

CLOTHING & FASHION

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|--|----------|
| Uniware Utility Belt | 15eb |
| Uniware Blouse/Shirt | 20eb |
| Uniware Vest/Boots | 25-30eb |
| Uniware Pants/Skirt | 35eb |
| Uniware Dress/Jumpsuit | 50-75eb |
| Uniware Torso Armor/Legpads (SP 10) | 60eb |
| Uniware Armor Jacket (SP 14) | 200eb |
| Uniware Armor Trenchcoat (SP 18) | 300eb |
| Armored Stockings (SP 6) | 110eb |
| Leather Boots | 100eb |
| Duster Coat | 200eb |
| Disposa Clothes | 75-350eb |
| Slicksuits | 300eb |
| Body Line Tattoo - Stars & Shapes | 50eb |
| Body Line Tattoo - Trademarks & Logos | 100eb |
| Body Line Tattoo - Heat Sensitive Color Changer .. | 120eb |
| Contact Lenses | 100eb |
| Reactimesh Smartbag | 3eb |
| Athelon Nylon Carrybag | 5eb |

Phoney Cyberware:

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

Armored Headwear (10SP):

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

Generic:

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

Leisurewear:

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|---|-------|
| Eji Bodysuit (+1 W&S) | 200eb |
| Bodygear Reacti-mesh & Polylog Jacket | 300eb |
| Night City Rangers Official Sportswear (+1 W&S) | x4 |
| RecreaTech Kevlon Knee & Elbow Pads (10SP) | 75eb |
| Body Test Full Impact Roadrasher (SP 16) | 200eb |
| Full Enviro Wetsuit (SP 16) | 350eb |

Urban Flash:

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|---|-------|
| Nu-Tek Video Jacket | 300eb |
| Nu-Tek Video Skirt | 200eb |
| Eji of Japan Designer Jeans | 50eb |
| Eji of Japan Wool Sweater | 60eb |
| Eji of Japan Light Panel Cloak (SP 14) | 500eb |
| Cryo-Max Wrap-on Mem Plastic Skirt (+1 W&S) .. | 180eb |
| London Mist Transparent Raincoat | 360eb |
| Duraweave Stockings (SP 6) | 105eb |
| Alex of Milan Illumi Strips Jacket (+2 W&S) | 250eb |
| Image Fashionwear Bodysuit (+2 W&S) | 300eb |
| Image Fashionwear Jacket (+2 W&S) | 250eb |

High Fashion:

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|---|------------|
| Cyro-Max Translucent Pantaloons (+1 W&S) | 180eb |
| HiFacs Short Cape (+3 W&S) | 440eb |
| HiFacs Angora & Fiber-optic Hat (+3 W&S) | 220eb |
| Leopold's Reacti-mesh Cape (+2 W&S) | 900eb |
| Alex of Milan Polychromic Suit (+2 W&S) | 715eb |
| Royo Bodyfree Mask (+1/2 ATTR) | 600eb |
| Royo Bodyfree Mask (+1/2 ATTR, filter mask) | 650eb |
| Dignity Clothing | 750-2500eb |

Edgerunner:

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| Gibson Battlegear Fatigue Pants (SP 14) | 125eb |
| Gibson Battlegear Armored Jeans (SP 16) | 30eb |
| Gibson Battlegear Armored T-Shirt (SP 10) | 10eb |
| Gibson Battlegear Denim Jacket (SP 14) | 150eb |
| Plastech Duster (SP 18, +1 W&S) | 845eb |
| Ruf Tread Boots (SP 20) | 175eb |
| Ruf Tread Kevlon & Polylog Jacket (SP 18, EV -1) | 350eb |
| Ruf Tread Nylar Bodysuit (SP 10) | 300eb |
| Icon America Morplex Shirt (SP 14, EV -1) | 130eb |
| Icon America Leather Gun Belt | 60eb |
| Icon America Leather Miniskirt | 100eb |
| Icon America Leather "Gunfighter" Hat | 100eb |
| Icon America Leather Halfboots/Boots | 100-150eb |
| Icon America Leather Long Skirt/Pants | 200-250eb |
| Icon America Leather Tunic | 220eb |
| Icon America Leather Bomber Jacket | 300eb |
| Icon America Leather Long Duster | 500eb |
| Gibson Battlegear Bodysuit (SP 10) | 300eb |
| Gibson Battlegear Greaves (SP 20) | 175eb |

Businesswear:

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| Takanaka *Exec* Scarf/Tie/Cravat | 75-100eb |
| Takanaka *Exec* Monogram Shirt | 200eb |
| Takanaka *Exec* Vest | 500eb |
| Takanaka *Exec* Pants | 700eb |
| Takanaka *Exec* Jacket | 800eb |
| Takanaka *Exec* Cape | 900eb |
| Takanaka *Exec* Top Coat | 1000eb |
| Takanaka *Exec* Opera Cloak (SP 16) | 1200eb |
| Takanaka *Exec* Armored Top Coat (SP 16) | 2000eb |
| Takanaka *Exec* Briefcase | 600eb |
| Takanaka *Exec* Cologne | 150eb |
| Takanaka *Exec* Sword Case | 300eb |
| Takanaka Cotton/Arachni-silk Suit (SP6, +2 WS) . | 500eb |
| Takanaka French Cotton Suit (+2 W&S) | 420eb |
| Flein Duraweave Suit (SP 10, +2 W&S) | 500eb |
| Pearl Eye Skirt and Jacket (SP 5, +2 W&S) | 730eb |
| Pearl Eye Chinese Silk Shirt (+2 W&S) | 140eb |

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

Specialized Clothing:

Transparent Skinmask (4) 20eb
 Designer Skinmask 50eb
 BattleMask Skinmask 200eb
 Surveillance Clothing (SP 15, contains spy gear) 5-7x
 "Spytex" Radar-Absorbent Material 10 x
 'Alessio' Coveralls 200eb
 'Lano' Coveralls (SP 14) 1600eb
 'Guercio' Helmet (SP 20) 600eb
 'Gianni' Helmet (SP 20, smartgoggles) 800eb
 'Pinamonte' Boots (SP 20) 500eb
 'Ciampolo' Gloves 400eb
 Esporma Environment Suit (SP 10/30, 60min) 725eb
 Fiorelli-Santino Anti-Fire Suit (427 to 1370°C) 1500eb
 Medical Armor (SP 20, +2 to med rolls, EV -3) ... 3400eb
 Sternmeyer Cold Weather Combat Outfit (EV -1) .. 575eb
 Sternmeyer Cold Weather Gear (upto -70°C) 50-300eb
 Soviet Military Armored Greatcoat (SP14, EV-1) ... 250eb
 Bearskin Hat (SP 0/10) 50/75eb
 Hiking Boots (SP 20) 45eb
 Athelon Body Harness (SP 5) 100eb
 Kevlar Backpack (10/18SP, .5/2kg, EV varies) .. 50/100eb
 Framed Backpack 200eb
 Biotechnica Enviro Gloves (SP 20) 200eb
 Shock Touch Protection Gloves (4 Stun charges) .. 120eb
 ExecUcleaN Armor Repair 20%
 Signal Retardant (10SP, +4 Stun vs static guns) . +150eb
 Laser Ablative Fabric (50pts vs lasers) +90eb
 Heat Displacement Fabric (100pts vs lasers) +1200eb

TOOLS

Routine Annual Maintenance (Parts) 1D10% Base
 Parts Minor Malfunction (Simple) 1D6x5% Base
 Minor Malfunction (Complex) 1D10x3% Base
 Major Malfunction (Simple) 1D6x10% Base
 Major Malfunction (Complex) 1D10x5% Base
 Catastrophic (Simple) 3D6x10% Base
 Catastrophic (Complex) 1D10x10% Base
 Repair Labor 100-150% Parts
 Cyberlimb Fleshweave Repairs +50% cost
 Basic Tool Kit (1kg) 500eb
 'Farinata' Tech Tool Kit (+1 W&S) 350eb
 Tool Kits by Buchsterhude GmbH (+1/-1 repair) ... 1000eb
 High Style Buchsterhude Tool Kit (+1 W&S) 1500eb
 Master Mechanic's Tool Kit 25,000eb+
 Gun Cleaning Kit 50eb
 Electronics Toolkit 100eb
 'Venedico' Electronics Tool Kit (+1 W&S) 350eb
 Techscanner 600eb
 'Francesca' Techscanner (+1 TECH, W&S) 1200eb
 'Pembroke' Techscanner (+2/+1 TECH) 1500eb
 'Pembroke' Update Subscription 100eb/month
 Protective Goggles 20eb
 Flashlight (100-120 foot range) 2eb
 Pocket Flashlight (25-30 foot) 1eb
 MicroFlash (4 hrs disposable, 100ft beam) 10eb/10
 Glowstik (red, green, blue for 6hrs, 6" tube) 1eb
 Flash Paint (4hrs of light) 10eb/pint

Flash Tape (6hrs of light) 10eb/foot
 NT Glowpowder (5ft area of illumination) 10eb/pot
 Rope (holds upto 1000lbs) 2eb/foot
 Super String synthetic cable (3,000lbs) 3eb/m
 Bloodhound 750eb
 Sonic Sensors 1,500eb
 Plasma Arc Torch 250eb
 Cutting Torch (5x-15x cost for thermite lance) 40eb
 Mine Detector 100eb
 A-Frame 100eb
 Air Compressor 200-1000eb
 Bungee Cords 10eb
 Entrenching Tool 50eb
 Hand-Crank Generator 50eb
 Small Generator 250eb
 Large Generator 1200eb
 Lifts (drive-on/scissors) 100/500eb
 Hand-Driven Air Pump 10eb
 Biotechnica Environmental Analyzer (20hr, .5kg) 70eb
 Enviros scanner (7m range, 12hr, 1kg) 400eb
 Portable Electropack (6hr power, 2kg) 100eb
 Arc Furnace 1000eb+300eb/day
 Liquid Medium Pump (delivers nanites to sinus) 100eb
 Micro-Centrifuge (separates compounds) 100eb
 Interface Monitor (+2 CyberTech) 800eb
 Micromanipulator Rig (+1 for small work) 3000eb
 "Tripod" Waldo Set (extra hands) 800eb
 "Spider" MicroWaldo Bracer (+1 small work) 700eb
 "Mite" Diagnostic Remote (1x1cm) 400/500eb
 "KleenBore" NanoAgent Gun Cleaner (10 uses) 50eb
 "BioGloss" NanoAgent Cyberlimb Cleaner 50eb
 "AutoGloss" NanoAgent Car Wax (10 uses) 50eb
 Dynlar Smartgrapple (100m, winch) 1500eb
 Dynlar Smartgrapple w/optical sensor (REF-5) 2000eb
 Magnagripp Magnetic Grapples (100m, winch) 50eb
 Magnagrap Claw Grapple (80%, 100m) 150eb

DEMOLITIONS

Explosives Field Kit (30kg) 1500eb
 Think-Boom Radio Detonators (3 signals) 100eb/signal
 Pressure Triggers (Diff to spot) 15eb/foot²
 Thermite-In-A-Tube (15/4D4 damage for 3 turns) 90eb
 Detcord High Explosive (40 damage) 900eb/10m
 Detonator 10eb
 Detonation Wire 1eb/meter
 Fire-Based Fuse 5eb/meter
 Chemical Delay Fuse 25-75eb
 Blasting Cap 5eb
 Smart Mine Trigger - Weight 50eb
 Indiscriminate 20eb
 IFF 75eb
 Temperature 200eb
 Voice 100eb

SURVIVAL GEAR

Canteen (10 litre) 50eb
 Canteen (Personal) 10eb
 Distillation Rig (Family) 100eb
 Water Purifier (95% rel, 2 days power) 20eb
 Water Purification Kit (Personal) 50eb
 Water Purification Kit (Family) 100eb
 Air masks 20-30eb

