

<i>Cyberware</i>	<i>Surg.</i>	<i>Description</i>	<i>Cost</i>	<i>H.L</i>	<i>Book</i>
FASHIONWARE					
COSMETIC CYBERWARE					
Biomonitor	N	+2 to Resist Torture & Drugs	100	1	CP20
Advanced Biomonitor	MA	Includes ability broadcast information over 2km	200	(1d6/2)-1	CB3
Skinwatch	N	Subdermal timepiece	50	1	CP20
Light Tattoo	N	Decorative tattoo	1-20	.5	CP20
Dermatech Logo-Line Tattoo	N	Logo Tattoos	10-200	.5	Chr4
Shift-tacts	N	Color changing contact lenses	1-200	.5	CP20
ChemSkins	N	Color/pattern changing skin tints	200	1d6/2	CP20
Synthskins	N	Color/pattern changing artificial skin	400	1d6	CP20
Synthskin Tuning Chips	N	Stores different patterns/colors for Synthskin	100	0	CP20
Transparent Skin	M	ATTR -1, -4 for face	1000/m	3d6/m	Chr3
Mood Skin	N	Changes color based on mood	200/m	1d6/m	Chr3
Nu-Tek TVSkin	M	Your skin can become a vidscreen	600	1d6+4	Chr4
Techhair	M	Color/light emitting artificial hair	1-200	2	CP20
Kill Display	N	3 digit display	100	1	Chr2
Turn-On Nails	N	Color change nails	25/200	1	Chr3
Show-Off Nails	N	Pattern changing nails	45/425	2	Chr3
CUSTOMISATION					
OPTIONS FOR CYBERNETIC SYSTEMS					
Etched Design	N	-2000eb if done before installation	20-3000	0	Chr1
Unusual Colorations	N	+2000eb if already attached to body	25/inch ²	0	Chr1
Unusual Optic Coloration	N	+2000eb if already attached to body	50/Optic	0	Chr1
Limblite	N	+Control Chip 700eb/Processor (1d6-1hc) 1000eb	750	1-2	Chr1
Custom Cyberware	N	Modified cyberware	400%	0	Chr1
Electromagnetic Shielding	N	-500 rads from radiation damage to cyberware	50-200%	0	DS
Waterproofing	N	100 meters, Streetwise 20 to find, +1EV to limbs	200%	0	SF
Wetwiring	N	200 meters, Streetwise 20/25 to find	300%	0	SF
NEURALWARE					
Neuralware Processor	M	Basic processor. Must have for all systems	1000	1d6	CP20
Advanced Processor (CIA)	M	INTx2 chips of +8 skill, -1 INT after 24 hrs, diff 35	2000	1d6	RM
Kerenzikov Boosterware	N	Adds +1 to Initiative for every level up to +2	500	1d6/2d6	CP20
Speedware (Sandevistan)	N	Adds +3 to Initiative for 5 turns	1600	1d6/2	CP20
Boostmaster	N	+1 REF with both types of boosterware	650	1d6/2	SOF
Ubermensch Speedware	N	Adds +2 to Initiative for 5 turns	1600	1d6/2	ET
Tactile Boost	N	Increased sensitivity. +2 to touch Awareness	100	2	CP20
Tactile Boost Linkage	N	Links Tactile Boost to Sexual Implant (addictive)	150	0	Chr2
Olfactory Boost	N	+2 Awareness/track via smell. Locate scent 50%	100	2	CP20
Taste Boost	M	Heightened sense of taste	100	2	Chr4
Pain Editor	N	Allows Endurance checks at 2 diff levels lower	200	2d6	CP20
Ubermensch Pain Editor	N	As Pain Editor, but only works 75% of the time	200	2d6	ET
Cybermodem Link	N	Allows direct connection to a cybermodem	100	1	CP20
Vehicle Link	N	+2 to direct cybercontrolled vehicle operation	100	3	CP20
Smartgun Link	N	+2 to Smartgun attacks	100	2	CP20
Machine/Tech Link	N	Allows control of autofactories, & machines	100	2	CP20
DataTerm Link	N	Allows downloading from DataTerms	100	2	CP20
Universal Link	N	Combined linkage	400	4	I1.3
Interface Plugs	M	Allows direct connection to smartguns, etc.	200	1d6	CP20
Mag-Duct Spots	N	As interface plugs, but only a +1 bonus	220	1d6/2	Chr1
LiveWires	M	Prehensile interface cables	400/200	2d6	Chr3
Model 100 Plugs	MA	+2 vs Black Ice, -2 for anything else	100	2d6	Chr3
Subdermal Smartgun Link	M	Weapon only version of Mag-Duct Spots (+1)	220	1d6/2	UK

<i>Cyberware</i>	<i>Surg.</i>	<i>Description</i>	<i>Cost</i>	<i>H.L</i>	<i>Book</i>
Chipware Socket	N	Holds 10 chips. Can "run" number of chips =INT	200	1d6/2	CP20
ChipLok	-	Locks chips in place	150	-	Chr4
Braindance Adaptor	N	Allows chipware socket to run Braindance	100	0	I2.1
Super Compact Braindance	CR	Braindance recorder that fits on back of head	15,000	2d6	Chr3
Braindance Plugs	M	Allows connection to Braindance Recorder	200	1d6	RB
Pacemaker Coprocessor	N	Restarts heart when attacked by ICE	150	2	Chr3
Cyber-Detection Computer	M	Reconnaissance/Detection device, need M/T link	3000	1d6+3	Chr4
Echolocation System	N	Can see in complete darkness, -1 Awareness	800	1d6/2	Chr4
Lockdown	N	Uses cyberaudio to locate snipers	300	1d6	Chr4
Neural ULF Transceiver	N	Send and receive voice/data. Range 15km/unlim	200	1d6/2	SF
Positronic Enhancer	MA	+2 to INT, 10% chance of overload and fits	2000	1d6	I1.3
Wirehead Unit	M	Stimulates the pleasure centres of the brain	1500	0	I2.1
Feintware	M	Slows life signs for 1-6 hrs, 20+ Medtech to tell	1000	2d6	RM
IMPLANTS		CYBERWARE PLACED IN THE BODY			
Nasal Filters	M	Stops gases, fumes. 70% effective	60	2	CP20
Gills (Fresh water)	MA	Water breathing system, good for 4 hours	400	3d6	CP20
Saltwater Gills	MA	Saltwater breathing system, good for 4 hours	600	3d6	SF
Gill Toxin Filters	M	Filters toxins for 1 & 1/2 hours	200	2	SA
Independent Air Supply	MA	Good for 10 to 25 minutes	300	2d6	CP20
Independent Air Supply +	MA	Air for 20 to 50 minutes	600	2d6	SA
Mr Studd Sexual Implant	MA	All night, every night. +1 to Seduction checks	300	2d6	CP20
Midnight Lady Implant	MA	Sexual implant. +1 to Seduction checks	300	2d6	CP20
Contraceptive Implant	N	Good for 5 years. 98% effective	100	.5	CP20
Subdermal Pocket	M	2"x4" space with Realskinn zipper. Diff to spot	200	2d6	CP20
Adrenal Booster	M	Boosts REF by +1 for 1d6+2 turns, 3x per day	400	2d6	CP20
Subdermal Armor	CR	Armors torso to SP 18. Diff Awareness to spot	1200	2d6	CP20
Subdermal Torso Armor	CR	6 / 8 SP, Diff 35+/32 to spot, no REF/ATTR loss	350/500	1d2 / 1d3	Chr2
Subdermal Torso Armor	CR	10 SP, Diff 30 to spot, no REF/ATTR loss	650	1d6/2+1	Chr2
Subdermal Torso Armor	CR	12 / 14 SP, Diff 25 to spot, no REF/ATTR loss	800/1000	1d6/1d6+2	Chr2
Subdermal Torso Armor	CR	16 SP, Diff 20 to spot, no REF/ATTR loss	1100	1d6+3	Chr2
Subdermal Torso Armor	CR	18 SP, Diff 20 to spot, 50% chance -1 ATTR	1200	2d6	Chr2
Subdermal Torso Armor	CR	20 SP, Diff 15 to spot, -1 REF & ATTR	1450	2d6+2	Chr2
Subdermal Torso Armor	CR	22 SP, Diff 10 to spot, -2 REF & ATTR	1750	3d6	Chr2
Orbital Subderm Torso Armor	CR	20 SP, Diff 15 to spot, -1 ATTR, no REF loss	11,600	2d6+2	Chr2
Orbital Subderm Torso Armor	CR	22 SP, Diff 10 to spot, -2 ATTR, -1 REF	14,000	3d6	Chr2
Orbital Subderm Torso Armor	CR	22 SP, Diff 10 to spot, -2 ATTR, no REF loss	28,000	3d6	Chr2
Subdermal Skull Armor	MA	4 / 6 SP, Diff 35/30 to spot, 40% unprotected	300/550	1d2 / 1d3	Chr2
Subdermal Skull Armor	MA	8 / 10 SP, Diff 25/20 to spot, 40% unprotected	750/1000	1d6/1d6+2	Chr2
Subdermal Skull Armor	MA	12 SP, Diff 15 to spot, 50% chance of -1 ATTR	1200	1d6+3	Chr2
Subdermal Skull Armor	MA	14 SP, Diff 10 to spot, -1 ATTR, 40% unprotected	1400	2d6	Chr2
Motion Detector	M	20sq/m area. 70% effectiveness.	200	2d6	CP20
Digital Recorder	M	2hrs storage from any digital source	200	2	CP20
Audio/Video Tape Recorder	M	2hrs storage from video, audio links	300	2	CP20
Radar Sensor	M	100m range. Needs cyberoptic. 70% effective	200	2	CP20
Sonar Implant	M	50m range. For water only. 70% effective	300	2	CP20
Military Sonar	M	50m range. For water only. 95% effective. P Avail	700	2	SF
Radiation Detector	M	10m range. 80% effective	200	2	CP20
Chemical Analyzer	M	5m range. 70% effective	200	2	CP20
T-Maxx Cyberliver	MA	+4 vs ingested drugs and poisons	450	1d6	Chr1
T-Maxx 2 Cyberliver	MA	As above but with fluid rerouting system	850	1d6	Chr1
Decentralized Heart	CR	+2 to Death Saves for Torso wounds	1300	1d6+4	Chr1

