

Information Overload 2

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CYBERWARE

"Some of the new cyber on the market is simply frightening! They're pushing nanotech and cybertech to the limits and just throwing this stuff out on the street for any snapperhead to use as he pleases! I think it's about time we got some hard-core government regs to dictate the control and sale of cybertechnology."

- Eduadro Rodriguez, mayor of Night City shortly before his assassination by boosters of an unknown gang

Compass Implant -- 250eb

The ultimate in survival gear! We bury a small digital compass in your body so that you'll always know which way north is! It's cheap, it's accurate and it comes with a variety of readouts! Available in audio, visual, or balance format! In the balance form, the user will feel a slight "tug" to the north! Game notes: If the player opts for the balance feedback, he will have no trouble with day-to-day life, even things that normally require good balance (bicycling, skating, etc.), but if they stand at the North or South Pole, the feedback will create a nasty whirling sensation -- they must make an Average COOL roll or be overwhelmed by the sensation (-1 to REF and INT) until they are removed from the Pole by at least 10 meters. Audio or Visual: HC=1d6/2. SC=M. Must have Times Square or Times Square Plus to get visual feedback. Balance: HC=1d6-1. SC=M.

Double-Slit Pupils -- 200eb

Ever wonder how a dolphin sees clearly through the boundary between water and air? It's in the structure of its pupils! They're double-slit to compensate for the amount of refraction encountered! Now you can have that, too! Great for the amateur or professional diver that needs to see what's going on above the surface as well! New from Kiroshi! Game notes: Allows characters to see clearly through the air-water boundary. Takes up .5 spaces in a cyberoptic. HC=1. SC=N.

Militech Cybernetics Detection Computer (MCDC) -- 5000eb

This is a new neuralware computer originally designed by Militech for use by the Green Berets and other American Special Forces Units. The computer receives data from up to four different non-visual cybernetic sensory devices, such as cyberaudio units or Doc Richter Seismic Detectors (Solo of Fortune 1). The computer processes the data received and calculates the exact location of where the noise or vibrations are coming from. It then signals the user via cyberaudio with a tone, in what direction the signals are coming from. (Sound is a better indicator of exact direction than sight is). A voice then gives exact range. The computer can also be linked to cybernetic sonar, or radar implants. If someone has interface plugs, they can link themselves to non-cybernetic detection equipment as well. This enables the user to hide completely out of sight, and remain completely motionless and still detect someone nearby. Great for ambushes, which is why it was designed.

Game notes: SC=M. HC=1d6+3.

Sleeper Processor -- 300eb

This neuralware add-on allows you to sleep, wherever you are! It works on the same principles of a sleep inducer (CB1, first section), but the sleeper has an integral function that calculates the rest you need and makes sure you sleep only that much. Never oversleep again! And, the special calculator will also stimulate adrenal release to keep you from falling asleep again!

Game notes: SC=M. HC=1d6. (NOTE: for an extra 100eb, the sleeper can be tied into a pain editor so one cannot be awakened even by jostling when asleep.)

Built-In Machette -- 550eb

The ultimate jungle fighter's tool. The BIM is an implant blade as long as the user's forearm (8-14") and 3" wide at the base. It slides out of a wrist port (Difficult awareness check) over the user's hand. The BIM is well suited to a number of tasks, including jungle clearing, miscellaneous cutting, and the ever-popular anti-personnel uses.

Game notes: Does 2d6+2 damage. SC=M. HL=3d6.

Shape Recognition -- 500eb

Need to pick objects out of a crowd? The newest cyberoptic option from Kiroshi can help! Program your specifications onto a blank chip, drop it in your socket, and the SR-processor will interface with the chip, and then proceed to pick out the things specified by the chip, surrounding them with a colored halo (user chooses the color when programming the chip).

Game notes: The system can access up to three different chips at once. Programming cannot be incredibly general ("halo all firearms"), but can be semi-specific ("halo all handguns") to extremely specific ("halo all Malorian Arms 3516 Pistols"). Takes up two option spaces in a cyberoptic. HC=1d6-1.

Enhanced Peripheral Vision -- 150eb

Worried about being backstabbed? Concerned with the possibility of getting your throat cut? Get EPV from Kiroshi and never worry about it again!

Game notes: User gets a +1 bonus to Awareness rolls involving surprise, ambush, etc. Takes half a space in a cyberoptic, HC=1d6/2.

Nitrogen Binders -- 1000eb

Cheap and effective nanotech! Did you ever think you'd hear those two words to describe nanites? It's true! SeaTech has whipped up a simple nanite in its labs that will prevent divers from getting nitrogen narcosis no matter how fast they ascend! Game notes: Prevents the "bends". SC=N. HC=1d6/2.

DataNails -- 100eb/hand

New advances in flatscreen technology allows the creation of displays so small you can use them as replacement fingernails! Watch TV on your thumb, display computer graphics on your ring finger, or whatever! DataNails are fully compatible with all current existing video transmission protocols!

Game notes: HC=1d6/2. SC=M.

DataTeeth -- 30eb/tooth

Now this is a smile with flair and character! From Dynalar, the same people who brought you DataNails! Why just give them a predatory smile? Show them what's going to happen to them in full THX-Color on your incisors! Run with it!

Game notes: HC=1d6/3 per tooth. SC=N per tooth.

SmartPlugs -- 2000eb/pair

Why bother with all those irritating links and the psychological damage they cause? The new IEC/Dynalar SmartPlugs automatically adapt to whatever they interface with! No more pesky links! No more troublesome upgrades and incompatibilities! Just plug and go!

Game notes: SmartPlugs eliminate the need for Links, but one still needs the basic Neuralware Processor. HC=1d6+4. SC=M.

Odin's Eye -- 1200eb

It is said that the Norse god Odin gave one of his eyes in the search of knowledge. You don't have to do that to get the drop on your opponents and rivals. OE is a cyberoptic option that enables you to emulate any kind of cybereye without additional wiring. It does this by pulling electroneural signals from *SOMEONE ELSE'S CYBEROPTIC*! Just activate OE, and you can see what the target sees through his eye. Video images, Times Square, DUD readouts, thermal, etc. OE will compensate if the scanned target has two cybereyes by putting the image in letterbox format. OE has a digital download function, in case anything you see could be important later. (NOTE: takes all options on a cybereye. Odin's Eye has a 15 meter range. Any cybereye in that range can be "read", and the same image will appear in the user's cybereye. OE can also be used to detect for the presence of cyberoptics.)

Game notes: SC=N, HC=3d6, takes 2 option spaces in the user's cybereye.

SkullWeave -- 1500eb

Let's face it -- the cranium is not as strong a bone as it needs to be. One good blow to the head, even with a helmet on, and your life can be ruined -- death, memory loss, brain damage, all of these are a real concern. Bodyweight helps increase your survivability with a new system to keep that brain of yours from getting smashed into pudding! Special nanites reinforce and strengthen your skull, making it tougher! No ugly subdermal plates! Not a lot of excess weight! Just good, well-engineered protection where it counts the most!

Game notes: A person with SkullWeave does *not* take double damage from physical blows to the head. Lasers, bullets, etc., will still do normal damage, but kicks, punches, and baseball bats will not. HC=1d6. SC=N.

Stephenson Technologies SkullGun -- 50000eb

Neal, one of the Patron Saints of Cyberpunk, first postulated the SkullGun in his novel, "The Diamond Age". Well, we at Stephenson Technologies are dedicated to bringing his ideas to life...and we have! The SkullGun is a wonderfully fun piece of equipment! A nano-gun built into the bones of your forehead! It shoots nanite-projectiles, builds new ammunition out of your body's supply of nutrients, and has an incredibly small bore, making it virtually undetectable to the human eye! Concerned about the impact of a nanite-sized bullet? Don't be! They hit with the force of a .22-short! Don't believe it? Read the August 2021 issue of "Solo of Fortune"!

Game notes: The SkullGun is an extremely rare weapon, but is available for sale on the commercial market! It requires its own skill to operate (SkullGun: REF-based). All the components for the gun are stored inside the bone of the forehead! The SkullGun also "liberates" material from the body to create reloads for the gun, if necessary -- the effect is so small that the user will not even notice it. (Unless they're starving to death, GMs take note.) The system can create 100 new rounds per day. As a weapon, it has the following stats:

SKG -4 N/A R 1d6(nanite round) 500 1/3/50 VR 10m

The inaccuracy is a reflection of the incredibly short barrel on this little monster. The bore is so tiny that it takes an Nearly Impossible Awareness roll to realize that it is there -- it could be mistaken for a large pore. WARNING: This is black-market cyberware in all of the continental United States, the EEC, and many countries in the PacRim! HC=4d6. SC=M. Not usable in Full-Body Replacements. May be made into a smartgun for 3000eb. Needs a Neuralware Processor to function.

StrangeTech Cybertail Options

Just when you thought you'd seen it all! Yes, we, the twisted minds at StrangeTech decided that the CyberTail needed more! More! More! So, here they are! The new line of CyberTail Options for 2021!

Game notes:

Lizard Option: Some lizards can drop their tail when being hunted by predators, enabling them to escape and survive! Someone got you by the tail? Don't worry about it! Just a quick thought and the tail pops out of the socket at the bottom of your spine! Takes up .5 option spaces. HC=1d6/2. SC=N. 50eb.

Variable Length: Great for when you're searching for the "just right" look for your evening out on the town! Short tail with a long dress, or a long tail with a short skirt, either look is HOT this season! Takes up one option space. HC=1d6. SC=N. 100eb.

Sensory Extension: Put your tail where you won't risk your head! And at the same benefit! Now you can see and hear around corners! Holds two optic options and three audio options. Takes up one option space in the tail. HC=2d6. SC=N. 150eb.

NuTech TVSkin -- 600eb

NuTech's new synths skin uses the latest in optical fiber technology to make your body a vidscreen. With the right programming chip (25eb, plugs into wrist or chip socket), you can use the NuTech TVskin's patented GridWork system to make the screen on your body anywhere, and any size.

Game notes: SC=M, HC=1d6+4.

(NOTE: Using the chip, the operator will see a green square grid crisscrossing their body. They select first the top left corner, then the lower right corner, and the skin in that area will become equivalent to a vidscreen. Uses a small battery pack (20eb, 4 hour life), which many users place into a subdermal pocket.)

NuLimbs -- price varies

Don't want to go full-metal, full-psych damage? Don't want to just get another generic clone-tank limb? Go with a NuLimb! NuLimbs are the balance point between meat, metal, and nanite! Not as psychologically damaging, looks cool, and functions quickly and efficiently! We toughen up the bone structure, interlace the muscles and tendons with new fibers, build armored panels inside with the nanites, and create a new composite limb for you!

Game notes:

NuArm: 1800eb, HC=1d6+4. Can hold 3 cyberarm options. 10SDP of damage disables the limb, 20SDP destroys it. 1d6+3 crush damage, a punch does 1d6-1.

NuLeg: 800eb, HC=1d6+4. Can hold 2 cyberleg options. 10SDP of damage disables the limb, 20SDP destroys it. 1d6+3 kick damage.

NuLimbs cannot use the following limb upgrades: Quick-change mounts, hydraulic rams, thickened myomar, artificial shoulders, or RealSkinn. They can however, use Reinforced Joints and Microwave/EMP Sheilding. Both NuLimbs are SC=MA.

Filed Teeth -- 50eb

The ultimate in low-tech bodymod! You can do this with two euro worth of tools from the hardware store! Your teeth are filed to sharp points, making your bite worse than your bark!

Game notes: Hurts like hell to have done, but makes for a very intimidating look. HC=1d6/2. SC=M. Works like a weapon of the following stats:

MEL -1 N/A C 0-1 points of damage N/A 1 UR 1m

Lockdown -- 1600eb

It's been many a time when a solo or cop has been outdone by an invisible sniper. Our human ears, even augmented, aren't designed to pick out the precise locations of gunshots. Now, with Lockdown, you can spot a sniper or gunman anywhere! Using the user's internal computer in coordination with Times Square Plus and advanced audio, Lockdown applies a graphic "picture" of the bullet's trajectory over the user's vision, and places a red rectangle in the general location of the firer. The more shots fired, the better Lockdown can get a pinpoint on the location!

Game notes: Lockdown is neuralware and requires the basic processor, Times Square Plus, a bodycomp (see Chromebook 2), and cyberaudio with Enhanced Hearing Range. Each shot increases the user's chance of finding a hidden target (by Awareness/Notice) by +1, and will use the targeting scope to negate all penalties for firing blindly after ten shots. HC=1d6+1. SC=N.

