

THE NEW STREET ECONOMY

Secondary Effect (DV15)

- If the user wasn't already addicted to Smash, they are now. While addicted, the user feels a loss of interest in normally enjoyable activities and has -2 to the following Skills: Dance, Contortionist, Conversation, Human Perception, Persuasion, and Acting.
- While addicted to Smash, your GM will occasionally tell you when you crave more Smash, and you should do your best to roleplay accordingly.

► SYNTHCOKE

Cost per Dose: 20eb (Everyday)

Primary Effect

- Lasts 4 Hours.
- For the duration of the Primary Effect, the user's REF increases by 1 point. This can raise your REF above 8. In addition, they are prone to paranoid ideation.
- For the duration of the Primary Effect, your GM will occasionally tell you when you feel paranoid, and you should do your best to roleplay accordingly.

Secondary Effect (DV15)

- If the user wasn't already addicted to Synthcoke, they are now. While addicted, their REF is lowered by 2 points, unless the user is currently experiencing the Primary Effect of Synthcoke.
- While addicted to Synthcoke, your GM will occasionally tell you when you crave more Synthcoke, and you should do your best to roleplay accordingly.

CYBERWARE

► FASHIONWARE [7 FASHIONWARE OPTION SLOTS AVAILABLE]

DATA

A piece of Cyberware only takes up one Option Slot unless otherwise noted.

Name	Install	Description & Data	Cost	HL
Biomonitor	Mall	Subdermal implant which generates a constant LED readout of pulse, temperature, respiration, blood sugar, etc. You can link your Biomonitor to your Agent to allow it to track your wellness.	100eb (Premium)	0 (N/A)
Chemskin	Mall	Dyes and pigments infused into the skin to permanently change its hue, the applications of which can range from hiding blemishes to the desire for neon-green skin. Pigments can optionally be temperature-sensitive or reactant to hormone changes in the body. A user with Chemskin and Techhair adds +2 to their Personal Grooming Skill for having both. (This bonus only applies once)	100eb (Premium)	0 (N/A)
EMP Threading	Mall	Popularized by the media sensation UR, these thin silver lines run in circuit-like patterns across the body. Many people believe they act as a "Faraday cage" to protect you from radiation and EMP effects but so far there's no scientific backing to these claims. But they sure do look cool. Most people wear EMP Threading as a fashion statement.	10eb (Cheap)	0 (N/A)
Light Tattoo	Mall	Subdermal patches store light and project colored tattoos under the skin. The larger the piece, the more installations of this fashionware you need to complete it. A user with a three or more Light Tattoo installations adds +2 to their Wardrobe & Style Skill. (This bonus only applies once.)	100eb (Premium)	0 (N/A)
Shift Tacts	Mall	Color-changing lenses implanted into the eye. Several patterns are also available. Lenses can optionally be temperature-sensitive or reactant to hormone changes in the body. Only one choice of color and pattern can be made, but the user can deactivate the color change at any time desired without an Action.	100eb (Premium)	0 (N/A)

Name	Install	Description & Data	Cost	HL
Skinwatch	Mall	Subdermal implant generates a constant LED readout of the current time and date visible through the skin.	100eb (Premium)	0 (N/A)
Techhair	Mall	Color-light-emitting artificial hair. Hair can optionally be temperature sensitive, motorized to extend/retract, or reactant to hormone changes in the body. A user with Chemskin and Techhair adds +2 to their Personal Grooming Skill for having both. (This bonus only applies once.)	100eb (Premium)	0 (N/A)

► NEURALWARE (FOUNDATIONAL CYBERWARE: NEURAL LINK)