<i>Cyberware</i>	<i>Surg.</i>	<i>Description</i>	<i>Cost</i>	<i>H.L</i>	<i>Book</i>
E-Monitor	N	Detects changes in pressure and air	185	1	Chr1
Gyro-Stabilizer	N	+1 to balancing maneuvers	1000	1d6	Chr1
OptiShield	M	Anti-Dazzle, SP8, 2 spaces for optic options	300	1d6+2	Chr1
OptiShield Options	N	T ² , T ²⁺ , TE, LL, IR, Time/day	100+	50% HC	Chr2
Cyberoptic Eyepatch	M	2 options. Diff. Awareness to spot what it is	330	2d6/3	P3
Pacesetter Heart	MA	MA and BODY +1 when on	900	1d6	Chr1
Pacesetter 2000 Heart	MA	MA and BODY +2 when on	985	1d6	Chr1
Variable-Chambered Heart	N	Cyberheart option, x2 hold breath, +1 Endurance	+450	+1d6/2	Chr4
Rebreather/Enhanced Lungs	MA	Can hold breath for 15 mins	700	1d6+1	Chr1
Wet Drive	MA	Holds 1MU of stored data	320	1d6	Chr1
Extra Memory	M	+1MU	175	0	Chr1
Super High Density RAM	CR	40MU, 1 CPU, download via plus 1MU/second			I1.2
Wetdrive Access Link	M	Internal link to wetdrive	200	1d6/2	Chr2
Wearman Mk.2	N	Usable without cyberaudio	200	0	Chr1
Subdermal Viewscreen	M	Similar to Times Square Marquee	250	1d6/2	Chr2
Zetatech Bodycomp	MA	Equal to E-Book	1750	1d6+4	Chr2
Eye Color Gland Control	M	Change eye color in 1d6 mins	250	1	Chr2
Autoinjector	M	Holds 5 doses, +200eb to wire to Biomonitor	750	1d6/2	Chr3
Cell-Phone Implant	MA	Implanted cell phone	500	3	Chr3
Cam-O-Skin	N	-1 Awareness/20m, 8 patterns, takes 1hr	850	1d6/2	Chr3
Endo-Frame (Basic)	SCR	BOD+3, +1 HH dam, 10 points/limb, EV +1	12,000	2d6+1	Chr3
Endo-Frame (Orbital)	SCR	BOD+3, +2 all dam, 12 points/limb	25,000	2d6+3	Chr3
Bodyweight Vein Clips	MA	+2 on all Death Saves	700	1d6	Chr4
Militech Cyberdoc	MA	Counteracts drugs, etc	5000	1d6-1	CB2
BoozeMaster	M	+1 to resist alcohol	100/75	1	PAC
GPS Module	N	Determine position to 17cm. Needs T ² or T ²⁺	450	1	SF
GPS Module w/screen	M	As above but with subdermal viewscreen	600	1d6/2	SF
OTEC Ear Valve	MA	Pressure equalization system	150	1	SF
Enhanced Lungs Series 2	CR	Can hold breath for 5-30 mins. 200m depth	5000	1d6	SF
Enhanced Lungs Series 3	CRx2	Entire lungs replaced. Good down to 1000m	7500	1d6+2	SF
Feel Good Endorphin Trigger	M	1d10 if hurt, 8-10=+3 Stun/Death; 1=intoxicated	500	1d6	SW
Super High Density RAM	CR	40MU, 1 CPU, transfer 1MU/sec via plugs/trodes	NA	?	I1.2
Flashlight Implant	M	Patch of synthskin, 3m range	90	1	I1.4
Strobe	M	Diff 10 - 15 to blind for 1d6 hours. ROF 1/2	150	1.5	I1.4
Life Scan Body Monitor	M	+1 COOL, +4 1st Aid, +1 to Death Saves	4000	1d6	I1.4
Self-Destruct	MA	Activates when dead and moved, 5m radius	1250	1d6	P2
VOICE BOX					
Dakai/Cyphire New Throat	CR	Hold 3 implants/options at 1/4 Eb, 0 HC, 15 SDP	850	2d6	Chr4
Cybervocal "BoxAlter"	CR	1 option, 1 voice	400	1d6+2	I1.3
Voice Synthesizer	M	Can mimic (60%) up to 10 recorded sounds	600	1d6	CP20
AudioVox	M	For special effects. +2 to Performance	700	2d6	CP20
Forked Tongue	M	A Vox/NT option, +1 to persuasion/seduction	350	2	Chr1
Voice Pattern	M	A Vox/NT option, allows voice pattern emulation	350	2	Chr1
Scramble	N	A Vox/NT options, scrambles voice	50	2	Chr4
Volume	N	Whisper to megaphone, deaf for 1d6 turns, 5m	75	2	I1.3
Armor	N	New Throat only, 20SP	150	1d6	I1.3
Subsonic	N	Only heard with subsonic hearing	150	1d6	I1.3
NANOTECH					
NANOTECHNOLOGY ENHANCEMENTS					
Muscle and Bone Lace	N	Raises BODY by +2	1500	1d6/2	CP20
Advanced M & B Lace	N	Increases BODY +1	1000	1-2	Chr4

Cyberware	Surg.	Description	Cost	H.L	Book
Advanced M & B Lace	N	Increases BODY +3	3000	1d6+1	Chr4
Skinweave	N	Armors whole body to SP 12. Diff 20 to spot	2000	2d6	CP20
Upgraded Skinweave	N	6 / 8 SP, no ATTR loss, Diff 35+/30 to spot	1000/1250	1d6/1d6+1	Chr2
Upgraded Skinweave	N	10 SP, no ATTR loss, Diff 25 to spot	1600	1d6+3	Chr2
Upgraded Skinweave	N	12 SP, 50% chance -1 ATTR loss, Diff 20 to spot	2000	2d6	Chr2
Upgraded Skinweave	N	14 SP, -1 ATTR loss, Diff 20 to spot	2400	2d6+2	Chr2
Upgraded Skinweave	N	16 SP, -2 ATTR loss, Diff 15 to spot	2750	2d6+4	Chr2
Lifesaver Skinweave	N	+1 healing per day	4500	1d6/2+1	Chr1
Weave Maintenance	N	Required after a Critical or higher wound is taken	500	0	DS
Chem Weave	N	+4 to Chemical Saves, pallid skin is 8SP vs acid	2000	1d6+3	DS
Thermal Weave	N	Silvery skin increases Heat resistance to 107°F	1500	1d6+3	DS
Rad Weave	N	Silvery skin provides radiation protection of 1 RSP	1500	2d6	DS
Vac Weave	MA	Protection against decompression, need optics	5000	1d6	DS
Vac Weave Filter Valves	M	Cavities fitted with valves for vacuum survival	300	8	DS
Vac Weave "Cyber-Lung"	MA	Provides 15 minutes of air for us in vacuum	700	1d6+1	DS
Shark Weave (Partial)	N	SP 12 to specified area, 1d6/3* damage	4000	1d6	SA
Shark Weave (Full Body)	N	SP 12 and can cause 1d6/3* damage	12,000	3d6	SA
Nanowear Ozoneshield	N	Modification of Skin Weave, protects against UV	2000	1	TTB
Thermaskin	N	Insulation to 0°C, sweats at 27°C	2000	1/2d6	I2.2
Thermal Insulation	N	Protects vs hot & cold weather, +5 SP flame/cold	1000	1d6	KCJ
Nanosurgeons	N	Doubles natural Healing rate	6000	1d6/2	CP20
Anti-Plague Nanotech	N	+3 vs diseases and biowar agents	1750	.5	Chr1
Nanooptical Upgrade	N	+2 night vision	1500	1d6/2	Chr2
Armor Weave	N	+1 BODY, SP 18, -1 REF+MA, need MBL,SKW	4000	1d6	Chr2
Nano-Groomers	N	+2 - +4 to Personal Grooming	400	0.5	Chr3
Nitrogen Binders	N	Reduces depressurization by up to 100%	1400	1-2	Chr4
Nitrogen Binders Upkeep	N	Needed once every 3 months	400	-	Chr4
NanoAuditory Rebuild	N	Enhanced Hearing Range & Level Damper	1500	1d6/2	Chr4
Diet-Mite	N	Screens what you eat passing on what's needed	1000	1d6/2	LU
Erased Fingerprints	N	Fingerprints erased	100	0	WS
Altered Fingerprints	N	Fingerprints are altered	300	0	WS
Alterable Prints	M	Programmable Nanotech altered prints (20 secs)	550	1	WS
Altered Retinas	M	Retinas altered	800	0.5	WS
Programmable Retinas	M	Project different pre-set patterns (1 min)	1600	1	WS
BIOWARE		BIOLOGICAL BASED ENHANCEMENTS			
Grafted Muscle	MA	+1 increase to BODY, max increase is +2	1000/+1	2d6	CP20
Enhanced Antibodies	N	Improves Healing by +1 point per day	3000	1d6/2	CP20
Toxin Binders	N	+4 to Poison/Drug Saves	3000	1d6/2	CP20
Speed Grafts	MA	+2 MA	750	1d6	Chr2
Alpha TuffBone Skeletal Enh	M	BOD +1 for lift, carry, BTM vs HH/Melee	1300	1d6/2	Chr4
Beta TuffBone Skeletal Enh	M	BOD +2 for lift, carry, BTM vs HH/Melee, ATT -1	2800	1d6	Chr4
Hemological Replacement	M	+1 MA, Endurance, +4min breath, -1 poison/dis	1300	1d6/2	Chr4
NeoAppendix	MA	+2 to Wilderness Survival for food	500	1d6/2	Chr4
Sunblocker Sunscreen	M	Prevents sunburn, reduces skin cancer risk	250	1	Chr4
NeoLungs	CR	Hold breath twice as long as normal	1000	1d6	Chr4
Lung Weave	N	Toughens lungs for using LBM.	4000	1d6/2	SA
Neural Bridge	MA	Ambidexterity, no -3 penalty with off hand	600	1d6+2	Chr4
Circulatory Sphincters	MA	+2 to Stun/Shock Saves after a Serious+ wound	3200	1d6	Chr4
Poison Glands- Teeth	MA	Natural fangs that inject poison when you bite	500/1000	3d6	Chr4
Poison Glands- Hands	MA	Can be used to coat Rippers or Wolveres	500-1100	2d6+3	Chr4
Tailored Pheromones-Love	M	+1 to Seduction. Nasal filters 60% effective	1000	1d6/2	Chr4