NewTeeth -- 200eb

Teeth that'll stand up to the rigors of fighting and survival! NewTeeth are guaranteed not to come out unless you suffer a skull fracture! They're fused right into the bone! And talk about sharp! Definitely worth having in any situation! They look normal, unlike Vampires, and are great for undercover work! They even fuse with the bones of the skull, making them impossible to knock out (without shattering the cranium, of course)...

Game notes: Sharp ceramic teeth that look human. HC=1d6/2. SC=M. Works like Filed Teeth as a weapon, but with VR reliability. Also available as a bioware implant, for twice the cost.

PowerJaw -- 100eb

This new system from Dynalar increases the viciousness of your bite! It winds myomar through your jaw muscles, increasing the force of mastication! With PowerJaw and a set of NewTeeth, it becomes possible to bite through an old-style encyclopedia!

Game notes: Adds +1 to any bite damage done. HC=1d6/3. SC=M. Also available as a bioware implant for twice the cost.

Variable-Chambered Heart Option -- 500eb

Everyone knows that the crocodile has a variable-chambered heart, right? Right? Well, okay, so you didn't know. But do you know why? On land, the heart works like a four-chambered mammalian heart, and underwater, it behaves like a three-chambered amphibian heart, allowing the blood to bypass the lungs, allowing the reptile to hold its breath longer! Now you can get that function on your Cyberheart (see Chromebook 1 for Cyberhearts)! Hold your breath longer! Get better endurance! Go for it!

Game notes: Doubles the amount of time the user can hold their breath, and gives a +1 to the endurance skill! HC=1d6, SC=N.

Pop-Up Handblades -- 500-650 eb

Yet another version of the ever-popular hand-implanted cyberweapons, StreetTech presents the Pop-Up Handblades. Less obvious than wolvers and not as fragile as classic rippers, Pop-Ups show only as two or three metal or polymer tracks along the back of your hand until activated. Once triggered, they spring up and out with enough force to sever bone and lock into place. Since the upper edge of the blade need only glide vertically within its housing channel, these blades can be monofilament enhanced for more cutting power. Pop-Ups cut upon impact be it a backhand slap, punch, triggering the blades against someone's arm, etc.

Pop-Up Handblades resemble classic sundial pointers, having a long upper edge that stands at a 45-degree angle to the back of the hand and a curved edge above the knuckles. Each blade is a solid piece, the curve meeting the upper edge in a vicious point, the long blade slanting back into the hand near the wrist. Popular in pairs and threes, these blades conceal easily beneath gloves or even long sleeves. Pop-Up Handblades are

considered black market cyberware and StreetTech never heard of them, or you. Got it?

Game notes:

Standard cost: 500 eb Damage is 1d6+2

Monoblade cost: 650 eb Damage is 2d6 AP

SC=M, HC=3d6.

Taste Boost -- 200 eb

A simple modification to the tongue, this enhances the sense of taste to allow for detection of poisons, etc. as well as over-seasoning... Can be toggled for when you want to enjoy your aunt's 5-alarm chili without losing your sanity.

Game notes: SC=M, HC=2 pts.

Locking Joints -- 100eb

Great for wrestlers, judo masters, and fighters of all types! Now you can lock your joints in any limb in place, preventing it from moving or being bent in a way it was never meant to bend!

Game notes: Cannot be combined with any sort of double-jointing option. To move a locked joint is a Very Difficult (25) Strength Feat skill check. Takes up half an option space in a cyberlimb and affects the major joints (not the digits). REF is reduced by 1 with that limb for every joint locked -- so if you lock your shoulder and wrist in your arm, you are at -2 REF with it. It affects all major joints in the limb (arm: wrist, elbow, and shoulder; leg: ankle, knee, and hip). HC=1d6/2, SC=N.

MonoVision -- 650eb

Were you upset when you could only afford anti-dazzle for one eye and had to hobble around with only one eye functioning? Well, nevermore. With the new MonoVision we replace your entire optic ridge and both eyes with a single wide-angle cyberoptic, giving you that cool visored look so "in" with today's boosters!

Game notes: You only pay once for the cyberoptic option, both in cost and humanity. This cyberoptic format can carry six options but, best of all, with its revolutionary wrap-around styling, it gives its user perfect vision of 180 degrees and extends peripheral vision to a full 225 degrees! The wraparound give +1 to Awareness rolls and +2 to rolls involving surprise, ambush, etc.

DNA-Maintenance Nanites -- price varies

Going LEO? Worried about excessive radiation, death, or God forbid, radiation sickness in the middle of a high-class party at Crystal Palace? The new Nanite treatment from the Utopian Corporation will help prevent cancer and extend your lifespan at the same time! Available in two levels, to fit your budget and needs!

Game notes: The DMN treatment is actually available in three levels, but the third is not actually marketed by Utopian. You must have the high-power connections to get the Gamma-level treatment -- a Near Impossible Streetdeal roll (or three), but not Streetwise!

Alpha-Level DMN Treatment: 25000eb, HC=1d6, SC=N. The nanites will reduce radiation damage to the character by 10 rads per hour of exposure. This means that if a character would have taken 50 rads in one hour, he'll actually take 40. But, it does not mean that he will go down to 30 the next hour! He'll still be at 40 rads, total accumulation. Thus, it will reduce the amount of incoming radiation damage, it will not heal it! The Alpha-level Treatment will extend the overall lifetime of the user by 5 years (provided he doesn't die from radiation poisoning first).

Beta-Level DNM Treatment: 50000eb, HC=1d6, SC=N. The nanites will reduce radiation damage to the character by 20 rads per hour of exposure. The system works like the Alpha-level: it will reduce incoming damage, but not reverse it. It increases the overall lifetime of the user by 10 years (provided they don't die a nasty and painful death).

Gamma-Level DNM Treatment: Price unknown, HC=1d6?, SC=N. The nanites are rumored to reduce radiation damage to the character by 40 rads per hour and increase the user's lifetime by 20 years! Of course, all of this is unconfirmed.... For more on radiation damage and poisoning, see "Deep Space".

360-Degree Rotating Joint -- 120eb

Cyberarm option. Wrist can turn all the way around. If not using hydraulic rams, crushing ability is reduced to that of normal hand. Punches are the same. This is great for playing "mercy". HC=2, SC=N. Takes up half an option space in a cyberarm.

Retinal Projectors -- 790eb

With this cybereye option, tiny devices in the cybereye project random, subliminal message-inducing patterns onto the retina of another person within 2 feet who is looking into the cybereye, or has the cybereye looking at the pupil. Game notes: Adds +2 to Persuasion/Seduction, takes up one option space in a cybereye. SC=N. HC=1d6/2.

Raven MicroCyb Cybersensor -- 1500eb

A variation of the Cybersnake, the Cybersensor is a cyberoptic mounted on a long retractable appendage. Often used to replace a lost eye or implanted in the arms or throat, the Cybersensor is often used by police or black ops teams to see around corners or up through windows. Maximum range of extension is about two feet. The Cybereye can have 3 options implanted due to the slightly smaller size of the eye itself and the nature of the Cybersensor system. 2 SDP to disable the Cybersensor, 5 SDP to destroy it. HC=3D6, SC=MA (For implantation in eye socket, 2000eb, HC=3D6+3, SC=CR).

DS Borg -- 30000eb

Full body conversion option. The borg with Double Side conversion has all its joints altered. The head is placed on a 360 degree mount, and the body is designed to look androgynous. The effect is, if there is any reason for the borg to turn around, it merely rotates its head, and the entire body switches facing! Arms and legs bend both ways, so the borg can never be pinned face-down. Game notes: HC=8pts.

BIOWARE

"Why go with bioware? It's the wave of the future! Completely undetectable by normal scanning systems, it's the system of choice for the up-and-coming solo! Remember the guy that went after Saburo himself in 2021? He got all the way to Saburo's floor before the AI systems killed the netrunners and his backup went down. If they'd held out for another two minutes, Arasaka would've been decapitated...."

- Sgt. Andrew Andrews, cadre at Fort Bragg, NC, and freelance solo

NeoAppendix -- 2000eb

Gonna be out on the front for a long period of time? Need more food than you'll be able to carry with you? The NeoAppendix from Biotechnica will help you in your quest! The NeoAppendix is an activated form of your natural one (which was deactivated by evolution), enabling your body to digest cellulose! You can live off of tree bark and grass trimmings if necessary!

Game notes: Gives the owner a +2 bonus on all Wilderness Survival rolls related to finding food. HC=1d6-1. SC=MA.

NeoLungs -- 2500eb

The evolved lung is not a very efficient system -- it only utilizes 17% of the oxygen inhaled at any time. NeoLungs from Biotechnica improve the flow-patterns of inhaled air, making them more circular, increasing the amount of oxygen your body can take in.

Game notes: The user becomes able to hold their breath twice as long as normal, or they can breath at half their normal rate without difficulty. HC=1d6/2. SC=CR.

Poison Glands -- price varies

Genetechnics has developed a new type of bioware: Poison Glands. The genetic grafting process also includes an immunity to the type of poison used. The poison comes in four possible types: hallucinogens, nausea, somatic, and biotoxins. These types are varied according to potency and reaction time. The best part about the glands is that, no matter how often you use them, they continue to produce poison! Three different packages are available.

Game notes:

Teeth -- Like a snake, poison can be injected through natural fangs installed in the teeth. This also causes bite damage. 400eb for hallucinogen, nausea, or somatic (sleep). 900eb for Biotoxin I. HC=3d6.

Hands -- Poison sacs can be engineered to coat rippers or wolvers, delivering the poison with a successful slash. 500eb for nausea or somatic, 700eb for hallucinogen, and 1100eb for Biotoxin I. HC=2d6+3.

Skin -- One of the sneakiest delivery methods! Touch your opponent. Anywhere. With any exposed skin. You sweat poison. This stuff works on contact. 1000eb for nausea, 1200eb for somatic, 1400eb for hallucinogens, 2000eb for Biotoxin I. HC=4d6.

Surgery codes for all are MA.

Bioholsters -- price varies

Genetechnics has developed bioware that everyone can use! It used to be that people could find your gun by patting you down. This was because your holster was external to your body. With our new liposuction and cosmetic surgery techniques, you can place a firearm in pouches within your own flesh! It's a little more noticeable than a subdermal pocket (Easy task to spot when looking at bare skin), but under clothing, there's no noticeable bulge, even when being frisked!

Game notes:

Light Pistol Holster: Upper arms, thighs, abdomen. HC=1d6/2. SC=M. 250eb.

Medium Pistol Holster: Thighs or abdomen. HC=1d6. SC=M. 300eb.

Heavy Pistol Holster: Thighs or abdomen. HC=1d6+2. SC=M. 350eb.

Very Heavy Pistol Holster: Thigh only. HC=2d6. SC=M. 400eb.

NOTE: Makes it a Difficulty 25 awareness check to spot the gun in a "pat down" search. Metal sensors and Scanways will still spot the gun unless the pouches are scanproofed (at an additional cost of 3000eb).

Enhanced Mitochondria -- 2500eb

Optimum performance from your body! The Enhanced Mitochondria system from Revolution Genetics will let your body go farther, faster, and longer! The mitochondria are structures in your cells that convert food to energy, and Revolution has found a way to optimize them, using a viral engine that rewrites pieces of your genetic code! And the rewrite is a dominant trait! Meaning? Your kids will be born with optimized mitochondria!

Game notes: Gives the user a +1 bonus to their Endurance

skill. The trait becomes dominant in the user's genetic code, meaning that there is a good chance that the kids will be born with the same abilities. HC=1d6/3. SC=N.

Optimized Bronchii -- 2000eb

Rebuild the oxygen-exchangers in your lungs! Need more endurance from your body? Get Optimized Bronchii from Revolution Genetics of Antarctica! Your body will be able to dump more oxygen into your blood more efficiently!

Game notes: This system is not compatible with NeoLungs. It gives the user a +1 bonus to their Endurance skill. HC=1d6-1. SC=MA.

DogBreath -- 1000eb

Need the absolute last holdout? Or do you just need to get rid of that irritating blind date? The DogBreath system from Kramden Biotechnologies is the system for you! A small gland is grown in a nutrient tank and carefully grafted into the back of your throat, then coaxed into linking to your nervous system. At a thought, you can exhale a small cloud of stun gas!

Game notes: The DogBreath system is technically a cyberweapon, and has the following stats:

MEL 0 NA NA Stun 4 1 VR .5m

The DogBreath gland holds enough spray for four shots, and can produce an extra shot per hour to replace lost ammunition. The victim must make a stun save to counter the effects of the spray. HC=1d6+3. SC=MA.