Name	Install	Description & Data	Cost	HL
Neural Link	Clinic	Wired artificial nervous system, required to use Neuralware, and Subdermal Grips. System has 5 Option Slots for Neuralware options.	500eb (Expensive)	7 (2d6)
Braindance Recorder	Clinic	Neuralware Option. Share your story from your point of view! Records braindance content to a standard Memory Chip or a linked Agent. Braindances can be viewed using a Braindance Viewer. Requires Neural Link.	500eb (Expensive)	7 (2d6)
Chipware Socket	Clinic	Neuralware Option. A single socket installed in the back of the neck that allows quick installation of a single piece of Chipware, of which there are many varieties. Installing or uninstalling a single piece of Chipware from a Chipware Socket is an Action. The first time you install a piece of Chipware you've never used before, you always accrue Humanity Loss. Re-installing Chipware you've already used doesn't do this. Chipware does not take up a Neural Link Option Slot. Multiple sockets may be installed, but each must be paid for individually. Requires Neural Link.	500eb (Expensive)	7 (2d6)
Interface Plugs	Clinic	Neuralware Option. Plugs in the wrist or head that allow user to jack into and make use of Smartguns, Cyberdecks, heavy machinery, and drive vehicles with no hands! Multiple installations allow user to be plugged into multiple things at the same time. Requires Neural Link.	500eb (Expensive)	7 (2d6)
Kerenzikov	Clinic	Neuralware Option. Always-on Speedware that provides consistently improved reaction time. User adds +2 to their Initiative Rolls. Only a single piece of Speedware can be installed into a user at a time. Requires Neural Link.	500eb (Expensive)	14 (4d6)
Sandevistan	Clinic	Neuralware Option. Speedware that provides short boosts of highly improved reaction time. When activated as an Action, the user adds +3 to any Initiative Roll they make in the next minute, after which Sandevistan cannot be activated again for an hour. Only a single piece of Speedware can be installed into a user at a time. Requires Neural Link.	500eb (Expensive)	7 (2d6)
Chemical Analyzer	N/A	Chipware. While installed into a Chipware Socket, allows user to test substances to find their precise chemical composition as an Action, identifying most substances instantly from a wide database of samples. Requires Chipware Socket.	500eb (Expensive)	3 (1d6)
Memory Chip	N/A	Chipware. The standard for data storage. While installed into a Chipware socket, the user's cyberware can store data on it or access data stored on it. Requires Chipware Socket.	10eb (Cheap)	0 (N/A)
Olfactory Boost	N/A	Chipware. While installed into a Chipware Socket, the user's sense of smell is boosted, allowing them to use the Tracking Skill to track scent in addition to visual clues. Requires Chipware Socket.	100eb (Premium)	7 (2d6)

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Name	Install	Description & Data	Cost	HL
Pain Editor	N/A	Chipware. While installed into a Chipware Socket, a Pain Editor shuts off the user's pain receptors dynamically, allowing them to ignore the effects of the Seriously Wounded Wound State. Requires Chipware Socket.	1,000eb (V. Expensive)	14 (4d6)
Skill Chip	N/A	Chipware. While installed into a Chipware Socket, a Skill Chip makes the Skill it was made for trained for the user at +3, unless the user's Skill was already trained higher than +3, in which case it does nothing. Skill Chips for (x2) cost Skills are 1,000eb, chips for all other skills are 500eb. Requires Chipware Socket.	500eb (Expensive) or 1,000eb (V. Expensive)	7 (2d6)
Tactile Boost	N/A	Chipware. While installed into a Chipware Socket, it boosts the user's sense of touch, allowing them to detect motion within 20m/yds of them, as long as their hand is touching a surface. While in use as a motion detector, that hand can't be used to do anything else. Requires Chipware Socket.	100eb (Premium)	7 (2d6)

► CYBEROPTICS (FOUNDATIONAL CYBERWARE: CYBEREYE)

