

DATAFORTRESS 2.0.2.0

Presents:

ELECTRIC DREAMS FALL SEASON CYBERNETICS CATALOGUE

Written by Deric Bernier (droc@mc2k.com)

The complete collection of all the Civilian Cybernetics created for the various articles and sourcebooks by Deric Bernier found on Datafortress 2020.



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ELECTRIC DREAMS



Welcome to Electric Dreams, Night cities most prestigious cybernetics installation clinic. Our staff of world renowned professionals will see to your every need. Be it routine maintenance on your cyberoptic, or full body conversion. We also have 24 hour therapists, trained in Switzerland, to help in your adjustment and alleviate those feelings of anxiety and stress you may have after implantation. And for the more eclectic tastes, we have full biosculpting facilities, including body artists specializing in exotic packages. We stock the latest in generic and designer limbs, and even one of a kind items for the discerning customer. For the right price our technicians will even custom build a shell for your limb replacement.

With a client list that includes Supermodels, Actors, Professional Athletes, Politicians, Dignitaries, and CEO's, Electric Dreams is seen as one of the most professional and prestigious clinics in the world. Having your cybernetics needs taken care of here is not just a medical procedure, it is a personal statement that only the best will do, in terms of both product and service.

Electric Dreams is run by Dr. Killikena Grey, who after years of caring to exclusive patients, has decided to open her own clinic, bringing her own unique blend of expertise, experience, compassion, and elegance to Night City. Her staff includes 15 other well respected doctors, (2 specializing in limb replacement, 2 in optics and audio, 2 in neuralware, 1 in organ replacement, 3 in general cybernetics, 2 in full body replacement, and 3 cosmetic surgeons), along with a full compliment of nurses and technicians and assistants. Dr. Grey is the youngest surgeon at the clinic, but has chosen her team wisely, each physician has at least ten years of experience, and is well respected in their chosen field. Only the best and the brightest are employed by the clinic, and it's clientele, which include the wealthy and famous from Night City and around the world, would expect no less.

The Electric Dreams clinic is located in suite 3401 of the Nakajimo Complex in downtown Night City and occupies levels 34-36 of the building. Appointment is by reservation only.

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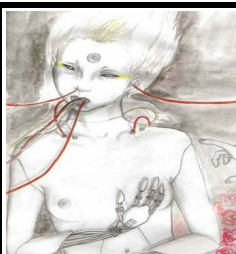
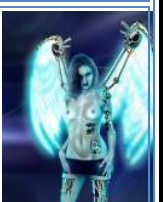
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CYBERLIMBS, HANDS, FEET, AND OPTIONS

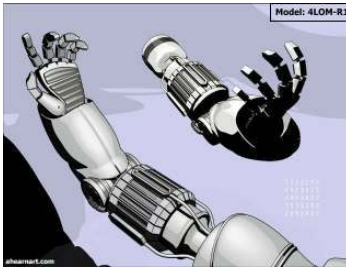
Here we have our selection of Cybernetic arms, hands, and all the options you can cram into them. We carry full lines of all the latest developers, from the standard generic models, to high end designers, and everything in between.

DESIGNER LIMBS



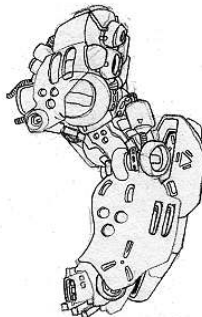
PORCHE MAESTRO 9,340eb(arm) 7645eb(leg)
(European Cybernetics, hand or foot included,)

A bit more rugged and mean looking than what one would normally expect from a European cyberlimb, but it is guaranteed to turn heads in any social situation you find yourself in.



HEARN CYBERNETICS 4LDM-RI 3500eb

(Standard Cybernetics, hand included, 2 extra option Spaces)
While this limb won't gain you any points at a society function, the extra option spaces it affords make it a popular choice for those who have the dubious pleasure of having to work for a living.



SUKHOI BROKNOVYATCH 4495eb

(Russian Cybernetics, built in SP: 15 armor, SDP: 35, + 25% damage (in addition to +50% for using Russian Tech), 100 percent spaces)

The Broknovyatch from Sukhoi is big, mean and ugly, even for Russian cyberware, and for some reason it has become extremely popular with action film stars and professional athletes, as well as anyone who wants to appear menacing. Cyberhand must be purchased separately.



MITSUBISHI MODEL-AL54 6125eb (forearm) 8260eb (full arm) 6975eb (leg)

(Japanese cybernetics, hand or foot included,)

Masculinity and style, an excellent choice and popular among anyone who wishes to portray a sense of power. These limbs, built using Japanese technology, are rugged and efficient, and while they can't be realskinned over to mimic flesh, after paying this much for it, why would you ever want to hide it anyway. A feminine versions are available.



ROSTOVIC "OCTOPUS" ARM 9540eb

(Russian and tentacle technology, quickchange wrist mount)

The Russians haven't quite gotten over their mad scientist phase it seems. The Octopus consist of a single large extending tentacle (+1 str) that during normal use remains retracted into a housing which mimics the human arm (keeps humanity loss at 200%). When extended however, the arm can reach up to 20 meters past the "wrist" of the housing. To further increase versatility, the arm comes with a large "crane" style cyberhand, allowing the user to not only pick up large and heavy objects normally out of reach or too unwieldy for a standard cyberhand, but also to clamp into even concrete and light metals, allowing the arm to act as a piton or grappling mechanism. For normal use a standard cyberhand is usually mounted, though any quickchange equipped hand can be fitted. To aid in stability and strength, the arm requires a heavy shoulder mount, which actually crosses over the chest like a harness, otherwise due to the awkward nature of trying to lift something with the arm extended the pressure might rip the arm out of the socket housing.



SAAB-BOFORS "PINNACLE" 23,450eb

(European cybernetics, hand or foot included, Trueskinned,)

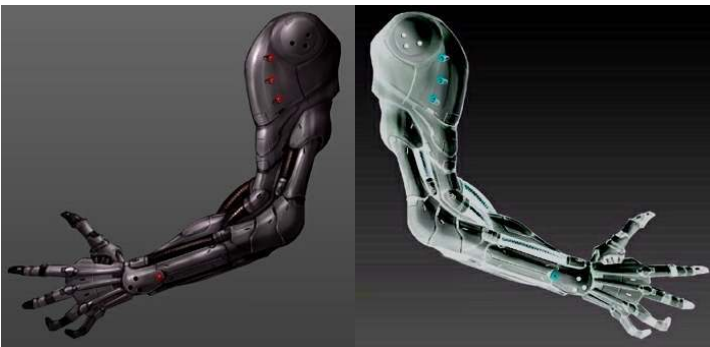
This is as real as it gets, the artists and technicians who designed these limbs put their absolute best into it's design and came up with a model that is virtually impossible to tell from the real thing. (difficulty 38 for visual, tactile and thermograph check, difficulty 25 with an x-ray.) This model not only sweats, but bleeds as well. This is accomplished by attaching valves directly to your artery, which cycles blood through the arm. In the even of loss of circulation, or any situation where the blood flowing into the limb measures more than a 5 ounce change to that flowing out, the valve shuts down, and the flow of blood to and from the appendage stops completely, in order to prevent death or adverse effects from blood loss. Any damage to the limb must be repaired by licensed technicians.



HILLARD JCL-09 2000EB

(Outdated cybernetics, hand included)

Still one of the most popular replacement limbs in the world, and one of the fist to make use of the standard quickchange mount. They are widely popular, even in social climber circles where they are seen as "retro".

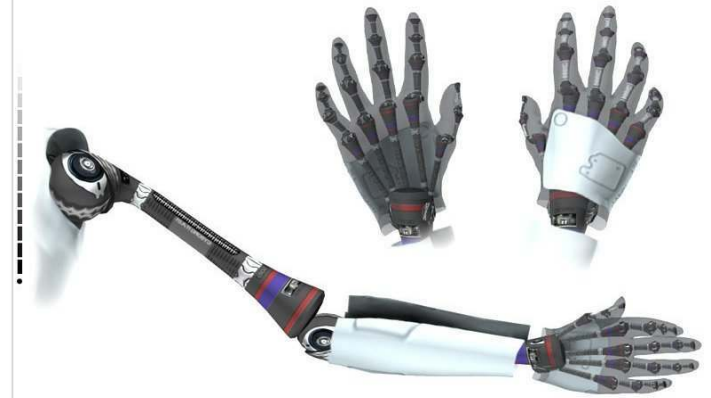


MITSUBISHI/LAMBORGHINI NIGHTSTALKER 32,430eb

(Japanese High-tech/Orbital cybernetics, w/ hand)

The top of line, finest production cyberlimb money can buy. Sleek, stylish, superb, and it performs as impressively as it looks. Available in either Black, Blue Steel, Brushed Steel, Gunmetal Grey, or Chrome. If only the best will do for you, then this is the arm to choose. Utilizing the very best of Japanese High technology, and Orbital manufactured materials, it simply doesn't get any better.

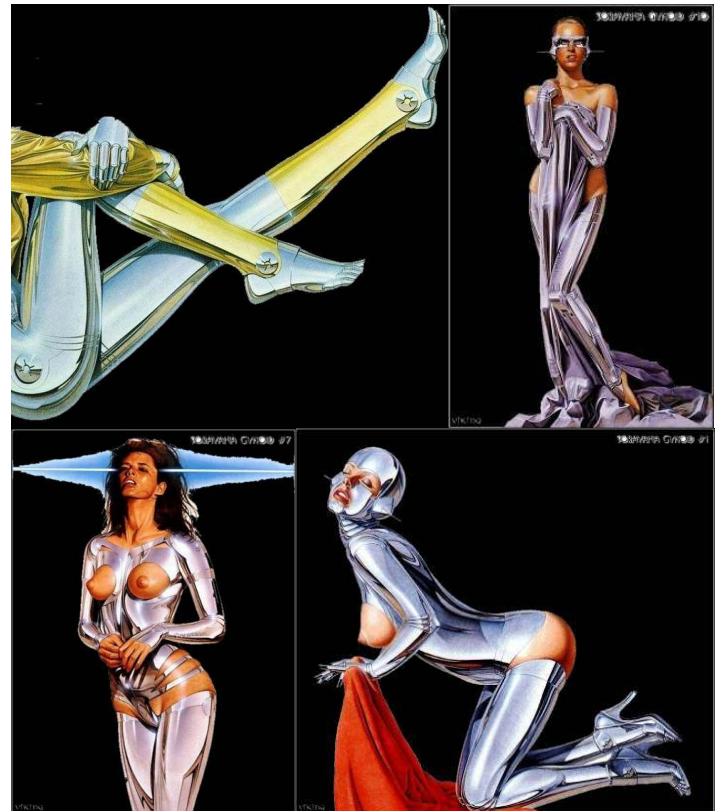
OPTIONALS IN PROGRESS



UTOPIA/BENZ "IMAGO" 15,450eb

(European/Orbital Technology, hand included,)

Lightweight and almost skeletal, without losing strength or sensitivity. While designed for Real, or Trueskinning (difficulty 30 to detect through visual means, 15 through thermograph, obvious with x-ray), this model is often worn nude as a fashion statement.



SORAYAMA "GYNOID" 23,445 (arm) 20,250eb(leg)

(Orbital technology, hand or foot included)

Designed for women, the Sorayama Gynoid class cyberlimbs are the benchmark of cybertech high fashion. Available in Chrome, Platinum, and with 24 Karat gold accents theses cyberlimbs are manufactured on the Crystal Palace and in Night City are available exclusively at Electric Dreams. For an additional 1000eb you can go for the Sensual model, which substitutes the hands an feet for Trueskinned cybernetics, or even retain your original flesh hands and feet, making this cybernetic limb the first in the world to have a flesh to cyber to flesh interface. These limbs can be Real or True skinned, however it will not pass tactile inspection, and after paying this kind of money, and with cyber this beautiful, why would you ever hide it...



MAAS BIOLABS ITA.02 SERIES CYBERLIMBS 15,000eb
Arms, 13,000eb Legs, 600eb hands and feet

(NuTek cybernetics, hands and feet included with limbs)

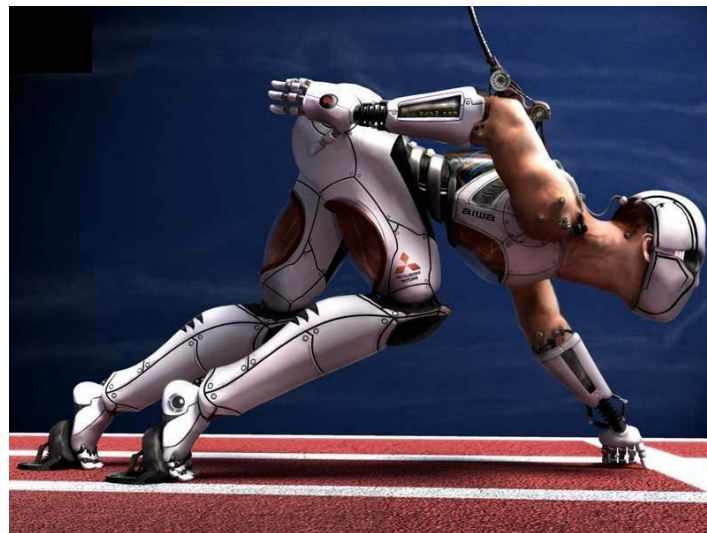
The most advanced biomechanics on the market today, the ITA.02 series of bionetic replacements are taking the science world by storm. Using cloned muscle fibers and fleshweave over a composite ceramic bone frame and covered in a thin transparent nylon membrane, these represent the latest in ART body design. For an additional fee of 1000eb you can have the limb true skinned, where it will be virtually indistinguishable from a real arm even with x-rays, although most people who choose this limb prefer its otherworldly appearance as a fashion and status statement.



RAVEN MICROCYBERNETICS R-71 8500EB arm, 6890eb leg, 1275eb hands and feet

(European Cybernetics, hand and feet included)

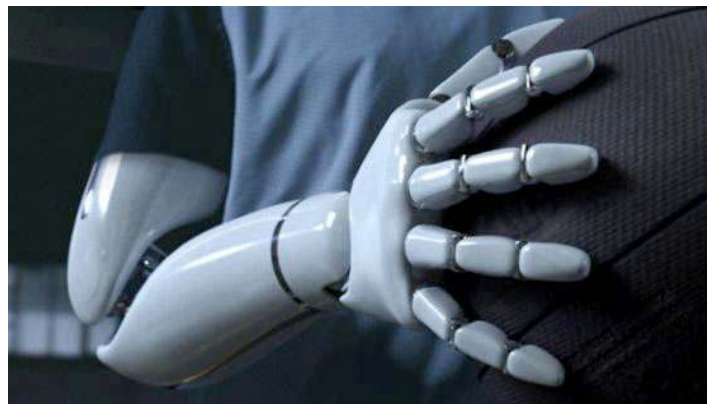
A prestigious if somewhat overhyped and overpriced cyberlimb. The removable panels with backlit internal mechanisms aid in its popularity.



MITSUBISHI/FERRARI "HERMES" Class cyberlegs 12,680eb, MITSUBISHI "REBOUND" cyberarms 987eb, Armored facemask SP:15 450eb

(Hermes: 1 option space each leg HL: 4d6) (Rebound: 2 spaces)

The Hermes cyberlegs from the collaboration of Mitsubishi/Ferrari are the fastest limbs available, outperforming both Speeding Bullet and Corvette legs. Like its competition the "Hermes" system replaces the lower spine, however it goes even further, replacing the entire spine, pelvis, rib cage, and reinforcing the shoulders. It also replaces the stomach, intestines, and bladder. All this is required due to the enormous stresses placed on the body. Of course all this makes for truly astonishing performance. Speed is unbelievably increased (MA:28) and leg boosters are built in for increased jumping ability. The Mitsubishi Rebound arms act like leg boosters. Through the use of powerful springs and shock absorbers built into the wrists, allowing the user to perform feats of acrobatic prowess. They also provide some protection in case of falls or stumbles, allowing the user to break his fall without shattering his bones. For this same purpose an SP:15 mask comes with the Hermes system, protecting the face and head from falls and of course bugs. The Mask has 3 optic spaces available which must be purchased and installed separately.



ACTARIS CPL-46 3500eb
(Brazilian cybernetics, w/ hand)

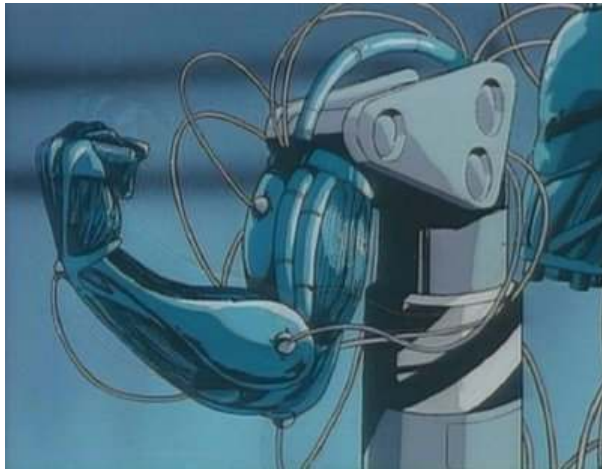
Typical of Brazilian work, and available in a full arm version, the CPL-46 is suitable for realskinning, though the secret will be out at the first touch of the cyberarm. Still, even for a Brazilian arm it has a sense of style to it, and the fingers of the hand are quite dexterous.



NEXUS ROBOTO-4A 2,300eb

(Skeletal cybernetics, hand and feet included)

One of the very few "Skeletal" technology limb series we keep in stock, bought mostly by those with a limited budget though a few have purchased them to make a deliberate fashion statement.



ARASAKA BUL-50A 4500eb

(Standard cybernetics, hand included)

The same limbs used in the BU-50 to 65 series of full conversion packages from Arasaka. Strong, sturdy and reliable, these limbs are generic and commonly found all over the world.



RAVEN/GUCCI "RAVE ARM" 8600eb

(Japanese High-Tech cybernetics, hand included, damage dealt 80%, SDP 75%)

Utilizing a new form of liquid muscle which contracts to varying degrees via electrical impulse, this cyberlimb is actually a bit weaker than standard limbs, however the built in back lighting in the transparent liquid muscle shells make this otherwise inferior limb very popular among the clubbing and entertainment crowd. Color illumination choices are blue, red, purple, yellow, and green. (Note, though it is classified as Japanese High-Tech, it really isn't, what it is is a somewhat failed experiment in new muscle technology, and so far these limbs are the only examples to see public use, hence the low price and diminished performance)

HANDS



MITSUBISHI MODEL-AL54H1 1125eb

(Japanese cybernetics, quickchange fingers, quickchange wrist mount)

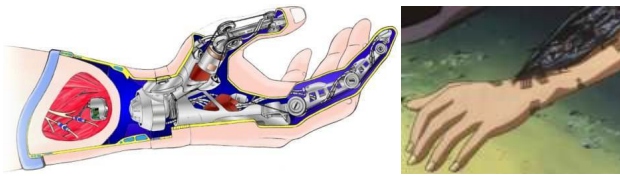
The hand that comes with the Model-AL54 cyberarm is also available as a stand alone purchase, complete with quickchange mount capability. It is a sturdy and well respected model, even if it is a tad too bulky for Real or Trueskin cover.



ARAKASAKA M-66H3RL 2250eb

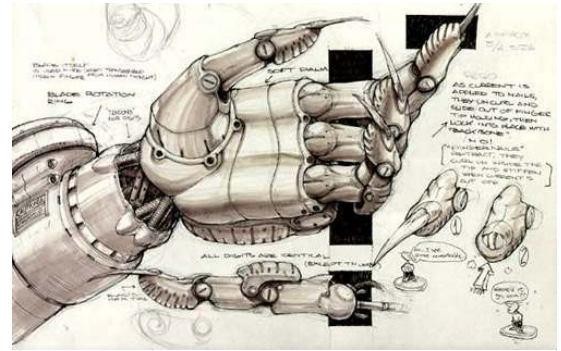
(Japanese High Teck cybernetics, quickchange fingers, quickchange wrist mount)

The same hand used on the Arasaka M-66 "Black Magic" military full conversion. Of course this hand comes without the military options, but is still quite popular with those who wish to be seen as daring or dangerous, and is also a common replacement for military personnel who have lost a hand to duty related circumstances.



SAAB BOFORS "TRUST-4" 1890EB
(European Technology)

Designed for use with the Pinnacle cyberarm, this masterpiece of cybernetic technology is virtually impossible to spot as anything other than a natural hand.



IEC "TALONA-5" 340

(Standard cybernetics, quickchange fingers, quickchange wrist mount)

The only thing truly noteworthy of this hand is the fact that it only supports 3 fingers, which cuts down on the price, but also reduces the number of options.



ZIESS "NATUROTIC" 725eb

(European cybernetics, quickchange fingers, quickchange wrist mount)

Designed to mimic the bone structure of a hand for more accurate Trueskinning. In addition the hand and finger shell pieces have a soft covering over a hardened core to aid in a more fleshy feel and to aid in the tactile interfaces sensitivity to pressure. When Trueskinned this model is very hard to spot, and the users sometimes forget they have a prosthetic.



DYNALAR "KIRBY" 150eb

(Outdated technology, quickchange wrist mount)

The only real function of this model of hand is as a fashion statement, the squared design makes any delicate work near impossible. Even simple tasks such as picking up a coin or signing your name become difficult. Still, for some reason, these cheap, awkward, first generation hands are experiencing a resurgence in popularity, mostly among the younger crowd.

These are redesigns of the original model and feature a quickchange wrist mounting, some clinics have begun using these as "loaner" hands for customers waiting for their hands to be customized or completed.



HYPERION "SORAYA-H" 5160eb

(Orbital technology, quickchange fingers, quickchange wrist mount)

Only available in brushed steel or superchrome finishes, the Hyperion Soraya is the shiny fashion statement of the rich and famous. In fact the Soraya series of cybernetic replacements serves as the poster child for Orbital Crystal titanium cyberware.



BELO HORIZONTE "CHOMBRETTA" 650eb

(Brazilian cybernetics, quickchange fingers, quickchange wrist mount)

The most common and reliable cyberhand manufactured in South America. It is actually on par with most Standard technology hands, even considering the limiters in place due to archaic Brazilian cybernetics laws.



NEXUS "ROBOTTO-4H" 100eb

(Skeletal cybernetics, quickchange wrist mount)

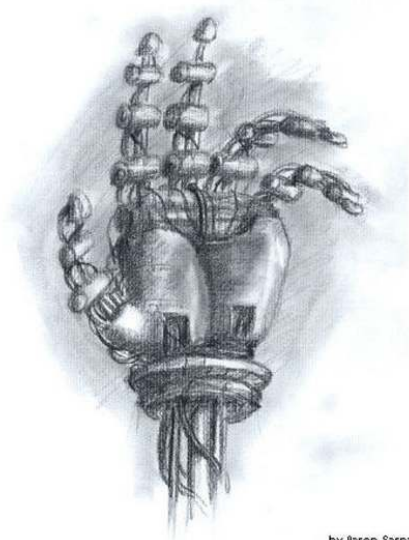
An inexpensive, and somewhat weak, hand. some people love that skinny finger look, others just want something cheap until they can afford a better replacement.



ROSTOVIC MVAH-301 840eb

(Russian cybernetics, quickchange fingers, quickchange wrist mount)

A very heavy, very strong cyberhand from our eastern european friends. It can't be bade to look real, however most who get it aren't very concerned with that. Popular among athletes, outdoorsmen, laborers and anyone who wants to put on an air of power and possibly menace. The quick change mechanisms on both wrist and fingers are afforded extra protection from a light kevlar cloth wrapping, which only adds to the "dirty" feel of the prosthetic, and somehow furthering its popularity.

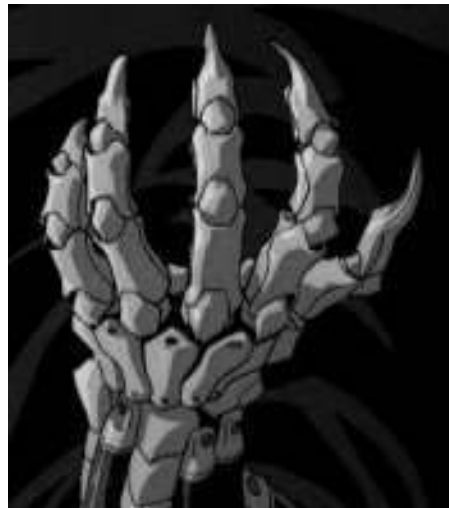


by Aaron Sarnat

YANG MIN HAND-3 50eb

(Chinese technology, quickchange wrist mount)

This hand is quite possibly the cheapest, most fragile representation of cybernetic hand replacement we have ever seen. It is constructed from plastic and steel, with exposed wires, the fingers cannot be outfitted for a quickchange mounting, and it has no option spaces at all. It is in fact, the bare minimum of requirements for the chinese governments prosthetic replacement program. The hand is so flimsy that it has been known to break when punching. On the plus side it does have a quickchange wrist mount, and is available in black, chrome, red, blue, green and pink.

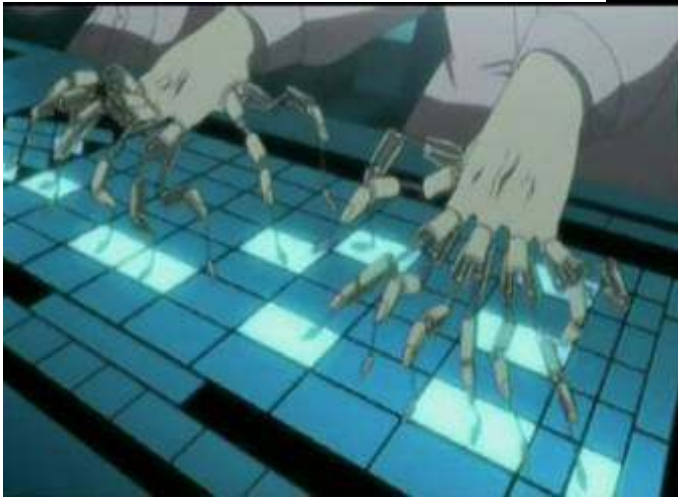


KIROSHI "ONI'S FIST" 1125eb

(Japanese cybernetics, quickchange fingers, quickchange wrist mount)

Shown here with rippers, the Oni's Fist is a very dextrous model, and typical of the Japanese level of technology and design. Even without the rippers, the Oni's Fist is rather mean looking, almost demonic, hence the name.

OPTIONS



KIROSHI "KENTCLARK" SPEED FINGERS 2300eb (HL: 2d6+2, 1 option space each)

These cyberfingers are only sold in 10 piece sets for both hands, and only work if all digits on both hands have been replaced. They allow the user to type almost at the speed of thought. In normal use they resemble normal fingers, and can even be real or true skinned (though the seams on the fingers cannot be concealed), however when data entry mode is activated the fingers extend and split, effectively giving the user ten figits for each hand. A properly trained and skilled typist can enter dictated data even faster than it can be read to hi./her. While the fingers are excellent for typing or playing a musical instrument, they are of little other use since the extended digits lack the strength to perform more difficult work. Still for musicians, secretaries, and programmers, these hands are a godsend. (+5 to Play Instrument and Data Entry skills, and halves the amount of time a task takes)

DYNALAR CIGARETTE DISPENSER 95/150 eb (HL: 1D6 and an additional +3 if the palm dispenser option is chosen)

A container is implanted in your forearm, which contains storage space for up to 40 normal cigarettes. (A slecotor can also be switched to accommodate "100's") A dispenser is included in the device, and for an additional 55 dollars, the implant can be made to dispense through the palm of your hand, instead of just below the wrist. For you cigar smokers out there, never fear, a model is availabe for you, for 120/165 eb. The perfect compliment to your thumb lighter and cyber bar. (Note: this was originally presented in [Chrome X](#) on [Paper Dragon](#))

PALM SCANNER 85eb (HL 1D6-1)

An option for any cyberhand (or foot), the Palm Scanner is just what it sounds like, an imaging scanner is implanted in the palm allowing the user to scan and record images and text from any flat surface, preferably paper. Media storage unit must be purchased and implanted separately.

LASER INK JET PRINTER FINGER 20eb (HL: 1)

The perfect match for your Palm Scanner, this finger allows you to place you hand on a blank sheet of paper and the computer controlled finger will use an ink jet spray to perfectly reproduce any image or text. The finger contains enough ink for ten pages, though a standard ink jet cartridge mount is available as a cyberhand option for an additional 50eb (500 sheets, HL: 1)

"FIREBRAND" CYBERHAND OPTION 450eb (HL: 2D6)

With this option the surface of the cyberhand is replaced with a heat conducting **nichrome**. A current is run through it superheating the hands surface to 380 degrees Fahrenheit, causing a bright orange glow to the hand, which will generally ignite any flammable material on contact.

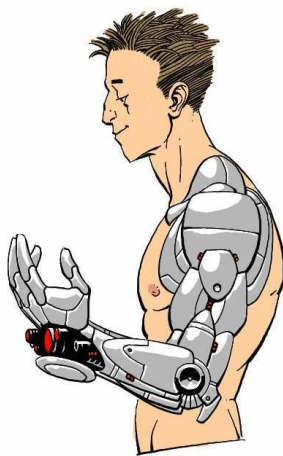
RAVEN MICROCYB "STUTTERBUG" WINDOW TREMBLER FINGER 200eb (HL: 1D6/3)

A simple cyberfinger device, the Stutterbug has a built in motor which vibrates the finger rapidly, press the finger to a window and you no longer have to worry about anyone eavesdropping on you with a laser microphone. You can also use it to cheat at video games, or to please that certain someone in your life. There are even reports of Masseuses and Messieurs replacing all ten of the fingers with these and using them to give wildly relaxing massage therapy.



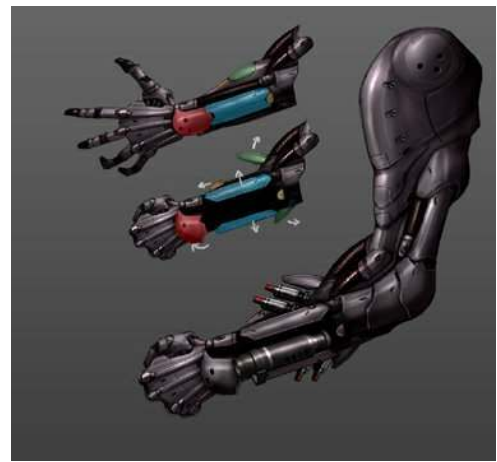
REINFORCED SHOULDER MOUNTS 200eb (HL: 1D6)

Sometimes you need more than a simple shoulder socket mount, sometimes you need something that simply will not rip away when you put stress on it. Reinforced shoulder mounts are made by virtually ever company out there producing prosthetic limbs, and consist of little more than a standard quickchange mount with additional armor plates which bolt into your shoulder blade and chest. The aren't pretty but they do relieve the worry that your arm will pop out the next time you go rock climbing. They also provide a bit more protection to the chest area they cover (SP: 20)



HOLGRAM AND IMAGE PROJECTOR 4000EB (HL 2D6)

This device, usually mounted in the forearm, consists of several projection lenses which can be used to project a recorded hologram, standard video, or even still frames. A separate media storage device must be purchased, and the unit can even be linked to the audio/visual recorder using your cyberoptic. For standard video and still images you need a flat white surface, like a wall, though a white sheet hung up will work fine as well.



MITSUBISHI/SEBURO MICRO-MISSILE LAUNCHER 2799eb

(Japanese High-Tech cybernetics HL: 2D6)
Just to give an example of the possibilities of Japanese High-Tech cybernetics, here we have a Micromissile launcher, identical in performance to its standard counterpart, but taking up much less space, in fact, you can see here on this Mitsubishi/Lamborghini Nightstalker cyberarm that in addition to the MM launcher, the arm also has a suppressed 9mm submachinegun and 2 extra magazines as well, with room for 2 more options. Note this is only to give an example, concealed cyberweapons and explosives are illegal, and we do not sell them, nor will we install them here at Electric Dreams.

Of course Electric Dreams also stocks and implants any of the legally available standard Cybernetic limbs and options.

