4, 60 +2 W&S



Armored Stockings*
Legs 6 -0 110 Chr 2, 28 styles vary



Duraweave Stockings*
Legs 6 -0 105 Chr 4, 58



Takanaka Arachni-Silk Suit*
Torso, Arms, Legs 6 -0 500 Chr 4, 60 +2 W&S



Militech M78 RPA T-Shirt
Torso 7 -0 130 CB2, 63



Gibson Sneak Suit*
Whole Body 10 -0 560 Chr 2, 28 -4 A/N in dark



Sonar-Baffling Diving Suit*
Whole Body 10 -2 3,500 Chr 2, 28



Flein Duraweave Suit*
Torso, Arms, Legs 10 -0 500 Chr 4, 60 +2 W&S



Militech M96 Ghostsuit*
Whole Body 10 -1 5300 Chr 2, 27 -4 A/N



Ruf Tread Nylar Bodysuit*
Torso, Arms, Legs 10 -0 300 Chr 4, 62



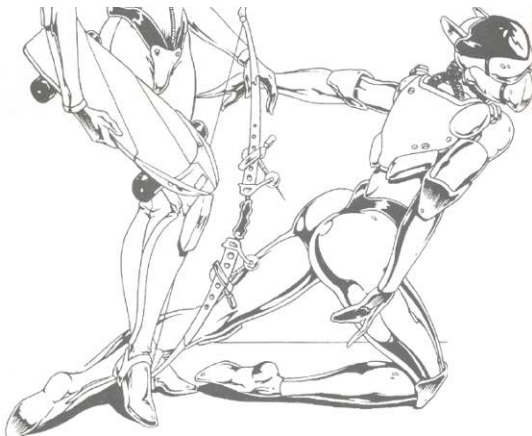
Gibson Battlegear Bodysuit*
Torso, Arms, Legs 10 -0 300 Chr 4, 62



Gibson Armor T-Shirt*
Torso 10 -0 10 Chr 1, 62



Uniware Torso Armor/Leg Pads*
Torso/Legs 10 -0 60/60 Chr 1, 59



"Depth Charge" Wetsuit*
Torso, Arms, Legs 10 -3 3250 SF, 30 10hrs air



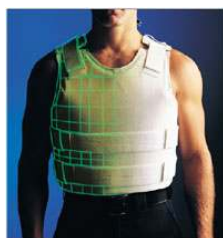
RecreaTech Kevlon Pads
Knees, Elbows 10 -0 75 Chr 4, 56



"Big Blue" Wetsuit*
Torso, Arms, Legs 10 -2 2600 SF, 30 10hrs air



Soviet Military Bearskin Hat*
Head 10 -0 75 CB3, 72 protect to -20°C



Kevlar T-Shirt, Vest*
Torso 10 -0 90 CP20, 57



Militech M73 Mirage Gear*
Whole Body 12 -1 1050 Chr 2, 28 -2 A/N. 1.5kg



Cybermodem Utility Suit*
Whole Body 12 -0 6300+ Chr 1/SW, 7



Armored Motorcycle Jacket
Torso/Arms 12/4 -0 300 Neo, 56



National Guard Armor
Torso, Limbs/Head 14/20(h) -0 NA SW, 84



Soviet Military Greatcoat*
Torso, Arms, Legs 14 -1 250 CB3, 72 protect to -20°C



Eji Armored Cloak*
Torso, Arms, Legs 14 -0 500 Chr 1, 64



U.S. Army Field Armor*
Torso, Arms, Legs 14 -0 1000 HoB, 87 NBC
+Optional Metal Inserts Torso, Legs 20(h) -1 - -



'Lano' Coveralls*
Torso, Arms, Legs 14 -2/0 1600 Chr 3, 7 Diff to Notice



Light Armor Jacket*
Torso, Arms 14 -0 150 CP20, 57



Gibson Denim Jacket*
Torso, Arms 14 -0 150 Chr 1, 62



Uniware Armor Jacket*
Torso, Arms 14 -0 200 Chr 1, 59



Militech M78 RPA Jacket
Torso, Arms 14 -1 300 CB2, 63



Eji Armored Jacket*
Torso, Arms 14 -0 300 Chr 1, 64



Icon America Morplex Shirt*
Torso, (Arms) 14 -1 130 Chr 4, 62



Ballistex Marine Survival Vest
Torso 14 (5) -1/-4 250 CB3, 31 float 3D10+20hrs



Gibson Battlegear Fatigues*
Legs 14 -0 125 Chr 4, 62



Marine Combat Wetsuit*
Whole Body 15 -0 SF, 70



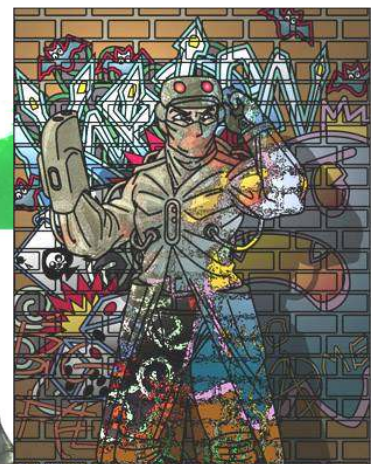
"Big Blue" Kevlar Wetsuit*
Torso, Arms, Legs 15 -2 2600 SF, 30 10hrs air



Surveillance Clothing
Anywhere 15 -0 5-7x SF, 99



Arasaka "Blackjack" Stealth*
Whole Body 16 -2 10,000 SW, 35 +3 stealth, -4 A/N





Tanaka Armor Topcoat*
Torso, Arms, Legs 16 -0 2000 Chr 1, 63



Uniware Armor Trenchcoat*
Torso, Arms, Legs 18 -1 300 Chr 1, 59



Tanaka Armor Opera cloak*
Torso, Arms, Legs 16 -0 1200 Chr 1, 63



Plastech Duster*
Torso, Arms, Legs 18 -0 845 Chr 4, 62 +1 W&S



BodyTest Roadrasher*
Torso, Arms, Legs 16 -0 200 CGen, 88
Full Enviro Wetsuit*
Torso, Arms, Legs 16 -0 350 CGen, 88 1h air, +swim



Ruf Tread Kevlon Jacket*
Torso, Arms 18 -1 350 Chr 4, 62



Kevleather Action Jacket*
Torso, Arms, (Legs) 16 -0 Varies NC, 130 custom made



Medium Armor Jacket*
Torso, Arms 18 -1 200 CP20, 57



Gibson Armor Jeans*
Legs 16 -0 30 Chr 1, 62



Biotechnica Enviro Gloves
Hands 20 -0 200 EF, 33



Heavy Armor Jacket
Torso, Arms 20 -2 250 CP20, 57



Esporma Environment Suit
Whole Body 10/30 -3 725 Chr 3, 16 60min air



Police Issue Patrol Armor
Torso/Arms/Legs 20/15/18 -2 900 P&S, 39
+Optional Alloy Plates Arms, Legs +5 -1 - -



Spyke Body Plating
nywhere 10 -0 400-600 Chr 3, 30 +10 SDP



Leg & Knee Spikes
Legs 10 -0 10-25 PAC, 149 1d6+3 damage



Ultrakevlar Bodysuit
Torso, Arms, Legs 20 -0 NA RM, 65 CIA use only



Police General Purpose Shield
Held 10 -0 80 P&S, 40



Ceramet Inserts (adds to soft)
SP +5 -.5/loc 40/location SW, 34 turns soft to hard SP



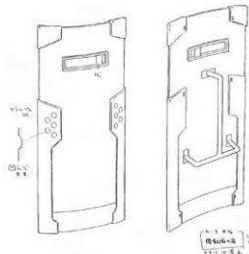
Medieval Armor
Whole Body 14 -6 3500/10,600Chr 1, 16



C-Ballistic Light Mesh
Torso, Arms, Legs 15 -0 11.1, 39



SPM-2 Battleglove+
Arm 15 -0 970 PAC, 149 2d6/3d6 damage



Police Issue Riot Shield
Held 15 -0 150/180 P&S, 40 built-in taser



Sneaksuit Flak Vest*
Torso 16 -1 375 Chr 2, 28



Militech M78 RPA Hvy.Vest
Torso 18 -2 300 CB3, 63



Mirage Gear Flak Vest*
Torso 18 -1 275 Chr 2, 28 utility harness



Arasaka Combat Armor
Torso, A, H/Legs 1820/14 (s) -1 NA SW, 80



Militech Combat Armor
Torso/Head/Limbs 18/20/14(s) -1 NA SW, 82



Full Plates
Any location 20 -1/area 60/location SW, 34 +3 EV full suit



MedicGear Combat Armor
Whole Body 20 -3 3400 Chr 2, 19 +2 Med rolls



Reactive Body Armor
Torso, Head 20 -1 4990 UK, 37 detects laser/smart



Flak Vest*
Torso 20 -1 200 CP20, 57



Hiking Boots
Feet & Ankles 20 -0 45 EF, 33



'Pinamonte' Boots
Feet & Ankles 20 -0 500 Chr 3, 8



Ruf Tread Boots
Feet & Ankles 20 -0 175 Chr 4, 62



Gibson Battlegear Greaves
Legs 20 -0 175 Chr 4, 62



Flak Pants*
Legs 20 -1 200 CP20, 57



CINO "Seagod" Hardshell
Whole Body 20 -2 35,000 SF, 30 5hrs air



OTEC "Rahab II" Hardshell
Whole Body 25 -3 13,500 SF, 30 4hrs air



Full Plates
Any location 25 -1/area 100/location SW, 34 +3 EV full suit



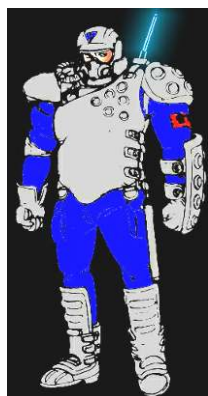
Militech EMA-1 "Softshell"
Whole Body 25 +0 8500 SW, 35 48hrs power



Metal Gear
Whole Body 25 -2 600 CP20, 57



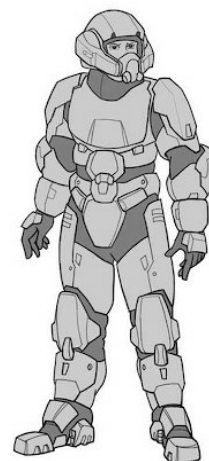
Moto-Cross Armor
Torso, Arms, Legs 25 -2 750 Neo, 56 padded MG



Max Threat Urban Riot Armor
Torso, Arms/Legs 25/20 -3 1200 P&S, 39
+Optional Alloy Plates
Arms, Legs +8 -0 - -



Door Gunner's Vest
Torso 25 -3 250 CP20, 57



U.S. Army Assault Armor
Whole Body 28 -2 3000 HoB, 87 2hrs air



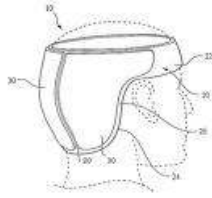
Pit Viper
Whole Body 30 -0 26,000 SOF2, 22 radio, HUD, 1 hr air



Hooded Viper
Whole Body 30 -0 48,000 SOF2, 22 radio, HUD, 1 hr air

HELMETS & HEADWARE

COVERS SP EV COST SOURCE NOTES



Protective Headgear Insert
Head 4 -0 50 Chr4, 69 concealable



Motorcycle Helmet
Head 8 -0 100 Neo, 56 face shield



Steel Helmet
Head 14 -0 20 CP20, 57 90% have faceshield



Police Issue Traffic Helmet
Head 15 -0 170 P&S, 39 20 shot camera



"Deepstar" Nuscuba Helmet
Head 15 -2 2000 SF, 29 180min air



"Big Blue" Nuscuba Pack

Head, Torso (Back) 15 -2 2600 SF, 30 10hrs air



"Depth Charge" Nuscuba Pack
Head, Torso (Back) 15 -3 3250 SF, 30 10hrs air



Ghostsuit Helmet
Head 16 -0 600 Chr 2, 27 enclosed



Cybermodem Helmet
Head 16 -0 4100 Chr 1, 6



Smart Helmet (w/comlink)
Head 18 -0 800 Neo, 56 LL, IR, Target



Sneaksuit Helmet
Head 18 -0 185 Chr 2, 28 enclosed



Ballistic Nylon Helmet
Head 20 -0 100 CP20, 57 90% have faceshield



Militech M88 Combat Helmet
Head 20 -1 5000 CB2, 61 15SP face shield



U.S. Army Helmet
Head 20 -0 500 HoB, 87 20SP face shield



'Guercio' Helmet
Head 20 -0 600 Chr 3, 8 +10 vs Gas
'Gianni' Helmet
Head 20 -0 800 Chr 3, 8 Smartgoggles



Police Issue Paramedic Helmet
Head 20 -0 180 P&S, 39 AD, radio



Full Plate Helmet
Head 20 +0 60 SW, 34



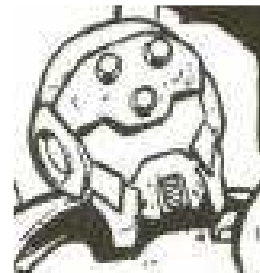
Mirage Gear Helmet
Head 24 -1 140 Chr 2, 28



Police Issue Patrol Helmet
Head 25 -0 230/430 P&S, 39 AD, radio, light



Police Issue Riot Helmet
Head 25 -0 650 P&S, 39 +10 min of air



M-88A2 Enhanced Helmet
Head 25 +0 2399 SW, 35 SP20 visor

ADVANCED ARMOR COVERS SP EV COST SOURCE NOTES

Signal Retardant

Anywhere 10 +0 +150/area WGF, 74 vs/static/seizure guns

Laser Ablative Fabric

Anywhere 50pts +0 +90/area WGF, 74 vs lasers, ablative

Heat Displacement Fabric

Anywhere 100pts +0 +1200/area WGF, 74 vs lasers, ablative

Reflective Plate

Anywhere 30 laser +2 120/area WGF, 74 vs lasers, -1SP/10pts

Reflective Hard Plate

Anywhere 25/30 laser +2 200/area WGF, 74 vs lasers, -1SP/10pts

Ablative Plate

Anywhere 20/40 laser +2 500/area WGF, 74 vs lasers, -1SP/5pts

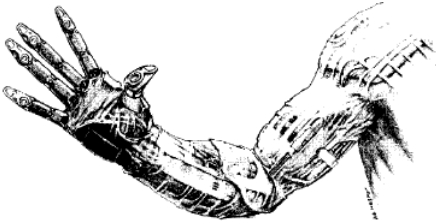
Ablative Creme

Whole Body 10 laser +0 100/5 uses WGF, 75 vs lasers, -2SP/5pts

*=Edged weapons treat SP as half. RPA=Revised Personal Armor, AP defeating

TOOLS

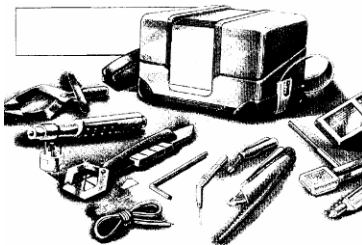
Routine Annual Maintenance (Parts)	1D10% Base
Parts Minor Malfunction (Simple)	1D6x5% Base
Minor Malfunction (Complex)	1D10x3% Base
Major Malfunction (Simple)	1D6x10% Base
Major Malfunction (Complex)	1D10x5% Base
Catastrophic (Simple).....	3D6x10% Base
Catastrophic (Complex)	1D10x10% Base
Repair Labor	100-150% Parts
WS	



Cyberlimb Fleshweave Repairs +50% cost
Chr3



Basic Tool Kit (1kg) 500eb
CP20/NEO



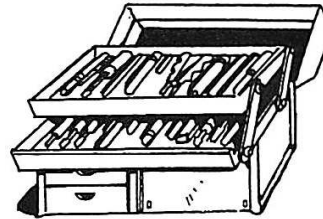
'Farinata' Tech Tool Kit (+1 W&S) 350eb
Chr3



Tool Kits by Buchsterhude GmbH (+1/-1 repair) ... 1000eb
Chr3



High Style Buchsterhude Tool Kit (+1 W&S) 1500eb
Chr3



Master Mechanic's Tool Kit 25,000eb+
NEO



Gun Cleaning Kit 50eb
NEO



Electronics Toolkit 100eb
CP20



'Venedico' Electronics Tool Kit (+1 W&S) 350eb
Chr3



Techscanner 600eb
CP20



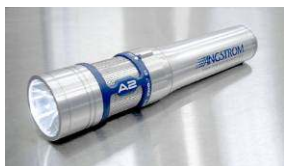
'Francesca' Techscanner (+1 TECH, W&S) 1200eb
Chr3