Cyberware	Surg.	Description	Cost	H.L	Book
Tailored Pheromones-Gullible	M	+1 to Persuasion. Nasal filters 60% effective	2000	1d6/2	Chr4
Tailored Pheromones-Confu	M	-1 INT & Initiative (1m). Nasal filters 60% effec	2500	1d6/2	Chr4
"Kaloric" Secondary Gut	MA	Stores 2 days worth of food	750	1d6/2	Chr4
"Freezeban" Bioconstruct	MA	+1 Wilderness Survival/Endurance in -10°C	650	1	Chr4
Quickclot Hemofibrinic Node	MA	Wound states treated as one less, 10% stroke	3000	1d6	Chr4
Flashlite Implant	M	Non-glare, semi-focused glow, 1m range	290	1-2	Chr4
Replitech Toxin Screen	MA	90% chance of vomiting if toxins are eaten	3400	1d6/2	Chr4
T-Maxx Ileocecal Siphon	MA	Function without water for 24 to 48hrs	500	1	Chr4
Altered DNA	N	DNA altered using a tailored retrovirus	3000	0	WS
Full-Spectrum Booster	N	+4 vs illness/infection/poison/drugs, +1 Healing	7500	1/2d6+1	NEO
Sabre Serum RNA Mod	N	+2 MA, +3 BOD, +2 REF, +1 Heal, 60 day wait	NA	Special	I1.2
Muscle Enhancement	N	+1 to BT, but not for BTM	1000	1d6/3	DS
Reflex Boost	N	+1 REF (max +2). 25% chance of -1 Stun/level	3500	1d6+3	DS
Enhanced Sight	M	2 max: IR, UV, LL, Tele, Image Enh, Color Shift	1200	2 each	DS
Enhanced Hearing	M	2 max: Amplified Hearing, or Enhanced Range	1200	2 each	DS
Enhanced Sense of Smell	M	Same effects as Olfactory Boost	1200	2	DS
IHAG Nictating Membrane	N	Can see in difficult conditions. Replace 6-8 mth	300	1d6/3	SF
Sinus Reconstruction	CR	Provides pressure equalization. 200m depth	1500	1d6/2	SF
BIOTECH		BIOENGINEERING		x2 if cyber	
Preparatory DNA Mapping	N	Required for all biotech	2700	0	ES+
Permanent REF Increase	N	Max +1	5000	1d6+3	ES+
Permanent BOD Increase	N	Max +2	3400/+1	0	ES+
Permanent ATT Increase	N	Max +3	1600/+1	1/+1	ES+
Permanent MA Increase	N	Max +4	2700/+1	1d6/2 /+1	ES+
Reduced Oxygen Demand	N	Can breathe smog	5900	1	ES+
UV Resistance	N	No sunscreen needed	7600	1d6	ES+
Toughened Skin	N	SP6 Soft Armor, can't be told from normal skin	8300	0	ES+
BIOENHANCEMENT TABS		TAKE ONE A DAY MAX			
Endurance	-	Ignore fatigue 12 hrs, x2 food, 1d3-1d6 damage	1200	-	ES+
Ignore Pain	-	+4 to Stun Saves for 12 hours, -2 tactile sense	1800	-	ES+
Anti-Trauma	-	+2 to Death Saves for 12 hours	4000	-	ES+
RNA MEMORY TABS		Over one/day = 80% lose 2d6 skill/amnesia			
Skill +1	-	Lasts for 3 hours, 1d10>1 or -1 in skill	600	-	ES+
Skill +2	-	Lasts for 3 hours, 1d10>2 or -1 in skill	1800	-	ES+
Skill +3	-	Lasts for 3 hours, 1d10>3 or -1 in skill	5000	-	ES+
BODYWEAPONS		IMPLANTED BODY WEAPONS			
Scratchers	N	Hands. 1d6/3* damage. Near Impossible to spot	100	2d6	CP20
Rippers	M	Hands. 1d6+3* damage. Difficult to spot	400	3d6	CP20
Wolvers	M	Hands. 3d6* damage	600	3d6+1	CP20
Big Knucks	M	Hands. 1d6+2 damage	500	3d6	CP20
Slice N' Dice	M	Hands. 2d6# damage	700	3d6	CP20
Cybersnake	MA	Self controlling cyberweapon. 1d6* damage	1,200	4d6	CP20
Cybersnake Mk2	MA	2d6 eviscerate damage on critical hit or internal	1,600	4d6	CP20
Gang Jazzler	M	3 surges, immobilize for 1d10+1 mins	600	2d6+3	Chr1
Bonespike	MA	Pop up bone spike. 1d6+4* damage	1,000	2d6	Chr3
Stinger	M	Finger mounted Hypodermic needle (3 doses)	400	1d6+3	Chr4
BigRipp	MA	2d6* damage (break on 1 or 1-3 on a parry)	1200	3d6+1	Chr4
NovelTech Spitfire Flamer	MA	EX +0 - P Varies 4 1 ST 4m	1000	4d6	ER

<i>Cyberware</i>	<i>Surg.</i>	<i>Description</i>	<i>Cost</i>	<i>H.L</i>	<i>Book</i>
Implanted Fangs (Vampires)	N	Mouth. Implanted canines, 1d6/3* damage	200	3d6	CP20
Sharkgrin Special	N	Mouth. Implanted carbo-glas teeth, 1d6/2* damage	200	3d6	CP20
Poison Vampires	N	Mouth. 1d6/3* damage plus poison/drug injector	400	3d6	CP20
Retractable Vampires/Sgrin	MA	Mouth. 1d6/3* to 1d6* bite damage. Retractable	500	2d6+2	Chr2
Extended Canines	CR	Mouth. 1d6/2+1* damage. Retractable	1000	3d6+2	Chr2
Extended Sharkgrin Special	CR	Mouth. 1d6* damage. Retractable	1400	4d6	Chr2
Spitting Cobra	M	Vampires that spit chemicals 6ft, as airgun pellet	400	4d6	Chr3
Retractable Spitting Cobra	MA	Retractable vampires that spit chemicals 6ft	700	4d6	Chr3
NewTeeth	M	Ceramic teeth: MEL -1 NA C 1-2* NA 1 VR touch	200	1d6/2	Chr4
PowerJaw	MA	Myomer jaw muscles, +2 to bite damage	100	+1-2	Chr4
Mandibles	MA	2d6 damage bite, look normal except for eating	1200	5d6	I2.2
Cyberjaw - K9	MA	SP 6 metal jaw. 1d6* bite damage	2750	3d6+2	P2
Cyberjaw - Conga	MA	SP 6 metal jaw. 1d6+2* bite damage	2770	3d6+2	P2
Cyberjaw - Needler	MA	SP 6 metal jaw. 1d6+3* bite damage	2800	3d6+2	P2
Cyberjaw - Pit Bull	MA	SP 6 metal jaw. 2d6* bite damage	2870	3d6+2	P2
Cyberjaw - Shark Maw	MA	SP 6 metal jaw. 2d6+1* bite damage	2930	3d6+2	P2
Cyberjaw - T-Rex	MA	SP 6 metal jaw. 3d6* bite damage	3000	3d6+2	P2
RealSkinned Cyberjaw	MA	Jaw looks real, 70% effective (Diff Awareness)	0	-1d6	P2
CYBEROPTIC	MA	Basic eye module (4 option spaces per eye)	500	2d6	CP20
Remote Eye	MA	1 space left, 100m transmission	1500	3d6	Chr2
Optical Interface	MA	Interface plug behind the optic	600	2d6+2	Chr3
Bug Eye	MA	Can hold 6 Options	750	3d6	Chr3
Third Eye	CR	-1 ATTR/eye, max 2 extra	750	3d6+	Chr3
Revelation Cyberoptic	MA	Early model. +1 Notice, ATTR -1,-2	700	3d6-1	Chr3
Soviet Cyberoptic	MA	1 option space per eye, 50% chance of -1 ATTR	100	2-3d6	Chr4
Kiroshi MonoVision	MA	6 option spaces, +1 Notice, +Initiative vs Ambush	650	3d6	Chr4
Vacuum Proof Optic	MA	4 option spaces, used with Vac Weave	600	2d6	DS
Quick Change Optic	MA	Removable, but only 3 options	1000	2d6+3	P1
CYBEROPTIC OPTIONS		Take 1 space unless noted otherwise			
Color Shift	N	Allows color changes, special fashion effects	300	.5	CP20
Image Enhancement	N	+2 Awareness when using visual search	300	1	CP20
Targeting Scope	N	+1 on all Smartgun attacks	400	2	CP20
Times Square Marquee	N	LED Screen in vision field for messages	300	1	CP20
Teleoptics	N	Telescope ability to 20x	150	.5	CP20
Micro-optics	N	Microscope	150	.5	CP20
Anti Dazzle	N	Immune to flash, laser blinding	200	.5	CP20
Low Lite	N	See in dim light, almost total darkness	200	.5	CP20
Thermograph Sensor	N	See heat patterns, temperature readings	200	1	CP20
Infrared	N	See in total darkness, using heat emissions	200	1	CP20
Ultraviolet	N	See in darkness, using UV flash	200	1	CP20
MicroVideo Optic	N	Video record up to 20 min (2 spaces)	300	.5	CP20
Digital Camera	N	Shoots up to 20 images (2 spaces)	300	.5	CP20
Dartgun	N	Holds 1 poison dart. Range 1m (3 spaces)	200	2	CP20
Dodgeball	N	+1 to Hand to Hand skill after 30 secs	440	1	Chr1
Tear Gas Sprayer	N	1m range (2 spaces)	200	2	Chr1
Times Square Plus	N	Allows visual information retrieval (3 spaces)	500	2	Chr1
Video Cam/Transmitter	N	Live feed 1m range (4 spaces)	330	1	Chr1
Video Imager	N	Receives vid images (2 spaces)	350	2	Chr1
Time/Day Display	N	Time and date, no spaces	100	1	Chr2
Cyberoptic Compass	N	1 space, 2 for logocompass	300	1	Chr3