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|---|---------------------|
| Filter Mask (Filters 3eb) | 10eb |
| Gas Mask (Filters 10eb) | 200eb |
| Biotechnica Bioplastic Mask (12hrs) | 5eb |
| Biotechnica "Smart" Gas Mask (100%, 24hrs) | 250eb |
| Fire Starter | 1eb |
| All-Weather Fire Starter | 5eb |
| Field Pack | 50eb |
| Sun Block (SPF60) | 10eb |
| "Swiss Army" Knife (.5kg) | 50eb |
| Immersion Heater (12 uses) | 15eb |
| Native American Tipi | 200eb |
| Tent (2 Person) | 150eb |
| Tent (6 Person) | 250eb |
| Tent (10 Person) | 500eb |
| Tent (Big Top) | 12,000eb |
| Backpack Stove | 20eb |
| Tent Stove | 75eb |
| Tire Chains | 60eb |
| Logcompass | 50eb |
| Inertial Compass | 100eb |
| DataTel Mapmaker (1kg) | 500eb |
| DataTel Navstar Mapmaker | 900eb |
| Automapper | 200/220eb |
| TomKatt DooDadd (orienteering device) | 18eb |
| TomKatt DooDadd NavStar system | +20eb |
| Topographic Map Chips (200 km ²) | 5eb |
| Grapple Line (100m, SDP 30, 3kg) | 60eb |
| Climbing Spikes (+2 Climb, 1D6+3*) | 75/140eb |
| IR Combat Cloak (-5 IR Notice, EV 2, 2kg) | 450eb |
| Reactimesh Camouflage Netting (-4 Notice) | 15eb/m ² |
| Reactimesh IR Netting (-5 IR Notice) | 2eb/m ² |
| Anti-Laser Aerosol (3m cloud, 12 turns, -4 to hit) .. | 150eb |
| Ablative Creme (10SP vs laser, -2/5 dmg, 5 uses) . | 100eb |

PERSONAL ELECTRONICS

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|--|-----------------------|
| Data Cache (100MU, SDP 15, SP30) | 8000eb |
| Data Cache (200/300MU) | 10,500/13,000eb |
| Data Chip | 10eb |
| "Treasurer" Datawatch (1MU) | 55eb |
| Holotank (tabletop- 12"x18") | 500eb |
| Holotank (desktop- 24"x36") | 1000eb |
| Holotank (display- 4"x7') | 5000eb |
| Holo Generator | 500eb |
| Holoscreen Viewer (many models) | 2x base |
| Microtech Residence (Home for INT 6 AI) | 150,000eb |
| Net-Vision Glasses (optional Invisibility) | 900/1200eb |
| Video Board | 100eb/ft ² |
| Video Wall (6'x6') | 3500eb |
| Batteries | 5eb |
| IEC Micromate Blender | 35eb |
| Hitachi-Kenmore Appliance Mod | 500eb |
| Optical Remote (2m IR eye controlled remote) | 100eb |
| Cab Hailer (1D6 min wait) | 150eb+10eb/month |
| Image Wallet (.1kg) | 100eb |
| Sleep Inducer (2-3 hours, .5kg) | 85eb |
| Gun Camera (10m, records if finger on trigger) | 100eb |
| Nikkon Gun-Eye Camera (.2kg, 10-30min) | 200eb |
| Gun-Eye Options (LL, IR, Thermo, Anti-Dazzle) .. | +100eb |
| Gun-Eye Options (image enhancement) | +150eb |
| Gun-Eye Option: Teleoptic sight (+1WA) | +150eb |
| Gun-Eye Option: Cyberlinkage | +100eb |
| Battery Pack | 50eb |

| | |
|---|------------|
| Home-Use Transformer | 100eb |
| Solar Electric Panel (1 device) | 100eb |
| Solar Panel Central Extension Cord | 25eb |
| Portable Radar | 250eb |
| Portable Sonar | 150eb |
| Personal Tactical Computer | 1000eb |
| Militech PTC Detail Cards | 50eb |
| Ghost Projector | 950-1850eb |
| DDI PrayerWare | 120eb |
| Smartgoggle Mirrorshades (2 options, -10%) | 450eb |
| Smart Glove (Aver REF or -1 WA) | 110eb |
| Smart Glove Gun Modification | +200eb |
| Echolocation Goggles (-1 Awareness in dark) | 1500eb |

MEDIA EQUIPMENT

| | |
|--|----------|
| Digital Recorder | 300eb |
| Digital Camera (.5kg) | 150eb |
| VideoCam (1kg) | 800eb |
| Video/Audio Tape Player | 40eb |
| Video Tape | 4eb |
| Digital Chip Player (1kg) | 150eb |
| Braindance Recording Unit | 12,000eb |
| Braindance Editing Unit | 26,000eb |
| Multiformat Newscam | 2600eb |
| MiniCam 14 | 1500eb |
| Cybercam EX-1 (2.2kg) | 1200eb |
| Nikkon America Campod (8 SP, 12hrs, 2kg) | 1000eb |
| Remote Cybercam 20 (2km, 24 hrs, 1kg) | 350eb |
| Holographic Camera | 2x base |
| Cyberholo Art Imager (+1 Paint/Draw) | 600eb |

From Interface, Vol 2, Issue 1:

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|---|--|
| Omnieye Interviewer's Camera | 1000eb |
| Tanaka-Sanyo Portable Editing Lab (8hrs, 10kg) . | 6000eb |
| Leather, Brushed Metal Covering | +100-300eb |
| Spare Battery (8hrs, 4kg) | 250eb |
| Medusa 2000 Camera/SMG | 2500eb+ |
| Video Editing Console | 300-700eb |
| Audio Editing Module/Console | 400eb |
| Second Stage Image Virtualizer | 2000eb |
| Optical Image Scanner (input for virtualizer) | 400eb |
| Audio Support Hardware | 300eb |
| Video Support Hardware | 500eb |
| Transmitter | 3.14 x sq mile range ² x200eb |
| Subcarrier Transmitter | 3.14 x sq mile range ² x250eb |
| Subcarrier Receiver - Single Frequency | 40eb |
| Subcarrier Receiver - Adjustable Frequency | 200eb |

From Dark Metropolis:

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|--|---------------------|
| Video Alteration Equipment | 5000eb |
| Video Alteration Equipment (+10 to diff) | 1000eb |
| Video Alteration Equipment (-5 from diff) | 10,000eb |
| Register Radio Frequency | 1000eb/month |
| Register TV Station | 5000eb/month |
| Radio Transmitter .. (range+strength+quality+size)x100eb | |
| TV Transmitter (range+strength+quality+size)x2000eb | |
| Reliability (2nd hand to Custom) | x0.5/x0.25/x1/x2/x5 |
| Remote Transmitter (extends range, Elec 25) . | 50% Cost |
| Build Transmitter | 50% cost |
| Transmitter Locator (Elec 25, need 2+) | 500eb |
| Jammer (Elec 5+5/Level, 1km) | 100eb xSTR |
| Jammer (Elec 5+5/Level, 5km) | 200eb xSTR |

Jammer (Elec5+5/Level, 10km) 300eb xSTR
 Cheesebox (cell phone into phone line, 1km) 100eb
 Voice Mask (alters voice, Elec 30) 1000eb
 Music Library 100 to 5000eb
 Video Library 5000 to 50,000eb

From Cybergeneration Media Front:

Video Camera (HRAM or transmit signal) 500eb
 Remotelink (5mi microwave link to cams, 1kg) 1000eb
 Flatcam Pickup Only (imaging device only) 100eb
 Specialized (IR, UV, translucent) +100eb
 Peek-Through Flatcam (thermal) +900eb
 Sub-Miniature Systems x2
 Flatcam & Microtransmitter 200eb
 Integrated Flatcam (2 hrs record/battery) 200eb
 8 Hours Max Recording Time +100eb/hour
 Flatcam Glasses (4.5 hours audio & video) 500eb
 Flatcam Remote Control (8 cams max, 8hr store) . 500eb
 HRAM Recording Deck 200eb
 HRAM Slugs Audio (96 hours max) 4eb/hour
 Video (4.5 to 10 hours max) 10eb/hour
 Padded ENG Slugs +10eb
 Sub-Miniatures x2
 Optical Chips (Lv 2, 4, 8, +1 skill, -4 TECH) ... 500eb/level
 Very Small (1cm) x2
 Ultra Small (1mm) x3
 Sat-Net Membership 250-260eb/month + 20eb/hour
 Public Sat-Net Receiver (10x10x2cm, 200g) 30eb
 On-line Info Service Membership . 15eb/month + 1eb/hour
 Computerized Control System (+5 skill, 6 feeds) . 6500eb
 Software, Controllers & Connections Only 1000eb
 Expansion Module (adds 6 more A/V feeds) 1000eb
 Monitor Screen (for each video input/output) 100eb
 AV Processing Desktop PC (4kg, +4 skill) 5500eb
 Video Processing Desktop PC (4kg, +4 skill) 5000eb
 Audio Processing Desktop PC (2kg, +4 skill) 1000eb
 Broadcast HDTV Receiver (300g) 150eb
 Broadcast HDTV Receiver & Screen 200-1000eb
 Tracker (75% chance to track signal, 1.5kg) 2000eb
 Jammer (jam one UHF/VHF signal 1/2 mile, .8kg) . 400eb
 Cablejack Equipment (TV networks only, 25kg) ... 5000eb
 Assembled Cablejack Parts (2d6 days, 50kg) 1000eb
 Cellular Data System PC (40MU, Spd 6, 700g) ... 8000eb
 Extra 10MU (max 80MU) 1000eb
 CDS Permit 1200eb
 Broadcast HDTV Receiver Card (5MU) 200eb
 AV CDS Card (require 15MU & permit) 5000eb
 Video CDS Card (requires 10MU & permit) 5000eb
 Audio CDS Card (requires 5MU & permit) 1200eb
 Controller CDS Card (requires 10MU & permit) 1100eb
 User Configurable Encrypt/Decrypt Card (5MU) 220eb
 Satellite Uplink/Downlink CDS Card (10MU) 400eb
 With Encryption/Decryption 600eb
 Encryption Cracking CDS Card (90% rel) ... 500-10,000eb
 Pirate FM/AM Radio Transmitter (weak signal) Varies
 1 Watt/Few Blocks (200g) 100eb
 10 Watts/Neighborhood (200g) 200eb
 100 Watts/Small Town (400g) 500eb
 1000 Watts/City (1kg) 1000eb
 Sub Miniature or Cybernetic (1-2 spaces) x2
 VHF Transmitter (50mi max, digital) 1000eb/mile
 UHF Transmitter (25mi max, strong) 250eb/mile

Increased Signal (weak, average, strong, digital) +50%/Lv
 Decreased Signal (min weak) -25%/Lv
 Microwave Link (10mi range) 1000eb
 Satellite Link 5000eb/year

MUSICAL

Electric Guitar (3kg) 100-500eb
 Rickenbacker or Telecaster 10,000eb
 Yamaha "SmartMIDI" Guitar 1600eb
 DPI "Cybertechnic" Guitar 1200eb
 Washburn Soundmachine Guitar (+1 Perform) 1000eb
 Electric Bass 400eb
 Electronic Keyboard (4kg) 200-900eb
 Yamaha "Hurricane" Ultrasynth (+2 Play) 2345eb
 Standard Drum Kit 1500eb
 Electronic Drum Kit 500-1000eb
 Bass Synthesizer 200eb
 Drum Synth-Box (3kg) 150eb
 Synthesizer Drumpad 200eb
 DPI Smartsticks (+1 Play Drums) 800eb
 Synthesizer Keypad 100eb
 MiniAmp (10w) 220eb
 "Single Stack" Amp (500w) 500eb
 Amplifier (4kg) 500-1000eb
 Exotic Percussion 50-300eb
 Cordless Microphone (1000ft) 100eb
 CyberMIDI Effects Controller 2000eb
 Parman Drumsticks 65eb
 MRAM Pro Chips 100eb/level
 Digital Recording Studio 12,000eb
 DPI "Black Box" Synthamp (vocal synth) 800eb
 "Black Box" Voice Chips 10eb
 Body Rhythm Dance Bracelets (15m range) 400eb/pair
 Body Rhythm Amp 250eb
 Sound Optimization System (+1 Perform) 1000eb
 Wall Speakers 250eb
 Yamaha-PhotoTex Multimix Holodeck 225,000eb

MICRO-COMPUTERS

"Black Book" (SP 15, EMP shielded, E-Book) 250eb
 Zetatech "E-Book" Microcomp (5 hours, 12MU) 100eb
 Cybernetic "E-Book" (+2 INT/TECH skill rolls) 140eb
 Vocal Control "E-Book" 120eb