'Pembroke' Techscanner (+2/+1 TECH) 1500eb
'Pembroke' Update Subscription 100eb/month
Chr3



Protective Goggles 20eb
CP20



Flashlight (100-120 foot range) 2eb
CP20



Pocket Flashlight (25-30 foot) 1eb
CP20



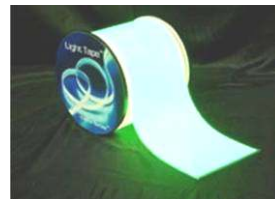
MicroFlash (4 hrs disposable, 100ft beam) 10eb/10
CP20



Glowstik (red, green, blue for 6hrs, 6" tube) 1eb
CP20



Flash Paint (4hrs of light) 10eb/pint
Cgen



Flash Tape (6hrs of light) 10eb/foot
Cgen



NT Glowpowder (5ft area of illumination) 10eb/pot
SA



Rope (holds up to 1000lbs) 2eb/foot
CP20



Super String synthetic cable (3,000lbs) 3eb/m
Cgen



Bloodhound 750eb
WGF



Sonic Sensors 1,500eb
HOB



Plasma Arc Torch 250eb
CP20



Cutting Torch (5x-15x cost for thermite lance) 40eb
Chr3



Mine Detector 100eb
HOB



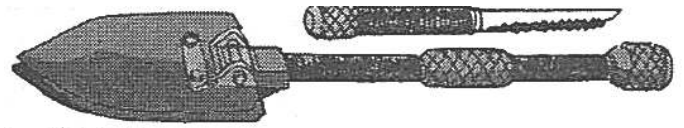
A-Frame 100eb
NEO



Air Compressor 200-1000eb
NEO



Bungee Cords 10eb
NEO



Entrenching Tool 50eb
NEO



Hand-Crank Generator 50eb
NEO



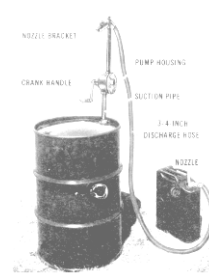
Small Generator 250eb
NEO



Large Generator 1200eb
NEO



Lifts (drive-on/scissors) 100/500eb
NEO



Hand-Driven Air Pump 10eb
NEO



Biotechnica Environmental Analyzer (20hr, .5kg) 70eb
Chr3/Eco



Enviroscanner (7m range, 12hr, 1kg) 400eb
Chr3



Portable Electropack (6hr power, 2kg) 100eb
Chr2



Arc Furnace 1000eb+300eb/day
Chr3



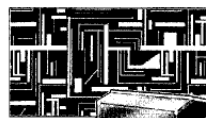
Liquid Medium Pump (delivers nanites to sinus) 100eb
SA



Micro-Centrifuge (separates compounds) 100eb
SA



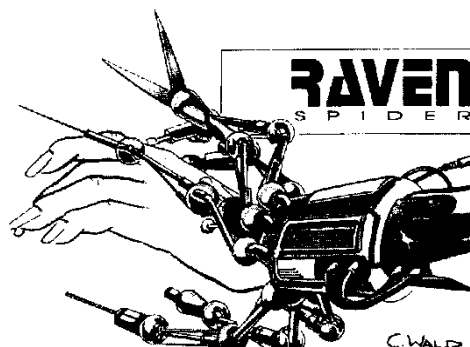
Interface Monitor (+2 CyberTech)..... 800eb
Chr3



Micromanipulator Rig (+1 for small work) 3000eb
Chr3



"Tripod" Waldo Set (extra hands) 800eb
Chr3



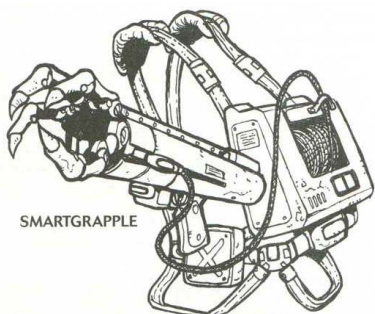
"Spider" MicroWaldo Bracer (+1 small work) 700eb
Chr3



"Mite" Diagnostic Remote (1x1cm) 400/500eb
Chr3



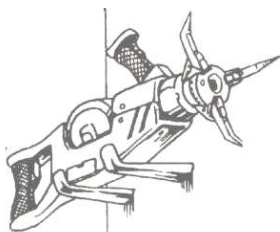
"KleenBore" NanoAgent Gun Cleaner (10 uses) 50eb
"BioGloss" NanoAgent Cyberlimb Cleaner 50eb
"AutoGloss" NanoAgent Car Wax (10 uses) 50eb
Chr3



Dynlar Smartgrapple (100m, winch) 1500eb
 Dynlar Smartgrapple w/optical sensor (REF-5) 2000eb
 SW



Magnagripp Magnetic Grapples (100m, winch) 50eb
 CGen



Magnagrap Claw Grapple (80%, 100m) 150eb
 CGen

DEMOLITIONS



Explosives Field Kit (30kg) 1500eb
 HOB



Think-Boom Radio Detonators (3 signals) 100eb/signal
 SOF2



Pressure Triggers (Diff to spot) 15eb/foot₂
 Chr4



Thermite-In-A-Tube (15/4D4 damage for 3 turns) 90eb
 Chr4



Detcord High Explosive (40 damage) 900eb/10m
 Chr1



Detonator 10eb
 LU



Detonation Wire 1eb/meter
 LU



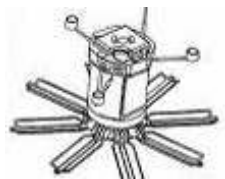
Fire-Based Fuse 5eb/meter
 LU



Chemical Delay Fuse 25-75eb
 LU



Blasting Cap 5eb
LU



Smart Mine Trigger - Weight 50eb
Indiscriminate 20eb
IFF 75eb
Temperature 200eb
Voice 100eb
SF

SURVIVAL GEAR



Canteen (10 litre) 50eb
NEO



Canteen (Personal) 10eb
NEO



Distillation Rig (Family) 100eb
NEO



Water Purifier (95% rel, 2 days power) 20eb
CGEN



Water Purification Kit (Personal) 50eb
NEO



Water Purification Kit (Family) 100eb
NEO



Air masks 20-30eb
DM



Nu Tek Memo-Broach 200eb+
Chr4



Nu Tek Tie-Fon (cell phone in tie) 200eb
Built-in Trauma Team™ Reaction Program .. 300eb/month
Chr4



Filter Mask (Filters 3eb) 10eb
Gas Mask (Filters 10eb) 200eb
NEO



Biotechnica Bioplastic Mask (12hrs) 5eb
Biotechnica "Smart" Gas Mask (100%, 24hrs) 250eb
SW



Fire Starter 1eb
 All-Weather Fire Starter 5eb
 NEO



Field Pack 50eb
 NEO



Sun Block (SPF60) 10eb
 NEO



"Swiss Army" Knife (.5kg) 50eb
 NEO



Immersion Heater (12 uses) 15eb
 NEO



Native American Tipi 200eb
 NEO



Tent (2 Person) 150eb
 NEO



Tent (6 Person) 250eb
 NEO



Tent (10 Person) 500eb
 NEO



Tent (Big Top) 12,000eb
 NEO



Backpack Stove 20eb
 NEO



Tent Stove 75eb
 NEO



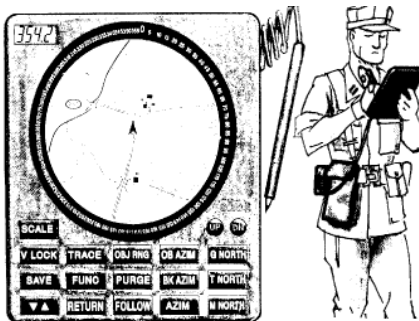
Tire Chains..... 60eb
 NEO



Logcompass 50eb
CP20



Inertial Compass 100eb
CP20



DataTel Mapmaker (1kg) 500eb
DataTel Navstar Mapmaker 900eb
Chr1



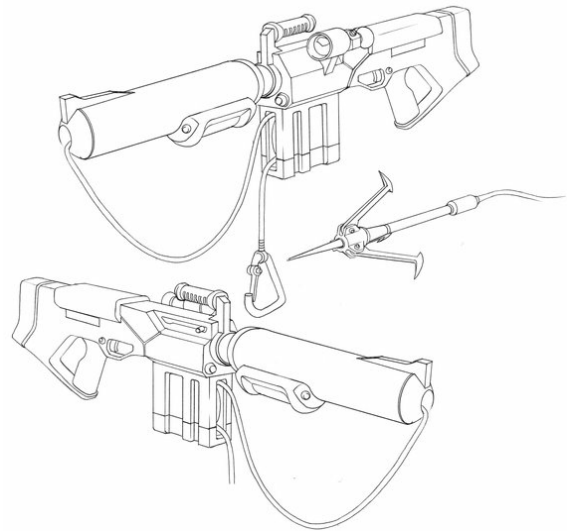
Automapper 200/220eb
Chr3



TomKatt DooDadd (orienteering device) 18eb
TomKatt DooDadd NavStar system +20eb
Eco



Topographic Map Chips (200 km²) 5eb
Eco



Grapple Line (100m, SDP 30, 3kg) 60eb
Chr3



Climbing Spikes (+2 Climb, 1D6+3*) 75/140eb
Chr3



IR Combat Cloak (-5 IR Notice, EV 2, 2kg) 450eb
Chr1



Reactimesh Camouflage Netting (-4 Notice) 15eb/m²
Reactimesh IR Netting (-5 IR Notice) 2eb/m²
Eco

PERSONAL ELECTRONICS



Data Cache (100MU,SDP 15, SP30) 8000eb
Data Cache (200/300MU) 10,500/13,000eb
Chr4/ BB R



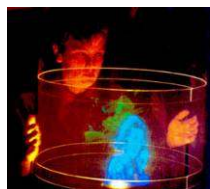
Data Chip 10eb
CP20/ BB R



"Treasurer" Datawatch (1MU) 55eb
Chr2/BB R



Holotank (tabletop- 12"x18") 500eb
Holotank (desktop- 24"x36") 1000eb
Holotank (display- 4'x7') 5000eb
Chr2/BB R



Holo Generator 500eb
CP20/BB R



Holoscreen Viewer (many models) 2x base
Chr2/BB R



Life/Support Hookup.....500eb
Life Support Machines.....2000,000eb
BB R



Microtech Residence (Home for INT 6 AI) 150,000eb
Chr4/BB R



Net-Vision Glasses (optional Invisibility) 900/1200eb
Chr2/BB R



RUSH Virtual Entertainment System (need plugs) . 500eb
'Trode Link (4 sets) 1000eb
Total Environment..... 1000eb
Multi-Player Adaptor (upto 4 players) 100eb
Scholar Home Learning System (+1/6hr & day)..... 750eb
Segatariflex (feedback system, +1/6hr lesson) 4500eb
SegAtari Virtual Villains 150eb
Chr2/BB R



Video Board 100eb/ft2
CP20/BB R



Video Wall (6'x6') 3500eb
Chr2/BB R

Batteries 5eb



IEC Micromate Blender 35eb
CB2



Hitachi-Kenmore Appliance Mod 500eb
CGen



Optical Remote (2m IR eye controlled remote) 100eb
Chr3



Cab Hailer (1D6 min wait) 150eb+10eb/month
Chr1

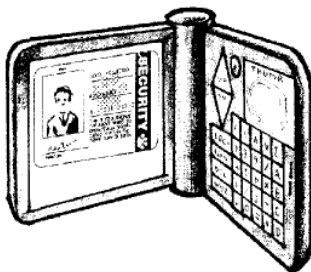


Image Wallet (.1kg) 100eb
Chr1



Sleep Inducer (2-3 hours, .5kg) 85eb
Chr1



Gun Camera (10m, records if finger on trigger) 100eb
Chr2



Nikon Gun-Eye Camera (.2kg, 10-30min) 200eb
Gun-Eye Options (LL, IR, Thermo, Anti-Dazzle) .. +100eb
Gun-Eye Options (image enhancement) +150eb
Gun-Eye Option: Teleoptic sight (+1WA) +150eb
Gun-Eye Option: Cyberlinkage +100eb
SW



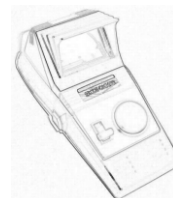
Battery Pack 50eb



Home-Use Transformer..... 100eb

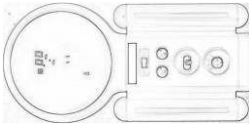


Solar Electric Panel (1 device) 100eb
Solar Panel Central Extension Cord 25eb
Chr1



Portable Radar 250eb
HOB

MEDIA EQUIPMENT



Portable Sonar 150eb
HOB



Personal Tactical Computer 1000eb
Militech PTC Detail Cards 50eb
CB2



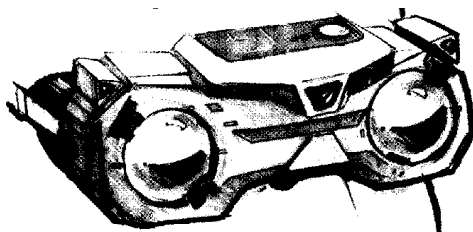
DDI PrayerWare 120eb
Chr2



Smartgoggle Mirrorshades (2 options, -10%) 450eb
Chr3



Smart Glove (Aver REF or -1 WA) 110eb
Smart Glove Gun Modification +200eb
Chr3



Echolocation Goggles (-1 Awareness in dark) 1500eb
Chr4



Digital Recorder 300eb
CP20



Digital Camera (.5kg) 150eb
CP20



VideoCam (1kg) 800eb
CP20



Video/Audio Tape Player 40eb
Video Tape 4eb
CP20



Digital Chip Player (1kg) 150eb
CP20



Braindance Recording Unit 12,000eb
RB



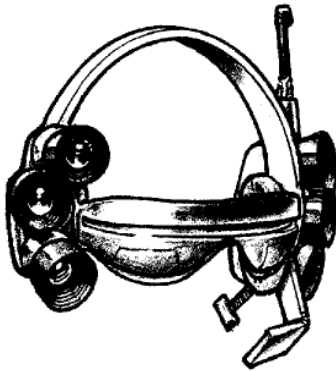
Braindance Editing Unit 26,000eb
RB



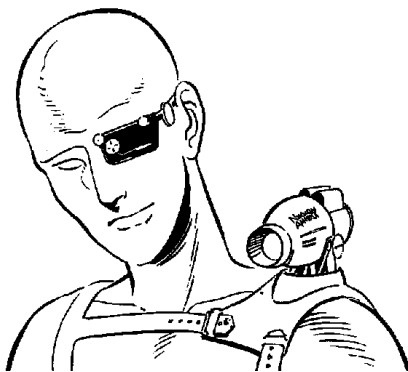
Multiformat Newscam 2600eb
RB



MiniCam 14 1500eb
RB



Cybercam EX-1 (2.2kg) 1200eb
Chr1



Nikkon America Campod (8 SP, 12hrs, 2kg) 1000eb
Chr2



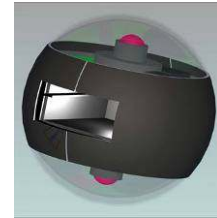
Remote Cybercam 20 (2km, 24 hrs, 1kg) 350eb
Chr2



Holographic Camera 2x base
Chr2



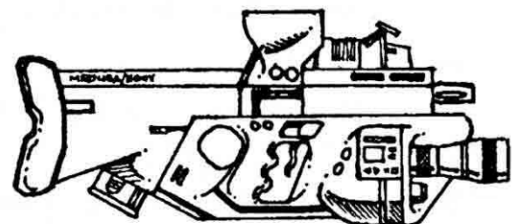
Cyberholo Art Imager (+1 Paint/Draw) 600eb
Chr2



Omnieye Interviewer's Camera 1000eb
I2.1



Tanaka-Sanyo Portable Editing Lab (8hrs, 10kg) . 6000eb
Leather, Brushed Metal Covering+100-300eb
Spare Battery (8hrs, 4kg) 250eb
I2.1



Medusa 2000 Camera/SMG 2500eb+
I2.1



Video Editing Console 300-700eb
I2.1



Audio Editing Module/Console 400eb
I2.1



Second Stage Image Virtualizer 2000eb
Optical Image Scanner (input for virtualizer) 50-400eb
Audio Support Hardware 300eb
Video Support Hardware 500eb
I2.1



Transmitter 3.14 x sq mile range₂ x200eb
Subcarrier Transmitter 3.14 x sq mile range₂ x250eb
I2.1



Subcarrier Receiver - Single Frequency 40eb
Subcarrier Receiver - Adjustable Frequency 200eb
I2.1