Tailored Pheromones -- price varies

Smell is supposedly one of the most mind-affecting senses -- a whiff of something can bring back memories long-forgotten, attract a mate, or instill emotion. The new tailored pheromones from Revolution Genetics can be yours now, bringing the ability to sway emotions with them! Small glands will be surgically implanted in your armpits and crotch, and you're ready to change history!

Game notes: All Tailored Implants have HC=1d6/2, and SC=M. A player may only have one type.

Love: 1000eb. Gives the user a +1 on all Seduction rolls for the specified sex (same or opposite).

Passion: 1400eb. Gives the user a +2 on all Seduction rolls for the specified sex (same or opposite).

Gullible: 2000eb. Gives the user a +1 on all Fast Talk rolls.

Confusion: 2000eb. Anyone within 1m of the user gets a -1 to all their INT-based skill rolls.

Note: Nasal filters are effective against pheromones 60% of the time.

Rhodopsin Booster -- 800eb

Need to see in the dark without clunky electronic systems? Get Biotechnica's Rhodopsin Booster! Rhodopsin is a chemical that cranks up the sensitivity of your retina to light! Now you'll be able to see it the dark whenever you want to! Game notes: Gives the user the equivalent of Low-Lite Cyberoptic vision. HC=2. SC=MA (they're a bitch to install).

Nictating Membranes -- 500eb

Get the extra edge of protection for your eyes! Lots of predatory animals have them, you should too! You're a predatory animal, right? We thought so! Anyway, get this second set of eyelids and keep your eyes intact! Game notes: Subject get a +2 on all saves against air or water-borne irritants, including tear gas. HC=1. SC=M.

CrocHeart -- 4000eb

Now you can get all the benefits of a variable-chambered heart in a biological implant! More fun than you can possibly imagine, from the cutting edge in human biotechnology, Revolution Genetics, Inc.! Game notes: Has all the same effects as a Variable-Chambered Cyberheart. HC=1d6, SC=CR.

Glycogen Banks -- 2000eb

It's the fuel that powers your muscles during aerobic efforts! Glycogen is produced from carbohydrates and stored in the muscles and liver. When it runs out, your body must burn fat and lactic acid to continue working. Well, at Kramden Biotechnologies, we modified normal human liver tissue to work as a sponge for glycogen! They're surgically implanted near the major muscle groups in the body where they can deliver their fuel at optimum speed and amount! Game notes: Increases the user's Endurance by +1. HC=1d6/2. SC=M.

Muscle-Fiber Job Optimization -- price varies

There's two types of muscle-fibers in the body -- fast-twitch and slow-twitch. Everyone's born with both types. Some have an even balance, some have a predisposition toward a particular type. Now you can choose your setup! You can get endurance or power! Viral engines will rewrite your genetic code and soon you'll have the balance you want! Game notes: Can be power-oriented or endurance-oriented, but not both! Each orientation is available in two levels. Enduro Alpha-Level: Increases the user's Endurance by +1. Carry, lift, and throw are all modified. Carry becomes 9x Body Type (instead of 10x), lift becomes 30x Body Type (instead of 40x), and throw becomes 6x Body Type (instead of 7x). Leap distance is determined by dividing your Run by 4.5 (instead of 4). HC=1d6. SC=N. 2000eb.

Enduro Beta-level: Increases the user's Endurance by +2. Carry is 8x Body Type, Lift is 25x Body Type, Throw is 5x Body Type, and Leap is Run divided by 5. HC=1d6+3. SC=N. 3000eb.

PowerMax Alpha-level: Reduces the user's Endurance by -1. Carry is 11x Body Type, lift is 45x Body Type, and throw is 8x body type. Run is 3.5x your MA. Leap is equal to your MA. HC=1d6. SC=N. 2000eb.

PowerMax Beta-level: Reduces the user's Endurance by -2. Carry is 12x Body Type, lift is 50x Body Type, and throw is 9x body type. Run is 4x your MA, Leap is your Run divided by 2.5. HC=1d6+3. SC=N. 3000eb.

Any Muscle-Fiber Job Optimization is available for half the cost as a cybernetic option, at SC=M.

Bio-EPV -- 500eb

Need to see what's coming up behind you and don't want to spring for tasteless and obvious cyberware? Run with Bio-EPV (Enhanced Peripheral Vision), from Biotechnica! A viral engine encourages growth of your retina, with increased rod-and-cone density around the edges, allowing for a better view of your periphery!

Game notes: Gives +1 bonus to rolls involving surprise, ambush, etc. SC=N. HC=2pts.

BioCompass -- 1000eb

Need the benefits of a compass without the detectability of cyberware or clunky equipment? The new BioCompass system from BrainWerks allows you to locate north almost without a thought! In the early 1990s, it was posited that the ethmoid bone had something to do with it -- the bone, located above the bridge of your nose, has a small iron deposit in it, and it was theorized that more nerve growth into the deposit would allow better sensing of north. Well, we decided to test that theory, and we confirmed it! Now the technology is available to you! Come in to the nearest BrainWerks Outlet and we'll stimulate the nerve growth while you wait.

Game notes: Locating north is an Average INT check. In the presence of high magnetic fields, such as power lines, this becomes a Difficult task. SC=M. HC=1d6/2.

Adrenal Gland Removal -- 1000eb

Need that extra edge in a facedown? Get jittery too easily? Do you need icy calm? Get your adrenal glands removed! Come into a BrainWerks Outlet and we'll schedule you for an appointment immediately!

Game notes: Gives the user a +1 COOL bonus in facedowns and other tense situations. SC=CR. HC=1d6.

EQUIPMENT

"A poorly-equipped 'Punk is a dead 'Punk. It doesn't matter what terrain you're dealing with, be it the desert, Mars, or the streets of Night City. If you aren't prepared, you're dead."

- Morgan Blackhand, "The Enforcer's Handbook," 3rd edition

Stephenson Technologies Sound Optimization System -- 1000eb

Vitaly Chernobyl and the Meltdowns used it in the novel "Snow Crash" to make the acoustic most of their sound setting! Now, you can have the same system! In 15 minutes, the Sound Optimization System will have created its own internal map of the surrounding and will find the optimal location for each speaker in your arsenal! It's lightweight, compact (about the size of any other rack component) and will make you sound phenomenal!

Game notes: Adds +1 the Perform skill for every member of the band, while running.

Wutani Sensors Motion Tracker -- 1000eb

Enemy movements are important to any armed individual, whether you are a paratrooper or hunter in the jungle, or a Solo in its concrete equivalent. A lunch-box sized device, the motion tracker uses Infrared to detect close range movement and lasers to measure seismic activity. Two modes of operation are available: Omni-Direction and Uni-Direction modes. Omni mode will show movement of infantry of 75m and vehicles for 300m. Uni-Direction will extend infantry detection to 125m and vehicles up to a 1 km but only for the direction the device is facing. A detachable screen display shows all "blips" graphically, each individually tagged with direction, distance, and estimated mass. 12 hour rechargeable battery included with the Tracker. Weight: 4 kg.

Stephenson Technologies Torture Mites -- 2000eb per dose

Need to squeeze some information out of your prisoner? Stephenson Technologies churned out the Torture Mites a la "Diamond Age". You inject them into the victim's spine and they attach themselves to the nerves at random locales. A radio signal will cause a mite to activate, sending a pain signal into the nerve. Agony from nowhere! Officially endorsed by Militech's 1st Human Intelligence Company (Interrogation). Game notes: 1d6+1 Mites will attach themselves to the spinal cord, stimulating various parts of the body (left up to the GM). When a Mite is activated (they can be activated seperately, or in groups, or all at once), it causes excruciating pain in the victim. For every two activated Mites, the victim receives a -1 to their Resist Drugs/Torture roll.

Anti-Pursuit Liquids -- prices vary

People shouldn't chase you. It's not nice. That's why AssassinTech has developed the Anti-Pursuit liquids. Spill on the ground behind you, and the pursuers have problems! As an added feature, all liquids are clear, making them hard to discern from floor wax or water!

Game notes:

One liter covers 3 square meters.

Stickum: 400eb/liter; all who step through must make a Strength Feat roll of 25 to get their foot or feet free to take another step.

BadFumes: 500eb/liter; all who pass by must make a poison roll or be overcome with nausea.

FireFun: Encapsulated alkaline metals are suspended in an aqueous flammable gel. If anyone steps on it, it goes up in flames! (3D6/3turns) 700eb/liter.

Cyberplugs -- 250eb

Now you can get compact cyberaudio systems without the empathy damage or the surgery! New Cyberplugs from Dakashi Sound Systems can hold any two cyberaudio options inside them! They're compact, easy, and comfortable! Game notes: Holds any two cyberaudio options (which must still be paid for on top of the cost of the plugs).

Rolodex Chip -- 120eb

>From the Rolodex Corp. comes a new organizer: The Rolodex Chip! The chip uses a programmable MRAM to keep track of the names, adresses, and phone numbers of everyone you know! There's also a little section for notes. Direct neural feed, so it's for your eyes only!

Facedown Chip -- 150eb

Know the right things to say, the right body language! When you're in a club out in the Zone, and some dorphed-up booster gets in your face, its your cojones against his, and you need to show them that yours are bigger! The Facedown Chip from Militech is a database of all the old classic facedowns from Hollywood, TV, and every other source we could find! Now you'll have it all at your mental fingertips!

Game notes: Gives the user a +1 bonus on all facedown rolls, while running.

Forever Cooking Food Products -- 800eb/meal

Genetechnics has developed Forever Cooking as a way to get that special someone coming back for more! Each FC meal is color and number coded, and different patterns can be found on the same style of food. This is because FC uses 25 separate ultra-addictive substances for each type of meal. With this wide variety, all you have to do is take off the FC wrapper, and your friend (or enemy) will be hooked on your food! Just keep the code from them, and they'll have to search through the frozen food aisle themselves to slake their addiction!

Game notes: This stuff is strength 3 psychologically and physically addictive. None of the substances are alike, and eating another kind can get you addicted to that, too. Luckily, the addiction rolls are only made twice a day. Bon appetit!

No-Guilt Behavior Chip -- 1500eb

Do you feel trapped by anxiety? Always unsure that you're doing the right thing? Slip in the no-guilt chip. No-guilt is designed to suppress that annoying conscience that can so often be wrong. Go ahead. A little hedonism never hurt anyone. **WARNING:** Behavior Services takes no responsibility for crimes committed while under the influence of this chip. Maximum recommended continuous running time is half an hour. (Writer's note: If you don't feel guilty about it, why take it out? Also, this can bring people to a new level of capriciousness. There's nothing stopping someone on this chip from committing murder, theft, etc. just because they feel like it. But they signed the contract, so Behavior Services, Inc. isn't responsible.)

Nano-Paper -- 3eb per sheet

The ultimate in security! Militech Intel Ops use this stuff! All you have to do is flash it with a special light (10eb) and it turns into dust! No one will be able to recover any of your writing!

Game notes: The light is a special frequency and color, and will cause the paper to dissolve instantly, making anything permanently unreadable. Of course, there's the rumors that Militech has another light that will cause the paper to reassemble itself....but that kind of tech is many years in the future, right? Right?

Home Chip -- 1140eb

A variant of the behavior chips, home chips are designed to keep the user from partying all night. After a certain time away from home after "bedtime" (about two hours), the user will get strong stimuli to return home. Home is a preprogrammed geographic location verified by the chip's internal compass. For an additional 40eb, the chip can send the same signals when the subject goes further than a certain radius from home. This is usually used by parents who want to make sure their kids don't run away.

Game notes: Resisting the impulse from a Home Chip is a Very Difficult COOL check, to which the Resist Torture skill can apply.

ChipLok -- 250eb

Are you worried about theft of your chips while you're asleep or incapacitated? No problem! ChipLok is a special device attached to your chipware socket for 250eb. It locks the chips in place until the proper card key is run through it. ChipLok is also used by mental health officials, to keep the "Pacifism" chips installed in their patients.

EnduroDrink -- 8eb per can

Non-addictive, effective, and perfectly legal in all major sports! EnduroDrink is the perfect blend of fats, carbohydrates, and electrolytes to keep your body fueled at an optimal level!

Game notes: Drinking a can will allow for a +1 Endurance bonus for two hours after consumption. The effects are not cumulative either in Endurance or time, however.

PurPain -- 450eb/dose

Pain is one of the most powerful sensations. It inspires fear, and motivates all creatures to avoid it. PurPain was designed for this use. It soaks through the skin, instantly stimulating pain centers in all mammals. >From our tests, the cumulative effect of several doses is pretty much unbearable to most creatures. Due to some lab accidents, we know it works on people, but we're not sure of its effectiveness. **WARNING:** By law, PurPain is a scientific tool for animal behavioral studies. Any other use is prohibited BY LAW.