LAPTOPS AND PORTABLE COMPUTERS

Advanced Communication Case (EBM PCX) 8000eb
 EMB "PCX" Minicomp (2 hrs, 25MU, INT 2, 1kg) ... 900eb
 Cyber-PCX (+1 INT/TECH skill rolls, 1kg) 1200eb
 Vocal-PCX (Vocal Control, 1kg) 1050eb
 Mead Electronic Notebook (4 SP, 12 hrs, 2.5kg) ... 860eb
 Wearable Computer (PCX, 25MU, 2.1kg) 1000/1400eb
 Hybrid MedicWear Computer (" +Medscanner) ... 2500eb
 Microtech "PCZ Super" (INT 2, 30MU, 150min) ... 1500eb
 Wyzard "Handbox" (INT 1, Holoscreen) 6700eb
 "Handbox" Removable Hard-disk (+1 INT, spd) 140eb
 "Handbox" 1MU cartridge 100eb
 "Handbox" Foldable Touchpad 150eb
 Zetatech PDA+ (INT 2, 20MU, 6 hrs, 1.1kg) 680eb
 Zetatech PC-4041 "Wearcomp" Workstation 8500eb
 Kaitlin Hand Held Programmer (attach to terminals)

PERSONAL COMPUTERS

Microtech IIKL-4 WS (40MU, INT 3, 4 slots) 1200eb
 Microtech IIKL-4 w/ cybernetic link 1680eb
 Zeta 4040 Portastation (INT 3, 30MU, 4hr, 3kg) ... 1000eb
 Zeta 4040 Portastation w/cybercontrols 1300eb

MINI-FRAMES

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

HARDWARE OPTIONS

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

PC PERIPHERALS

EXPERT Skill Progs (level 4-8) 200+100eb/+1
 Datatel RotoWrighter (20 page printer) 20eb
 Gloves & Goggles (-3 to -1 Interface, no AP) 100eb
 "Hot Key" Keypad (Reduces MF penalty by 1) 100eb
 Interface Routine for Computer/Keyboard 'run .. 150-200eb
 Modify Software for Computer/Keyboard 'run 50eb/ea
 Heads-Up Display (-3 A/N, Goggle/Monocle) ... 150/200eb
 Heads-Up Display Mirrorshades (A/N 20 to spot) .. 300eb
 Language Processors (Voice Control) 40%
 Microtech Virtual Reality BBS (Diff -1lvl, 8kg) 10,000eb
 Miniature Copier (1MU, 1hr battery, 0.5kg) 230eb
 WorldSat Flopscreen 400eb/sq ft
 Information Black Box (40MU, 25SP, 20SDP) 1000eb
 Information Links (connect to Visual Rec Chips) 25eb
 AI Core Program (INT 1-18) 1000-15,000eb

CompuMods:

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

Drug Analyzer (75%, 4MU) 75eb
 Credit Transactor Package (1MU, need modem) ... 250eb

CYBERDECKS AND OPTIONS

Standard Cyberdeck (.5kg, 6 ports, 10mu) 500-1000eb
 Bodyweight Data Creche (+1, 12MU, DW+4) 7500eb
 Dantech Cacciaguida (+0, 10MU, DW+5) 7000eb
 EBM PNI 210 (+0, 10MU, DW+2) 1000eb
 EBM PNI 412 (+2, 10MU, DW+4) 4200eb
 Green Knight (+0, 10MU, DW+8) 10,000eb
 Omnibus Cspace Explorer (-1, 10MU, DW+2) 1300eb
 Pandora's Deck (+1, 20MU, DW+4) 12,000eb
 PCT Danzig (+0, 10MU, DW+3) 500eb
 PK-6089a (+1, 15MU, DW+4) 9000eb
 Zetatech Parraline 5700 (+1, 10MU, DW+3) 2100eb
 Zetatech Parraline 5750 (+2, 10MU, DW+4) 3600eb
 Zetatech Parraline 5800 (+3, 15MU, DW+6) 6500eb
 Zetatech Virocana (+1, 20MU, DW+8) 10,000eb
 Nirvana Pleasure Deck (+2, 15MU, DW+5) 4000eb
 Portable Deck (4hrs) 2000eb
 Cyberlimb Deck (portable or cellular) 3000/5000eb
 Combat Assault Deck (SP20) 3000eb
 Sealed Combat Assault Deck (SP20, cellular) .. 6000eb+
 Cellular Decks (moving=25% loss of link) 4000eb
 Frequency Hopping Radio Cybermodem 5000eb+
 Arasaka Portable (+3, 18MU, DW+6, cell) 15,000eb
 Artemis 2020 (+2, 15MU, DW+5, cell) 10,000eb
 Aztec 600 Assault (+2, 25MU, DW+5) 8200eb
 EBM PNI 724 (+4, 20MU, DW+7) 10,000eb
 Jeweldecks (+2, 15MU, DW+5, cell) lots
 Kirama LPD-12 (+3, 20MU, DW+2, cell) 8025eb
 Lang Conpro-2 (-1, 15MU, DW+10, cell) 5000eb
 Langley Datastick Mk7 (+3, 25MU, DW+4, cell) . 9500eb
 Liz Cyber SpanDeck (+2, 10MU, DW+2) 17,000eb+
 Microtech Commando (+4, 30MU, DW+6, cell) . 37,400eb
 Microtech Super-Soldier (+4, 30MU, DW+6, c) . 55,000eb
 Microtech Helmetdeck (+2, 10MU, DW+2) 4100eb
 Raven Micro Eagle (+3, 20MU, DW+5, cell) 11,000eb
 Raven Micro Kestrel (+4, 10MU, DW+4, cell) 9000eb
 Raven Micro Owl (+1, 10MU, DW+4, cell) 25,000eb
 Raven Micro Rook (+1, 10MU, DW+4, cell) 4000eb
 SGI Tech Elysia (+3, 20MU, DW+5) 4260eb
 Shadowdeck (+4, 20MU, DW+7) 4500eb
 Cybermodem Suit (+1, 20MU, DW+3) 6300eb+
 Zetatech D2-3000 Armdeck (+2, 15MU, DW+4) .. 5000eb
 Multi-Man "Pocket Residence" (INT 1, 10MU) ... 10,000eb

Cyberdeck Upgrades:

Memory (10MU) 5,000eb
 Tycho Memchip (7MU) 3500eb
 WuTech Memchip (2MU) 1000eb
 Zetatech Memchip (5MU) 2500eb
 Speed (max +5) 2000eb/+1
 Corolla Speedchip (+1 spd Anti-Program progs) 300eb
 Zetatech ZZ22 Speedchip (+1 spd, str Anti-Progs) 3000eb
 Data Walls (max 10) 1000eb/+1
 Keyboard (-4 REF, imune to AP attacks) 100eb
 Interface for PC/Keyboard Netrunning 150-200eb
 Modified Software for PC/Keyboard Netrunning 50eb
 Videoboard 100eb/sq ft
 Printer (size of large book) 300eb
 Chipreader/Recorder (size of cigarette pack) 100eb

| | |
|--|-----------|
| Extra Chips | 10eb |
| Vox Box | 300eb |
| Scanner (A4 to 1m) | 100-300eb |
| Interface Cables (.5kg) | 20-30eb |
| Low Impedance Cables (+1 when interfacing) | 60eb |
| Protected Cables & Plugs (-1 spd, 40% protect) ... | 250eb |
| 'Trode Set (-2 REF, limits AP attacks) | 20eb |
| Microtech 'Trode Set (-1 REF) | 500eb |
| Terminal (-5 to Netrunning) | 400eb |

Special Options:

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

COMMUNICATIONS

| | |
|---|------------------------|
| Postage Stamp | 0.95eb |
| Pay Phone Call | 0.5eb/min |
| 1-900 Phone Numbers (phone votes, etc) | 3eb |
| Cellular Phone (+100eb/month, .5kg) | 400eb |
| Mini Cell Phone | 800eb |
| Nu Tek Tie-Fon (a tie & phone) | 200eb |
| Net Access Code (+30eb/month) | 1000eb |
| Long Distance Charges | Net Spaces x 0.2eb/min |
| Data Term Net Access | 1eb/min |
| Vidphone (upto wall size) | 150-400eb |
| 3D Holophone (3m view) | 900eb |
| 3D Holophone Icon Chip (shows Net style Icon) | 50eb |
| Field Telephone Unit | 50eb |
| Mastoid Comlink (6km/10miles) | 100eb |
| Personal Comlink (6km/10miles) | 100eb |
| Booster Unit (20-30km) | 300eb |
| Family Comlink (30-50km) | 500eb |
| Short-Wave Radio (Used) | 500eb |
| Backpack Satellite Uplink (15kg, 72hr) | 1000eb |
| Toshiba PRC-10 2 way radio | 300eb |
| MicroComm Pagestar | 100eb |
| Advanced Communications Suitcase | 8000eb |
| Advanced Commo Suitcase (w/short wave) | 8800eb |
| Office Communications Suite | 1000eb |
| Office Video Intercom | 1100eb |
| EBM Carfaxx 2002 | 500eb |
| Fax Plus 1000 (10 hours) | 300eb |
| WorldSat Newsviewer (0.1kg) | 100eb+2eb/hour |

| | |
|--|---------|
| Linear Beam Commlink (1 mile, Diff Elec, 30 min) . | 200eb |
| Fibre-Optic Cable | 0.1eb/m |
| Higher Quality Fibre-Optic Cable (+1 Netrun) | 1eb/m |
| Repeaters (boost net signals) | 1000eb |
| Junctions | 100eb |
| Hand Held Jammer (10m comm disruption) | 50eb |
| Electronic Warfare Suite (10kg) | 4,000eb |

PHONE UPGRADES

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

ENTERTAINMENT

| | |
|--|--------------|
| Data Term Use | 1eb/min |
| Dataterm Hardcopy | 0.5eb/page |
| Screamsheets (newsboxes, vendors) | 0.1eb/page |
| Corporate Edition (office newsbox) | 0.1eb/page |
| NIGHT CITY TODAY (updated 6, 12, 5, 10) | 0.1eb/page |
| FACE THE FAX (underground screamsheets) .. | 0.1eb/page |
| Screamsheet Subscription | -50% Cost |
| Screamsheet Net Download | -20% Cost |
| Newspapers (vendors, cafes) | 1-2eb |
| 1 "C"-The Magazine for the Corp. Exec | 112eb/year |
| Tickets Star | 75-150eb |
| Concert | 50-75eb |
| Lecture | 30eb |
| Game | 25eb |
| Cinema | 7eb |
| Night City Japanese Cultural Heritage Museum | 2eb |
| Civic Theatre | 7eb |
| The Corporate Showing Art Theatre | 17.5eb |
| The Freefall Club | 7eb |
| Private Bar At The Freefall Club | 200eb/hour |
| Night City Tour Chip | 10eb |
| Night City Shopping Guide | 2eb |
| Digital Music Chip | 20eb |
| Music Video Chip | 10-20eb |
| Pocket TV (.5kg) | 80eb |
| Personal Digital Media Universal Systems | 2000eb |
| Satellite Dish | 1500eb |
| BBS Link | 0.20-2eb/min |
| Visitor Realities | 0.2eb/min |
| Forgotten Realms VR | 1eb/min |
| Tropical Paradise VR/Harem Romp VR | 5eb/min |
| Virtual Ventures Ltd | 900-10,000eb |
| Braindance Run (Bar or Arcade) | 2-4eb |
| Braindance Run (Sleazier Joints) | 1.5eb+ |
| Braindance Run At Cherry Blossom Memories | 50eb |
| Braindance Chip (Buying) | 50-75eb |
| Braindance Chip (Net Download) | 35-60eb |

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|--|---------------|
| Pirate Brainsdance Chip (Usually defective) | 25-40eb |
| Black Market Brainsdance Chip | 200-300eb+ |
| Brainsdance Subscription (6 month, 1 per week) ... | 1200eb |
| Brainsdance Vending Unit | 200eb |
| Brainsdance Playback Unit | 2000-500eb |
| Brainsdance Portable Player | 150-300eb |
| Wirehead Unit Refit | 1D10x100eb |
| Permanent Wirehead Refit | 5000-25,000eb |
| Tek Shadow Vid | 250eb/month |
| DeathSpa | 5000eb+ |
| Mancatcher or Big Game Wars | 1 Million eb |