Video Alteration Equipment 5000eb
Video Alteration Equipment (+10 to diff) 1000eb
Video Alteration Equipment (-5 from diff) 10,000eb
DM



Register Radio Frequency 1000eb/month
Register TV Station 5000eb/month
DM



Radio Transmitter .. (range+strength+quality+size)x100eb
TV Transmitter (range+strength+quality+size)x2000eb
Reliability (2nd hand to Custom) x0.5/x0.25/x1/x2/x5
Remote Transmitter (extends range, Elec 25) . 50% Cost
Build Transmitter 50% cost
Transmitter Locator (Elec 25, need 2+) 500eb
Music Library 100 to 5000eb
Video Library 5000 to 50,000eb

DM



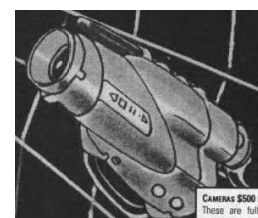
Jammer (Elec 5+5/Level, 1km) 100eb xSTR
Jammer (Elec 5+5/Level, 5km) 200eb xSTR
Jammer (Elec 5+5/Level, 10km) 300eb xSTR
DM



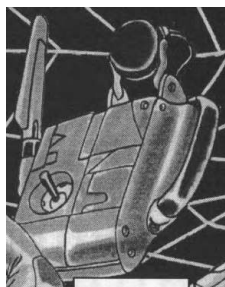
Cheesebox (cell phone into phone line, 1km) 100eb
DM



Voice Mask (alters voice, Elec 30) 1000eb
DM



Video Camera (HRAM or transmit signal) 500eb
MF

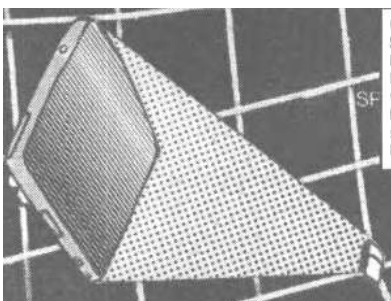


Remotelink (5mi microwave link to cams, 1kg) 1000eb
 Flatcam Pickup Only (imaging device only) 100eb
 Specialized (IR, UV, translucent) +100eb
 Peek-Through Flatcam (thermal) +900eb
 Sub-Miniature Systems..... x2

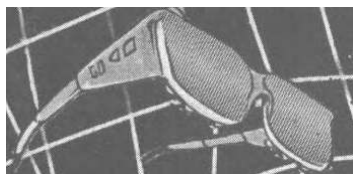
MF



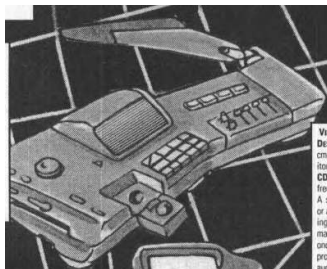
Flatcam & Microtransmitter 200eb
 MF



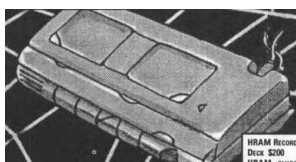
Integrated Flatcam (2 hrs record/battery) 200eb
 8 Hours Max Recording Time +100eb/hour
 MF



Flatcam Glasses (4.5 hours audio & video) 500eb
 MF



Flatcam Remote Control (8 cams max, 8hr store) . 500eb
 MF



HRAM Recording Deck 200eb
 MF



HRAM Slugs Audio (96 hours max) 4eb/hour
 Video (4.5 to 10 hours max) 10eb/hour
 Padded ENG Slugs +10eb
 Sub-Miniatures x2.

MF



Optical Chips (Lv 2, 4, 8, +1 skill, -4 TECH) ... 500eb/level
 Very Small (1cm) x2
 Ultra Small (1mm) x3

MF

Sat-Net Membership 250-260eb/month + 20eb/hour
 MF

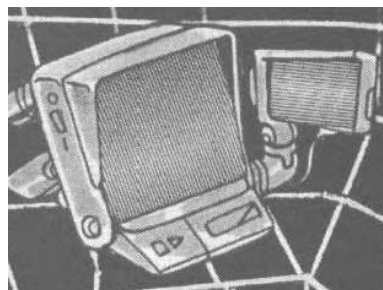


Public Sat-Net Receiver (10x10x2cm, 200g) 30eb
 MF

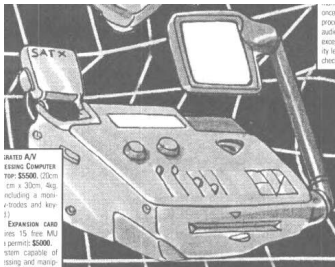
On-line Info Service Membership . 15eb/month + 1eb/hour
 MF



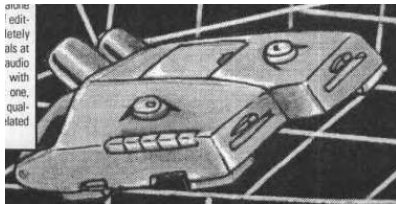
Computerized Control System (+5 skill, 6 feeds) . 6500eb
 Software, Controllers & Connections Only 1000eb
 Expansion Module (adds 6 more A/V feeds) 1000eb
 MF



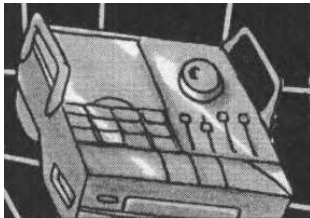
Monitor Screen (for each video input/output) 100eb
 MF



AV Processing Desktop PC (4kg, +4 skill) 5500eb
MF



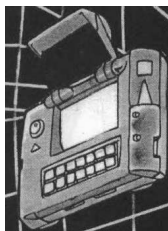
Video Processing Desktop PC (4kg, +4 skill) 5000eb
MF



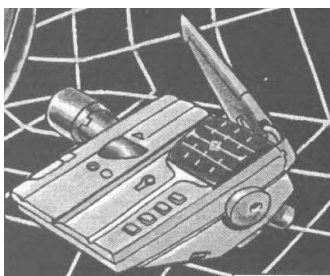
Audio Processing Desktop PC (2kg, +4 skill) 1000eb
MF



Broadcast HDTV Receiver (300g) 150eb
Broadcast HDTV Receiver & Screen 200-1000eb
MF



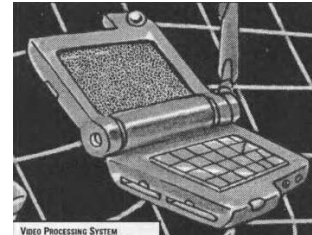
Tracker (75% chance to track signal, 1.5kg) 2000eb
MF



Jammer (jam one UHF/VHF signal 1/2 mile, .8kg) . 400eb
MF



Cablejack Equipment (TV networks only, 25kg)... 5000eb
Assembled Cablejack Parts (2d6 days, 50kg) 1000eb
MF



Cellular Data System PC (40MU, Spd 6, 700g) ... 8000eb
Extra 10MU (max 80MU)..... 1000eb
MF

CDS Permit 1200eb
MF



Broadcast HDTV Receiver Card (5MU) 200eb
AV CDS Card (require 15MU & permit) 5000eb
Video CDS Card (requires 10MU & permit) 5000eb
Audio CDS Card (requires 5MU & permit) 1200eb
Controller CDS Card (requires 10MU & permit) 1100eb
User Configurable Encrypt/Decrypt Card (5MU) 220eb
Satellite Uplink/Downlink CDS Card (10MU) 400eb
 With Encryption/Decryption 600eb
Encryption Cracking CDS Card (90% rel) ... 500-10,000eb
MF



Pirate FM/AM Radio Transmitter (weak signal) Varies
 1 Watt/Few Blocks (200g)..... 100eb
 10 Watts/Neighborhood (200g) 200eb
 100 Watts/Small Town (400g) 500eb
 1000 Watts/City (1kg) 1000eb
 Sub Miniature or Cybernetic (1-2 spaces) x2
VHF Transmitter (50mi max, digital) 1000eb/mile
UHF Transmitter (25mi max, strong) 250eb/mile
Increased Signal (weak, average, strong, digital) +50%/Lv
Decreased Signal (min weak) -25%/Lv
Microwave Link (10mi range) 1000eb
Satellite Link 5000eb/year
DM/12.1

MUSICAL EQUIPMENT



Electric Guitar (3kg) 100-500eb
CP20



Rickenbacker or Telecaster 10,000eb
RB



Yamaha "SmartMIDI" Guitar 1600eb
RB



DPI "Cybertechnic" Guitar 1200eb
RB



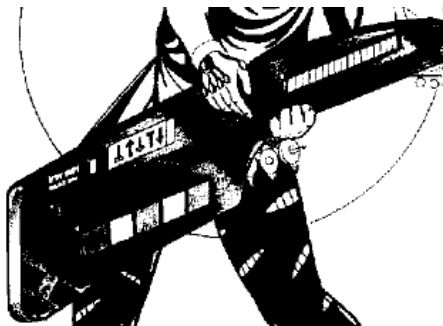
Washburn Soundmachine Guitar (+1 Perform) 1000eb
Chr2



Electric Bass 400eb
RB



Electronic Keyboard (4kg) 200-900eb
CP20



Yamaha "Hurricane" Ultrasynth (+2 Play) 2345eb
Chr3



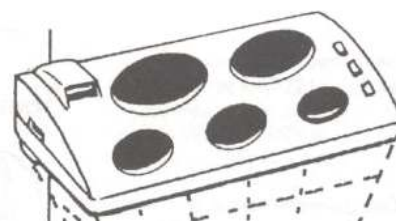
Standard Drum Kit 1500eb
RB



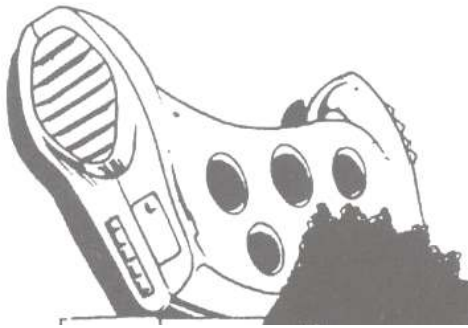
Electronic Drum Kit 500-1000eb
RB



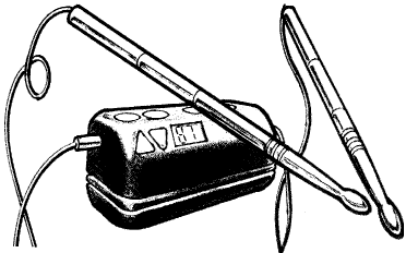
Bass Synthesizer..... 200eb
CP20



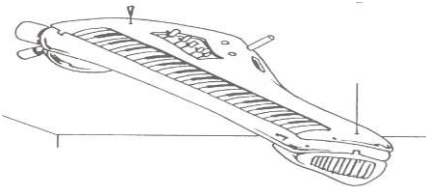
Drum Synth-Box (3kg) 150eb
RB



Synthesizer Drumpad 200eb
CGen



DPI Smartsticks (+1 Play Drums) 800eb
Chr1



Synthesizer Keypad 100eb
CGen



MiniAmp (10w) 220eb
RB



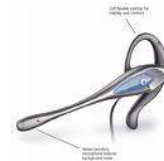
"Single Stack" Amp (500w) 500eb
RB



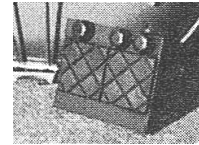
Amplifier (4kg) 500-1000eb
CP20



Exotic Percussion 50-300eb
RB



Cordless Microphone (1000ft) 100eb
RB



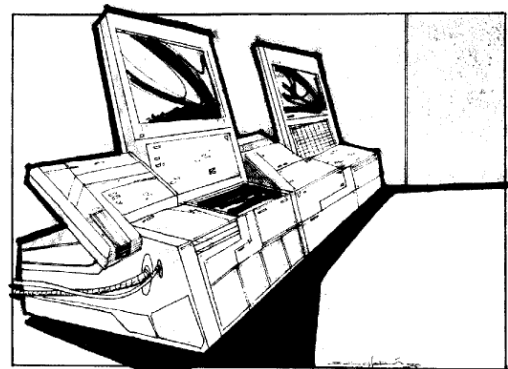
CyberMIDI Effects Controller 2000eb
RB



Parman Drumsticks 65eb
RB



MRAM Pro Chips 100eb/level
RB



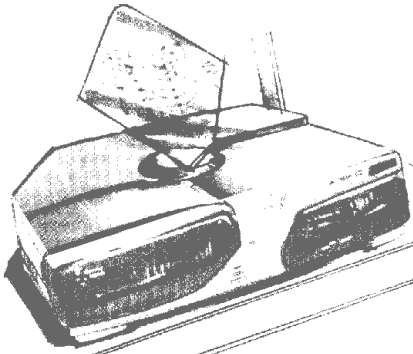
Digital Recording Studio 12,000eb
Chr1



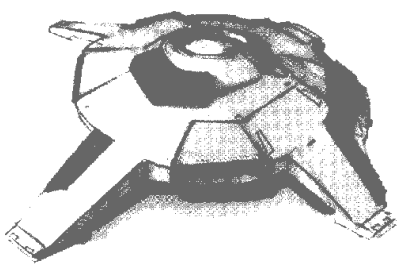
DPI "Black Box" Synthamp (vocal synth) 800eb
"Black Box" Voice Chips 10eb
Chr2



Body Rhythm Dance Bracelets (15m range) 400eb/pair
 Body Rhythm Amp 250eb
 Chr2



Sound Optimization System (+1 Perform) 1000eb
 Chr4



Wall Speakers 250eb
 Chr4

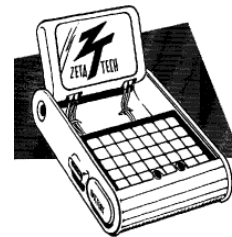


Yamaha-PhotoTex Multimix Holodeck 225,000eb
 Cgen

MICRO-COMPUTERS

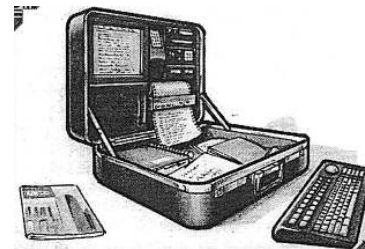


"Black Book" (SP 15, EMP shielded, E-Book) 250eb
 Chr2



Zetatech "E-Book" Microcomp (5 hours, 12MU) 100eb
 Cybernetic "E-Book" (+2 INT/TECH skill rolls) 140eb
 Vocal Control "E-Book" 120eb
 Chr2

LAPTOPS AND PORTABLE COMPUTERS



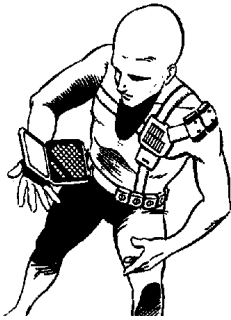
Advanced Communication Case (EBM PCX) 8000eb
 Chr1/BB R



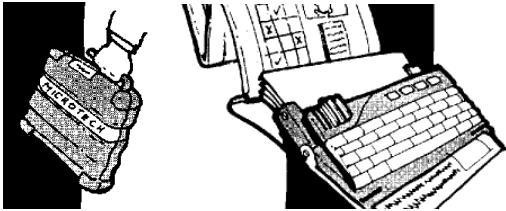
EMB "PCX" Minicomp (2 hrs, 25MU, INT 2, 1kg) ... 900eb
 Cyber-PCX (+1 INT/TECH skill rolls, 1kg) 1200eb
 Vocal-PCX (Vocal Control, 1kg) 1050eb
 Chr2/BB R



Mead Electronic Notebook (4 SP, 12 hrs, 2.5kg) ... 860eb
 Chr2/BB R



Wearable Computer (PCX, 25MU, 2.1kg) 1000/1400eb
Hybrid MedicWear Computer (" +Medscanner)... 2500eb
Chr2/BB R



Microtech "PCZ Super" (INT 2, 30MU, 150min) ... 1500eb
Chr3/BB R



Wyzard "Handbox" (INT 1, Holoscreen) 6700eb
"Handbox" Removable Hard-disk (+1 INT, spd) 140eb
"Handbox" 1MU cartridge 100eb
"Handbox" Foldable Touchpad..... 150eb
Chr3/BB R