CYBERPUNK 2020 CYBERWARE LISTING

Cyberware	Surg.	Description	Cost	H.L	Book
CYBERLIMBS					
Standard Cyberarm	CR	20/30 SDP, 4 option spaces, 1d6 punch	3000	2d6	CP20
Standard Cyberleg	CR	20/30 SDP, 3 option spaces, 2d6 kick	2000	2d6	CP20
Artificial Shoulder Mount	CR	Mount up to 2 extra arms. 25 SDP	1500	2d6	CP20
Orbital Crystal Cyberarm	CR	50/60 SDP, 4 option spaces, 1d6 punch	7000	2d6	Chr1
Orbital Crystal Cyberleg	CR	50/60 SDP, 3 option spaces, 2d6 kick	6000	2d6	Chr1
Independent Cyberhand	MA	1d10 crush, 7/10 SDP, 1 option space	750	1d6	Chr1
Romanova Cyberlegs	CRx2	+1 to Wardrobe & Style	5000	4d6	Chr3
SuperSized Arm	CR	SDP 30/40, -2 REF, +1EV, 2d10/3d6, SP 20	4000+	2d6	Chr3
Enable Cyberarm	CR	Early model. 23/33 SDP, REF -1	500	2d6+2	Chr3
Enable Cyberleg	CR	Early model. 28/35 SDP, REF -1, MA -2	700	3d6+3	Chr3
Soviet Cyberleg	CR	SDP 30/40, 3d10 kick, 5% failure, 2 spaces	875	2-3d6	Chr4
Soviet Cyberarm	CR	SDP 30/40, 3d6 punch, 2d10 crush, 5% failure	669	2-3d6	Chr4
Corvette Cyberlegs (basic)	CR	+3 MA, +1 on movement rolls	4500	3d6	Chr4
Corvette Cyberlegs (advan)	CR/M	+8 MA, +2 on movement rolls	5000/500	3d6+4	Chr4
Speeding Bullet Legs	CRx2	MA 16, leap 10m, 1 option space left per leg	4500	4d6	SOF
SovWear Cyberarm	CR	30/40 SDP, 3d6/6d6 damage, 3 spaces, UR	1000	2d6	SOF
SovWear Cyberleg	CR	30/40 SDP, 6d6 kick, 2 spaces, UR	1500	2d6	SOF
Biomechanical Arm	CR	10/15 SDP, 1d6 punch, 1d6 crush, 1/2 dam normal	NA	1d6	I1.2
CyberBar Leg	CR	Built in wet bar	3000	2d6	I1.3
Tentacle Arm	CR	8x70 cm tentacles, SDP 5 each. SDP 20 shoulder	4000	5d6	I2.2
Extendable Tentacle Arm	CR	Same as above plus can extend to 150 cm	6000	5d6	I2.2
Biomechanical Cyberarm	CR	20% EMP, 1d6 punch, 8 flesh + 8 SDP, 1 option	6000	2	WGF
Biomechanical Cyberleg	CR	20% EMP, 2d6 kick, 8 flesh + 12 SDP, 1 option	4000	2	WGF

CYBERLIMB OPTIONS					
Quick Change Mount	N	Allows 1 turn changing of cyberlimb	200	2	CP20
Hydraulic Rams	N	SDP 30/40, 3x normal damage (1 space)	200	3	CP20
Thickened Myomar	N	SDP 25/35, 2x normal damage (1 space)	250	2	CP20
Reinforced Joints	N	SDP +5	200	1	CP20
Microwave/EMP shielding	N	Limb not as susceptible to EMP, Microwaves	300	1	CP20
Plastic Covering	N	In colors, transparent, etc	1-200	1	CP20
RealSkinn	N	Limb looks real. 70% effective (Diff Awareness)	200	-1d6/2	CP20
Superchrome	N	Highgloss metallic covering	200	3	CP20
Armor	N	Armors cyberlimb to SP 20	200	2	CP20
Leg Boosters	N	+3m leaps (2 spaces)	500	1d6	Chr3
Fleshweave	M	Takes 1 option space. +50% repair costs	200+20%	0	Chr3
Extra Twist Joint Addition	N	+2 Athletic type rolls, MArt Grapples & Escapes	30%,+10%	1	Chr4
Double-Jointed	N	+1 Grapple, Holds, Chokes, Escapes (.5 spaces)	1000	1d6/2	Chr4
Locking Joints	N	25+ Strength Feat to move (.5 spaces)	100	.5	Chr4
360 Rotating Joints	N	+1 to Escaping, some TECH repairs (.5 spaces)	120	2	Chr4
Extending Leg Units	N	Alters height -1 to +3 ft. +1MA (2 spaces)	400	4	Chr4
Spiked Limb Cover	N	+1d6 grapple/holding damage	200	2	I1.4
Tentacle Arm Sheath	N	Hides tentacles, resembles cyberarm, 2 openings	800	0	I2.2
Sectional Cybernetics Mount	MA	Cyberhand and cyberfoot only mount	300	3	WGF
Quick-Change Mount	MA	Cyberhand and cyberfoot only mount	450	3	WGF
Spyke! Furniture	N	10SP, +10SDP, 1d3+1 to 1d6+1AP	400-600	1-3	Chr3
CYBERHANDS					
ATTACH TO CYBERLIMBS (Use 1 space)					
Standard Hand	N	Resembles normal hand	150	0	CP20
Ripper Hand	N	Standard hand with Rippers. 1d6+3* damage	600	2d6	CP20
HammerHand	N	Hydraulic Ram fist does 1d10 damage	600	2d6	CP20
BuzzHand	N	Electric chainsaw. 2d6+2* damage	600	2d6	CP20
Tool Hand	N	Fingers contain screwdriver, wrench, drill, etc	200	2	CP20
Grapple Hand	N	Extends rocket-propelled grapple, 30m line	350	3	CP20
Extension Hand	N	Hand extends up to 1m	350	2	CP20
Spike Hand	N	Palm spike. 1d6+3AP damage	500	2d6	CP20
Modular Hand	N	Choose any 4 modular tools	600	2	CP20
Mace Hand	N	2d6+1/1d10-2 damage, 1m range	300	3	Chr1
Cyberhand Coverings	N	Same range as listed in for cyberlimbs	100	1/2 usual	Chr1
Custom Cyberhand	N	Varies	900	Varies	Chr2
Web Hand	N	+2 swim, +1-2m/turn, 1d6* damage	250	2	Chr3
IEC Venom Hand	N	4 needles, slash for 1d6-1 damage	600	2d6	Chr3
Medical Modular Cyberhand	N/MA	Mono scalpel, air-hypo, stapler, probe ,etc	975	1d6/2	Chr4
Dainamax Grapplefist	N	50m cable, 2 spaces, 2d6+2 crush	1050	2d6	PAC
Mini-Camera in Palm	N	It's a camera	1000	1d6	I1.1
Surveillance Hand	N	Remote cyberhand	1500	1d6	I2.1
CyberMaw Hand	N/MA	2-3" maw that does 1d6 damage/turn, -3 WA	1200	3d6	I2.2
CyberMaw Drool/Vomit Hand	N/MA	as above, with 10 shot Power Squirt	1600	4d6	I2.2
CyberMaw & Tongue Hand	N/MA	as CyberMaw, but with CP2020 Cybersnake	2200	5d6	I2.2
CyberMaw & Tongue Hand	N	as above, needs cyberarm, as HW Cybersnake	3700	6d6	I2.2
Drill Hand	N	3d6 damage, 1/2 hard, 1/4 soft SP	700	3	P1
Travel Hand	N	4 options in fingers	500	2	P1
Gouge Master	N	2d6+3AP, 2d6*, 2 spaces, 20m cable and reel	550	2d6	P3
Gounge Master Winch	N	High speed winch for reeling the cable in	100	2	P3
Lightning Fist	N	Electricity. Stun -1, or 2d6+1 damage	900	2d6	RPI

CYBERFEET		ATTACH TO CYBERLIMBS (Use 1 space)			
Standard Foot	N	Resembles normal foot	200	0	CP20
Talon Foot	N	Extends toe blades. 1d6* damage	600	2d6	CP20
Tool Foot	N	Toes contain screwdriver, wrench, drill, etc	300	2	CP20
Web Foot	N	Doubles swimming speed, +3 to Swim skill	500	2	CP20
Grip Foot	N	For better gripping strength. +2 to Climb	500	2	CP20
Spike Heel Foot	N	Heel spike for lethal kicks. 2d6AP damage	500	2d6	CP20
Skate Foot	N	Allows an MA 20. Use Athletics or skate skill	440	1d6	Chr1
Anchoring Cyberfeet	N	Anchors use to ground. 4 uses (2 spaces each)	400	3	Chr2
Catspaw Stealth Foot	N	+1 to Stealth skill	150	1	Chr4
FINGERS		ATTACH TO CYBERHANDS			
Dartgun	N	3m range	100	2	Chr1
Lockpick	N	Pick for mechanical locks	50	.5	Chr1
Mini Light	N	25m beam, batteries 1eb	25	.5	Chr1
Wirecutters/Scissors	N	1d6/3 damage	50	1	Chr1
Mace Sprayer	N	2 bursts, -4 REF & Notice for 1d6 turns	150	2	Chr1
Quick Change Mount	N	Click and turn mount, mod =20eb	150	1	Chr2
VidCam (+ 1 option)	N	IR - 200eb, Teleoptic - 225eb, or Lowlite - 100eb	400+	2	Chr2
Aip Hypo	N	4 doses, air containers 3eb	200	1	Chr2
Tracking Device	N	3m range, 2 bugs, 3 km transmitter	300	.5	Chr2
Lighter	N	2 hours of fuel, 1 eb/refill	25	2	Chr2
Probe Link	N	Interface link	150	.5	Chr3
Parabolic Microphone	N	20x Microphone, for full arms	350	2	Chr3
Flasher	N	Diff REF to blind target for 1 min (25eb)	250	1	Chr3
IR/UV Flashlight	N	10m range	200	1	Chr3
Flare	N	150m altitude, 25m diameter (15eb)	200	2	Chr3
Storage Compartment	N	Small space	75	.5	Chr3
Laser Pointer	N	20m	150	.5	Chr3
Flesh Mount	M	Allows cyberfingers to be mounted on meat hand	100	1	Chr4
Ballpoint Finger	N	Leakproof pen	25	.5	Chr4
Cyberfinger Oxygen Tank	N	30 seconds of oxygen	250	.5	SA
Screwdriver	N	Powered screwdriver finger	50	.5	I1.1
Wrench	N	Adjustable wrench finger	50	.5	I1.1
Drill	N	Adjustable drill finger	50	.5	I1.1
Soldering Iron	N	Electric Soldering Iron finger	50	.5	I1.1
Socket Wrench	N	Adjustable powered socket wrench finger	50	.5	I1.1
Tentacle Finger	N	10 cm long tentacle	500	1	I2.2
Extendable Tentacle	N	30 cm long tentacle, requires cyberhand	750	1	I2.2
CUSTOMISATION		OPTIONS FOR CYBERNETIC SYSTEMS			
Etched Design	N	-2000eb if done before installation	20-3000	0	Chr1
Unusual Colorations	N	+2000eb if already attached to body	25/inch ²	0	Chr1
Unusual Optic Coloration	N	+2000eb if already attached to body	50/Optic	0	Chr1
Limblite	N	+Control Chip 700eb/Processor (1d6-1hc) 1000eb	750	1-2	Chr1
Custom Cyberware	N	Modified cyberware	400%	0	Chr1
Electromagnetic Shielding	N	-500 rads from radiation damage to cyberware	50-200%	0	DS
Waterproofing	N	100 meters, Streetwise 20 to find, +1EV to limbs	200%	0	SF
Wetwiring	N	200 meters, Streetwise 20/25 to find	300%	0	SF

MODULARWEAR		VERY RARE ELECTRO-MNEMONIC CERAMIC			
Modular Arm	CR	25 SDP, 17 SP, 2 option spaces, 1d6 punch	4000	1d6+3	KCJ
Modular Leg	CR	30 SDP, 20 SP, 1 option space, 2d6 kick	2200	1d6+3	KCJ
LIMB MODULES		TAKES 1D6+1 DAYS TO ADAPT			
Scratchers	N	1d6/2 damage, Very Difficult to spot	200	1d6+1	KCJ
Rippers	N	2d6 damage, -10 SP to arm during use	800	2d6+2	KCJ
Tentacles	N	Splits into 4 tentacles, +5 to grapples, -10 SP	600	2d6	KCJ
Animal Legs	N	Transforms legs, +3 MA, 14m leaps, or 1d6 claw	400/pair	2d6	KCJ
Squat	N	Reduces limb to half original size, +10 SP	300/limb	2d6	KCJ
Elongation	N	Stretch up to 200% size, -15 SP	300/limb	2d6	KCJ
Hollow	N		100	1d6/2	KCJ
Inflate	N	Gives apparent BOD 12, -10 SP, +2 Intimidation	300	1d6	KCJ
Spikes	N	Covers limb with spikes, +1d6 HTH damage	400	1d6+1	KCJ
Tougher	N	+5 SP and SDP, up to 2 levels can be added	300/level	4/level	KCJ
Undetectable	N	Mimics normal bone structure, can pass Scanway	500/limb	0	KCJ
Electricity Shielding	M	Compound shielded against electrical attacks	400/limb	1d6	KCJ
Different Covering	N	Same as Synth-skins, same chance of cancer	400	1d6	KCJ
Existing Cyberlimb Options	N	Except coverings & anything that affects SP/SDP	normal	normal	KCJ
BUILT INS		BUILT INTO CYBERLIMBS (Use 1 space)			
Cybermodem	N	Built in cyberdeck	3000	1	CP20
Cellular Cybermodem	N	Built in cellular deck	5000	1	CP20
Digital Recorder	N	Digital chip recorder. Download or erase chip	300	1	CP20
Storage Space	N	2"x6" storage space. Can be locked	50	.5	CP20
MiniCam	N	Pop up Digital Camera (20 shots)	200	2	CP20
MiniVid	N	Pop up Mini video (30 minutes)	400	2	CP20
Hidden Holster	N	Weapon size based on Body Type	100	1	CP20
LCD Screen Readout	N	Can be linked to any output device	200	1	CP20
Techscanner	N	60% effective, -3 to repair difficulty	400	3	CP20
Cutting Torch	N	Can cut through SP20	100	1d6/2+1	Chr1
Icer	N	2m range	200	1d6/2	Chr1
Limb Link	N	Turns pop-up gun into smartgun +1	100	1	Chr1
Magnetic Hands/Feet	N	For easier Zero-Gee movement	60	0	Chr1
Watch-Man	N	Miniature TV	180	1	Chr1
Winch	N	15m cable, pulls up to 1 ton	500	1d6+3	Chr2
Quickdraw Holster	N	P class conc. +2 Initiative to fastdraw	200	0	Chr2
Laser Mike	N	60m range, Human Perception -5	400	1d6+2	Chr2
Radio/Cellular Boosterstation	N	Runs for 160 hrs, diff 25 encryption (2 spaces)	2650	2	Chr2
CYBERWEAPONS		BUILT INTO CYBERLIMB (Use 1 space)			
Flashbulb	N	4m x 6m	250	1d6/2	Chr1
Gas Jet	N	6 shots, range 2m	275	1d6+3	Chr1
Tazer Grip	N	Effects equal to tazer, Stun -2	180	2d6-2	Chr1
Strobe	N	Same as implant version (0 spacs)	150	1.5	11.4

CRANIAL OPTIONS, CYBEROPTICS, AND NUERALWARE

For the latest in headgear, accept no substitutes in both service and selection.

CRANIAL OPTIONS



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RAVEN MICROCYBERNETICS ENHANCED LIMBIC DRIVE 15340eb

(Japanese High Tek Cybernetics, Surgery code: CR, HL 2D6)

This device enables the user to enhance, lessen, or shut off completely individual emotional responses by providing extra or less stimulation to the limbic section of the brain. It was first developed for EEC military forces as a means of shutting off the panic response in its troops, however Raven took it a bit further, and now the device allows the user to completely customize the severity of all emotional responses. Need to be absolutely fearless for a few hours, or maybe you want to heighten that special feeling your lover gives you. This device has become popular with medical and emergency personnel who need to respond to disasters to prevent themselves from being overwhelmed by the tragedy. Unfortunately the military applications are still there, even after it was revealed that the EDF had outfitted a special forces team with these devices and shut off all emotional response whatsoever, before sending them in to wipe out a small village, the atrocities rumored to have been committed are unspeakable. It is for this reason that Electric Dreams and all reputable cybernetic clinics put restrictors in the device which do not allow you to tamper with emotions like guilt or regret.



DYSON DERMAL TEMPERATURE REGULATOR 1680eb (European technology, hand included, Surgery code: MA, HL 1D6+1)

This implant, which places 5 endothermic strips on the back of the head (shown) 6 along the spine and shoulders, and two on each limb, helps to regulate body temperature, keeping its user warm in cold weather, and cool in the heat. It can offset a bodies surface temperature up to 15 degrees by means of a special material that reacts to surrounding thermal activity and uses small electrical charges to cool or heat the ceramisteel strips placed strategically around the body. It feels something like having an ice pack or a hot water bottle affixed to you.

Originally developed for the military, like most cybernetic implants, for use with soldiers operating in hot and humid conditions like those found in the middle east and south America, it has found wide use among the civilian market especially for those who do a great deal of travel to extreme locations. Corporate business men have also begun using this device as a means of ensuring they never sweat. It is rumored some corporate types with the device implanted will even turn up the heat in their office while doing business with rivals, to give them an edge over the competition, while the rival is sweating buckets, the user is sitting their in perfect comfort. It is recommended that this device be linked with a bio-monitor, so in case of fever or shock it can act appropriately to help the body cope.



MITSUBISHI ALL PURPOSE ARIAL RECIEVER 225eb
(Japanese Cybernetics, Surgery Code : MI, HL 1D6/2)

For use with any communications device, this implant can be set to pickup any form of transmitted communications, radio, laser, satellite. In effect it boosts the range of any communications device (radio, wireless cybermodem, satellite uplink) you have implanted by 300%. It can be implanted anywhere, but the back of the head is the most common mount site.



KIROSHI ADVANCED SENSORY EXTENSION 1800eb
(Japanese technology, Surgery Code: MI, HL: 1D6+2)

The mic and cyberoptic of this sensory extension have spaces for 4 visual options and 3 audio. It also has installed a laser comm and radio receiver.

NEURALWARE



BODYWEIGHT "BODYJACK" REMOTE REVERSE INTERFACE 12,500eb

(Standard technology, Surgery Code: CRI, HL: 1D6+2)

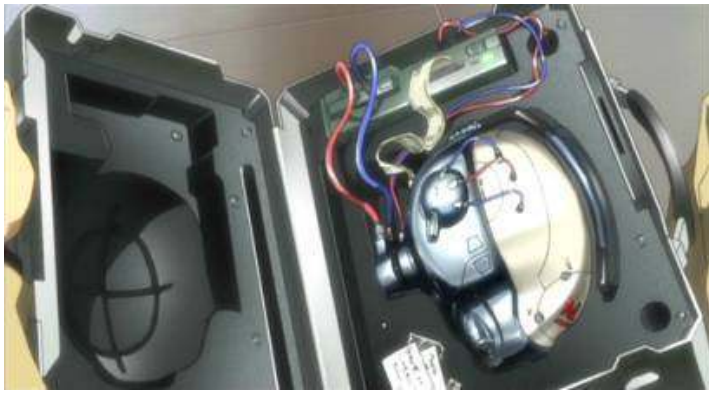
Normal interface plugs allow you to connect directly to machines and control them, the Bodyjack works in just the opposite, allowing machines and other users to control your body. The legal aspects are simple. Why exercise when you can jack your mind into a VR sim or braindance, and jack your body into a training program via the "Bodyjack". It literally is the age old dream of getting fit while you sleep, it works directly with your bio-monitor, which you must have before this cyberware can be legally implanted.. For security purposes each Bodyjack unit is coded and passworded individually, to help prevent your body from being hijacked by netrunners or joyriders.



SONY/HITACHI "GHOST" INTERFACE 3,151,250eb
(Japanese technology, Surgery Code: CRI, HL: 2D6+1)

Since man first realized his own mortality, he has sought ways to cheat death and live forever. Now it's finally possible, albeit at an astronomical price, and not a slight amount of danger.

The surgical implant involves opening the skull, and covering the entire brain in a fine wire mesh, tied in to a special interface jack. With this technology, all memory and personality can be extracted from the brain, and downloaded to either an empty cloned brain, or a cyberbrain, which of course must be purchased seperately. While theoretically it is possible to download a persons consciousness into another persons brain, all attempts at doing so have resulted in severe psychosis, usually resulting in suicide or brain death.

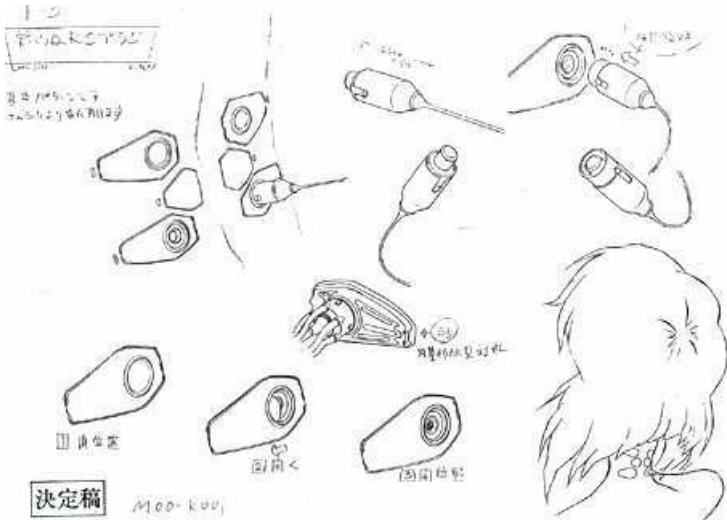


HITACHI/SONY "CYBERBRAIN" 22,600,00eb

(Japanese High-technology, Surgery Code: CRI, HL: 4D6)

Originally developed by Dynalar, however after going so far over budget it nearly drove them to Bankruptcy they sold the patent and design to the Collaboration of Sony/Hitachi in one of the most closely guarded and secretive deals in history.

After another six months of development, ending just 2 months ago, the Cyberbrain was unveiled and released. With a price tag that is beyond obscene, the technology behind this is available only to an elite few, but the possibilities that this breakthrough represents are limitless. The Cyberbrain duplicates all the functions of a normal brain and spinal cord, but theoretically does not suffer any of the adverse effects stemming from disease or age. It comes with rating 3 emp and electrical shielding, Ghost interface, and neural interface plugs. (Once implanted it also drops all further neuralware implantation by two surgical code levels, and humanity cost by a full die increment.)



MITSUBISHI "SHURIKEN" ADVANCED NEURAL PROCESSOR AND PLUG SETUP 9,230eb

(Japanese technology, Surgery Code: CRI, HL: 1D6)

Tired of having to mix and match interface plugs, tired of having to go in and rewire your neural interface every time you get an upgrade. Never again, with the Shuriken you get it all in one aesthetically pleasing and symmetrical package. 6 interface plugs plus the latest neuralware processor technology allows you to multitask like never before, and not look like a freak doing it. And since it's all centrally located, upgrading is much simpler and less intrusive. As an added bonus, each plug has its own retractable Realskin cover to keep dirt, grime and sweat from fouling your system.



DYNALAR CARD SLOT READER 650eb

(Standard technology, Surgery Code: MA, HL: 1D6/2)

Can be implanted anywhere really, but usually on the neck for easy access, the card reader can be used to download information from credit sticks, ID's, security badges, etc... Originally developed for police, but abandoned due to lack of interest, it has found meager popularity in civilian markets.



ZEISS CEREBRAL ENHANCEMENT 14,250eb

(European technology, Surgery Code: CRI, HL: 3D6+2, provides +3 to INT)

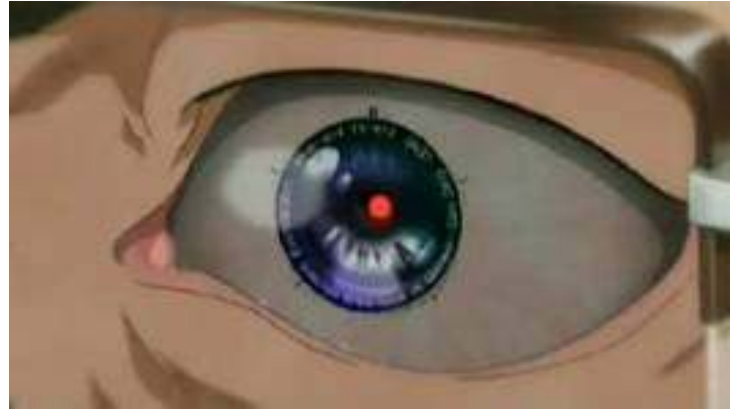
The only device on the market that actually increases ones intelligence through cybernetic means. The implant stimulates the cognitive centers of the brain, washing them with scrubbing nanites and providing small electrical charges which serve to boost performance and memory retention. The implant is somewhat dangerous, and has been known to cause epilepsy (20% chance, with an additional 5% chance added for every point over ten of raised intelligence). Also, while the device is shielded from emp and electrical attack any damage to the device has a chance of causing mental damage to the user.

CYBEROPTICS



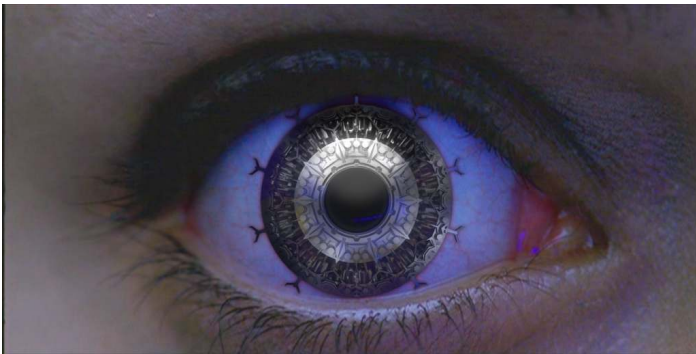
BLAU-PUNKT "SWIRLY" CYBEROPTIC 2,150eb
(European cybernetics,)

A very aesthetically pleasing cyberoptic capable of storing up to 6 display patterns for the cyberoptic which range from stationary colors to animated patterns or scenes.



KIROSHI ORP-16 3450eb
(Japanese Technology)

5 option spaces available available and an affordable price tag make this cyberoptic very very popular.



NIKON "ORCHID" CYBEROPTIC 6200EB
(Japanese High Tech,)

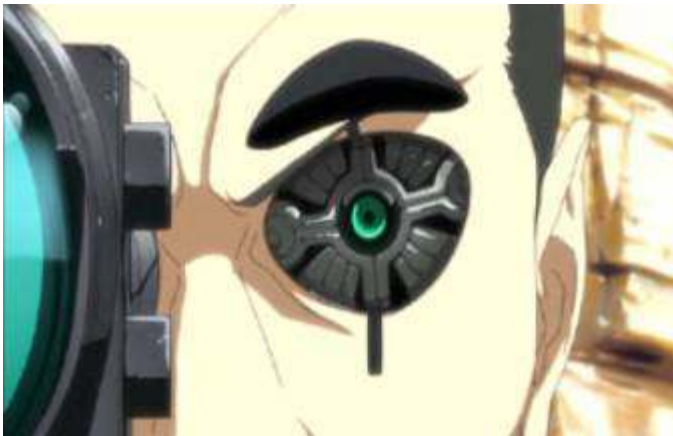
With 6 cyberoptic option spaces and an optional lavender glow, this is becoming one of the hottest eyes on the market.



IEC DIRECT OCULAR INTERFACE 35,650EB

(Standard technology, Surgery Code:CRI, HL: 3D6+3)

This implant replaced the ocular region of the face and skull. The eyes are replaced with cyberoptics and the ocular region flips up to reveal ten interface plugs and a center audio/visual jack which ties into any available cameras, displaying the video directly to the user similar to the mental image displayed while using a cybermodem. This implant allows one user to control nearly an entire automated factory, worksite, or security console. It's a bit extreme, but with this one person can do the work of 15, cutting company costs greatly and reducing the possibility of work related accidents even further.



LOMO "SPOTTER" 1,430eb

(Russian/European technology, HL:2d6, Surgery code: MA)

This russian cybereye was originally designed for field snipers, but has since become increasingly popular with photographers and surveyors. Comes equipped with Advanced tele-optics (twice normal distance) low-light, rangefinder, image enhancement, and thermograph. Because the eye has no "normal vision" mode, using it for regular activity is quite disconcerting. Therefore the optic comes with its own flip down eyepatch, armored to SP:5.

Of course Electric Dreams also stocks and implants any of the legally available standard options.

CYBERPUNK 2020 CYBERWARE LISTING

Cyberware	Surg.	Description	Cost	H.L	Book
NEURALWARE					
Neuralware Processor	M	Basic processor. Must have for all systems	1000	1d6	CP20
Advanced Processor (CIA)	M	INTx2 chips of +8 skill, -1 INT after 24 hrs, diff 35	2000	1d6	RM
Kerenzikov Boosterware	N	Adds +1 to Initiative for every level up to +2	500	1d6/2d6	CP20
Speedware (Sandevisian)	N	Adds +3 to Initiative for 5 turns	1600	1d6/2	CP20
Boostmaster	N	+1 REF with both types of boosterware	650	1d6/2	SOF
Übermensch Speedware	N	Adds +2 to Initiative for 5 turns	1600	1d6/2	ET
Tactile Boost	N	Increased sensitivity. +2 to touch Awareness	100	2	CP20
Tactile Boost Linkage	N	Links Tactile Boost to Sexual Implant (addictive)	150	0	Chr2
Olfactory Boost	N	+2 Awareness/track via smell. Locate scent 50%	100	2	CP20
Taste Boost	M	Heightened sense of taste	100	2	Chr4
Pain Editor	N	Allows Endurance checks at 2 diff levels lower	200	2d6	CP20
Übermensch Pain Editor	N	As Pain Editor, but only works 75% of the time	200	2d6	ET
Cybermodem Link	N	Allows direct connection to a cybermodem	100	1	CP20
Vehicle Link	N	+2 to direct cybercontrolled vehicle operation	100	3	CP20
Smartgun Link	N	+2 to Smartgun attacks	100	2	CP20
Machine/Tech Link	N	Allows control of autofactories, & machines	100	2	CP20
DataTerm Link	N	Allows downloading from DataTerms	100	2	CP20
Universal Link	N	Combined linkage	400	4	I1.3
Interface Plugs	M	Allows direct connection to smartguns, etc.	200	1d6	CP20
Mag-Duct Spots	N	As interface plugs, but only a +1 bonus	220	1d6/2	Chr1
LiveWires	M	Prehensile interface cables	400/200	2d6	Chr3
Model 100 Plugs	MA	+2 vs Black Ice, -2 for anything else	100	2d6	Chr3
Subdermal Smartgun Link	M	Weapon only version of Mag-Duct Spots (+1)	220	1d6/2	UK
Chipware Socket	N	Holds 10 chips. Can "run" number of chips =INT	200	1d6/2	CP20
ChipLok	-	Locks chips in place	150	-	Chr4
Braindance Adaptor	N	Allows chipware socket to run Braindance	100	0	I2.1
Super Compact Braindance	CR	Braindance recorder that fits on back of head	15,000	2d6	Chr3
Braindance Plugs	M	Allows connection to Braindance Recorder	200	1d6	RB
Pacemaker Coprocessor	N	Restarts heart when attacked by ICE	150	2	Chr3
Cyber-Detection Computer	M	Reconnaissance/Detection device, need M/T link	3000	1d6+3	Chr4
Echolocation System	N	Can see in complete darkness, -1 Awareness	800	1d6/2	Chr4
Lockdown	N	Uses cyberaudio to locate snipers	300	1d6	Chr4
Neural ULF Transceiver	N	Send and receive voice/data. Range 15km/unlim	200	1d6/2	SF
Positronic Enhancer	MA	+2 to INT, 10% chance of overload and fits	2000	1d6	I1.3
Wirehead Unit	M	Stimulates the pleasure centres of the brain	1500	0	I2.1
Feintware	M	Slows life signs for 1-6 hrs, 20+ Medtech to tell	1000	2d6	RM

IMPLANTS		CYBERWARE PLACED IN THE BODY			
Nasal Filters	M	Stops gases, fumes. 70% effective	60	2	CP20
Gills (Fresh water)	MA	Water breathing system, good for 4 hours	400	3d6	CP20
Saltwater Gills	MA	Saltwater breathing system, good for 4 hours	600	3d6	SF
Gill Toxin Filters	M	Filters toxins for 1 & 1/2 hours	200	2	SA
Motion Detector	M	20sq/m area. 70% effectiveness.	200	2d6	CP20
Digital Recorder	M	2hrs storage from any digital source	200	2	CP20
Audio/Video Tape Recorder	M	2hrs storage from video, audio links	300	2	CP20
Radar Sensor	M	100m range. Needs cyberoptic. 70% effective	200	2	CP20
Sonar Implant	M	50m range. For water only. 70% effective	300	2	CP20
Military Sonar	M	50m range. For water only. 95% effective. P Avail	700	2	SF
Radiation Detector	M	10m range. 80% effective	200	2	CP20
Chemical Analyzer	M	5m range. 70% effective	200	2	CP20
E-Monitor	N	Detects changes in pressure and air	185	1	Chr1
Gyro-Stabilizer	N	+1 to balancing maneuvers	1000	1d6	Chr1
OptiShield	M	Anti-Dazzle, SP8, 2 spaces for optic options	300	1d6+2	Chr1
OptiShield Options	N	T ² , T ² +, TE, LL, IR, Time/day	100+	50% HC	Chr2
Cyberoptic Eyepatch	M	2 options. Diff. Awareness to spot what it is	330	2d6/3	P3
Wet Drive	MA	Holds 1MU of stored data	320	1d6	Chr1
Extra Memory	M	+1MU	175	0	Chr1
Super High Density RAM	CR	40MU, 1 CPU, download via plus 1MU/second			I1.2
Wetdrive Access Link	M	Internal link to wetdrive	200	1d6/2	Chr2
Eye Color Gland Control	M	Change eye color in 1d6 mins	250	1	Chr2
Cell-Phone Implant	MA	Implanted cell phone	500	3	Chr3
OTEC Ear Valve	MA	Pressure equalization system	150	1	SF
Feel Good Endorphin Trigger	M	1d10 if hurt, 8-10=+3 Stun/Death; 1=intoxicated	500	1d6	SW
Super High Density RAM	CR	40MU, 1 CPU, transfer 1MU/sec via plugs/trodes	NA	?	I1.2
Corymbic Implant	MA	Accepts six daddys, allows equipment interfacing	500	2d6	WGF
Behind The Ear Cory Implant	MA	As above, but hidden behind ear	1000	2d6	WGF
Moddy Link	N	Enables cory implant to accept moddy chips	100	-	WGF
Subdermal Moddy Rack	M	Holds 3 Moddy and 10 Daddy, difficult to spot	200	1d6	WGF
Advanced Cortical Implant	CR	Experimental, Eidetic Memory +2. IP cost/2	150,000	3d6	WGF
Nictating Membrane	M	Eye protection, +4 to Saves vs eye irritants	400	1d6/2	WGF
AntiDazzle Nict Membrane	M	Flash protection, +4 to Saves vs eye irritants	500	1d6/2	WGF
UV Blockers	N	UV/IR resistance	1500	1d6/2	WGF
Feature Alteration Implant	N	Facial change takes 3 hours, +4 to Disguise rolls	3500	1d6+1	WGF
Biomechanical Cyberoptic	MA	10% chance affected by EMP weapons, 2 options	1000	2	WGF
Biomechanical Cyberaudio	M	10% chance affected by EMP weapons, 3 options	1000	2	WGF
VOICE BOX					
Dakai/Cyphire New Throat	CR	Hold 3 implants/options at 1/4 Eb, 0 HC, 15 SDP	850	2d6	Chr4
Cybevocal "BoxAlter"	CR	1 option, 1 voice	400	1d6+2	I1.3
Voice Synthesizer	M	Can mimic (60%) up to 10 recorded sounds	600	1d6	CP20
AudioVox	M	For special effects. +2 to Performance	700	2d6	CP20
Forked Tongue	M	A Vox/NT option, +1 to persuasion/seduction	350	2	Chr1
Voice Pattern	M	A Vox/NT option, allows voice pattern emulation	350	2	Chr1
Scramble	N	A Vox/NT options, scrambles voice	50	2	Chr4
Volume	N	Whisper to megaphone, deaf for 1d6 turns, 5m	75	2	I1.3
Armor	N	New Throat only, 20SP	150	1d6	I1.3
Subsonic	N	Only heard with subsonic hearing	150	1d6	I1.3

CYBEROPTIC	MA	Basic eye module (4 option spaces per eye)	500	2d6	CP20
Remote Eye	MA	1 space left, 100m transmission	1500	3d6	Chr2
Optical Interface	MA	Interface plug behind the optic	600	2d6+2	Chr3
Bug Eye	MA	Can hold 6 Options	750	3d6	Chr3
Third Eye	CR	-1 ATTR/eye, max 2 extra	750	3d6+	Chr3
Revelation Cyberoptic	MA	Early model. +1 Notice, ATTR -1,-2	700	3d6-1	Chr3
Soviet Cyberoptic	MA	1 option space per eye, 50% chance of -1 ATTR	100	2-3d6	Chr4
Kiroshi MonoVision	MA	6 option spaces, +1 Notice, +Initiative vs Ambush	650	3d6	Chr4
Vacuum Proof Optic	MA	4 option spaces, used with Vac Weave	600	2d6	DS
Quick Change Optic	MA	Removable, but only 3 options	1000	2d6+3	P1
Biomechanical Cyberoptic	MA	10% chance affected by EMP weapons, 2 options	1000	2	WGF
CYBEROPTIC OPTIONS		Take 1 space unless noted otherwise			
Color Shift	N	Allows color changes, special fashion effects	300	.5	CP20
Image Enhancement	N	+2 Awareness when using visual search	300	1	CP20
Targeting Scope	N	+1 on all Smartgun attacks	400	2	CP20
Times Square Marquee	N	LED Screen in vision field for messages	300	1	CP20
Teleoptics	N	Telescope ability to 20x	150	.5	CP20
Micro-optics	N	Microscope	150	.5	CP20
Anti Dazzle	N	Immune to flash, laser blinding	200	.5	CP20
Low Lite	N	See in dim light, almost total darkness	200	.5	CP20
Thermograph Sensor	N	See heat patterns, temperature readings	200	1	CP20
Infrared	N	See in total darkness, using heat emissions	200	1	CP20
Ultraviolet	N	See in darkness, using UV flash	200	1	CP20
MicroVideo Optic	N	Video record up to 20 min (2 spaces)	300	.5	CP20
Digital Camera	N	Shoots up to 20 images (2 spaces)	300	.5	CP20
Dartgun	N	Holds 1 poison dart. Range 1m (3 spaces)	200	2	CP20
Dodgeball	N	+1 to Hand to Hand skill after 30 secs	440	1	Chr1
Tear Gas Sprayer	N	1m range (2 spaces)	200	2	Chr1
Times Square Plus	N	Allows visual information retrieval (3 spaces)	500	2	Chr1
Video Cam/Transmitter	N	Live feed 1m range (4 spaces)	330	1	Chr1
Video Imager	N	Receives vid images (2 spaces)	350	2	Chr1
Time/Day Display	N	Time and date, no spaces	100	1	Chr2
Cyberoptic Compass	N	1 space, 2 for logocompass	300	1	Chr3
Interferometry System	M	10x vision all the time	400	1	Chr3
Laser-Comm Optic	M	50m range, and can blind. Code chips are 175eb	425	1	Chr3
Verbal Eyes (Basic)	M	Displays images, -1 space	750	3	Chr3
Verbal Eyes (Vid Image)	M	3 spaces, + Video Imager	1000	5	Chr3
Verbal Eyes (Cust. image)	M	4 spaces, Times ² +	1200	5	Chr3
Double-Slit Pupils	N	Allows clear vision through air-water boundary (1)	200	.5	Chr4
Hydrosubsidium Aquagoggs	N	Synthetic nictitating membranes, good to 200m	200	1	SF
Live Feed Optic	M	2 mile range	1000	1	I2.1
Optical Capacitor Laser	N	2d6 damage, 1 shot, .5m range (3 spaces)	800	3	P1
Unusual Optic Coloration	N	+2000eb if already attached to body	50/Optic	0	Chr1
OptiShield	M	Anti-Dazzle, SP8, 2 spaces for optic options	300	1d6+2	Chr1
OptiShield Options	N	T ² , T ² +, TE, LL, IR, Time/day	100+	50% HC	Chr2
Cyberoptic Eyepatch	M	2 options. Diff. Awareness to spot what it is	330	2d6/3	P3