Rush Options:

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

SECURITY

| | |
|--|-------------------|
| Keylock (Diff 15 to 30) | 20eb/level |
| Cardlock (Diff 15 to 30) | 100eb/level |
| Vocolock (Diff 15 to 30) | 200eb/level |
| Smartlock Door System | 250eb/level |
| Smartlock Preset Time Log-in | 220eb |
| Portable Maglock (Diff 25, SP 15, 12 hrs, 1kg) | 300eb |
| Maglock Fiberoptic Camera | +80eb |
| Scanner Plate | 500eb |
| Movement Sensor (95% reliable) | 40eb |
| Remote Sensors | 700eb |
| Passcard | 10eb |
| IEC ID Bracelet | 50eb+ |
| ID Badgemaker | 500eb/700eb |
| Militech Personal Body Alarm | 400eb+300eb/month |
| Poison Sniffer (85% reliable) | 1500eb |
| Jamming Transmitter (1000ft) | 500eb |
| Snoopbox Personal Intrusion Sensor | 4000eb |
| Tracking Device (range is 1 mile) | 1000eb |
| Tracer Button | 50eb |
| Arasaka Security Services Chip (+3) | 100eb |
| Remote Weapons Station | 6000eb |
| Remote Weapon Links | 500eb |
| ID Scanner and Processing Unit | 1200eb |
| Retina Scanner (holds 250 images) | 400eb |
| Hand Scanner (holds 500 palm prints) | 350eb |
| DNA Scanner/Recorder | 1000eb |
| Blood Tester | 300eb |
| Cyber Scanner | 500eb |
| Striptape Binders (Strength 25+) | 5eb/12 |
| Plas-Cuffs (Strength 25+) | 40eb |
| Handcuffs (Strength 30+) | 100eb |
| Ion Cuffs (disables Cyberlimbs) | 100eb |
| Detention Collar (48 hrs, shock or drug (5), .5kg) .. | 260eb |
| Explosive Collar (6-30 mile signal area) | 1000eb |
| Pain Stimulator (3/4 or 1/2 stats, death 2+ mins) .. | 1000eb |
| Pleasure Simulator (+1 to 10 Cool (12), - to stats) .. | 1000eb |
| Fridigair Bolthole (SP 30) | 500eb |
| Paper Shredder | 500eb |
| Line Tap Detector | 60eb |
| Linozap | 350eb |

| | |
|---|--------------|
| Protection Field (2m shock field, 1.5kg) | 750eb |
| Voice Stress Analyzer (+1 HP/Interro) | 200/250eb |
| R-101 Lie Detector (90%, V.Diff Cool) | 5000eb(3-5x) |
| Window Trembler (Stops Laser-mikes) | 120eb |
| Bug Detector (80%) | 200eb |
| Bug Jammer (10m, 80%) | 200eb |
| Arasaka OmniTec Radar Detector (60%, 100m) | 250eb |
| "Scout" Bug/Tap Signal Tracker (80%) | 300eb |
| Arasaka JetSetter Briefcase (SP 30, Diff 30) | 2000eb |
| Arasaka ECM Comm-Scrambler (Diff Elec, 1 hr) ... | 100eb |
| Modulation Chip (Mil radio jammed on 7-10) | 20eb |
| "Mumbler" White Noise Generator (3m, 90%) | 3500eb |
| ScanMan Full Identity Scanner | 2100eb |
| "Scanway" Scanner Gate (95% either) | 2800eb |
| "Scanway" Deluxe Scanner Gate (95% all) | 5400eb |
| "Scanway" Large Screen | 500eb |
| Detection Wand (10cm range, 2hrs, 0.5kg) | 175eb |
| Evidence Bags (5) | 6eb |
| Ballistics Kit (15SP case) | 600eb |
| Rescue via SOSBooth (holds 4, D6+2 mins) | 1000eb+ |
| Clean Sweep (30-90% rel) | 7000eb/year |
| Wutani Motion Tracker (75m-1km, 4kg) | 770eb |
| Nano-Paper (Dissolves under special light) | 3eb/sheet |
| Nano-Paper Dissolving Light | 10eb |
| Schlaghund (15D6 over 5m, or gas over 6m) | 4500eb |
| Thermal Decoys (30 mins, optional IFF) | 50/100eb |
| Sabotage Weapon Chip (Elect 25, & 5 min to find) .. | 50eb |
| "Bug" Weapon Chip (Elect 25, & 5 min to find) | 25eb |

SURVEILLANCE & B&E

| | |
|---|-------------|
| Baskin Undercover (20-75% rel) | 200eb+/hour |
| Binoculars (.5kg) | 20eb |
| Binoglasses | 200eb |
| Light Booster Goggles (diff to detect IR beams) | 200eb |
| IR/UV Goggles (need IR flashlight) | 250eb |
| IR/UV Flashlight | 50eb |
| Militech Refractix Binoculars | 350-550eb |
| Optictech Magviewer (20x, sonar, 1kg) | 375eb |
| Magviewer w/ Passive Infrared | 475eb |
| Magviewer w/ Lowlite | 500eb |
| Magviewer w/ digital Camera | 450eb |
| IEC Phase 4 IR laser sight (+1) | 250eb |
| IEC IR glasses | 75eb |
| Sonar Scanner (120m, .2kg) | 50eb |
| "Komaku" Laser Mike (50m) | 250eb |
| "Komaku" Fixed Laser Mike (75m, 4 hrs record) ... | 350eb |
| "Komaku" Cyberarm Laser Mike (60m) | 400eb |
| Line Tap | 200eb |
| Raven Microcyb Data Tap (70% accurate) | 200eb |
| Omega Phone Tap (10 lines, 24hrs, 60% avoid) .. | 1400eb |
| Surveillance Kit (digicamera, mikes, tracers) | 3500eb |
| Visual Adapter (attach LL, etc to camera) | 100eb |
| Remote Investigation Kit | 45,000eb |
| B&E Tools | 120eb |
| Advanced Alarm Removal Kit (+1 TECH, 3kg)) | 290eb |
| Security Scanner (75% reliable) | 1500eb |
| Code Decryptor (+5 vs. Cardlocks) | 500eb |
| VocDecryptor (+5 vs. Vovolocks) | 1000eb |
| SmartDecryptor (15+1D10 vs Card/Vocolocks) | 1500eb |
| Jack-In-The-Box | 500eb |
| Finger Booties (slip on prints) | 100-500eb |
| Microtech Mk-4 Signal Detector (85%, .5kg) | 2400eb |

BATTLEFIELD SENSORS

| | |
|--|---------------|
| Base Station (2km monitor, 50km trans) | 1500eb |
| Extended Range (4km monitor, 100km trans) | +500eb |
| Satellite Uplink (unlimited transmission range) .. | +1500eb |
| Visual Sensor (50m) | 300eb |
| Cyberoptic Options | +1/2 cost |
| Audio Sensor (Notice +10) | 200eb |
| Cyberaudio Options | +1/2 cost |
| Enhanced Hearing (detect movement 5m/100kg) ... | +75eb |
| Radio Sensors (radio & radar, 70%) | 200eb |
| ACOUBOUY Unit (stealth 20+ within 1000m) | 1500eb |
| Noiseless Button Bomblets (Notice 30+) ... | 1000eb/1 mile |
| Ground Surveillance Radar (7kg, 5km) | 30,000eb |

MEDICAL

| | |
|---|---------------------|
| Clinic Visit | 200eb |
| Ripperdoc Visit | 5-600eb |
| Docs R Us (1/2 recovery time) | 1.5x Cyberware Cost |
| Hospital | 300eb/day |
| Night City Medical Center | 6000eb/day |
| Intensive Care | 1000eb/day |
| Therapy Outpatient (-25% HL) | 1000eb/week |
| Inpatient (-33% HL) | 5000eb/week |
| ICT (-50% HL) | 10,000eb/week |
| Psychiatrist | 1000-3000eb/month |
| First Aid/Snake Bite Kit | 20eb |
| Basic Medical Kit (1kg) | 120eb |
| Surgical Kit | 400eb |
| Medscanner (+2 to Diagnose) | 300eb |
| Portable Life Support Kit | 10,000eb |
| Automedic: Basic (1kg, 3 drugs, 70%, +1 FA) | 300eb |
| Automedic: Basic w/internal Biomonitor (100%) | 420eb |
| Automedic: Deluxe (2.5kg, 5 drugs, +2/3 FA) | 1000eb |
| Autodoc (Med +10, 1stAid +15, 30kg) | 12,000eb |
| Dermal Stapler | 1000eb |
| Skin Foam (+2 First Aid, 10 doses) | 100eb |
| Bone Glue (heals 1/2 damage taken to limb) | 25eb |
| Biotechnica Toxi-Stopppers (+4 to save) | 2000eb/dose |
| Tissue Glue (+3 First Aid) | 25eb |
| Spray Skin | 50eb |
| Slap Patch | by drug |
| Airhypo | 100eb |
| Bodyweight Life Support (72 hours, 2kg) | 500eb |
| Portable Intern Unit (+2 Diagnose, +1 Stabilize) .. | 1200eb |
| Flask of Bandage | 2500eb |
| Portable Cryogenic Case (24hr, SP 10, 2kg) | 250eb |
| Limb Preservation/Transport Unit (+1D6 value) | 500eb |
| Cryotank | 100,000eb |
| Archaesthetic (+1 Diagnose & Medtech) | 1000eb |
| Blood Substitute (3 pints: +1 Stabilize) | 150eb/pint |
| Bodyweight Synthetic Blood (as above) | 200eb/pint |
| Cybercast (equal to full rest, -2 to limb) | 3000eb |
| Cybercast Rental | 200eb/day |
| Medical Examiner's Equipment Pack | 700eb |
| Celestial Parachute System | 200,000eb |
| Biotechnica "A Clone of My Own" Kit (10kg) | 500eb |
| Bodyweight Genesplicer (90kg) | 600,000eb |

Cyberware/Bioware:

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|--|-----------|
| Powered Silicon Pills | 10eb |
| Cyberware Battery (old one returned/or not) | 100/200eb |
| Cyberware Check-up | 100eb |

| | |
|--|--------------------|
| Cyberware Scanner (Cybertech 20) | 50,000eb+ |
| Lifesaver Skinweave Maintenance | 1000eb |
| Sycust Bodyware Customization | 20-5000eb |
| ArmorSaver Drink (restores 2SP of Skinweave) | 50eb |
| Parts N' Programms | -5% Cyberware Cost |

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

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

Bounty For Legal Bodyparts:

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

DRUGS

| | |
|---|-----------|
| Pill Case | 10eb |
| Drug Analyzer | 40-75eb |
| Drug Design Module (1dose/3hrs) | 5000eb |
| Drug Synthesizer-Personal | 1000eb |
| Drug Synthesizer-Small Pharm | 5000eb |
| Drug Synthesizer-Large Pharm | 10,000eb |
| Drug Synthesizer-Industrial | 20,000eb |
| Drug registration | 10eb/year |
| "Blanket" License | 25eb |
| RapiDetox | 1500eb |
| DIY Drug Combinants (7 doses) | 14,000eb |
| Vitamensch Vitamins (100) | 50eb |
| Catch-22 (30) | 4eb |
| SynthCoke (+1 Endurance, 1d6+1 min) | 1000eb |
| Stim (+3 Endurance, 1d6+1 min) | 500eb |
| Syncomp 15 (+3 antidote, -1 REF, 1d6+1 turns) ... | 650eb |
| Speedheal (+2 heal, -1d6/3 REF, 1d6+1 hour) | 1650eb |
| Boost (+1 INT, 1d6+1 hour) | 600eb |
| Blue Glass (+1 hallucinogen, 1d6+1 min) | 900eb |
| Smash (+1 euphoric, 1d6+1 min) | 100eb/6pk |
| 'Dorph (+2 Stun Saves, 1d6+1 turns) | 250eb |
| Black Lace (+3 Stun Save, +2 CL, 1d6+1 hour) | 650eb |
| Prime (+2 CL, +3 A/N, +2 Stun, 1d6+1 hour) | 500eb |
| Timewarp (+3 Initiative, 1d6+1 min) | 300eb |
| Berserker (+2 BOD, +2 CL, +1 REF, 1d6+1 min) .. | 400eb |
| Sedative (BOD 25 save or unconscious, 1d6+1 hr) .. | 40eb |
| Stim (negates wound penalties, 1d6+1 min) | 50eb |
| Surge (+1 Stun Save, 1d6+1 hour) | 75eb |
| Trauma 1 (Death Saves 3pts easier, 1d6+1 turns) ... | 60eb |
| Spotlight (+2 A/N, 1d6/2 hour) | 425eb |
| HappyKill (+3 Endurance, Stun Save, 2d6 min) | 525eb |
| Mr. Ex (+1 Endurance, -1 CL, 1d10+1 day) | 675eb |
| Twitch (+2 euphoric, -1 REF, 1d10+1 min) | 300eb |
| Char (+3 COOL, -3 EMP, 1d10+1 min) | 500eb |

| | |
|--|------------|
| Paracaine (+5 Stun Save, 30 min) | 1000eb |
| Priapan Spray (+1 Stun, +2 Stabilise, 2 hr) | 10/30/50eb |
| Lucidrine Booster (+2 REF, +5 Initiative, 5 min) | 650eb |
| Tri-Phets (+1 COOL, End, tablet, 1d6+1 hr) | 1000eb |
| RPM (+3 hallucinogen, derm, 1d6+1 min) | 100eb |
| Neocorticine (+2 hallucinogen, dot, 1d6+1 min) | 100eb |
| Beauties (+3 euphoric, -3 REF, cap, 1d6+1 min) ... | 200eb |
| Sunnies (+2 COOL, Stun Saves, tablet, 1d6+1 hr) .. | 825eb |
| Paxium (+1 soporific, tablet, 1d6+1 turns) | 50eb |
| Jazz (+2 REF & CL, 1d10+1turns, tablet) | 300eb |
| Foolkiller (+3 CL, A/N & End, pat, 1d10+1 min) ... | 2000eb |
| Sixgun (+3 INT & A/N, nerve inject, 1d10+1 hr) ... | 2175eb |
| Rambo-7 (+2 BOD, REF, A/N, Stun, 1d10+1min) .. | 800eb |
| LeSade (+2 Aphro, Euph, Coagulant, 1d10+1min) . | 600eb |
| Diamond 4 (+2 heal, Antibiotic, Antidote) | 1725eb |
| Thrill (+1 Euphoric, muscular inject, 1d10+1turns) ... | 75eb |
| Skate (+1 Euph, Endurance, tablet, 1d10+1 hr) | 195eb |
| Trauma Drugs (20 Streetwise/15 Streetdeal) | x2 cost |
| Military Drugs (30 Streetwise/25 Streetdeal) | x3 cost |

Dark Metropolis System:

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

FURNITURE

| | |
|---|-----------------|
| Sleeping Bag (-10, 1kg) | 60eb |
| Northern Faced Sleeping Bag (-140°F) | 20eb |
| Sleep Pad | 20eb |
| Cushions | 10-50eb |
| Hammock | 20eb |
| Hiker's Chair | 15eb |
| Nomad Rug | 100eb |
| Futon | 90eb |
| Synthetic Furniture | 100eb/piece |
| Temperfoam Furniture | 80-140eb/piece |
| Flatfold Furniture (memory plastic) | 100-500eb/piece |
| Real Wood Furniture | 200eb+/piece |
| Moving Cube Remote (stays within 20m) | 200eb |

TRANSPORT

| | |
|---|----------------------|
| CHOOH ² | 1D6/3+1eb/gallon |
| Fastcharge (5 minute recharge) | 20eb |
| Parking (40% filled in day, 15% at night) | 5-10eb/hr |
| Allpark Parking | 1eb/hr |
| Airport Parking | 50eb/day |
| AV Pad (70% at day, 20% at night) | 100-150eb/day |
| NCTC Bus Ticket | 1eb |
| NCART Ticket | 0.25eb/station |
| Ground Taxis | 3eb/mile |
| Red Cab Taxi (Day, +30% CZone) ... | 3.25eb - 2.75eb/mile |
| Red Cab Taxi (Night, +60% CZone) . | 4.25eb - 3.75eb/mile |
| Trouble Shooter Cab (ground) | 3.5eb/mile |
| Trouble Shooter Cab (AV) | 10-15eb/mile |
| Trouble Shooter Cab (gyro/speedboat) | 7.5-10eb/mile |

| | |
|---|------------------------|
| Extraction from Patrol/Controlled Area | +20% |
| Extraction from Firefights | +15% |
| Extraction from Gangs | +10% |
| Extraction from Illegal Area | +25% |
| AV Taxis | 10-15eb/mile |
| Aerocab | 25eb plus 10eb/mile |
| Corporate CityCar Rental | 2eb/mile |
| Honda-Avis Vehicle Rental | 100eb/day |
| Renta-Robo Rental (+.60eb/mile) | 150-220eb/day |
| Executive Transport Service (+driver) | 150-850eb/hour |
| Vehicle Registry-Car/AV | 1000/2200eb |
| Drivers Test (Difficult Task) | 100eb |
| Parking Fines | 100-200eb |
| Towing Fees | 200-300eb |
| Travel Agency | +5% Ticket Cost |
| Maglev Standard | 100eb |
| 1st Class | 250eb |
| Dirigible Standard | 300eb |
| 1st Class | 1000-3000eb |
| Transatlantic Stratliner (3hrs) | 2000eb |
| Transatlantic Jet (7hrs) | 300eb |
| Transatlantic Dirigible (36hrs) | 150eb |
| LEO (Coach/1st Class) | 1500/2500eb |
| GEO (Coach/1st Class) | 2500/3000eb |
| L1 (Coach/1st Class) | 2500/3000eb |
| L2-5 (Coach/1st Class) | 3000/4000eb |
| Luna Orbit (Coach/1st Class) | 4000/5500eb |
| Luna Surface (Coach/1st Class) | 5000/7500eb |
| Mercury (Coldsleep/C/1st) | 28,000/45,000/75,000eb |
| Venus (Coldsleep/C/1st) | 14,000/35,000/40,000eb |
| Mars Orbit (Coldsleep/C/1st) | 15,000/30,000/50,000eb |
| Mars Surface (Coldsleep/C/1st) .. | 20,000/35,000/58,000eb |
| Ceres (Coldsleep/C/1st) | 25,000/42,000/70,000eb |
| Highrider Discount | -8% |
| Orbital Air Employee Discount | -5% |
| Corporation Bulk Buying Discount (100M miles) | -15% |
| LEO (1kg/Ton Cargo) | 50/40,000eb |
| GEO (1kg/Ton Cargo) | 65/50,000eb |
| L1 (1kg/Ton Cargo) | 70/53,000eb |
| L2-5 (1kg/Ton Cargo) | 70/53,000eb |
| Luna Orbit (1kg/Ton Cargo) | 80/60,000eb |
| Luna Surface (1kg/Ton Cargo) | 95/72,000eb |
| Mercury (1kg/Ton Cargo) | 240/220,000eb |
| Venus (1kg/Ton Cargo) | 135/100,000eb |
| Mars Orbit (1kg/Ton Cargo) | 150/110,000eb |
| Mars Surface (1kg/Ton Cargo) | 180/130,000eb |
| Ceres (1kg/Ton Cargo) | 225/200,000eb |
| Hohmann Orbits | +8% |
| Used Spacecraft | 30-80% of new |
| Spacecraft Maintenance (new) | 10% cost/year |
| Spacecraft Maintenance (used) | 20-30% cost/year |
| RecreaTech Powerblades (+1 Ath, +5 MA, 4hrs) ... | 200eb |
| Snap-down/Snap-on Skates (break -3 MA/sec) | 200eb |
| Hydraulic Boot Skate (+Ath/4, +Skate/3 to MA) | 275eb |
| Hydraulic Brakes (-6 MA/sec) | +75eb |
| Extendable Ski Poles (+1 maneuver) | 30eb |
| Booster Pack (+1 MA to manpowered vehicles) | 350eb |
| Blaster Motorized Board (4MA, 7MA for 5 mile) | 610eb |
| Sunfire Motorized Board (8MA, 12MA for 5 mile) . | 2250eb |
| SantaCruz Smartboard (2 SDP, +3 man) | 200eb |
| Battarope Towlink w/Magnagrip (50/100m) | 150eb |
| Vector Hydroboard (10 SDP, +2, 65mph, 20kg) | 500eb |

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

Skateboard Parts:

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

LIFESTYLE

Sincard 50,000eb
 Pocket Credit Transfer Device 100eb
 Vendor CTD (100,000eb) 1000-2000eb
 Executive CTD (1,000,000eb) 5000eb
 CredChips WORM (10,000eb) 50eb
 R/WM (50,000eb) 150eb
 Restricted Tech Permit 500eb
 InterFlex Cybergemics Exercise Machine 2800eb
 InterFlex Prime w/ Braindance & Ghost Puppet ... 4400eb
 Canned Air 5eb/min
 Flavored Cigarettes 2eb/pack
 "Small Wonders" NanoAgents (10 uses) 50eb
 Tech-Hair Chemical Shampoo 2eb
 Nymph Perfume/Cologne (+2 Sed/Persuasion) 200eb
 Autotanner (+1 ATT for 1D6 days) 200eb
 "Nanair" NanoAgent hair remover (10 uses) 50eb
 TravelKit (5kg) 150eb
 10 sets of disposable PJs 10eb
 Shower-in-a-Can 3eb
 Vend-A-Mod (max level +3):
 Recreation 30eb/Level
 Protocol 30eb/Level
 Corporate Info 30eb/Level
 Travel Directory 30eb/Level
 Law 30eb/Level
 Employment 20eb/Level

SERVICE

Child Care (cryotank) 50eb/day
 Safe Child 350eb/day
 Party Time Entertainment Service 500eb/evening
 Party Time Contract (+50eb/evening) 3000eb/month
 ExecUcleaN (Dry Cleaning) 15-100eb/item
 Habit Personal Service (+2 Social) 5000eb/course
 Bodycure (ATTR +2 for 1D6 days) 450eb
 Night City Technical Exchange 200eb/year

Night City Library Printout 0.5eb/page
 Infocomp Library Access 100-5000eb/hour
 International Companion Network 75eb/hour
 750eb/day
 4000eb/week
 10,000eb/month
 Lifetime Escort Service Cost per day/week/month
 Single Escort 150/900/3200eb
 Expert 400-20,000eb
 3 Man Team 400/2400/8800eb
 Car (Omega to Limo or APC) 75-500eb
 AV-4 800eb
 Security Team & APC 2000/12000/42,000eb
 Highly Trained Experts 4-20x Cost
 United Express Delivery & Couriers 25-650eb
 Sphere Low Threat Cargo Overland 50eb/kg
 Air Cargo 120eb/kg
 LEO Cargo - Down 300eb/kg
 LEO Cargo - Up 1500eb/kg
 Distance over 6000km (except LEO) 2x Cost
 Threat Level 2-50x Cost
 Codelock Safebox (SP40, Self-destruct) NA
 C-Team Cost per day/week/month
 6 Man Team 1000/3500/12,000eb
 Per Extra Week/Month 3000/11,000eb
 Air-Mobile Units (Wk/Mth) 12,500/45,000eb
 Cybernetics Intervention Services Contract Price
 Capture & Rehabilitation in USA 250,000eb
 Capture Only 100,000eb
 Requires Extraction 3x Cost
 Outside USA +50,000eb
 Orion Initial Investigation 10,000eb
 Low Threat Rescues (USA) 20,000eb
 Low Threat Rescues (Western Hem) .. 30,000eb
 Extract a Top Man 1.5 - 2 Million eb
 Lazarus Advisor/Consultant 3000eb/mth - 10,000eb/hr
 Lazarus Basic Soldier/Agent 2500eb/month
 Mechanized Troops +25%
 Air Equipped Troops +50%
 Rapid Deployment +50%
 Risk & Experience Surcharges 50-100%