Name	Install	Description & Data	Cost	HL
Cybereye	Clinic	All following options are installed in an artificial eye that replaces a meat one. Each Cybereye has 3 Option Slots for Cybereye Options. Some options must be paired to work properly (purchased twice and installed in two different Cybereyes on a user. Humanity Loss is calculated separately for each purchase).	100eb (Premium)	7 (2d6)
Anti-Dazzle	Mall	Cybereye Option. User is immune to blindness or other effects caused by dangerous flashes of light, like those of a flashbang. Requires two Cybereyes and must be paired.	100eb (Premium)	2 (1d6/2 Round up)
Chyron	Mall	Cybereye Option. Projects a tiny subscreen into user's normal field of vision for messages, video, etc. from a user's other cyberware or electronics. Picture in a picture for real life. Requires a Cybereye.	100eb (Premium)	2 (1d6/2 Round up)
Color Shift	Mall	Cybereye Option. Cosmetic upgrade allows unlimited color and pattern changes to be made as an Action. Eye can optionally be temperature sensitive or reactant to hormone changes in the body. Requires a Cybereye.	100eb (Premium)	2 (1d6/2 Round up)
Dartgun	Clinic	Cybereye Option. Dartgun Exotic Weapon, with only a single shot in the clip, concealed inside the Cybereye. Requires a Cybereye and takes 3 Option Slots.	500eb (Expensive)	2 (1d6/2 Round up)
Image Enhance	Mall	Cybereye Option. User adds +2 to their Perception, Lip Reading, and Conceal/Reveal Object Skills for Checks which include sight. Requires two Cybereyes and must be paired. Multiple installations of this option provide user no additional benefit.	500eb (Expensive)	3 (1d6)
Low Light/ Infrared/ UV	Mall	Cybereye Option. Reduces penalties imposed by darkness and other intangible obscurement, like smoke, fog, etc. to 0. User can distinguish hot meat from cold metal but cannot see through anything that could provide cover. Requires two Cybereyes, must be paired, and takes 2 Option Slots per Cybereye.	500eb (Expensive)	3 (1d6)

Name	Install	Description & Data	Cost	HL
MicroOptics	Clinic	Cybereye Option. Microscope providing user up to 400x magnification. Requires a Cybereye.	100eb (Premium)	2 (1d6/2 Round up)
MicroVideo	Clinic	Cybereye Option. Camera in eye records video and audio to a standard Memory Chip or a linked Agent. Requires a Cybereye and takes 2 Option Slots.	500eb (Expensive)	2 (1d6/2 Round up)
Radiation Detector	Clinic	Cybereye Option. Radiation readings within 100m/yds of the user are displayed in user's vision hovering over their source in the form of a blue glow. Requires a Cybereye.	1,000eb (V. Expensive)	3 (1d6)
Targeting Scope	Clinic	Cybereye Option. User gets a +1 to their Check when making an Aimed Shot. Multiple installations of this option provide user no additional benefit. Requires a Cybereye.	500eb (Expensive)	3 (1d6)
TeleOptics	Clinic	Cybereye Option. User can see detail up to 800m/yds away. When attacking a target 51m/yds or further away with either a weapon's single shot firing mode or an Aimed Shot, you can add a +1 to your Check. Multiple installations of this option provide user no additional benefit. Does not stack with Sniping Scope Weapon Attachment. Requires a Cybereye.	500eb (Expensive)	3 (1d6)
Virtuality	Mall	Cybereye Option. Projects cyberspace imagery over user's view of the world. Never forget your Virtuality Goggles again. Requires two Cybereyes and must be paired.	100eb (Premium)	2 (1d6/2 Round up)

► CYBERAUDIO [FOUNDATIONAL CYBERWARE: CYBERAUDIO SUITE]

Name	Install	Description & Data	Cost	HL
Cyberaudio Suite	Clinic	Cyberaudio Suite is installed invisibly in the inner skull. System has 3 Option Slots for Cyberaudio Options. User can only have one Cyberaudio Suite installed.	500eb (Expensive)	7 (2d6)
Amplified Hearing	Mall	Cyberaudio Option. User adds +2 to their Perception Skill for Checks which include hearing. Requires a Cyberaudio Suite. Multiple installations of this option provide user no additional benefit.	100eb (Premium)	3 (1d6)
Audio Recorder	Clinic	Cyberaudio Option. Records audio to a standard Memory Chip or a linked Agent. Requires a Cyberaudio Suite.	100eb (Premium)	2 (1d6/2 Round up)
Bug Detector	Mall	Cyberaudio Option. Beeps when user is within 2m/yds of a tap, bug, or other listening device. Requires a Cyberaudio Suite.	100eb (Premium)	2 (1d6/2 Round up)
Homing Tracer	Clinic	Cyberaudio Option. Can follow a linked tracer up to 1 mile away. Comes with a free button-sized linked tracer. Replacements are 50eb. Requires a Cyberaudio Suite.	100eb (Premium)	2 (1d6/2 Round up)