CYBERAUDIO	M	Basic hearing module (6 option spaces)	500	2d6	CP20
Spectrum Cyberaudio	MA	Early model. -1 balance, +1/+2 Awareness	650+	3d6-2+	Chr3
Soviet Cyberaudio	M	Only 2 option spaces, 50% chance of -1 ATTR	100	2-3d6	Chr4
Biomechanical Cyberaudio	M	10% chance affected by EMP weapons, 3 options	1000	2	WGF
CYBERAUDIO OPTIONS		Take 1 space unless otherwise noted			
Amplified Hearing	N	+1 Awareness using auditory cues. SWx2	200	1	CP20
Radio Link	N	Radio communication up to 1 mile	100	1	CP20
Phone Splice	N	Full cellular communication (large city only)	150	1	CP20
Scrambler	N	Cannot understand without a descrambler	100	.5	CP20
Bug Detector	N	Detects taps, bugs up to 3m. 60% effective	200	.5	CP20
Voice Stress Analyzer	N	+2 to Human Perception, Interrogation skills	200	1	CP20
Sound Editing	N	+2 Awareness to overhear specific conversation	150	.5	CP20
Enhanced Hearing Range	N	Ability to hear super & subsonic ranges. SWx2	150	2	CP20
Wearman	N	Stereo music system	100	.5	CP20
Radar Detector	N	Beeps if radar encountered, fixes source (40%)	150	.5	CP20
Homing Tracer	N	Can follow tracer up to 1Km distant	200	.5	CP20
Tight Beam Radio Link	N	Allows untappable radio com within line of sight	200	1	CP20
Wide Band Radio Scanner	N	Picks up transmissions on all bands	100	2	CP20
Micro-recorder Link	N	Transmits to recorder in body or via plugs	100	.5	CP20
Digital Recording Link	N	Transmits sounds to a digital recorder	100	.5	CP20
Level Damper	N	Automatic noise compensation. -25% from SW	300	.5	CP20
Fax+ 1000 Alert	N	Alerts user to incoming faxes	100	0	Chr3
ShareChecker™ Link	N	Share information using T², screen or audio	100	.5	ET
CHIPWARE		REQUIRE CHIPWARE SOCKET OR PLUGS			
Adrenaline/Endorphin Surge	-	Ignore Pain/Exhaustion, +1 BOD 3 times in 24hrs	800	-	Chr1
Ambidexterity Chip	-	Makes user ambidextrous	800	-	Chr1
APTR Reflex Chips	-	Chips reflex and tech based skills	varies	-	CP20
Auditory Recognition Chips	-	Require Amp Hearing and Sound Edit (max +2)	150/level	-	Chr3
Business Trip Chip	-	+1 Language, Culture, W/S or Business Law	800	-	Chr1
Courier Chip	-	Imprints data on users brain	600	-	Chr1
Crypto Chips	-	Randomly generated substitution word code	600 per 2	-	Chr3
DeathTrance	-	1-3 minutes to enter. Medtech 25+ to detect life	1000	-	Chr1
Digi-Tone ID	-	Used with cyberaudio to recognise phone no.	70	-	Chr1
Dream Suppressant Chip	-	Dream free sleep, lose 1 EMP every week of use	300	-	Chr4
Enduro Chip	-	+2 bonus to Endurance, ends sea sickness	450	-	P3
Facedown Chip	-	+1 bonus on Facedown rolls	150	-	Chr4
"Fish N' Chips"	-	Appetite control device	85	-	Chr1
Home Chip	-	Very Difficult Cool/Resist Torture roll to resist	940	-	Chr4
Increased Neural Feedback	-	1/2 time to "chip in", burns out in 24 hours	+400	-	Chr1
Independent Action Chip	-	Independent action for each arm. Amb+2 optics	250	-	Chr1
Major City Map	-	Contour map, needs Video Imager/Subd Screen	110	-	Chr3
Maximum Lover Chip	-	+2 Seduction	1300	-	Chr1
Memory Compression	-	3 skills, skill level +3 total	+200-400	-	Chr1
Mind Games	-	Over 300 games available	40	-	Chr1
M.O. Chips	-	One yes/no answer for INT 15+ roll	1200 bm	-	Chr1
MRAM Memory Chips	-	Chips INT and other cognitive skills	varies	-	CP20
Navigation/Orientation Chip	-	Requires Phone Splice/Radio Link, accurate 5m	250	-	Chr3
PhotoMemory RAM Chip	-	INT roll +2 [15+] to get a specific memory	1600	-	Chr1
Police Visual Rec Chip	-	Visual ID's on criminals and licenses	200/level	-	Chr1
Poser Impersonation Chip	-	Specific Know [subject] +2, Perform +1	900-1100	-	Chr1
Programmable Chipware	-	Provides basic knowledge of a procedure	50	-	Chr1
Redundancy Loop	-	Will screw up at a crucial moment	50-75%	-	Chr1
Security Chips	-	Eraseable/destroyable chips	+50/75	-	Chr1
Shape Recognition	-	Picks out chosen object, requires Time Square +	500	-	Chr4
"SomaWare" Sleep Chip	-	Normal sleep (after 15 uses COOL 15+ to sleep)	400	-	Chr3
Space Chip	-	Space Survival +2, Highrider Culture +1	900	-	Chr1
Special Operative Chip	-	+1 Language, Geography, and one other skill	900	-	Chr1
Speedreading Chip	-	Requires optic. Half to a third normal reading time	250	-	Chr4
Stress Chip	-	+1 COOL for morale, +1 EMP interaction	350	-	Chr1
Stutter Chipping	-	Won't shoot designated (1 turn) friendlies	310	-	Chr3
Tourism Chip	-	+1 Language, Culture, General Knowledge	750	-	Chr1
Visual Recognition Chips	-	INT+chip+1d10+Skill. Tech, Corp, Rocker, etc	100/level	-	Chr1
Weaponmasters MArt Chip	-	Arasaka Te, and Thamoc available (max +3)	270/level	-	Chr3
BODY PLATING		EXOARMOR			
Cowl	MA	Skullcap, covers head in SP 25	200	1d6	CP20
Faceplate	CR	Protective facemask. SP 25	400	4d6	CP20
Front Optic Mount	MA	Allows up to 5 optics to be mounted. -1 ATTR	1000	4d6	CP20
Sense ext. ("Rabbit Ears")	M	Head mounted extensors for audio, optics, etc	500	3d6	CP20
CyberFacial Remounts	MA/CR	SP 6-18, ATTR -1,-2, 15%-50% protect	150-350	1d6-3d6	Chr3

BEHAVIOURCHIPS

Stronger Behaviour Chip
Honey Pilar
James Bond
Kick Ass
Perfect Soldier
Sunny Day
Xarghis Khan

- 15+ COOL roll to remove, +5/failed attempt
- Lock subject into actions for specific stimuli
- Seductress supreme
- COOL +1 (max 11), user is a top British agent
- COOL +2 (11), EMP -2 (1), enhances aggression.
- COOL +3 (11), EMP -2 (1), INT -2/+2 non-/combat
- Feel happy, +4 vs Intimidation, +2 Resist Torture
- EMP 1, COOL 10, user wants to torture and kill

1000+
2000+
1000
1000
2000
2000
2000
4000

1d6/2
1d6/2
1d6/2
1d6/2
1d6/2
1d6/2
1d6/2
1d6/2

Chr2
Chr2
WGF
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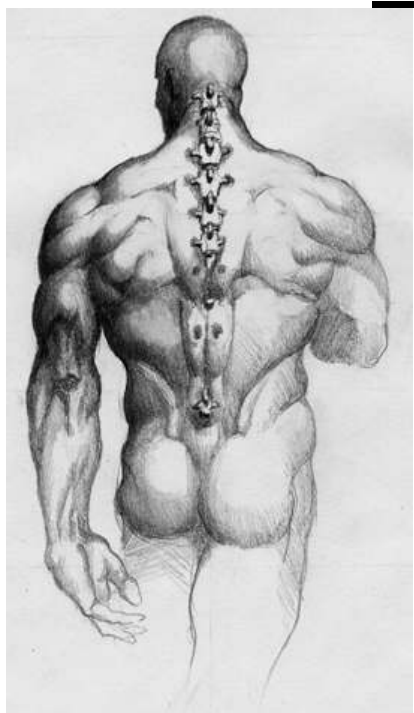
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8.16

BODY OPTIONS AND REPLACEMENT ORGANS

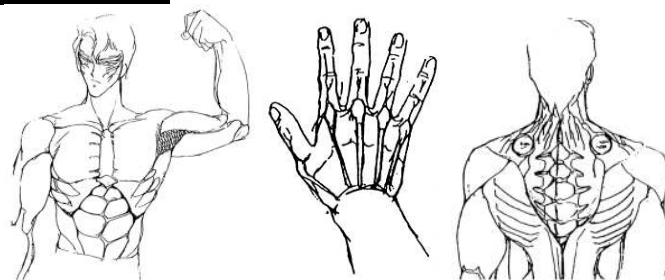
Here we have our selection of cybernetic options for the torso and whole body, as well as the latest selection of artificial organs..

BODY OPTIONS



Zeiss Reinforced Replacement Spine 25,500eb
(Standard Cybernetics, Surgery code: CR, HL 4D6)

By completely replacing the spinal column with reinforced ceramisteel implants, the user never need fear of spinal injury again. However, the surgery is very very dangerous, and there is a chance of paralysis (20%). However after replacement, the spinal cord itself is fully protected, and sheathed within the new spine itself. The implant does not hinder movement, and is in fact slightly more flexible than a normal spine (+1 to acrobatics and contortion). However there is no way to Realskin the protruding sections, thus making it an obvious cyber enhancement.



MILITECH EXODERMIS 42,580eb
(Orbital technology, Surgery code: CR, HL 7D6, ATTR Loss -4, REF loss -1)

The research that went into the Militech Xenon full body alteration also led into the Exodermis system. Utilizing a flexible organic material derived from the DNA mixing of Armadillo and Human DNA grown under orbital lab conditions and wrapped around ultra slim Cermisteel plates, and a more advanced type of Skinweave nanosurgeons, Militech has created a truly organic form of body plating which has almost no effect on a subjects reflexes and movement, while providing built in armor that both protects from kinetic damage as well as reinforces the skeletal structure. Because this plating is natural, and literally grafted on to the subject, it also grows and contracts if the subjects body undergoes weight changes, unlike standard body plating. However, due to the nature of the cybernetics system, the face and groin cannot be be plated, so a helmet and covering is recommended. While developed for the military originally, this system has also become popular as an exotic option. This option is nearly irreversible, and should the subject ever need surgery or any medical procedure in the future, the risk will be doubled since the physicians will literally have to cut away large portions of the users flesh to get to the damage or disease underneath the plating. These cut away portions will need to be put back in order for the armor in that area to remain effective, otherwise normal skin will heal over the area, usually leaving hideous scars. However, for all its downsides, the armor is effective, providing the user with a natural armor rating of SP:20.



MODERNBODY ORIFICE BARRIER 500eb

(Standard technology, Surgery Code: M, HL: 1D6/2)

Popular among women, especially those living in high crime areas, the Modernbody Orifice Barrier is today's equivalent of a chastity belt. It effectively protects the subject against both vaginal and anal rape. The implant features a cover which attaches and detaches via impulse from the brain, allowing the user to remove it at will for intercourse or restroom use. A male version exists as well, but only covers the anal orifice, and is extremely popular amongst prisoners. Some nudists have also become enamored with the implant, since legally it covers everything it needs to, allowing them to practice their exhibitionist tendencies in public.



THOMSON SKELETAL SHEATHING 18,800eb

(European Orbital technology, Surgery Code: MI, HL: 5D6+2)

Using advanced nanotechnology, Thomson Skeletal Sheathing actually encases the subject's bones in a tough polymer shell, making the limbs nearly impossible to sever, effectively giving each limb an SDP of 20. The bones, and only the bones, will have an SP rating of 10 (including the skull). Because of the advanced polymer structure of the sheathing, muscle, both natural and artificial, bonds normally to the skeleton. And the polymer is porous, so blood and nutrients get to the bone underneath. The system is not perfect however, as when damage is taken to the limb, and the sheathing is breached or dented, the only way to repair it is to undergo surgery. It also increases the user's bodyweight by 60lbs, and creates an obvious and unique signature under x-rays. Also, should the character need surgery to the chest, the ribs will actually have to be cut out, which is both difficult, and dangerous, as well as much harder to repair.

ARTIFICIAL ORGANS



MISTUBISHI OVERDRIVE HEART 18,250eb

(Japanese Hi-tec technology, Surgery Code: CRI, HL: 2D6)

Advancing the technologies of the Pacesetter 2000 combined with the technologies of a variable chambered heart, the Overdrive from Mitsubishi is the most high tech artificial organ available. For safety it includes a Bio-monitor as well, which can be read from any Times Square Marquee equipped implant (cyberoptic or wearman, etc.), which automatically normalizes the heart after 30 seconds of boosted use. When boosted, the heart allows for +3 to MA and BOD. The heart also allows the user to hold his breath twice as long as normal and provides a +1 to endurance. This heart is as good as it gets.



BODYWEIGHT LIFE MANAGER 21,250eb

(Japanese technology, Surgery Code: CRI, HL: 5D6)

Not everyone can have their organs replaced with artificial ones, nor can everyone accept bioware. Sometimes a person's body is simply too frail for the surgeries necessary. That's where the Bodyweight Life Manager comes in. It constantly monitors the subject's health, and in case of heart palpitation or failure, provides electro stimulation to keep the heart beating. It also filters blood and nutrients, working as a secondary liver and kidneys, and acts as a respirator. In the event the subject suffers heart failure, stroke, or organ shut down, the Life Manager will keep the subject alive for up to an hour. Among the invalid and elderly, whose health deteriorates quickly, this device is a godsend, allowing them an extra 20 years of life on average.



MAAS/ALESSI NUSTOMACH 12,600eb

(Nu-tech technology, Surgery Code: CRI, HL: 1D6)

Do you hate those people who can eat all they want and never gain a pound? Well now you can too. Everyone loves to eat, food tastes good. However eating has side effects which may not be seen as beneficial. Eat too much and you gain weight, eating too little can be just as bad. Trying to restrict yourself to healthy foods in proper proportion can be a hassle, and using the bathroom can eat into your day. All these problems are now solved with the MAAS/Alessi Nustomach. Replacing the stomach itself, the upper and lower intestines, the kidney, and the liver, the Nustomach is the solution to all your dietary concerns. By filtering out only what your body needs, and converting everything else to waste, your body will always maintain its ideal weight. For muscle gain or intentional weight gain (because some people look better with some meat on them) adjustments can be made easily and painlessly via any brand bio-monitor.



ACTARIS REINFORCED VEINS 650eb

(Brazilian nanotechnology, Surgery Code: MA, HL: 1)

As anyone on dialysis can tell you, veins can weaken and deteriorate, especially when subjected to constant intravenous pressure. This nanotechnology treatment from Actaris strengthens the major arteries and repairs any damage. While we wish we could say this only has medical applications, recreational intravenous drug users have also discovered the potential, and as such have made this treatment somewhat infamous.

Of course Electric Dreams also stocks and implants any of the legally available standard Cybernetic body options and artificial organ replacements.

CYBERPUNK 2020 CYBERWARE LISTING

Cyberware	Surg.	Description	Cost	H.L	Book
FASHIONWARE		COSMETIC CYBERWARE			
Biomonitor	N	+2 to Resist Torture & Drugs	100	1	CP20
Advanced Biomonitor	MA	Includes ability broadcast information over 2km	200	(1d6/2)-1	CB3
CUSTOMISATION		OPTIONS FOR CYBERNETIC SYSTEMS			
Etched Design	N	-2000eb if done before installation	20-3000	0	Chr1
Unusual Colorations	N	+2000eb if already attached to body	25/inch ²	0	Chr1
Unusual Optic Coloration	N	+2000eb if already attached to body	50/Optic	0	Chr1
Limblite	N	+Control Chip 700eb/Processor (1d6-1hc) 1000eb	750	1-2	Chr1
Custom Cyberware	N	Modified cyberware	400%	0	Chr1
Electromagnetic Shielding	N	-500 rads from radiation damage to cyberware	50-200%	0	DS
Waterproofing	N	100 meters, Streetwise 20 to find, +1EV to limbs	200%	0	SF
Wetwiring	N	200 meters, Streetwise 20/25 to find	300%	0	SF

IMPLANTS		CYBERWARE PLACED IN THE BODY			
Nasal Filters	M	Stops gases, fumes. 70% effective	60	2	CP20
Gills (Fresh water)	MA	Water breathing system, good for 4 hours	400	3d6	CP20
Saltwater Gills	MA	Saltwater breathing system, good for 4 hours	600	3d6	SF
Gill Toxin Filters	M	Filters toxins for 1 & 1/2 hours	200	2	SA
Independent Air Supply	MA	Good for 10 to 25 minutes	300	2d6	CP20
Independent Air Supply +	MA	Air for 20 to 50 minutes	600	2d6	SA
Mr Studd Sexual Implant	MA	All night, every night. +1 to Seduction checks	300	2d6	CP20
Midnight Lady Implant	MA	Sexual implant. +1 to Seduction checks	300	2d6	CP20
Contraceptive Implant	N	Good for 5 years. 98% effective	100	.5	CP20
Subdermal Pocket	M	2"x4" space with Realskinn zipper. Diff to spot	200	2d6	CP20
Adrenal Booster	M	Boosts REF by +1 for 1d6+2 turns, 3x per day	400	2d6	CP20
Subdermal Armor	CR	Armors torso to SP 18. Diff Awareness to spot	1200	2d6	CP20
Subdermal Torso Armor	CR	6 / 8 SP, Diff 35+/32 to spot, no REF/ATTR loss	350/500	1d2 / 1d3	Chr2
Subdermal Torso Armor	CR	10 SP, Diff 30 to spot, no REF/ATTR loss	650	1d6/2+1	Chr2
Subdermal Torso Armor	CR	12 / 14 SP, Diff 25 to spot, no REF/ATTR loss	800/1000	1d6/1d6+2	Chr2
Subdermal Torso Armor	CR	16 SP, Diff 20 to spot, no REF/ATTR loss	1100	1d6+3	Chr2
Subdermal Torso Armor	CR	18 SP, Diff 20 to spot, 50% chance -1 ATTR	1200	2d6	Chr2
Subdermal Torso Armor	CR	20 SP, Diff 15 to spot, -1 REF & ATTR	1450	2d6+2	Chr2
Subdermal Torso Armor	CR	22 SP, Diff 10 to spot, -2 REF & ATTR	1750	3d6	Chr2
Orbital Subderm Torso Armor	CR	20 SP, Diff 15 to spot, -1 ATTR, no REF loss	11,600	2d6+2	Chr2
Orbital Subderm Torso Armor	CR	22 SP, Diff 10 to spot, -2 ATTR, -1 REF	14,000	3d6	Chr2
Orbital Subderm Torso Armor	CR	22 SP, Diff 10 to spot, -2 ATTR, no REF loss	28,000	3d6	Chr2
Subdermal Skull Armor	MA	4 / 6 SP, Diff 35/30 to spot, 40% unprotected	300/550	1d2 / 1d3	Chr2
Subdermal Skull Armor	MA	8 / 10 SP, Diff 25/20 to spot, 40% unprotected	750/1000	1d6/1d6+2	Chr2
Subdermal Skull Armor	MA	12 SP, Diff 15 to spot, 50% chance of -1 ATTR	1200	1d6+3	Chr2
Subdermal Skull Armor	MA	14 SP, Diff 10 to spot, -1 ATTR, 40% unprotected	1400	2d6	Chr2
Motion Detector	M	20sq/m area. 70% effectiveness.	200	2d6	CP20
Digital Recorder	M	2hrs storage from any digital source	200	2	CP20
Audio/Video Tape Recorder	M	2hrs storage from video. audio links	300	2	CP20
NANOTECH		NANOTECHNOLOGY ENHANCEMENTS			
Muscle and Bone Lace	N	Raises BODY by +2	1500	1d6/2	CP20
Advanced M & B Lace	N	Increases BODY +1	1000	1-2	Chr4
Advanced M & B Lace	N	Increases BODY +3	3000	1d6+1	Chr4
Skinweave	N	Armors whole body to SP 12. Diff 20 to spot	2000	2d6	CP20
Upgraded Skinweave	N	6 / 8 SP, no ATTR loss, Diff 35+/30 to spot	1000/1250	1d6/1d6+1	Chr2
Upgraded Skinweave	N	10 SP, no ATTR loss, Diff 25 to spot	1600	1d6+3	Chr2
Upgraded Skinweave	N	12 SP, 50% chance -1 ATTR loss, Diff 20 to spot	2000	2d6	Chr2
Upgraded Skinweave	N	14 SP, -1 ATTR loss, Diff 20 to spot	2400	2d6+2	Chr2
Upgraded Skinweave	N	16 SP, -2 ATTR loss, Diff 15 to spot	2750	2d6+4	Chr2
Lifesaver Skinweave	N	+1 healing per day	4500	1d6/2+1	Chr1
Weave Maintenance	N	Required after a Critical or higher wound is taken	500	0	DS
Chem Weave	N	+4 to Chemical Saves, pallid skin is 8SP vs acid	2000	1d6+3	DS
Thermal Weave	N	Silvery skin increases Heat resistance to 107°F	1500	1d6+3	DS
Rad Weave	N	Silvery skin provides radiation protection of 1 RSP	1500	2d6	DS
Vac Weave	MA	Protection against decompression, need optics	5000	1d6	DS
Vac Weave Filter Valves	M	Cavities fitted with valves for vacuum survival	300	8	DS
Vac Weave "Cyber-Lung"	MA	Provides 15 minutes of air for us in vacuum	700	1d6+1	DS
Shark Weave (Partial)	N	SP 12 to specified area, 1d6/3* damage	4000	1d6	SA
Shark Weave (Full Body)	N	SP 12 and can cause 1d6/3* damage	12,000	3d6	SA
Nanowear Ozoneshield	N	Modification of Skin Weave, protects against UV	2000	1	TTB
Thermaskin	N	Insulation to 0°C, sweats at 27°C	2000	1/2d6	I2.2
Thermal Insulation	N	Protects vs hot & cold weather, +5 SP flame/cold	1000	1d6	KCJ
Nanosurgeons	N	Doubles natural Healing rate	6000	1d6/2	CP20
Anti-Plague Nanotech	N	+3 vs diseases and biowar agents	1750	.5	Chr1
Nanooptical Upgrade	N	+2 night vision	1500	1d6/2	Chr2
Aarmor Weave	N	+1 BODY, SP 18, -1 REF+MA, need MBL,SKW	4000	1d6	Chr2
Nano-Groomers	N	+2 - +4 to Personal Grooming	400	0.5	Chr3
Nitrogen Binders	N	Reduces depressurization by up to 100%	1400	1-2	Chr4
Nitrogen Binders Upkeep	N	Needed once every 3 months	400	-	Chr4
NanoAuditory Rebuild	N	Enhanced Hearing Range & Level Damper	1500	1d6/2	Chr4
Diet-Mite	N	Screens what you eat passing on what's needed	1000	1d6/2	LU
Erased Fingerprints	N	Fingerprints erased	100	0	WS
Altered Fingerprints	N	Fingerprints are altered	300	0	WS
Alterable Prints	M	Programmable Nanotech altered prints (20 secs)	550	1	WS
Altered Retinas	M	Retinas altered	800	0.5	WS
Programmable Retinas	M	Project different pre-set patterns (1 min)	1600	1	WS

Radar Sensor	M	100m range. Needs cyberoptic. 70% effective	200	2	CP20
Sonar Implant	M	50m range. For water only. 70% effective	300	2	CP20
Military Sonar	M	50m range. For water only. 95% effective. P Avail	700	2	SF
Radiation Detector	M	10m range. 80% effective	200	2	CP20
Chemical Analyzer	M	5m range. 70% effective	200	2	CP20
T-Maxx Cyberliver	MA	+4 vs ingested drugs and poisons	450	1d6	Chr1
T-Maxx 2 Cyberliver	MA	As above but with fluid rerouting system	850	1d6	Chr1
E-Monitor	N	Detects changes in pressure and air	185	1	Chr1
Gyro-Stabilizer	N	+1 to balancing maneuvers	1000	1d6	Chr1
OptiShield	M	Anti-Dazzle, SP8, 2 spaces for optic options	300	1d6+2	Chr1
OptiShield Options	N	T ² , T ² +, TE, LL, IR, Time/day	100+	50% HC	Chr2
Cybervision Eyepatch	M	2 options. Diff. Awareness to spot what it is	330	2d6/3	P3
Pacesetter Heart	MA	MA and BODY +1 when on	900	1d6	Chr1
Pacesetter 2000 Heart	MA	MA and BODY +2 when on	985	1d6	Chr1
Variable-Chambered Heart	N	Cyberheart option, x2 hold breath, +1 Endurance	+450	+1d6/2	Chr4
Rebreather/Enhanced Lungs	MA	Can hold breath for 15 mins	700	1d6+1	Chr1
Wet Drive	MA	Holds 1MU of stored data	320	1d6	Chr1
Extra Memory	M	+1MU	175	0	Chr1
Super High Density RAM	CR	40MU, 1 CPU, download via plus 1MU/second			I1.2
Wetdrive Access Link	M	Internal link to wetdrive	200	1d6/2	Chr2
Wearman Mk.2	N	Usable without cyberaudio	200	0	Chr1
Subdermal Viewscreen	M	Similar to Times Square Marquee	250	1d6/2	Chr2
Zetatech Bodycomp	MA	Equal to E-Book	1750	1d6+4	Chr2
Eye Color Gland Control	M	Change eye color in 1d6 mins	250	1	Chr2
Autoinjector	M	Holds 5 doses, +200eb to wire to Biomonitor	750	1d6/2	Chr3
Cell-Phone Implant	MA	Implanted cell phone	500	3	Chr3
Cam-O-Skin	N	-1 Awareness/20m, 8 patterns, takes 1hr	850	1d6/2	Chr3
Endo-Frame (Basic)	SCR	BOD+3, +1 HH dam, 10 points/limb, EV +1	12,000	2d6+1	Chr3
Endo-Frame (Orbital)	SCR	BOD+3, +2 all dam, 12 points/limb	25,000	2d6+3	Chr3
Bodyweight Vein Clips	MA	+2 on all Death Saves	700	1d6	Chr4
Militech Cyberdoc	MA	Counteracts drugs, etc	5000	1d6-1	CB2
BoozeMaster	M	+1 to resist alcohol	100/75	1	PAC
GPS Module	N	Determine position to 17cm. Needs T ² or T ² +	450	1	SF
GPS Module w/screen	M	As above but with subdermal viewscreen	600	1d6/2	SF
OTEC Ear Valve	MA	Pressure equalization system	150	1	SF
Enhanced Lungs Series 2	CR	Can hold breath for 5-30 mins. 200m depth	5000	1d6	SF
Enhanced Lungs Series 3	CRx2	Entire lungs replaced. Good down to 1000m	7500	1d6+2	SF
Feel Good Endorphin Trigger	M	1d10 if hurt, 8-10=+3 Stun/Death; 1=intoxicated	500	1d6	SW
Super High Density RAM	CR	40MU, 1 CPU, transfer 1MU/sec via plugs/trodes	NA	?	I1.2
Flashlight Implant	M	Patch of synthskin, 3m range	90	1	I1.4
Strobe	M	Diff 10 - 15 to blind for 1d6 hours. ROF 1/2	150	1.5	I1.4
Life Scan Body Monitor	M	+1 COOL, +4 1st Aid, +1 to Death Saves	4000	1d6	I1.4
Self-Destruct	MA	Activates when dead and moved, 5m radius	1250	1d6	P2
Water Refiltration System	MA	Triples length of survival time without water	2500	1d6/2	WGF
UV Blockers	N	UV/IR resistance	1500	1d6/2	WGF
LINEAR FRAMES		IMPLANTED EXOSKELETON			
Sigma	MA	STR 12, +4 Damage mod	6000	2d6	CP20
Beta	MA	STR 14, +6 Damage mod	8000	2d6	CP20
Omega	MA	STR 16, +8 Damage mod	10,000	3d6	CP20
GP Exoskeleton (A)	MA	STR 18, SDP 15, SP 6, MA 4, REF 5	12,000	4d6	Chr3
GP Exoskeleton (B)	MA	STR 21, SDP 20, SP 8, MA 4, REF 5	15,000	6d6	Chr3
Underwater Gamma	MA	STR 12/10	10,000	2d6	SA
Underwater Delta	MA	STR 14/12	12,000	2d6	SA
Underwater Pi	MA	STR 16/14	14,000	3d6	SA
Biomechanical Frame Sigma	MA	Built into the body, BOD 12, BTM -5	18,000	3d6	CP20
Biomechanical Frame Beta	MA	Built into the body, BOD 14, BTM -6	24,000	3d6	CP20
Biomechanical Frame Omeg	MA	Built into the body, BOD 16, BTM -7	30,000	4d6	CP20
BODYPLATING		EXOARMOR			
Cowl	MA	Skullcap, covers head in SP 25	200	1d6	CP20
Faceplate	CR	Protective facemask. SP 25	400	4d6	CP20
Torso Plate	MA	Torso protection. SP 25. -3 REF	2000	3d6	CP20
Front Optic Mount	MA	Allows up to 5 optics to be mounted. -1 ATTR	1000	4d6	CP20
Sense ext. ("Rabbit Ears")	M	Head mounted extensors for audio, optics, etc	500	3d6	CP20
Total Body Plating	CRx2	SP20, REF-3, ATTR/2, -1 Stealth	6800	8d6	Chr2
CyberFacial Remounts	MA/CR	SP 6-18, ATTR -1, -2, 15%-50% protect	150-350	1d6-3d6	Chr3
Spyke! Furniture	N	10SP, +10SDP, 1d3+1 to 1d6+1AP	400-600	1-3	Chr3

BIOWARE ENHANCEMENTS

BODY SCULPTING &

EXOTIC MODIFICATIONS



Straight from Europe and the orbital labs come the latest advancements in Bioware, as well as the top art body designs and cosmetic surgery techniques. Be the new you that you always wanted to be. Naturally or artificially, your body will not only look the way you always wanted it to, but function that way as well. If you are planning to undergo any Exotic Modification, especially the more severe procedures, understand that most of these procedures are irreversible, and results may vary between subjects. Electric Dreams requires you to sign a full release before they will perform any Exotic modification or Bioware procedure.

BIOWARE ENHANCEMENTS



UTOPIA EXTRA THUMB 900eb
(Bioware, Surgery code: M, HL 2D6)

Ever had someone tell you that you were all thumbs, now show them what that really means. Your DNA is used to grow an extra set of thumbs to be surgically attached to the outside of your palm. Then you are given bioware treatment tabs injected at the site to attach new muscle and tendons to the thumb, giving it perfect functionality. And because it is grown from your own DNA there is no chance of rejection. Perform amazing feats of dexterity, or just play the piano like you never dreamed possible. (gives a + to all perform checks requiring an instrument, and increases the grip strength allowing and extra +3 damage to choke holds, and gives a plus +1 to hold checks)



WORTH 1000 SECONDARY MAMMARIES 520eb
(Bioware, Surgery Code: N, HL: 2D6+1)

Everyone loves breasts, so surely having an extra pair must be a good thing, right? Humans, monkeys and Apes are almost unique in the mammal kingdom due to the fact that they have only 1 pair of breasts. Now, using the latest in genetic splicing and DNA modification, women can have an extra pair, possibly even two, of fully functioning secondary breasts.



HUMAN UPGRADES QUADRONIPPLE 180eb

(Bioware, Surgery code: N, HL 1d6/2)

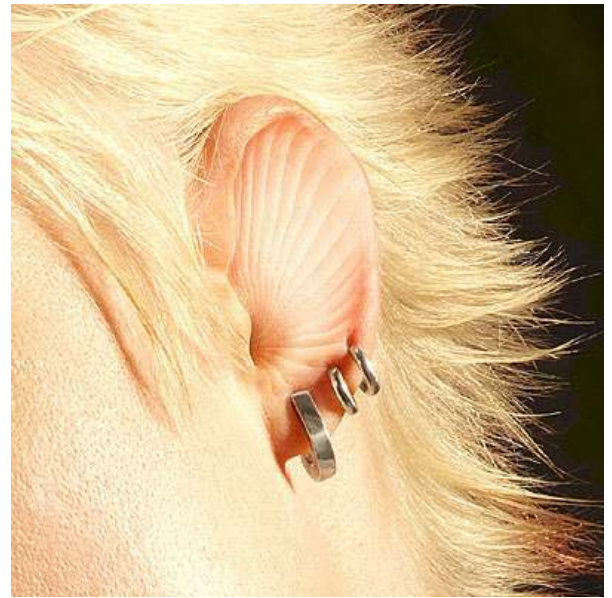
Nipples, for both men and women, are a very sensitive erogenous zone, now through genetically engineered bioware treatments you can grow a cluster of nipples, increasing sensitivity and pleasure 6-fold.



HUMAN UPGRADES SIMPLENOSE 450eb

(Bioware, Surgery Code: M, HL: 1d6+3)

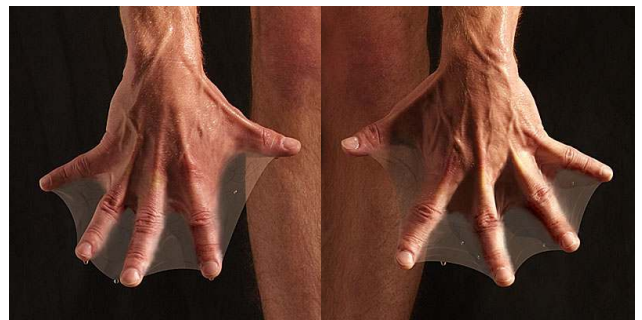
By replacing the cartilage and removing the septum, you can maximize airflow through your nasal cavity. The increased air passage helps to boost your endurance (+1) and creates a completely unique facial feature. Unfortunately the drawback is that due to the new nasal structure, a blow to the nose now hurts twice as much, and tends to bleed a bit more than normal. And while suffering from a sinus infection, the nose tends to run a bit heavier.



BIOTECHNICA AMPHI-EAR 725eb

(Bioware, Surgery Code: M, HL: 1D6/2)

By restructuring both outer and inner ear, Biotechnica has managed to design an aural cavity that gives all the benefits of enhanced audio and level dampening cybernetic options without putting foreign objects into your body.



REVOLUTION NATURAL WEBBING 340eb

(Bioware, Surgery Code: M, HL: 1D6/2)

This simple Bioware treatment stretches a thin but resilient layer of flesh between the digits of the hands and feet. (For game purposes has the same benefits as webbed cyberhands and feet, though the webbing cannot be retracted. Use of firearms or other tools may become difficult.)



REPLITECH MONOTEETH 800eb

(Bioware, Surgery Code: M, HL: 1D6)

This bioware option replaces all the teeth with single large upper and lower teeth. The new teeth are sharper and more durable than normal teeth, and much easier to keep clean. Because there are no gaps, it is impossible for food and other matter to get stuck in between your teeth. And since these are naturally grown using your own DNA and root structure in a matter of weeks, they feel completely natural.

DESIGNER EPIDERMIS MODIFICATIONS



REVOLUTION GENETICS CHROMESKIN 18,250eb

(Bioware, Surgery Code: N, HL: 3D6+2)

Using genetic treatments and nanotechnology, Revolution Genetics Chromeskin gives your body a shiny silver sheen. Your skin will look like it was poured from steel and polished by a God. The nanites weave tiny strands of what can best be described as "tinsel" throughout your epidermis, while the biotreatments actually change your skins structure, allowing it to accept and integrate the material. The result must be seen to be believed, and sweat actually makes the skin shine more. This modification is becoming extremely popular with models, bodybuilders, and idol stars. Another benefit to this modification is that since the new skin actually reflects sunlight, the body stays much cooler in hot weather and risk of skin cancer is reduced significantly. While it provides no armor itself, it can be used with skinweave or other epidermal options.



BIOTECHNICA/ARASAKA CHAMELEON SKIN 71,250eb (Japanese Bioware, Surgery Code: N, HL: 3D6)

Arasaka's Therm-optic Camouflage and Militech's Ghost Suit, both fall short in that they must be worn, and water or damage both have a tendency to negate their effects. Chameleon Skin does not suffer from these maladies, nor does it use Thermoptics. No, instead it is created by extracting the genomes in the animal kingdom from the insect and reptiles and bonding them to those of human flesh. the resulting effect is spectacular, and near invisible. A users skin and hair mimics nearly perfectly the environment around it, even more so than that found in the animal kingdom. As shown above, as long as the user stays still or moves very slowly, he/she is nearly impossible to spot (+30 difficulty mod). The downside is the user must be nude for the modification to be effective, however the lack of protection can be countered by the use of up to SP 10 skinweave, anything higher interferes with the effects of the Chameleon skin at a rate of -2 Diff to spot to every +1SP. Subdermal armor however does not have adverse effects to the function of the Chameleon skin.



UTOPIAN CORPORATION CIRCUIT-FLESH 21,600eb (Bioware, Surgery Code: N, HL: 4D6)

This epidermal modification is a cross between the Revolution Chromeskin and the light tattoos so popular among todays youth. Nanites go to work at the bottom layers of the skin, they weave intricate designs resembling circuitry and mechanoid enhancements, while Bioware injections remove all pigment from the skin, making the skin transparent. The end result of this is very reminiscent of the "visible" woman anatomy toys. The circuitry designs underneath the skin can be mixed with bio-luminiscent material, allowing the user to actually activate glowing patterns among the tattoos. All in all, this is one of the most interesting and beautiful artbody concepts that has ever been introduced.



GBC STRUCTURE-LINE BIO-TATTOO 650eb

(Bioware, Surgery Code: N, HL: 2D6+1)

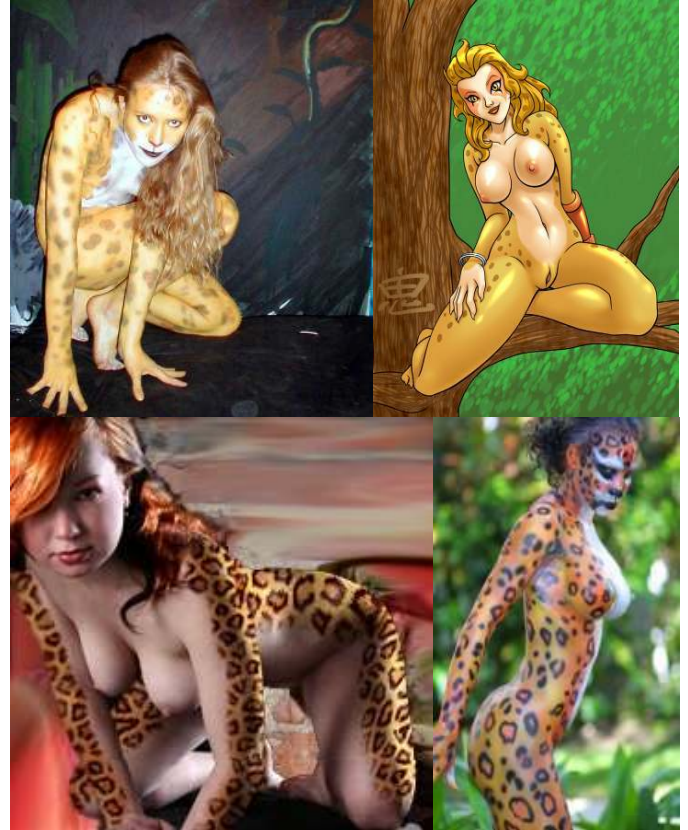
The effects of this modification are twofold. First the modification uses nanotechnology to tattoo a pattern of perfectly symmetrical lines, resembling access panels and structural lines across the users body. The bioware then allows the user to change the pigment of his skin to virtually any solid color at will. The pigment change option can be purchased seperately for 400eb and has an HL of 1D6+1.