Game Notes: A dose causes 6 points of virtual damage. Virtual damage feels real, but does not effect the body in any permanent manner. One only needs to roll for stun save. Cumulative doses cause more virtual damage, causing penalties like real damage, but not physically dangerous. Effects last for two hours. PurPain only works if applied topically.

IWO Plug-In Air Foulers -- prices vary

Everyone appreciates an air freshener. Some people really like to have clean-smelling air. These people like the fact that the plug-in kind have 26-day lives, so their air smells good. IWO hates these nitpicky people. Our plug-in devices release gases of several different mixtures. All of them are designed to be undetectable to the normal nose, covered by our scents. All plug-ins can fill a 10x10 room with gas, and last 30 minutes after being plugged in and activated. Activation is accomplished by flipping the switch at the bottom, and the process cannot be reversed. IWO's plug-ins are 4"x3"x2". Price per unit:

Burnt Almond Scent: Biotoxins 1 or 2; 600 or 700eb

Wintergreen: Hallucinogenic; 550eb

Potpourri: SleepDrug; 550eb

Spring Breeze: BlabAll (Acts as a -3 to all Resist Torture rolls, and a +3 to others' Interview or Interrogation skills); 650eb

Hickory Smoke: Delayed Nausea (all who fail save will react as if hit by nausea attack 1D6 hours later); 575eb

NOTE: Gas effects for Nausea, sleep, and BlabAll are 2d6 hours. Hallucinogens last 4D10 minutes. Biotoxins cause damage, but no other effects that last.

Speed-Reading Chip -- 250eb

Time; who has enough? Even when you receive all of your mail and news electronically, you often find yourself passing over things due to a lack of time in which to read it all. Would you like to remedy that problem without losing data or biting into your schedule? How about being able to read your normal daily input in half the time, or less? Instinct Thinkware's Speedreader Chip is exactly what you need. Simply slot the chip and get reading. You'll find yourself assimilating printed information in half or less the time it took you before, at full normal comprehension levels. So subscribe to more magazines, download more books, connect with more correspondents, and never again worry about the lack of leisure time. Instinct Thinkware will handle all that. Only 250 eb and you're set. Instinct Thinkware's Speedreader chip is completely compatible with our Text Translation Chips. Works with any cyberoptic. (Halves reading time for characters up to INT 6, time drops to one third of normal above INT 6. Reading comprehension level is normal. Requires cyberoptic.)

Package Deal(tm) Skillchips -- price varies

So you can fly the AV, but can you fix it? You're chipped into your gun, but what if it jams? Buy another skillchip and hope its generic information covers model-specific information? Why bother when you can get Instinct Thinkware's comprehensive Package Deal(tm) skillchips? Covering both the realm of APTR and MRAM, Package Deal(tm) chipware causes the need for multiple chipping for a single purpose to be obsolete. Two varieties of skillchips exist to make your life a little less complicated.

Vehicle-specific chips contain the appropriate driving/pilot information along with repair skills, all completely specific to the vehicle you're running or interfaced with. Instinct Thinkware has been working with all of the major vehicle manufacturers in America and Japan as well as several European and Third World countries to produce chips to cover most of your on- and off-road needs. Standard vehicle Package Deal(tm) skillchips cost 550 eb for ground-operated vehicles and 750 eb for air-operated vehicles.

Weapon-specific chips contain the appropriate weapon operation and repair information and are compatible APTR with your Digital Weapon Uplink. Again, Instinct Thinkware has worked in cooperation with various weapons manufacturers around the world (and in space) to cover as many products as we can. Standard weapon-specific chips cost 650 eb, military and other heavy weapons-specific chips are 800eb.

(Vehicle chips give +2 in appropriate Drive/Pilot/Operate Heavy Machinery/ Motorcycle REF skill and +2 in Basic Tech/AV Tech/Aero Tech TECH skill. Weapon chips give +2 in Archery/Handgun/Heavy Weapons/Rifle/Submachinegun REF skill, and +2 in Weaponsmithing. All skills are particular to a specific model of weapon or vehicle and attempts to use chipped skills with similar weapon/vehicle types should be

made with -2 to the roll [or more - Referees are advised to use logic in ruling if chip is even applicable]. Availability of chips for specific weapons should relate directly to the Availability rating of the weapon [always available on C and E, 50% chance on P, 5% chance on Rare, unavailable on custom weapons. Offer special order possibility at 1.5-3x the chip price if you like]. Availability of vehicle chips should be completely under the control of the Referee.)

Text Translation Chip -- 150eb

Want to read Chekhov in the original Russian? Or Sun Tsu in Chinese? Mein Kampf in German? Perhaps your tastes run to the more recent Luxure l'Cybernetique which has yet to be released in English. Or maybe you just want to know what all those signs in the foreign vids say... Sure you can always pop in a language chip but who wants to spend that kind of Euro if you don't have to?

Instinct Thinkware presents the economical solution. Each Textreader Translation Chip gives you a high school equivalent in language reading, and is completely compatible with any basic cyberoptic input. It's as instinctive as your native language and a boon to anyone who's ever been interested in expanding their knowledge without draining their savings. For just 150 eb, you, too can read the world's greatest literature in its original form! Over 50 different languages are currently in production and the line is expanding weekly. Available are: Afrikaans, Albanian, Amharic, Ancient Greek, Arabic, Aramaic, Bengali, Bulgarian, Burmese, Chinese, Czech, Danish, Dutch, English, Farsi, Finnish, French, Gaelic, German, Greek, Hebrew, Hindi, Icelandic, Irish, Italian, Japanese, Khmer, Korean, Lao, Latin, Malay, Middle English, Nepali, Norweigan, Old English, Polish, Portugese, Romanian, Russian, Serbo-Croatian, Slovakian, Somali, Spanish, Sumerian, Swahili, Swedish, Thai, Turkish, Urdu and Vietnamese.

(Requires cyberoptic. Gives +3 to reading _only_.)

Wall Speakers -- 250eb

Do you hate having to position the speakers in your house? Are your neighbors too friendly? Well, a wall speaker is what you need. Each speaker is about the size of a silver dollar and has a removable adhesive that allows it to stick to any surface. The wire in the back can be attached to a stereo or other instrument. Through vibration, the speaker will use the whole wall as a sounding board. It's omnidirectional, and can be turned up just as loud as your regular speakers. NOTE: There have been some nasty Net-Rumors that the wall speakers will collapse low-income housing. This is not true. The vibrations given by a speaker at power "5" will not collapse a free standing wall of balsa wood. Musiconics makes no guarantees for wall safety above level 5.

ArmorSaver Drink -- 10eb per can

Need to rebuild damaged skinweave or subdermal armor? This is the way to go! ArmorSaver Drink is a specially-blended mix of natural liquids, synthetics, and nanites, that will rebuild your cybernetic armor systems after they have been damaged. Available in chocolate shake, coffee, lemon-lime, and cherry. Game notes: One can, when consumed, will replace 1SP of subdermal armor or 2SP of skinweave. It will never take the armor beyond its max SP, and anyone who drinks it that does not have either system will get violently sick.

Wacko's Home Pharmacy Compu-Mod -- 900eb

Modify your laptop with the only compumod ever banned from public sale! The WHP is a drug scanner with an intelligent keyword database attached. When WHP is used with a personal computer, the database can tell what the sensor probe is in, its molecular compound, and how to duplicate it! There is also a question and answer function so one knows just the right chemical for the job. Game notes: Adds +2 to Pharmaceuticals when used.

Thermite-in-a-Tube -- 30eb per tube

"Many people ask me, Dan, why did you make a squeezable toothpaste tube full of thermite? My answer: because there are those bulkheads and safes and locks that just can't be opened without a little heat. And thermite reaches near-fusion temperatures. In the tube there's enough to do a 40' strand of thermite. With my special phosphorus primer, all you have to do is light a match to it, and FOOM! You're meltin' steel!"
- Dan, of Dan's Industrial Supply
Game notes: Cuts through up to SP 45 material at the rate of 15 SP or 15 SDP to metals and stone a turn, does 4D4 damage a turn (for three turns) to organic compounds.

Subliminal Behaviour Sub-process Encoder -- price unknown

"300 SBSE units missing. Thief found and terminated, but units still at large. Go to plan B-345, "theft of encoding device", and rewrite all non-shipped chips."
-- Applied Chipware internal note
"The SBSE doesn't exist. It's a media fairytale. No one could produce a typewriter-sized device that could program any of the standard behavior chip programs onto ANY chip with only a -1 skill point decrease. DMS just wants us to think that the chipware firms are trying to control us. They need a lot more than rumor... By the way, if one DID exist, how much would you pay me for it? Just hypothetical, of course."
-- Vladimir Rostov, Russian Expatriate and Fixer
Game notes:
150,000eb, if you can find one...(Streedeal [NOT STREETWISE] of DIFF 35)

Alpha Wave Generators -- prices vary

The alpha wave generator is a new development in crowd control. An alpha wave generator, which comes in either grenade or field projector, uses an subsonic wavelength several levels below and hundreds of times faster than the Arasaka Nauseator. The quick, short pulses of subsonic noise disrupt certain neurotransmissions, usually sedating the victim. If the victim can resist the sedation, his thought processes will be many times slower than normal. (Save vs. torture/drugs DIFF 25; Those who pass have INT and REF reduced to one-third; effects remain for 10 minutes after the field has dissipated) 100eb for a bomb with 10 meter range and 30 second duration 20,000eb for a field generator with a 40 meter range and an infinite duration, as long as the power source is running. Only sold to police departments.

SleepTime Subliminal Generator -- 5000eb

The SSG is designed for one purpose: subliminal messages. Record your personal message, and place the walkman-sized box within 3 feet of the target's bed. When the SSG detects a person, it sends ultrasonic sound waves to reverberate off the skull, replaying the message over and over again in the slumbering ears of all who sleep in the room. Bugs can't hear it, because the voice plays only in the target(s) heads. Unfortunately, it takes about a month of patterning to condition a response by this method, which is always an answering-machine like tone. When the tone plays, the target should carry out the subliminal suggestion, then forget it entirely. (NOTE: The suggestion can only be a one sentence action, like: "Shoot the chairman of the board." or "Take the Uzi out from under the table, spray the room, then jump through a window." Victims get a save vs. torture for each clause in the sentence.)

Remote MRAM Chip Reprogrammer -- 950eb

Unlike a behavior encoder, this will not encode a behavior chip. This device, which looks similar to a microwaver, merely copies the chip in the top slot to any MRAM datachip it is pointed at, regardless of it is being read or not. Unfortunately, the EMF frequency of this device is not strong enough to penetrate hardened software.

Agressin X -- 750eb/dose

This new drug from PharmaLabs will allow you to deal with even the most toughened boosters. Agressin X will boost your reflexes, and has special ingredients to increase stamina. Get Agressin X now! You never know what might come out of the shadows later!
Diff: 30
Strength: +3
Duration: 1D10+1 Hours
Side Effects: Psychological Addiction, -1 to INT, Aggressive Behavior
Effects: +3 to REF, +6 vs. stun saves

Stephenson Technologies Seeds -- 20000eb each

Straight out of the "Diamond Age", are seeds! Plant them in the ground and wait! Within 24 hours, you'll have the item you need! Really! The walnut-sized unit dispatches millions of nanites upon activation (done by a spray) and build the item it is programmed to! The ultimate survival tool!

Game notes:

Handgun Seed: Takes about twenty-four hours, builds a Colt Alpha-Omega (Chromebook 1).

Knife Seed: Takes about six hours, builds a typical knife.

Food Seed: Takes about five hours, creates an MRE.

Ammo Seed: Takes about six hours, creates a 20-pack of caseless 9mm or 10mm rounds. Flare Seed: Takes about four hours, creates a flare.

Mine Seed: Takes about twenty-four hours and builds a landmine that will do 4d6 damage to anyone stepping on it. GM's take note that the amount of time given may be altered by the availability of materials in the soil. In a desert, it might be a good idea to double or even triple the amount, in a landfill, maybe half the given time would be good.

WEAPONS

"The current trend seems to be toward exotic and unusual weapons. It's really sad that no one seems to remember the good old-fashioned reliability of a Beretta nine-millimeter."

- Lt. Jason Dixon, Militech, 1st Quick-Response Battalion

Mr. Acid -- 3000eb

Are you bugged by that loser in Metal Gear? Can't get the C-SWAT guys to fight fair? Use Mr. Acid. Mr. Acid was developed from a high-intensity fertilizer sprayer used by Biotechnica and outfitted with a high-pressure gas cartridge like those on fire extinguishers. Fill the backpack tank with acid (200eb), pressurize the cartridge, and spray away!