Name	Install	Description & Data	Cost	HL
Internal Agent	Mall	Cyberaudio Option. Fully functional Agent (See Gear Section PG. 352), controlled entirely via voice commands. Images are described, but output can be linked to a Cybereye with Chyron or a nearby screen if visual output is desired. The implanted Agent's Memory Chip cannot be removed without surgery. Requires a Cyberaudio Suite.	100eb (Premium)	3 (1d6)
Level Damper	Mall	Cyberaudio Option. Automatic noise compensation. User is immune to deafness or other effects caused by dangerously loud noises, like those produced by a flashbang. Requires a Cyberaudio Suite.	100eb (Premium)	2 (1d6/2 Round up)
Radio Communicator	Mall	Cyberaudio Option. User can communicate via radio, 1-mile range. Requires a Cyberaudio Suite.	100eb (Premium)	2 (1d6/2 Round up)
Radio Scanner/ Music Player	Clinic	Cyberaudio Option. User can use an Action to scan all radio bands within a mile that are currently being used and tune into them. Music player can link to the Data Pool to listen to the hottest music or play directly from a Memory Chip. Understanding scrambled channels requires a Scrambler/Descrambler. Requires a Cyberaudio Suite.	Costly (50eb)	2 (1d6/2 Round up)
Radar Detector	Clinic	Cyberaudio Option. Beeps if active radar beam is present within 100m/yds. Requires a Cyberaudio Suite.	500eb (Expensive)	2 (1d6/2 Round up)
Scrambler Descrambler	Mall	Cyberaudio Option. Allows user to scramble outgoing communications so they cannot be understood without a descrambler, which is also included at no extra charge. Requires a Cyberaudio Suite.	100eb (Premium)	2 (1d6/2 Round up)
Voice Stress Analyzer	Mall	Cyberaudio Option. User adds +2 to their Human Perception and Interrogation Skills. User can activate a special lie-detecting function for a minute with an Action, during which time the GM rolls all your Character's Human Perception and Interrogation Checks privately, beeping once whenever it detects a lie, or whenever they desire after a failed roll. Beware of false positives and negatives. Requires a Cyberaudio Suite. Multiple installations of this option provide user no additional benefit.	100eb (Premium)	3 (1d6)

► INTERNAL BODY CYBERWARE (7 INTERNAL BODY OPTION SLOTS AVAILABLE)

Name	Install	Description & Data	Cost	HL
AudioVox	Clinic	Vocal synthesizer. User adds +2 to their Acting skill and also adds +2 to their Play Instrument Skill while singing. Multiple installations of this option provide user no additional benefit.	500eb (Expensive)	3 (1d6)
Contraceptive Implant	Mall	Implant prevents undesired pregnancy.	10eb (Cheap)	0 (N/A)
Enhanced Antibodies	Mall	After stabilization, the user heals a number of Hit Points equal to twice their BODY for each day they spend resting, doing only light activity, and spending the majority of the day taking it easy until returning to full HP, instead of at their typical rate.	500eb (Expensive)	2 (1d6/2 Round up)