REPLITECH NATURAL-COAT 1250eb

(Bioware, Surgery Code: N, HL: 3D6)

Everyhuman being is born with as many hairs going out of his body as a chimpanzee. However most of those hairs are so fine and minute that you never see them. With The Replitech Soft Coat bioware treatment, your body will begin sending natural signals to these fine hairs to grow. Before the treatment takes place you can even choose what color of hair grows, its courseness and the length it will stop growing. Allowing you to give yourself a soft downy coat like a rabbit or cats or a thick course fur like a dog or bears. Patterns are even possible, made even easier if you have undergone Revolutions Animal-Skin modification. To maintain a healthy coat the user must undergo bi-annual bioware treatments, otherwise the hair falls out over the course of a month as the bodies natural tendencies re-assert themselves, making this one of the few fully reversible bioware treatments available. Of course during this time you will look like you have mange, but that is a small price to pay.



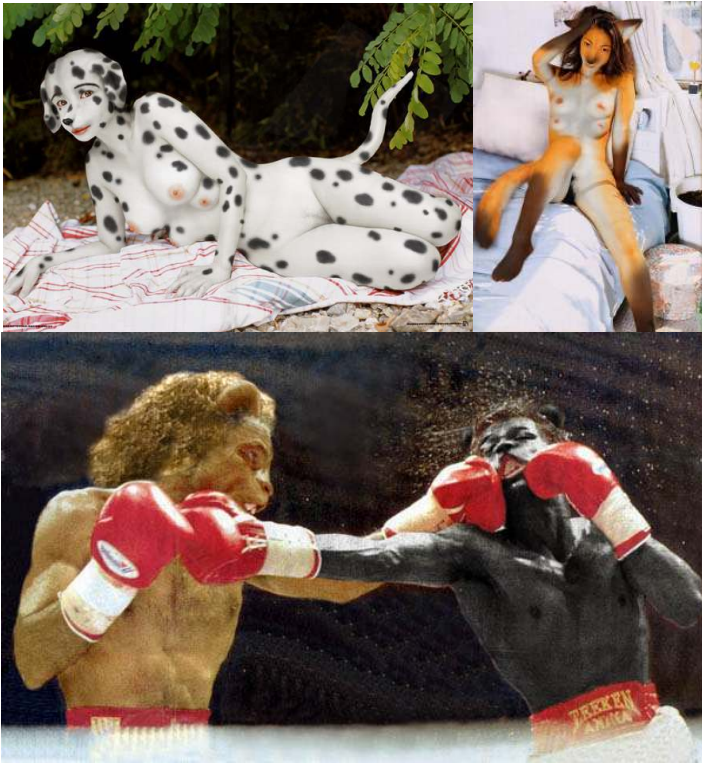
REVOLUTION LEOPARD SKIN 650eb

(Bioware, Surgery Code: N, HL: 1D6+3)

Really nothing more than a biological pigment change occuring via customizable pre-programmed treatment. Before undergoing this modification the user may choose the colors, spot pattern and darkness, and total area to be effected. Facial modification costs 200eb extra and brings the total HL up to 2d6. This is by far the most popular exotic body modification. Also available are Tiger, Zebra, Dalmation, Giraffe, Tree Frog, and Tabby skin designs.

MINOR EXOTIC PACKAGES

The following are merely examples of the exotic modification surgeries we have performed here at Electric Dreams, and are provided so that you might find inspiration for your own modification. At Electric Dreams there are no standard exotic packages, each procedure is as unique as the person undergoing it.



CANINE EXOTIC MODIFICATIONS



FELINE EXOTIC MODIFICATIONS



BUNNY EXOTIC MODIFICATION

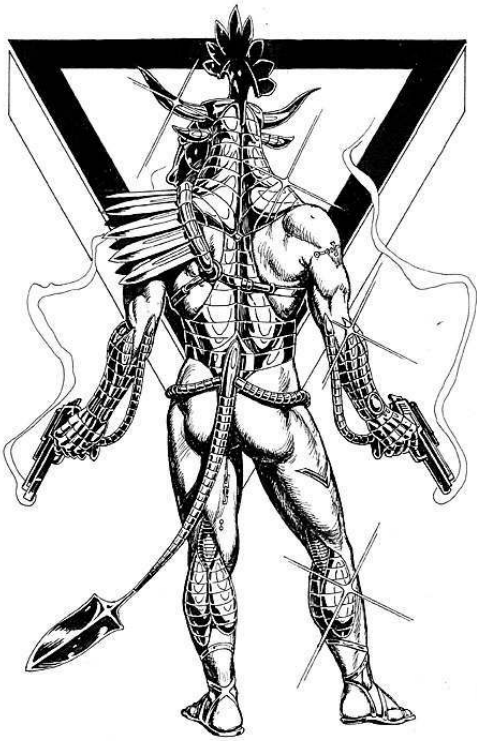


TREE FROG EXOTIC MODIFICATION



ELF EXOTIC MODIFICATION

DELUXE ADVANCED EXOTIC PACKAGES



MINOTAUR EXOTIC MODIFICATION



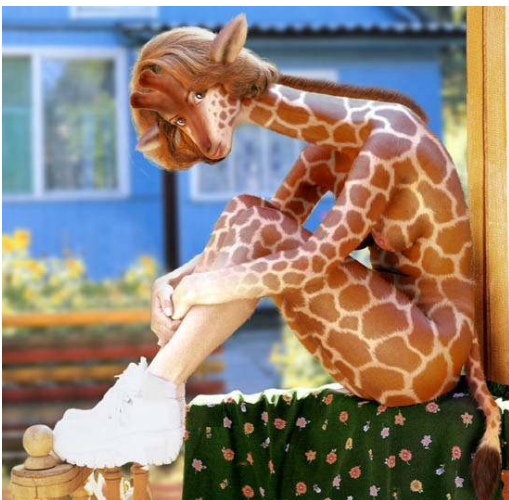
FISH EXOTIC MODIFICATIONS



ALLIGATOR EXOTIC MODIFICATION



INSECT EXOTIC MODIFICATIONS



GIRAFFE EXOTIC MODIFICATION



SNAKE EXOTIC MODIFICATION



DEMON EXOTIC MODIFICATION



ZEBRA EXOTIC MODIFICATION

Of course Electric Dreams also stocks and implants any of the legally available standard Bioware Options and Exotic modifications.

CYBERPUNK 2020 CYBERWARE LISTING

Cyberware	Surg.	Description	Cost	H.L	Book
FASHIONWARE		COSMETIC CYBERWARE			
Biomonitor	N	+2 to Resist Torture & Drugs	100	1	CP20
Advanced Biomonitor	MA	Includes ability broadcast information over 2km	200	(1d6/2)-1	CB3
Skinwatch	N	Subdermal timepiece	50	1	CP20
Light Tattoo	N	Decorative tattoo	1-20	.5	CP20
Dermatech Logo-Line Tattoo	N	Logo Tattoos	10-200	.5	Chr4
Shift-tacts	N	Color changing contact lenses	1-200	.5	CP20
ChemSkins	N	Color/pattern changing skin tints	200	1d6/2	CP20
Synthskins	N	Color/pattern changing artificial skin	400	1d6	CP20
Synthskin Tuning Chips	N	Stores different patterns/colors for Synthskin	100	0	CP20
Transparent Skin	M	ATTR -1, -4 for face	1000/m	3d6/m	Chr3
Mood Skin	N	Changes color based on mood	200/m	1d6/m	Chr3
Nu-Tek TVSkin	M	Your skin can become a vidscreen	600	1d6+4	Chr4
Techhair	M	Color/light emitting artificial hair	1-200	2	CP20
Kill Display	N	3 digit display	100	1	Chr2
Turn-On Nails	N	Color change nails	25/200	1	Chr3
Show-Off Nails	N	Pattern changing nails	45/425	2	Chr3

NANOTECH		NANOTECHNOLOGY ENHANCEMENTS			
Muscle and Bone Lace	N	Raises BODY by +2	1500	1d6/2	CP20
Advanced M & B Lace	N	Increases BODY +1	1000	1-2	Chr4
Advanced M & B Lace	N	Increases BODY +3	3000	1d6+1	Chr4
Skinweave	N	Armors whole body to SP 12. Diff 20 to spot	2000	2d6	CP20
Upgraded Skinweave	N	6 / 8 SP, no ATTR loss, Diff 35+/30 to spot	1000/1250	1d6/1d6+1	Chr2
Upgraded Skinweave	N	10 SP, no ATTR loss, Diff 25 to spot	1600	1d6+3	Chr2
Upgraded Skinweave	N	12 SP, 50% chance -1 ATTR loss, Diff 20 to spot	2000	2d6	Chr2
Upgraded Skinweave	N	14 SP, -1 ATTR loss, Diff 20 to spot	2400	2d6+2	Chr2
Upgraded Skinweave	N	16 SP, -2 ATTR loss, Diff 15 to spot	2750	2d6+4	Chr2
Lifesaver Skinweave	N	+1 healing per day	4500	1d6/2+1	Chr1
Weave Maintenance	N	Required after a Critical or higher wound is taken	500	0	DS
Chem Weave	N	+4 to Chemical Saves, pallid skin is 8SP vs acid	2000	1d6+3	DS
Thermal Weave	N	Silvery skin increases Heat resistance to 107°F	1500	1d6+3	DS
Rad Weave	N	Silvery skin provides radiation protection of 1 RSP	1500	2d6	DS
Vac Weave	MA	Protection against decompression, need optics	5000	1d6	DS
Vac Weave Filter Valves	M	Cavities fitted with valves for vacuum survival	300	8	DS
Vac Weave "Cyber-Lung"	MA	Provides 15 minutes of air for us in vacuum	700	1d6+1	DS
Shark Weave (Partial)	N	SP 12 to specified area, 1d6/3* damage	4000	1d6	SA
Shark Weave (Full Body)	N	SP 12 and can cause 1d6/3* damage	12,000	3d6	SA
Nanowear Ozoneshield	N	Modification of Skin Weave, protects against UV	2000	1	TTB
Thermaskin	N	Insulation to 0°C, sweats at 27°C	2000	1/2d6	I2.2
Thermal Insulation	N	Protects vs hot & cold weather, +5 SP flame/cold	1000	1d6	KCJ
Nanosurgeons	N	Doubles natural Healing rate	6000	1d6/2	CP20
Anti-Plague Nanotech	N	+3 vs diseases and biowar agents	1750	.5	Chr1
Nanooptical Upgrade	N	+2 night vision	1500	1d6/2	Chr2
Armor Weave	N	+1 BODY, SP 18, -1 REF+MA, need MBL,SKW	4000	1d6	Chr2
Nano-Groomers	N	+2 - +4 to Personal Grooming	400	0.5	Chr3
Nitrogen Binders	N	Reduces depressurization by up to 100%	1400	1-2	Chr4
Nitrogen Binders Upkeep	N	Needed once every 3 months	400	-	Chr4
NanoAuditory Rebuild	N	Enhanced Hearing Range & Level Damper	1500	1d6/2	Chr4
Diet-Mite	N	Screens what you eat passing on what's needed	1000	1d6/2	LU
Erased Fingerprints	N	Fingerprints erased	100	0	WS
Altered Fingerprints	N	Fingerprints are altered	300	0	WS
Alterable Prints	M	Programmable Nanotech altered prints (20 secs)	550	1	WS
Altered Retinas	M	Retinas altered	800	0.5	WS
Programmable Retinas	M	Project different pre-set patterns (1 min)	1600	1	WS
BIOWARE		BIOLOGICAL BASED ENHANCEMENTS			
Grafted Muscle	MA	+1 increase to BODY, max increase is +2	1000/+1	2d6	CP20
Enhanced Antibodies	N	Improves Healing by +1 point per day	3000	1d6/2	CP20
Toxin Binders	N	+4 to Poison/Drug Saves	3000	1d6/2	CP20
Speed Grafts	MA	+2 MA	750	1d6	Chr2
Alpha TuffBone Skeletal Enh	M	BOD +1 for lift, carry, BTM vs HH/Melee	1300	1d6/2	Chr4
Beta TuffBone Skeletal Enh	M	BOD +2 for lift, carry, BTM vs HH/Melee, ATT -1	2800	1d6	Chr4
Hemological Replacement	M	+1 MA, Endurance, +4min breath, -1 poison/dis	1300	1d6/2	Chr4
NeoAppendix	MA	+2 to Wilderness Survival for food	500	1d6/2	Chr4
Sunblocker Sunscreen	M	Prevents sunburn, reduces skin cancer risk	250	1	Chr4
NeoLungs	CR	Hold breath twice as long as normal	1000	1d6	Chr4
LungWeave	N	Toughens lungs for using LBM.	4000	1d6/2	SA
Neural Bridge	MA	Ambidexterity, no -3 penalty with off hand	600	1d6+2	Chr4
Circulatory Sphincters	MA	+2 to Stun/Shock Saves after a Serious+ wound	3200	1d6	Chr4
Poison Glands- Teeth	MA	Natural fangs that inject poison when you bite	500/1000	3d6	Chr4
Poison Glands- Hands	MA	Can be used to coat Rippers or Wolveres	500-1100	2d6+3	Chr4
Tailored Pheromones-Love	M	+1 to Seduction. Nasal filters 60% effective	1000	1d6/2	Chr4
Tailored Pheromones-Gullible	M	+1 to Persuasion. Nasal filters 60% effective	2000	1d6/2	Chr4
Tailored Pheromones-Confu	M	-1 INT & Initiative (1m). Nasal filters 60% effec	2500	1d6/2	Chr4
"Kaloric" Secondary Gut	MA	Stores 2 days worth of food	750	1d6/2	Chr4
"Freezeban" Bioconstruct	MA	+1 Wilderness Survival/Endurance in -10°C	650	1	Chr4
Quickclot Hemofibrinic Node	MA	Wound states treated as one less, 10% stroke	3000	1d6	Chr4
Flashlite Implant	M	Non-glare, semi-focused glow, 1m range	290	1-2	Chr4
Replitech Toxin Screen	MA	90% chance of vomiting if toxins are eaten	3400	1d6/2	Chr4
T-Maxx Ileocecal Siphon	MA	Function without water for 24 to 48hrs	500	1	Chr4
Altered DNA	N	DNA altered using a tailored retrovirus	3000	0	WS
Full-Spectrum Booster	N	+4 vs illness/infection/poison/drugs, +1 Healing	7500	1/2d6+1	NEO
Sabre Serum RNA Mod	N	+2 MA, +3 BOD, +2 REF, +1 Heal, 60 day wait	NA	Special	I1.2
Muscle Enhancement	N	+1 to BT, but not for BTM	1000	1d6/3	DS
Reflex Boost	N	+1 REF (max +2). 25% chance of -1 Stun/level	3500	1d6+3	DS
Enhanced Sight	M	2 max: IR, UV, LL, Tele, Image Enh, Color Shift	1200	2 each	DS
Enhanced Hearing	M	2 max: Amplified Hearing, or Enhanced Range	1200	2 each	DS
Enhanced Sense of Smell	M	Same effects as Olfactory Boost	1200	2	DS
IHAG Nictating Membrane	N	Can see in difficult conditions. Replace 6-8 mth	300	1d6/3	SF
Sinus Reconstruction	CR	Provides pressure equalization. 200m depth	1500	1d6/2	SF

BIOTECH		BIOENGINEERING	x2 if cyber	
Preparatory DNA Mapping	N	Required for all biotech	2700	0 ES+
Permanent REF Increase	N	Max +1	5000	1d6+3 ES+
Permanent BOD Increase	N	Max +2	3400/+1	0 ES+
Permanent ATT Increase	N	Max +3	1600/+1	1/+1 ES+
Permanent MA Increase	N	Max +4	2700/+1	1d6/2 /+1 ES+
Reduced Oxygen Demand	N	Can breathe smog	5900	1 ES+
UV Resistance	N	No sunscreen needed	7600	1d6 ES+
Toughened Skin	N	SP6 Soft Armor, can't be told from normal skin	8300	0 ES+
BIOENHANCEMENTTABS		TAKE ONE A DAY MAX		
Endurance	-	Ignore fatigue 12 hrs, x2 food, 1d3-1d6 damage	1200	- ES+
Ignore Pain	-	+4 to Stun Saves for 12 hours, -2 tactile sense	1800	- ES+
Anti-Trauma	-	+2 to Death Saves for 12 hours	4000	- ES+
RNA MEMORY TABS		Over one/day = 80% lose 2d6 skill/amnesia		
Skill +1	-	Lasts for 3 hours, 1d10>1 or -1 in skill	600	- ES+
Skill +2	-	Lasts for 3 hours, 1d10>2 or -1 in skill	1800	- ES+
Skill +3	-	Lasts for 3 hours, 1d10>3 or -1 in skill	5000	- ES+
BODYSCULPTING		SURGICAL BODY MODIFICATIONS		
Appearance Change - Minor	M	Look sort of like you wanted to, Notice 15+	1200	- CP20
Appearance Change - Major	M	Look very much like you wanted, Notice 20+	2400	- CP20
Appearance Change - Expert	M	Look exactly like you wanted, Notice 25+	3600	- CP20
Appearance Change - Top	MA	Top of the line, Notice 30+ to spot the sculpt	5000	- CP20
Increased Attractiveness	M	+1 ATTR (maximum ATTR is 10)	600	- CP20
Sex Change - Basic	MA	1 month therapy, 1 week hospital, diff 20 to spot	4200	0 to 1d6 WGF
Sex Change - Advanced	CR	Each +5 diff to spot doubles time and cost	x2/+5 diff	0 to 1d6 WGF
Ability To Bear Children	MA	Includes psychological counselling	+5000	0 WGF
Ability To Father Children	MA	Includes psychological counselling	+1000	0 WGF
EXOTIC MODIFICATIONS		EXOTIC BODY MODIFICATIONS		
Minor Facial Modification	M	Alterations to eyes, ears, nose, etc	1000	1d6/2 Chr2
Major Facial Modification	M	Major alterations to features	2000	1d6 Chr2
Muzzle, Short	M	Like a bear's or tiger's muzzle	2000	1d6 Chr2
Muzzle, Long	MA	Like a dog's or horse's muzzle	2500	2d6 Chr2
Mandibles, Extended	MA	Semi-prehensile grasping "jaws". 1d6* damage	4000	3d6 Chr2
Natural Fangs	N	1d6* bite damage	500	2d6 Chr2
Natural Claws	N	-3 to manipulation rolls. 1d6* damage	1000	1d6+1 Chr2
Retractable Claws	M	1d6* damage	1000	2d6 Chr2
Scratchers	N	Low HL due to implantation in hospital	500	1d6 Chr2
Rippers	M	Low HL due to implantation in hospital	750	2d6 Chr2
Short Tail	M	Bunny tail, etc	250	2 Chr2
Tail	MA	Mobile but weak, exerts about 3lbs of force	1500	2d6 Chr2
Combat Tail	MA	Heavily muscled. 1d6+Damage Mod.	2500	3d6 Chr2
Stinger Tail	MA	Poison injecting stinger. 1d6*+Mod+drug/toxin	3000	3d6 Chr2
Digitgrade Legs	CR	3 joint legs. +1 MA with tail. -2 MA without tail	4000	6d6 Chr2
Fur/Scales/Skinchange	N	10% chance of cancer	10,000	3d6 Chr2
Heavy Scales	N	SP 12. 10% chance of cancer	12,000	3d6 Chr2
ExoSkeleton	CR	SP 18, MA & REF-2. 10% chance of cancer	20,000	4d6 Chr2
Frame Alteration	CR	25% size change from actual body size	8000	2d6 Chr2
Muscle Pouch	MA	Muscles on lower back for hidden tail or tentacles	1500	1d6 SA
Tentacles	MA	Weak, can be hidden in pouch, -1 MA in water	1500	2d6 SA
Singer Tentacles	MA	Bio-Toxin 1 (Death/4d6 damage), -1 MA in water	3000	3d6 SA
Black Ink	MA	Ink can cloud water, and can be toxic	1200	3d6 SA

EXOTICS PACKAGES

KatNip - Feline
 Rodent
 Rabbit
 Reptile
 Elf
 Dwarf/Halfling
 Ork/Goblin
 Troll/Ogre
 Fishman
 Zark Nartanq Graftable
 Bear Package
 The Superman
 BigKatt
 Slight Buggy
 Franz Kafka Bughouse
 Merman
 Sharkman
 LupaForm Minor Package
 LupaForm Major Package
 Humanisaurus Rex - Dragon
 Playbeing Addition

MA+
 M+
 Mx2
 M+
 M
 CR+
 CR+
 CR+
 MA+
 MA+
 CR+
 CR+
 CR+
 MA+
 CR+
 CR+
 MA+
 MA+
 CR+
 CR+
 MA+
 MA+

EXOTIC PACKAGE DEALS

Slit-eyes, pointed ears, tail, synthskin, scratchers
 Enlarged ears and eyes, button nose, synthskin
 Bunny ears & tail, button nose, whiskers
 No ears, long tongue, olfactory, fangs, synthskin
 Pointed ears, thin face, upturned eyebrows
 Shorter & stockier frame(MA-2), broader features
 Broad features, longer arms, fangs, synthskin
 Broad features, fangs, taller, grafted muscle, MBL
 Gills, synthskin, webbing, custom contacts
 Fangs, wolvers, tail, skinweave, MBL, etc
 Muzzle, fangs, claws, fur, taller, grafted muscle
 The future of humanity via nano and bioware
 Muzzle, fangs, claws, tail, digitgrade legs, fur
 Bug-eyes, antennae, scaly synthskin, cyberoptics
 as above, + mandibles, exoskeleton, scratchers
 Gills, skinchange, fishtail, cust. contacts, sonar
 Gills, sonar, skinweave & change, muzzle, etc
 Pointed ears, dog-nose & eyes, fangs, synthskin
 as above, + muzzle, tail, digitgrade legs, fur
 Short muzzle, fangs, tail, scales
 Increased ATT, tactile boost, behavior chip, etc

3400
 1400
 1250
 2000
 1000
 9000
 10,900
 12,000
 2000
 12,350
 24,500
 19,735
 21,000
 3400
 35,500
 18,900
 17,700
 1900
 20,000
 16,000
 +3000

4½d6
 1½d6
 1d6
 4d6
 1d6/2
 2½d6
 6d6
 7d6
 4½d6
 12½d6+1
 13d6
 13d6
 19d6
 6d6
 15d6
 10½d6
 12d6
 3½d6
 15d6
 9d6
 3½d6

Chr2
 Chr2
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FULL BODY REPLACEMENT PACKAGES

Here we have our selection of prosthetic bodies and options. Everything from simple generic bodies to the latest in high fashion, high tech glamour and sports packages.

DYNALAR "BASIC B-1"

REFLEX: 8

MOVEMENT
ALLOWANCE: 8

M/Turn: 24m MPH 16mph

Jump 6m (broad): 15m
(up):

BODY: 10

Lift: 400kg Throw: 100m

Damage Mod: +2

HAND-TO-HAND

Punch: 1D6+2 Kick: 2D6+2

PHYSICAL STRUCTURE

HEAD

SP: 10

SDP: 9 (disabled), 19 (destroyed)

Options (Optic): two standard cybereyes, 4
free spaces each

Options (Audio): standard cyberaudio
module: 6 free spaces,

Vocobox: NewThroat, 1 free space

Neuralware: processor, interface plugs,

Vocobox: NewThroat, 1 free space

TORSO

SP: 10

SDP: 14/24 SDP,

Options: 6 free spaces,

RIGHT ARM W/HAND

LEFT ARM W/HAND

SP: 10

SP: 10

SDP: 9/19

SDP: 9/19

Options: 6 free spaces, standard hand Options: 6 free spaces,
standard hand

RIGHT LEG W/FOOT

LEFT LEG W/FOOT

SP: 10

SP: 10

SDP: 9/19

SDP: 9/19

Options: 4 free spaces, standard foot Options: 4 free spaces,
standard foot



These are the cheapest, most basic packages on the market. Barely humanoid in appearance they extract a wealthy toll on the humanity of the subject and have no option packages or weapon systems installed, although if one can afford it, or the employer is willing to pay for it they can have these options implanted. Used mostly by corporations whose employees can't afford a decent body package after severe damage or old age has been inflicted upon their bodies. The citizens who utilize the Basic series of full conversion package are generally veiwed by other conversions as the "poor white trash" of the borg society. If your boss is notoriously cheap, this is what your workman's comp gets you.

TOTAL PACKAGE COSTS

Eurodollars: 27,000eb

Humanity Cost: 14d6+2

Weight: 110kg

DYNALAR "BASIC B-2"

REFLEX: 8

MOVEMENT
ALLOWANCE: 8

M/Turn: 24m MPH 16mph

Jump 6m (broad): 15m
(up):

BODY: 14

Lift: 560kg Throw: 140m

Damage Mod: +6

HAND-TO-HAND

Punch: 1D6+6 Kick: 2D6+6

PHYSICAL STRUCTURE

HEAD

SP: 20

SDP: 17 (disabled),
27 (destroyed)

two standard

Options (Optic): cybereyes, 4 free
spaces each

Options (Audio): standard cyberaudio
module: 6 free spaces,

Vocobox: NewThroat, 1 free space

Neuralware: processor, interface
plugs,

TORSO

SP: 20

SDP: 27/37

Options: 10 free spaces

RIGHT ARM W/HAND LEFT ARM W/HAND

SP: 20

SP: 20

SDP: 17/27

SDP: 17/27

Options: 8 free spaces, Options: 8 free spaces,
standard hand standard hand

RIGHT LEG W/FOOT LEFT LEG W/FOOT

SP: 20

SP: 20

SDP: 17/27

SDP: 17/27

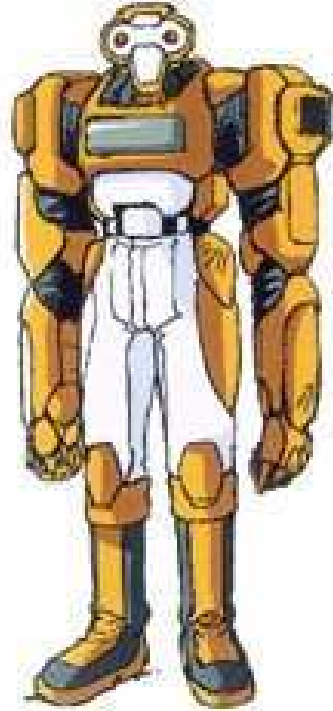
Options: 5 free spaces, Options: 5 free spaces,
standard foot standard foot

TOTAL PACKAGE COSTS

Eurodollars: 45,000eb

Humanity Cost: 14d6+1d6/2+2

Weight: 155kg



The second, more advanced model in the Basic series from Dynalar. Comparing to B-1, B-2 is bigger and better armored, although still nobody knows what for. Thanks to its superhuman strength, B-2 is often used for menial labor, like construction or cargo handling.

BLAUPUNKT "CERULEAN"

REFLEX: 10

MOVEMENT
ALLOWANCE: 12

M/Turn: 36m

MPH 24mph

Jump
(up): 9m

(broad): 20m

BODY: 10

Lift: 400kg

Throw: 100m

Damage Mod: +2

HAND-TO-HAND

Punch: 1D6+2

Kick: 2D6+2

PHYSICAL STRUCTURE

HEAD

SP: 8

SDP: 9 (disabled),
19 (destroyed)

two standard

Options (Optic): cybereyes, 4 free
spaces each

Options (Audio): standard cyberaudio
module: 6 free spaces,

Vocobox: NewThroat, 1 free space

Neuralware: processor, interface
plugs,

TORSO

SP: 8

SDP: 14/24 SDP,

Options: 6 free spaces,

RIGHT ARM W/HAND

LEFT ARM W/HAND

SP: 8

SP: 8

SDP: 9/19

SDP: 9/19

Options: 6 free spaces,
standard hand

Options: 6 free spaces,
standard hand

RIGHT LEG W/FOOT

LEFT LEG W/FOOT

SP: 8

SP: 8

SDP: 9/19

SDP: 9/19

Options: 4 free spaces,
standard foot

Options: 4 free spaces,
standard foot

TOTAL PACKAGE COSTS

Eurodollars: 41,000eb

Humanity Cost: 13d6+1

Weight: 90kg



A very light weight sport package from Blaupunkt, sleek, and stylish enough to turn heads, but not so inhuman as to cause any significant feelings of alienation beyond the norm. The lightweight materials of this body make it very agile, and it is highly customizable, making it popular amongst body tuning enthusiasts. The neck and face are realskinned as standard, but the torso design prevents further "Skin" covering. To offset this the soft and pliable poly splastic covering is polished to a high gloss.

MITSUBISHI "EUREKA-7"

REFLEX: 14

MOVEMENT 16 (32 with roller blades)
ALLOWANCE: unlocked)

M/Turn: 48m (96m) MPH 32mph
(64mph)

Jump 12m (broad): 30m (40m)
(up):

BODY: 12

Lift: 480kg Throw: 120m

Damage Mod: +3

HAND-TO-HAND

Punch: 1D6+3 Kick: 2D6+3

PHYSICAL STRUCTURE

HEAD

SP: 20

SDP: 10 (disabled),
20(destroyed)

Options (Optic): two standard cybereyes,
4 free spaces each

Options (Audio): standard cyberaudio
module: 6 free spaces,

Vocobox: NewThroat, 1 free space

Neuralware: processor, interface
plugs, gyro stabilizer,

TORSO

SP: 20

SDP: 15/25 SDP,

Options: 6 free spaces,

RIGHT ARM W/HAND LEFT ARM W/HAND

SP: 20

SP: 20

SDP: 10/20

SDP: 10/20

Options: 6 free spaces, Options: 6 free spaces,
standard hand standard hand

RIGHT LEG W/FOOT LEFT LEG W/FOOT

SP: 20

SP: 20

SDP: 10/20

SDP: 10/20

Options: 2 free spaces, Options: 2 free spaces,
Mountain Mountain
Blade foot, Blade Foot,
magneticsoles. Magnetic soles

TOTAL PACKAGE COSTS

Eurodollars: 76,580eb

Humanity Cost: 17d6+2

Weight: 140kg



Even off the shelf, the Mitsubishi Eureka -7 is the most advanced sport body on the market. Catering to the cross class X-Gamer and any extreme sport enthusiasts. Eureka bodies have been seen in every borg sport that exists, and are widely hailed as the pinnacle performance achievement in body replacements. In addition to the armored body capable of sustaining heavy damage from falls, combat sports, and rigorous abuse, the body also comes standard with electromagnetic inserts on the hands and feet. The inserts are on pivots, allowing extra mobility and agility even when stuck fast to a hover board or surface. The body also comes standard with Mountain Blade feet, giving the body a speed unmatched in the world. Utilizing the latest ceramic and aluminum polymers, the body is ultra light, allowing it to make use of standard sports equipment, as well as pull off the slickest most amazing stunts imaginable. All this plus enough free space left over for tuners and customizers to outfit the package to whatever their hearts desire.

MICROTECH "TAKARA"

REFLEX: 10

MOVEMENT
ALLOWANCE: 6

M/Turn: 24m

MPH 16mph

Jump
(up): 6m

(broad): 15m

BODY: 6

Lift: 320kg

Throw: 80m

Damage Mod: 0

HAND-TO-HAND

Punch: 1D6

Kick: 2D6

PHYSICAL STRUCTURE

HEAD

SP: 8

SDP: 14 (disabled),
24 (destroyed)

Options (Optic): standard cybereyes
with: 4 spaces each

Options (Audio): standard Japanese
audio with: 4 spaces

Vocobox: New Throat: 2 spaces

Neuralware: processor, interface
plugs,

TORSO

SP: 8

SDP: 24/34 SDP

Options: 5 free spaces,

RIGHT ARM W/HAND

LEFT ARM W/HAND

SP: 8

SP: 8

SDP: 14/24

SDP: 14/24

5 free spaces,

5 free spaces,

Options: standard
hand,

Options: standard
hand,

RIGHT LEG W/FOOT

LEFT LEG W/FOOT

SP: 8

SP: 8

SDP: 14/24

SDP: 14/24

Options: 4 free space,
standard foot

Options: 4 free space,
standard foot

TOTAL PACKAGE COSTS

Eurodollars: 30,240eb

Humanity Cost: 12d6

Weight: 80kg



The Honda Civic of replacement bodies, the Takara from Microtech is one of the most inexpensive of bodies on the market. With the exception of its agility, all of its abilities are average, even for an unaugmented human, you cannot realskin it, and its "shell" is so thin you get more of an armor rating hiding behind sheetrock. However, the Takara body is quite possibly the most popular FBC in the world. Why you ask? Because its also the single most customizable body in the world. Microtech offers custom Skins for it, which included the Microtech patented Bioluminescent shells and an unbelievable catalogue of patterns. Due to the high agility and ease of customization and tuning, Takara bodies are popular choices among the Borg combat and sport circuits. Due to the Takaras low cost, this is the most common choice among companies for workman's comp replacement bodies.

IEC THEC-24

REFLEX: 6

MOVEMENT
ALLOWANCE: 6

M/Turn: 18m MPH 12mph

Jump 4m (up): (broad): 8m

BODY: 14

Lift: 560kg Throw: 140m

Damage Mod: +2

HAND-TO-HAND

Punch: 1D6+2 Kick: 2D6+2

PHYSICAL STRUCTURE

HEAD

SP: 10

SDP: 9 (disabled),
19 (destroyed)

Options (Optic): two standard cybereyes,
4 free spaces each

Options (Audio): standard cyberaudio
module: 6 free spaces,

Vocobox: NewThroat, 1 free space

Neuralware: processor, interface
plugs,

TORSO

SP: 10

SDP: 14/24 SDP,

Options: 6 free spaces,

RIGHT ARM W/HAND LEFT ARM W/HAND

SP: 10

SP: 10

SDP: 9/19

SDP: 9/19

Options: 6 free spaces,
standard hand Options: 6 free spaces,
standard hand

RIGHT LEG W/FOOT LEFT LEG W/FOOT

SP: 10

SP: 10

SDP: 9/19

SDP: 9/19

Options: 4 free spaces,
standard foot Options: 4 free spaces,
standard foot

TOTAL PACKAGE COSTS

Eurodollars: 18,000eb

Humanity Cost: 18d6+5

Weight: 130kg



An outdated design, most companies don't even stock it anymore. One of the original Labor type replacement bodies. Seen commonly in the poorer sections of town and among older manual laborers who have never been able to afford an upgrade. Used THEC-24's litter the black market, and only the most desperate willingly choose this body package. Still Electric Dreams keeps a few in stock, just in case. The body, while strong, handles like a dump truck, its slow on the move and its reaction time is abysmal, but its first generation FBC tech, so what do you expect. Minor tuning, customization, and tinkering can be accomplished, but in this day and age, why bother.

LOMO NATASHA

REFLEX: 8

MOVEMENT
ALLOWANCE: 8

M/Turn: 24m MPH 16mph

Jump 6m (up): (broad): 15m

BODY: 10

Lift: 400kg Throw: 100m

Damage Mod: +2

HAND-TO-HAND

Punch: 1D6+2 Kick: 2D6+2

PHYSICAL STRUCTURE

HEAD

SP: 10

SDP: 10 (disabled),
20 (destroyed)

Options (Optic): two standard cybereyes,
4 free spaces each

Options (Audio): standard cyberaudio
module: 6 free spaces,

Vocobox: NewThroat, 1 free space

Neuralware: processor, interface
plugs,

TORSO

SP: 10

SDP: 12/22 SDP,

Options: 6 free spaces,

RIGHT ARM W/HAND LEFT ARM W/HAND

SP: 10

SP: 10

SDP: 10/20

SDP: 10/20

Options: 6 free spaces,
standard hand Options: 6 free spaces,
standard hand

RIGHT LEG W/FOOT LEFT LEG W/FOOT

SP: 10

SP: 10

SDP: 10/20

SDP: 10/20

Options: 4 free spaces,
standard foot Options: 4 free spaces,
standard foot

TOTAL PACKAGE COSTS

Eurodollars: 31,000eb

Humanity Cost: 12d6+1

Weight: 110kg



This Russian designed body package maybe a little older, but its new hear in the states, and its smooth feminine lines and somewhat retro look are giving it a boost in popularity. One of the very few feminine packages from Russia, whose cybertechnology usually looks like a metal shop nightmare, this is actually somewhat elegant and graceful. Cannot be Skinned.