Zetatech PDA+ (INT 2, 20MU, 6 hrs, 1.1kg) 680eb
Chr3/BB R

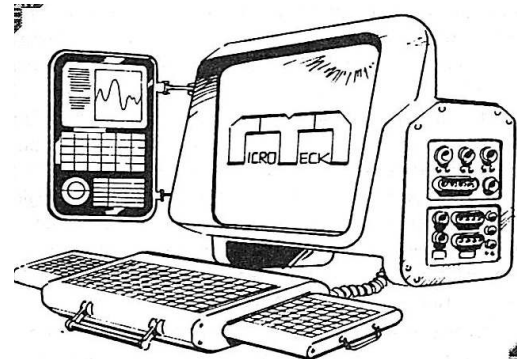


Zetatech PC-4041 "Wearcomp" Workstation 8500eb
SW

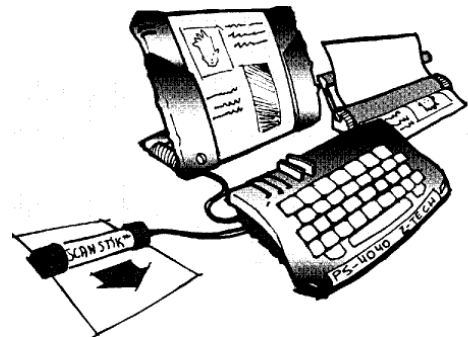


Kaitlin Hand Held Programmer (attach to terminals)
SA

PERSONAL COMPUTERS



Microtech IIKL-4 WS (40MU, INT 3, 4 slots) 1200eb
Microtech IIKL-4 w/ cybernetic link 1680eb
Chr2/BB R



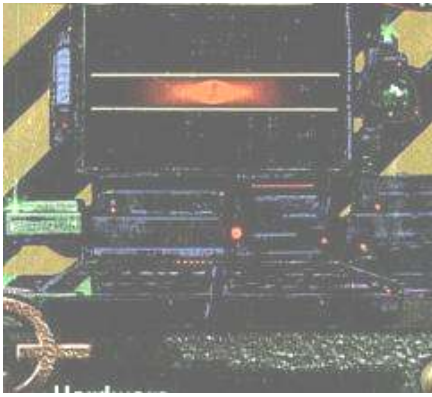
Zeta 4040 Portastation (INT 3, 30MU, 4hr, 3kg) ... 1000eb
Zeta 4040 Portastation w/cybercontrols 1300eb
Chr3/BB R

MINI-FRAMES



Toshiba Lightning (150MU, INT 6) 23,000eb+
Extra MU (max 250MU) 75eb/MU
Multi-Line Modem..... 500eb
Holo-WORM Back-up Drive (300MU)15,000eb
Uninterruptable Power Supply (6 hrs) 5000eb
NF-90 Workstation 400eb
NF-90 Workstation w/ cyber-access 500eb
BB R

HARDWARE OPTIONS



Batteries (15min-1 hour, 1/4 option slot) 5eb
 Chipreader (10 chips, 1 option slot) 150eb
 Databases (Expert skill +1 to +4, 1/2 slot) 500eb/level
 Dataports (for memory, datalines, 1/2 slot) 100eb
 Datatel Modem Link-Optical Fiber (1 slot) 200eb
 Datatel Modem Unit-Cellular (+ normal, 1 slot) 1200eb
 External Memory Modules (10MU, 1 data port) 750eb
 Hologrid Driver (1/2 option slot) 500eb
 Memory Upgrades (+10MU, 1 option slot) 1000eb
 Microtech Backup Drive (30MU WORM).... 1000eb/10MU
 Processor Upgrades (+1 spd (max +4), 1/4 slot) ... 200eb
 Powerstrip 2020 50eb
 Smartstrip 250eb
 Tritech Datashielding (Elec25, 1D6+2 hr) +20% cost
 Optical Chip Systems (+1 skill or +1 spd) x2 cost
 NOFAR Compression (+1 skill) x2 cost
 Magnetic Induction Tap (10m range) 250eb
 Dr. Omni Kismet's Virtual Builder 10,000eb
 Optical & NOFAR Multiple Unit System (+3 skill) x3 cost
 BB R

PC PERIPHERALS

EXPERT Skill Progs (level 4-8)200+100eb/+1
 BB R



Datatel RotoWrighter (20 page printer) 20eb
 BB R



Gloves & Goggles (-3 to -1 Interface, no AP) 100eb
 BB R



"Hot Key" Keypad (Reduces MF penalty by 1) 100eb
 Interface Routine for Computer/Keyboard 'run .. 150-200eb
 Modify Software for Computer/Keyboard 'run 50eb/ea
 BB R



Heads-Up Display (-3 A/N, Goggle/Monocle) ... 150/200eb
 Heads-Up Display Mirrorshades (A/N 20 to spot) .. 300eb
 Language Processors (Voice Control) 40%
 BB R



Line Tap Detector.....60eb
 BB R



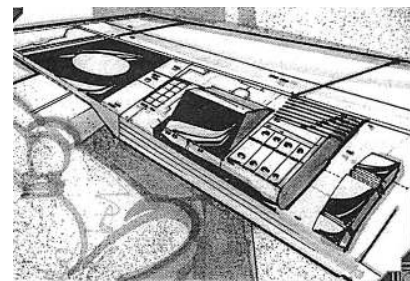
Linozap.....350eb
 BB R



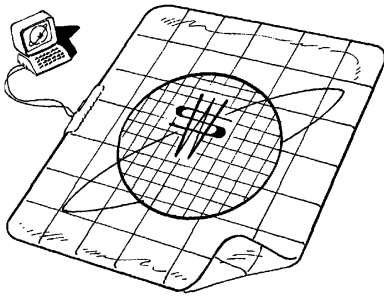
Microtech Virtual Reality BBS (Diff -1lv, 8kg)10,000eb
 BB R



Miniature Copier (1MU, 1hr battery, 0.5kg) 230eb
 BB R



Office Communications Suite 1000eb
 BB R



WorldSat Flopscreen 400eb/sq ft
Chr2



Information Black Box (40MU, 25SP, 20SDP) 1000eb
Information Links (connect to Visual Rec Chips) 25eb
SA

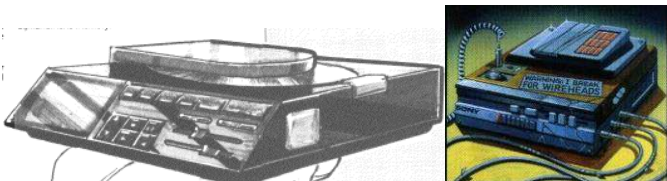


AI Core Program (INT 1-18) 1000-15,000eb
I1.3

CompuMods Steroids:

Voice Stress Analyzer (+2 HP/Interro, 3MU) 200eb
Lie Detector (65-75%, 3MU) 400eb
Bug Detector (6m, 80%, 2MU) 200eb
Bug Jammer (10m, 80%, 1MU) 200eb
Radar Detector (60%, 2MU) 150eb
Bug/Line Tap Signal Tracker (80%, 2MU) 300eb
Medscanner (+1 Diagnose, 5MU) 250eb
Techscanner (60%, -3 diff, 5MU) 250eb
Drug Analyzer (75%, 4MU) 75eb
Credit Transactor Package (1MU, need modem) ... 250eb
BB R

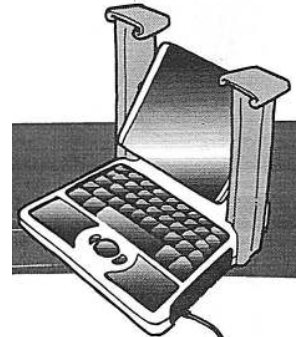
CYBERDECKS AND OPTIONS



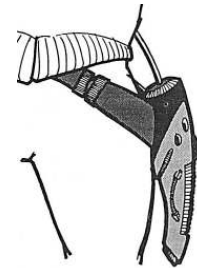
Standard Cyberdeck (.5kg, 6 ports, 10mu) 500-1000eb
CP20/BB R



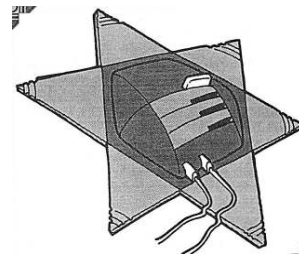
Bodyweight Data Creche (+1, 12MU, DW+4) 7500eb
BB R



Dantech Cacciaguida (+0, 10MU, DW+5) 7000eb
Chr3/ BB R



EBM PNI 210 (+0, 10MU, DW+2) 1000eb
Chr3/BB R



EBM PNI 412 (+2, 10MU, DW+4) 4200eb
Chr3/BB R



Green Knight (+0, 10MU, DW+8) 10,000eb
Chr3/BB R



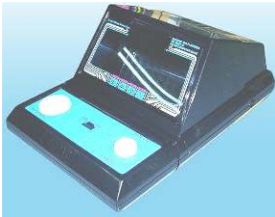
Omnibus Cspace Explorer (-1, 10MU, DW+2) 1300eb
Chr3/BB R



Pandora's Deck (+1, 20MU, DW+4) 12,000eb
BB R



Zetatech Parraline 5800 (+3, 15MU, DW+6) 6500eb
Chr3/BB R



PCT Danzig (+0, 10MU, DW+3) 500eb
Chr3/BB R



Zetatech Virocana (+1, 20MU, DW+8) 10,000eb
Chr3/BB R



PK-6089a (+1, 15MU, DW+4) 9000eb
NET/BB R



Nirvana Pleasure Deck (+2, 15MU, DW+5)..... 4000eb
PG



Zetatech Parraline 5700 (+1, 10MU, DW+3) 2100eb
Chr3/BB R



Portable Deck (4hrs) 2000eb
CP20



Cyberlimb Deck (portable or cellular) 3000/5000eb
CP20



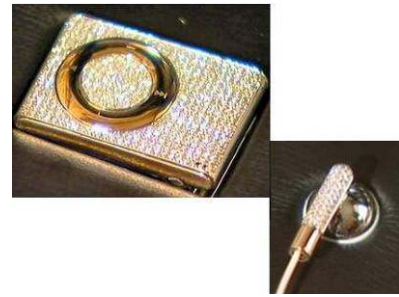
Zetatech Parraline 5750 (+2, 10MU, DW+4) 3600eb
Chr3/BB R



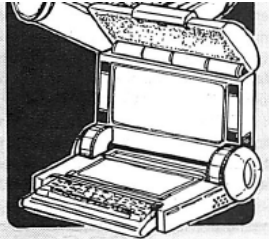
Zetatech 2000 Combat Assault Deck (SP20) 3000eb
Sealed Combat Assault Deck (SP20, cellular) .. 6000eb+
CP20/P&S/BB R



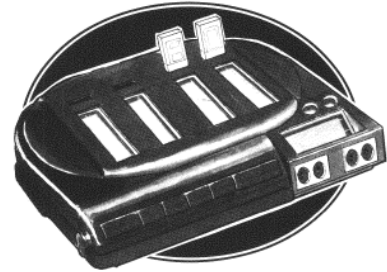
Cellular Decks (moving=25% loss of link) 4000eb
CP20/BB R



Jeweldecks (+2, 15MU, DW+5, cell) lots
Chr3/BB R



Frequency Hopping Radio Cybermodem..... 5000eb+



Kirama LPD-12 (+3, 20MU, DW+2, cell) 8025eb
CP20/BB R



Arasaka Portable (+3, 18MU, DW+6, cell)15,000eb
BB R



Lang Conpro-2 (-1, 15MU, DW+10, cell) 5000eb
Chr3/BB R



Artemis 2020 (+2, 15MU, DW+5, cell)10,000eb
BB R



Langley Datastick Mk7 (+3, 25MU, DW+4, cell) . 9500eb
BB R



Aztec 600 Assault (+2, 25MU, DW+5) 8200eb
Chr3/BB R



EBM PNI 724 (+4, 20MU, DW+7)10,000eb
Chr3/BB R



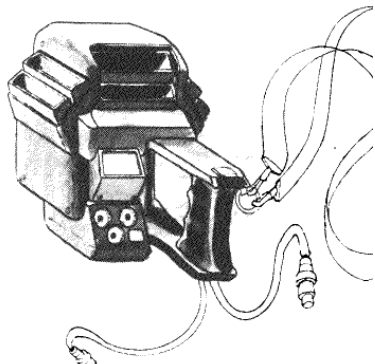
Liz Cyber SpanDeck (+2, 10MU, DW+2) 17,000eb+
NET/BB R



Microtech Commando (+4, 30MU, DW+6, cell) .37,400eb
NET/BB R



Raven Micro Owl (+1, 10MU, DW+4, cell)25,000eb
Chr3/BB R



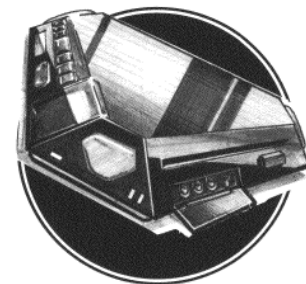
Microtech Super-Soldier (+4, 30MU, DW+6, c) .55,000eb
SW



Raven Micro Rook (+1, 10MU, DW+4, cell) 4000eb
Chr3/BB R



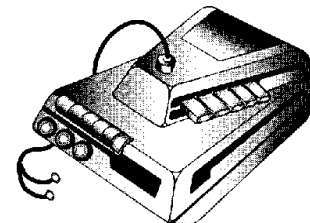
Microtech Helmetdeck (+2, 10MU, DW+2) 4100eb
Chr1/BB R



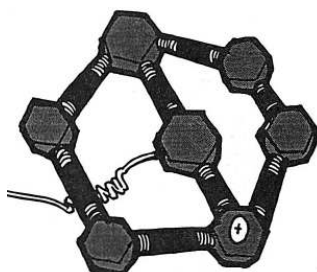
SGI Tech Elysia (+3, 20MU, DW+5) 4260eb
CP20/BB R



Raven Micro Eagle (+3, 20MU, DW+5, cell)11,000eb
Chr3/BB R



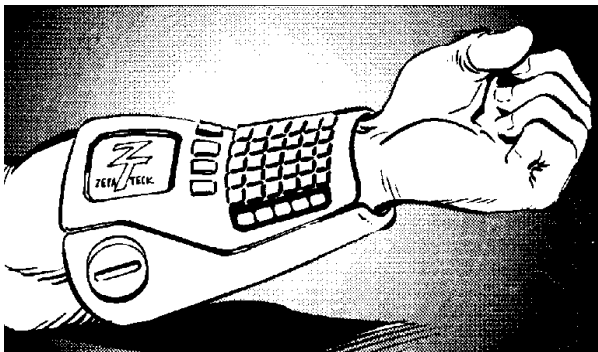
Shadowdeck (+4, 20MU, DW+7) 4500eb
Chr4/BB R



Raven Micro Kestrel (+4, 10MU, DW+4, cell) 9000eb
Chr3/BB R



Cybermodem Suit (+1, 20MU, DW+3) 6300eb+
Chr1/BB R



Zetatech D2-3000 Armdeck (+2, 15MU, DW+4) .. 5000eb
Chr2/BB R



Multi-Man "Pocket Residence" (INT 1, 10MU) ...10,000eb
SW

Cyberdeck Upgrades:

Memory (10MU)	5,000eb
Speed (max +5)	2000eb/+1
Data Walls (max 10)	1000eb/+1
Keyboard (-4 REF, imune to AP attacks)	100eb
Interface for PC/Keyboard Netrunning	150-200eb
Modified Software for PC/Keyboard Netrunning	50eb
Videoboard	100eb/sq ft
Printer (size of large book)	300eb
Chipreader/Recorder (size of cigarette pack)	100eb
Extra Chips	10eb
Vox Box	300eb
Scanner (A4 to 1m)	100-300eb
Interface Cables (.5kg)	20-30eb
Low Impedance Cables (+1 when interfacing)	60eb
'Trode Set (-2 REF, limits AP attacks)	20eb
Terminal (-5 to Netrunning)	400eb

CP20

Microtech 'Trode Set (-1 REF)	500eb
Tycho Memchip (7MU)	3500eb
WuTech Memchip (2MU).....	1000eb
Zetatech Memchip (5MU)	2500eb
Corolla Speedchip (+1 spd Anti-Program progs)	300eb
Zetatech ZZ22 Speedchip (+1 spd,str Anti-Progs)	3000eb

BB R

Protected Cables & Plugs (-1 spd, 40% protect) ...	250eb
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SW

Special Options:

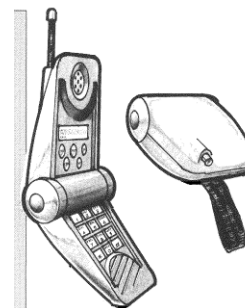
Auto Punchout (-5 initiative)	330eb
Batteries	5eb/hour
Code Gates (max +10)	1500eb/level
Cybermodem Interface (-1 initiative)	500eb
Dead Man's Handle (-3 to all actions)	1000eb
DeckMate (INT 1, = to E-Book)	100eb
Deck Security System (thumb/retina).....	400/1000eb
EBM 99080 MUSE (memory protection).....	300eb
EBM XR-10 Chip Rack	5000eb
Hardened Circuitry (imune to EMP, etc)	+20% cost
Mini-Printer	125eb
Roll of Mini-Printer Paper (register paper)	1eb
Netrunner Flip Switch	135eb
Neural Recognition Security	2000eb
Tight-Beam Radio Relay (100km, -2 initiative)	1500eb
Transcriptor (Prints netrunning recording)	150eb
Zetatech Diagnet (+1 design skills)	5000eb
Diagnet Expansion Chips	1000eb
Time-Lag Buffer (-2 Initiative in LEO, etc)	350eb/level
Record Reconstructor	9000eb
R&D/HQ Interface (Pass ICE 50% of time)	200eb

BB R

COMMUNICATIONS

Postage Stamp	0.95eb
Pay Phone Call	0.5eb/min
1-900 Phone Numbers (phone votes, etc)	3eb
Net Access Code (+30eb/month)	1000eb
Long Distance Charges	Net Spaces x 0.2eb/min
Data Term Net Access	1eb/min

CP20



Cellular Phone (+20eb/month)

CP20



Mini Cell Phone

CP20



Nu Tek Tie-Fon (a tie & phone) 200eb
Chr4



Vidphone (upto wall size) 150-400eb
Chr2



3D Holophone (3m view) 900eb
3D Holophone Icon Chip (shows Net style Icon) 50eb
Chr3



Field Telephone Unit 50eb
TCB



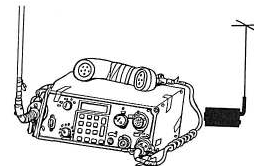
Mastoid Comlink (6km/10miles) 100eb
CP20



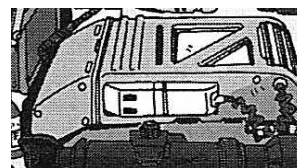
Personal Comlink (6km/10miles) 100eb
Booster Unit (20-30km) 300eb
CP20/NEO



Family Comlink (30-50km) 500eb
NEO



Short-Wave Radio (Used) 500eb
NEO



Backpack Satellite Uplink (15kg, 72hr) 1000eb
NEO



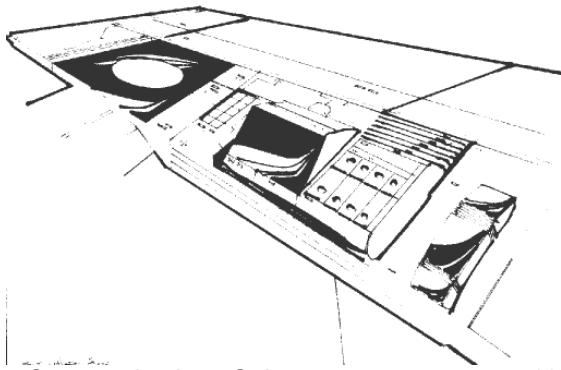
Toshiba PRC-10 2 way radio 300eb
CB1



MicroComm Pagestar 100eb
CB2



Advanced Communications Suitcase 8000eb
Advanced Commo Suitcase (w/short wave) 8800eb
Chr1



Office Communications Suite 1000eb
Chr1



Office Video Intercom 1100eb
Chr1



EBM Carfaxx 2002 500eb
Chr1



Fax Plus 1000 (10 hours) 300eb
Chr3



WorldSat Newsviewer (0.1kg) 100eb+2eb/hour
Chr1



Linear Beam Commlink (1 mile, Diff Elec, 30 min) . 200eb
Chr2



Fibre-Optic Cable 0.1eb/m
Higher Quality Fibre-Optic Cable (+1 Netrun) 1eb/m
Repeaters (boost net signals) 1000eb
Junctions 100eb

Chr3

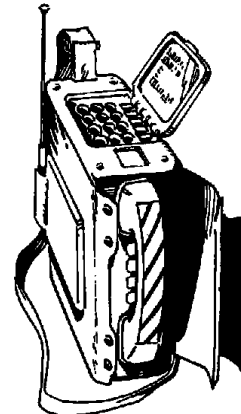


Hand Held Jammer (10m comm disruption) 50eb
TCB



Electronic Warfare Suite (10kg) 4,000eb
TCB

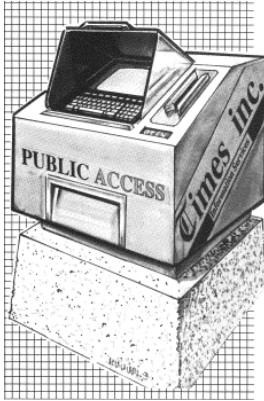
PHONE UPGRADES



Voicemail20eb/month
Conference Calling (extra line) 5eb/month
Call Waiting 5eb/month
Call Forwarding 5eb/month
Fax Interface 75eb
Digital Recorder (2 hours, chips 10eb) 75eb
ECM Scrambler 50eb
Video Option (2"x2" screen) 150eb
Emergency Autodialer (6 numbers) 25eb
Split Line (2 separate numbers) 50eb
Cybermodem Interface (-1 Interface) 500eb
Privacy Plus (ECM, bug detector) 300eb
Number Memory (20 names/numbers) 50eb
Tight Beam (1 mile LOS, .3kg) 200eb

Chr2/Chr3

ENTERTAINMENT



Data Term Use 1eb/min
 Dataterm Hardcopy0.5eb/page
 Screensheets (newsboxes, vendors)0.1eb/page
 Corporate Edition (office newsbox)0.1eb/page
 CP20

NIGHT CITY TODAY (updated 6, 12, 5, 10)0.1eb/page
 NC

FACE THE FAX (underground screensheet) ..0.1eb/page
 NC

Screensheet Subscription -50% Cost
 Screensheet Net Download -20% Cost
 Newspapers (vendors, cafes) 1-2eb
 NC

1 "C"-The Magazine for the Corp. Exec 112eb/year
 NC

Tickets Star.....75-150eb
 Concert 50-75eb
 Lecture 30eb
 Game..... 25eb
 Cinema 7eb
 Night City Japanese Cultural Heritage Museum 2eb
 Civic Theatre 7eb
 The Corporate Showing Art Theatre 17.5eb
 The Freefall Club 7eb
 Private Bar At The Freefall Club 200eb/hour
 Night City Tour Chip 10eb
 Night City Shopping Guide 2eb
 NC

Digital Music Chip 20eb
 Music Video Chip 10-20eb
 Pocket TV (.5kg) 80eb
 Personal Digital Media Universal Systems 2000eb
 Satellite Dish 1500eb
 BBS Link 0.20-2eb/min
 CP20



Visitor Realities 0.2eb/min
 Forgotten Realms VR 1eb/min
 Tropical Paradise VR/Harem Romp VR 5eb/min
 BB R

Virtual Ventures Ltd 900-10,000eb
 Chr3



Braindance Run (Bar or Arcade) 2-4eb



Braindance Run (Sleazier Joints)..... 1.5eb+



Braindance Run At Cherry Blossom Memories 50eb
 Braindance Chip (Buying) 50-75eb
 Braindance Chip (Net Download) 35-60eb
 irate Braindance Chip (Usually defective) 25-40eb
 Black Market Braindance Chip200-300eb+
 Braindance Subscription (6 month, 1 per week)... 1200eb
 Braindance Vending Unit 200eb
 Braindance Playback Unit 2000-500eb
 Braindance Portable Player 150-300eb

RB



Braindance Recording Unit.....12,000eb
 RB



Wirehead Unit Refit 1D10x100eb
 Permanent Wirehead Refit 5000-25,000eb
 I2.

Tek Shadow Vid 250eb/month
 N1

DeathSpa 5000eb+
 DM

Mancatcher or Big Game Wars 1 Million eb
 N3



Rush Options:

RUSH Virtual Entertainment System (need plugs) . 500eb
 'Trode Link (4 sets) 1000eb
 Total Environment..... 1000eb
 Multi-Player Adaptor (upto 4 players) 100eb
 Scholar Home Learning System (+1/6hr & day)..... 750eb
 Segatariflex (feedback system, +1/6hr lesson) 4500eb
 SegAtari Virtual Villains 150eb
 Chr2

SECURITY

Keylock (Diff 15 to 30) 20eb/level
 Cardlock (Diff 15 to 30) 100eb/level
 Vocolock (Diff 15 to 30) 200eb/level
 Scanner Plate 500eb
 Movement Sensor (95% reliable) 40eb
 Remote Sensors 700eb
 Passcard 10eb
 IEC ID Bracelet 50eb+

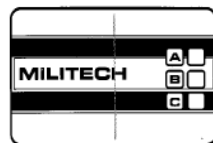
CP20



ID Badgemaker 500eb/700eb
 Chr1

Smartlock Door System 250eb/level
 Smartlock Preset Time Log-in 220eb
 Chr1

Portable Maglock (Diff 25, SP 15, 12 hrs, 1kg) 300eb
 Maglock Fiberoptic Camera..... +80eb
 Chr2



Militech Personal Body Alarm 400eb+300eb/month
 Chr1



Poison Sniffer (85% reliable) 1500eb
 CP20



Jamming Transmitter (1000ft) 500eb
 CP20



Snoopbox Personal Intrusion Sensor 4000eb
 CGen



Tracking Device (range is 1 mile) 1000eb
CP20



Tracer Button 50eb
CP20

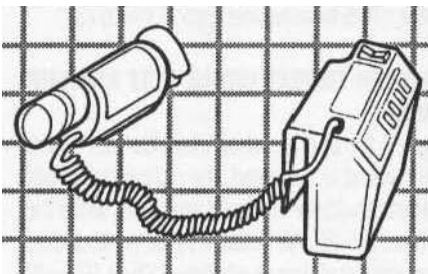
Arasaka Security Services Chip (+3) 100eb
CB1



Remote Weapons Station 6000eb
Remote Weapon Links 500eb
Chr2



ID Scanner and Processing Unit 1200eb
P&S



Retina Scanner (holds 250 images) 400eb
P&S



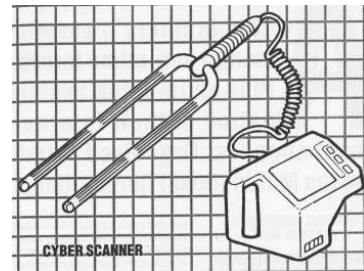
Hand Scanner (holds 500 palm prints) 350eb
P&S



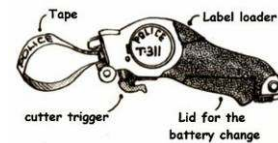
DNA Scanner/Recorder 1000eb
P&S



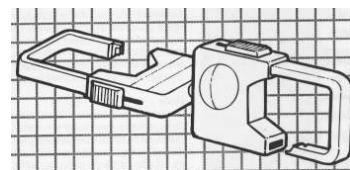
Blood Tester 300eb
P&S



Cyber Scanner 500eb
P&S



Striptape Binders (Strength 25+) 5eb/12
CP20



Plas-Cuffs (Strength 25+) 40eb
CP20/P&S



Handcuffs (Strength 30+) 100eb
P&S



Ion Cuffs (disables Cyberlimbs) 100eb
P&S



Detention Collar (48 hrs, shock or drug (5), .5kg) .. 260eb
Chr2



Explosive Collar (6-30 mile signal area) 1000eb
Pain Stimulator (3/4 or 1/2 stats, death 2+ mins) 1000eb
Pleasure Simulator (+1 to 10 Cool (12), - to stats) 1000eb
I1.2



Fridigair Bolthole (SP 30) 500eb
BB R



Paper Shredder 500eb
Chr1



Line Tap Detector.....60eb
Chr1



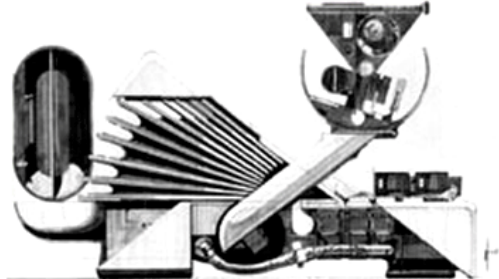
Linozap.....350eb
Chr1



Protection Field (2m shock field, 1.5kg) 750eb
Chr2



Tattletale Voice Stress Analyzer (+1 HP/Interro) 200/250eb
Chr2



R-101 Lie Detector (90%, V.Diff Cool)..... 5000eb(3-5x)
Chr3



Window Trembler (Stops Laser-mikes) 120eb
Chr2



Bug Detector (80%) 200eb
Chr2



Bug Jammer (10m, 80%)..... 200eb
Chr2



Arasaka OmniTec Radar Detector (60%, 100m) 250eb
Chr2



"Scout" Bug/Tap Signal Tracker (80%) 300eb
Chr2



Arasaka JetSetter Briefcase (SP 30, Diff 30) 2000eb
Chr2



Arasaka ECM Comm-Scrambler (Diff Elec, 1 hr) ... 100eb
Chr2



Modulation Chip (Mil radio jammed on 7-10) 20eb
Chr3



"Mumbler" White Noise Generator (3m, 90%) 3500eb
Chr2



ScanMan Full Identity Scanner 2100eb
Chr2



"Scanway" Scanner Gate (95% either) 2800eb
"Scanway" Deluxe Scanner Gate (95% all) 5400eb
"Scanway" Large Screen..... 500eb
Chr2



Detection Wand (10cm range, 2hrs, 0.5kg) 175eb
Chr3



Evidence Bags (5) 6eb
P&S



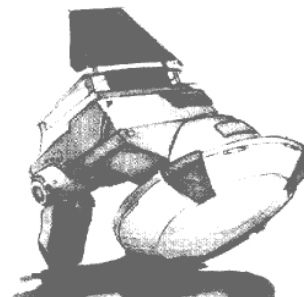
Ballistics Kit (15SP case) 600eb
P&S



Rescue via Police Call Box (holds 4, D6+2 mins)..... 1eb
NC/UK



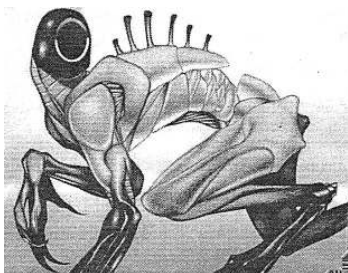
Clean Sweep (30-90% rel) 7000eb/year
Chr1



Wutani Motion Tracker (75m-1km, 4kg) 770eb
Chr4



Nano-Paper (Dissolves under special light) 3eb/sheet
Nano-Paper Dissolving Light 10eb
Chr4



Schlaghund (15D6 over 5m, or gas over 6m) 4500eb
BB R



Thermal Decoys (30 mins, optional IFF)50/100eb
SW

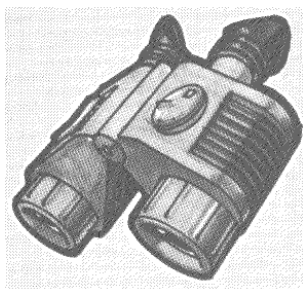


Sabotage Weapon Chip (Elect 25, & 5 min to find) .. 50eb
"Bug" Weapon Chip (Elect 25, & 5 min to find) 25eb
SW

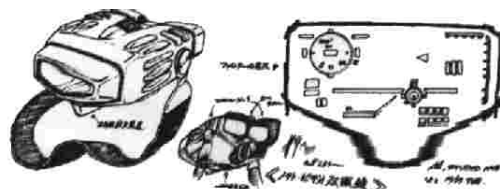
SURVEILLANCE & B&E



Baskin Undercover (20-75% rel) 200eb+/hour
Chr1



Binoculars (.5kg) 20eb
CP20



Binoglasses 200eb
CP20



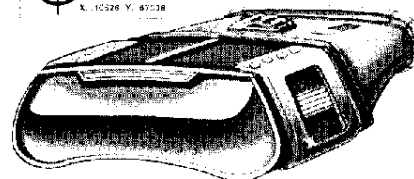
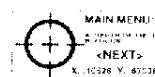
Light Booster Goggles (diff to detect IR beams)..... 200eb
CP20



IR/UV Goggles (need IR flashlight) 250eb
IR/UV Flashlight 50eb
CP20



Militech Refractix Binoculars 350-550eb
CB2



Optictech Magviewer (20x, sonar, 1kg) 375eb
Magviewer w/ Passive Infrared 475eb
Magviewer w/ Lowlite 500eb
Magviewer w/ digital Camera 450eb
Chr3



IEC Phase 4 IR laser sight (+1) 250eb
CB1



IEC IR glasses 75eb
CB1



Sonar Scanner (120m, 2kg) 50eb
Chr1



"Komaku" Laser Mike (50m) 250eb
"Komaku" Fixed Laser Mike (75m, 4 hrs record) ... 350eb
"Komaku" Cyberarm Laser Mike (60m) 400eb
Chr2