Name	Install	Description & Data	Cost	HL
Cybersnake	Hospital	Horrifying throat/esophagus-mounted tentacle weapon. A Very Heavy Melee Weapon (4d6, 1 ROF) that can be successfully concealed without a Check.	1,000eb (V. Expensive)	14 (4d6)
Gills	Hospital	User can breathe underwater.	1,000eb (V. Expensive)	7 (2d6)
Grafted Muscle and Bone Lace	Hospital	User increases their BODY by 2. This increase in BODY changes a Character's HP and Death Save. Multiple installments stack. This cannot increase the user's BODY to 11 or higher.	1,000eb (V. Expensive)	14 (4d6)
Independent Air Supply	Hospital	Contains 30 minutes of air, before the user needs to refill the tank from the ambient air, which takes an hour. Alternatively, replacing an empty tank with a full one (50eb), takes an Action.	1,000eb (V. Expensive)	2 (1d6/2 Round up)
Midnight Lady™ Sexual Implant	Clinic	Be a Venus, be the fire. Be desire.	100eb (Premium)	7 (2d6)
Mr. Studd™ Sexual Implant	Clinic	All night, every night. And they'll never know.	100eb (Premium)	7 (2d6)
Nasal Filters	Clinic	User is immune to the effects of toxic gasses, fumes, and all similar dangers that must be inhaled to affect the user. User can deactivate nasal filters, if desired, without an Action.	100eb (Premium)	2 (1d6/2 Round up)
Radar/Sonar Implant	Clinic	Constantly scans terrain within 50m/yds of user, including underwater, for new threats. Scan does not include anything behind cover, like the contents of a room behind a closed door. User receives a beep from the GM along with the direction of its source whenever a new moving object is detected on the scan. Multiple installations of this option provide user no additional benefit.	1,000eb (V. Expensive)	7 (2d6)
Toxin Binders	Clinic	User adds +2 to their Resist Torture/Drugs Skill. Multiple installations of this option provide user no additional benefit.	100eb (Premium)	2 (1d6/2 Round up)
Vampyres	Clinic	Fangs implanted in the user's mouth. An Excellent Quality Light Melee Weapon (1d6 damage, 2 ROF) that can be successfully concealed without a Check. A Vial of Poison or Biotoxin (purchased separately, see Gear List on PG. 355) can be safely stored and concealed in a compartment in the roof of the mouth near the fangs without a Check. The contents of the stored vial can then be applied to the Vampyres silently anytime without an Action. Each application uses an entire vial and lasts for 30 minutes. Installation of Vampyres includes a complete rework of the user's mouth which prevents the possibility of poisoning yourself accidentally with your fangs halfway through a slice of pizza or due to a bad Check.	500eb (Expensive)	14 (4d6)

DATA

There's full data on Weapon Quality on **PAGE 342**

▶ EXTERNAL BODY CYBERWARE (7 EXTERNAL BODY OPTION SLOTS AVAILABLE)

Name	Install	Description & Data	Cost	HL
Hidden Holster	Clinic	Holster inside the user's body can store a weapon already capable of concealment so that it can be successfully concealed without a roll. Weapon can be drawn from the hidden holster without an Action, as long as it is implanted in an easily accessible place on the user's body. You don't want one in your thigh unless you don't wear pants.	500eb (Expensive)	7 (2d6)
Skin Weave	Hospital	User's body and head are armored at SP7. Your SP in any location is determined by your highest source of SP in that location. Additionally, whenever your armor is ablated in a location, all your sources of SP in that location are ablated at the same time. Whenever the user successfully completes a day of natural healing, nanomachines present in the Skin Weave repair both the body and head location of the Skin Weave for one point of its lost SP.	500eb (Expensive)	7 (2d6)
Subdermal Armor	Hospital	User's body and head are armored at SP11. Your SP in any location is determined by your highest source of SP in that location. Additionally, whenever your armor is ablated in a location, all your sources of SP in that location are ablated at the same time. Whenever the user successfully completes a day of natural healing, nanomachines present in the Subdermal Armor repair both the body and head location of the Subdermal Armor for one point of its lost SP.	1,000eb (V. Expensive)	14 (4d6)
Subdermal Pocket	Clinic	2"x4" (5cm x 10cm) space with a Realskinn™ zipper. Contents can be successfully concealed without a Check.	100eb (Premium)	3 (1d6)

▶ CYBERLIMBS (FOUNDATIONAL CYBERWARE: CYBERARM OR CYBERLEG)