DYNALAR "ROSSUM"

REFLEX: 9

MOVEMENT
ALLOWANCE: 9

M/Turn: 27m MPH 18mph

Jump 7m (broad): 15m
(up):

BODY: 10

Lift: 400kg Throw: 100m

Damage Mod: +2

HAND-TO-HAND

Punch: 1D6+2 Kick: 2D6+2

PHYSICAL STRUCTURE

HEAD

SP: 8

SDP: 9 (disabled),
19 (destroyed)

Options (Optic): two standard cybereyes,
4 free spaces each

Options (Audio): standard cyberaudio
module: 4 free spaces,

Vocobox: NewThroat, 1 free space

Neuralware: processor, interface
plugs,

TORSO

SP: 8

SDP: 12/22 SDP,

Options: 4 free spaces,

RIGHT ARM W/HAND LEFT ARM W/HAND

SP: 8

SP: 8

SDP: 8/18

SDP: 8/18

Options: 4 free spaces,
standard hand Options: 4 free spaces,
standard hand

RIGHT LEG W/FOOT LEFT LEG W/FOOT

SP: 8

SP: 8

SDP: 8/18

SDP: 8/18

Options: 3 free spaces,
standard foot Options: 3 free spaces,
standard foot

TOTAL PACKAGE COSTS

Eurodollars: 38,450eb

Humanity Cost: 10d6+4

Weight: 100kg



Named after the play in which the word Robot was first coined, the Dynalar Rossum is the step between an Alpha and a Gemini. The shell of the body is a pliable plastic composite, and is meant to be realskinned. While a realskinned model will usually pass a visual inspection, it will not pass as human upon tactile contact. But for an inexpensive alternative to a Gemini, this may be your best option. It comes realskinned as standard.

SORAYAMA "APHRODITE" & "ADONIS"

REFLEX: 12

**MOVEMENT
ALLOWANCE: 12**

M/Turn: 36m

MPH 24mph

**Jump
(up): 9m**

(broad): 20m

BODY: 10

Lift: 400kg

Throw: 100m

Damage Mod: +2

HAND-TO-HAND

Punch: 1D6+2

Kick: 2D6+2

PHYSICAL STRUCTURE

HEAD

SP: 12

**SDP: 14 (disabled),
24 (destroyed)**

Options (Optic): two Japanese
cybereyes, 6 free
spaces each

Options (Audio): Japanese cyberaudio
module: 8 free spaces,

Vocobox: Japanese NewThroat, 2
free space

Neuralware: processor, interface
plugs,

TORSO

SP: 12

SDP: 16/26 SDP,

Options: 6 free spaces,

RIGHT ARM W/HAND

LEFT ARM W/HAND

SP: 12

SP: 12

SDP: 14/24

SDP: 14/24

**Options: 6 free spaces,
standard hand**

**Options: 6 free spaces,
standard hand**

RIGHT LEG W/FOOT

LEFT LEG W/FOOT

SP: 12

SP: 12

SDP: 14/24

SDP: 14/24

**Options: 4 free spaces,
standard foot**

**Options: 4 free spaces,
standard foot**

TOTAL PACKAGE COSTS

Eurodollars: 92,000eb

Humanity Cost: 10d6+1D6/2

Weight: 120kg



This Japanese body represents the Rolls Royce of replacement packages. It can't be Real or Trueskinned, but that's besides the point. No one buys a Sorayama because they want to look human, they buy a Sorayama because they want to look more than that. It's one part art, two parts status symbol. The philosophy is simple, your body is all you really have, so why would you ever cut corners with it. Affordable only to the wealthiest patrons, and hand tailored to meet the customers ideal self image. Available in chrome or gold, or in either color with accents. Even though the body cannot be real skinned, its humanity cost remains low due to its aesthetic. Many custom options are available, especially for the head and face, including Soryamas own Fleshart faces and replacement shells. Be the sex symbol in metal that you never dreamed you could be in flesh.

RAVEN/HYDROSUBSIDIUM "SEABEE"

REFLEX: 10

MOVEMENT
ALLOWANCE: 10

M/Turn: 30m MPH 20mph

Jump 7m (up): (broad): 15m

BODY: 8

Lift: 320kg Throw: 80m

Damage Mod:

HAND-TO-HAND

Punch: 1D6 Kick: 2D6

PHYSICAL STRUCTURE

HEAD

SP: 10

SDP: 9 (disabled),
19 (destroyed)

Options (Optic): two standard cybereyes, 4 free spaces each

Options (Audio): standard cyberaudio module: 6 free spaces,

Vocobox: NewThroat, 1 free space

Neuralware: processor, interface plugs,

TORSO

SP: 10

SDP: 14/24 SDP,

Variable Chamber Heart,
Enhanced lungs s3, Gills (either

Options: slat of fresh water),
gyrostabilizer, Ballast system,
floaters,

RIGHT ARM W/HAND

SP: 10

SDP: 9/19

LEFT ARM W/HAND

SP: 10

SDP: 9/19

Options: 2 free spaces, Sonar implant, GPS, retracting web hand

Options: 2.1 free spaces, Radiation detector, Flashlight/strobe, Bio-monitor, retracting web hand

RIGHT LEG W/FOOT

SP: 10

SDP: 9/19

LEFT LEG W/FOOT

SP: 10

SDP: 9/19

Options: 1 free spaces, Independent air supply, retracting web foot,

Options: 1 free spaces, Independent air supply, retracting web foot,

TOTAL PACKAGE COSTS

Eurodollars: 162,320eb

Humanity Cost: 16d6+1

Weight: 123kg



The sea can be a very dangerous place to work, and companies invest scads of time and money into properly trained technicians for underwater maintenance, construction, and repair. The Aquarius full conversion package from Dynalar now has some competition in the form of the Seabee. Unlike the Aquarius, the Seabee does not have its own underwater propulsion system, however one is available to be attached as a backpack unit for an additional 1200eb. Instead the Seabee focuses on the amount of time the borg can spend under the waves and exceeds the maximum submersion limit of the Aquarius by a full 8 hours. It also can exceed the maximum depth by nearly 800ft. Cannot be Skinned.

THOMSEN "ALOUETTE"

REFLEX: 8

MOVEMENT
ALLOWANCE: 8

M/Turn: 24m MPH 16mph

Jump 6m (broad): 15m
(up):

BODY: 6

Lift: 240kg Throw: 60m

Damage Mod:

HAND-TO-HAND

Punch: 1D6 Kick: 2D6

PHYSICAL STRUCTURE

HEAD

SP: 10

SDP: 9 (disabled),
19 (destroyed)

Options (Optic): two standard cybereyes,
4 free spaces each

Options (Audio): standard cyberaudio
module: 6 free spaces,

Vocobox: NewThroat, 1 free space

Neuralware: processor, interface
plugs,

TORSO

SP: 10

SDP: 14/24 SDP,

Options: 6 free spaces,

RIGHT ARM W/HAND LEFT ARM W/HAND

SP: 10 SP: 10

SDP: 9/19 SDP: 9/19

Options: 6 free spaces,
standard hand Options: 6 free spaces,
standard hand

RIGHT LEG W/FOOT LEFT LEG W/FOOT

SP: 10 SP: 10

SDP: 9/19 SDP: 9/19

Options: 4 free spaces,
standard foot Options: 4 free spaces,
standard foot

TOTAL PACKAGE COSTS

Eurodollars: 41,000eb

Humanity Cost: 9d6

Weight: 92kg



The Thomson Alouette is one of the most popular pleasure bodies in the world. It is also one of the least expensive "fool you" conversion packages to be found. A beautiful body specifically designed for beauty and physical "relationships". When prostitution became widely legal and regulated in most of the free world top end escorts needed an edge, and the need to replace aging human bodies for the more skilled men and women created a market that had to be filled. Now for less than plastic surgery in the 20th century, you can look like a supermodel. Any body style, male or female, will be custom crafted to user specification, and the body accepts the Trueskinning cover perfectly. The only downsides are its low strength, which cannot be boosted, and the difficulty in adding options after initial fitting. Due to its low strength, this body is perfectly acceptable, and quite popular in Brazil. This body may actually be even harder to detect than the Gemini (diff: 38), but can take nowhere near the abuse.

YANG MING "CHERRY BLOSSOM"

REFLEX: 10

MOVEMENT
ALLOWANCE: 8

M/Turn: 24m

MPH 16mph

Jump
(up): 6m

(broad): 15m

BODY: 10

Lift: 400kg

Throw: 100m

Damage Mod: +2

HAND-TO-HAND

Punch: 1D6+2

Kick: 2D6+2

PHYSICAL STRUCTURE

HEAD

SP: 10

SDP: 12 (disabled),
22 (destroyed)

Options (Optic): two standard cybereyes,
4 free spaces each

Options (Audio): standard cyberaudio
module: 6 free spaces,

Vocobox: NewThroat, 1 free space

Neuralware: processor, interface
plugs,

TORSO

SP: 10

SDP: 16/26 SDP,

Options: 6 free spaces,

RIGHT ARM W/HAND

LEFT ARM W/HAND

SP: 10

SP: 10

SDP: 12/22

SDP: 12/22

Options: 6 free
spaces,
standard
hand

Options: 6 free spaces,
standard hand

RIGHT LEG W/FOOT

LEFT LEG W/FOOT

SP: 10

SP: 10

SDP: 12/22

SDP: 12/22

Options: 4 free
spaces,
standard foot

Options: 4 free spaces,
standard foot

TOTAL PACKAGE COSTS

Eurodollars: 30,000eb

Humanity Cost: 15d6+2

Weight: 120kg



The Cherry Blossom from Yang Ming is a rather inexpensive package whose only real standout feature is the beautifully designed facial structure. By using malleable plastic covers over the tech itself, facial sculptors have a much easier canvas to work with and the technology that went into this outdated and near obsolete package from china have since been copied and used by every reputable FBC manufacturer in the world. Because of this, having one of these original bodies has actually become fashionable, in a retro sort of way. The body itself performs rather admirably for a chinese cybernetic conversion package, though it still suffers from minor glitches. Most notably the limbs have an odd habit of "stuttering", repeating movements at an annoying frequency (Anytime a 1 is rolled on an action). Cannot be skinned.

SUKHOI "WIERA"

REFLEX: 8

MOVEMENT
ALLOWANCE: 8

M/Turn: 24m MPH 16mph

Jump (up): 6m (broad): 15m

BODY: 12

Lift: 480kg Throw: 100m

Damage Mod: +3

HAND-TO-HAND

Punch: 1D6+3 Kick: 2D6+3

PHYSICAL STRUCTURE

HEAD

SP: 10

SDP: 16 (disabled),
26(destroyed)

Options (Optic): two standard cybereyes,
4 free spaces each

Options (Audio): standard cyberaudio
module: 6 free spaces,

Vocobox: NewThroat, 1 free space

Neuralware: processor, interface
plugs,

TORSO

SP: 10

SDP: 18/28SDP,

Options: 6 free spaces,

RIGHT ARM W/HAND LEFT ARM W/HAND

SP: 10

SP: 10

SDP: 16/26

SDP: 16/26

Options: 6 free spaces,
standard hand

Options: 6 free spaces,
standard hand

RIGHT LEG W/FOOT LEFT LEG W/FOOT

SP: 10

SP: 10

SDP: 16/26

SDP: 16/26

Options: 4 free spaces,
standard foot

Options: 4 free spaces,
standard foot

TOTAL PACKAGE COSTS

Eurodollars: 25,000eb

Humanity Cost: 18d6+2

Weight: 110kg



You have to hand it to those soviet designers, they tried right out of the box, even before the Japanese, to create an obviously feminine conversion body. Of course this incredibly obsolete and outdated body is less attractive than all but the most generic civilian bodies currently being manufactured, but its historical significance and downright retro appearance have actually made this old body something of a fashion statement, and we have even heard reports of consumers paying twice the original price for these. Luckily at Electric Dreams we have a few in stock and won't even overcharge you for them. Of course the body is also popular with more "sport" oriented consumers due to its high basic strength and armor, as well as the fact that no person ever outfitted with these bodies has ever complained of malfunction or breakdown due to natural use. Its sturdy as hell, and if you treat it right it will last for decades. Cannot be skinned.

MINDWIRE "ALEX/Alice"

REFLEX: 8

MOVEMENT
ALLOWANCE: 8

M/Turn: 24m

MPH 16mph

Jump (up): 6m (broad): 15m

BODY: 8

Lift: 320kg Throw: 80m

Damage Mod: +1

HAND-TO-HAND

Punch: 1D6+1 Kick: 2D6+1

PHYSICAL STRUCTURE

HEAD

SP: 10

SDP: 9 (disabled),
19 (destroyed)

Options (Optic): two standard cybereyes,
4 free spaces each

Options (Audio): standard cyberaudio
module: 6 free spaces,

Vocobox: NewThroat, 1 free space

Neuralware: processor, interface
plugs,

TORSO

SP: 10

SDP: 14/24 SDP,

Options: 6 free spaces,

RIGHT ARM W/HAND

LEFT ARM W/HAND

SP: 10

SP: 10

SDP: 9/19

SDP: 9/19

6 free

Options: spaces,
standard
hand

Options: 6 free spaces,
standard hand

RIGHT LEG W/FOOT

LEFT LEG W/FOOT

SP: 10

SP: 10

SDP: 9/19

SDP: 9/19

4 free

Options: spaces,
standard foot

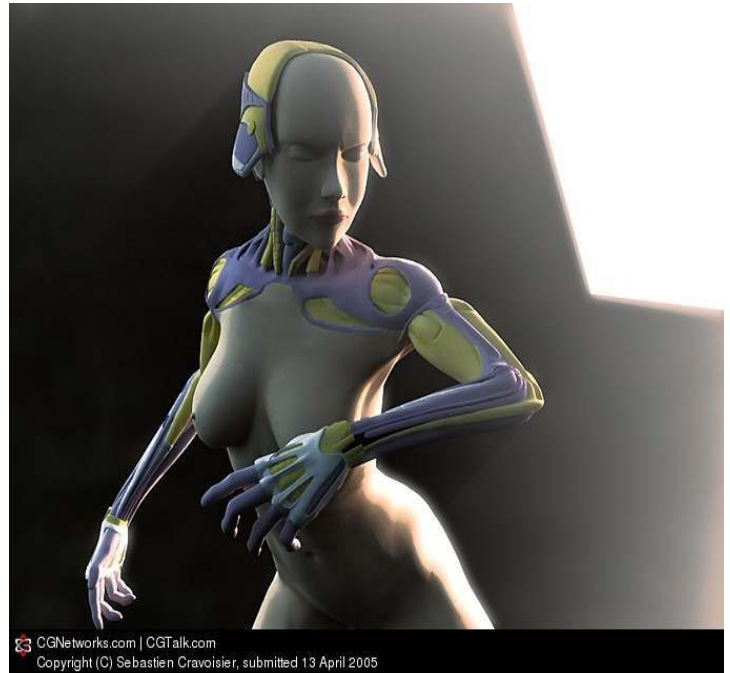
Options: 4 free spaces,
standard foot

TOTAL PACKAGE COSTS

Eurodollars: 45,000eb

Humanity Cost: 12d6+4

Weight: 115kg



CGNetworks.com | CGTalk.com

Copyright (C) Sebastien Cravoisier, submitted 13 April 2005

This Australian full conversion package is a bit behind the Gemini in terms of passing itself off as human, but it does a fairly good job for the consumer on a budget. Because of irregularities in the Australian design, it can only except basic (cp 2020 main book) options, which decreases its popularity even further. It only accepts Realskinning, for some reason Trueskinning just doesn't take to it.

DAIMLER-BENZ "SWAN/GANDER"

REFLEX: 10

MOVEMENT
ALLOWANCE: 8

M/Turn: 24m

MPH 16mph

Jump (up): 6m (broad): 15m

BODY: 10

Lift: 400kg Throw: 100m

Damage Mod: +2

HAND-TO-HAND

Punch: 1D6+2

Kick: 2D6+2

PHYSICAL STRUCTURE

HEAD

SP: 15

SDP: 10 (disabled),
20(destroyed)

Options (Optic): two standard cybereyes,
4 free spaces each

Options (Audio): standard cyberaudio
module: 6 free spaces,

Vocobox: NewThroat, 1 free space

Neuralware: processor, full interface
package,

TORSO

SP: 15

SDP: 24/34 SDP,

Options: 6 free spaces,

RIGHT ARM W/HAND

LEFT ARM W/HAND

SP: 15

SP: 15

SDP: 10/20

SDP: 10/20

Options: 6 free
spaces,
standard
hand

Options: 6 free spaces,
standard hand

RIGHT LEG W/FOOT

LEFT LEG W/FOOT

SP: 15

SP: 15

SDP: 10/20

SDP: 10/20

4 free
spaces,
standard foot

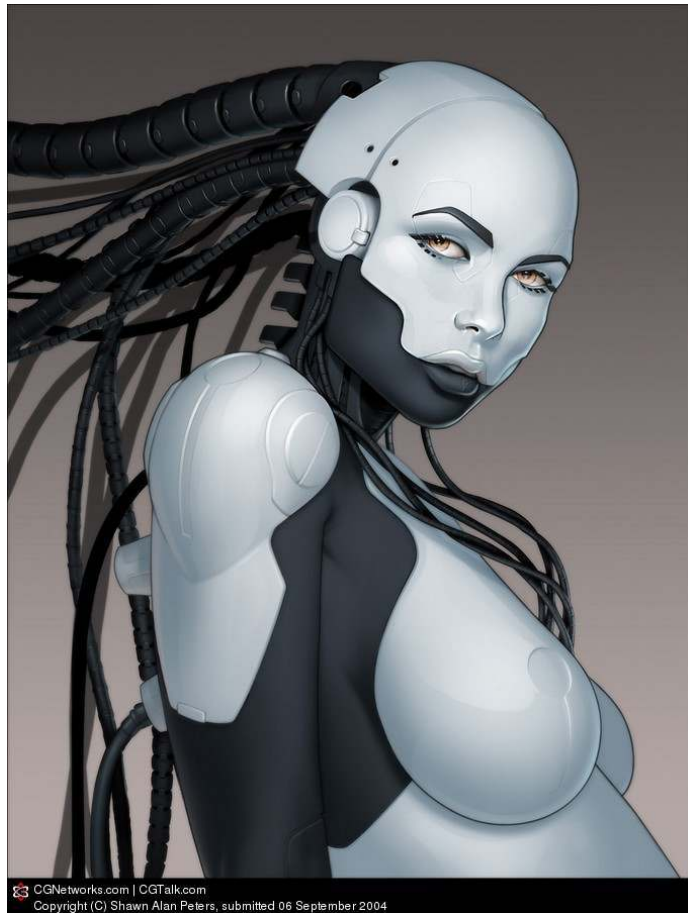
Options: 4 free spaces,
standard foot

TOTAL PACKAGE COSTS

Eurodollars: 37,000eb

Humanity Cost: 12d6

Weight: 120kg



A rather standard replacement body, with the notable exception of the high quality composite plastic shell. Because the body is specifically designed for to accept any and all interface connections, the designers decided not to even attempt to make the form concealable, instead using the latest materials to give it an attractive and durable shell. And in addition to the neural package, the designers left the body basic in anticipation of netrunner popularity (which panned out well for them). Cannot be skinned.

DYNALAR "TRINA"

REFLEX: 8

MOVEMENT
ALLOWANCE: 8

M/Turn: 24m

MPH 16mph

Jump
(up): 6m

(broad): 15m

BODY: 10

Lift: 400kg

Throw: 100m

Damage Mod: +2

HAND-TO-HAND

Punch: 1D6+2

Kick: 2D6+2

PHYSICAL STRUCTURE

HEAD

SP: 10

SDP: 9 (disabled),
19 (destroyed)

Options (Optic): two standard cybereyes,
4 free spaces each

Options (Audio): standard cyberaudio
module: 6 free spaces,

Vocobox: NewThroat, 1 free space

Neuralware: processor, interface
plugs,

TORSO

SP: 10

SDP: 14/24 SDP,

Options: 6 free spaces,

RIGHT ARM W/HAND

LEFT ARM W/HAND

SP: 10

SP: 10

SDP: 9/19

SDP: 9/19

Options: 6 free
spaces,
standard
hand

Options: 6 free spaces,
standard hand

RIGHT LEG W/FOOT

LEFT LEG W/FOOT

SP: 10

SP: 10

SDP: 9/19

SDP: 9/19

Options: 4 free
spaces,
standard foot

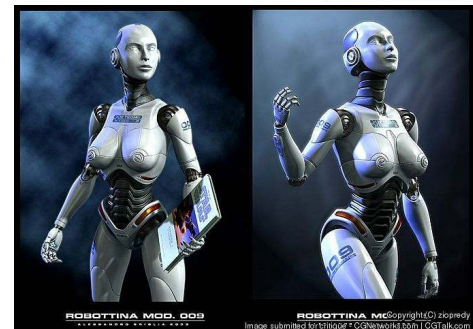
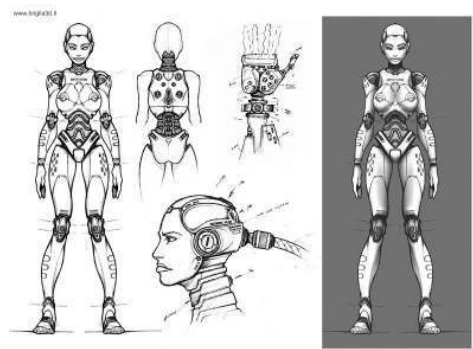
Options: 4 free spaces,
standard foot

TOTAL PACKAGE COSTS

Eurodollars: 32,000eb

Humanity Cost: 14d6+3

Weight: 110kg



A very generic and standard body from Dynalar, similar to the Russian Natasha body. Cannot be skinned.

KIROSHI "DEFOE 10"

REFLEX: 15

MOVEMENT
ALLOWANCE: 15

M/Turn: 45m MPH 30mph

Jump 11m (broad): 20m
(up):

BODY: 14

Lift: 560kg Throw: 140m

Damage Mod: +4

HAND-TO-HAND

Punch: 1D6+4 Kick: 2D6+4

PHYSICAL STRUCTURE

HEAD

SP: 10

SDP: 20 (disabled),
30 (destroyed)

Options (Optic): two Japanese cybereyes,
6 free spaces each

Options (Audio): Japanese cyberaudio
module: 8 free spaces,

Vocobox: Japanese NewThroat, 3
free spaces

Neuralware: processor, interface
plugs,

TORSO

SP: 10

SDP: 25/35SDP,

Options: 8 free spaces,

RIGHT ARM W/HAND LEFT ARM W/HAND

SP: 10

SP: 10

SDP: 20/30

SDP: 20/30

Options: 8 free spaces,
standard hand Options: 8 free spaces,
standard hand

RIGHT LEG W/FOOT LEFT LEG W/FOOT

SP: 10

SP: 10

SDP: 9/19

SDP: 9/19

Options: 8 free spaces,
standard foot Options: 8 free spaces,
standard foot

TOTAL PACKAGE COSTS

Eurodollars: 81,000eb

Humanity Cost: 15d6+1

Weight: 140kg



CGNetworks.com | CGTalk.com

Copyright (C) Lee Wolland, submitted 23 April 2006

One of the finer sports bodies manufactured. Only allowed in the borg only sport category it is fast, strong, and agile. It can't be Real or Trueskinned, but when you pay this much for a body, who wants to cover it up, besides the cost of repairing the Skin after every match would get ridiculous. With a standard top speed of 30mph and an incredible strength rating right out of the box, it's hard to find a better performing body without delving into military packages.

HILLARD "MARIA/MARLEY"

REFLEX: 8

MOVEMENT
ALLOWANCE: 6

M/Turn: 18m

MPH 12mph

Jump
(up): 4m

(broad): 10m

BODY: 6

Lift: 240kg

Throw: 60m

Damage Mod: -1

HAND-TO-HAND

Punch: 1D6-1

Kick: 2D6-1

PHYSICAL STRUCTURE

HEAD

SP: 10

SDP: 9 (disabled),
19 (destroyed)

Options (Optic): two standard cybereyes,
4 free spaces each

Options (Audio): standard cyberaudio
module: 6 free spaces,

Vocobox: NewThroat, 1 free space

Neuralware: processor, interface
plugs,

TORSO

SP: 10

SDP: 14/24 SDP,

Options: 6 free spaces,

RIGHT ARM W/HAND

LEFT ARM W/HAND

SP: 10

SP: 10

SDP: 9/19

SDP: 9/19

Options: 6 free
spaces,
standard
hand

Options: 6 free spaces,
standard hand

RIGHT LEG W/FOOT

LEFT LEG W/FOOT

SP: 10

SP: 10

SDP: 9/19

SDP: 9/19

Options: 4 free
spaces,
standard foot

Options: 4 free spaces,
standard foot

TOTAL PACKAGE COSTS

Eurodollars: 21,550eb

Humanity Cost: 16d6+1D6+1

Weight: 120kg



The Hillard "Maria" and "Marley" are outdated and near obsolete bodies produced in Great Britain. They are still being manufactured however due to its low cost and simplicity. They are the European version of the Takara body, in that they are the standard Full Body Replacement for the majority of European workman's comp claims, though they have nowhere near the agility or customizing potential of the Takara. Cannot be skinned.

PHILLIPS "EVANGELINE"

REFLEX: 6

MOVEMENT
ALLOWANCE: 10

M/Turn: 30m

MPH 20mph

Jump
(up): 7m

(broad): 15m

BODY: 5

Lift: 200kg

Throw: 50m

Damage Mod: -1

HAND-TO-HAND

Punch: 1D6-1

Kick: 2D6-1

PHYSICAL STRUCTURE

HEAD

SP: 10

SDP: 9 (disabled),
19 (destroyed)

Options (Optic): two standard cybereyes,
4 free spaces each

Options (Audio): standard cyberaudio
module: 6 free spaces,

Vocobox: NewThroat, 1 free space

Neuralware: processor, interface
plugs,

TORSO

SP: 10

SDP: 14/24 SDP,

Options: 6 free spaces,

RIGHT ARM W/HAND

LEFT ARM W/HAND

SP: 10

SP: 10

SDP: 9/19

SDP: 9/19

Options: 6 free
spaces,
standard
hand

Options: 6 free spaces,
standard hand

RIGHT LEG W/FOOT

LEFT LEG W/FOOT

SP: 10

SP: 10

SDP: 9/19

SDP: 9/19

Options: 4 free
spaces,
standard foot

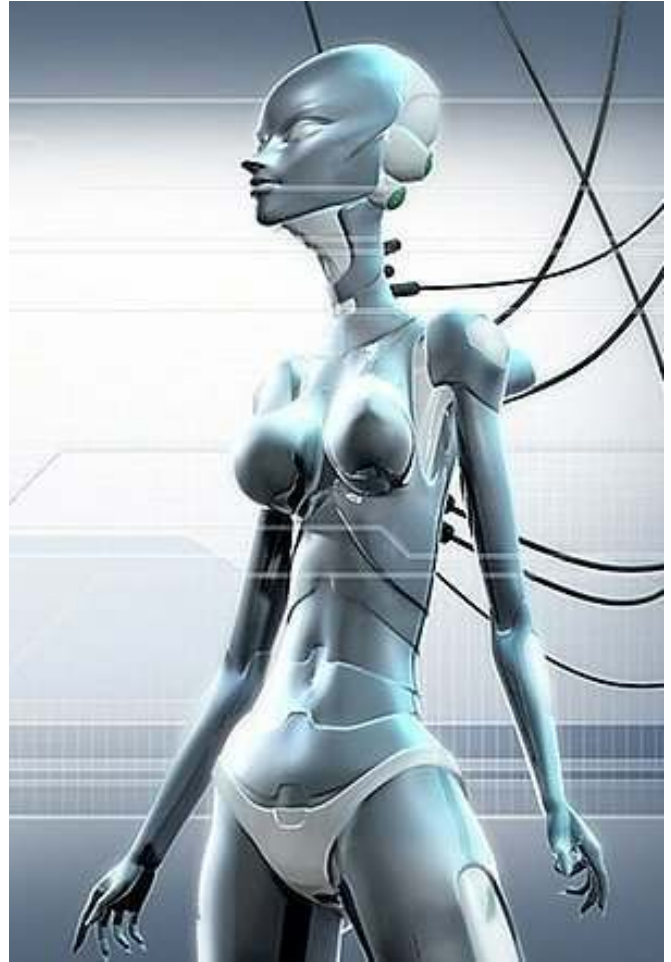
Options: 4 free spaces,
standard foot

TOTAL PACKAGE COSTS

Eurodollars: 67,000eb

Humanity Cost: 15d6+2

Weight: 100kg



This European built and overpriced replacement art body is the only full conversion package in the world designed completely by women. Which explains a lot. There is no male version as of yet, but plans are in development. The female design origins are readily apparent, as the body looks like a typical drawing by any 12 year old girl of her idealized self. Elongated disproportionate torso and thin to the point of alien looking, yet with large breasts. This is the modern testament to what girls raised on Barbie dolls and fantasizing about unicorns and rainbows see as perfection. Sales were projected to be high, however as it turns old, women old enough and well off enough to afford the body generally have more taste.

BELO HORIZONTE "ARTIPHYCIEL"

REFLEX: 8

MOVEMENT
ALLOWANCE: 6

M/Turn: 18m

MPH 12mph

Jump
(up): 4m

(broad): 10m

BODY: 8

Lift: 400kg

Throw: 100m

Damage Mod:

HAND-TO-HAND

Punch: 1D6

Kick: 2D6

PHYSICAL STRUCTURE

HEAD

SP: 5

SDP: 10 (disabled),
15 (destroyed)

Options (Optic): two standard cybereyes,
4 free spaces each

Options (Audio): standard cyberaudio
module: 6 free spaces,

Vocobox: NewThroat, 1 free space

Neuralware: processor, interface
plugs,

TORSO

SP: 5

SDP: 15/20 SDP,

Options: 6 free spaces,

RIGHT ARM W/HAND

LEFT ARM W/HAND

SP: 5

SP: 5

SDP: 5/10

SDP: 9/10

Options: 4 free
spaces,
standard
hand

Options: 4 free spaces,
standard hand

RIGHT LEG W/FOOT

LEFT LEG W/FOOT

SP: 5

SP: 5

SDP: 5/10

SDP: 5/10

Options: 3 free
spaces,
standard foot

Options: 3 free spaces,
standard foot

TOTAL PACKAGE COSTS

Eurodollars: 32,500eb

Humanity Cost: 11d6+2

Weight: 110kg



The Brazilian Artiphyciel body from Belo Horizonte is the most popular pleasure body in South America. It is extremely low cost due to its limitations, but the body itself is soft and pliable. The gaps between the torso sections are gilled with a soft gel before the body is skinned, though it's just as often you see the body as is. The downside to the cost and feel of the body is that it is far more fragile than most cybernetic conversion packages, so care is recommended.

SAAB-BOFORS "BANRETTI"

REFLEX: 12

MOVEMENT
ALLOWANCE: 12

M/Turn: 24m

MPH 16mph

Jump
(up): 6m

(broad): 15m

BODY: 12

Lift: 480kg

Throw: 120m

Damage Mod: +3

HAND-TO-HAND

Punch: 1D6+3

Kick: 2D6+3

PHYSICAL STRUCTURE

HEAD

SP: 14

SDP: 15 (disabled),
25 (destroyed)

Options (Optic): two standard cybereyes,
4 free spaces each

Options (Audio): standard cyberaudio
module: 6 free spaces,

Vocobox: NewThroat, 1 free space

Neuralware: processor, interface
plugs,

TORSO

SP: 14

SDP: 20/30 SDP,

Options: 6 free spaces,

RIGHT ARM W/HAND

LEFT ARM W/HAND

SP: 14

SP: 14

SDP: 15/25

SDP: 15/25

6 free

Options: spaces,
standard
hand

Options: 6 free spaces,
standard hand

RIGHT LEG W/FOOT

LEFT LEG W/FOOT

SP: 14

SP: 14

SDP: 15/25

SDP: 15/25

4 free

Options: spaces,
standard foot

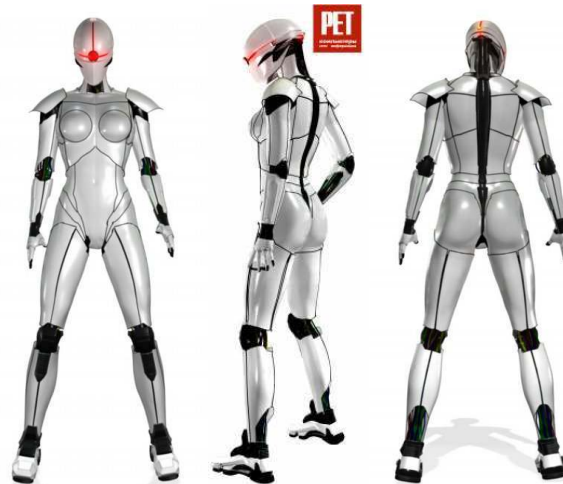
Options: 4 free spaces,
standard foot

TOTAL PACKAGE COSTS

Eurodollars: 56,800eb

Humanity Cost: 14d6+1d6

Weight: 124kg



Gene



Just to prove that the Japanese aren't the only ones who can build sport bodies, Saab-Bofors gives us the Banretti. It is sold as a general purpose body, but actually boasts sport body performance. Not as customizable as the Japanese equivalents, but a bit sturdier and bit more boosted straight out of the box. Due to the performance and high armor rating for a civilian borg, the Banretti has become somewhat notorious, and has achieved popularity with the less than legal minded consumer. Cannot be skinned.

ARASAKA "M-55"

REFLEX: 10

MOVEMENT
ALLOWANCE: 10

M/Turn: 30m

MPH 20mph

Jump (up): 7m (broad): 15m

BODY: 8

Lift: 320kg Throw: 80m

Damage Mod: +1

HAND-TO-HAND

Punch: 1D6+1 Kick: 2D6+1

PHYSICAL STRUCTURE

HEAD

SP: 10

SDP: 12 (disabled),
22 (destroyed)

Options (Optic): two standard cybereyes,
4 free spaces each

Options (Audio): standard cyberaudio
module: 6 free spaces,

Vocobox: NewThroat, 1 free space

Neuralware: processor, interface
plugs,

TORSO

SP: 10

SDP: 14/24 SDP,

Options: 6 free spaces,

RIGHT ARM W/HAND

LEFT ARM W/HAND

SP: 10

SP: 10

SDP: 12/22

SDP: 12/22

Options: 6 free spaces,
standard hand

Options: 6 free spaces,
standard hand

RIGHT LEG W/FOOT

LEFT LEG W/FOOT

SP: 10

SP: 10

SDP: 12/22

SDP: 12/22

Options: 4 free spaces,
standard foot

Options: 4 free spaces,
standard foot

TOTAL PACKAGE COSTS

Eurodollars: 37,000eb

Humanity Cost: 13d6+2

Weight: 110kg



The M-55 is the general purpose, and incredibly common, body that Arasaka developed the M-66 Black Magic from for the military. This has led to a resurgence in popularity for the package, as the highly customizable frame allows them to try and equip it similarly to the M-66 by boosting performance and stealth capabilities. We at Electric Dreams do not endorse this, though do to its high customization potential it also makes an excellent basis for sport performance boosting. Another thing to note is the M-55 is one of a very few bodies that will accept both standard and Japanese technology.

MAAS BIOLABS ITA.02

REFLEX: 10

MOVEMENT
ALLOWANCE: 8

M/Turn: 24m

MPH 16mph

Jump
(up): 6m

(broad): 15m

BODY: 10

Lift: 400kg

Throw: 100m

Damage Mod: +2

HAND-TO-HAND

Punch: 1D6+2

Kick: 2D6+2

PHYSICAL STRUCTURE

HEAD

SP: 10

SDP: 15 (disabled),
25 (destroyed)

Options (Optic): two standard cybereyes,
4 free spaces each

Options (Audio): standard cyberaudio
module: 6 free spaces,

Vocobox: NewThroat, 1 free space

Neuralware: processor, interface
plugs,

TORSO

SP: 10

SDP: 18/28 SDP,

Options: 6 free spaces,

RIGHT ARM W/HAND

LEFT ARM W/HAND

SP: 10

SP: 10

SDP: 15/25

SDP: 15/25

6 free

Options: spaces,
standard
hand

Options: 6 free spaces,
standard hand

RIGHT LEG W/FOOT

LEFT LEG W/FOOT

SP: 10

SP: 10

SDP: 15/25

SDP: 15/25

4 free

Options: spaces,
standard foot

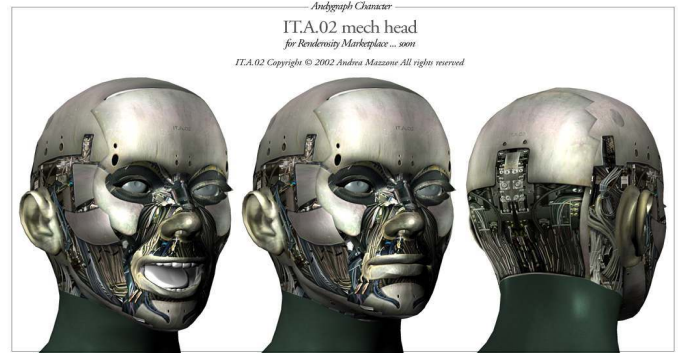
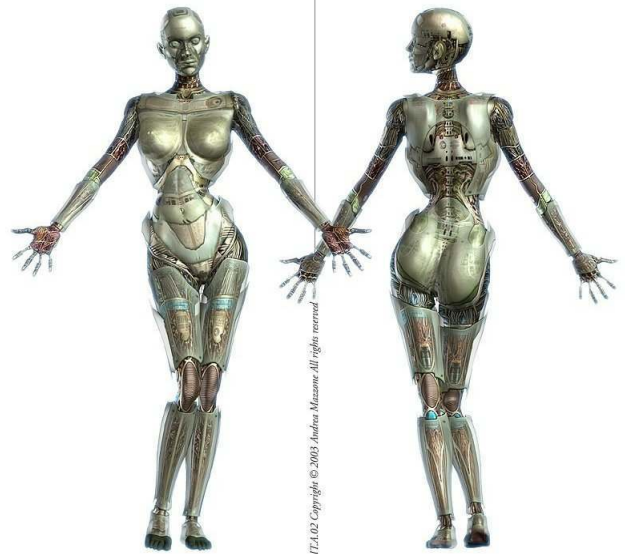
Options: 4 free spaces,
standard foot

TOTAL PACKAGE COSTS

Eurodollars: 87,000eb

Humanity Cost: 11d6+2

Weight: 110kg



The Maas Biolabs ITA.02 body is comprised of the most advanced biomechanics on the earth, representing the latest in Nutek technologies. Using cloned muscle fibers and fleshweave over a composite ceramic bone frame and covered in a thin transparent nylon membrane, these packages represent the latest in ART body design. For an additional fee of 5000eb you can have the body true skinned, where it will be virtually indistinguishable from a real body even with x-rays, although most people who choose this body prefer its other worldly appearance as a fashion and status statement. The Technology behind this body is becoming so popular that Maas has begun selling the limbs separately as cybernetic prosthetics.