Line Tap 200eb
CP20



Raven Microcyb Data Tap (70% accurate) 200eb
CGen



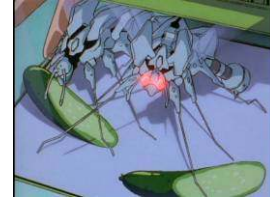
Omega Phone Tap (10 lines, 24hrs, 60% avoid) .. 1400eb
Chr2



Surveillance Kit (digicamera, mikes, tracers) 3500eb
Chr3



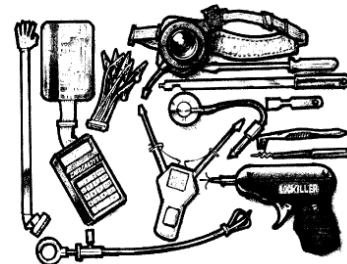
Visual Adapter (attach LL, etc to camera) 100eb
Chr3



Remote Investigation Kit45,000eb
P&S



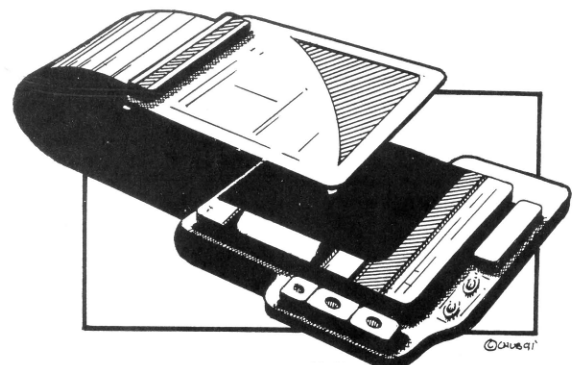
B&E Tools..... 120eb
CP20



Advanced Alarm Removal Kit (+1 TECH, 3kg)) 290eb
Chr1



Security Scanner (75% reliable) 1500eb
CP20



Code Decryptor (+5 vs. Cardlocks) 500eb
CP20



VocDecryptor (+5 vs. Vovolocks)..... 1000eb
CP20



SmartDecryptor (15+1D10 vs Card/Voclocks) 1500eb
CGen



Jack-In-The-Box 500eb
WS



Finger Booties (slip on prints) 100-500eb
WS



Microtech Mk-4 Signal Detector (85%, .5kg) 2400eb
SW

Battlefield Sensors



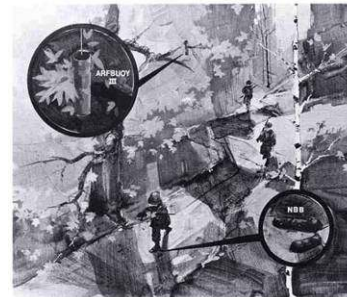
Base Station (2km monitor, 50km trans) 1500eb
Extended Range (4km monitor, 100km trans) +500eb
Satellite Uplink (unlimited transmission range) .. +1500eb



Visual Sensor (50m)..... 300eb
Cyberoptic Options +1/2 cost
Audio Sensor (Notice +10) 200eb
Cyberaudio Options +1/2 cost
Enhanced Hearing (detect movement 5m/100kg) ... +75eb
Radio Sensors (radio & radar, 70%) 200eb
SW



ACOUBOUY Unit (stealth 20+ within 1000m) 1500eb
TCB



Noiseless Button Bomblets (Notice 30+) ... 1000eb/1 mile
TCB

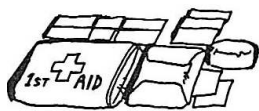


Ground Surveillance Radar (7kg, 5km)30,000eb
TCB

MEDICAL

Clinic Visit 200eb
Ripperdoc Visit 5-600eb
Hospital 300eb/day
CP20

Night City Medical Center 6000eb/day
Intensive Care 1000eb/day
Therapy Outpatient (-25% HL) 1000eb/week
Inpatient (-33% HL) 5000eb/week
ICT (-50% HL) 10,000eb/week
Psychiatrist 1000-3000eb/month
Clone Limb/Organ Replacement.....1500eb
Docs R Us (1/2 recovery time)..... 1.5x Cyberware Cost
CP20/NC



First Aid/Snake Bite Kit 20eb
CP20/ NEO



Basic Medical Kit (1kg) 120eb
CP20



Surgical Kit 400eb
CP20



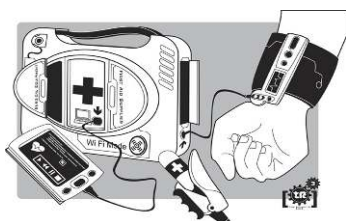
Medscanner (+2 to Diagnose) 300eb
CP20



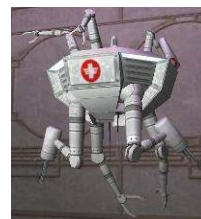
Portable Life Support Kit 10,000eb



Automedic: Basic (1kg, 3 drugs, 70%, +1 FA) 300eb
Automedic: Basic w/internal Biomonitor (100%) 420eb



Automedic: Deluxe (2.5kg, 5 drugs, +2/3 FA) 1000eb
SW



Autodoc (Med +10, 1stAid +15, 30kg) 12,000eb
HOB



Dermal Stapler 1000eb
CP20



Skin Foam (+2 First Aid, 10 doses) 100eb
SW



Bone Glue (heals 1/2 damage taken to limb) 25eb
Tissue Glue (+3 First Aid) 25eb
SW

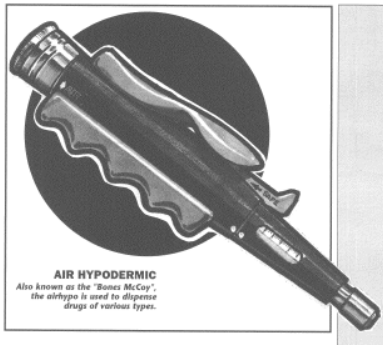
Biotechnica Toxi-Stoppers (+4 to save) 200eb/dose
SW



Spray Skin 50eb
CP20



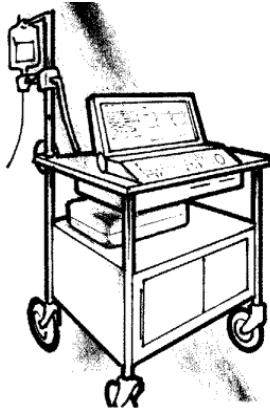
Slap Patch by drug
CP20



Airhypo 100eb
CP20



Cryotank 100,000eb
CP20



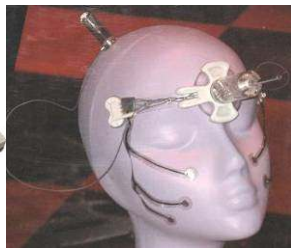
Bodyweight Life Support (72 hours, 2kg) 500eb
Chr1



Archaesthetic (+1 Diagnose & Medtech) 1000eb
Chr3



Portable Intern Unit (+2 Diagnose, +1 Stabilize) .. 1200eb
Chr3



Blood Substitute (3 pints: +1 Stabilize) 150eb/pint
Bodyweight Synthetic Blood (as above) 200eb/pint
Chr3



Portable Cryogenic Case (24hr, SP 10, 2kg) 250eb
Chr2



Cybercast (equal to full rest, -2 to limb) 3000eb
Cybercast Rental 200eb/day
Chr3



Limb Preservation/Transport Unit (+1D6 value) 500eb
Chr3



Medical Examiner's Equipment Pack 700eb
P&S



Biotechnica "A Clone of My Own" Kit (10kg) 500eb
ECO



Bodyweight Genesplicer (90kg) 600,000eb
ECO

Cyberware/Bioware:

Powered Silicon Pills 10eb
Cyberware Battery (old one returned/or not) 100/200eb
Cyberware Check-up 100eb
Cyberware Scanner (Cybertech 20) 50,000eb+
Lifesaver Skinweave Maintenance 1000eb
Sycust Bodyware Customization..... 20-5000eb
ArmorSaver Drink (restores 2SP of Skinweave) 50eb
Chr4

Parts N' Programms -5% Cyberware Cost
Chr1

Bodyparts (1d10, 1-3 unavailable, 4-5 minor problem):

Arm 1000eb
Leg 1200eb
Vital Organ (heart, lung) 1400eb
Secondary Organ (liver, kidney) 400eb
Eyes, Ears 1000eb
Other Organs 400-600eb
Poor Condition (diseased or damaged) 50%
Excellent Condition 200%
Vat Grown Body Part 400%

Bounty For Legal Bodyparts:

Arm 500eb
Leg 600eb
Vital Organ (heart, lung) 700eb
Secondary Organ (liver, kidney) 200eb
Eyes, Ears 800eb
Other Organs 200-300eb
Poor Condition (diseased or damaged) 50%
Excellent Condition 200%

CP20, WS

DRUGS



Pill Case 10eb



Drug Analyzer 40-75eb
CP20



Drug Design Module (1dose/3hrs) 5000eb
DM



Drug Synthesizer-Personal 1000eb
Drug Synthesizer-Small Pharm 5000eb
Drug Synthesizer-Large Pharm 10,000eb
Drug Synthesizer-Industrial 20,000eb
DM

Drug registration 10eb/year
"Blanket" License..... 25eb
WS

RapiDetox 150eb
Chr3

Vitamensch Vitamins (100) 5eb
NC

SynthCoke (+1 Endurance, 1d6+1 min) 10eb
Stim (+3 Endurance, 1d6+1 min)..... 5eb
Syncomp 15 (+3 antidote, -1 REF, 1d6+1 turns) ... 15eb
Speedheal (+2 heal, -1d6/3 REF, 1d6+1 hour) 165eb
Boost (+1 INT, 1d6+1 hour) 6eb
Blue Glass (+1 hallucinogen, 1d6+1 min) 9eb
Smash (+1 euphoric, 1d6+1 min) 10eb/6pk
'Dorph (+2 Stun Saves, 1d6+1 turns) 25eb
Black Lace (+3 Stun Save, +2 CL, 1d6+1 hour)..... 65eb
CP20

Prime (+2 CL, +3 A/N, +2 Stun, 1d6+1 hour) 50eb
 Timewarp (+3 Initiative, 1d6+1 min) 30eb
 Berserker (+2 BOD, +2 CL, +1 REF, 1d6+1 min) .. 40eb
 Sedative (BOD 25 save or unconscious, 1d6+1 hr) .. 4eb
 Stim (negates wound penalties, 1d6+1 min) 5eb
 Surge (+1 Stun Save, 1d6+1 hour) 7eb
 Trauma 1 (Death Saves 3pts easier, 1d6+1 turns) ... 6eb
 Trauma Drugs (20 Streetwise/15 Streetdeal) x2 cost
 Military Drugs (30 Streetwise/25 Streetdeal) x3 cost
 Chr3

Spotlight (+2 A/N, 1d6/2 hour) 4eb
 HappyKill (+3 Endurance, Stun Save, 2d6 min) 5eb
 CB2

Mr. Ex (+1 Endurance, -1 CL, 1d10+1 day) 6eb
 Twitch (+2 euphoric, -1 REF, 1d10+1 min) 3eb
 Char (+3 COOL, -3 EMP, 1d10+1 min) 5eb
 WS

Paracaine (+5 Stun Save, 30 min) 100eb
 Priapan Spray (+1 Stun, +2 Stabilise, 2 hr) 1/3/5eb
 CB3



Lucidrine Booster (+2 REF, +5 Initiative, 5 min) 6eb
 BB R

Tri-Phets (+1 COOL, End, tablet, 1d6+1 hr) 10eb
 RPM (+3 hallucinogen, derm, 1d6+1 min) 10eb
 Neocorticine (+2 hallucinogen, dot, 1d6+1 min) 10eb
 Beauties (+3 euphoric, -3 REF, cap, 1d6+1 min) ... 20eb
 Sunnies (+2 COOL, Stun Saves, tablet, 1d6+1 hr) 82eb
 Paxium (+1 soporific, tablet, 1d6+1 turns) 5eb
 WGF

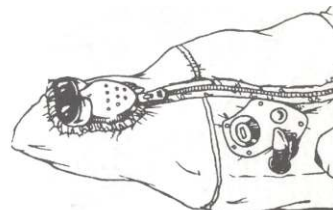
Jazz (+2 REF & CL, 1d10+1turns, tablet) 3eb
 Foolkiller (+3 CL, A/N & End, pat, 1d10+1 min)... 20eb
 Sixgun (+3 INT & A/N, nerve inject, 1d10+1 hr) ... 21eb
 Rambo-7 (+2 BOD, REF, A/N, Stun, 1d10+1min) .. 8eb
 LeSade (+2 Aphro, Euph, Coagulant, 1d10+1min) . 6eb
 Diamond 4 (+2 heal, Antibiotic, Antidote) 17eb
 Thrill (+1 Euphoric, muscular inject, 1d10+1turns) ... 7eb
 Skate (+1 Euph, Endurance, tablet, 1d10+1 hr)..... 9eb
 l1.3

Synthcoke 2 (+3 stimulant, injected, 15 mins) 25eb/5
 UltraBlue Glass (+4 hypnotic, hallucin, inhale, 12 hr) 1eb
 'Dorph Again (+4 euphoric, canned drink, 3 hr) 10eb
 Blacker Shade (+2 Initiative & euphoria, inject, 6 hr) .. 50eb
 DD-2 (+3 sedative, +1 hypnotic, inhale, 5 min) ..100eb/10
 Fireball (+5 Initiative, +4 A/N, contact, 10 min) 250eb
 Sweetness (+2 euphoric, +2 A/N, inhale, 3 hr) 10eb
 Vulcan Pinch (+4 soporific, injected, 30 min) 5eb
 LSD (+3 hypnotic, +4 psychedelic, ingested, 3 hr) 5eb
 Flame (+2 REF, Endurance, 1d10+1min) 475eb
 DM

FURNITURE



Sleeping Bag (-10, 1kg) 60eb
 CP20/NEO



Northern Faced Sleeping Bag (-140F) 20eb
 CGen



Inflatable Bed25eb
 CP20



Sleep Pad 20eb
 CGen



Cushions 10-50eb
 NEO



Hammock 20eb
 NEO



Hiker's Chair 15eb
NEO



Nomad Rug 100eb
NEO



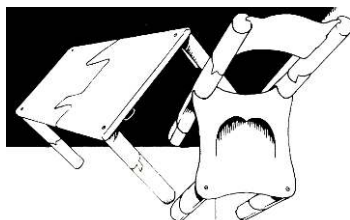
Futon 90eb
CP20



Synthetic Furniture 100eb/piece
CP20



Temperfoam Furniture 80-140eb/piece
Chr1



Flatfold Furniture (memory plastic) 100-500eb/piece
CGen



Real Wood Furniture 200eb+/piece
CP20



Moving Cube Remote (stays within 20m) 200eb
CGen

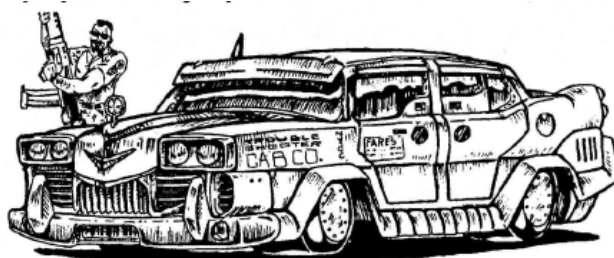
TRANSPORT

CHOOH₂ 1D6/3+1eb/gallon
Fastcharge (5 minute recharge) 20eb
Parking (40% filled in day, 15% at night) 5-10eb/hr
Allpark Parking 1eb/hr
Airport Parking 50eb/day
AV Pad (70% at day, 20% at night) 100-150eb/day
NCTC Bus Ticket 1eb
NCART Ticket 0.25eb/station
Ground Taxis 3eb/mile

CP20/NC

REDCAB

Red Cab Taxi (Day, +30% CZone) ... 3.25eb - 2.75eb/mile
Red Cab Taxi (Night, +60% CZone) . 4.25eb - 3.75eb/mile
NC



Trouble Shooter Cab (ground) 3.5eb/mile
Trouble Shooter Cab (AV) 10-15eb/mile
Trouble Shooter Cab (gyro/speedboat) 7.5-10eb/mile
Extraction from Patrol/Controlled Area+20%
Extraction from Firefights+15%
Extraction from Gangs+10%
Extraction from Illegal Area+25%
I1.3