<i>Cyberware</i>	<i>Surg.</i>	<i>Description</i>	<i>Cost</i>	<i>H.L</i>	<i>Book</i>
Interferometry System	M	10x vision all the time	400	1	Chr3
Laser-Comm Optic	M	50m range, and can blind. Code chips are 175eb	425	1	Chr3
Verbal Eyes (Basic)	M	Displays images, -1 space	750	3	Chr3
Verbal Eyes (Vid Image)	M	3 spaces, + Video Imager	1000	5	Chr3
Verbal Eyes (Cust. image)	M	4 spaces, Times ² +	1200	5	Chr3
Double-Slit Pupils	N	Allows clear vision through air-water boundary (1)	200	.5	Chr4
Hydrosubsidium Aquagoggs	N	Synthetic nictitating membranes, good to 200m	200	1	SF
Live Feed Optic	M	2 mile range	1000	1	I2.1
Optical Capacitor Laser	N	2d6 damage, 1 shot, .5m range (3 spaces)	800	3	P1
CYBERAUDIO	M	Basic hearing module (6 option spaces)	500	2d6	CP20
Spectrum Cyberaudio	MA	Early model. -1 balance, +1/+2 Awareness	650+	3d6-2+	Chr3
Soviet Cyberaudio	M	Only 2 option spaces, 50% chance of -1 ATTR	100	2-3d6	Chr4
CYBERAUDIO OPTIONS		Take 1 space unless otherwise noted			
Amplified Hearing	N	+1 Awareness using auditory cues. SWx2	200	1	CP20
Radio Link	N	Radio communication up to 1 mile	100	1	CP20
Phone Splice	N	Full cellular communication (large city only)	150	1	CP20
Scrambler	N	Cannot understand with out a descrambler	100	.5	CP20
Bug Detector	N	Detects taps, bugs up to 3m. 60% effective	200	.5	CP20
Voice Stress Analyzer	N	+2 to Human Perception, Interrogation skills	200	1	CP20
Sound Editing	N	+2 Awareness to overhear specific conversation	150	.5	CP20
Enhanced Hearing Range	N	Ability to hear super & subsonic ranges. SWx2	150	2	CP20
Wearman	N	Stereo music system	100	.5	CP20
Radar Detector	N	Beeps if radar encountered, fixes source (40%)	150	.5	CP20
Homing Tracer	N	Can follow tracer up to 1Km distant	200	.5	CP20
Tight Beam Radio Link	N	Allows untappable radio com within line of sight	200	1	CP20
Wide Band Radio Scanner	N	Picks up transmissions on all bands	100	2	CP20
Micro-recorder Link	N	Transmits to recorder in body or via plugs	100	.5	CP20
Digital Recording Link	N	Transmits sounds to a digital recorder	100	.5	CP20
Level Damper	N	Automatic noise compensation. -25% from SW	300	.5	CP20
Fax+ 1000 Alert	N	Alerts user to incoming faxes	100	0	Chr3
ShareChecker™ Link	N	Share information using T ² , screen or audio	100	.5	ET
CYBERLIMBS					
Standard Cyberarm	CR	20/30 SDP, 4 option spaces, 1d6 punch	3000	2d6	CP20
Standard Cyberleg	CR	20/30 SDP, 3 option spaces, 2d6 kick	2000	2d6	CP20
Artificial Shoulder Mount	CR	Mount up to 2 extra arms. 25 SDP	1500	2d6	CP20
Orbital Crystal Cyberarm	CR	50/60 SDP, 4 option spaces, 1d6 punch	7000	2d6	Chr1
Orbital Crystal Cyberleg	CR	50/60 SDP, 3 option spaces, 2d6 kick	6000	2d6	Chr1
Independent Cyberhand	MA	1d10 crush, 7/10 SDP, 1 option space	750	1d6	Chr1
Romanova Cyberlegs	CRx2	+1 to Wardrobe & Style	5000	4d6	Chr3
SuperSized Arm	CR	SDP 30/40, -2 REF, +1EV, 2d10/3d6, SP 20	4000+	2d6	Chr3
Enable Cyberarm	CR	Early model. 23/33 SDP, REF -1	500	2d6+2	Chr3
Enable Cyberleg	CR	Early model. 28/35 SDP, REF -1, MA -2	700	3d6+3	Chr3
Soviet Cyberleg	CR	SDP 30/40, 3d10 kick, 5% failure, 2 spaces	875	2-3d6	Chr4
Soviet Cyberarm	CR	SDP 30/40, 3d6 punch, 2d10 crush, 5% failure	669	2-3d6	Chr4
Corvette Cyberlegs (basic)	CR	+3 MA, +1 on movement rolls	4500	3d6	Chr4
Corvette Cyberlegs (advan)	CR/M	+8 MA, +2 on movement rolls	5000/500	3d6+4	Chr4
Speeding Bullet Legs	CRx2	MA 16, leap 10m, 1 option space left per leg	4500	4d6	SOF
SovWear Cyberarm	CR	30/40 SDP, 3d6/6d6 damage, 3 spaces, UR	1000	2d6	SOF
SovWear Cyberleg	CR	30/40 SDP, 6d6 kick, 2 spaces, UR	1500	2d6	SOF

<i>Cyberware</i>	<i>Surg.</i>	<i>Description</i>	<i>Cost</i>	<i>H.L</i>	<i>Book</i>
Biomechanical Arm	CR	10/15 SDP, 1d6 punch, 1d6 crush, 1/2 dam normal	NA	1d6	I1.2
Cyber Bar Leg	CR	Built in wet bar	3000	2d6	I1.3
Tentacle Arm	CR	8x70 cm tentacles, SDP 5 each. SDP 20 shoulder	4000	5d6	I2.2
Extendable Tentacle Arm	CR	Same as above plus can extend to 150 cm	6000	5d6	I2.2
CYBERLIMB OPTIONS					
Quick Change Mount	N	Allows 1 turn changing of cyberlimb	200	2	CP20
Hydraulic Rams	N	SDP 30/40, 3x normal damage (1 space)	200	3	CP20
Thickened Myomar	N	SDP 25/35, 2x normal damage (1 space)	250	2	CP20
Reinforced Joints	N	SDP +5	200	1	CP20
Microwave/EMP shielding	N	Limb not as susceptible to EMP, Microwaves	300	1	CP20
Plastic Covering	N	In colors, transparent, etc	1-200	1	CP20
RealSkinn	N	Limb looks real. 70% effective (Diff Awareness)	200	-1d6/2	CP20
Superchrome	N	Highgloss metallic covering	200	3	CP20
Armor	N	Armors cyberlimb to SP 20	200	2	CP20
Leg Boosters	N	+3m leaps (2 spaces)	500	1d6	Chr3
Fleshweave	M	Takes 1 option space. +50% repair costs	200+20%	0	Chr3
Extra Twist Joint Addition	N	+2 Athletic type rolls, MArt Grapples & Escapes	30%,+10%	1	Chr4
Double-Jointed	N	+1 Grapple, Holds, Chokes, Escapes (.5 spaces)	1000	1d6/2	Chr4
Locking Joints	N	25+ Strength Feat to move (.5 spaces)	100	.5	Chr4
360 Rotating Joints	N	+1 to Escaping, some TECH repairs (.5 spaces)	120	2	Chr4
Extending Leg Units	N	Alters height -1 to +3 ft. +1MA (2 spaces)	400	4	Chr4
Spiked Limb Cover	N	+1d6 grapple/holding damage	200	2	I1.4
Tentacle Arm Sheath	N	Hides tentacles, resembles cyberarm, 2 openings	800	0	I2.2
CYBERHANDS		ATTACH TO CYBERLIMBS (Use 1 space)			
Standard Hand	N	Resembles normal hand	150	0	CP20
Ripper Hand	N	Standard hand with Rippers. 1d6+3* damage	600	2d6	CP20
HammerHand	N	Hydraulic Ram fist does 1d10 damage	600	2d6	CP20
BuzzHand	N	Electric chainsaw. 2d6+2* damage	600	2d6	CP20
ToolHand	N	Fingers contain screwdriver, wrench, drill, etc	200	2	CP20
Grapple Hand	N	Extends rocket-propelled grapple, 30m line	350	3	CP20
Extension Hand	N	Hand extends up to 1m	350	2	CP20
Spike Hand	N	Palm spike. 1d6+3AP damage	500	2d6	CP20
Modular Hand	N	Choose any 4 modular tools	600	2	CP20
Mace Hand	N	2d6+1/1d10-2 damage, 1m range	300	3	Chr1
Cyberhand Coverings	N	Same range as listed in for cyberlimbs	100	1/2 usual	Chr1
Custom Cyberhand	N	Varies	900	Varies	Chr2
Web Hand	N	+2 swim, +1-2m/turn, 1d6* damage	250	2	Chr3
IEC Venom Hand	N	4 needles, slash for 1d6-1 damage	600	2d6	Chr3
Medical Modular Cyberhand	N/MA	Mono scalpel, air-hypo, stapler, probe ,etc	975	1d6/2	Chr4
Dainamax Grapplefist	N	50m cable, 2 spaces, 2d6+2 crush	1050	2d6	PAC
Mini-Camera in Palm	N	It's a camera	1000	1d6	I1.1
Surveillance Hand	N	Remote cyberhand	1500	1d6	I2.1
CyberMaw Hand	N/MA	2-3" maw that does 1d6 damage/turn, -3 WA	1200	3d6	I2.2
CyberMaw Drool/Vomit Hand	N/MA	as above, with 10 shot Power Squirt	1600	4d6	I2.2
CyberMaw & Tongue Hand	N/MA	as CyberMaw, but with CP2020 Cybersnake	2200	5d6	I2.2
CyberMaw & Tongue Hand	N	as above, needs cyberarm, as HW Cybersnake	3700	6d6	I2.2
Drill Hand	N	3d6 damage, 1/2 hard, 1/4 soft SP	700	3	P1
Travel Hand	N	4 options in fingers	500	2	P1
Gouge Master	N	2d6+3AP, 2d6*, 2 spaces, 20m cable and reel	550	2d6	P3
Gouge Master Winch	N	High speed winch for reeling the cable in	100	2	P3