Name	Install	Description & Data	Cost	HL
Cyberarm	Hospital	Replacement arm. Does not have to be paired. A Cyberarm has 4 Option Slots for Cyberarm or Cyberlimb Options , and each comes pre-installed with a Standard Hand that doesn't cost any Humanity Loss or take up a Cyberarm Option Slot.	500eb (Expensive)	7 (2d6)
Standard Hand	Clinic	Resembles a normal hand. If installed into a meat arm, a standard hand doesn't count towards the number of pieces of cyberware installed in a meat arm. Doesn't take up a Cyberarm Option Slot.	100eb (Premium)	2 (1d6/2 Round up)
Big Knucks	Clinic	Cyberarm Option. Armored knuckles. A Medium Melee Weapon (2d6 damage, 2 ROF) that can be successfully concealed without a Check. When wielded as a weapon, user can't hold anything in this arm's hand. Can be installed as the only piece of Cyberware in a meat arm.	100eb (Premium)	3 (1d6)
Cyberdeck	Clinic	Cyberarm Option. Cyberdeck permanently installed into the user's Cyberarm. A Cyberdeck must be provided by the user at the time of installation. In addition to never accidentally misplacing your Cyberdeck, integration into a Cyberarm gives any Cyberdeck 1 extra slot that can be used for either Programs or Hardware. This is a permanent upgrade. Attempting to uninstall the Cyberdeck from the Cyberarm breaks it beyond repair, but any Programs or Hardware on it could be easily recovered. Requires a Cyberarm and takes 3 Option Slots. Cyberdeck still requires Interface Plugs and Neural Link to be operated by the user.	500eb (Expensive)	3 (1d6)

Name	Install	Description & Data	Cost	HL
Grapple Hand	Clinic	Cyberarm Option. User, as an Action, can fire a rocket propelled grapple that will attach securely to any Thick cover up to 30m/yds away. Line can only support two times the user's body weight, and has 10 HP. The user negates the normal movement penalty for climbing when they climb this line, and can retract the line without an Action, including as they climb. When used as a grapple, user can't hold anything in this arm's hand. Ineffective as a weapon and cannot be used to make the Grab Action. Requires a Cyberarm.	100eb (Premium)	3 (1d6)
Medscanner	Clinic	Cyberarm Option. Scanner with external probes and contacts diagnoses injury and illness, assisting user in medical emergencies not requiring the Surgery Skill. User adds +2 to their First Aid and Paramedic Skills. Requires a Cyberarm and takes 2 Option Slots. Multiple installations of this option provide user no additional benefit.	500eb (Expensive)	7 (2d6)
Popup Grenade Launcher	Clinic	Cyberarm Option. A One-Handed Grenade Launcher with only a single grenade in its magazine that is incompatible with all Weapon Attachments except Smartgun Link is installed into the Cyberarm. Launcher can be successfully concealed without a Check and can be drawn and stowed without an Action. While the weapon is "popped up," the user can't hold anything in this arm's hand. Requires a Cyberarm and takes 2 Option Slots.	500eb (Expensive)	7 (2d6)
Popup Melee Weapon	Clinic	Cyberarm Option A One-Handed Light, Medium, or Heavy Melee Weapon (that need not be concealable before its installation) is installed in a Cyberarm so that it can be successfully concealed without a roll, and can be drawn and stowed without an Action. While the weapon is "popped up," the user can't hold anything in this arm's hand. Requires a Cyberarm and takes 2 Option Slots.	500eb (Expensive)	7 (2d6)
Popup Shield	Clinic	Cyberarm Option. A Bulletproof Shield which is concealed while it is folded inside the Cyberarm. It can be drawn or stowed without an Action, provided that the shield has more than 0 HP. When extended, you can't use the Cyberarm to do anything else other than serve as a shield, and you can't hold anything in that Cyberarm's hand other than the shield. The Bulletproof Shield installed inside your Cyberarm is easily removable and replaceable with another Bulletproof Shield, for ease of cleaning and repair. Requires a Cyberarm and takes 3 Option Slots. See Using Shields in the Combat Section on PG. 183.	500eb (Expensive)	7 (2d6)
Popup Ranged Weapon	Clinic	Cyberarm Option. A One-Handed Ranged Weapon (that need not be concealable before its installation) provided by the user is permanently installed into the Cyberarm (along with any weapon attachments attached to it) so that it can be successfully concealed without a Check, and can be drawn and stowed without an Action. While the weapon is "popped up," the user can't hold anything in this arm's hand. Requires a Cyberarm and takes 2 Option Slots.	500eb (Expensive)	7 (2d6)
Quick Change Mount	Clinic	Cyberarm Option. Cyberarm can be installed in an open socket or uninstalled with an Action. The first time you install a brand new Cyberarm, whether using a Quick Change Mount or otherwise, you always accrue Humanity Loss. Reattaching one you've already used before with a Quick Change Mount does not do this. Requires a Cyberarm.	100eb (Premium)	7 (2d6)
Rippers	Clinic	Cyberarm Option. Extendable Carbo-glass fingernails. A Medium Melee Weapon (2d6 damage, 2 ROF) that can be successfully concealed without a Check. When wielded as a weapon, user can't hold anything in this arm's hand. Can be installed as the only piece of Cyberware in a meat arm.	500eb (Expensive)	3 (1d6)