AV Taxis 10-15eb/mile
CP20



Aerocab 25eb plus 10eb/mile
NC



Corporate CityCar Rental 2eb/mile
NC



Honda-Avis Vehicle Rental 100eb/day
NC



Renta-Robo Rental (+.60eb/mile)..... 150-220eb/day
NC



**Executive
Transportation
Service**

Executive Transport Service (+driver) 150-850eb/hour
CHR 1

Vehicle Registry-Car/AV 1000/2200eb
Drivers Test (Difficult Task) 100eb
Parking Fines 100-200eb
Towing Fees 200-300eb
Travel Agency +5% Ticket Cost
NC

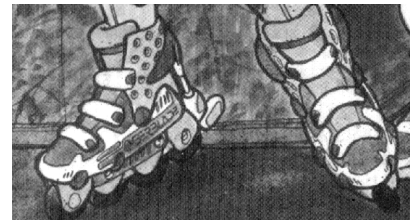
Maglev Standard 100eb
1st Class 250eb
Dirigible Standard 300eb
1st Class 1000-3000eb
CP20/NC/HOB



Transatlantic Stratliner (3hrs) 2000eb
Transatlantic Jet (7hrs) 300eb
Transatlantic Dirigible (36hrs) 150eb
CP20/NC/ES+

LEO (Coach/1st Class) 1500/2500eb
GEO (Coach/1st Class) 2500/3000eb
L1 (Coach/1st Class) 2500/3000eb
L2-5 (Coach/1st Class)..... 3000/4000eb
Luna Orbit (Coach/1st Class) 4000/5500eb
Luna Surface (Coach/1st Class) 5000/7500eb
Mercury (Coldsleep/C/1st)28,000/45,000/75,000eb
Venus (Coldsleep/C/1st)14,000/35,000/40,000eb
Mars Orbit (Coldsleep/C/1st)15,000/30,000/50,000eb
Mars Surface (Coldsleep/C/1st) ..20,000/35,000/58,000eb
Ceres (Coldsleep/C/1st)25,000/42,000/70,000eb

Highrider Discount -8%
Orbital Air Employee Discount -5%
Corporation Bulk Buying Discount (100M miles) -15%
LEO (1kg/Ton Cargo) 50/40,000eb
GEO (1kg/Ton Cargo) 65/50,000eb
L1 (1kg/Ton Cargo) 70/53,000eb
L2-5 (1kg/Ton Cargo) 70/53,000eb
Luna Orbit (1kg/Ton Cargo) 80/60,000eb
Luna Surface (1kg/Ton Cargo) 95/72,000eb
Mercury (1kg/Ton Cargo) 240/220,000eb
Venus (1kg/Ton Cargo)..... 135/100,000eb
Mars Orbit (1kg/Ton Cargo) 150/110,000eb
Mars Surface (1kg/Ton Cargo) 180/130,000eb
Ceres (1kg/Ton Cargo) 225/200,000eb
Hohmann Orbits +8%
Used Spacecraft 30-80% of new
Spacecraft Maintenance (new) 10% cost/year
Spacecraft Maintenance (used) 20-30% cost/year
DS



RecreaTech Powerblades (+1 Ath, +5 MA, 4hrs) ... 200eb
Chr4



Snap-down/Snap-on Skates (break -3 MA/sec) 200eb
I1.2



Hydraulic Boot Skate (+Ath/4, +Skate/3 to MA) 275eb
Hydraulic Brakes (-6 MA/sec) +75eb
I1.2



Extendable Ski Poles (+1 maneuver) 30eb
I1.2

Booster Pack (+1 MA to manpowered vehicles) 350eb
I1.2



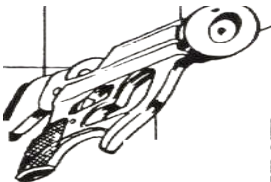
Blaster Motorized Board (4MA, 7MA for 5 mile)..... 610eb I1.2



Sunfire Motorized Board (8MA, 12MA for 5 mile) . 2250eb I1.2



SantaCruz Smartboard (2 SDP, +3 man) 200eb CGen



Battarope Towlink w/Magnagrip (50/100m) 150eb CGen



Vector Hydroboard (10 SDP, +2, 65mph, 20kg)..... 500eb CGen



SantaCruz Boardtech Surfboard (10 SDP, +1) 200eb CGen

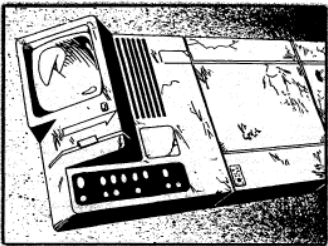
Skateboard Parts:

Deck Wood (5 SP, 10 SDP)	150eb
Triplastic (7 SP, 14 SDP)	80eb
Metallicore (9 SP, 18 SDP)	200eb
Plezoplastic (6 SP, 12 SDP, emits light)	300eb
Engines Vortex (7 MA, 3 SDP, 30% fail/turn).....	300eb
Microsteed (8 MA, 6 SDP, 20% fail).....	600eb
Plastech (9 MA, 19 SDP, 10% fail)	900eb
Kamakazi (10 MA, 13 SDP, 1% fail)	1300eb
Blitzkreig (12 MA, 9 SDP, 1% fail)	1400eb
Independent Brakes (unaffected by loss of engine) .+10%	
Neutral Setting (can coast if engine stops)	50eb
Wheels Polyurethane (-1 hearing, +0 man)	80eb
Tripolyurethane (-2 hearing, +1 man)	100eb
Durallex Plastics (-3 hearing, +2 man) ...	150eb
Control None	Free
Pedatrols	150eb
Cyber with Cable (req machine link)	150eb
Cybertransmitter (HC 1d6).....	350eb
Receiver Cybercables (5m)	20eb
Cyberreceiver (10m)	50eb
Long Range (60m)	100eb

LIFESTYLE

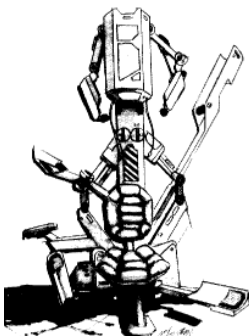


Sincard50,000eb CP20/NC/HOB/WS



Pocket Credit Transfer Device 100eb
Vendor CTD (100,000eb) 1000-2000eb
Executive CTD (1,000,000eb) 5000eb
CredChips WORM (10,000eb) 50eb
RWM (50,000eb) 150eb
WS

Restricted Tech Permit..... 500eb
NC



InterFlex Cybergenics Exercise Machine 2800eb
InterFlex Prime w/ Braindance & Ghost Puppet... 4400eb
Chr4



Canned Air 5eb/min
CP20



Flavored Cigarettes2eb/pack
Chr1

"Small Wonders" NanoAgents (10 uses) 50eb
Chr3



Nymph Perfume/Cologne (+2 Sed/Persuasion) 200eb
Chr2



Autotanner (+1 ATT for 1D6 days) 200eb
Chr2



"Nanair" NanoAgent hair remover (10 uses) 50eb
Chr3



Travel Kit (5kg) 150eb
10 sets of disposable PJs 10eb
Chr1



Shower-in-a-Can 3eb
Chr1

Vend-A-Mod (max level +3):

Recreation 30eb/Level
Protocol 30eb/Level
Corporate Info 30eb/Level
Travel Directory 30eb/Level
Law..... 30eb/Level
Employment 20eb/Level

NC

SERVICE

Child Care (cryotank) 50eb/day
Safe Child 350eb/day
Night City Technical Exchange 200eb/year
Infocomp Library Access 100-5000eb/hour
Night City Library Printout0.5eb/page

NC



Party Time Entertainment Service 500eb/evening
Party Time Contract (+50eb/evening) 3000eb/month
Chr1



ExecUclean (Dry Cleaning) 15-100eb/item
Chr1



Habit Personal Service (+2 Social) 5000eb/course
Chr1



Bodycure (ATTR +2 for 1D6 days) 450eb
Chr1



International Companion Network 75eb/hour
..... 750eb/day
..... 4000eb/week
..... 10,000eb/month
Chr1



United Express Delivery & Couriers 25-650eb
Chr1



Lifetime Escort Service..... Cost per day/week/month
Single Escort 150/900/3200eb
Expert 400-20,000eb
3 Man Team 400/2400/8800eb
Car (Omega to Limo or APC) 75-500eb
AV-4 800eb
Security Team & APC 2000/12000/42,000eb
Highly Trained Experts 4-20x Cost
Chr2



Sphere Low Threat Cargo Overland 50eb/kg
Air Cargo 120eb/kg
LEO Cargo - Down 300eb/kg
LEO Cargo - Up 1500eb/kg
Distance over 6000km (except LEO) 2x Cost
Threat Level 2-50x Cost
Codelock Safebox (SP40, Self-destruct) NA
Chr2



C-Team Cost per day/week/month
6 Man Team 1000/3500/12,000eb
Per Extra Week/Month 3000/11,000eb
Air-Mobile Units (Wk/Mth) 12,500/45,000eb
Chr2



Cybernetics Intervention Services Contract Price
Capture & Rehabilitation in USA 250,000eb
Capture Only 100,000eb
Requires Extraction 3x Cost
Outside USA +50,000eb
Chr2



Orion Initial Investigation 10,000eb
Low Threat Rescues (USA) 20,000eb
Low Threat Rescues (Western Hem) .. 30,000eb
Extract a Top Man 1.5 - 2 Million eb
Chr2



Lazarus Advisor/Consultant 3000eb/mth - 10,000eb/hr
Lazarus Basic Soldier/Agent 2500eb/month
Mechanized Troops +25%
Air Equipped Troops +50%
Rapid Deployment +50%
Risk & Experience Surcharges 50-100%
CB2

Inmate Penal Corps (speciality/troops) Cost /Op



Predators (Jungle & Guerrilla, Urban Assault, Mechanized)
Elite (76) 2,000,000eb
Hardened (92) 500,000eb
New (102) 125,000eb
11.2



Black Widows (Stealth, Assassination, Jungle, Recovery)
Elite (67) 1,000,000eb
Hardened (86) 550,000eb
11.2



Choir Boys (Urban Assault, Infiltration, Gang Warfare)
Elite (56) 500,000eb
Hardened (86) 250,000eb
New (94) 125,000eb
11.2



Night Shift (Urban Stealth & Recovery, Break-Ins)
 Elite (54) 850,000eb
 Hardened (78) 550,000eb

I1.2



Phantasm (Nihilist Combat Runs)
 Elite (75) 350,000eb

I1.2

The Fixx (Recovery - Equipment, Mechanized Assault)
 Elite (56) 750,000eb
 Hardened (77) 500,000eb
 Grimm Reapers (Recovery - Personnel, Guerrilla Warfare)
 Elite (45) 400,000eb
 Hardened (70) 250,000eb

Rajin Cajun (Jungle and Rain Forest Ops)

Elite (47) 250,000eb
 Hardened (65) 150,000eb

I1.2



X-Conmen (Urban Infiltration & Assault)

Elite (47) 250,000eb
 Hardened (85) 185,000eb

I1.2



Brand-X (Urban Assault, Jungle Warfare, Recovery Ops)
 Elite (35) 200,000eb
 Hardened (79) 150,000eb
 New (95) 50,000eb

I1.2

MONTHLY EXPENSES



19913-75332

Tropical Financier's Corp.
 Aruba



Authorized Signature

24-hour service 1-800-555-3544

Good in the following credit systems:



Credchip (Chop) 10-20eb/month

CP20

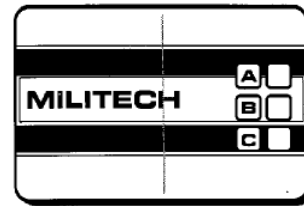


Cab Hailer 10eb/month

Chr1

Standard Phone Service 30eb/month
 Cable TV 40eb/month
 Cell Phone Service 20eb/month
 Net Access Code (1000eb deposit) 10eb/month
 Utilities 100+eb/month

CP20



Personal Body Alarm 300eb/month

Chr1



Trauma Team Account 500eb/month

CP20

Health Plan 500+eb/month

CP20

FOODSTUFFS

Kibble (1eb/bar) 50eb/week
 Generic Prepack 150eb/week
 Good Prepack 200eb/week
 Fresh Food 300eb/week
 Self-Heating Meal 2-22eb
 A Real Meal 15eb

CP20



Meals Ready-to-Eat (.5kg, 38eb/12) 4-10eb

NEO



Scop Tanks 2000eb+supplies

NEO



HotZa Pizza (small to mondo) 6-16eb
CGen



HotSlice Hallucingenic Pizza 50eb+



Biotechnica Nutrisupplement (.5kg) 10eb
Chr2



EnduroDrink (+1 Endurance for 2hrs) 8eb
Chr4



IEC Solodrinker: The Classic (2 in 2 min, 10 flav) .. 110eb
IEC Solodrinker: The Waiter (4 in 1 min, 25 flav) 175eb
IEC Solodrinker: The Mate (1 in 20 sec, 50 flav) 250eb
IEC Solodrinker: The Luxury 12 (12 in 1 min) 715eb
Classic Cartridge (10/25/50 flavors, 100) 5/15/50eb
Francophile Flavors (10/25/50 flavors, 50-30) ... 8/25/50eb
Exotic Flavors (10/25/45 flavors, 35 drinks) 9/28/60eb
Chr3



Bar-in-a-Briefcase (2 liters) 100eb
Chr1



Beer 3eb
CP20



Soft Drink 1eb
CP20



6 Pack of Smash 10eb
CP20



Beer On Tap/Well Drink 3eb
Silverhand (vodka, brandy, CHOOH2) 5eb
Nomad Special (Jack Daniels, greasy nut) 4eb
"Killer" (5 random spirits) 10eb
Night City (tequila, wood alcohol, turps, worm) 6eb
"Blood Razor" (red wine, brandy, cherry soda, bone) . 4eb
Armageddon (only at Totentantz, in rusty tin can) 5eb
Braintance (raw alcohol, citrus juices) 4eb
Sea Breeze (white wine, lemon juice) 4eb
SoCal Special (90% water, 10% anything else) 1eb
Ripper (whiskey, ouzo, citrus juice) 6eb
Blade Runner (CHOOH2, champagne, mealworms) ... 6eb
'Euro (fruit juices, bourbon, ice cubes of gin) 15eb
NC

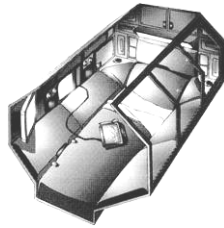


All Food Shopping Service (+10eb/delivery) ...25eb/month
Chr1



Continental Catering 150-200eb/guest
Chr1

HOUSING



Coffin/Sleep Cube.....	40eb+/night
Cheap Room	75eb/night
Hotel Room	100eb/night
Apartment/Condo (per room)	200eb/month
House (per room)	150eb/month
Average Conapt (unfurnished)	300eb/month
Soundproofed Conapt (unfurnished)	400eb/month
Cube Apartment (furnished)	600eb/month
One Bedroom Apartment (unfurnished)	600eb/month
One Bedroom Apartment (furnished)	750eb/month

Multiply base cost by location:

Combat Zone	1x cost
Moderate Zone	2x cost
Corporate Zone	4x cost
Executive Zone	6x cost

CP20/NC



Corp Coffin/Dorm (for Techs/Assembly workers)	free
Corp Apt Cube (for Sr Techs/Jr Managers)	subsidized
Safehouse	100-2000eb/night
Ashcroft Hotel	300-5000eb/night
Asylum	500-3600eb/month
Silverhand Studio	600eb/month
Office Space (1000ft ²)	1400eb/month
Corp Apartment (24m ² , moderate area)	1200eb/month
Corp Apartment (+ furnished)	1500eb/month
Corp Apartment (furnished, corp area)	2500eb/month
Professional Apartment	2500eb/month
Plaza West Tower Unit.....	3000eb/month
Plaza West Tower Unit (to buy)	300,000eb
Plaza East Tower Small Unit	5000eb+/month
Plaza East Tower Large Unit/Suite	20,000eb+/month
Plaza East Tower Large Unit (to buy)	2 Million eb+
Plaza East Tower Small Unit (to buy)	500,000eb+
West Hill Gardens Apartment	2800eb+/month
Fallout Shelter	5000eb/person
Luxury Penthouse/Conapts	800,000eb+
3 Bed, 2 Bath House	850,000eb
Coral Forest Estate Underwater Mansion	3,000,000eb



Williams Complex Service Contract ..	10-15% rent/month
Red Door Inn Cubicle	12eb/day

CP20/NC/Chr1

Domitic System	1D10/2x50eb/m ²
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Chr3

REMOTE/CYBERFORM EQUIPMENT

Manual Controller (-2)	300eb
HUD Controller (-1)	500eb
Cybernetic Controller (0/+1)	800eb
Portable Unit (15km range)	Normal
Stationary Panel (upto 100km range)	Normal

Chr2

Repeater Station (.33kg)	100eb
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P&S