<i>Cyberware</i>	<i>Surg.</i>	<i>Description</i>	<i>Cost</i>	<i>H.L</i>	<i>Book</i>
Lightning Fist	N	Electricity. Stun -1, or 2d6+1 damage	900	2d6	RPI
CYBERFEET		ATTACH TO CYBERLIMBS (Use 1 space)			
Standard Foot	N	Resembles normal foot	200	0	CP20
Talon Foot	N	Extends toe blades. 1d6* damage	600	2d6	CP20
Tool Foot	N	Toes contain screwdriver, wrench, drill, etc	300	2	CP20
Web Foot	N	Doubles swimming speed, +3 to Swim skill	500	2	CP20
Grip Foot	N	For better gripping strength. +2 to Climb	500	2	CP20
Spike Heel Foot	N	Heel spike for lethal kicks. 2d6AP damage	500	2d6	CP20
Skate Foot	N	Allows an MA 20. Use Athletics or skate skill	440	1d6	Chr1
Anchoring Cyberfeet	N	Anchors use to ground. 4 uses (2 spaces each)	400	3	Chr2
Catspaw Stealth Foot	N	+1 to Stealth skill	150	1	Chr4
FINGERS		ATTACH TO CYBERHANDS			
Dartgun	N	3m range	100	2	Chr1
Lockpick	N	Pick for mechanical locks	50	.5	Chr1
Mini Light	N	25m beam, batteries 1eb	25	.5	Chr1
Finger Bomb	N	2d6+3, 3m radius	150	2	Chr1
Wirecutters/Scissors	N	1d6/3 damage	50	1	Chr1
Mace Sprayer	N	2 bursts, -4 REF & Notice for 1d6 turns	150	2	Chr1
Quick Change Mount	N	Click and turn mount, mod =20eb	150	1	Chr2
VidCam (+ 1 option)	N	IR - 200eb, Teleoptic - 225eb, or Lowlite - 100eb	400+	2	Chr2
Self-Propelled Grenade	N	7m range, 2d6 over 2m (25eb)	200	2	Chr2
Aip Hypo	N	4 doses, air containers 3eb	200	1	Chr2
Tracking Device	N	3m range, 2 bugs, 3 km transmitter	300	.5	Chr2
Lighter	N	2 hours of fuel, 1 eb/refill	25	2	Chr2
Probe Link	N	Interface link	150	.5	Chr3
Parabolic Microphone	N	20x Microphone, for full arms	350	2	Chr3
Flasher	N	Diff REF to blind target for 1 min (25eb)	250	1	Chr3
IR/UV Flashlight	N	10m range	200	1	Chr3
Flare	N	150m altitude, 25m diameter (15eb)	200	2	Chr3
Storage Compartment	N	Small space	75	.5	Chr3
Laser Pointer	N	20m	150	.5	Chr3
Flesh Mount	M	Allows cyberfingers to be mounted on meat hand	100	1	Chr4
One-Shot Special	N	P -2 P E 1d6 (5mm) 1 1 ST 20m	250	2	Chr4
Ballpoint Finger	N	Leakproof pen	25	.5	Chr4
Cyberfinger Oxygen Tank	N	30 seconds of oxygen	250	.5	SA
Screwdriver	N	Powered screwdriver finger	50	.5	I1.1
Wrench	N	Adjustable wrench finger	50	.5	I1.1
Drill	N	Adjustable drill finger	50	.5	I1.1
Soldering Iron	N	Electric Soldering Iron finger	50	.5	I1.1
Socket Wrench	N	Adjustable powered socket wrench finger	50	.5	I1.1
Tentacle Finger	N	10 cm long tentacle	500	1	I2.2
Extendable Tentacle	N	30 cm long tentacle, requires cyberhand	750	1	I2.2
BUILT INS		BUILT INTO CYBERLIMBS (Use 1 space)			
Cybermodem	N	Built in cyberdeck	3000	1	CP20
Cellular Cybermodem	N	Built in cellular deck	5000	1	CP20
Digital Recorder	N	Digital chip recorder. Download or erase chip	300	1	CP20
Storage Space	N	2"x6" storage space. Can be locked	50	.5	CP20
MiniCam	N	Pop up Digital Camera (20 shots)	200	2	CP20
MiniVid	N	Pop up Mini video (30 minutes)	400	2	CP20

Cyberware	Surg.	Description	Cost	H.L	Book
Hidden Holster	N	Weapon size based on Body Type	100	1	CP20
LCD Screen Readout	N	Can be linked to any output device	200	1	CP20
Techscanner	N	60% effective, -3 to repair difficulty	400	3	CP20
Cutting Torch	N	Can cut through SP20	100	1d6/2+1	Chr1
Icer	N	2m range	200	1d6/2	Chr1
Limb Link	N	Turns pop-up gun into smartgun +1	100	1	Chr1
Magnetic Hands/Feet	N	For easier Zero-Gee movement	60	0	Chr1
Watch-Man	N	Miniature TV	180	1	Chr1
Winch	N	15m cable, pulls up to 1 ton	500	1d6+3	Chr2
Quickdraw Holster	N	P class conc. +2 Initiative to fastdraw	200	0	Chr2
Laser Mike	N	60m range, Human Perception -5	400	1d6+2	Chr2
Radio/Cellular Boosterstation	N	Runs for 160 hrs, diff 25 encryption (2 spaces)	2650	2	Chr2
ECM Emitter	N	Electronic counter-measures emitter (2 spaces)	2950	2	Chr2
CyberPillow	M	A pillow in an arm	80	0.5	Chr3
Smartplate Link	N	Smartgun= 3x cost	300	2	Chr3
Microwaldo Bracer	N	+1 to TECH rolls	800	3	Chr3
"D-Tek" Targeting Network	M	Negates movement firing modifiers	1300	1d6+3	SOF2
ULF Antenna	N	100m reel antenna for transceiver	-	1	SF
Cyberlimb Light	N	Light built into palm, 3m range (0 spaces)	90	.5	I1.4
CYBERWEAPONS		BUILT INTO CYBERLIMB (Use 1 space)			
Grenade Launcher	N	Carries 2 grenades of any type	500	2d6	CP20
Micro-Missile Launcher	N	Contains 4 mini-missiles, 4d6 damage each	900	2d6	CP20
Popup Gun	N	Gun size based on Body Type	2-800	2d6	CP20
Flame Thrower	N	Range 1m, 4 shots, Damage is 2d6, then 1d6/2	600	2d6	CP20
Weapon Mount & Link	N	Mounting plate plus neural link for 1 weapon	100	3	CP20
2 Shot Capacitor Laser	N	Shoulder mounted. +3 - - 3d6 2 1 10m	800	2d6	CP20
Derringer	N	Pistol -1 1d6 (5mm) 2 2 ST 50m	220	1d6	Chr1
Flashbulb	N	4m x 6m	250	1d6/2	Chr1
Gas Jet	N	6 shots, range 2m	275	1d6+3	Chr1
Tazer Grip	N	Effects equal to tazer, Stun -2	180	2d6-2	Chr1
Whip	N	1d6/2 or choke	475	2d6	Chr1
Popup Sliver Gun	N	P +0 - - 2d6x1d6/2* 7 2 UR 40m	550	1d6+2	Chr1
Tri-Dart Launcher	N	3 darts, 1d6/2 damage, 1/3 SP	300	1d6/2	Chr2
Retractable Monoblade	N	2d6+3# damage	800	1d6+2	Chr2
Survival Blade	N	1d6+3* damage	500	1d6	Chr2
ChainRipp	N	3d6AP	1250	2d6+4	Chr3
Blitzkrieg Arc-Thrower	M	EX 0 - R 3d6 (1/2 R 1/2 S) 4 1 ST 10m	1050	2d6	Chr4
BigRipp	M	Carbo-glass blade. 2d6, 1/2SP (break 1-3)	850	3d6+1	Chr4
High Five/The Palm Bomb	N	20-30 to detect. .477 or 12ga round, 1 shot	355	1d6+3	Chr4
Pop-Up Hand Crossbow	N	-2 J E 1d6+2 6 2 VR 25m (3 spaces)	300	2d6	SOF2
Strobe	N	Same as implant version (0 spacs)	150	1.5	I1.4
Micro-torpedo Launcher	N	Underwater version of mini-missiles, 4d6 damage	900	2d6	SA
LINEAR FRAMES		IMPLANTED EXOSKELETON			
Sigma	MA	STR 12, +4 Damage mod	6000	2d6	CP20
Beta	MA	STR 14, +6 Damage mod	8000	2d6	CP20
Omega	MA	STR 16, +8 Damage mod	10,000	3d6	CP20
GP Exoskeleton (A)	MA	STR 18, SDP 15, SP 6, MA 4, REF 5	12,000	4d6	Chr3
GP Exoskeleton (B)	MA	STR 21, SDP 20, SP 8, MA 4, REF 5	15,000	6d6	Chr3
Underwater Gamma	MA	STR 12/10	10,000	2d6	SA
Underwater Delta	MA	STR 14/12	12,000	2d6	SA