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Name	Install	Description & Data	Cost	HL
Scratchers	Mall	Cyberarm Option. Carbo-glass artificial fingernails that cut on a diagonal slice. A Light Melee Weapon (1d6 damage, 2 ROF) that can be successfully concealed without a Check. When wielded as a weapon, user can't hold anything in this arm's hand. Can be installed as the only piece of Cyberware in a meat arm.	100eb (Premium)	2 (1d6/2 Round up)
Shoulder Cam	Clinic	Cyberarm Option. Camera in a popup in the user's shoulder that tracks independently of the user and records video and audio to an onboard Memory Chip or a linked Agent. Camera can be successfully concealed without a Check and can be drawn and stowed without an Action. Requires a Cyberarm and takes 2 Option Slots.	500eb (Expensive)	7 (2d6)
Slice 'N Dice	Clinic	Cyberarm Option. Monofilament whip implanted in the user's thumb. A Medium Melee Weapon (2d6 damage, 2 ROF) that can be successfully concealed without a Check. When wielded as a weapon, user can't hold anything in this arm's hand. Can be installed as the only piece of Cyberware in a meat arm.	500eb (Expensive)	3 (1d6)
Subdermal Grip	Clinic	Cyberarm Option. Neuralware Option. Subdermal plate under the palm allows user to make use of Smartguns. A cost-effective alternative to Interface Plugs. Can be installed as the only piece of Cyberware in a meat arm. Requires Neural Link and takes up a Neuralware Option Slot.	100eb (Premium)	3 (1d6)
Techscanner	Clinic	Cyberarm Option. Scanner diagnoses a wide variety of machinery and electronics, assisting the user in repairs or other technical work. User adds +2 to their Basic Tech, Cybertech, Land Vehicle Tech, Sea Vehicle Tech, Air Vehicle Tech, Electronics/ Security Tech, and Weaponstech Skills. Requires a Cyberarm and takes 2 Option Slots. Multiple installations of this option provide user no additional benefit.	500eb (Expensive)	7 (2d6)
Tool Hand	Clinic	Cyberarm Option. Fingers contain screwdriver, wrench, small drill, etc. Never be without your Techtool! Can be installed as the only piece of Cyberware in a meat arm.	100eb (Premium)	3 (1d6)
Wolvers	Clinic	Cyberarm Option. Extendable Carbo-glass claws in the knuckles. A Heavy Melee Weapon (3d6 damage, 2 ROF) that can be successfully concealed without a Check. When wielded as a weapon, user can't hold anything in this arm's hand. Can be installed as the only piece of Cyberware in a meat arm.	500eb (Expensive)	7 (2d6)
Cyberleg	Hospital	Replacement leg. Does not have to be paired. A Cyberleg has 3 Option Slots for Cyberleg or Cyberlimb Options and each comes pre-installed with a Standard Foot that doesn't cost any Humanity Loss or take up a Cyberleg Option Slot. Most Cyberleg options must be paired to work properly (purchased twice and installed in two different Cyberlegs on a user. Humanity Loss is calculated separately for each purchase).	100eb (Premium)	3 (1d6)
Standard Foot	Clinic	Resembles a normal foot. If installed into a meat leg, a Standard Foot doesn't count towards the number of pieces of cyberware installed in a meat leg. Doesn't take up a Cyberleg Option Slot.	100eb (Premium)	2 (1d6/2 Round up)
Grip Foot	Clinic	Cyberleg Option. Feet are coated with state-of-the-art traction material. The user negates the normal movement penalty for climbing. Requires two Cyberlegs and must be paired.	500eb (Expensive)	3 (1d6)
Jump Booster	Clinic	Hydraulics in legs. Negates movement penalty when jumping. Requires two Cyberlegs, takes up 2 Option Slots, and must be paired.	500eb (Expensive)	3 (1d6)
Skate Foot	Clinic	Inline skates built into feet. Can be concealed. Increases movement by 6m/yds when using Run Action. Requires two Cyberlegs and must be paired.	500eb (Expensive)	3 (1d6)