Inmate Penal Corps (speciality/troops) Cost/Op

Predators (Jungle & Guerrilla, Urban Assault, Mechanized)
 Elite (76) 2,000,000eb
 Hardened (92) 500,000eb
 New (102) 125,000eb
 Black Widows (Stealth, Assassination, Jungle, Recovery)
 Elite (67) 1,000,000eb
 Hardened (86) 550,000eb
 Choir Boys (Urban Assault, Infiltration, Gang Warfare)
 Elite (56) 500,000eb
 Hardened (86) 250,000eb
 New (94) 125,000eb
 Night Shift (Urban Stealth & Recovery, Break-Ins)
 Elite (54) 850,000eb
 Hardened (78) 550,000eb
 Phantasm (Nihilist Combat Runs)
 Elite (75) 350,000eb
 The Fixx (Recovery - Equipment, Mechanized Assault)
 Elite (56) 750,000eb
 Hardened (77) 500,000eb

| | |
|---|-----------|
| Grimm Reapers (Recovery - Personnel, Guerrilla Warfare) | |
| Elite (45) | 400,000eb |
| Hardened (70) | 250,000eb |
| Rajin Cajun (Jungle and Rain Forest Ops) | |
| Elite (47) | 250,000eb |
| Hardened (65) | 150,000eb |
| X-Conmen (Urban Infiltration & Assault) | |
| Elite (47) | 250,000eb |
| Hardened (85) | 185,000eb |
| Brand-X (Urban Assault, Jungle Warfare, Recovery Ops) | |
| Elite (35) | 200,000eb |
| Hardened (79) | 150,000eb |
| New (95) | 50,000eb |

MONTHLY EXPENSES

| | |
|--|---------------|
| Credchip (Chop) | 10-20eb/month |
| Cab Hailer | 10eb/month |
| Standard Phone Service | 30eb/month |
| Cable TV | 40eb/month |
| Cell Phone Service | 100eb/month |
| Net Access Code (1000eb deposit) | 30eb/month |
| Utilities | 100eb/month |
| Personal Body Alarm | 300eb/month |
| Trauma Team Account | 500eb/month |
| Health Plan | 1000eb/month |

FOODSTUFFS

| | |
|---|-----------------|
| Kibble (1eb/bar) | 50eb/week |
| Generic Prepack | 150eb/week |
| Good Prepack | 200eb/week |
| Fresh Food | 300eb/week |
| Self-Heating Meal | 2-22eb |
| Meals Ready-to-Eat (.5kg, 38eb/12) | 4-10eb |
| Scop Tanks | 2000eb+supplies |
| A Real Meal | 15eb |
| HotZa Pizza (small to mondo) | 6-16eb |
| Hotslice Hallucingenic Pizza | 50eb+ |
| Biotechnica Nutrisupplement (.5kg) | 10eb |
| EnduroDrink (+1 Endurance for 2hrs) | 8eb |
| IEC Solodrinker: The Classic (2 in 2 min, 10 flav) .. | 110eb |
| IEC Solodrinker: The Waiter (4 in 1 min, 25 flav) .. | 175eb |
| IEC Solodrinker: The Mate (1 in 20 sec, 50 flav) | 250eb |
| IEC Solodrinker: The Luxury 12 (12 in 1 min) | 715eb |
| Classic Cartridge (10/25/50 flavors, 100) | 5/15/50eb |
| Francophile Flavors (10/25/50 flavors, 50-30) ... | 8/25/50eb |
| Exotic Flavors (10/25/45 flavors, 35 drinks) | 9/28/60eb |
| Bar-in-a-Briefcase (2 liters) | 100eb |
| Beer | 3eb |
| Soft Drink | 1eb |
| 6 Pack of Smash | 100eb |
| Silverhand (vodka, brandy, CHOOH2) | 5eb |
| Nomad Special (Jack Daniels, greasy nut) | 4eb |
| "Killer" (5 random spirits) | 10eb |
| Night City (tequila, wood alcohol, turps, worm) | 6eb |
| "Blood Razor" (red wine, brandy, cherry soda, bone) . | 4eb |
| Beer On Tap/Well Drink ("Pansy") | 3eb |
| Armageddon (only at Totentanz, in rusty tin can) | 5eb |
| Braindance (raw alcohol, citrus juices) | 4eb |
| Sea Breeze (white wine, lemon juice) | 4eb |
| SoCal Special (90% water, 10% anything else) | 1eb |
| Ripper (whiskey, ouzo, citrus juice) | 6eb |
| Blade Runner (CHOOH2, champagne, mealworms) ... | 6eb |

| | |
|---|-----------------|
| 'Euro (fruit juices, bourbon, ice cubes of gin) | 15eb |
| All Food Shopping Service (+10eb/delivery) ... | 25eb/month |
| Continental Catering | 150-200eb/guest |

HOUSING

| | |
|---|-------------|
| Coffin/Sleep Cube | 40eb+/night |
| Red Door Inn Cubicle | 12eb/day |
| Cheap Room | 75eb/night |
| Hotel Room | 100eb/night |
| Apartment/Condo (per room) | 200eb/month |
| House (per room) | 150eb/month |
| Average Conapt (unfurnished) | 300eb/month |
| Soundproofed Conapt (unfurnished) | 400eb/month |
| Cube Apartment (furnished) | 600eb/month |
| One Bedroom Apartment (unfurnished) | 600eb/month |
| One Bedroom Apartment (furnished) | 750eb/month |

Multiply base cost by location:

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

| | |
|---|----------------------------|
| Corp Coffin/Dorm (for Techs/Assembly workers) | free |
| Corp Apt Cube (for Sr Techs/Jr Managers) | subsidized |
| Safehouse | 100-2000eb/night |
| Ashcroft Hotel | 300-5000eb/night |
| Asylum | 500-3600eb/month |
| Silverhand Studio | 600eb/month |
| Office Space (1000ft ²) | 1400eb/month |
| Corp Apartment (24m ² , moderate area) | 1200eb/month |
| Corp Apartment (+ furnished) | 1500eb/month |
| Corp Apartment (furnished, corp area) | 2500eb/month |
| Professional Apartment | 2500eb/month |
| Plaza West Tower Unit | 3000eb/month |
| Plaza West Tower Unit (to buy) | 300,000eb |
| Plaza East Tower Small Unit | 5000eb+/month |
| Plaza East Tower Large Unit/Suite | 20,000eb+/month |
| Plaza East Tower Large Unit (to buy) | 2 Million eb+ |
| Plaza East Tower Small Unit (to buy) | 500,000eb+ |
| West Hill Gardens Apartment | 2800eb+/month |
| Fallout Shelter | 5000eb/person |
| Luxury Penthouse/Conapts | 800,000eb+ |
| 3 Bed, 2 Bath House | 850,000eb |
| Coral Forest Estate Underwater Mansion | 3,000,000eb |
| Domitic System | 1D10/2x50eb/m ² |
| Williams Complex Service Contract .. | 10-15% rent/month |

REMOTE/CYBERFORM EQUIPMENT

| | |
|--|--------------------|
| Manual Controller (-2) | 300eb |
| HUD Controller (-1) | 500eb |
| Cybernetic Controller (0/+1) | 800eb |
| Portable Unit (15km range) | Normal |
| Stationary Panel (upto 100km range) | Normal |
| Repeater Station (.33kg) | 100eb |
| Wire-Guidance Option (1kg/.5 mile) | 50eb/.5 mile |
| AI "R-Brain" Module (INT 6/2, skills +6) | 2000eb |
| Magnetic Induction Tap Dartgun (10m range) | 250eb |
| Cyberform Battery Pack (72 hours) | 100eb |
| Cyberform Skills (max 5) | x2 skill chip cost |

ANIMALS & ANIMAL CARE

| | |
|---|---------|
| Cloned animal with no personality or training | x1 cost |
| Cloned animal that is raised from infant | x2 cost |

| | |
|--|---------------------------|
| Naturally-born and raised naturally | x3 cost |
| Animals taken from the wild | x50 cost |
| Animal Training | +5% base cost/skill point |
| Mouse/Rodent (mice, gerbils, rats) | 50eb |
| Rabbit | 100eb |
| Small Dog (lap-dogs) | 100eb |
| Medium Dog (hounds, large terriers) | 200eb |
| Large Dog (german shepards, mastiffs) | 500eb |
| Wolf | 2000eb |
| Housecat | 100eb |
| Large Cat (lynxes, ocelots) | 500eb |
| Leopard (pumas, jaguars, cougars, small lions) ... | 2700eb |
| Cheetah | 2800eb |
| Tiger/Lion | 3000eb |
| Bear (400 kg or less) | 2000eb |
| Large Bear (400+ kg grizzlies, polar bears) | 3000eb |
| Chimp | 1000eb |
| Baboon | 1500eb |
| Gorilla | 2000eb |
| Squirrel (gray squirrels, chipmunks) | 150eb |
| Otter (stoats, weasels, minks, raccoons) | 500eb |
| Bat (large bats) | 500eb |
| Small Raptor (hawks, eagles, owls) | 500eb |
| Large Raptor (vultures, large eagles & owls) | 1500eb |
| Seal (lion seals) | 2000eb |
| Dolphin (bottle-nosed dolphin) | 3000eb |
| Shark (blue, tiger, nurse sharks) | 1500eb |
| Orca (killer whale) | 25,000eb |
| Humpback Whale | 32,000eb+ |
| Digital Watchdog Mod | 1100eb, +45% base cost |
| Perfect Pet Mod | 1100eb |
| Cyberpred Mod | 4100eb |
| Animal Eyes Mod | 2800eb |
| Diurnal Gerbils (sleep at night) | 5-50eb |
| Lapcat (the perfect pet) | 50-100eb |
| Pet Minders (+Black Market animals) .. | 50-5000eb/month |
| Reactimesh Animal Wrap | 5eb/meter ² |

NUSCUBA & OCEAN EQUIPMENT

| | |
|--|----------|
| Cutting Torch (10SP/rnd, max 40SP, 1kg) | 50eb |
| Cutting Torch Fuel Slugs (500SP, 0.5kg) | 30eb |
| Emergency Beacon Set (30km range, 2.5kg) | 150eb |
| Beacon Transponders (30km range) | 25eb |
| Portable Sonar (50m, 3kg) | 95eb |
| Marine Mastoid CommLink (100m range, 0.1kg) | 75eb |
| Waterproof Charges (4x1kg blocks of C-6+) | 3000eb |
| Robot Surveillance Buoy (SP15, SDP33, 150k) .. | 15,000eb |
| O'Niell Shark Basket (1 use) | 50eb |
| Oxygen Reclamation Unit | 500eb |
| N4 Emergency Resin Bomb (SP20, SDP30) | 200eb |
| N4 Resin Solvent Spray (-1 SDP/min) | 100eb |
| AKT-'Plugs' (inflatable passage seal) | 200eb |
| Feeding Frenzy Juice Jet (10ft, sharks in 3km) | 50eb |
| Feeding Frenzy Refill (either gas or frenzy juice) | 15eb |
| Sound Wand (Cool 20, 20ft range, -5 to sonars) | 600eb |
| Oxygen mix (per tank) | 20eb |
| Oxygen/Nitrogen (per tank) | 20eb |
| Helium/Oxygen/Nitrogen (per tank) | 60eb |
| Tankless Air Valve Unit (12 hours, 50ft) | 430eb |
| TAV Unit Filter | 10eb |
| Ballistex Marine Survival Vest (SP14) | 250eb |
| Nuscuba Maintenance Kit (0.5kg) | 115eb |

| | |
|---|-----------|
| Hardshell Maintenance Kit (5kg) | 175eb |
| EVPA Maintenance Kit (10kg) | 1150eb |
| Oceanic Stealth Drysuit (-4 Awareness) | 4,000eb |
| CINO "Islander" Rebreather (20min, 30m, P/C) | 150eb |
| Hydrosubsidium "Aquamax" (60min, 50m, EV+1) .. | 500eb |
| Hydrosubsidium "Deepstar" (180min, 100m, +2) .. | 2000eb |
| CINO "Big Blue" Rebreather (10hrs, 100m, +2) ... | 2600eb |
| OTEC "Depth Charge" (10hrs, 200m, +3, Rare) ... | 3250eb |
| LBM Diving Suit (2 hours) | 6000eb |
| OTEC "Rahab II" (4hr, 2500m, SP25, EV3, C) ... | 13,500eb |
| CINO "Seagod" (5hr, 3000m, SP20, EV2, R) | 35,000eb |
| Liquid Breathing Medium (30min/liter, 20% fail) .. | 1250eb/lt |
| Fluorine Breathing Medium (15min/liter, 5% fail) .. | 250eb/lt |
| Hydrosubsidium "Gorgon" EVPA (3500m) | 78,912eb |