<i>Cyberware</i>	<i>Surg.</i>	<i>Description</i>	<i>Cost</i>	<i>H.L</i>	<i>Book</i>
Underwater Pi	MA	STR 16/14	14,000	3d6	SA
BODY PLATING		EXOARMOR			
Cowl	MA	Skullcap, covers head in SP 25	200	1d6	CP20
Faceplate	CR	Protective facemask. SP 25	400	4d6	CP20
Torso Plate	MA	Torso protection. SP 25. -3 REF	2000	3d6	CP20
Front Optic Mount	MA	Allows up to 5 optics to be mounted. -1 ATTR	1000	4d6	CP20
Sense ext. ("Rabbit Ears")	M	Head mounted extensors for audio, optics, etc	500	3d6	CP20
Total Body Plating	CRx2	SP20, REF-3, ATTR/2, -1 Stealth	6800	8d6	Chr2
CyberFacial Remounts	MA/CR	SP 6-18, ATTR -1,-2, 15%-50% protect	150-350	1d6-3d6	Chr3
Spykel Furniture	N	10SP, +10SDP, 1d3+1 to 1d6+1AP	400-600	1-3	Chr3
FULL 'BORGS		FULL BODY REPLACEMENTS			
Alpha Class	CRx2	REF 10, MA 10, BOD 12, SP 25, SDP 20/30/40	40,000	16d6	Chr2
Aquarius (Sub-Marine)	CRx2	REF 10, MA 10, BOD 15, SP 25, SDP 20/30/40	50,000	18d6+2	Chr2
Copernicus (Space-Use)	CRx2	REF 11, MA 10, BOD 12, SP 25, SDP 20/30/40	60,000	19d6	Chr2
Eclipse (Covert Ops)	CRx2	REF 13, MA 13, BOD 12, SP 25, SDP 20/30/40	65,000	21d6+3	Chr2
Enforcer (Security)	CRx2	REF 12, MA 15, BOD 12, SP 30, SDP 25/35/45	55,000	21d6-2	Chr2
Brimstone (Fire-Fighter)	CRx2	REF 11, MA 10, BOD 14, SP 30, SDP 20/30/40	47,000	19d6	Chr2
Gemini (Humanoid)	CRx2	REF 10, MA 10, BOD 12, SP 25, SDP 20/30/40	55,000	16d6+2	Chr2
Wingman (Pilot)	CRx2	REF 15, MA 10, BOD 12, SP 25, SDP 20/30/40	54,000	20d6	Chr2
Samson (Industrial)	CRx2	REF 10, MA 10, BOD 18, SP 25, SDP 20/30/40	50,000	20d6+1	Chr2
Dragoon (Military)	CRx2	REF 15, MA 25, BOD 20, SP 40, SDP 40/50/60	120,000	42d6+3	Chr2
'Sheol' Hazardous Ops	CRx2	REF 10, MA 10, BOD 18, SP 30, SDP 20/30/40	50,000	18d6+8	Chr3
MD Tech 'kildare' Medical	CRx2	REF 10, MA 10, BOD 12, SP 25, SDP 20/30/40	46,000	19d6	Chr3
Adrek 'Burroughs' Mars Ops	CRx2	REF 10, MA 10, BOD 12, SP 35, SDP 20/30/40	42,000	16d6+4	Chr3
Militech 'Spyder' Recon	CRx2	REF 12, MA 20, BOD 12, SP 30, SDP 20/30/40	118,105	39d6	Chr3
'Wiseman' Cyberspace Com	CRx2	REF 14, MA 10, BOD 12, SP 25, SDP 20/30/40	91,381	23d6+3*	Chr3
Arasaka 'Daioni' PA Convert	CRx2	REF 17, MA 20, BOD 52, SP 80, +6 Initiative	810,000	16d6+30	SW
FULL 'BORG OPTIONS		OPTIONS FOR FULL CONVERSIONS			
Stylization	N	Customization, possible bonuses to some skills	Varies	0	Chr2
Increased SP	N	Max 40 SP, 10-50lbs weight increase	2000/+5	0	Chr2
Increased SDP	N	Max +20 SDP, +55lbs/+5 SDP	1500/+5	0	Chr2
Increased REF	M	Max 15	2000/+1	2/+1	Chr2
Increased MA	M	Max 25	1500/+1	2/+1	Chr2
Increased BODY	M	Max 20	1000/+1	2/+1	Chr2
Shielding	MA	Electronic shielding. 500 rads protection	2000	6	Chr2
Quick Change Mounts	N	Rifles (2), Hvy.Weapons (3) can be mounted	200	2	Chr2
Interchangeable Biopod	CR	Organs can be moved to different FBRs	20,000	18d6	Chr2
Longevity Module	MA	Theoretically triples 'borg's lifespan	15,000	1	Chr2
Eelskin	MA	1d6 to 2d6+3 Damage	14,000	1d6	Chr3
Cyber Steriods	2xCR	BODx3, +3kg/+1 BOD, runs off power unit below	1500/+1	6d6	Chr3
Back Mounted Power-unit	N	+5% weight, 10hrs, 20eb/recharge	200	0	Chr3
Variable Spectrum Light	N	No spaces	200	.5	Chr3
Enhanced Thermograph	N	Advanced thermograph. 1 space	200	1	Chr3
Blood/IV Supply	N	4 x 1/4 litre containers. 1 space	300	1	Chr3
Reactive Body Plating	MA	Detects laser & smart sights, REF>10 dodge	6000	1d6	SOF2
Dummy Facemasks	N	Detachable faceplates	25-500	0	SOF2
BODYSCULPTING		SURGICAL BODY MODIFICATIONS			
Appearance Change - Minor	M	Look sort of like you wanted to, Notice 15+	1200	-	CP20