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Name	Install	Description & Data	Cost	HL
Talon Foot	Clinic	Blade mounted in foot. Light Melee Weapon. Can be concealed without a Check. Can be installed as the only piece of Cyberware in a meat leg.	500eb (Expensive)	3 (1d6)
Web Foot	Clinic	Thin webbing between toes. Negates movement penalty when swimming. Requires Two Cyberlegs and must be paired.	500eb (Expensive)	3 (1d6)
Hardened Shielding	Clinic	Cyberlimb Option. Cyberlimb and installed options cannot be rendered inoperable by EMP effects, like Microwaver pulses, or Non-Black ICE Program effects. Requires Cyberarm or Cyberleg.	1,000eb (V. Expensive)	3 (1d6)
Plastic Covering	Mall	Cyberlimb Option. Plastic coating for Cyberlimb. Available in wide variety of colors and patterns. Requires a Cyberarm or Cyberleg but does not take an Option Slot.	100eb (Premium)	0 (N/A)
Realskinn™ Covering	Mall	Cyberlimb Option. Artificial skin coating for Cyberlimb. Requires a Cyberarm or Cyberleg but does not take an Option Slot.	500eb (Expensive)	0 (N/A)
Superchrome® Covering	Mall	Cyberlimb Option. Shiny metallic coating for Cyberlimb. +2 to Wardrobe and Style. This bonus only applies once. Requires a Cyberarm or Cyberleg but does not take an Option Slot.	1,000eb (V. Expensive)	0 (N/A)

► BORGWARE

Name	Install	Description & Data	Cost	HL
Artificial Shoulder Mount	Hospital	User can mount 2 Cyberarms under first set of arms. User can only have one Artificial Shoulder Mount installed.	1,000eb (V. Expensive)	14 (4d6)
Implanted Linear Frame Σ (Sigma)	Hospital	An enhanced skeleton and support structure with hydraulic and myomar muscles. <ul style="list-style-type: none"> User increases their BODY to 12. This increase in BODY changes a Character's HP and Death Save. This cannot increase the user's BODY to 13 or higher. Installation requires BODY 6 and Grafted Muscle and Bone Lace. 	1,000eb (V. Expensive)	14 (4d6)
Implanted Linear Frame β (Beta)	Hospital	A heavily enhanced skeleton and support structure with even more hydraulic and myomar muscles. <ul style="list-style-type: none"> User increases their BODY to 14. This increase in BODY changes a Character's HP and Death Save. This cannot increase the user's BODY to 15 or higher. Installation requires BODY 8 and Two Grafted Muscle and Bone Lace. 	5,000eb (Luxury)	14 (4d6)
MultiOptic Mount	Hospital	User can mount up to 5 additional Cybereyes into the MultiOptic Mount. Cybereyes sold and installed separately. User can only have one MultiOptic Mount installed.	1,000eb (V. Expensive)	14 (4d6)
Sensor Array	Clinic	Twin flattened antennae protruding from the user's head improving their Cyberaudio Suite, sometimes referred to as "Rabbit Ears." User can install up to 5 additional Cyberaudio Options into their Cyberaudio Suite. User can only have one Sensor Array installed. Requires Cyberaudio Suite but doesn't take up a Cyberaudio Option Slot.	1,000eb (V. Expensive)	14 (4d6)