MAAS BIOLABS ITA.01

REFLEX: 10

**MOVEMENT
ALLOWANCE: 8**

M/Turn: 24m

MPH 16mph

**Jump
(up): 6m**

(broad): 15m

BODY: 10

Lift: 400kg

Throw: 100m

Damage Mod: +2

HAND-TO-HAND

Punch: 1D6+2

Kick: 2D6+2

PHYSICAL STRUCTURE

HEAD

SP: 10

**SDP: 15 (disabled),
25 (destroyed)**

Options (Optic): two standard cybereyes,
4 free spaces each

Options (Audio): standard cyberaudio
module: 6 free spaces,

Vocobox: NewThroat, 1 free space

Neuralware: processor, interface
plugs,

TORSO

SP: 10

SDP: 18/28 SDP,

Options: 6 free spaces,

RIGHT ARM W/HAND

LEFT ARM W/HAND

SP: 10

SP: 10

SDP: 15/25

SDP: 15/25

Options: 6 free
spaces,
standard
hand

Options: 6 free spaces,
standard hand

RIGHT LEG W/FOOT

LEFT LEG W/FOOT

SP: 10

SP: 10

SDP: 15/25

SDP: 15/25

Options: 4 free
spaces,
standard foot

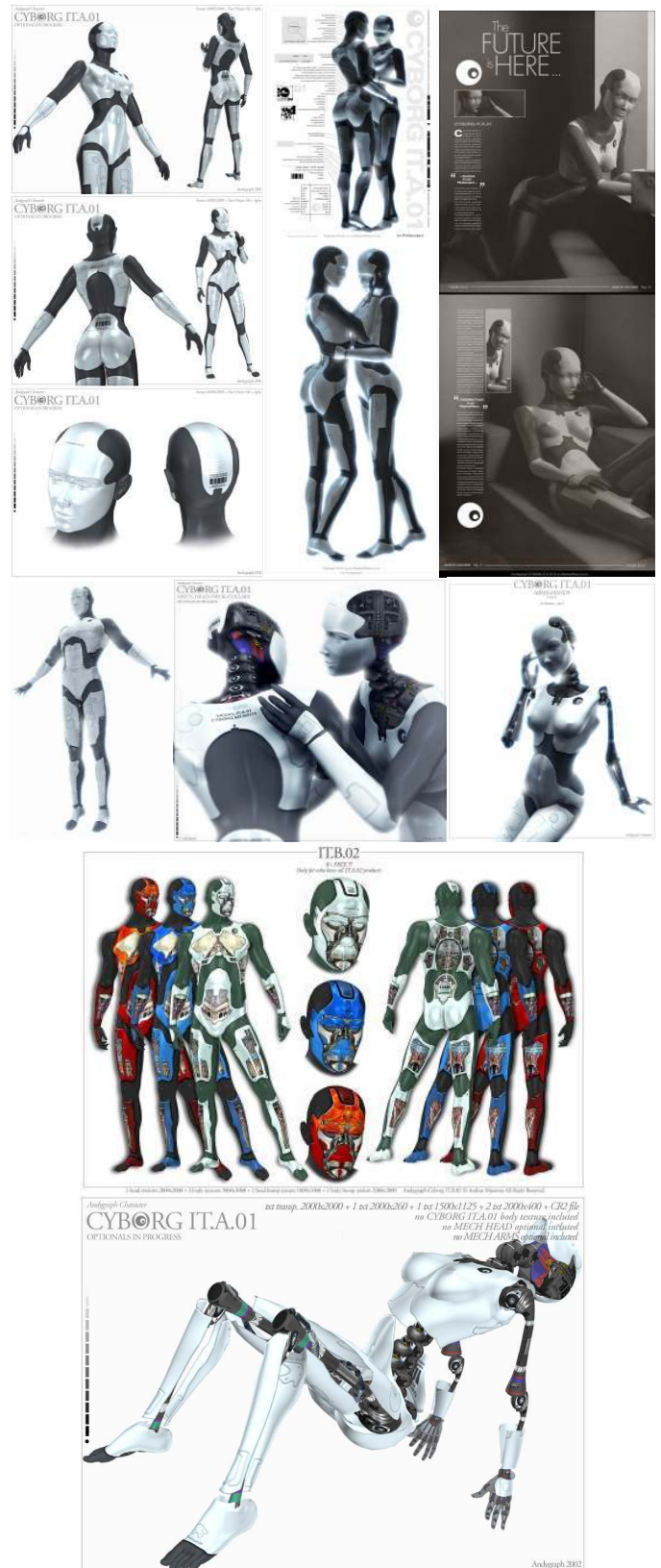
Options: 4 free spaces,
standard foot

TOTAL PACKAGE COSTS

Eurodollars: 71,000eb

Humanity Cost: 13d6

Weight: 115kg



The pre-cursor to the ITA.02, the O1 features the exact same performance and frame, only with a more conventional shell. European technologies helped propel this body to a highly respected position in the field, and it is no slouch at passing itself off as human with a Real or even Trueskin cover. And don't let the media fool you, it is still every bit as fashionable as the ITA.02, just not as flashy.

SAMSUNG "BANSHEE"

REFLEX: 14

MOVEMENT
ALLOWANCE: 12

M/Turn: 36m

MPH 34mph

Jump
(up): 9m

(broad): 20m

BODY: 16

Lift: 640kg

Throw: 160m

Damage Mod: +5

HAND-TO-HAND

Punch: 1D6+5

Kick: 2D6+5

PHYSICAL STRUCTURE

HEAD

SP: 20

SDP: 24 (disabled),
34(destroyed)

Options (Optic): two standard cybereyes,
4 free spaces each

Options (Audio): standard cyberaudio
module: 6 free spaces,

Vocobox: NewThroat, 1 free space

Neuralware: processor, interface
plugs,

TORSO

SP: 20

SDP: 28/38 SDP,

Options: 6 free spaces,

RIGHT ARM W/HAND

LEFT ARM W/HAND

SP: 20

SP: 20

SDP: 24/34

SDP: 24/34

Options: 6 free
spaces,
standard
hand

Options: 6 free spaces,
standard hand

RIGHT LEG W/FOOT

LEFT LEG W/FOOT

SP: 20

SP: 20

SDP: 24/34

SDP: 24/34

Options: 4 free
spaces,
standard foot

Options: 4 free spaces,
standard foot

TOTAL PACKAGE COSTS

Eurodollars: 84,300eb

Humanity Cost: 18d6+2d6

Weight: 130kg



Produced as a limited run, the Samsung Banshee is one of the best and most respected sport performance bodies on the planet. Its performance out of the box beats most boosted lesser bodies. Like other sport bodies it cannot be Skinned, however with performance like that who cares. Besides, in most Borg sports the last thing you worry about is looking pretty.

ZEISS "BAROQUE"

REFLEX: 8

MOVEMENT
ALLOWANCE: 7

M/Turn: 21m

MPH 14mph

Jump (up): 5m (broad): 15m

BODY: 7

Lift: 270kg Throw: 70m

Damage Mod: -

HAND-TO-HAND

Punch: 1D6

Kick: 2D6

PHYSICAL STRUCTURE

HEAD

SP: 10

SDP: 9 (disabled),
19 (destroyed)

Options (Optic): two standard cybereyes,
4 free spaces each

Options (Audio): standard cyberaudio
module: 6 free spaces,

Vocobox: NewThroat, 1 free space

Neuralware: processor, interface
plugs,

TORSO

SP: 10

SDP: 14/24 SDP,

Options: 6 free spaces,

RIGHT ARM W/HAND

LEFT ARM W/HAND

SP: 10

SP: 10

SDP: 9/19

SDP: 9/19

Options: 6 free
spaces,
standard
hand

Options: 6 free spaces,
standard hand

RIGHT LEG W/FOOT

LEFT LEG W/FOOT

SP: 10

SP: 10

SDP: 9/19

SDP: 9/19

Options: 4 free
spaces,
standard foot

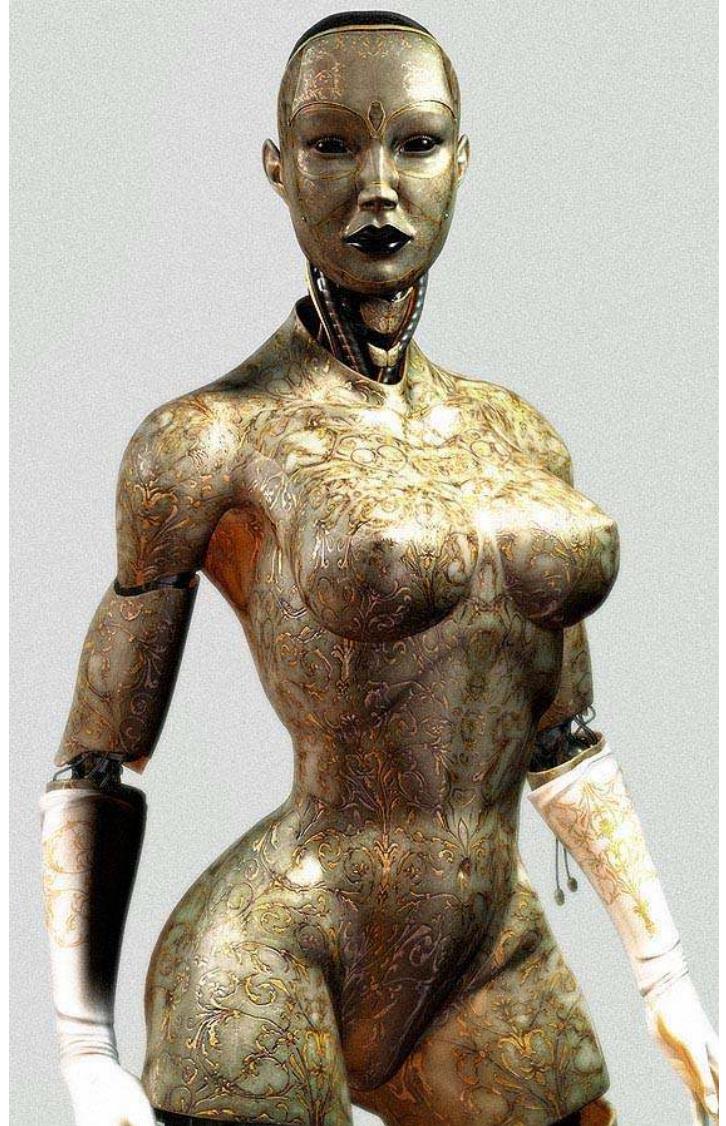
Options: 4 free spaces,
standard foot

TOTAL PACKAGE COSTS

Eurodollars: 76,200eb

Humanity Cost: 14d6

Weight: 115kg



No one ever accused Zeiss of following the heard or being common. The Baroque is not only no exception to this, but it also sets the standards in retro chic design. The body itself is standard, however the shell and cover is where this art body truly stands out. The body looks solid, even rusted, but is as pliable, smooth, and soft as a babies fleshy bottom. Of course being one of the finest European cybernetics designers, the price for this otherwise standard body is ridiculously high, but you not only pay for the body, you also pay for the look and the name. And trust us, if you have this body you WILL get invited to all the right parties.

MITSUBISHI "GBC-ADVANCED"

REFLEX: 10

MOVEMENT ALLOWANCE: 10

M/Turn: 30m

MPH 20mph

Jump
(up): 7m

(broad): 15m

BODY: 10

Lift: 400kg

Throw: 100m

Damage Mod: +2

HAND-TO-HAND

Punch: 1D6+2

Kick: 2D6+2

PHYSICAL STRUCTURE

HEAD

SP: 15

SDP: 18 (disabled),
28 (destroyed)

Options (Optic): two Japanese Hytek cybereyes,
6 free spaces each

Options (Audio): Japanese Hytek cyberaudio
module: 8 free spaces,

Vocobox: Japanese Hytek NewThroat, 3
free spaces

Neuralware: processor, interface plugs,

TORSO

SP: 15

SDP: 25/35SDP,

Options: 6free spaces,

RIGHT ARM W/HAND

SP: 15

SDP: 18/28

6 free spaces,

Options: Japanese Hytek
hand

LEFT ARM W/HAND

SP: 15

SDP: 18/28

6 free
spaces,

Options: Japanese
Hytek
hand

RIGHT LEG W/FOOT

SP: 15

SDP: 18/28

4 free spaces,

Options: Japanese Hytek
foot

LEFT LEG W/FOOT

SP: 15

SDP: 18/28

4 free
spaces,
Options: Japanese
Hytek foot

TOTAL PACKAGE COSTS

Eurodollars: 127,000eb

Humanity Cost: 8d6+2

Weight: 112.4kg



At last, the Raven Gemini has been beaten. The GBC (Grand Body Conversion) Advanced from Mistubishi is a ghost body so technologically superior that it is almost impossible to detect, even with X-Rays and physical examination. It sweats, bleeds, regulates its temperature, and even bruises, all at the command of the user. Due to advanced Japanese High Technology, orbital technology and European craftsmanship, the GBC Advance is truly more human than human. The finest Nutek researchers designed the musculature and bone structure, and they themselves even resemble their meat counterparts enough to fool a casual observation in event of damage. The blood that circulates under the Trueskin is actually your own blood, which is drawn before you undergo the conversion process and kept fresh through a series of pumps, though it is possible to use either blood substitute or even someone else's blood. Due to the incredible artistry and advanced technology, this body provides an almost absurdly low humanity cost rating. If you want the absolute best, look no further than this.

DAIMLER-BENZ "CANNONBALL"

REFLEX: 14

14 (boosted to 30 with

MOVEMENT advanced tightened myomars
ALLOWANCE: and skates only on paved
surfaces)

M/Turn: 42m (90 m) MPH 28mph (60mph)

Jump
(up): 10m (22m) (broad): 20m (35m)

BODY: 14

Lift: 560kg Throw: 140m

Damage Mod: +4

HAND-TO-HAND

Punch: 1D6+4 Kick: 2D6+4

PHYSICAL STRUCTURE

HEAD

SP: 20

SDP: 20 (disabled),
30 (destroyed)

Options (Optic): two standard cybereyes, 4 free
spaces each

Options (Audio): standard cyberaudio module: 6
free spaces,

Vocobox: NewThroat, 1 free space

Neuralware: processor, interface plugs,

Vocobox: NewThroat, 1 free space

TORSO

SP: 20

SDP: 25/35 SDP,

Options: 6 free spaces,

RIGHT ARM W/HAND **LEFT ARM W/HAND**

SP: 20

SP: 20

SDP: 20/30

SDP: 20/30

4 free

Options: spaces,
standard
hand

Options: 4 free spaces,
standard hand

RIGHT LEG W/FOOT **LEFT LEG W/FOOT**

SP: 20

SP: 20

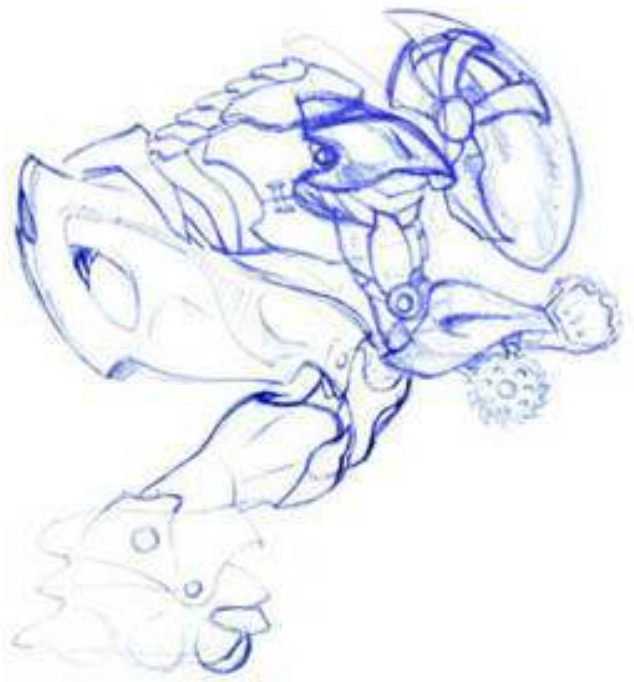
SDP: 20/30

SDP: 20/30

2 free

Options: spaces,
skate foot

Options: 2 free spaces, skate
foot



The fastest stock body on the market, engineered specifically for Motorball, this borg can compete straight out of the box. Even better the body still has plenty of room for customization and tuning.

TOTAL PACKAGE COSTS

Eurodollars: 97,000eb

Humanity Cost: 19d6+2

Weight: 140kg

ARASAKA BU-22

REFLEX: 8

MOVEMENT
ALLOWANCE: 10

M/Turn: 30m MPH 20mph

Jump 6m (broad): 15m
(up):

BODY: 12

Lift: 480kg Throw: 120m

Damage Mod: +5

HAND-TO-HAND

Punch: 1D6+5 Kick: 2D6+5

PHYSICAL STRUCTURE

HEAD

SP: 20

SDP: 24 (disabled),
34 (destroyed)

Options (Optic): standard cybereyes
with 4 spaces each

Options (Audio): standard audio with 6
spaces

Vocobox: NewThroat w/ 1 space

Neuralware: processor, interface
plugs,

TORSO

SP: 20

SDP: 34/44 SDP

Options: 5 spaces

RIGHT ARM W/HAND LEFT ARM W/HAND

SP: 20

SP: 20

SDP: 24/34

SDP: 24/34

5 free spaces,

Options: standard
hand

Options: 5 free spaces,
standard hand

RIGHT LEG W/FOOT LEFT LEG W/FOOT

SP: 20

SP: 20

SDP: 24/34

SDP: 24/34

Options: 5 free spaces,
standard foot,

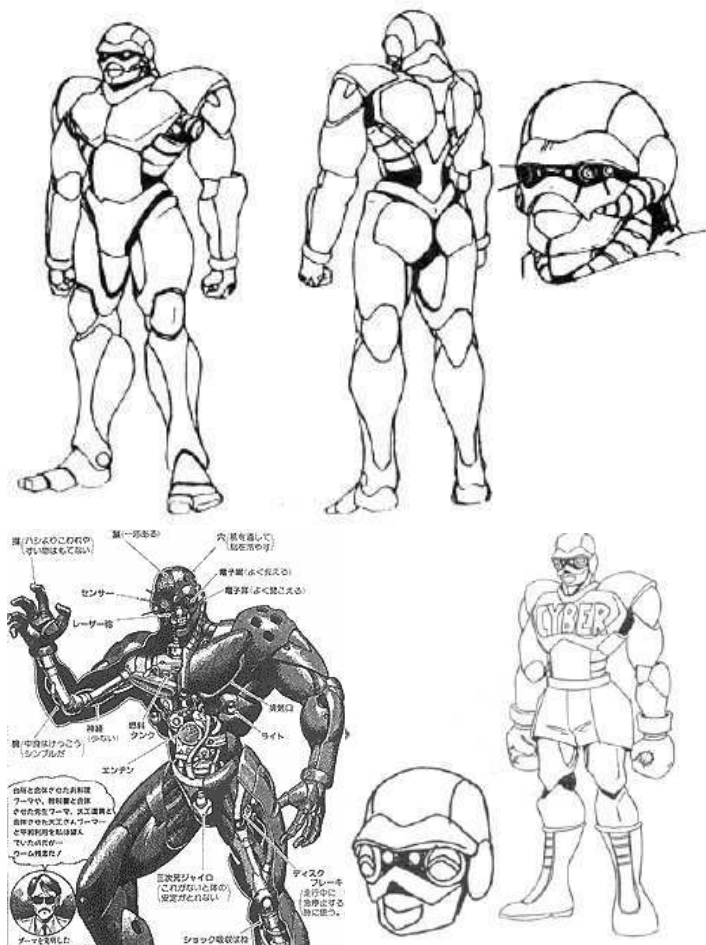
Options: 5 free spaces,
standard foot,

TOTAL PACKAGE COSTS

Eurodollars: 30,560eb

Humanity Cost: 15d6+1

Weight: 80kg



The Arasaka BU-22 is the original successful model of the BU-Series, and is one of the most common replacement bodies in the world. Big, bulky, and outdated, but still an admirable warhorse, the BU-22 is still manufactured and sold today, and many labor companies use it as the standard insurance body in workman's comp replacement claims. The BU-Series is the most successful body chassis of all time, and serves civilian, corporate, and military markets with equal dependency and reliability. It is one of the most respected full conversion packages on the market today, even though its also one of the most generic. Due to its generic, and highly customizable nature, it also makes a decent sports body. Especially due to the fact that its str rating can be boosted through the roof without too much change to the outer shell or skeletal structure, a bonus of being designed for rough labor and hard abuse. It is especially popular in unlimited class cyborg boxing, where users can make full use of its strength. The BU-series cannot be skinned.

ARASAKA FU-11

REFLEX: 8

MOVEMENT
ALLOWANCE: 8

M/Turn: 24m

MPH 16mph

Jump (up): 6m (broad): 15m

BODY: 6

Lift: 240kg Throw: 60m

Damage Mod: +0

HAND-TO-HAND

Punch: 1D6

Kick: 2D6

PHYSICAL STRUCTURE

HEAD

SP: 15

SDP: 20 (disabled),
30 (destroyed)

Options (Optic): two standard cybereyes,
4 free spaces each

Options (Audio): standard cyberaudio
module: 6 free spaces,

Vocobox: NewThroat, 1 free space

Neuralware: processor, interface
plugs,

TORSO

SP: 15

SDP: 24/34 SDP,

Options: 6 free spaces,

RIGHT ARM W/HAND

LEFT ARM W/HAND

SP: 15

SP: 15

SDP: 20/30

SDP: 20/30

Options: 6 free
spaces,
standard
hand

Options: 6 free spaces,
standard hand

RIGHT LEG W/FOOT

LEFT LEG W/FOOT

SP: 15

SP: 15

SDP: 20/30

SDP: 20/30

Options: 4 free
spaces,
standard foot

Options: 4 free spaces,
standard foot

TOTAL PACKAGE COSTS

Eurodollars: 25,000eb

Humanity Cost: 14d6+2

Weight: 110kg



While not technically a BU-Series, the FU series of bodies is the feminine equivalent. Arasaka began making these in response to pressure from within the company over unhappy female security and labor staff facing the possibility of being placed in unashamedly masculine BU series if injured on the job. Almost as an insult, the FU series is weaker, less agile, and less customizable than its masculine counterpart. But we have a contract with Arasaka here, so we keep them in stock. Cannot be skinned.

ARASAKA FU-77

REFLEX: 10

**MOVEMENT
ALLOWANCE: 8**

M/Turn: 24m

MPH 16mph

Jump (up): 6m (broad): 15m

BODY: 8

Lift: 320kg Throw: 80m

Damage Mod: +0

HAND-TO-HAND

Punch: 1D6 Kick: 2D6

PHYSICAL STRUCTURE

HEAD

SP: 15

**SDP: 20 (disabled),
30 (destroyed)**

**Options (Optic): two standard cybereyes,
4 free spaces each**

**Options (Audio): standard cyberaudio
module: 6 free spaces,**

Vocobox: NewThroat, 1 free space

**Neuralware: processor, interface
plugs,**

TORSO

SP: 15

SDP: 24/34 SDP,

Options: 6 free spaces,

RIGHT ARM W/HAND LEFT ARM W/HAND

SP: 15

SP: 15

SDP: 20/30

SDP: 20/30

Options: 6 free spaces, standard hand

Options: 6 free spaces, standard hand

RIGHT LEG W/FOOT LEFT LEG W/FOOT

SP: 15

SP: 15

SDP: 20/30

SDP: 20/30

Options: 4 free spaces, standard foot

Options: 4 free spaces, standard foot

TOTAL PACKAGE COSTS

Eurodollars: 29,340eb

Humanity Cost: 13d6+2

Weight: 110kg



In response to an even greater protest, Arasaka upgraded the FU series with the 77, a better performing, and far more attractive model. This move silenced all but those faced with the possibility of getting a combat model body, which Arasaka is rumored to be developing even now. The FU-11 model is now reserved only for insurance claims against non employees or those employees on the bottom of the pay grade. Cannot be skinned.

ARASAKA B-100

REFLEX: 6

MOVEMENT
ALLOWANCE: 4

M/Turn: 16m MPH 8mph

Jump 4m (broad): 8m
(up):

BODY: 4

Lift: 400kg Throw: 100m

Damage Mod: -3

HAND-TO-HAND

Punch: 1D6-3 Kick: 2D6-3

PHYSICAL STRUCTURE

HEAD

SP: 10

SDP: 9 (disabled),
19 (destroyed)

Options (Optic): two standard cybereyes,
4 free spaces each

Options (Audio): standard cyberaudio
module: 6 free spaces,

Vocobox: NewThroat, 1 free space

Neuralware: processor, interface
plugs,

TORSO

SP: 10

SDP: 14/24 SDP,

Options: 6 free spaces,

RIGHT ARM W/HAND LEFT ARM W/HAND

SP: 10

SP: 10

SDP: 9/19

SDP: 9/19

Options: 6 free spaces, standard hand
Options: 6 free spaces, standard hand

RIGHT LEG W/FOOT LEFT LEG W/FOOT

SP: 10

SP: 10

SDP: 9/19

SDP: 9/19

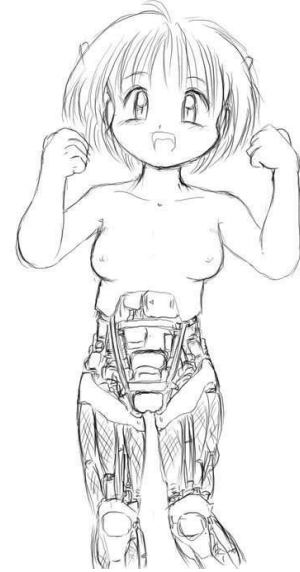
Options: 4 free spaces, standard foot
Options: 4 free spaces, standard foot

TOTAL PACKAGE COSTS

Eurodollars: 74,000eb

Humanity Cost: 9d6+2

Weight: 39kg



As unfortunate as it is, sometimes the absolute worst happens. Cybernetic implantation on a child is a bad idea, but sometimes there is simply no other choice if the child wishes to survive, or ever have a chance for a normal childhood. It was for this purpose that the BU-100 model body was created. Available in both male and female versions, the BU-100 is comparable to a Gemini body, only in child size. Natural growth is even simulated by the child's cybertechnician during his/her regular visits via extending limbs and torso units. This way the child need not undergo the trauma of multiple surgeries in order to fit in with their friends and classmates. The body is able to mimic a child between the ages of 6 and 13. In all other ways it functions as a standard Gemini. The physical abilities of the body have a limiter placed on them to keep them low enough to be controlled by a parent, and to keep the child from hurting itself or its friends in case of tantrum or god forbid, cyberpsychotic episode. As of yet, the BU-100 is the only full body conversion available to children. And unfortunately, children under six lack the motor control development necessary to handle a full conversion, and no plans are in order to craft bodies for them

HOSAKA "KAZE"

REFLEX: 12

MOVEMENT
ALLOWANCE: 11

M/Turn: 33m

MPH 22mph

Jump
(up): 8m

(broad): 15m

BODY: 12

Lift: 360kg

Throw: 120m

Damage Mod: +3

HAND-TO-HAND

Punch: 1D6+3

Kick: 2D6+3

PHYSICAL STRUCTURE

HEAD

SP: 18

SDP: 20 (disabled),
30 (destroyed)

Options (Optic): two standard cybereyes,
4 free spaces each

Options (Audio): standard cyberaudio
module: 6 free spaces,

Vocobox: NewThroat, 1 free space

Neuralware: processor, interface
plugs,

TORSO

SP: 18

SDP: 24/34 SDP,

Options: 6 free spaces,

RIGHT ARM W/HAND

LEFT ARM W/HAND

SP: 18

SP: 18

SDP: 20/30

SDP: 20/30

6 free
spaces,
standard
hand

Options:

Options: 6 free spaces,
standard hand

RIGHT LEG W/FOOT

LEFT LEG W/FOOT

SP: 18

SP: 18

SDP: 20/30

SDP: 20/30

4 free
spaces,
standard foot

Options:

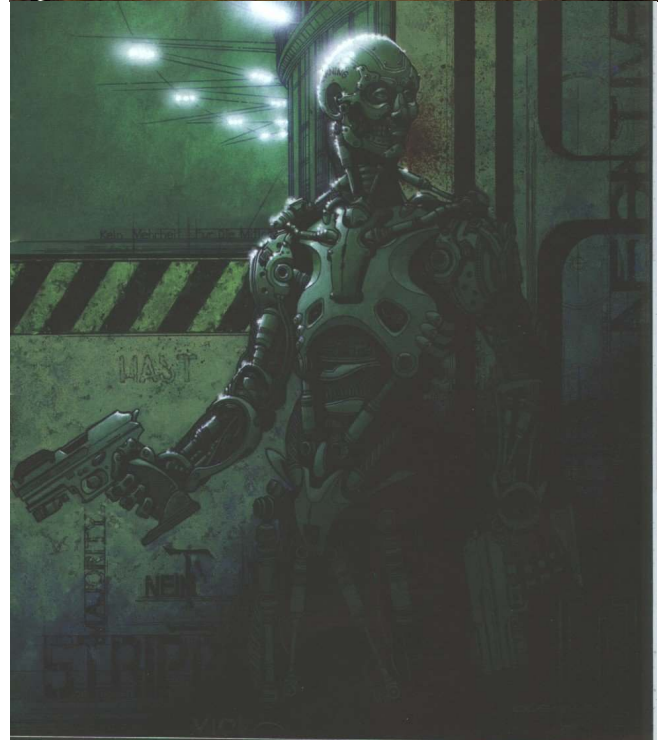
Options: 4 free spaces,
standard foot

TOTAL PACKAGE COSTS

Eurodollars: 49,000eb

Humanity Cost: 14d6+2

Weight: 110kg



This general purpose body from Hosaka offers sport performance and protection at a generic price. It can't be Skinned, but the shell does come in a variety of alloys, from superchrome to plastisteel, you can further customize the shell with a variety of platings including the faux rust on the model shown. This is one of the better bodies on the market, and is available in both feminine and masculine styles. For your money, it's hard to find a better choice. Cannot be skinned.

ARASAKA BU-111

REFLEX: 8

MOVEMENT
ALLOWANCE: 8

M/Turn: 24m

MPH 16mph

Jump
(up): 6m

(broad): 15m

BODY: 6

Lift: 240kg

Throw: 60m

Damage Mod: +0

HAND-TO-HAND

Punch: 1D6

Kick: 2D6

PHYSICAL STRUCTURE

HEAD

SP: 10

SDP: 9 (disabled),
19 (destroyed)

Options (Optic): two standard cybereyes,
4 free spaces each

Options (Audio): standard cyberaudio
module: 6 free spaces,

Vocobox: NewThroat, 1 free space

Neuralware: processor, interface
plugs,

TORSO

SP: 10

SDP: 14/24 SDP,

Options: 6 free spaces,

RIGHT ARM W/HAND

LEFT ARM W/HAND

SP: 10

SP: 10

SDP: 9/19

SDP: 9/19

Options: 6 free
spaces,
standard
hand

Options: 6 free spaces,
standard hand

RIGHT LEG W/FOOT

LEFT LEG W/FOOT

SP: 10

SP: 10

SDP: 9/19

SDP: 9/19

Options: 4 free
spaces,
standard foot

Options: 4 free spaces,
standard foot

TOTAL PACKAGE COSTS

Eurodollars: 69,000eb

Humanity Cost: 11d6

Weight: 80kg



Bridging the gap between the BU-100 series, the BU-111 is the teenage equivalent. Its performance is average, but it saves the emotional trauma of a teenager having to deal with an oversized body in the cruel environments of the classroom. This body can only be tuned for greater performance by a licensed technician with the original installation code. This allows the user to closer mimic their natural abilities but prevents them from "hot tuning" their bodies past "safe" levels. Oddly enough, some adults have chosen this younger body for themselves. This is mostly attributed to mid-life crisis and a natural desires of reliving ones childhood.

MICROTECH "X0-33"

REFLEX: 12

MOVEMENT
ALLOWANCE: 12

M/Turn: 36m

MPH 24mph

Jump
(up): 9m

(broad): 20m

BODY: 12

Lift: 480kg

Throw: 120m

Damage Mod: +2

HAND-TO-HAND

Punch: 1D6+2

Kick: 2D6+2

PHYSICAL STRUCTURE

HEAD

SP: 14

SDP: 9 (disabled),
19 (destroyed)

Options (Optic): two standard cybereyes,
4 free spaces each

Options (Audio): standard cyberaudio
module: 6 free spaces,

Vocobox: NewThroat, 1 free space

Neuralware: processor, interface
plugs,

Vocobox: NewThroat, 1 free space

TORSO

SP: 14

SDP: 18/28 SDP,

Options: 6 free spaces,

RIGHT ARM W/HAND

LEFT ARM W/HAND

SP: 14

SP: 14

SDP: 12/22

SDP: 12/22

6 free spaces,

Options: standard
hand

Options: 6 free spaces,
standard hand

RIGHT LEG W/FOOT

LEFT LEG W/FOOT

SP: 14

SP: 14

SDP: 12/22

SDP: 12/22

Options: 4 free spaces,
standard foot

Options: 4 free spaces,
standard foot

TOTAL PACKAGE COSTS

Eurodollars: 37,000eb

Humanity Cost: 14d6+2

Weight: 110kg



An advanced Takara body, right out of the factory built as a sport performance model. Available only for a limited time and just as customizable as the standard model. Get yours now before supplies run out.

MICROTECH "TAKARA-MF"

REFLEX: 10

MOVEMENT
ALLOWANCE: 10

M/Turn: 24m MPH 16mph

Jump 6m (broad): 15m
(up):

BODY: 16

Lift: 320kg Throw: 80m

Damage Mod: 0

HAND-TO-HAND

Punch: 1D6 Kick: 2D6

PHYSICAL STRUCTURE

HEAD

SP: 8

SDP: 14 (disabled),
24 (destroyed)

Options (Optic): standard cybereyes
with: 4 spaces each

Options (Audio): standard Japanese
audio with: 4 spaces

Vocobox: New Throat: 2 spaces

Neuralware: processor, interface
plugs,

TORSO

SP: 8

SDP: 24/34 SDP

Options: 5 free spaces,

RIGHT ARM W/HAND LEFT ARM W/HAND

SP: 8 SP: 8

SDP: 14/24 SDP: 14/24

Options: 5 free spaces,
standard hand, Options: 5 free spaces,
standard hand,

RIGHT LEG W/FOOT LEFT LEG W/FOOT

SP: 8 SP: 8

SDP: 14/24 SDP: 14/24

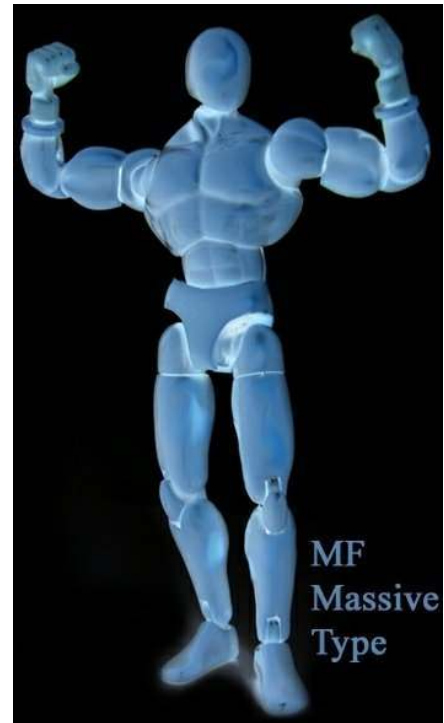
Options: 4 free space,
standard foot Options: 4 free space,
standard foot

TOTAL PACKAGE COSTS

Eurodollars: 53,180eb

Humanity Cost: 12d6+2d6

Weight: 125kg



The MF-type Takara body is merely a stronger faster version of the standard Takara. Built on the same chassis, but with a new Strong-man shell to compensate for the increased base strength and provide a more masculine aesthetic. The Takara MF type is every bit as customizable as the standard Takara. If a cosmetic change is all you are looking for, it is possible to put an MF shell on a standard Takara frame with no additional Humanity loss and for a cost of 2000eb.