<i>Cyberware</i>	<i>Surg.</i>	<i>Description</i>	<i>Cost</i>	<i>H.L</i>	<i>Book</i>
Appearance Change - Major	M	Look very much like you wanted, Notice 20+	2400	-	CP20
Appearance Change - Expert	M	Look exactly like you wanted, Notice 25+	3600	-	CP20
Appearance Change - Top	MA	Top of the line, Notice 30+ to spot the sculpt	5000	-	CP20
Increased Attractiveness	M	+1 ATTR (maximum ATTR is 10)	600	-	CP20
Sex Change - Basic	MA	1 month therapy, 1 week hospital, diff 20 to spot	4200	0 to 1d6	WGF
Sex Change - Advanced	CR	Each +5 diff to spot doubles time and cost	x2/+5 diff	0 to 1d6	WGF
Ability To Bear Children	MA	Includes psychological counselling	+5000	0	WGF
Ability To Father Children	MA	Includes psychological counselling	+1000	0	WGF
EXOTIC MODIFICATIONS		EXOTIC BODY MODIFICATIONS			
Minor Facial Modification	M	Alterations to eyes, ears, nose, etc	1000	1d6/2	Chr2
Major Facial Modification	M	Major alterations to features	2000	1d6	Chr2
Muzzle, Short	M	Like a bear's or tiger's muzzle	2000	1d6	Chr2
Muzzle, Long	MA	Like a dog's or horse's muzzle	2500	2d6	Chr2
Mandibles, Extended	MA	Semi-prehensile grasping "jaws". 1d6* damage	4000	3d6	Chr2
Natural Fangs	N	1d6* bite damage	500	2d6	Chr2
Natural Claws	N	-3 to manipulation rolls. 1d6* damage	1000	1d6+1	Chr2
Retractable Claws	M	1d6* damage	1000	2d6	Chr2
Scratchers	N	Low HL due to implantation in hospital	500	1d6	Chr2
Rippers	M	Low HL due to implantation in hospital	750	2d6	Chr2
Short Tail	M	Bunny tail, etc	250	2	Chr2
Tail	MA	Mobile but weak, exerts about 3lbs of force	1500	2d6	Chr2
Combat Tail	MA	Heavily muscled. 1d6+Damage Mod.	2500	3d6	Chr2
Stinger Tail	MA	Poison injecting stinger. 1d6*+Mod+drug/toxin	3000	3d6	Chr2
Digitgrade Legs	CR	3 joint legs. +1 MA with tail. -2 MA without tail	4000	6d6	Chr2
Fur/Scales/Skinchange	N	10% chance of cancer	10,000	3d6	Chr2
Heavy Scales	N	SP 12. 10% chance of cancer	12,000	3d6	Chr2
ExoSkeleton	CR	SP 18, MA & REF-2. 10% chance of cancer	20,000	4d6	Chr2
Frame Alteration	CR	25% size change from actual body size	8000	2d6	Chr2
Muscle Pouch	MA	Muscles on lower back for hidden tail or tentacles	1500	1d6	SA
Tentacles	MA	Weak, can be hidden in pouch, -1 MA in water	1500	2d6	SA
Singer Tentacles	MA	Bio-Toxin 1 (Death/4d6 damage), -1 MA in water	3000	3d6	SA
Black Ink	MA	Ink can cloud water, and can be toxic	1200	3d6	SA
EXOTICS PACKAGES		EXOTIC PACKAGE DEALS			
KatNip - Feline	MA+	Slit-eyes, pointed ears, tail, synthskin, scratchers	3400	4½d6	Chr2
Rodent	M+	Enlarged ears and eyes, button nose, synthskin	1400	1½d6	Chr2
Rabbit	Mx2	Bunny ears & tail, button nose, whiskers	1250	1d6	Chr2
Reptile	M+	No ears, long tongue, olfactory, fangs, synthskin	2000	4d6	Chr2
Elf	M	Pointed ears, thin face, upturned eyebrows	1000	1d6/2	Chr2
Dwarf/Halfing	CR+	Shorter & stockier frame(MA-2), broader features	9000	2½d6	Chr2
Ork/Goblin	CR+	Broad features, longer arms, fangs, synthskin	10,900	6d6	Chr2
Troll/Ogre	CR+	Broad features, fangs, taller, grafted muscle, MBL	12,000	7d6	Chr2
Fishman	MA+	Gills, synthskin, webbing, custom contacts	2000	4½d6	Chr2
Zark Nartanq Graftable	MA+	Fangs, wolvers, tail, skinweave, MBL, etc	12,350	12½d6+1	Chr2
Bear Package	CR+	Muzzle, fangs, claws, fur, taller, grafted muscle	24,500	13d6	Chr2
The Superman	CR+	The future of humanity via nano and bioware	19,735	13d6	Chr2
BigKatt	CR+	Muzzle, fangs, claws, tail, digitgrade legs, fur	21,000	19d6	Chr2
Slight Buggy	MA+	Bug-eyes, antennae, scaly synthskin, cyberoptics	3400	6d6	Chr2
Franz Kafka Bughouse	CR+	as above, + mandibles, exoskeleton, scratchers	35,500	15d6	Chr2
Merman	CR+	Gills, skinchange, fishtail, cust. contacts, sonar	18,900	10½d6	Chr2
Sharkman	MA+	Gills, sonar, skinweave & change, muzzle, etc	17,700	12d6	Chr2

<i>Cyberware</i>	<i>Surg.</i>	<i>Description</i>	<i>Cost</i>	<i>H.L</i>	<i>Book</i>
LupaForm Minor Package	M+	Pointed ears, dog-nose & eyes, fangs, synthskin	1900	3½d6	Chr2
LupaForm Major Package	CR+	as above, + muzzle, tail, digitgrade legs, fur	20,000	15d6	Chr2
Humanisaurus Rex - Dragon	MA+	Short muzzle, fangs, tail, scales	16,000	9d6	Chr2
Playbeing Addition	MA+	Increased ATT, tactile boost, behavior chip, etc	+3000	3½d6	Chr2
BODYBANKPARTS		Poor Quality 1/2, Excellent Quality x2 price			
Arm	CR	Roll 1d10: 1-3 part unavailable, 4-5 minor problem	1000	-	CP20
Leg	CR	Roll 1d10: 1-3 part unavailable, 4-5 minor problem	1200	-	CP20
Eyes, Ears	MA	Roll 1d10: 1-3 part unavailable, 4-5 minor problem	1000	-	CP20
Heart, Lung	MA	Roll 1d10: 1-3 part unavailable, 4-5 minor problem	1400	-	CP20
Liver, Kidney	MA	Roll 1d10: 1-3 part unavailable, 4-5 minor problem	400	-	CP20
Other Organs	MA	Roll 1d10: 1-3 part unavailable, 4-5 minor problem	400-600	-	CP20
Limb/Organ Storage	-	20% chance of being sold before you reclaim it	100/month	-	CP20
Limb/Organ Storage	-	5% chance of being sold before you reclaim it	200/month	-	CP20
Vat Grown Limb/Organ	CR/MA	Can match any genotype, but takes time to grow	x4	-	CP20
MODULARWEAR		VERY RARE ELECTRO-MNEMONIC CERAMIC			
Modular Arm	CR	25 SDP, 17 SP, 2 option spaces, 1d6 punch	4000	1d6+3	KCJ
Modular Leg	CR	30 SDP, 20 SP, 1 option space, 2d6 kick	2200	1d6+3	KCJ
Torso	CR	35 SDP, 21 SP, 1 option space	4000	2d6	KCJ
Ceramic Jaw & Skull	CR	12 SP head armor, 1 option space	1500	1d6+1	KCJ
JAW & SKULL MODULES		TAKES 1D6+1 DAYS TO ADAPT			
Mimicry - Generic	N	Changes the bone structure	1200	1d6	KCJ
Mimicry - Specific	N	Difficult to detect with a casual look	3000+	1d6	KCJ
Animal Transformation	N	Lower jaw transforms into a hybrid animal face	300	1d6+2	KCJ
Vampires (Retractable)	N	1d6/3 damage, same as normal cyberware	250	2d6+2	KCJ
Horns	N	Protrude at will from head, 1d6/2 damage	300	1d6+2	KCJ
LIMB MODULES		TAKES 1D6+1 DAYS TO ADAPT			
Scratchers	N	1d6/2 damage, Very Difficult to spot	200	1d6+1	KCJ
Rippers	N	2d6 damage, -10 SP to arm during use	800	2d6+2	KCJ
Tentacles	N	Splits into 4 tentacles, +5 to grapples, -10 SP	600	2d6	KCJ
Animal Legs	N	Transforms legs, +3 MA, 14m leaps, or 1d6 claw	400/pair	2d6	KCJ
Squat	N	Reduces limb to half original size, +10 SP	300/limb	2d6	KCJ
Elongation	N	Stretch up to 200% size, -15 SP	300/limb	2d6	KCJ
Hollow	N		100	1d6/2	KCJ
Inflate	N	Gives apparent BOD 12, -10 SP, +2 Intimidation	300	1d6	KCJ
Spikes	N	Covers limb with spikes, +1d6 HTH damage	400	1d6+1	KCJ
Tougher	N	+5 SP and SDP, up to 2 levels can be added	300/level	4/level	KCJ
Undetectable	N	Mimics normal bone structure, can pass Scanway	500/limb	0	KCJ
Electricity Shielding	M	Compound shielded against electrical attacks	400/limb	1d6	KCJ
Different Covering	N	Same as Synth-skins, same chance of cancer	400	1d6	KCJ
Existing Cyberlimb Options	N	Except coverings & anything that affects SP/SDP	normal	normal	KCJ
WHEN GRAVITY FAILS		ADVANCED CYBERWARE			
Corymbic Implant	MA	Accepts six daddys, allows equipment interfacing	500	2d6	WGF
Behind The Ear Cory Implant	MA	As above, but hidden behind ear	1000	2d6	WGF
Moddy Link	N	Enables cory implant to accept moddy chips	100	-	WGF
Subdermal Moddy Rack	M	Holds 3 Moddy and 10 Daddy, difficult to spot	200	1d6	WGF
Advanced Cortical Implant	CR	Experimental, Eidetic Memory +2. IP cost/2	150,000	3d6	WGF
Nictating Membrane	M	Eye protection, +4 to Saves vs eye irritants	400	1d6/2	WGF

<i>Cyberware</i>	<i>Surg.</i>	<i>Description</i>	<i>Cost</i>	<i>H.L</i>	<i>Book</i>
AntiDazzle Nict Membrane	M	Flash protection, +4 to Saves vs eye irritants	500	1d6/2	WGF
Poison Sac	MA	Holds 4 doses, refilled with special applicator	500	2d6	WGF
Poison Gland	MA	Holds 8 doses, produces new dose every hour	1200	3d6	WGF
Hollow Vampires	N	Linked to poison sac or gland	+50	1	WGF
Hollow Claw	M	Connected to poison sac/gland, 1d6/3* damage	250	2d6	WGF
Retractable Needle	M	Mounted in finger, connected to poison sac/gland	650	2d6	WGF
Water Refiltration System	MA	Triples length of survival time without water	2500	1d6/2	WGF
UV Blockers	N	UV/IR resistance	1500	1d6/2	WGF
Feature Alteration Implant	N	Facial change takes 3 hours, +4 to Disguise rolls	3500	1d6+1	WGF
Sectional Cybernetics Mount	MA	Cyberhand and cyberfoot only mount	300	3	WGF
Quick-Change Mount	MA	Cyberhand and cyberfoot only mount	450	3	WGF
Biomechanical Cyberoptic	MA	10% chance affected by EMP weapons, 2 options	1000	2	WGF
Biomechanical Cyberaudio	M	10% chance affected by EMP weapons, 3 options	1000	2	WGF
Biomechanical Cyberarm	CR	20% EMP, 1d6 punch, 8 flesh + 8 SDP, 1 option	6000	2	WGF
Biomechanical Cyberleg	CR	20% EMP, 2d6 kick, 8 flesh + 12 SDP, 1 option	4000	2	WGF
Biomechanical Frame Sigma	MA	Built into the body, BOD 12, BTM -5	18,000	3d6	CP20
Biomechanical Frame Beta	MA	Built into the body, BOD 14, BTM -6	24,000	3d6	CP20
Biomechanical Frame Omega	MA	Built into the body, BOD 16, BTM -7	30,000	4d6	CP20