Game notes: Each hit counts as 10 acid pellets, and the spray may be swept like a flamethrower.

HVY -1 N R 10d6(acid) 5 1 ST 10m

IWO Razorwhip II -- 1200eb

The first razorwhip kind of stank. We admit it. It caused [major hand injuries](#) and had some dull blades. Well, International Weapon Outfitters is back with a better whip. Why? Here are the improvements:

1) Extended Range

Now can hit something two meters away, slashing with the bladed tip!

2) Insta-Coiling

The new insta-coiling allows the RWII to roll into an easy carrying snail at the flick of the wrist. Also, the whip will now wrap around anything it hits, sawing through as it's pulled away!

3) Handguard

Can't use it without one of these!

For those of you new to the Razorwhip, here's the basic design: We make a 2 meter polyfiber whip, then plate the outside with interlocking serrated blades, culminating in a bladed tip. Wrap the RW around anything, and pull: it's like using a saw!

MEL -1 L P 4D6/1D6+3 -- -- VR 2m

NOTES: The second number indicates a tip hit of someone at maximum range. Soft armors are at 1/4 and are damaged by 4 points a hit. Hard armors are not lessened, but they are also damaged 3 points/ hit.

SniperWeapon 5000 -- 2500eb

IWO strikes again with the Sniperweapon! Sniperweapon is a gun accessory that allows you to shoot at anyone in an area without even being there! Installed on the top of your rifle, SW has a multioptic node, an auto-tripod swivel, integral DUD processors, a 90986 CPU, and a small scanner. Bottom line: Program it for a certain person (using photos on the scanner) and it will wait 'till he comes around. BANG. Program it to hit all people without a certain insignia, and teleoptics will tell friend from foe. BANG. The processors will automatically shut off and eject the clip in case of a misfire, and are designed to shoot a given target until it falls down. We suggest using an extended clip if you plan on establishing a perimeter. For the default program, it will only shoot John F. Kennedy (the research assistant from Terminal Ballistics was mugged by the Kennedy posergang last week).

NOTE: Acts as an AI with INT 5, Rifle of +6. Can be fooled if the target has been bodysculpted. No sound sensors. Can only shoot what it sees.

Slowkiller Painballs -- price varies

Paintballs stink. They don't hurt that bad, and they just mark things up. Whoopee. At IWO we think the airgun user needs a better paintball round. That's what slowkillers are. Each slowkiller is a colored gel filled with microcapsules of a toxic or semi-toxic substance. The liquid evaporates in ten minutes, leaving a colored powder of microcapsules sticking to the target's clothes. When they break (and they break easily) they leave an oil-based contact poison wherever they touch. One slowkiller will give a target enough material to expose him to one to two doses of the substance, depending on where it hit and how curious he is.

Biotoxin 1: 10 x normal cost

Biotoxin 2: 15 x normal cost

Nerve Agents: 20 x normal cost

Sleepdrugs: 7 x normal cost

Superglue: (breaks open when pressed, adhered items take 1d6/2 damage pulling off) 6.5 x normal cost

L.E.T. PP-32 Multi-Purpose Automatic Pistol -- 800eb

A high-quality weapon from Law Enforcement Technologies, the PP-32 is designed for both lethal and non-lethal police operations. The pistol is an over-under design in which a normal automatic pistol sits above a twin CO2 dart launcher. The normal pistol is prized for its accuracy, high clip capacity, and reliability. The side-by-side dart gun can be loaded with drugs to safely subdue subjects, while a "Tagger" tracking bug can be used to trace fleeing suspects (normal darts cost 1eb, tagger darts cost 52eb and behave just like normal tracking buttons in the main CP2020 rulebook). A sliding switch on the slide of the weapon switches between "lethal" (bullets), and non-lethal (darts) and is indicated with color-coded LED lights (which can be turned off for clandestine operations).
Bullet:

PIS +2 J P 2D6+1 (9mm) 18 2 VR 50m

Dartgun:

EX -2 J P Dart (by type) 2 2 VR 20m

Kendachi Tri-Dagger -- 100eb

A conventional Dagger which has two spring-loaded "parrying blades" which can be extended to trap an enemy blade (and option of automatic breaking of monoblades if the attacker fumbles). Second number indicates the marginal damage increase when the blades are extended.

MEL -2 P C 1D6/1D6+2 - - ST 1m

Stephenson Technologies Loogie Gun -- 1500eb

The ultimate in non-lethal anti-personnel technology! Stephenson Technologies took this right out of "Snow Crash" and put it straight into your hands! Fire a glom of our Loogie (the actual chemical is a trade secret) and watch your victim end up glued to their environment!

Game notes: If a person is hit with a Loogie, they may make a Very Difficult Dodge skill check to avoid the effects. If they fail the roll, their MA and REF are both reduced by -4, a Critical Failure raises the penalty to -6.

EX -2 P L special 8 2 ST 20m

Stephenson Technologies Liquid Knuckles -- 40eb per tube

Safety in a plastic pipe! Liquid Knuckles, straight out of Y.T.'s "Snow Crash" arsenal will set people straight! One good blast to the face and they'll look and feel like chiseled Spam! Enjoy!
Game notes: A Head hit is required for the spray to take effect. When hit, the victim must make a Stun Save at -3.

EX -1 C P Stun at -3 5 1 VR 3m

NETSTUFF

"The Net is becoming a place of rapid evolution, violently Darwinian. The smart adapt and survive, the stupid stumble and die."

- Spider Murphy's Netguide

Tablet -- 400eb

Voice activation is too expensive, but you hate typing. No problem. The tablet, from Microtech, has a handwriting processor chip and screen receptor that allows you to write directly onto the screen. The same "stylus" (which can be replaced by any semi-pointed object if lost) that uses the screen can also be used to select menu choices, like a mouse. Give your computer the personal touch with the tablet. Can only be added to an existing computer.

Shadowdeck -- 4500eb

The biggest problem faced by Netrunners is being traced to their home location. The Shadowdeck is designed to provide a concealed entry point for Cellular Decks, while also fooling

tracing programs (like Bloodhound). The Shadowdeck is made up of two distinct elements. A special hard-wired Cyberdeck which has the same statistics as EBM PNI 210 (Chromebook 3 Pg. 63). The deck is a portable deck which must utilize normal "lines" into the 'Net. Its memory is ROM-based only and has a Watchdog program built into its system. The second part is a cellular receiver designed to relieve a signal from a Cellular Deck (note that Celldecks are designed to "call" into the city's universal entry points. To alter the deck to call the Shadowdeck may require a DIFFICULT Cyberdeck Design roll). The user of a Celldeck "calls" the Shadowdeck and is connected into the Net through the Shadowdeck's "phantom deck" (the phantom deck has all its features "hard-wired" into the system. The netrunner can neither change nor utilize any of the functions of the phantom deck; hence its name). The speed of the Netrunners deck is reduced by 2 while doing so and it cannot affect or access this phantom deck while on a

run. When a tracing program like Bloodhound, or a anti-deck program like Firestarter starts tracing the signal of the runner it will first reach the Phantom deck. Roll 1D10. On a roll of (10-STR of detection program) or less, the program will stop its trace at the phantom deck. In the case of Firestarter or other anti-deck program, the phantom deck will be affected. If the roll is not made, the program has seen thorough the artificial deck and will continue its trace to the "true deck". However, the Phantom Deck's internal Watchdog routine alerts the Netrunner to this fact. The phantom deck can be programmed to immediately sever the link to the home deck if the Detection programs see through the Shadowdeck's facade. (Note: This deck is not normally available on the open market, so prices can fluctuate widely. More high power versions, in which detection rolls of (12-STR) or higher are available at inflated costs).

Net Maneuvering Unit -- 4500eb

There are never enough friends among netrunners. You team up to tackle the big systems, but some of you always go down to Hellhounds, Hellbolts, and other minions of the devil. ICEs can be bad. That's what the NMU is for. NMUs are menu programs, with an icon of a space chair that the netrunner sits on. On the control panel are all the programs in the cyberdeck as well as the MENU and a batch function. There are two preprogrammed batch functions. Defense raises four recognizable (in CP2020 book 1) defense programs. Offense will throw four offensive programs at an ICE. Both may be tailored to fit your deck, as many runners have custom programs. Both default batches will select the most powerful programs available, unless customized. More batch programs can be made, but with a maximum of four programs per batch. Type: Controller; strength +7, 4500eb (NOTE: Batch programs count as one action when activated.)

Gloves and Goggles Interface -- 100eb

The staple of Netrunners before the age of the neural interface and Cybermodem Link, the "G & G" system (often nicknamed GloGo Rigs) have long since been rendered obsolete by the conventional neural interfacing technology. Made up of two parts, a set of oversized glasses which includes a wrap-around screen and position sensitive sensors, and a sensory "glove" (also with position sensors). While using the GloGo interface, the user is unaffected by Anti-Personnel Programs but suffers a -3 to the Interface skill. If used with a mainframe, a character can reduce the Expert (Complex Computer Language) penalty by two (ie going from a -3 to -1). See Netrunning with Mainframes in Guide to the Net page 145). Note: Mentioned in the description of Explorer One Retro Cyberdeck (Chromebook 3, Pg 65) but never detailed. Good for those Meat deckers in the group.

"Hot Key" Keypad -- 100eb

Those who use mainframes for Netrunning have always been the snails of the 'Net. The problem's is the thought-action of Interfaces are just simply superior than eye-hand coordination, even with GloGo rigs and complex graphical interfaces. The "Hot Key" pad can be programmed to reduce key-punching to a bare minimum. Each button can be programmed to activate a macro (pre-programmed series of commands), or other function. A program can be launched, a file can be downloaded with but a touch of a button. Reduces the Expert (Complex Computer Language) skill penalty by one (-3 to -2, for instance). Compatible with the Gloves and Goggles interface (totally removing the penalty to Netrun! See Netrunning with Mainframes in Guide to the Net, page 145).

Cyberspace Subliminal Filter -- price unknown

This program will filter subliminal "suggestions" from an incoming Internet/Virtual Reality signal. Handy to detect those Aliens that roam our net! Bartmoss did it, now so can you! These little goodies usually can't be bought, and if they are used for some time, the originator of the subliminal signal may become aware of the program and will then try to find a way to defeat it. Don't trust anybody who'll sell you one of these! Because the filters have to be pretty specialized, you're on your own here! Base difficulty is 25, the program may have a strength from 1 to 10 which will add to that. The program has no icon. A working program is worth a lot to the right folks. And you betcha that there's people out there who're not too happy you discovered what they're up to. Better have a good place to hide. Game notes: To defeat the subliminal information, roll your filter's STR+1D10+Your INT versus the perpetrator's computer's INT+1D10+Subliminal Strength. A typical subliminal signal will have a strength between 5 and 10. Perhaps even higher. Remember, even Bartmoss couldn't defeat you-know-what for a particular long time.

DeckLock -- price varies

>From the twisted souls who brought you JackLock, here is DeckLock! DeckLock is a security system for your decks. The netrunner is held in his netspace position until he can think the password through (like a gun lock). Unfortunately for an illegal user, you only get three tries, then a variant of JackLock sets in and the offender is BrainWiped until he loses consciousness (about INT 3), and as an option a small explosive charge will destroy the deck. The unconscious loser will be automatically jacked out. The brainwipe is held in a special ROM area and cannot be accessed/copied. 1200eb without explosives, 1400eb with explosives (1D6 damage to deck and 30cm diameter sphere).

Northern Netcom "Piggy Back" Netrunner Sensor Kit -- 1500eb

Netrunners can only see as far as their "virtual" eyes will let them. Though they may have gained access to large areas in a Datafortress, their actual perceptions of what of what is going on in that net is very limited. While Netrunners can use programs that show the layout of the areas they've access in the Datafortress, its very time-consuming. Therefore, another "Piggy Back" Runner, using a Mainframe system and special Cyberdeck interfacing gear, acts as aerial eyes and ears of the Netrunner.

The "Piggy Back System" includes a Cybermodem Interfacing card and connectors, a communications card and headset, and special programming (Taking 2 MU) to run the piggy-back system. As the Netrunner goes through the net, the Piggy-Back user tags along through his mainframe. As the Runner moves about the net, the Piggy Back shows an aerial view of the net, centred around the runner. All non- concealed Netrunners and programs are visible, showing up on the screen as coloured shapes. When entering a Datafortress, the Piggy-Back will show an aerial view off all areas the Runner has access to (unaccessible regions will denoted by featureless grey shapes) with a non-invisible or conceal programs visible. The drawback is that the Piggy Back user cannot run programs in the net (even detection programs such as SeeYa). While the system can give the Netrunner a "map", it takes up quite a bit of precious time. Therefore, the runner is dependant on the Piggy- Backer's verbal communication through the provided headset and communication gear. The real bonus of this software is that with Piggy Back, a netrunner can have advanced warning of Netwatch and lethal programming. Please note the cost is for the Interfacing electronics and programs. You still require stand a Cyberdeck and a Mainframe to use this system (note that a Deckmate cannot be used instead of a Mainframe unless it is part of a separate Cybermodem). MicroTech is planning a newer version for next year, adding the ability for the Piggy-Back system to use Detection software and run utilities WITHOUT Netrunner help. Until then, you can try to "hack" the current copy (GM call on difficulty, see Netrunning with Mainframes in Guide to the Net, page 145 for possible help).