Underwater Linear Frames:

| | |
|-----------------------|----------|
| Gamma STR 12/10 | 10,000eb |
| Delta STR 14/12 | 12,000eb |
| Pi STR 16/14 | 14,000eb |

SPACE GEAR

| | |
|---|-----------|
| Spacesuit (10SP, 2RSP, 6+2hrs air, EV-2) | 15,000eb |
| Skinsuit/LMS (6SP, 0RSP, 1+1/3hrs air, EV-1) ... | 2500eb |
| Space Sneak Suit (8SP, 0RSP, 40min air, EV-2) .. | 2500eb |
| Worksuit (16SP, 3RSP, 8+2hrs air, EV-3) | 20,000eb |
| Battlesuit (25SP, 6RSP, 6+2hrs, STR+1, EV-2) .. | 50,000eb |
| Radsuit (16SP, 6RSP, 8+2hrs air, EV-3) | 30,000eb |
| Mars Suit (7SP, 2RSP, 5+2hrs air, EV-3) | 15,000eb |
| Hand EVA Unit (150m/sec, 30sec to prep) | 100eb |
| Replacement Nitrogen/CO2 Cartridges | 5eb |
| Small Backpack EVA Unit (500m/sec, 3min prep) .. | 800eb |
| Manned Maneuver Unit (2000m/sec, 10min prep) .. | 3000eb |
| Goop Balls (cover a 5cm hole) | 0.2eb |
| Slap Patches (30cm x 30cm) | 5eb |
| Bubble Shelter - 1 Man (1000km beacon, 24 hr) ... | 300eb |
| Bubble Shelter - 4 Man (4 x 24 hr) | 600eb |
| Bubble Shelter - 6 Man (6 x 24 hr) | 800eb |
| Emergency Bubble (3km beacon, 2 hr) | 150eb |
| Lunar Tent (15 man-days, 2 min to inflate) | 800eb |
| Flare Shelter (+3 flare protection, 18 man-days) .. | 3000eb |
| Sandstorm Shelter (18 man-days) | 3000eb |
| Slag-crete (chemical/heat/vacuum/water) | 10eb/40kg |
| Powerdriver (4 hour battery) | 100eb |
| Vac-solderer (4 hours battery) | 50eb |
| Mini-vac (4 hour battery) | 30eb |
| Microtools | 15eb |
| Combo Flash | 5eb |
| Technical Scanners (80% reliable) | 100-150eb |
| Sniffer (90% reliable) | 20eb |
| Pressure Alarm (Detects 5%+ difference) | 2eb |
| Radiation Meter (2m range) | 100eb |
| Velcro (12 pack) | 1eb |
| Drink Bottle (holds 1 liter) | 2eb |
| Lap Pad (stores 100 pages) | 50-100eb |

| | |
|---|--------|
| Personal Radmeter | 5eb |
| Electro-stick Pad | 20eb |
| Grip Slippers | 5eb |
| Hands-free Comset | 30eb |
| Slosh Bag 0-G Shower (2kg) | 65eb |
| Porta-power (100kg, 50x50x100cm, 300 watts) ... | 1500eb |
| Breathers (1/2 hour) | 100eb |
| Replacement O2 Cartridges | 5eb |

MILITARY EQUIPMENT

| | |
|--------------------------------------|----------|
| Portable Laser Rangefinder | 50eb |
| Laser Designator and DMD (5kg) | 900eb |
| Fire Control Net | 10,000eb |
| Gyro Mount | 250eb |
| Portable Painting Laser | 1000eb |
| Artillery Computer | 1500eb |
| Power Exo-Mount | 5000eb |

WADS

| | |
|--------------------------------|------------|
| Extra Limbs | 10%frame |
| Android Control Circuits | 500eb/limb |
| WAD Controller | 1000eb |

BLACK MARKET/OTHER SERVICES

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

PRICE MODIFIERS

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

EQUIPMENT QUALITY

| Reliability | Chance of Malfunction | Cost |
|-------------|-----------------------|------|
| UR | 30% | 50% |
| ST | 20% | 100% |
| VR | 10% | 150% |
| EX | 5% | 300% |

| SOFT ARMOR | COVERS | SP | EV | COST | SOURCE | NOTES |
|---------------------------------|---------------------|------------|-----------|-------------|---------------|--------------------|
| Cloth, Light Synthetic Leather* | Torso, Arms, Legs | 0 | -0 | Varies | CP20, 57 | |
| SkinTight Armor Padding | Torso, Arms, Legs | -1/3rd | Varies | 1500+ | I1.1, 39 | |
| Synth Leather Jacket/Pants | Torso, Arms/Legs | 4 | -0 | 200/150 | Neo, 56 | |
| Synthetic Leather Gloves | Hands | 4 | -0 | 50 | Neo, 56 | |
| Synthetic Leather Boots | Feet | 4 | -0 | 100 | Neo, 56 | |
| Spiked Boots* | Feet/Legs | 5 | -0 | 20 | Pac, 149 | 1d6+2 damage |
| Pearl Eye Skirt and Jacket* | Torso, Arms, Legs | 5 | -0 | 730 | Chr 4, 60 | +2 W&S |
| Armored Stockings* | Legs | 6 | -0 | 110 | Chr 2, 28 | styles vary |
| Duraweave Stockings* | Legs | 6 | -0 | 105 | Chr 4, 58 | |
| Takanaka Arachni-Silk Suit* | Torso, Arms, Legs | 6 | -0 | 500 | Chr 4, 60 | +2 W&S |
| Militech M78 RPA T-Shirt | Torso | 7 | -0 | 130 | CB2, 63 | |
| Militech M96 Ghostsuit* | Whole Body | 10 | -1 | 5300 | Chr 2, 27 | -4 A/N |
| Gibson Sneak Suit* | Whole Body | 10 | -0 | 560 | Chr 2, 28 | -4 A/N in dark |
| Sonar-Baffling Diving Suit* | Whole Body | 10 | -2 | 3,500 | Chr 2, 28 | |
| Flein Duraweave Suit* | Torso, Arms, Legs | 10 | -0 | 500 | Chr 4, 60 | +2 W&S |
| Ruf Tread Nylar Bodysuit* | Torso, Arms, Legs | 10 | -0 | 300 | Chr 4, 62 | |
| Gibson Battlegear Bodysuit* | Torso, Arms, Legs | 10 | -0 | 300 | Chr 4, 62 | |
| "Depth Charge" Wetsuit* | Torso, Arms, Legs | 10 | -3 | 3250 | SF, 30 | 10hrs air |
| "Big Blue" Wetsuit* | Torso, Arms, Legs | 10 | -2 | 2600 | SF, 30 | 10hrs air |
| Kevlar T-Shirt, Vest* | Torso | 10 | -0 | 90 | CP20, 57 | |
| Gibson Armor T-Shirt* | Torso | 10 | -0 | 10 | Chr 1, 62 | |
| Uniware Torso Armor/Leg Pads* | Torso/Legs | 10 | -0 | 60/60 | Chr 1, 59 | |
| RecreaTech Kevlon Pads | Knees, Elbows | 10 | -0 | 75 | Chr 4, 56 | |
| Soviet Military Bearskin Hat* | Head | 10 | -0 | 75 | CB3, 72 | protect to -20°C |
| Militech M73 Mirage Gear* | Whole Body | 12 | -1 | 1050 | Chr 2, 28 | -2 A/N. 1.5kg |
| Cybermodem Utility Suit* | Whole Body | 12 | -0 | 6300+ | Chr 1, 7 | |
| Armored Motorcycle Jacket | Torso/Arms | 12/4 | -0 | 300 | Neo, 56 | |
| National Guard Armor | Torso, Limbs/Head | 14/20(h) | -0 | NA | SW, 84 | |
| Soviet Military Greatcoat* | Torso, Arms, Legs | 14 | -1 | 250 | CB3, 72 | protect to -20°C |
| Eji Armored Cloak* | Torso, Arms, Legs | 14 | -0 | 500 | Chr 1, 64 | |
| U.S. Army Field Armor* | Torso, Arms, Legs | 14 | -0 | 1000 | HoB, 87 | NBC |
| +Optional Metal Inserts | Torso, Legs | 20(h) | -1 | - | - | |
| 'Lano' Coveralls* | Torso, Arms, Legs | 14 | -2/0 | 1600 | Chr 3, 7 | Diff to Notice |
| Light Armor Jacket* | Torso, Arms | 14 | -0 | 150 | CP20, 57 | |
| Gibson Denim Jacket* | Torso, Arms | 14 | -0 | 150 | Chr 1, 62 | |
| Uniware Armor Jacket* | Torso, Arms | 14 | -0 | 200 | Chr 1, 59 | |
| Militech M78 RPA Jacket | Torso, Arms | 14 | -1 | 300 | CB2, 63 | |
| Eji Armored Jacket* | Torso, Arms | 14 | -0 | 300 | Chr 1, 64 | |
| Icon America Morplex Shirt* | Torso, (Arms) | 14 | -1 | 130 | Chr 4, 62 | |
| Ballistex Marine Survival Vest | Torso | 14 (5) | -1/-4 | 250 | CB3, 31 | float 3D10+20hrs |
| Gibson Battlegear Fatigues* | Legs | 14 | -0 | 125 | Chr 4, 62 | |
| Marine Combat Wetsuit* | Whole Body | 15 | -0 | | SF, 70 | |
| "Big Blue" Kevlar Wetsuit* | Torso, Arms, Legs | 15 | -2 | 2600 | SF, 30 | 10hrs air |
| Surveillance Clothing | Anywhere | 15 | -0 | 5-7x | SF, 99 | |
| Arasaka "Blackjack" Stealth* | Whole Body | 16 | -2 | 10,000 | SW, 35 | +3 stealth, -4 A/N |
| Tanaka Armor Topcoat* | Torso, Arms, Legs | 16 | -0 | 2000 | Chr 1, 63 | |
| Tanaka Armor Opera cloak* | Torso, Arms, Legs | 16 | -0 | 1200 | Chr 1, 63 | |
| BodyTest Roadrasher* | Torso, Arms, Legs | 16 | -0 | 200 | CGen, 88 | |
| Full Enviro Wetsuit* | Torso, Arms, Legs | 16 | -0 | 350 | CGen, 88 | 1h air, +swim |
| Kevleather Action Jacket* | Torso, Arms, (Legs) | 16 | -0 | Varies | NC, 130 | custom made |
| Gibson Armor Jeans* | Legs | 16 | -0 | 30 | Chr 1, 62 | |
| Uniware Armor Trenchcoat* | Torso, Arms, Legs | 18 | -1 | 300 | Chr 1, 59 | |
| Plastech Duster* | Torso, Arms, Legs | 18 | -0 | 845 | Chr 4, 62 | +1 W&S |
| Ruf Tread Kevlon Jacket* | Torso, Arms | 18 | -1 | 350 | Chr 4, 62 | |
| Medium Armor Jacket* | Torso, Arms | 18 | -1 | 200 | CP20, 57 | |
| Biotechnica Enviro Gloves | Hands | 20 | -0 | 200 | EF, 33 | |
| Heavy Armor Jacket | Torso, Arms | 20 | -2 | 250 | CP20, 57 | |
| Police Issue Patrol Armor | Torso/Arms/Legs | 20/15/18 | -2 | 900 | P&S, 39 | |
| +Optional Alloy Plates | Arms, Legs | +5 | -1 | - | - | |
| Ultrakevlar Bodysuit | Torso, Arms, Legs | 20 | -0 | NA | RM, 65 | CIA use only |
| Fireproof Clothing | Torso, Arms, Legs | 20 vs Fire | -0 | 65-250* | Chr 1, 11 | |