Wire-Guidance Option (1kg/.5 mile)	50eb/.5 mile
AI "R-Brain" Module (INT 6/2, skills +6)	2000eb
Magnetic Induction Tap Dartgun (10m range)	250eb
Cyberform Battery Pack (72 hours)	100eb
Cyberform Skills (max 5)	x2 skill chip cost

Chr3

ANIMALS & ANIMAL CARE

Cloned animal with no personality or training	x1 cost
Cloned animal that is raised from infant	x2 cost
Naturally-born and raised naturally	x3 cost
Animals taken from the wild	x50 cost
Animal Training	+5% base cost/skill point

Chr3



Mouse/Rodent (mice, gerbils, rats)	1eb
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Rabbit	5eb
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Small Dog (lap-dogs)	10-100eb
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Medium Dog (hounds, large terriers)	100-200eb
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Large Dog (german shepards, mastiffs) 300 -500eb



Wolf 2000eb



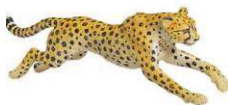
Housecat 5-100eb



Large Cat (lynxes, ocelots) 500eb



Leopard (pumas, jaguars, cougars, small lions)... 2700eb



Cheetah 2800eb



Tiger/Lion 3000eb



Bear (400 kg or less) 2000eb



Large Bear (400+ kg grizzlies, polar bears) 3000eb



Chimp 1000eb



Baboon 1500eb



Gorilla 2000eb



Squirrel (gray squirrels, chipmunks) 150eb



Otter (stoats, weasels, minks, raccoons) 500eb



Bat (large bats) 500eb



Small Raptor (hawks, eagles, owls) 500eb



Large Raptor (vultures, large eagles & owls) 1500eb

Seal (lion seals) 2000eb



Dolphin (bottle-nosed dolphin) 3000eb



Shark (blue, tiger, nurse sharks) 1500eb



Orca (killer whale)25,000eb



Humpback Whale..... 32,000eb+



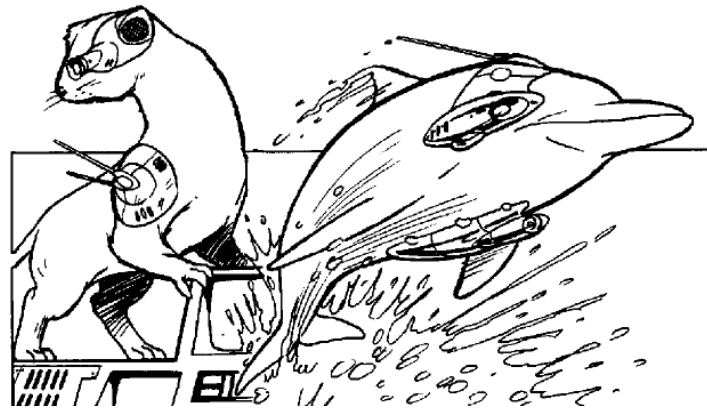
Digital Watchdog Mod 1100eb, +45% base cost



Perfect Pet Mod 1100eb



Cyberpred Mod..... 4100eb



Animal Eyes Mod..... 2800eb

Chr3



Diurnal Gerbils (sleep at night) 5-50eb



Lapcat (the perfect pet) 50-100eb



Reactimesh Animal Wrap 5eb/meter²
Eco



Pet Minders (+Black Market animals) 50-5000eb/month
Che1

NUSCUBA & OCEAN EQUIPMENT



Cutting Torch (10SP/rnd, max 40SP, 1kg) 50eb
Cutting Torch Fuel Slugs (500SP, 0.5kg) 30eb
SF



Emergency Beacon Set (30km range, 2.5kg) 150eb
Beacon Transponders (30km range) 25eb
SF



Portable Sonar (50m, 3kg) 95eb
SF



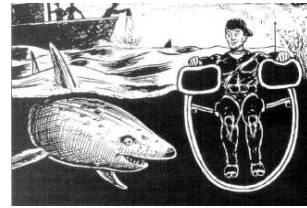
Marine Mastoid CommLink (100m range, 0.1kg) 75eb
SF



Waterproof Charges (4x1kg blocks of C-6+) 3000eb
SF



Robot Surveillance Buoy (SP15, SDP33, 150k) .15,000eb
SF



O'Niell Shark Basket (1 use) 50eb
CB3



Oxygen Reclamation Unit 500eb
SA



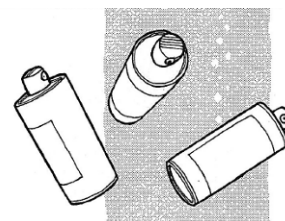
N4 Emergency Resin Bomb (SP20, SDP30) 200eb
SA



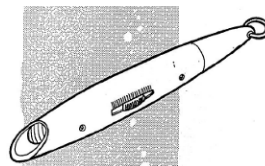
N4 Resin Solvent Spray (-1 SDP/min) 100eb
SA



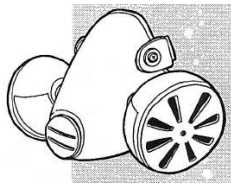
AKT-'Plugs' (inflatable passage seal) 200eb
SA



Feeding Frenzy Juice Jet (10ft, sharks in 3km) 50eb
Feeding Frenzy Refill (either gas or frenzy juice) 15eb
SA



Sound Wand (Cool 20, 20ft range, -5 to sonars) 600eb
SA



Tankless Air Valve Unit (12 hours, 50ft) 430eb
TAV Unit Filter 10eb

SA



Ballistex Marine Survival Vest (SP14)..... 250eb
CB3



Nuscuba Maintenance Kit (0.5kg) 115eb
Hardshell Maintenance Kit (5kg) 175eb
EVPA Maintenance Kit (10kg)..... 1150eb
SF



Oceanic Stealth Drysuit (-4 Awareness) 4,000eb
SA



CINO "Islander" Rebreather (20min, 30m, P/C) 150eb
SF



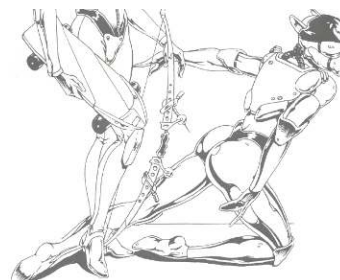
Hydrosubsidium "Aquamax" (60min, 50m, EV+1) . 500eb
Oxygen mix (per tank) 20eb
Oxygen/Nitrogen (per tank) 20eb
Helium/Oxygen/Nitrogen (per tank) 60eb
SF



Hydrosubsidium "Deepstar" (180min, 100m, +2) . 2000eb
SF



CINO "Big Blue" Rebreather (10hrs, 100m, +2) ... 2600eb
SF



OTEC "Depth Charge" (10hrs, 200m, +3, Rare) ... 3250eb
SF



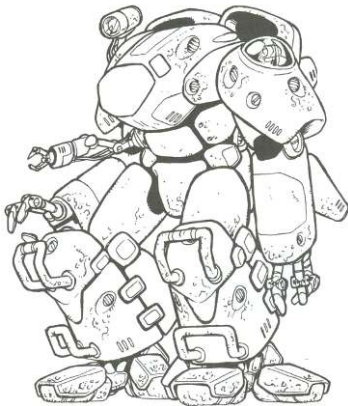
LBM Diving Suit (2 hours) 6000eb
Liquid Breathing Medium (30min/liter, 20% fail) .1250eb/lt
Fluorine Breathing Medium (15min/liter, 5% fail) . 250eb/lt
Chr1



OTEC "Rahab II" (4hr, 2500m, SP25, EV3, C) ...13,500eb
SF

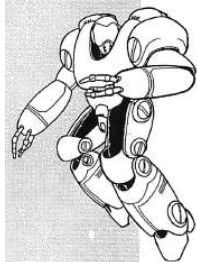


CINO "Seagod" (5hr, 3000m, SP20, EV2, R).....35,000eb
SF



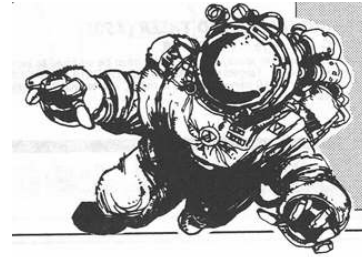
Hydrosubsidium "Gorgon" EVPA (3500m)78,912eb
SF

Underwater Linear Frames:



Gamma STR 12/1010,000eb
Delta STR 14/1212,000eb
Pi STR 16/1414,000eb
SA

SPACE GEAR



Spacesuit (10SP, 2RSP, 6+2hrs air, EV-2)15,000eb
DS



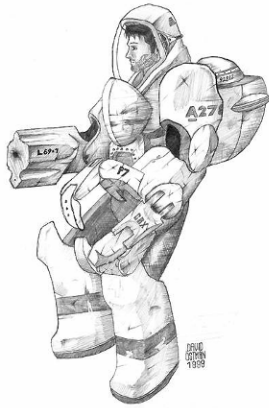
Skinsuit/LMS (6SP, 0RSP, 1+1/3hrs air, EV-1)... 2500eb
DS



Space Sneak Suit (8SP, 0RSP, 40min air, EV-2) . 2500eb
Chr2



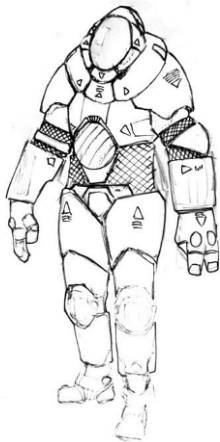
Worksuit (16SP, 3RSP, 8+2hrs air, EV-3)20,000eb
DS



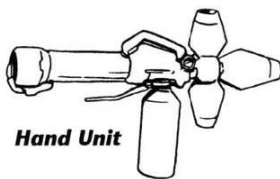
Battlesuit (25SP, 6RSP, 6+2hrs, STR+1,EV-2) .50,000eb
DS



Radsuit (16SP, 6RSP, 8+2hrs air, EV-3)30,000eb
DS



Mars Suit (7SP, 2RSP, 5+2hrs air, EV-3)15,000eb
DS



Hand EVA Unit (150m/sec, 30sec to prep) 100eb
Replacement Nitrogen/CO2 Cartridges 5eb
DS



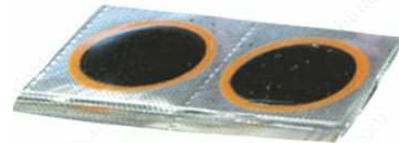
Small Backpack EVA Unit (500m/sec, 3min prep) 800eb
DS



Manned Maneuver Unit (2000m/sec, 10min prep) 3000eb
DS



Goop Balls (cover a 5cm hole) 0.2eb
DS



Slap Patches (30cm x 30cm) 5eb
DS



Bubble Shelter - 1 Man (1000km beacon, 24 hr) 300eb
Bubble Shelter - 4 Man (4 x 24 hr) 600eb
Bubble Shelter - 6 Man (6 x 24 hr) 800eb
DS



Emergency Bubble (3km beacon, 2 hr) 150eb
DS



Lunar Tent (15 man-days, 2 min to inflate) 800eb
DS



Flare Shelter (+3 flare protection, 18 man-days) .. 3000eb
DS



Sandstorm Shelter (18 man-days) 3000eb
DS



Slag-crete (chemical/heat/vacuum/water) 10eb/40kg
DS



Powerdriver (4 hour battery) 100eb
DS



Vac-solderer (4 hours battery) 50eb
DS



Mini-vac (4 hour battery) 30eb
DS



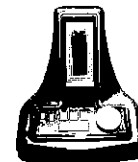
Microtools 15eb
DS



Combo Flash..... 5eb
DS



Technical Scanners (80% reliable) 100-150eb
DS



Sniffer (90% reliable) 20eb
DS



Pressure Alarm (Detects 5%+ difference) 2eb
DS



Radiation Meter (2m range) 100eb
DS



Velcro (12 pack) 1eb
DS



Drink Bottle (holds 1 liter) 2eb
DS



Lap Pad (stores 100 pages)50-100eb
DS



Personal Radmeter 5eb
DS



Electro-stick Pad 20eb
DS



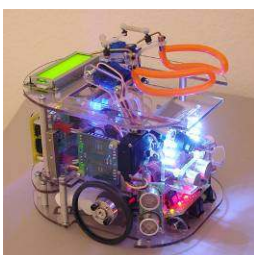
Grip Slippers 5eb
DS



Hands-free Comset 30eb
DS



Slosh Bag 0-G Shower (2kg) 65eb
DS



Porta-power (100kg, 50x50x100cm, 300 watts) ... 1500eb
DS

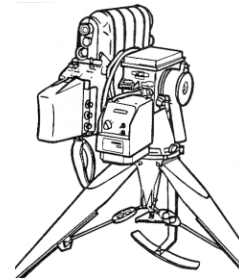


Breathers (1/2 hour) 100eb
Replacement O2 Cartridges 5eb
DS

MILITARY EQUIPMENT



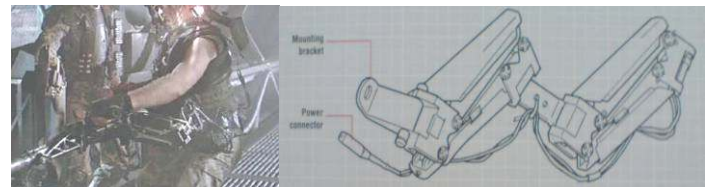
Portable Laser Rangefinder 50eb
HOB



Laser Designator and DMD (5kg)..... 900eb
TCB



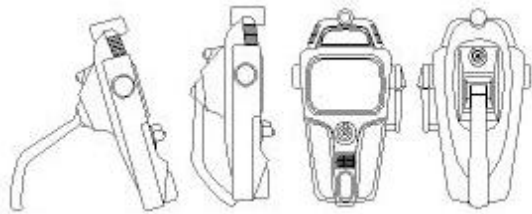
Fire Control Net 10,000eb
TCB



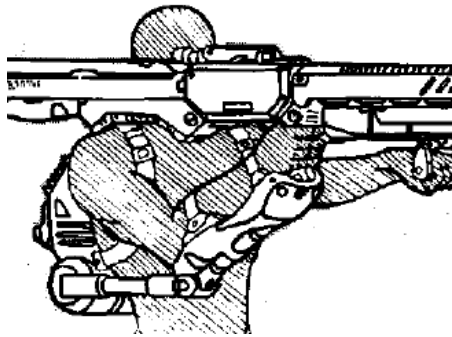
Gyro Mount 250eb
HOB



Portable Painting Laser 1000eb
HOB

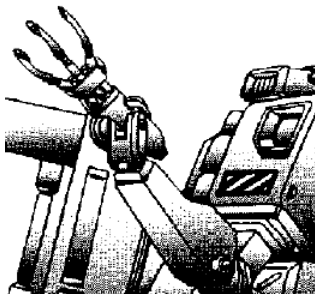


Artillery Computer 1500eb
HOB



Power Exo-Mount..... 5000eb
HOB

WADS



Extra Limbs 10%frame
Chr3



WAD Controller 1000eb
Android Control Circuits 500eb/limb
Chr3

BLACK MARKET/OTHER SERVICES

Forging Credchips (95%) 1D10x1000eb
Cracking a Credchip 25-50%
Cash Processing/Money Exchange 2-5%/3-10%
Fence An Item 10%-50%
Money Laundering 50% of total
Used Goods (depending on scarcity) +/- 30-80%
Nomad Weapons (with Family roll 15+) 70-80%
WS

PRICE MODIFIERS

Legal Stuff (food, consumer goods) 100%
Grey Market (legal stuff, untraced) 25-50%
Grey Market (could be used in a crime) 150-200%
Black Market (illegal stuff) 300%+
Custom (newtech, programs, etc) 400%+
Military (very rare and illegal) 600%+
WS

EQUIPMENT QUALITY

Reliability Chance of Malfunction Cost

UR 30% 50%
ST 20% 100%
VR 10% 150%
EX 5% 300%
WS

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

(All vehicles created by R. Talsorian games and their respected authors. Equipment List Compiled by Node 16, images compiled by Deric Bernier. Images by Deric Bernier, R. Talsorian Games, KingBouyah, Vulne Pro, Power Rangers, Laser Tag, Glitchwerk, Duelisto, Codi_t, Crysis, Gears Of War, Halo, Ghost Recon, Torvenius, Nuclear Dawn, OutfoxedTW, Killzone, GI Joe, Praetoris, Gundam, Macross, Flyingdebris, Malaveldt, Tetra Vaal, Akira, Mospeada, Render422, RyujinDX, Lynx2174, sharp_n_pointy, farhatali, SpiderPrince, Anthony Colard, and other various Manga, Anime, Comic Book, Video Game, Film, Artists, and RPG sources.)

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