Northern Netcom Holographic Cyberdeck "Holoboard" System -- 1000eb

The latest in videobord technology, the Canadian Northern Netcom, has released the Holoboard system. A circular series of holoprojectors, either above the 'Runner, or in another location, shows exactly what the Netrunner sees as he's in the Net. For best effect, the user should stand in the midst of the projectors. The view is simply awesome!

Internet Virtual Technologies "Overlord" Supra-Cyberdeck

The Overlord is the fabled decks used by the Elite Internet corporate Netrunners to eliminate those renegades who have "gone to far". It's believed that this deck was the one the killed Rache Bartmoss, Netrunner extraordinaire. Fortunately, there is believed to be only one Overload in use, located inside the monstrous Internet Data-Monolith. Designed around a supercomputer frame, the Supra-Cyberdeck is a huge system which fills a small room. The Netrunner sits in the midst of an armoured booth in which has a Bodyweight Lifesaver system and complete medical/brain monitor linked to a medical autoinjector. The Cyberdeck is integrated into a huge mainframe setup, with a keyboard and screen at the character's fingertips. The system boasts awesome speed and defense characteristics bolstered by a massive amount of internal memory (which can link to the Internet's Network for extra MU if needed). The deck also has a mental panic-button which can immediately alert secondary deckers to come to his aide if the opposition is too much (yeah, like that will ever happen!). (Stationary Deck, Speed +6, Datawalls +15, 200+ MU, cost? Hahahahahahaha!) Note: Yeah, I admit this is pretty munchkin, but it represents the peak of Cyberdeck technology and a glimpse of what Internet actually has in its arsenal. It's also a good munchkin meter (anyone who expects to get the Overlord in his campaign life is definitely a Munchkin!).

The Audio Virus -- 7000eb

Okay, you folks have heard of that obnoxious anti-personnel program Spider Murphy reported in the 'Netguide, which simulated a nasty smell that made the unwary 'punk vomit. But that's old news... The newest fad on the Internet is the Audio Virus. If it overcomes a 'deck's defenses, it will play a sound or tune to the affected runner - at something above percieved 180 decibels. The most nasty and un-stylish thing to hurt your victime with would be random noises, but I'm sure that the NetWatchers can tell you that bad music can be very effective, too. Just plug in those leftover 20th-century tapes of Julio Iglesias or Take That and see your enemies run like weefles!

The standard Audio Virus (which is actually a perfectly normal Anti- Personnel program) is strength 5, has a difficulty of 32, and needs 5 MU. It's ico is, of course, a photo-realistic stereo system, which, if turned on, will tremble and vibrate from the noise that it makes. Roll a normal attack as for an anti-personnel program on your opponent. If you succeed, roll 1d10; he loses that much REF and is at -2 INT until he kills the program. Improved versions of the Audio Virus add +1 to this roll for every point of strength above 5. Also, the referee may and should give a bonus on the roll for sounds/music that would be exceptionally disturbing/annoying to the victim. A hip techno netjunkie might be particularly vulnerable to Beethoven, while that hardliner Kerry Eurodyne fan might react allergically to a Beatles song, and Arasaka is said to really hate Silverhand.

If an Audio Virus reduces a runner's effective REF to 1 or below, the runner can't stand the noise and immediately disconnects. On a side note, this was tried in the real world, where a city administration played classical music in a park to

drive away unwanted hardrock-loving youths hanging out there. I can't remember the city involved, but it worked.

Soul Killer -- Cost: Unavailable in the open Market
Class: Anti-Personnel -- STR: 8 -- MU: 12 (plus MU for personalities)
Options: Movement, Recognition, Memory, Endurance, Conversational Ability, Pseudo-Intellect, Super-realistic ICON.
Difficulty: 59+

The ultimate in Anti-Personal software. A free-moving, pseudo- intelligent program which tirelessly seeks out an invading Netrunner and hunts them down. When it defeats the decker it downloads the memories and personalities of the 'runner into its databanks for further interrogation. It then destroys the Netrunner's mind, wiping it out with a neural pulse through its interface jack. Because the downloaded personality requires so much memory, the Soul Killer program is limited to the corporate or military Netrunning rigs (actual size of personalities are up to the GM, but should be naturally very large). The original writer of Soul Killer was killed by her own program and only a few companies (ITS and Arasaka) are known to have the design specs for it.
ICON: A glowing DNA chain in the midst of a blazing pillar of white fire and sparkshowers of stars.

Jericho -- Cost: 30000eb
Class: Anti-System -- STR: 10 -- MU: 3
Options: Auto Re-Rez, Endurance, Simple ICON

That's the numbers. The reality is Jericho is designed to wipe a system clean. The whole thing. If it isn't stopped, it will delete even the boot sectors and RAM of a system. Jericho takes 1 turn an MU; it isn't fast. However, it is designed to continue after auto-rez and is very hard to kill. A netrunner named "Sparky" used Jericho on TransDirigible, Inc. and destroyed all the records, all the ICE, even the data walls! He said, "Like, the whole thing melted before my eyes, man. Even that Hellhound de-rezzed. It was a blast." TDI is now keeping hardcopies of all their records, since they lost the employee information for 30,000 workers. If a system's too hot, activate Jericho. Their walls will tumble down and they'll be sorry you couldn't take the mere pittance you were going to skim. IMPOSSIBLE streetdeal to find. This program is hot. By the way, Sparky was found shot in an alley 3 days after the TDI hit. He was very dead. Use with caution, folks. This is a great way to get on a hit list.

A Picture's Worth -- Cost: 320eb
Class: Encryption/Utility -- Diff: 32
Strength:2 -- MU:5

This a complex utility based on Creator and Packer. This program encrypts data files and hides them within the code for a virtual reality, e.g. the scrambled text of a black ops file could be hidden in the code of a virtual desk in a data fortress. Retrieving the code without a program will involve going through the programming code of the virtual object line by line and extracting all the extra data that's not part of the

image. Once removed the data must be unscrambled, which is a chore in itself. One full file of information (1 MU) can be encrypted inside of every two MU used for the virtual image. Thus 64 MU of data could be secreted in a photo-realistic virtual city. The main drawback is that the virtual reality's memory size will unavoidable swell however many MU's are put it in, and an observant netrunner will undoubtedly notice the excess size of the file. Note: the data itself is not in the image, it is in the Memory Unit where the image data is stored, and the runner must examine the file to get the data. He cannot simply examine the image itself.

ICON: A Picture's worth...looks just like a slot machine. Data flows through the coin slot, the machine spins a jackpot and the scrambled data pours into the Memory Unit.

Yakkity Yak -- Cost: 360eb
Class: Stealth/Evasion -- Diff:18
Strength: 4 -- MU: 2

This program was designed as a noise maker to cover up the sound of a Hammer or other noisy intrusion program. Once run, the Yakkity Yak will appear and begin to make noise at a high volume. The noise can be animal noises, bad jokes, or whatever the netrunner chooses. The Yak can even make snappy comebacks if spoken to. A detection program must roll vs. the Yak and win before it has a chance to detect anything else.

ICON: A large cartoon Yak that can't seem to keep it's mouth shut.

Ninja -- Cost: 1520eb
Class: Anti-IC -- Diff: 33
Strength: 5 -- MU: 5

The Ninja is an invisible killer routine that functions just as a Killer V does, except it strikes invisibly. The netrunner must have See Ya to locate the Ninja.

ICON: The Ninja appears as it's namesake when seen. It carries a glowing Ninja-To.

BeeSwarm -- Cost: 990eb
Class: Anti-IC -- MU: 4
Strength: 1

BeeSwarm is activated as a single, strength 1, anti-program program. Its subroutines will cause it to use deck RAM to make two duplicates of itself each round, then attack. The duplicates will also duplicate, engulfing the other program with sheer force of numbers. If the original program is destroyed, one of the duplicates will copy itself to the original position. BeeSwarm can attack multiple opponents; the "bees" will split up upon duplication to assault the separate programs.

Extras: Endurance, Intellect

ICON: A cartoony bee that flies towards a program, stinging it.

JackLock -- 560eb

This device, when placed on the end of an interface plug, will prevent a netrunner from jacking out. More specifically, if he plugs in with it, and selects "jack out" from the menu, his command will be rejected and he won't be able to use the menu again until the modem is deactivated (i.e. he is physically unplugged) and reactivated. It looks like a coaxial cable extension (average diff to spot, if you're looking for it), and is now gaining use among corporates who want their netrunners in until the bitter end.

Transcriptor -- 150eb

A transcriptor is a cybermodem option that, when attached to a printer, will print out all netspace locations visited, programs and ICONs encountered, and files copied. It prints as the netrunner goes along, and provides a great record for your solo friends to find out what happened to you.

Hourglass Virus

Class: Anti-System Diff: 26

Strength: 6 MU:4

780 eb

Hourglass is a virus program that enters a foreign CPU, synchronizes with the computer's internal clock, and inserts a real-time delay of twenty minutes between the execution of each command, effectively paralyzing a system until removed. ICON: The Hourglass superimposes an image of its namesake over the virtual representation of the CPU.

DeckShield One -- 200eb

Type: Protection MU:2

Strength: 6

This program is designed to retard anti-system attacks. It has a fair degree of efficiency.

ICON: A photorealistic Batmobile that sheaths itself in plating.

Red-Out -- 6750eb

Type: Anti-Personnel MU: 4

Strength: 5

This Glue variant locks the netrunner completely, preventing him from moving or accessing the menu for 1D6 turns. It is currently not very common, but is gaining acceptance among level 2 and 3 corps. Some sadistic netrunners like to "Red-Out" their opponents, then shred them with hellbolts as they stand helpless.

ICON: A shifting contextual haze of red pixels that descends on the netrunner.

Oh-One-Oh-One -- 720eb

Type: Anti-System MU:3

Strength: 4

This program locks a deck into an endless loop, repeating a flashing black and white pattern to the runner until the loop finally overheats the deck CPU and fries the deck (2-3 hours). During that time, the netrunner is out of the net but still stuck watching the pattern, unable to do anything but stare at the overbright flashes transmitted directly into his brain. The runner must make a Very Difficult Resist Torture roll to enter the net within the next week.

ICON: A flashing black ball that flies at the Runner.

Extras: Increases deck speed, but it overheats and blows up, so who cares?

Translator 2000 -- 190eb

Type: Utility (No Icon) MU: 2

Strength: 4

This utility can take three digital images of a single object and convert them into a creator virtual within 30 seconds. It was designed by Digital Entertainment to create their Virtual Sci-Fi show Space Adventure by taking shots of the original set from three areas and feeding them in. The rooms took about 20 minutes each, due to the subprogram that removes objects with only one or two dimensions (i.e., only in one picture).

OurChips -- 20,000eb

Type: Utility/Anti-Personnel MU: 6

Strength: 5

Ourchips is a program originally designed by MicroTech for a netwide skill chip shopping network. It would put the netrunner into a coma (while staying in the net), and program an empty datachip in a wrist slot. The original pay-per-chip idea didn't work, so it was modified into an offensive program. The runner is jolted into unconsciousness as a subroutine scans for chipware. If any is found, an electrical pulse erases the chip and reprograms it with the system's own instructions/behavior/commands. If no chips are found, the program will try to place a copy of OurChips onto the deck interface itself, running each time the user logs on. This has an 80% chance of crashing the deck instead of reprogramming it. ICON: The netrunner sees everything blur, and then revert to normal. The program will go to lengths to make the disorientation seem short.

Hive II

Class: Intrusion Demon Diff: 53

Strength: 10* MU:14

1730 eb

Hive is a special multi-taking intrusion demon created by the infamous netrunning African studies major, and Star Trek fan, Shaka Sulu. Hive is preloaded with a simple intrusion program that can't be changed: Termite (see Chromebook 1). When activated, it can create and control up to ten termites simultaneously. The strength of the Termites depends on how many are called for by the netrunner. If only one termite is called, it is strength ten. If ten termites are called, they are strength one. Two will be at nine, eight will be at three, etc, etc. Thus, a single termite can be used to bore a hole through a strength 10 data wall at one space a turn, or ten could be used

to eat through ten sections of strength one data walls.
ICON: Hive appears as a photo-realistic termite mound like one that Shaka Sulu saw when studying abroad.