15

MOVEMENT ALLOWANCE: 20

M/Turn: 60m

MPH 40mph

Jump
(up): 6m

(broad): 15m

BODY: 12 (effectively 20, due to tighter myomars)

Lift: 800kg

Throw: 200m

Damage Mod: +0

HAND-TO-HAND

Punch: 2D10

Kick: 3D10

PHYSICAL STRUCTURE**HEAD**

SP: 30

SDP: 45 (disabled), 60 (destroyed)

Front Optic Mount with 5 Japanese cyberoptics: Japanese Bug-Eye, 4 standard Japanese cybereyes:

The central Bug-Eye: Anti-Dazzle, image enhancement, targeting scope, teleoptics, low-light, infra-red, ultraviolet, time/date display, 0,5 free space,

Options (Optic): Bottom-left cybereye: Anti-dazzle, Times Square Plus, laser communication system, Bottom-right cybereye: Anti-Dazzle, logocompass, 2 free spaces, Top-left cybereye: Anti-dazzle, low-light, thermograph, image enhancement, micro-optics,

Top-right cybereye: Antidazzle, low-light, dodgeball, micro-video

Options (Audio): Japanese cyberaudio: Level Damper, Sound editing, radio link, scrambler, enhanced hearing range, amplified hearing, tight beam radio link, 0.5 free space

Vocobox: Japanese NewThroat, Volume, Subsonic, 1.75 free space

Neuralware: processor, interface plugs, chipware socket with moddy rig, kereznikov +2, tactile boost, olfactory boost, vehicle link, smartgun link, lockdown, combat crystal,

Right Sensory extension: Optic options: anti-dazzle, low-light, IR, Thermo, teleoptics. Audio: sound editing, bug detector,

Left Sensory extension: Optic options: anti-dazzle, laser communicator, ultraviolet, 2 free spaces. Audio: tight beam radio, radar detector

TORSO

SP: 30

63/78 SDP, Serious level Environmental adaptations to heat & cold, as well as EMP

SDP: grade III protection. This FBC is built with sturdier materials, +50% SDP option (already counted in)

Options: gyro stabilizer, 2 sensory extensions, 6 free spaces,

RIGHT ARM W/HAND**LEFT ARM W/HAND**

SP: 30

SP: 30

SDP: 45/60

SDP: 45/60

standard hand, D-Tek

Options: targeting network, 7.75 free spaces,

Options: standard hand, D-Tek targeting network, 7.75 free spaces,

RIGHT LEG W/FOOT**LEFT LEG W/FOOT**

SP: 10

SP: 10

SDP: 45/60

SDP: 45/60

Options: Catspaw Stealth foot, 6.25 free spaces

Options: Catspaw Stealth foot, 6.25 free spaces

TOTAL PACKAGE COSTS

Eurodollars: 729,030eb

Humanity Cost: 25d6+2

Weight: 290 kg



The AX-54 is an indirect competitor to the Militech Attila. Nicknamed "B'rer Rabbit" after it's "rabbit ear" sensory extensions by Militech's PR division to discredit it, however, the plan backfired and the name caught on without causing loss of popularity. Rabbit is not as heavily armored as Attila, nor as strong, but it does the job in different way – where Attila is meant to be a shock trooper, Rabbit is a special forces type. It's more like a big brother to Raven Microcyb Ghost (or, to be precise, it's Japanese equivalent, Megatech Class A Special), being as fast, but bigger, stronger and better protected, if not so nimble. However, AX-54 isn't a covert operative, it's a commando... And it is to be called upon when a Class A falls into trouble it can't get out on it's own. Not to mention it did served as a test-bed for many of the solutions implemented to Class A later. Rabbit is well-equipped with optical and audio sensors, but as for other equipment, there's a lot of free space to be filled with additional stuff, up to the buyer's whim. Typical sets contain heavy-duty military radio communicators with satellite uplinks, compact jamming stations, radar sensors, and additional power support, as well as built-in weaponry. Most of the modern AX-54 bodies come equipped with an Quickchange Biopod, however, the original one predates the wide implementation of this type of equipment. As long as no weapons are implanted, the AX-54 is legal to use by civilians, hence its lack of quick-change biopods. This body is meant to be permanent.

Technological note: this FBC is built in Japanese technology. Note that this model utilizes some sensors in Japanese technology that will be covered in a yet-to-come "Cyberwares of the World". Effectively, it gives it extra option spaces, but any options you'd like so install are going to cost you double.

Mike's note: On Briaros' Empathy, the AX-54 'borg you're probably familiar with is Briareos, from Applesseed manga / anime, a great character IMHO. You've probably noticed Bri is, in CP terms, pretty human, i.e. high on Empathy. He behaves just as any average human being, besides looking like a mean combat cyborg (oh, and the faces he makes with his "rabbit ears" are absolutely cute). Yet I've attributed a devastating amount of HL to the model. What is going on? First, you have to note that Mr. Masamune Shirow, author of the Applesseed, does not use the concept of humanity loss in his works, at least not in the way we, CP2020 players, are used to. Sure, his 'borgs tend to have personality problems, like doubting their own ghosts (see major Motoko Kusanagi), but they do not turn into homicidal maniacs because of the amount of cybernetics. After all, these are worlds of Shirowpunk, and there's no reason for the author to follow the guidelines we're used to. He's creating his worlds, and the rules governing them as well. So, how would I explain Bri's humanity in CP terms (taking CheapFBC technology into account)? There are a few possibilities I can see. First, maybe he had a very high Empathy to begin with, and his HL rolls were extremely low. Or he had some really extensive, advanced psychological conditioning. Or maybe he's using a moddie behavioral chip with his own personality stored on it, so it overlays his current low Empathy with his original medium-level one? Or he's constantly using psychoactive drugs that boost his EMP? There are just a few ideas I was able to come up with right on the spot...

Deric's response: Bri is my favorite cyborg of all time, if I recall correctly, it was actually stated in the books somewhere that after Bri's meat body was damaged, he did undergo extensive therapy. He also most likely did begin with a very high empathy. His behavior however is certainly not modded, nor can he ever be seen using drugs of any kind. I am also led to believe he has many of his internal organs still intact, since he not only eats, but enjoys it immensely, he can also get inebriated, and when his torso is damaged he bleeds. I imagine, according to CHEAP FBC rules, this makes him a PBC, but at the point Bri has reached there is little distinction. Also, with the exception of his head, Bri is one of the most human looking borgs to appear in Applesseed, meaning his torso and limbs are in correct proportion and aesthetic to each other. So I tacked on the 5% humanity loss reduction. I also eliminated the biopod mount from it, on account that while beefed up, it doesn't really have anything that would make it illegal for a civilian to own, which dropped the humanity cost a little more. It's true Shirow doesn't give borgs the massive psychological effects of CP 2020, at least on the surface. This is because the vast majority of borgs you see in Applesseed are found in Olympus, which is a near Utopia, and cyborgs get the best in medical care, maintenance in therapy. You see Bri making frequent trips to the clinic, even when he is not damaged, and you often see scads of other borgs there as well. Out in the badlands however, he alludes to things being far worse. In the poorly animated original Applesseed OAV, you do see an example of Cyberpsychosis in the main protagonist. In the more recent Applesseed CG film, Bri is much colder than he is in the books. I attribute this mostly to the changed origins and plot, and hope this is corrected in the sequel. So in conclusion, an original emp of ten coupled with extensive therapy, and you end up with a current Bri with an Emp of 6-7.

FBC OPTIONS



MOUNTAIN BLADE FOOT Cost 1200eb HL: 2D6 - These feet feature large flip down wheels. Slightly energized, these wheels allow the borg to increase his speed on land, and even gives him limited off road capability, up to an additional 50%, much like the Mountain Board skateboards developed late in the last century. For standard use the wheels flip up and lock, allowing the borg to walk normally, however the wheels can emergency lock in the down position as well, allowing them to be walked on with some practice. Because each foot only has one wheel, this is an option recommended only to experts, and even then they take some getting used to. Smooth street wheels are also available, which double the borgs land speed, but are next to useless on anything but flat paved roads. This option is popular with Motorballers, in-line skaters, and even with the underground borg sport Jattenhand. This option is similar to the Skate Foot option, though is not usable without full cybernetic leg replacement, and inadvisable for implantation on anything but a Sport model Cybernetic Full conversion body.



SORAYAMA FLESHBITS Cost 800eb for breasts, buttocks, or groin, 500eb for joints, 1000eb for hands or feet, 1500eb for face HL:-2 per area - New from Sorayama, even if you have a body the can't be completely Skinned, you can still have a human face, as well as other parts. Reconnect with your human side, and give your loved ones something soft to touch. Having this procedure done actually aids in dealing with humanity loss. And, is you elect to have this done at time of original Full Body Replacement, you can actually have your own parts from your old body grafted on instead of vat grown tissue. For half the cost you can instead opt for Trueskin covers, which will be nearly as good.



RAVEN MICROCYB PANEL MOUNTING FOR BODYSKINS Cost: 300eb per compartment or popup device, HL: 1d6/2 - Tired of not being able to make full use of a Skinned limb due to worries of ripping the skin with popup weapons or storage compartments. Well worry no more. Using the same technology that goes into sub dermal pouch openings, we are now able to create seams in the Skin of your cyberlimb that allow you to open and close it, even make repairs without ever damaging your cover. The visibility of the seam is up to you, some prefer the seem to be next to invisible, while others treat the seem as an art form in and of itself, much like a tattoo.



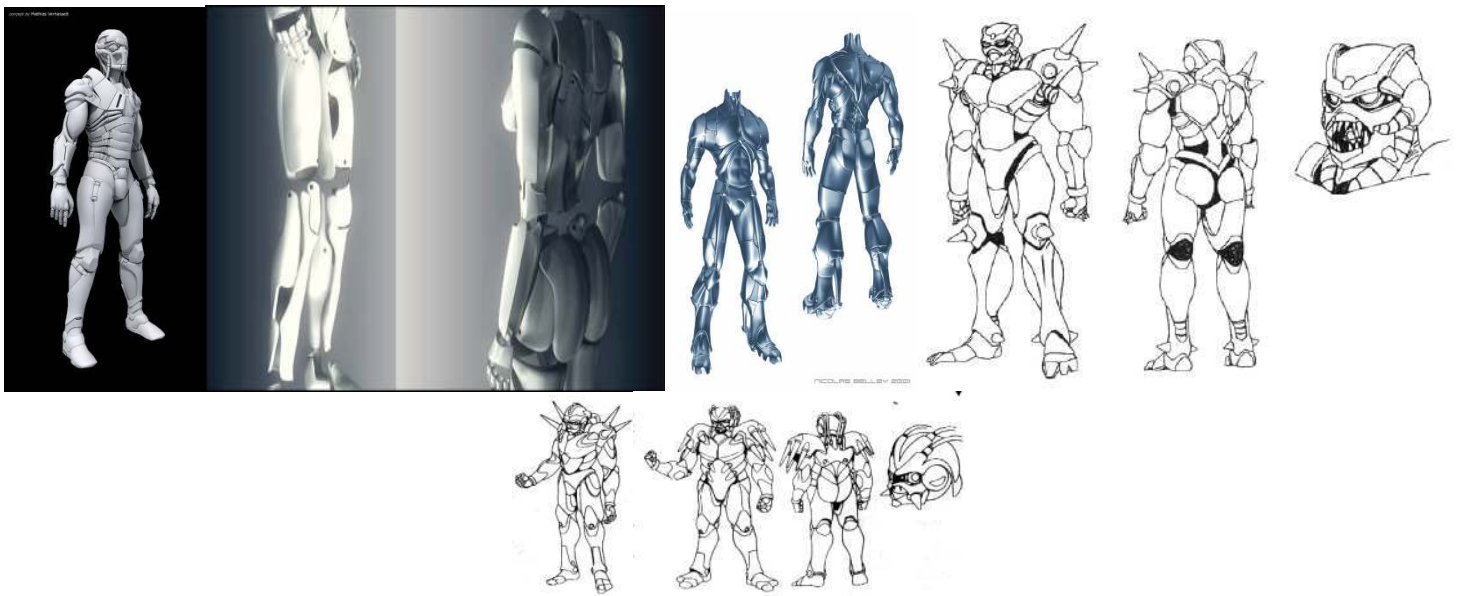
Customized heads Cost: varies (from 400 eb for a standard head shell, to 8000eb for a Gemini quality cranial casing complete with Real or True skin) HL: varies - Most cybernetic manufacturers make cranial cases in a wide variety, from monstrous to Gemini quality human. Just because you have a stock body doesn't mean you can't give yourself the face of your choice.



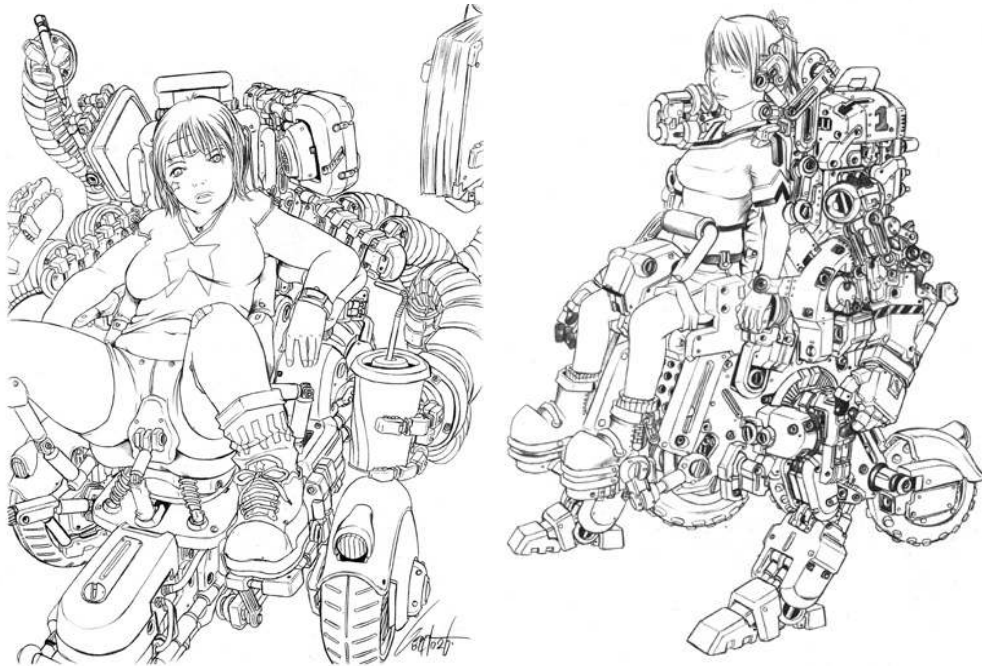
FLESH GENITALIA AND ORGANS COST: -
500eb HL:-6points - Going full conversion does not mean you have to give up the flesh completely. You can always choose to keep as many of your original organs as possible, including your reproductive organs and genitalia. In fact doing so lessens both the price of the full conversion and the loss of humanity. For protection and aesthetic, if you choose to keep your genitalia your new body will come with covers for your parts which can either be retracted or removed. This option is only available at initial Full Body Conversion, and is NOT compatible with the Interchangeable biopod option. It is possible to have vat grown working genitalia attached after conversion (for 3000eb), though reproduction will no longer be possible. Even with the original parts female full conversions will not be able to reproduce.



HITACHI/SONY ADVANCED QUICKCHANGE BIOPOD HOUSING Cost: 92,230eb HL: 6d6+3 - The latest, and fastest biopod mount on the market. This option is available for all bodies produced after 2018 (outdated tech FBC's cannot be fitted) and it will even accept the new Hitachi/Sony Cyberbrain. With this housing, removal and installation of biopod of cyberbrain takes only 20 minutes, and is so simple that any technician who attends the hour long VR class can perform the procedure.



NEW SHELLS Cost: varies (generally between 2000eb and 16,000eb depending on material and SP value) HL-0 - Tired of having a generic off the rack body? Want something a little more different and exciting? Well now you can have it. The majority of bodies out there are fully accepting of custom shells, hell models like Takara and the BU-series actually provide large catalogues of custom shells and for their bodies. Don't look like one of the herd any longer. Have a body as unique and individual as the one you left behind. Use your body to say something about yourself. Most shells can be replaced by a skilled technician in about an hour.



LIFE CHAIR Cost: Type A 4200eb and Type B 6,000eb HL- 3d6 - Sometimes, Full Conversion is not an acceptable choice, some people have religious objection, some people can't spare the massive strain on the psyche, and some just don't want to let go of their bodies. You can always go the old fashioned route. The Life chair was the very first stage of Full Conversion technology. Designed specifically for para and quadraplegics, it allowed the user, via direct interface, to control the device and allowed the user a sense of independence and self reliance. Type A has 4 tentacle style arms and moves via 3 wheels. It was actually the superior model, though it still relied on wheelchair ramps for access. Type B had 2 standard (though heavy duty) cyber arms, but it also featured 2 retracting short cyberlegs, allowing the chair to climb stairs and cross rough terrain, albeit slowly. Both chairs feature full biomonitor and life support systems, and can accept a wide variety of additional options to suit the patient. Life beds aren't seen very often anymore, except perhaps as an interim device before a patient undergoes full conversion replacement. However some people still choose to go this option permanently. The Life Chair is not without risks, as it still causes "humanity loss", though nowhere near as severely as body replacement.

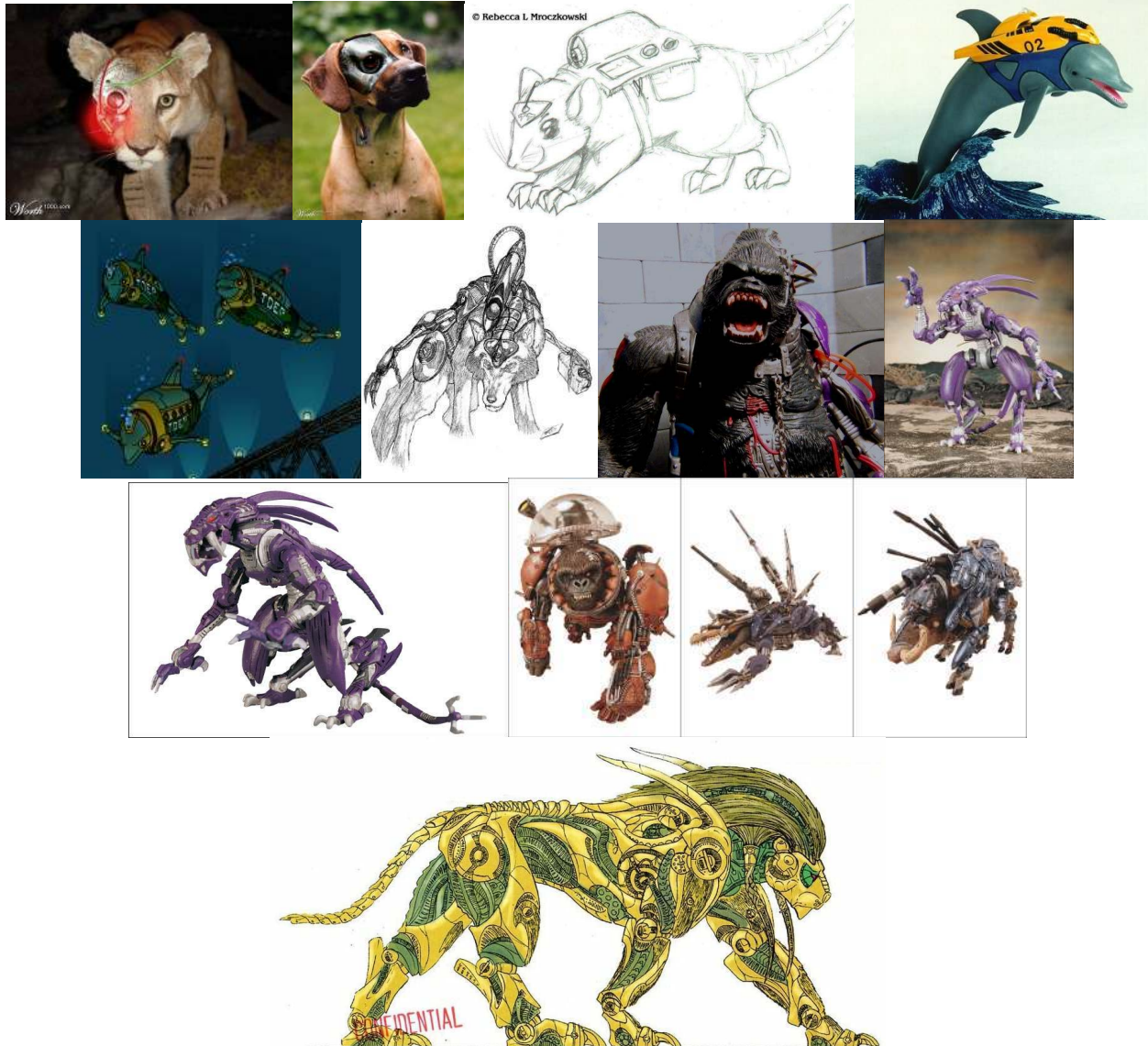
Of course Electric Dreams also stocks and implants any of the legally available standard Full Body Conversion Packages and options.

CYBERPUNK 2020 CYBERWARE LISTING					
Cyberware	Surg.	Description	Cost	H.L	Book
FULL 'BORGS		FULL BODY REPLACEMENTS			
Alpha Class	CRx2	REF 10, MA 10, BOD 12, SP 25, SDP 20/30/40	40,000	16d6	Chr2
Aquarius (Sub-Marine)	CRx2	REF 10, MA 10, BOD 15, SP 25, SDP 20/30/40	50,000	18d6+2	Chr2
Copernicus (Space-Use)	CRx2	REF 11, MA 10, BOD 12, SP 25, SDP 20/30/40	60,000	19d6	Chr2
Eclipse (Covert Ops)	CRx2	REF 13, MA 13, BOD 12, SP 25, SDP 20/30/40	65,000	21d6+3	Chr2
Enforcer (Security)	CRx2	REF 12, MA 15, BOD 12, SP 30, SDP 25/35/45	55,000	21d6-2	Chr2
Brimstone (Fire-Fighter)	CRx2	REF 11, MA 10, BOD 14, SP 30, SDP 20/30/40	47,000	19d6	Chr2
Gemini (Humanoid)	CRx2	REF 10, MA 10, BOD 12, SP 25, SDP 20/30/40	55,000	16d6+2	Chr2
Wingman (Pilot)	CRx2	REF 15, MA 10, BOD 12, SP 25, SDP 20/30/40	54,000	20d6	Chr2
Samson (Industrial)	CRx2	REF 10, MA 10, BOD 18, SP 25, SDP 20/30/40	50,000	20d6+1	Chr2
Dragoon (Military)	CRx2	REF 15, MA 25, BOD 20, SP 40, SDP 40/50/60	120,000	42d6+3	Chr2
'Sheol' Hazardous Ops	CRx2	REF 10, MA 10, BOD 18, SP 30, SDP 20/30/40	50,000	18d6+8	Chr3
MD Tech 'kildare' Medical	CRx2	REF 10, MA 10, BOD 12, SP 25, SDP 20/30/40	46,000	19d6	Chr3
Adrek 'Burroughs' Mars Ops	CRx2	REF 10, MA 10, BOD 12, SP 35, SDP 20/30/40	42,000	16d6+4	Chr3
Militech 'Spyder' Recon	CRx2	REF 12, MA 20, BOD 12, SP 30, SDP 20/30/40	118,105	39d6	Chr3
'Wiseman' Cyberspace Com	CRx2	REF 14, MA 10, BOD 12, SP 25, SDP 20/30/40	91,381	23d6+3*	Chr3
Arasaka 'Daioni' PA Convert	CRx2	REF 17, MA 20, BOD 52, SP 80, +6 Initiative	810,000	16d6+30	SW
FULL 'BORG OPTIONS		OPTIONS FOR FULL CONVERSIONS			
Stylization	N	Customization, possible bonuses to some skills	Varies	0	Chr2
Increased SP	N	Max 40 SP, 10-50lbs weight increase	2000/+5	0	Chr2
Increased SDP	N	Max +20 SDP, +55lbs/+5 SDP	1500/+5	0	Chr2
Increased REF	M	Max 15	2000/+1	2/+1	Chr2
Increased MA	M	Max 25	1500/+1	2/+1	Chr2
Increased BODY	M	Max 20	1000/+1	2/+1	Chr2
Shielding	MA	Electronic shielding. 500 rads protection	2000	6	Chr2
Quick Change Mounts	N	Rifles (2), Hvy. Weapons (3) can be mounted	200	2	Chr2
Interchangeable Biopod	CR	Organs can be moved to different FBRs	20,000	18d6	Chr2
Longevity Module	MA	Theoretically triples 'borg's lifespan	15,000	1	Chr2
Eelskin	MA	1d6 to 2d6+3 Damage	14,000	1d6	Chr3
Cyber Steroids	2xCR	BODx3, +3kg/+1 BOD, runs off power unit below	1500/+1	6d6	Chr3
Back Mounted Power-unit	N	+5% weight, 10hrs, 20eb/recharge	200	0	Chr3
Variable Spectrum Light	N	No spaces	200	.5	Chr3
Enhanced Thermograph	N	Advanced thermograph. 1 space	200	1	Chr3
Blood/IV Supply	N	4 x 1/4 litre containers. 1 space	300	1	Chr3
Reactive Body Plating	MA	Detects laser & smart sights, REF>10 dodge	6000	1d6	SOF2
Dummy Facemasks	N	Detachable faceplates	25-500	0	SOF2

CYBERNETIC OPTIONS FOR ANIMALS

Outfitting animals with cybernetics, whether to replace a beloved pet's damaged organs and limbs, or to outfit a watchdog to secure your property is a tricky subject. Laws change often, at the moment it is legal again, but for standard options only. To outfit an animal for security purposes you must have a class 3 handler's license and the animal is required to be implanted with behavioral moddies to ensure it stays within its range and only attacks direct threats. Of course it could all be outlawed tomorrow again, so be sure the procedure is necessary before you have your animal augmented. At Electric Dreams we have a top-notch veterinarian on retainer to assist with any procedure you need. We will not however implant weapons or other illegal tech on an animal without a class 3 license.

EXAMPLE ANIMAL MODIFICATIONS



CYBERPUNK 2020 CYBERWARE LISTING

Cyberware	Surg.	Description	Cost	H.L	Book
ANIMAL NEURALWARE		STANDARD HUMAN OPTIONS AVAILABLE			
Basic Processor	M	Basic processor. Needed for all Neuralware	500	1d6	Chr3
Reflex Boost	N	Adds +1 to REF	500	2d6	Chr3
Sensory Boost (smell/audio)	N	Boosted signal from either olfactory or hearing	250	1d6/2	Chr3
Chipslot	N	Animal can use as many chips as their INT	100	1d6/2	Chr3
Input Plugs	M	As Interface Plugs, requires Link	100	1d6	Chr3
Weapon Link	N	+2 to Smartgun attacks	100	2	Chr3
ANIMAL CHIPWARE		STANDARD HUMAN OPTIONS AVAILABLE			
Stress Chip	-	+1 COOL for morale, +1 EMP interaction	100	0	Chr3
Berserk Chip	-	+2 to hit, negates COOL rolls, +2 melee damage	100	0	Chr3
Skill Chip (per level)	-	Maximum +3	100/level	0	Chr3
Recording Chip	-	Records 4 hours of sensory perceptions	1500	0	Chr3
IFF Chip	-	Uses special scent, coded badge, or colour to ID	4000	0	Chr3
Watchdog Chip	-	Codeword/phrase to disarm/arm guard animal	250	0	Chr3
Behavior Chip	-	Perfect Pet - Loyalty +3	500	0	Chr3
ANIMAL CYBEROPTICS		STANDARD HUMAN OPTIONS AVAILABLE			
Basic Eye	MA	Basic eye module (3 option spaces per eye)	400	1d6	Chr3
Infrared	N	See in total darkness, using heat emissions	200	2	Chr3
Microscopics	N	Microscope	400	3	Chr3
Telescopes	N	Telescope ability to 20x	400	3	Chr3
Anti-Dazzle	N	Immune to flash, laser blinding	100	1	Chr3
Low-lite	N	See in dim light, almost total darkness	200	2	Chr3
Thermograph	N	See heat patterns, temperature readings	200	3	Chr3
ANIMAL CYBERAUDIO		STANDARD HUMAN OPTIONS AVAILABLE			
Basic Audio	M	Can have any options	500	1d6	Chr3
Scrambler	N	Cannot understand without a descrambler	100	1	Chr3
Bug Detector	N	Detects bugs up to 3m. 60% effective	150	1	Chr3
ANIMAL CYBERLIMBS		STANDARD HUMAN OPTIONS AVAILABLE			
Basic Limb	CR	Can have 2 options	1000	2d6	Chr3
RealSkin Covering	N	Limb looks real. 70% effective (Diff Awareness)	200	-2	Chr3
Secret Compartment	N	2" x 2" x 4" hidden compartment	100	1	Chr3
Tape Recorder	N	Records from connected source	200	1	Chr3
Limb Armor	N	Armors cyberlimb to SP 20	300	1	Chr3
Added Cyberlimb Strength	N	+1d6 damage; +6 Strength Feat if on all limbs	250	3	Chr3
Popup Gun	N	Gun size based on Body Type	200	1d6	Chr3
Cyberweapon	N	As cyberweapon, but half Humanity Cost	100% Eb	50% HC	Chr3
ANIMAL CYBERWEAPONS		STANDARD HUMAN OPTIONS AVAILABLE			
Cyberclaws		Large+ felines, bears, raptors only, +1d6 damage	300	2d6	Chr3
Cyberfangs		Not for small animals, +1d6 damage	200	1d6	Chr3
External Weapon Harness		BODY 2 min, size limit as Pop-Up Weapons	200	1d6	Chr3
ANIMAL BIOWARE		STANDARD HUMAN OPTIONS AVAILABLE			
Muscle and Bone Lace	N	+2 BODY	750	1d6/2	Chr3
SkinWeave	N	12 SP, Diff 20 to spot	1000	2d6	Chr3
Grafted Muscle	MA	+1 BODY, max increase +2	1000/+1	2d6	Chr3

SURGERY, MAINTENENCE, AND MEDICAL INFORMATION



Dr. Killekina Grey and her staff of highly respected and renowned surgeons, body sculptors, and technicians are able to perform even the most complex procedures right here at Electric Dreams. From installation to repair, and even removal, we serve all your needs. There is no more skilled and dedicated team of cybernetic surgeons to be found in the state of California. Of course this level of expertise, and dare we say prestige, comes at an increased price. Our surgical procedures cost, on average, double that of standard medical procedures, however you aren't just paying for the procedure, you get the best quality work for your money. It's a fact that cybernetics installed and maintained or repaired here at Electric dreams are 50% less likely to suffer from malfunction.

In addition to our top rated staff, the facilities themselves are of the highest caliber, with the absolute latest in cutting edge technology. All surgery is done on site, and we have a full floor of the Nakajimo Tower dedicated to recovery. Here at Electric Dreams we leave nothing to chance, and though we can handle nearly any possible emergency that could arise, we also have an up to date contract with Trauma Team International, with an AV constantly stationed and prepped in the buildings helipad should the unforeseen emergency arise.

In addition to the latest and most fashionable cybertechnology, we here at Electric Dreams are aware that sometimes Metal just isn't for you, and as such we have our own body bank, where we will vat grow limbs and organs from your own DNA for the perfect match with zero chance of biological rejection. For pricing information treat all Electric Dreams body bank parts as being of excellent quality.

Standard Surgical Procedure Cost: (Electric Dreams cost is x2)

Negligible
Required: Mall clinic or other drop-in bodyshop.
Surgical Time: 1hr.
Surgical Damage: 1 point
Surgical costs: Included with installation.
DIFF= Easy (10)

Minor.
Required: Medical center or ripperdoc clinic.
Surgical Time: 2hrs.
Surgical Damage: 1D6+1
Surgical costs: 500eb
DIFF=Simple (15)

MAjor.
Required: Full hospital with surgery center.
Surgical Time: 4 hrs.
Surgical Damage: 2D6+1
Surgical costs: 1,500eb
DIFF= Trained (20)

Critical.
Required: Full hospital with surgery center.
Surgical Time: 6 hrs.
Surgical Damage: 3D6+1
Surgical costs: 2,500eb
DIFF= Difficult (25)



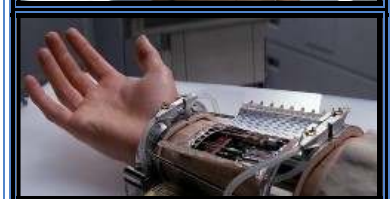
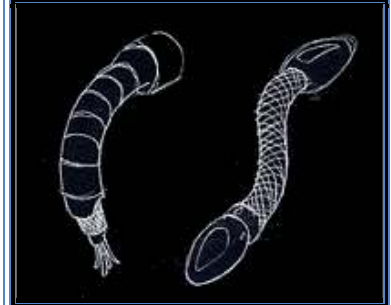
CYBERPUNK 2020 CYBERWARE LISTING

Cyberware	Surg.	Description	Cost	H.L	Book
BODYBANKPARTS		Poor Quality 1/2, Excellent Quality x2 price			
Arm	CR	Roll 1d10: 1-3 part unavailable, 4-5 minor problem	1000	-	CP20
Leg	CR	Roll 1d10: 1-3 part unavailable, 4-5 minor problem	1200	-	CP20
Eyes, Ears	MA	Roll 1d10: 1-3 part unavailable, 4-5 minor problem	1000	-	CP20
Heart, Lung	MA	Roll 1d10: 1-3 part unavailable, 4-5 minor problem	1400	-	CP20
Liver, Kidney	MA	Roll 1d10: 1-3 part unavailable, 4-5 minor problem	400	-	CP20
Other Organs	MA	Roll 1d10: 1-3 part unavailable, 4-5 minor problem	400-600	-	CP20
Limb/Organ Storage	-	20% chance of being sold before you reclaim it	100/month	-	CP20
Limb/Organ Storage	-	5% chance of being sold before you reclaim it	200/month	-	CP20
Vat Grown Limb/Organ	CR/MA	Can match any genotype, but takes time to grow	x4	-	CP20

LAWS PERTAINING TO CYBERTECHNOLOGY

Now before we begin, we are required by law to inform you of the Laws concerning Cybernetics and their implantation and maintenance.

1. It is illegal to install cybernetic weapons of any kind in a persons body. Anyone caught doing so will have their medical license permanently revoked and could face up to 10 years in prison under the Cybercrimes act.
2. It is illegal to have cybernetic weapons of any kind implanted in your body. Possession of implanted illegal cybertechnology (including but not limited to: firearms, blades, explosives, electricity or EMP dischargers, laser weapons, Narcotics, biological or chemical weapons, and others) is a felony which falls under the Cybercrimes Act and is punishable by up to 10 years in prison. Exceptions to this rules include defensive Electricity weapons of 500,000 volts or less, blades measuring less than 2 inches, and defensive chemical spray dispensers.
3. Anyone undergoing, or has undergone, Full Cybernetic Conversion must register with the state police and submit to regular mental examinations to ensure the subject is fit to interact with society and is not a danger to himself or other. Failure to do so is a felony which falls under the Cybercrimes Act and is punishable by up to 20 years in prison.
4. Anyone who has had more than 20 percent of their body replaced must register with the state police and submit to regular mental examinations to ensure the subject is fit to interact with society and is not a danger to himself or other. Failure to do so is a felony which falls under the Cybercrimes Act and is punishable by up to 5 years in prison.
5. The theft or removal of a persons cybernetic implants without their written consent is a felony under the Cybercrimes Act and is punishable by up to ten years in prison.
6. Possessing or receiving stolen cyberware is a misdemeanor under the Cybercrimes Act and is punishable by a fine of up to 5,000eb and/or 3 years in prison.
7. Using or possessing illegal cybernetics during the commission of a crime is a felony which falls under the Cybercrimes Act and is punishable by up to 15 years in prison.
8. The murder of an individual through the use of illegal cybernetic device is a felony which falls under the Cybercrimes Act and is punishable by up to 25 years in prison.
9. You are responsible for your own mental state, any failure to properly evaluate and seek therapy if needed for your mental state in regards to mental illness resulting in the implantation or use of cyberware, or its relation to pre-existing mental illness or defect, that leads to excessive property damage or injury to others will result in you being charged as liable. In the event of Cyberpsychotic Rage, the police will have full discretion in your immediate apprehension or termination.
10. The knowledgable sale or implantation of defective or faulty cybernetics is a misdemeanor under the Cybercrimes Act, punishable by fine of up too 5000eb and/or 6 years in prison.
11. Implanting cyberware against a persons will is a felony under the Cybercrimes Act punishable by up to ten years in prison.



(RULES REQUIRED FOR DEALING WITH THE CYBERNETICS PRESENTED IN THIS ARTICLE)



This article was created to be compatible with both the standard rules from the Cyberpunk 2020 main book, Mike Van Atta's Cyberwares Of The World which can be downloaded [HERE](#), and CHEAP FBC 2.5, which can be downloaded [HERE](#). Updates to Cheap FBC are available [HERE](#).