Cyberware	Surg.	Description	Cost	H.L	Book
CHIPWARE		REQUIRE CHIPWARE SOCKET OR PLUGS			
Adrenaline/Endorphin Surge	-	Ignore Pain/Exhaustion, +1 BOD 3 times in 24hrs	800	-	Chr1
Ambidexterity Chip	-	Makes user ambidextrous	800	-	Chr1
APTR Reflex Chips	-	Chips reflex and tech based skills	varies	-	CP20
Auditory Recognition Chips	-	Require Amp Hearing and Sound Edit (max +2)	150/level	-	Chr3
Business Trip Chip	-	+1 Language, Culture, W/S or Business Law	800	-	Chr1
Courier Chip	-	Imprints data on users brain	600	-	Chr1
Crypto Chips	-	Randomly generated substitution word code	600 per 2	-	Chr3
DeathTrance	-	1-3 minutes to enter. Medtech 25+ to detect life	1000	-	Chr1
Digi-Tone ID	-	Used with cyberaudio to recognise phone no.	70	-	Chr1
Dream Suppressant Chip	-	Dream free sleep, lose 1 EMP every week of use	300	-	Chr4
Enduro Chip	-	+2 bonus to Endurance, ends sea sickness	450	-	P3
Facedown Chip	-	+1 bonus on Facedown rolls	150	-	Chr4
"Fish N' Chips"	-	Appetite control device	85	-	Chr1
Home Chip	-	Very Difficult Cool/Resist Torture roll to resist	940	-	Chr4
Increased Neural Feedback	-	1/2 time to "chip in", burns out in 24 hours	+400	-	Chr1
Independent Action Chip	-	Independent action for each arm. Amb+2 optics	250	-	Chr1
Major City Map	-	Contour map, needs Video Imager/Subd Screen	110	-	Chr3
Maximum Lover Chip	-	+2 Seduction	1300	-	Chr1
Memory Compression	-	3 skills, skill level +3 total	+200-400	-	Chr1
Mind Games	-	Over 300 games available	40	-	Chr1
M.O. Chips	-	One yes/no answer for INT 15+ roll	1200 bm	-	Chr1
MRAM Memory Chips	-	Chips INT and other cognitive skills	varies	-	CP20
Navigation/Orientation Chip	-	Requires Phone Splice/Radio Link, accurate 5m	250	-	Chr3
PhotoMemory RAM Chip	-	INT roll +2 [15+] to get a specific memory	1600	-	Chr1
Police Visual Rec Chip	-	Visual ID's on criminals and licenses	200/level	-	Chr1
Poser Impersonation Chip	-	Specific Know [subject] +2, Perform +1	900-1100	-	Chr1
Programmable Chipware	-	Provides basic knowledge of a procedure	50	-	Chr1
Redundancy Loop	-	Will screw up at a crucial moment	50-75%	-	Chr1
Security Chips	-	Eraseable/destroyable chips	+50/75	-	Chr1
Shape Recognition	-	Picks out chosen object, requires Time Square +	500	-	Chr4
"SomaWare" Sleep Chip	-	Normal sleep (after 15 uses COOL 15+ to sleep)	400	-	Chr3
Space Chip	-	Space Survival +2, Highrider Culture +1	900	-	Chr1
Special Operative Chip	-	+1 Language, Geography, and one other skill	900	-	Chr1
Speedreading Chip	-	Requires optic. Half to a third normal reading time	250	-	Chr4
Stress Chip	-	+1 COOL for morale, +1 EMP interaction	350	-	Chr1
Stutter Chipping	-	Won't shoot designated (1 turn) friendlies	310	-	Chr3
Tourism Chip	-	+1 Language, Culture, General Knowledge	750	-	Chr1
Visual Recognition Chips	-	INT+chip+1d10+Skill. Tech, Corp, Rocker, etc	100/level	-	Chr1
Weaponmasters MArt Chip	-	Arasaka Te, and Thamoc available (max +3)	270/level	-	Chr3
BEHAVIOUR CHIPS	-	15+ COOL roll to remove, +5/failed attempt	1000+	1d6/2	Chr2
Stronger Behaviour Chip	-	Lock subject into actions for specific stimuli	2000+	1d6/2	Chr2
Honey Pilar	-	Seductress supreme	1000	1d6/2	WGF
James Bond	-	COOL +1 (max 11), user is a top British agent	1000	1d6/2	WGF
Kick Ass	-	COOL +2 (11), EMP -2 (1), enhances aggression.	2000	1d6/2	WGF
Perfect Soldier	-	COOL +3 (11), EMP -2 (1), INT -2/+2 non-/combat	2000	1d6/2	WGF
Sunny Day	-	Feel happy, +4 vs Intimidation, +2 Resist Torture	2000	1d6/2	WGF
Xarghis Khan	-	EMP 1, COOL 10, user wants to torture and kill	4000	1d6/2	WGF

<i>Cyberware</i>	<i>Surg.</i>	<i>Description</i>	<i>Cost</i>	<i>H.L</i>	<i>Book</i>
ANIMAL NEURALWARE					
STANDARD HUMAN OPTIONS AVAILABLE					
Basic Processor	M	Basic processor. Needed for all Neuralware	500	1d6	Chr3
Reflex Boost	N	Adds +1 to REF	500	2d6	Chr3
Sensory Boost (smell/audio)	N	Boosted signal from either olfactory or hearing	250	1d6/2	Chr3
Chipslot	N	Animal can use as many chips as their INT	100	1d6/2	Chr3
Input Plugs	M	As Interface Plugs, requires Link	100	1d6	Chr3
Weapon Link	N	+2 to Smartgun attacks	100	2	Chr3
ANIMAL CHIPWARE					
STANDARD HUMAN OPTIONS AVAILABLE					
Stress Chip	-	+1 COOL for morale, +1 EMP interaction	100	0	Chr3
Berserk Chip	-	+2 to hit, negates COOL rolls, +2 melee damage	100	0	Chr3
Skill Chip (per level)	-	Maximum +3	100/level	0	Chr3
Recording Chip	-	Records 4 hours of sensory perceptions	1500	0	Chr3
IFF Chip	-	Uses special scent, coded badge, or colour to ID	4000	0	Chr3
Watchdog Chip	-	Codeword/phrase to disarm/arm guard animal	250	0	Chr3
Behavior Chip	-	Perfect Pet - Loyalty +3	500	0	Chr3
ANIMAL CYBEROPTICS					
STANDARD HUMAN OPTIONS AVAILABLE					
Basic Eye	MA	Basic eye module (3 option spaces per eye)	400	1d6	Chr3
Infrared	N	See in total darkness, using heat emissions	200	2	Chr3
Microscopics	N	Microscope	400	3	Chr3
Telescopics	N	Telescope ability to 20x	400	3	Chr3
Anti-Dazzle	N	Immune to flash, laser blinding	100	1	Chr3
Low-lite	N	See in dim light, almost total darkness	200	2	Chr3
Thermograph	N	See heat patterns, temperature readings	200	3	Chr3
ANIMAL CYBERAUDIO					
STANDARD HUMAN OPTIONS AVAILABLE					
Basic Audio	M	Can have any options	500	1d6	Chr3
Scrambler	N	Cannot understand with out a descrambler	100	1	Chr3
Bug Detector	N	Detects bugs up to 3m. 60% effective	150	1	Chr3
ANIMAL CYBERLIMBS					
STANDARD HUMAN OPTIONS AVAILABLE					
Basic Limb	CR	Can have 2 options	1000	2d6	Chr3
RealSkinn Covering	N	Limb looks real. 70% effective (Diff Awareness)	200	-2	Chr3
Secret Compartment	N	2" x 2" x 4" hidden compartment	100	1	Chr3
Tape Recorder	N	Records from connected source	200	1	Chr3
Limb Armor	N	Armors cyberlimb to SP 20	300	1	Chr3
Added Cyberlimb Strength	N	+1d6 damage; +6 Strength Feat if on all limbs	250	3	Chr3
Popup Gun	N	Gun size based on Body Type	200	1d6	Chr3
Cyberweapon	N	As cyberweapon, but half Humanity Cost	100% Eb	50% HC	Chr3
ANIMAL CYBERWEAPONS					
STANDARD HUMAN OPTIONS AVAILABLE					
Cyberclaws		Large+ felines, bears, raptors only, +1 d6 damage	300	2d6	Chr3
Cyberfangs		Not for small animals, +1d6 damage	200	1d6	Chr3
External Weapon Harness		BODY 2 min, size limit as Pop-Up Weapons	200	1d6	Chr3
ANIMAL BIOWARE					
STANDARD HUMAN OPTIONS AVAILABLE					
Muscle and Bone Lace	N	+2 BODY	750	1d6/2	Chr3
SkinWeave	N	12 SP, Diff 20 to spot	1000	2d6	Chr3
Grafted Muscle	MA	+1 BODY, max increase +2	1000/+1	2d6	Chr3