NetFuse -- 150eb

There's a problem with corporations these days. They have no sense of humor. You try to read office memos, and BAM! You get hit with a Liche. There goes your life. You can prevent that with NetFuse. Netfuse attaches between your phone jack and your deck's plug. If the current coming in is too strong, NetFuse burns out and you lose your signal. This means that a successful hit from Knockout, BrainWipe, Hellhound, Hellbolt, Firestarter, Liche, Fatal Attractor, Zombie, Flatline,

Poison Flatline, Krash, Deckrash, and Sword will do no damage! (Not entirely true. There is a ten percent chance that you will take one point of damage.) Spazz and Stun have only a fifty percent chance of hitting instead of NetFuse taking you out. Netfuse needs to be replaced every time it saves you, but how much is your life worth?
150eb/fuse.

(NOTE: Netfuse will burn out while disconnecting. Also, Netfuse can only be used on tabletop or portable cyberdecks, not cellular models. NetFuse leaves an electrical backwash giving Hellhounds a +5 on their tracking roll. Also, one cannot activate a cyberdeck without replacing a burnt NetFuse. NetFuse will NOT stop non-pulse anti-personnel attacks such as Glue or Jack Attack.)

ACPAs

"Powered armor is the future of the battlefield -- it's tougher than straight-leg infantry, more maneuverable and airmobile than APCs and old-style mechanized infantry. This division will be making a serious investment in powered armor."
- Gen. Andrew Kendrick, Commander, 82nd Airborne Division, in an interview with "Solo of Fortune", December 2020

Militech Galveston Powered Armor

The newest ACPA in the U.S. Army inventory is now available to police and corporate forces as well! Designed to patrol the border of Mexico, the Galveston is the ultimate light-infantry PA! Available now!

Suit Name: Galveston
Manufacturer: Militech
Total Weight: 860kg
SIB/DFB: +5/+4
Chassis Type: Titan (Orbital), STR 40
Chassis Weight: 100kg
Chassis Cap./Carry: 2000/600
Punch: 4d10
Kick: 6d10
Crush: 5d10
Total Cost: 393,810eb
Trooper Size: 120kg
Toughness: -10

Head - SP70, SDP10

Internal:	
God Interface	SDP15
Stardust Cannister	SDP15
Stardust Cannister	SDP15

Right Arm - SP70, SDP10

Internal:	
Retractable Mono-PA Sword	SDP15
14.5mm Magazine (100 rounds)	SDP40
External:	
ACPA Sheild	SP40/SDP60
14.5mm Heavy Machinegun	SP25/SDP35

Left Arm - SP70, SDP10

Internal:	
Retractable Mono-PA Sword	SDP15
IFAR-3 Pod	SDP45
External:	
ACPA Sheild	SP40/SDP60

Right Leg - SP70, SDP20

Internal:	
Light Tool Suite	SDP15
External:	
Ribbon Cannister	SP30/SDP30

Left Leg - SP70, SDP20

Internal:	
EMP Sponge	SDP30
EMP Sponge	SDP30
External:	
Ribbon Cannister	SP30/SDP30

Torso - SP70, SDP30

Internal:	
Reflex Boost Filter	SDP5
Bodyweight Medic AutoDoc	SDP15
Escape Hatch	SDP30
Extra Power Cell	SDP15
14.5mm Magazine (100)	SDP40
External:	
BFC-3 Pack (front)	SP20/SDP20
BFC-3 Pack (rear)	SP20/SDP20
14.5mm Magazine	SP15/SDP40

Notes: Orbital Frame, SP70 armor (IO#1), Command and Control Computer

ACPA GEAR

"The technology for powered armor is moving rapidly, far surpassing the leaps and bounds made by aircraft in the early 20th century. The powered armor of the future will be lightweight, tote a wide variety of weapons systems, be stealthy and deliverable from orbit."

- Dr. Quentin Michaelson, head of ACPA R&D, IEC

Reflex Boost Filter -- 20000eb

Need faster responses from your PA? Feel slow and sluggish without your boost running and can't afford a bioware booster? IEC has finally fixed the problems of interface and feedback between boosterware and the reflex and control systems!

Game notes: Allows the trooper to use electronic reflex-boosting systems with their reflex/control system. Not that if the user has a bioware-based reflex boost, he may use that without a filter.

Stats: Weight: 15kg Cost: 20000eb SDP: 5 Space: 1 Must be enclosed.

ACPA EMP Shield -- 50000eb

I know what you're thinking, "Hey, don't they already have an EMP Shield option for PA?". Well yes, but this isn't that kind of shield. This weapon/defensive accessory comes from the medieval days. That's right, a PA sized shield, but more than that this shield has a micro-laser pre-impact sensor linked to a focused "flatfire" EMP generator that will not only scramble any electronics that get a little too close, it also creates an ionized defense field that will rip apart most simple projectiles. As a bonus, it can be used offensively by smashing it into an opponent. The defense field is also backed by a durable cera-metal composite armour disc, to protect the delicate instruments. An expensive, but effective tool. This device requires a lot of power to function; it takes 8 hours of normal PA operating power to run the EMP generator for 1 hour.

Game notes: EMP Generator does 4d6AP+Fist, plus creates Point Blank pulse rifle effects. Does 1/2 the 4d6 to Armour's SP. Sealed armour only protects partially, (AP effect is 1/3 SP) sealed and grounded armour protects with full SP (unsealed grounded armour protects at 1/2 SP). Normal armour is useless. 1/2 the 4d6 is real, the other half is stun. The protection of the EMP works on a 1-7 on a d10. Field is 20SP vs most projectiles (-1/2hits) and 10SP vs Area effect and Melee attacks (also -1/2hits). The back-up shield is 30SP, which is not treated as a 'layer' of armour, but rather a part of the field. Power requirement is as mentioned above. Note that one extra power cell will run this device for one hour (kinda convenient, no?). This weapon is mounted externally on the arm or torso and can draw power from anywhere in the suit, but it is more convenient to give each shield its own power cell.

Stats: Weight: 20kg Cost: 50,000eb SDP: 25 SP: 30 Space: 1

ACPA Shield -- 750eb

Okay, so maybe you're on a bit of a budget and can't afford one of our lovely EMP Shields. Well, we've got an alternative. It's simple, cheap, and works almost as well. The ACPA Shield. Basically, we re-designed the basic armour disc without any of those delicate powered components. Now you can parry a PA-Monoblade without worrying about it slicing your arm off and it works well against other hazards too, like 20mm PA-cannons. It's cheaper and lighter than a full shell of heavy armour but works almost as effectively, and with the armour already on your ACPA it will make you practically bullet-proof. Then there are the offensive abilities. Oh yeah, it doesn't quite match the knife-type AP ability of a PA sword, and it doesn't even come close to the PA-monoblade, but for a defensive weapon it can really thrash. Imagine getting hit with a 1.25m diameter cera-metal disc with the strength of an ACPA behind it. You're thinking "Ouch" right? Well, that's precisely what they'll say, as long as they still can say anything. For those who insist on having at least knife-style AP we offer a shield with an arrangement of spikes or blades, as you desire, for only a little extra (+75eb). We also offer custom painting of cammo designs, insignias, or whatever you would like. (Cost varies, but we have several "smiley"s in stock, from a large cancelled order, that we're selling at normal cost, to defray the cost of manufacturing them).

Game notes: What more can be said? It's a big reinforced composite cera- metal disc, attached to the arm of an ACPA. 40SP of protection vs 50% of all attacks, when it is "readied," by the trooper inside, or it can deflect a specific volley of attacks on a roll of 30+ on Ref+PA Combat+1d10. If the PA is hit on the arm that the shield is on there is an 80% chance it will hit the shield (instead of the 50% chance normally). This is an externally mounted item on an arm or torso mount (specify front or back for torso mount, protects against 80% of attacks from that direction). Damage is 5d6+Fist, or 5d6+fist(knife-AP) with blades/spikes on arm, if you want to put it on the torso it isn't really usable as a weapon unless it has spikes/blades in which case it just makes grappling attacks knife-AP. Damage to the shield itself isn't as severe as other components, if reduced to 1/2 SDP or less, it needs to make only one System integrity check and failure results in its current SP being reduced 1/2. At more than 1/2 SDP, there is only a 50% chance of the System integrity failing but this time failure means the shield is ruined or has a big enough hole so as to be ineffective (hint: get a new one, quick... :)).

Stats: Weight: 25kg Cost: 750eb SDP: 60 SP: 40 Space: 1

ACPA Xr-Ray Vision -- 5000eb

EmeraldTech's controversial cyberware option comes to the world of powered armor! Now you'll be able to see through tents, camouflage netting, and uniforms! The ultimate battlefield tool! Just look at the success of the IRA's Leprechaun PA!

Game notes: Functions identically to the cyberware option (IO#1), except the range is 10 meters.
Stats: Weight: NA Cost: 5000eb SDP: 5 Space: 1/4 Must be enclosed.

God Interface -- 20000eb

The new top-of-the-line reality interface! MicroTech moves to the head of the market with the new God Interface, a step beyond VRI! Four of the five senses (everything but taste)

become available to the pilot and that combined with an advanced targeting system turns a God Interfaced PA into a battlefield terror!
Game notes: Has all the functions of VRI, plus Xr-Ray Vision, tactile boost in the fingers/hands, and olfactory boost. It allows the simultaneous targeting of five weapons. SIB +4, DFB +4.
Stats: Weight: 5kg Cost: 20000eb SDP: 15 Space: 1 Must be enclosed.

Orbital Frames

Need a lighter frame while retaining the same strength rating and durability? IEC has taken to manufacturing ACPA frames in orbit, using zero-grav techniques unlike anything on Earth!
Game notes: 4x normal frame cost, 1/2 normal weight. All other stats are unaffected.

VEHICLES

"Being a 'Punk means doing everything in style, even going places. When it comes time to purchase your own vehicle, make sure that it screams of originality."
- unknown

Harrier Jumpjet -- 450000eb

Need a fast gunship? AV cost to much? Gyro's to light? Not enough clearance for a Osprey? Than we have just the thing. Through a special marketing agreement, Gryphon Arms Inc. has accuired 150 USMC surplus Harrier Jumpjets (most in mint condition) complete with hard points and main gun. For a nominal extra fee a team of expert tatical maintenance and modification Techs will set these little darlins up just for you.

Top Speed: 650 mph Acc/Dec: 60/50 mph
Crew: 1 Range: 1400 miles
Passengers: 0 Cargo: 7/7 Wing Pod Spaces
Maneuver: +3 SDP: 100(Body 5)
SP: 40(Armor 2) Type: AV
Mass: 4.5 Tons Cost: 450,000 EB

SPECIAL EQUIPMENT: Ejection Seat, Damage Control System
8 Man Hours Life-support, Chaff and Flare dispensers,
Military Radio W/ Scrambler, Autopilot With Navigation
System, Military Radar W/ Terrain-Following, Military
Radar Detctor, ECM, ECCM, Image Enhancment, Thermograph.
Visual and Laser Range Finder

WEAPONS: 30mm Gatling, Stablized Foward Mount, +2 Computer
Sights, Painting Laser,

OTHER OPTIONS: Smart Linking 150,000
Satelite Uplink 6,000
Laser Detector 1,200
Anti-Laser Aerosol 1,100
Anti-Laser Package 2,200
'AI' Robotic Control 1,200,000

SERVICES

"You can tell a lot about a culture by the services it sells. America is obviously a decadent, animalistic place, as opposed to the glory of Europe."

- Jefferson Leeds, EuroCouncil

The Assassin's Guild

Somewhere in Switzerland, it is said that a corporate can enter a tavern, order a drink, and just mention someone's name.

Within 3 days, he or she will have been killed. It's not really that simple, of course; the assassins are a lot harder to find, and they charge money. Lots of money. However, they have an appraisal service that will allow one to trade items (weapons, metals, vehicles, the boss's daughter) instead of cash. The target will be eliminated within a month, or half your money back.

A typical operative: Usually a Gemini borg or
INT 8 REF 9 TECH 6 COOL 8 ATTR 8-10 LUCK 6 MA 5-9
BODY 8 EMP 3-6

Skills: All solo skills (usually at +4 or +5) and often seduction (+6) and heavy weapons (+7). Others may vary.

Cyberware: Neural Processor, sensory boosts, cybereye, targeting, plugs, socket, grafted muscle, chipware, skinweave.