In addition I have a few house rules and minor modifications which SUPERSEDE any rules presented in either official sources or any found in Cheap FBC. These rules and modifications are as follows.

1. The price for all Full Cybernetic Conversion packages in the official books is increased by 20%
2. The cost for an Interchangeable Biopod is increased to 200,000eb and retains its Humanity Loss.
3. Humanity Loss rules for cybernetics are changed as follows.

(Reprinted from DROC'S MASTER RULES: SECTION 1)

CYBERNETICS AND THEIR RELATION TO HUMANITY LOSS

I'm not going to mince words here, I think the rules for humanity loss due to cybernetics are ridiculous. According to the rules every implant you receive detracts from your empathy... this is a farce at best. Why would someone lose humanity from an implant that they don't see, don't think about and don't directly control? To my knowledge no one ever went insane because of his or her artificial heart or pacemaker, my uncle's hearing aid never caused him to go on a murderous rampage. (Although he did occasionally boast of being able to pick up radio transmissions.)

I understand the game designers didn't want to unbalance the game so they made all cybernetics dangerous but it can't always work that way. If cybernetics were driving people insane then they wouldn't be so readily available to the public. The Department of Health would set such strict regulations that only those with serious medical insurance or employed by major corporations or military would ever have implants at all. Ripperdocs would be more sought after by law enforcement than crack houses. (If cybernetics are a rarity in your game you probably implement the aforementioned regulations on cybernetics, but in most games cybernetics are commonplace)

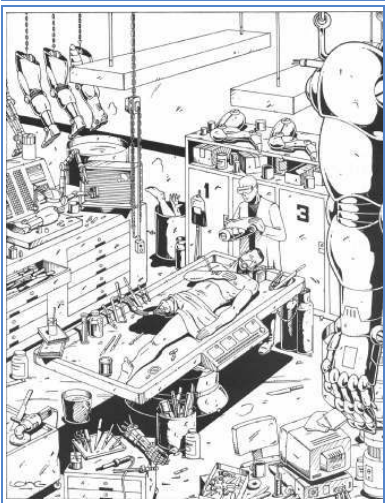
People seem to forget that the primary reason for cybernetics is medical, not fashion or weaponry. The most common reason to have major cybernetics implanted is to replace a non-functioning, or missing limb or organ. Take for example the man who loses his legs in an automobile accident. When he gets them replaced with cybernetic legs, he most likely isn't going to feel more (or less) than human and suddenly go on a mad killing spree. More likely he will be extremely grateful that he can walk again, and function as a normal human being. Most cybernetics are meant as prosthesis, replacement for damaged or otherwise not fully functional biological counterparts. And cyber installed in this context costs the least amount of humanity. Especially if it is not something seen or directly controlled such as internal organs, or Realskin covered limbs. People who voluntarily choose to have fully functional meat parts replaced with cyber receive tend to pay full HL cost. Of course then you start getting into the options for the limbs, or advanced organ replacement, and things begin to get a bit dicier in terms of humanity loss. Then at the end stage you have the cyber which is completely alien, or drastically changes the form and function of the human body. At this point you actually begin to take MORE than the listed humanity loss do to the higher stresses placed on both the brain, and the users relation to his body. You don't add an extra arm, or a tail, or cyber



tentacles that erupt from your testicles without taking a serious hit to your perceived relationship with the human race. Of course if you are doing this kind of thing, you are probably a little past sane to begin with, so its only adding fuel to the fire....

In an ideal world all necessary medical care would be free, but we cannot even accomplish this today, the world of 2020 is much worse. The FDA no longer cares about nutritional value of food, they are busier trying to battle food contamination epidemics.

The following is my system for a more realistic view on cybernetics and their corresponding humanity loss:



1) If the enhancement is not seen or directly controlled by the implantee then there is no humanity loss whatsoever. (this includes, *LIGHT* skinweave and subdermal armor, artificial organs and the like)

2) Cybernetics which replace normal body parts such as, basic cyberlimbs, basic cyber optics, and basic cybervision are reduced by 50% HL. (NEW EXCEPTION: if the implantee voluntarily chooses to have a perfectly functional limb or organ replaced he/she pays full HL as listed. Real or Trueskin covered limbs reduce HL by another 50%, the same principle applies to basic Gemini type Full Conversions.)

3) Cybernetics which enhance the bodies normal functions such as muscle bone lace, grafted muscle, reflex boosters etc. are also at one half the listed humanity loss. (NEW EXCEPTION: this only applies to cyber which does not drastically change the bodies appearance)

4) Anything which drastically changes the appearance of the implantee add 25% to listed HL.

5) Enhancements which are completely foreign to the body and/or are directly controlled by the implantee like cyber weapons, (not including scratchers and vampires) radar, sonar, gills, cyber links, audio visual options and virtually all other cybernetics will cost full humanity loss as listed.

*Authors note: these rules are meant to be fully compatible with all or most of the pre-existing rules associated with cybernetics. You may want to use some or all of these rules, but nothing here should drastically change your game. If you are worried about this happening simply raise the prices for cybernetics.



THERAPY AND COUNSELING

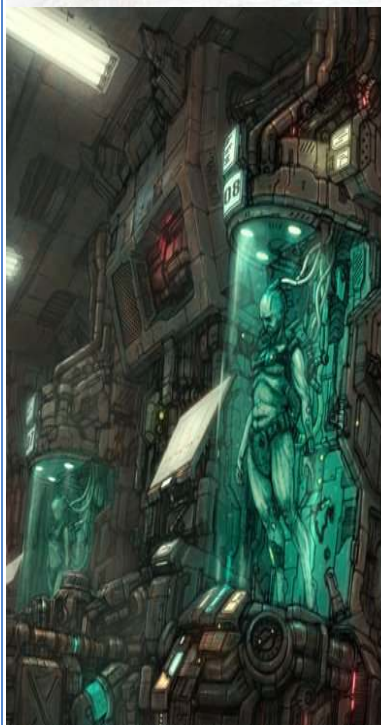


Maintaining a healthy state of mind is critical when one begins implanting cybernetics into their body. The intrusion of the metal into the flesh has been proven to have an impact on one's sense of self and one's ability to relate to his own humanity, as well as the humanity of those around him. No one is exactly sure what causes Cyberpsychosis, it was once believed that it was just a symptom of another mental illness, like schizophrenia or bi-polar disorder. However, more recently, scientists and researchers have come to the theory that Cyberpsychosis is its own classification of neurological disorder. The cause is unknown exactly, but generally believed to be caused by a mix of feelings of alienation, superiority, or even inferiority after cybernetic installation, and the electrical overstimulation of the cerebrum from new sources. Too many impulses confuse the brain, overloading synapses. This is especially dangerous when dealing with cybernetic functions that don't occur naturally, such as cyberweapons, or dermal view screens, additional limbs, etc... and not as big a threat from cyber which simply replaces natural biological function, such as artificial organs, basic cyberlimbs, etc... Basically, the brain and nervous system become confused by the new information, usually in the form of painful spasms. Adding this type of physiological trauma to a person who is having feelings of alienation and anxiety is a powder keg which results in a paranoid and violent state similar to rabies, though much more intense. Because the afflicted is in severe pain due to the nervous and cortical system overload, it is believed by some that the Cyber psychotic rage is not only a means of lashing out at perceived threats, but also a subconscious suicide attempt.

To prevent this from happening, and to alleviate the personal distress of cybernetic intrusion into the system, as well as to aid a person in acclimating to their new self, we here at Electric Dreams require a psychological screening before we perform any procedure. In addition, we offer and recommend counseling sessions after implantation, and require them for anyone undergoing Full Body Conversion, Exotic Modification, or anyone who is having, or has had extensive cybernetic replacement or augmentation.

Here at Electric Dreams, we practice varying degrees of therapy. We also use many techniques to insure you get the most for your money, including one-on-one sessions with a highly trained and respected mental health professional, group sessions, Virtual Reality Counseling, and in extreme cases, behavioral Moddies.

Here at Electric Dreams, there are many different levels of therapy we are able to



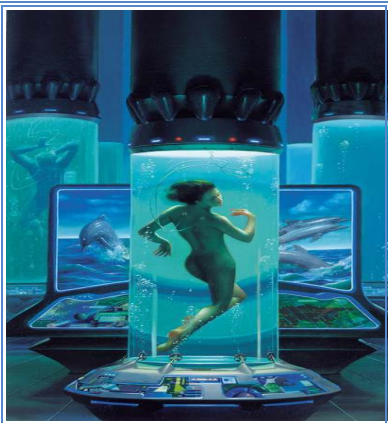
perform, choosing the one best suited to your needs and expense is simple and almost all are done on premises.

The first level of therapy is outpatient services, and is the least intensive. Usually only used after minor implantation or basic medical replacement. The patient attends daily sessions 5 days a week consisting of 2 hours with a therapist in one on one, 1 hour of physical therapy, then an hours in a mild Virtual Reality program. Once a week he attends a group session for an hour, to help him see how others are coping. This type of therapy usually has a cost of around 1000eb per week. (Successful completion of this therapy will allow a patient to regain 25% of their HL.)

Inpatient is the second level, and is a bit more intrusive. The patient resides in the facility for the duration of his treatment, receiving daily batteries of psychological testing, personal therapy sessions with a trained counselor, VR sessions, and physical therapy. Its not all work, but even during the patients downtime he is being monitored and subjected to mild subliminal messages pumped through music and video sources. This treatment generally costs an average of 5000eb a week. (Successful completion of this Therapy program will allow a patient to regain 33% of their HL.)

Intensive Care Therapy is the third level, and for most it is the most severe and intrusive level. For the general patient, even here at Electric Dreams, this is about as much money as most are willing to spend, and is the minimum requirement after undergoing full conversion. ICT is performed inpatient, and daily treatment consists of deep and exhaustive probes into not only the patients psyche but also his nervous system, where his therapists fine tune hi personality in order to work more harmoniously with their new body, as well as minimize loss of identity. It also makes heavy use of VR therapy sessions and simulations, intense and torturous physical therapy, and even lengthy Braindance sessions. Also, for extreme situations, behavior Moddies will be permanently installed, and actually fused into your nueralware processor to prevent them from being removed. The treatment is so invasive and exhausting, that by the time it has been completed the patients therapists will not only know more about the subject than they themselves do, but will also be privy to all his/her innermost secrets. It's a scary undertaking for that reason, and quite intimidating, but rest assured that here at Electric Dreams we screen our therapists thoroughly, scrutinizing them for honesty, dedication, and ethics, ensuring that your innermost thoughts and feelings stay safe and secure. The only time this confidentiality will be breached is if it leads us to concerns over the immediate safety of others. This therapy costs an average of 10,000eb a week. (Successful completion of this therapy treatment will allow a patient to regain 50% of their lost humanity)

The Scandinavian Method is the fourth level of therapy. It consists of almost total VR and Braindance immersion, with only 4 hours a day set aside for physical therapy. The patient is fed intravenously and relieved via catheter as his mind undergoes constant VR counseling, testing and probing, as well as Brain Dance simulations putting forth ethical, moral, and psychological dilemmas the patient must face. The results of this treatment are amazing, and have led to patients suffering almost no discernable psychological or physical problems due to cybernetic implantation whatsoever. It is also ridiculously expensive with an average cost of 17,000eb per week. (Successful completion of this course allows the character to Roll his Humanity loss twice, subtracting the second result from the first to get the actual Humanity Cost.)



The fifth and final level of Therapy we provide is called the Swieringen Method. Unlike ICT or the Scandinavian method, the Swieringen Method relies more heavily on personal interaction, and more traditional psychotherapy. VR, Braindance, and Subliminal messaging are still utilized, but to a much less, much more subtle degree. Using techniques known only to Dr. Swierengen himself and his handfull of proteges, the method relies on hypnotherapy and long one on one sessions in an isolated but scenic and serene environment. In fact the The Swierengen Clinic is Switzerland, the only place in the world where this treatment is available, looks more like a resort spa than a mental and physical rehabilitation facility. The patient lives in absolute luxury, and the treatment itself is reported to feel less invasive and intense and more relaxing. The end result is unbelievably successful, with the patient suffering barely any percieved loss to their humanity, even from the most altering of cybernetic implantation, such as Full Cybernetic Conversion. The cost is absurd, and appointment must be made 6 months in advance, but it is widely renowned as the absolute best treatment in the world. The Swierengen Clinic charges 4000eb per day. (Successful completion of this treatment allows the patient to take only the minimum HL, as if he had rolled only ones for his HL)

To calculate the time spent in therapy use the following tables:

SURGERY CHART

4 Negligible = 1 Minor
2 Minor = 1 Major
2 Major = 1 Critical

THERAPY TIMES

SURGERY CODE:	INPATIENT	OUTPATIENT/ICT/SCANDINAVIAN	SWIERENGEN
NEGLIGIBLE	2 WEEKS	1 WEEK	3 DAYS
MINOR	6 WEEKS	3 WEEKS	10 DAYS
MAJOR	10 WEEKS	4 WEEKS	2 WEEKS
CRITICAL	3 MONTHS	2 MONTHS	6 WEEKS

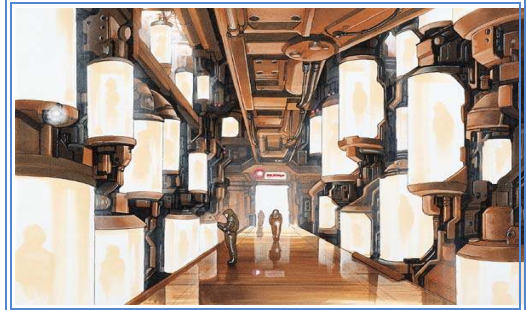
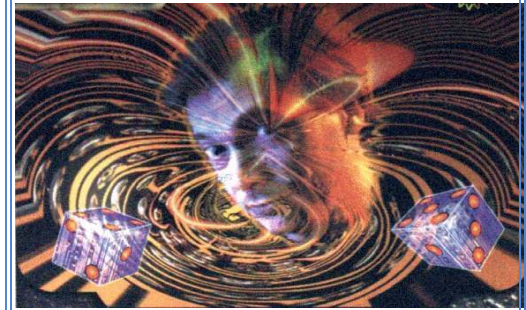
THERAPY COSTS AND EFFECTS

THERAPY	COST	TIME REQUIRED	HP REGAINED
OUTPATIENT	1000eb Per Week	14 Hours a week	25%
INPATIENT	5000eb Per Week	168 Hours a week	33%
ICT	10,000eb Per Week	168 Hours a week	50%
SCANDINAVIAN	17000eb Per Week	168 Hours a week	SPECIAL
SWIERENGEN	4000eb Per day	24 Hrs a day	SPECIAL

Therapy must continue until completion. Every day that a patient misses requires 2 days to make up, and if a patient misses over half his scheduled days, the entire process must be restarted from the beginning. The only Therapy not performed in house is the Swierengen Method, which must be performed at the Swierengen Clinic in Switzerland. However Electric Dreams has a special contract with them and will schedule your cybernetic installation to coincide with the 6-month waiting list. In emergency situations, Electric Dreams can even make an immediate appointment at the Clinic, but only in life threatening situations, and it will cost 4 times as much.

After the treatment is completed, patients are encouraged to revisit their therapist every 6 months for a followup to ensure the benefits of the treatment are still in effect. Patients are also given the number to an emergency counseling line they can call anytime they suspect they are having problems. It is possible, even after therapy to suffer from Cyberpsychosis, particularly if the patient undergoes trauma, heavy electrical or EMP damage, nerve damage or is suffering from an undiagnosed neurological disorder. So it is in a patient's best interest to monitor himself and have his friends and family do the same for any changes in his behavior or personality. If such a condition does occur, it is highly recommended that the patient reschedule himself for therapy. If he has a psychotic break he is putting himself and others in harm's way, and if police are called then he should be aware that his arrest or termination is at their discretion.

In addition to standard therapy, Electric Dreams also offers couple and relationship counseling. Sex is one of the most core concepts of being human, and even for most full conversion cyborgs it is no different, especially for those who have opted to keep their original flesh genitals. However finding acceptance in a new body from a lover can often be difficult and stressful, even for happily married couples. Sure there are always metal fetishists out there, but holding on to your true love, or even making a new one might require assistance. To this end we help individuals and couples come to accept and enjoy their new bodies and each other. Even single patients, can be helped through their feelings of anxiety and rejection.



DR. BROWN'S UNDERGROUND CLINIC



Sitting just above Gaimans bakery, a half mile north of the combat zone and 4 blocks east of the Forlorn Hope lies the underground clinic of Doctor Dan Brown. Of course he isn't a real doctor anymore, the state made sure of that when he was arrested for failing to report a gunshot wound. Dan Brown isn't his real name either, thats another secret he doesn't share.

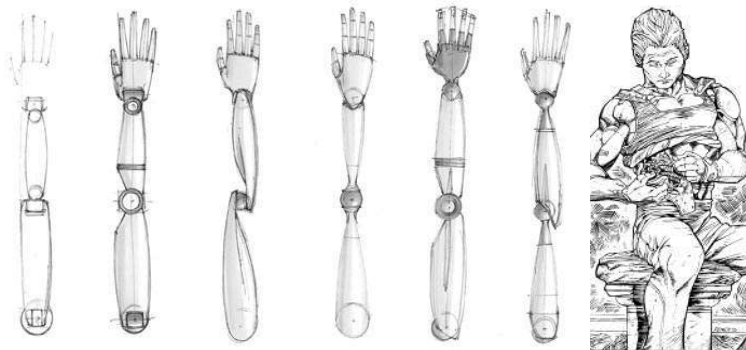


Nothing about this clinic is legal. Dan installs illicit cyber, makes illegal modifications, buys stolen cyber, and even custom builds implants for the well paying customer as well as . The clinic also serves as a street emergency room for those of the less law abiding community who need a safe place to seek medical attention with no questions asked. Dan doesn't advertise, he is known to those who need to know him. He survives by reputation and cunning, and always knowing where to draw the line, even if its well past where the law says it ends.



Dan keeps a small inventory of used cyber, mostly stolen pieces that he has purchased and repaired. The inventory is always changing but his prices remain the same.

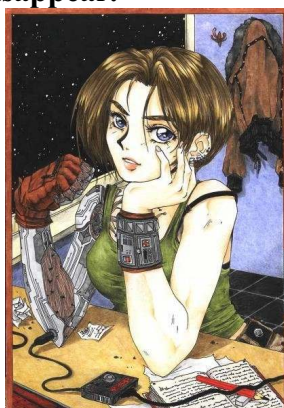




Standard Cyberware he buys for 1 tenth of the listed value, after he makes any repairs necessary he sells it for 50% of the listed value. For an additional fee of 2000eb he will custom modify any cyber to the customers satisfaction, plus the cost of parts. For illegal modification he charges an extra 500eb plus parts. For twice the listed value Dan will also custom craft from scratch and cyber the customer desires.



Dan is a skilled surgeon and master cybertechnician. His clinic may look filthy but rest assured his instruments and his operating room are kept very sterile and in immaculate condition. For implantation he charges the listed price, but charges double for the medication, including painkillers and speedheal. With his facilities he can handle most procedures, including Full Conversion Replacement with the aid of his assistant. His assistant is a former med school student named Mary Ringer who was expelled after she was caught stealing narcotics from the dispensary. She works here in order to pay for her morphine habit. In addition to her invaluable service as his assistant, Mary is adept at biosculpting due to her former career goal of becoming a plastic surgeon. Her skilled hands have been put to the test often in creating new faces for anyone needing to disappear.



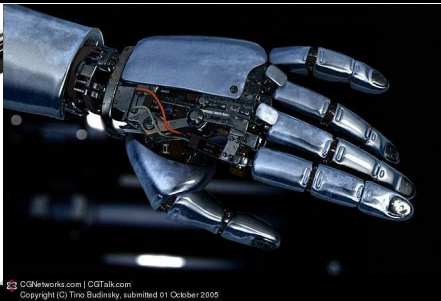
ON THE SHELVES AT THE MOMENT

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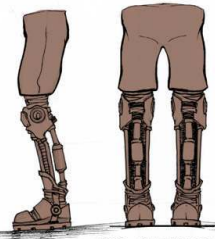
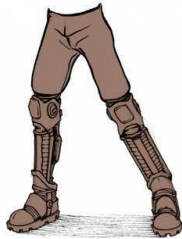
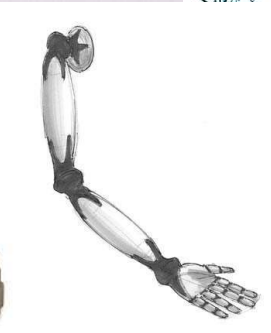
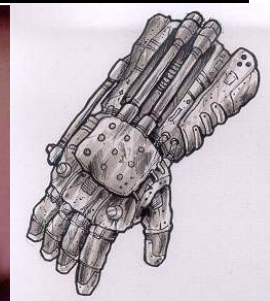
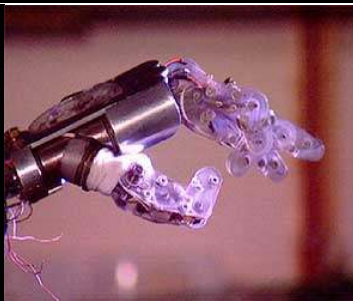


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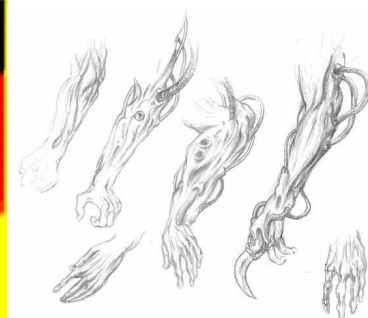


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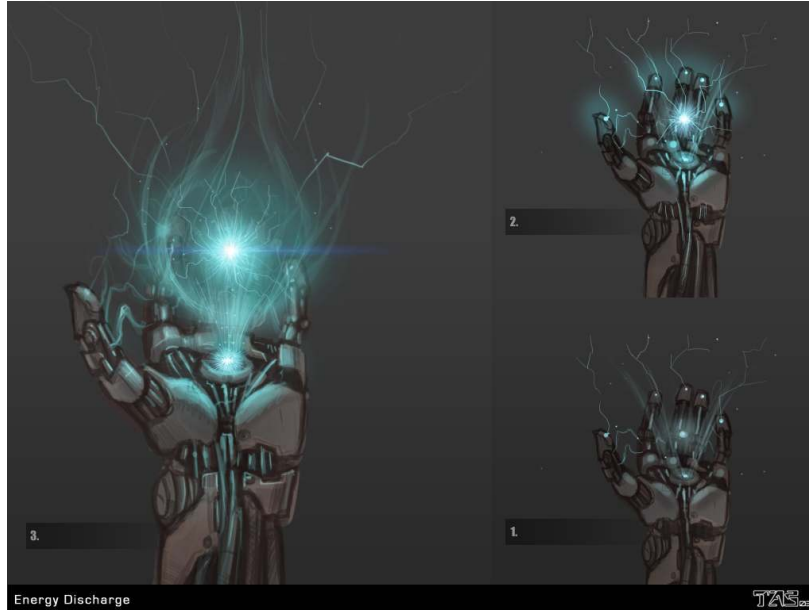
CONCEPT FOR: SHATTERED OASIS - UT9003.MOD
WWW.PLANETUNREAL.COM/SHATTEREDOASIS

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ANU G4

CUSTOM CYBERNETICS



2 MILLION VOLT TAZER HAND Cost: 1500eb HL:2d6 - More powerful than any other tazer on the market, this hand is powered by the same type of battery that goes into Hardsuits. It has enough power for 15 shots before needing to be recharged. Damage dealt is 6d6 electricity/stun.



40MM GRENADE/MICROMISSILE LAUNCHER Cost: 3850eb HL: 3D6 (takes up all but one limb space) - Available for either cyberleg or arm, this limb is a break apart desing concealign a 5 shot 40mm grenade/micromissile launcher. The barrel of the weapon actual acts as the arms skeletal structure when the device is closed, making it very hard to detect by conventional cyberscanning (diff:27). If you have to use this weapon, make sure you don't get caught with it, or you won't be seeing daylight for a very long time.

And of course Dan tries to keep as many cyberweapons in stock as possible, and any he doesn't have readily available he can craft himself.

CYBERPUNK 2020 CYBERWARE LISTING

Cyberware	Surg.	Description	Cost	H.L	Book
BODYWEAPONS		IMPLANTED BODY WEAPONS			
Scratchers	N	Hands. 1d6/3* damage. Near Impossible to spot	100	2d6	CP20
Rippers	M	Hands. 1d6+3* damage. Difficult to spot	400	3d6	CP20
Wolvers	M	Hands. 3d6* damage	600	3d6+1	CP20
Big Knucks	M	Hands. 1d6+2 damage	500	3d6	CP20
Slice N' Dice	M	Hands. 2d6# damage	700	3d6	CP20
Cybersnake	MA	Self controlling cyberweapon. 1d6* damage	1,200	4d6	CP20
Cybersnake Mk2	MA	2d6 eviscerate damage on critical hit or internal	1,600	4d6	CP20
Gang Jazzler	M	3 surges, immobilize for 1d10+1 mins	600	2d6+3	Chr1
Bonespike	MA	Pop up bone spike. 1d6+4* damage	1,000	2d6	Chr3
Stinger	M	Finger mounted Hypodermic needle (3 doses)	400	1d6+3	Chr4
BigRipp	MA	2d6* damage (break on 1 or 1-3 on a parry)	1200	3d6+1	Chr4
NovelTech Spitfire Flamer	MA	EX +0 - P Varies 4 1 ST 4m	1000	4d6	ER
Implanted Fangs (Vampires)	N	Mouth. Implanted canines, 1d6/3* damage	200	3d6	CP20
Sharkgrin Special	N	Mouth. Implanted carbo-glas teeth, 1d6/2* damage	200	3d6	CP20
Poison Vampires	N	Mouth. 1d6/3* damage plus poison/drug injector	400	3d6	CP20
Retractable Vampires/Sgrin	MA	Mouth. 1d6/3* to 1d6* bite damage. Retractable	500	2d6+2	Chr2
Extended Canines	CR	Mouth. 1d6/2+1* damage. Retractable	1000	3d6+2	Chr2
Extended Sharkgrin Special	CR	Mouth. 1d6* damage. Retractable	1400	4d6	Chr2
Spitting Cobra	M	Vampires that spit chemicals 6ft, as airgun pellet	400	4d6	Chr3
Retractable Spitting Cobra	MA	Retractable vampires that spit chemicals 6ft	700	4d6	Chr3
NewTeeth	M	Ceramic teeth: MEL -1 NA C 1-2* NA 1 VR touch	200	1d6/2	Chr4
PowerJaw	MA	Myomer jaw muscles, +2 to bite damage	100	+1-2	Chr4
Mandibles	MA	2d6 damage bite, look normal except for eating	1200	5d6	I2.2
Cyberjaw - K9	MA	SP 6 metal jaw. 1d6* bite damage	2750	3d6+2	P2
Cyberjaw - Conga	MA	SP 6 metal jaw. 1d6+2* bite damage	2770	3d6+2	P2
Cyberjaw - Needler	MA	SP 6 metal jaw. 1d6+3* bite damage	2800	3d6+2	P2
Cyberjaw - Pit Bull	MA	SP 6 metal jaw. 2d6* bite damage	2870	3d6+2	P2
Cyberjaw - Shark Maw	MA	SP 6 metal jaw. 2d6+1* bite damage	2930	3d6+2	P2
Cyberjaw - T-Rex	MA	SP 6 metal jaw. 3d6* bite damage	3000	3d6+2	P2
RealSkinned Cyberjaw	MA	Jaw looks real, 70% effective (Diff Awareness)	0	-1d6	P2
Poison Sac	MA	Holds 4 doses, refilled with special applicator	500	2d6	WGF
Poison Gland	MA	Holds 8 doses, produces new dose every hour	1200	3d6	WGF
Hollow Vampires	N	Linked to poison sac or gland	+50	1	WGF
Hollow Claw	M	Connected to poison sac/gland, 1d6/3* damage	250	2d6	WGF
Retractable Needle	M	Mounted in finger, connected to poison sac/gland	650	2d6	WGF
Self-Destruct	MA	Activates when dead and moved, 5m radius	1250	1d6	P2

CYBERWEAPONS		BUILT INTO CYBERLIMB (Use 1 space)			
Grenade Launcher	N	Carries 2 grenades of any type	500	2d6	CP20
Micro-Missile Launcher	N	Contains 4 mini-missiles, 4d6 damage each	900	2d6	CP20
Popup Gun	N	Gun size based on Body Type	2-800	2d6	CP20
Flame Thrower	N	Range 1m, 4 shots, Damage is 2d6, then 1d6/2	600	2d6	CP20
Weapon Mount & Link	N	Mounting plate plus neural link for 1 weapon	100	3	CP20
2 Shot Capacitor Laser	N	Shoulder mounted. +3 - - 3d6 2 1 10m	800	2d6	CP20
Derringer	N	Pistol -1 1d6 (5mm) 2 2 ST 50m	220	1d6	Chr1
Flashbulb	N	4m x 6m	250	1d6/2	Chr1
Gas Jet	N	6 shots, range 2m	275	1d6+3	Chr1
Tazer Grip	N	Effects equal to tazer, Stun -2	180	2d6-2	Chr1
Whip	N	1d6/2 or choke	475	2d6	Chr1
Popup Sliver Gun	N	P +0 - - 2d6x1d6/2* 7 2 UR 40m	550	1d6+2	Chr1
Tri-Dart Launcher	N	3 darts, 1d6/2 damage, 1/3 SP	300	1d6/2	Chr2
Retractable Monoblade	N	2d6+3#damage	800	1d6+2	Chr2
Survival Blade	N	1d6+3* damage	500	1d6	Chr2
ChainRipp	N	3d6AP	1250	2d6+4	Chr3
Blitzkrieg Arc-Thrower	M	EX 0 - R 3d6 (1/2 R 1/2 S) 4 1 ST 10m	1050	2d6	Chr4
BigRipp	M	Carbo-glass blade. 2d6, 1/2SP (break 1-3)	850	3d6+1	Chr4
High Five/The Palm Bomb	N	20-30 to detect. .477 or 12ga round, 1 shot	355	1d6+3	Chr4
Pop-Up Hand Crossbow	N	-2 J E 1d6+2 6 2 VR 25m (3 spaces)	300	2d6	SOF2
Strobe	N	Same as implant version (0 spacs)	150	1.5	I1.4
Micro-torpedo Launcher	N	Underwater version of mini-missiles, 4d6 damage	900	2d6	SA
CYBERHANDS		ATTACH TO CYBERLIMBS (Use 1 space)			
BuzzHand	N	Electric chainsaw. 2d6+2* damage	600	2d6	CP20
Spike Hand	N	Palm spike. 1d6+3AP damage	500	2d6	CP20
IEC Venom Hand	N	4 needles, slash for 1d6-1 damage	600	2d6	Chr3
CyberMaw Hand	N/MA	2-3" maw that does 1d6 damage/turn, -3 WA	1200	3d6	I2.2
CyberMaw Drool/Vomit Hand	N/MA	as above, with 10 shot Power Squirt	1600	4d6	I2.2
CyberMaw & Tongue Hand	N/MA	as CyberMaw, but with CP2020 Cybersnake	2200	5d6	I2.2
CyberMaw & Tongue Hand	N	as above, needs cyberarm, as HW Cybersnake	3700	6d6	I2.2
Lightning Fist	N	Electricity. Stun -1, or 2d6+1 damage	900	2d6	RPI
CYBERFEET		ATTACH TO CYBERLIMBS (Use 1 space)			
Talon Foot	N	Extends toe blades. 1d6* damage	600	2d6	CP20
Spike Heel Foot	N	Heel spike for lethal kicks. 2d6AP damage	500	2d6	CP20
FINGERS		ATTACH TO CYBERHANDS			
Dartgun	N	3m range	100	2	Chr1
Finger Bomb	N	2d6+3, 3m radius	150	2	Chr1
Mace Sprayer	N	2 bursts, -4 REF & Notice for 1d6 turns	150	2	Chr1
Self-Propelled Grenade	N	7m range, 2d6 over 2m (25eb)	200	2	Chr2
Aip Hypo	N	4 doses, air containers 3eb	200	1	Chr2
One-Shot Special	N	P -2 P E 1d6 (5mm) 1 1 ST 20m	250	2	Chr4

EXOTIC MODIFICATIONS		EXOTIC BODY MODIFICATIONS			
Retractable Claws	M	1d6* damage	1000	2d6	Chr2
Scratchers	N	Low HL due to implantation in hospital	500	1d6	Chr2
Rippers	M	Low HL due to implantation in hospital	750	2d6	Chr2
Combat Tail	MA	Heavily muscled. 1d6+Damage Mod.	2500	3d6	Chr2
Stinger Tail	MA	Poison injecting stinger. 1d6*+Mod+drug/toxin	3000	3d6	Chr2
Singer Tentacles	MA	Bio-Toxin 1 (Death/4d6 damage), -1 MA in water	3000	3d6	SA
Poison Sac	MA	Holds 4 doses, refilled with special applicator	500	2d6	WGF
Poison Gland	MA	Holds 8 doses, produces new dose every hour	1200	3d6	WGF
Hollow Vampires	N	Linked to poison sac or gland	+50	1	WGF
Hollow Claw	M	Connected to poison sac/gland, 1d6/3* damage	250	2d6	WGF
Retractable Needle	M	Mounted in finger, connected to poison sac/gland	650	2d6	WGF
LIMB MODULES		TAKES 1D6+1 DAYS TO ADAPT			
Scratchers	N	1d6/2 damage, Very Difficult to spot	200	1d6+1	KCJ
Rippers	N	2d6 damage, -10 SP to arm during use	800	2d6+2	KCJ

These cybernetics were written and created using Mikael Van Attas Cyberwares Of The World and Cheap Full Body Conversions.

Images from Deric Bernier, Appleseed, Macross, Masamune Shirow, Gundam, Dirty Pair, Dark Minds, Men In Black, American Flagg, Aliens: Colonial Marines, Deathwish, Deathstroke the Terminator, Starman, Kite, Space: Above and Beyond, Star Wars, Ice Pirates, Akira, Mad Max, The Road Warrior, Mad Max Beyond Thunderdome, Warriors of the 21st Century, Spacehunter, Battletruck, Damnation Alley, Metalstorm: The Destruction of Jared Synn, Warriors of the Lost World, Transformers, Death Race 2000, Warhammer, Neon City, Akira, Tank Girl, Dragon Staff, Final Fantasy, Tempus Fugitive, Dragon Chiang, Nausicaa, Porco Russo, Windaria, Red Skies, Waterworld, Ghost in the Shell, GITS: Stand Alone Complex, GITS: Innocence, The Fifth Element, The Postman, The New Barbarians, Back To The Future 2, Car Warriors, GI Joe, Mad Police, Corvette Summer, Gunm, Star Wars, Appleseed, Truck Battles, Buckaroo Banzai, Solar Babies, Spy Hunter, Genesis Climber Mospeada, Urban Warriors, Exterminators 3000, Urban Warriors, Cyberpunk 2020, Deadland: Hell On Earth, Rifts, Gurps, Macho Women With Guns, Mekton, Ratbike zone, Cyberspace, Road War, Street Fighter, D20 Future, D20 Apocalypse, Road Avenger, Redline, Dark Future, Twilight 2000, The Lawless Land, Backlash, Babylon 5, Burn Up W, Dave Dorman, DS9, Dream Wave, Neon Cyber, Earth 2, Grendel: Devils Legacy, Hardboiled, Nausicaa, Secret Of Blue Water, Negative One, Punisher: Big Nothing, Runaway, L-gaim, Layzner, Ghost In The Shell, Catwoman, Titan AE, Wildcats, Stark Future, Total Recall 2070, Windaria, Rifts, Gurps, Trigun, Alien series, No Escape, Akira, Killzone, Firefly, Doom, Bubblegum Crash, Humanoid, Punishers Armory, Halo, Alien Legacy, The 5th Element, Time Cop, Shadowrun, Tomb Raider, Gun0runner, Gneocidal Penguin, Vulne Pro, Equilibrium, Intron Depot, Final Fantasy, Hellsing, Parasite Dolls, Bubblegum Crisis, Kappowwe Toys, Gungrave, AD Police, Bubblegum Crisis 2040, Grimjack, Project Snowblind, Bubblegum Crisis, S.I.N., Dirty Pair, Gundam, Doom, Gasaraki, Blue Gender, Hellboy, Blade series, Escape from New York, Escape from L.A., Eatman, G.I.T.S.: Stand Alone Complex, Jon Sable: Freelance, I Robot, Nomad, Mystery Men, D20 Future, D20 Apocalypse, Deadlands: Hell On Earth, Car Wars, Demolition Man, Fortress, Iria Zieriam, Natural City, Space, Above and Beyond, Stealth, Unreal Tournament, Moonwalker, Gunm, Southern Cross, Grifter, Battle Lords, Lensman, SeaQuest, Robocop, Aspen, Homeboys, Judge Dredd, Terminator: Burning Earth, Vortex, Soldier, Back To The Future II, Echo, Event Horizon, Starship Troopers, The Saint, Robotech: Sentinels, Deathlock, Hunter, Black Ops, Death's Head, X-Men, Firearm, Sharp-n-pointy, Biometal, Nick Fury: Agent Of Shield, Dirty Pair: Flash, Silent Mobius, and other various manga, Anime, Comic book, video game, film, and RPG sources.

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