| HARD ARMOR | COVERS | SP | EV | COST | SOURCE | NOTES |
|-------------------------------|--------------------|-------------|-----------|--------------|---------------|-----------------------|
| Ceramet Inserts | adds to soft SP | +5 | -.5/loc | 40/location | SW, 34 | turns soft to hard SP |
| Esporma Environment Suit | Whole Body | 10/30 | -3 | 725 | Chr 3, 16 | 60min air |
| Spyke Body Plating | Anywhere | 10 | -0 | 400-600 | Chr 3, 30 | +10 SDP |
| Leg & Knee Spikes | Legs | 10 | -0 | 10-25 | PAC, 149 | 1d6+3 damage |
| Police General Purpose Shield | Held | 10 | -0 | 80 | P&S, 40 | |
| Medieval Armor | Whole Body | 14 | -6 | 3500/10,600 | Chr 1, 16 | |
| C-Ballistic Light Mesh | Torso, Arms, Legs | 15 | -0 | | I1.1, 39 | |
| SPM-2 Battleglove+ | Arm | 15 | -0 | 970 | PAC, 149 | 2d6/3d6 damage |
| Police Issue Riot Shield | Held | 15 | -0 | 150/180 | P&S, 40 | built-in taser |
| Sneaksuit Flak Vest* | Torso | 16 | -1 | 375 | Chr 2, 28 | |
| Militech M78 RPA Hvy.Vest | Torso | 18 | -2 | 300 | CB3, 63 | |
| Mirage Gear Flak Vest* | Torso | 18 | -1 | 275 | Chr 2, 28 | utility harness |
| Arasaka Combat Armor | Torso, A, H/Legs | 18/4(s) | -1 | NA | SW, 80 | |
| Militech Combat Armor | Torso/Head/Limbs | 18/20/14(s) | -1 | NA | SW, 82 | |
| Full Plates | Any location | 20 | -1/area | 60/location | SW, 34 | +3 EV full suit |
| MedicGear Combat Armor | Whole Body | 20 | -3 | 3400 | Chr 2, 19 | +2 Med rolls |
| Standard Army Trooper Armor | Whole Body | 20 | -1 | NA | SW, 85 | |
| Reactive Body Armor | Torso, Head | 20 | -1 | 4990 | UK, 37 | detects laser/smart |
| Flak Vest* | Torso | 20 | -1 | 200 | CP20, 57 | |
| Hiking Boots | Feet & Ankles | 20 | -0 | 45 | EF, 33 | |
| 'Pinamonte' Boots | Feet & Ankles | 20 | -0 | 500 | Chr 3, 8 | |
| Ruf Tread Boots | Feet & Ankles | 20 | -0 | 175 | Chr 4, 62 | |
| Gibson Battlegear Greaves | Legs | 20 | -0 | 175 | Chr 4, 62 | |
| Flak Pants* | Legs | 20 | -1 | 200 | CP20, 57 | |
| CINO "Seagod" Hardshell | Whole Body | 20 | -2 | 35,000 | SF, 30 | 5hrs air |
| OTEC "Rahab II" Hardshell | Whole Body | 25 | -3 | 13,500 | SF, 30 | 4hrs air |
| Full Plates | Any location | 25 | -1/area | 100/location | SW, 34 | +3 EV full suit |
| Militech EMA-1 "Softshell" | Whole Body | 25 | +0 | 8500 | SW, 35 | 48hrs power |
| Metal Gear | Whole Body | 25 | -2 | 600 | CP20, 57 | |
| Moto-Cross Armor | Torso, Arms, Legs | 25 | -2 | 750 | Neo, 56 | padded MG |
| Max Threat Urban Riot Armor | Torso, Arms/Legs | 25/20 | -3 | 1200 | P&S, 39 | |
| +Optional Alloy Plates | Arms, Legs | +8 | -0 | - | - | |
| Door Gunner's Vest | Torso | 25 | -3 | 250 | CP20, 57 | |
| U.S. Army Assault Armor | Whole Body | 28 | -2 | 3000 | HoB, 87 | 2hrs air |
| Pit Viper | Whole Body | 30 | -0 | 26,000 | SOF2, 22 | radio, HUD, 1 hr air |
| Hooded Viper | Whole Body | 30 | -0 | 48,000 | SOF2, 22 | radio, HUD, 1 hr air |
| HELMETS & HEADWARE | | | | | | |
| Protective Headgear Insert | Head | 4 | -0 | 50 | Chr4, 69 | concealable |
| Motorcycle Helmet | Head | 8 | -0 | 100 | Neo, 56 | face shield |
| Steel Helmet | Head | 14 | -0 | 20 | CP20, 57 | 90% have faceshield |
| Police Issue Traffic Helmet | Head | 15 | -0 | 170 | P&S, 39 | 20 shot camera |
| "Deepstar" Nuscuba Helmet | Head | 15 | -2 | 2000 | SF, 29 | 180min air |
| "Big Blue" Nuscuba Pack | Head, Torso (Back) | 15 | -2 | 2600 | SF, 30 | 10hrs air |
| "Depth Charge" Nuscuba Pack | Head, Torso (Back) | 15 | -3 | 3250 | SF, 30 | 10hrs air |
| Ghostsuit Helmet | Head | 16 | -0 | 600 | Chr 2, 27 | enclosed |
| Cybermodem Helmet | Head | 16 | -0 | 4100 | Chr 1, 6 | |
| Smart Helmet (w/comlink) | Head | 18 | -0 | 800 | Neo, 56 | LL, IR, Target |
| Sneaksuit Helmet | Head | 18 | -0 | 185 | Chr 2, 28 | enclosed |
| Ballistic Nylon Helmet | Head | 20 | -0 | 100 | CP20, 57 | 90% have faceshield |
| Militech M88 Combat Helmet | Head | 20 | -1 | 5000 | CB2, 61 | 15SP face shield |
| U.S. Army Helmet | Head | 20 | -0 | 500 | HoB, 87 | 20SP face shield |
| 'Guercio' Helmet | Head | 20 | -0 | 600 | Chr 3, 8 | +10 vs Gas |
| 'Gianni' Helmet | Head | 20 | -0 | 800 | Chr 3, 8 | Smartgoggles |
| Police Issue Paramedic Helmet | Head | 20 | -0 | 180 | P&S, 39 | AD, radio |
| Full Plate Helmet | Head | 20 | +0 | 60 | SW, 34 | |
| Mirage Gear Helmet | Head | 24 | -1 | 140 | Chr 2, 28 | |
| Police Issue Patrol Helmet | Head | 25 | -0 | 230/430 | P&S, 39 | AD, radio, light |
| Police Issue Riot Helmet | Head | 25 | -0 | 650 | P&S, 39 | +10 min of air |
| Full Plate Helmet | Head | 25 | +0 | 100 | SW, 34 | |
| M-88A2 Enhanced Helmet | Head | 25 | +0 | 2399 | SW, 35 | SP20 visor |

| CYBERWARE SOFT ARMOR | COVERS | SP | EV | COST | SOURCE | NOTES |
|-----------------------------|---------------|-----------|-----------|-------------|---------------|---------------|
| Gradiated Subdermal Cowl | Head, 60% | 4, 6 | -0 | 300/550 | Chr 2, 7 | 35/30 to spot |
| Upgraded Skinweave* | Whole Body | 6,8 | -0 | 1000/1250 | Chr 2, 9 | 35/30 to spot |
| Gradiated Subdermal Armor | Torso | 6,8,10 | -0 | 350-650 | Chr 2, 7 | 35/32/30 |
| Gradiated Subdermal Cowl | Head, 60% | 8, 10 | -0 | 750/1000 | Chr 2, 7 | 25/20 to spot |
| Upgraded Skinweave* | Whole Body | 10 | -0 | 1600 | Chr 2, 9 | 25 to spot |
| Heavy Scales* | Whole Body | 12 | -0 | 12,000 | Chr 2, 102 | 10% Cancer |
| Upgraded Skinweave* | Whole Body | 12,14 | -0 | 2000/2400 | Chr 2, 9 | 20 to spot |
| Gradiated Subdermal Armor | Torso | 12,14 | -0 | 800/1000 | Chr 2, 7 | 25 to spot |
| Gradiated Subdermal Cowl | Head, 60% | 12,14 | -0 | 1200/1400 | Chr 2, 7 | 15/10 to spot |
| Upgraded Skinweave* | Whole Body | 16 | -0 | 2750 | Chr 2, 9 | 15 to spot |
| Gradiated Subdermal Armor | Torso | 16,18 | -0 | 1100/1200 | Chr 2, 7 | 20 to spot |
| Gradiated Subdermal Armor | Torso | 20 | -1 | 1450 | Chr 2, 7 | 15 to spot |
| Orbital Subdermal Armor | Torso | 20 | -0 | 11,600 | Chr 2, 7 | 15 to spot |
| Gradiated Subdermal Armor | Torso | 22 | -2 | 1750 | Chr 2, 7 | 10 to spot |
| Orbital Subdermal Armor | Torso | 22 | -0 | 28,000 | Chr 2, 7 | 10 to spot |

| CYBERWARE HARD ARMOR | COVERS | SP | EV | COST | SOURCE | NOTES |
|-----------------------------|---------------|-----------|-----------|-------------|---------------|--------------|
| GP Exoskeleton- Series A | Whole Body | 6+ 15SDP | MA 5 | 12,000 | Chr 3, 34 | BOD 18 |
| Cyberfacial Remount Evileye | Head, 15% | 6 | -0 | 150 | Chr 3, 33 | ATTR -1 |
| GP Exoskeleton- Series B | Whole Body | 8+ 20SDP | MA 5 | 15,000 | Chr 3, 34 | BOD 21 |
| Optishield | Head 30% | 8 | -0 | 300 | Chr 1, 31 | 2 options |
| Cyberfacial Remount Jigsaw | Head, 25% | 12 | -0 | 250 | Chr 3, 33 | ATTR -1 |
| Exoskeleton | Whole Body | 18 | -2 | 20,000 | Chr 2, 102 | 10% Cancer |
| Cyberfacial Remount Twoface | Head, 50% | 18 | -0 | 350 | Chr 3, 33 | ATTR -2 |
| Total Body Plating | Whole Body | 20 | -3 | 6,800 | Chr 2, 9 | heal 1pt/day |
| Cyberlimb Armor | Arm/Leg | 20 | -0 | 200 | CP20, 68 | |
| Torso Plate | Torso | 25 | -3 | 2000 | CP20, 69 | |
| Cowl | Head | 25 | -0 | 200 | CP20, 69 | |
| Faceplate | Head | 25 | -0 | 400 | CP20, 69 | |

| ADVANCED ARMOR | COVERS | SP | EV | COST | SOURCE | NOTES |
|--------------------------|---------------|-------------|-----------|-------------|---------------|------------------------|
| Signal Retardant | Anywhere | 10 | +0 | +150/area | WGF, 74 | vs static/seizure guns |
| Laser Ablative Fabric | Anywhere | 50pts | +0 | +90/area | WGF, 74 | vs lasers, ablative |
| Heat Displacement Fabric | Anywhere | 100pts | +0 | +1200/area | WGF, 74 | vs lasers, ablative |
| Reflective Plate | Anywhere | 30 laser | +2 | 120/area | WGF, 74 | vs lasers, -1SP/10pts |
| Reflective Hard Plate | Anywhere | 25/30 laser | +2 | 200/area | WGF, 74 | vs lasers, -1SP/10pts |
| Ablative Plate | Anywhere | 20/40 laser | +2 | 500/area | WGF, 74 | vs lasers, -1SP/5pts |
| Ablative Creme | Whole Body | 10 laser | +0 | 100/5 uses | WGF, 75 | vs lasers, -2SP/5pts |

| SPACESUITS | RSP | SP | EV | COST | SOURCE | NOTES |
|----------------------|------------|-----------|-----------|-------------|---------------|--------------------|
| Skinsuit* | 0 | 6 | -1 | 2,500 | DS, 59 | 1+1/3 hours of air |
| Space LM Sneak Suit* | 0 | 8 | -2 | 2,500 | Chr 2, 28 | 40 min air |
| Standard Suit* | 2 | 10 | -2 | 15,000 | DS, 59 | 6+2 hours of air |
| Worksuit | 3 | 16 | -3 | 20,000 | DS, 59 | 8+2 hours |
| Battlesuit | 6 | 25 | -2 | 50,000 | DS, 59 | 6+2 hours |
| Radsuit* | 16 | 6 | -3 | 30,000 | DS, 59 | 8+2 hours |
| Mars Suit* | 2 | 7 | -3 | 15,000 | DS, 59 | 5+2 hours |

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