Equipment: Rifle, SMG, pistol, heavy weapon, various armor, melee weapon. A lot depends on the assassin's personal style.

Definitely no ID or fingerprints.

Partners, Inc.

Are you afraid that you're somewhat antisocial? Can't get a date on Saturday night? This is what Partners, Inc. is for! We run a computerized dating service for over 20,000 clients in Night City. For 25eb, you fill out a questionnaire, and your name goes on our list. When you want a date, we just punch stuff into the computer, check out who matches, and ring them up. If you're the match, we tell you where to go, who to meet, and what to do. If you don't match exactly, we'll provide the proper behavior chips to make sure that both of you have a good time! Connecting with another person is 50eb each time. Behavior chip rental is 20eb/hour. Rumors that we have used "forced stimuli" behavior chips and distribute drugs freely to clients are totally false. Really.

Appraisal Network

Do you have any valubles that you don't need? Sundries that need to be sold? Appraisal Network will find you the best price on whatever you have to sell for 1% of the value of the item sold. Cheap items must be sold in bulk. Just bring it down to the warehouse, and have one of our appraisers check it out. You won't be sorry.

(NOTE: the Appraisal Network is really a group of fixers who wear uniforms. They find buyers for the merchandise, and everyone's happy. Many a stolen object has found its way through the network, sometimes repeatedly. It is rumored that the appraisers can even put a price on a given person for sale into corporate slavery. This is, of course, only rumor.)

Meyer & Meyer

Meyer and Meyer is a privately-run team of solos run by Julio Rodriguez and Yi-Hsin Lo. Meyer is their fixer, and there's only one of him. The name was chosen to give the dependable impression of a law firm. Meyer and Meyer are dependable, but not in a law firm sense. Their specialty is in no-quarter revenge strikes against small corporate targets. Their most famous hit was the 32-story Arasaka Twin Towers in Aix-on-Provence. As one tower had its floors sequentially eradicated, top to bottom, by high explosives, the hit team attacked the other building, wiping all the computers and killing 70% of the employees. Naturally, they charge a fairly high fee. 100,000eb per person, per day of planning and attack. Planning time is paid in advance. Meyer & Meyer always leave a 6" diameter plastic green M&M candy as their calling card.

Typical Meyer and Meyer agent

Role: Solo

INT 6 REF 9 TECH 5 COOL 7 ATTR 5 LUCK 4
MA 6 BODY 10 EMP 3 (No mercy. Ever.)

Skills: Combat Sense+6, Awareness+3, Handgun+4, Aikido+3, Melee+3, Weapons Tech+2, Rifle+5, Athletics+4, Submachinegun+5, Stealth+5, Demolitons+3.

Cyberware: Kerenzikov Boost +2, SP 16 skinweave, subdermal armor, cyberlimb with thickened myomar, armor, pop-up SMG (arm) or holster (leg), and ripperhand.

Equipment: Sternmeyer CG-13, H&K MPK-11, Colt AMT 2000. Always DP or API ammo. As a fail-safe, all carry 10 kg of C-6 rigged to go off if they are knocked unconscious. Flak Pants, Light armor jacket, and nylon helmet. Will carry frag and incendiary grenades for special missions.

NOTE: These guys NEVER do extractions.

CORPORATIONS

"They're the Bubonic Plague of the 21st century..."
- unknown

International Weapons Outfitters

Established 2019, IWO has its headquarters in Eilat, Israel. Since the EEC is not on especially chummy terms with the Israelis, IWO uses a front company in Burkina Faso for distribution. IWO is privately owned by a rich backer more secretive than the corporation itself.

Offices: Eilat, Ouagadougou, New York, London, Bogota.

Equipment: 10 AV-6 aircraft, 3 helicopters, one transport blimp, all offices have a small infirmary.

Troops: 5210

Operatives: 300

IWO has access to its own weapons and often hires outside talent for its needs rather than wasting its troops.

J.J. MacGee, Incorporated

J.J. MacGee is a true conglomerate. It owns food processing, weapons, pharmaceuticals, fashion, and other subdivisions. Most of these companies are allowed to keep their own names, so J.J. MacGee is not a household word. The original corporation, which has been sold to Militech, made custom ammunition. J.J. Macgee as it is now is primarily a holding company.

Offices: Nearly every major city has an office of a company that ties back to J.J. MacGee.

Top Shareholder: Richard Macgee, with 9.3% of total shares.

Equipment: 400 AV-4s, 100 helicopters, 120 AV-6s, 10 AV-9s, a whole fleet of automobiles and various heavy lifting craft are used among all the member companies.

Soldiers: 75,000

Operatives: 12,000

Macgee can get anything it wants.

Kramden Biotechnologies

This biotech company has stayed small for the past fifteen years. Their specialization is in bioware and exotic implants. Kramden often does subcontract work for many larger cybernetic and biotechnical firms.

Offices: Night City, London, Kiev, Tokyo

Headquarters: San Antonio, Texas

Major Stockholder: R.H. Humphrey, with 20.6% of total shares.

Equipment: 2 AV-7s and a cargo helicopter are owned by the corporation. Combat vehicles are rented or bought on a "need" basis. Each office has an infirmary capable of dealing with most emergencies, and the headquarters has a full trauma center.

Soldiers: 2,341

Employees: 34,000

Operatives: 30

KB can get most small arms quickly, but will have trouble procuring weapons that are strictly military (tanks, fighter aircraft, bazookas).

Eclectica Fashions

One of the largest clothing manufacturers on Earth, Eclectica has a wide range of products from polyester to silk. Rumor has it that the company is a front for a huge mercenary operation.

This has never been confirmed or denied, but Eclectica has way more troops than is usual for a clothing company.

Offices: Berlin, Paris, Lisbon, Venice, Istanbul, Norfolk, San Francisco, Yokohama, Moscow, Cairo, Athens.

Headquarters: Madrid.

Major Stockholder: Janice Tyler, with 52.6% of the original stock she refused to sell.

Equipment: 50 AV-4s, 120 helicopters, 30 Osprey tilt-rotor craft, one C-25 cargo jet, one cargo blimp, all offices have a surgery capable infirmary.

Employees: 300,000

Soldiers: 98,000

Operatives: 20,000

Eclectica can get all man portable weaponry from its private stocks. Larger weapons can be acquired within days.

Virtuality, Ltd.

* Virtual Reality Software, Entertainment, and Applications *

Headquarters: Silicon Valley, California, USA

Major Offices: Los Angeles, New York, Honolulu, Tokyo, Perth

CEO: Leslie Gilliam

Major Shareholders:

Gilliam Entertainment, 40%; LucasArts

Entertainment, 20%; Disney, 17%; Silicon Graphics, 15%.

Employees:

Worldwide: 37800, Troops: 2024, Covert: 170

Net Worth: 72,000,000,000eb

Virtuality is one of the younger megacorps in existence. It was founded by a conglomerate of major entertainment businesses and specializes in the development and sale of Virtual Reality Entertainment (and Applications): Interactive Fiction/Movies, Virtual Theme Parks, NeoMUDs, VR Development Software, World Simulations for educational/training purposes; you name it, they sell it.

As VRs are sought-after for entertainment (soaking up all the potential from computer games, plus alot of what was spent for the flicks in the last century) and are becoming an increasingly serious threat to plain- vanilla pay-TV channels, resulting in something you could call "propoganda war" -- the bad publicity put on the airwaves by these guys would have killed Virtuality if they hadn't decided to just buy their own TV network. After all, customers seem to like to take part in

violent splatterpunk or erotic movies instead of just watching. Because not everyone has an interface jack, Virtuality also operates VR parlours worldwide and sell interface jacks and (very!) simple cyberdecks at a discount -- great if you're out of money, just don't try to hack anything bigger than an elementary school's computer with these. Many of their employees are actors/personnel at (ie, IN) their Realities, but they employ more and more semi-AIs and full AIs; also many of their troops and covert operatives are Net-Based. Their offices are well- secured to protect their high-end, cutting-edge VR effects, programming, and AI routines. There are rumours that they have their hands in high-end Prostie-BBS' and SimSense "Drug" chips as well.

Logo: Their logo is a red V on a black circle; inspired from the red- sprayed graffiti "victory" V from a certain 1980s SF TV series.

Friends: Virtuality doesn't have many friends among the other corporations, except those that own Virtuality stock or are

bought by the corporation. Perhaps their only real ally is Metalogic, specializing in AI research.

Enemies: There's lots of enemies Virtuality has to deal with. Almost all other big software corporations are rivals. There are some rival SimSense- Dealers who would like to see Virtuality push out of the (illicit, black) market. However, Virtuality is a very popular corporation, making overt action against its facilities a big no-no.

Security: As mentioned, security is TIGHT. These guys are known to be even more trigger-happy than Arasaka. They shoot first and NOT ask questions later. Their top-secret facilities are better guarded than Area 51 in the 1990s. Their Internet sites are well-plastered with Black ICE, and the AI research labs are not hooked up to the Net at all, except on the rare occasions (data transfer in/out), which will be protected by 2-5 Edger-level Netrunners.

CREDITS

Dan Bailey
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- Compass Implant
- Double-Slit Pupils
- DataNails
- DataTeeth
- SmartPlugs
- Militech Galveston
- SkullWeave
- StrangeTech CyberTail Options
- NuLimbs
- Filed Teeth
- NewTeeth
- PowerJaw
- NeoAppendix
- Enhanced Mitochondria
- DogBreath
- Tailored Pheromones
- DNA-Maintenance Nanites
- Locking Joints
- Variable-Chambered Heart/CrocHeart
- Glycogen Banks
- Nictating Membranes
- Rhodopsin Booster
- Muscle-Fiber Job Optimization
- Optimized Bronchii
- NeoLungs
- Cyberplugs
- Stephenson Technologies Sound Optimization System
- Stephenson Technologies SkullGun
- Stephenson Technologies Torture Mites
- Stephenson Technologies Loogie Gun
- Stephenson Technologies Liquid Knuckles
- Facedown Chip
- Nano-Paper
- ArmorSaver Drink
- Reflex Boost Filter
- ACPA Xr-Ray Vision
- God Interface

- Orbital Frames
- Stephenson Technologies Seeds
- Enhanced Peripheral Vision
- Bio-EPV
- Shape Recognition
- Nitrogen Binders
- EnduroDrink
- BioCompass
- Adrenal Gland Removal

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- Virtuality, Ltd.
- Cyberspace Subliminal Filter
- The Audio Virus

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- NetFuse
- JackLock
- NuTech TVSkin
- Deckshield One
- Red-Out
- Oh-One-Oh-One
- Translator 2000
- Partners, Inc.
- BeeSwarm
- Transcripter
- DeckLock
- OurChips
- International Weapons Outfitters
- J.J. MacGee, Inc.
- The Assassin's Guild
- Kramden Biotechnologies
- Eclectica Fashions
- Poison Glands
- Bioholsters
- Lockdown
- Mr. Acid
- Built-In Machete
- Wall Speakers

- Wacko's Home Pharmacy Compu-Mod
- Thermite-In-A-Tube
- Subliminal Behavior Sub-process Encoder
- Alpha Wave Generators
- 360-Degree Rotating Joint
- Retinal Projectors
- Forever Cooking Food Products
- No-Guilt Behavior Chip
- SleepTime Subliminal Generator
- Remote MRAM Chip Reprogrammer
- IWO Razorwhip II
- SniperWeapon 5000
- Slowkiller Paintballs
- Home Chip
- ChipLok
- PurPain
- IWO Plug-In Air Foulers
- Odin's Eye
- Rolodex Chip
- DS Borg
- Anti-Pursuit Liquids
- Tablet
- Net Maneuvering Unit
- Jericho
- Meyer & Meyer
- Appraisal Network
- Sleeper Processor
- Agressin X

Interface Magazine (copied without permission)

- MonoVision

Britt Klein (tierna@agora.rdrop.com)

- Text Translation Chip
- Speed-Reading Chip
- Package Deal Skillchips
- Pop-Up Handblades
- Taste Boost

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-
- Shadowdeck
 - Gloves and Goggles Interface
 - "Hot Key" Keypad
 - Northern Netcom "Piggy Back"
- Netrunner Sensor Kit
- Northern Netcom Holographic Cyberdeck "Holoboard" System
 - Internet Virtual Realities "Overlord"
- Supra-Cyberdeck
- Soul Killer
 - L.E.T. PP-32 Multi-Purpose Automatic Pistol
 - Kendachi Tri-Dagger
 - Raven Microcyb Cybersensor
 - Wutani Sensors Motion Tracker

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-
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 - Yakkity Yak
 - Ninja
 - Hourglass Virus
 - Hive II
 - Militech Cybernetics Detection Computer

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