

STATIC ON THE LINE[®]

Information to the roleplaying game Cyberpunk™

VOL I

Are you tired to look in all the books to find your weapon or software?!?
Or can't you find that cyberware that you just must have?!?!?

I have seen many lists similar to this one, but only this one have it all collected to one complete list whit all
that have come out from
I have seen some that have done the same thing, but never this complete. Here you can find the most careers,
skills, weapons, ammos, armor, cyberware, cyberdecks and software of all sort and from many places.

Do you want me to add some thing/things then you can contact me whit e-mail at
Ookami@taxibar.net

Its up to the GM if he want the players to see or look in the Static on the line.
So copy it, or give it to palls. But DON'T change any thing in the original.

Happy Gaming from the Author.
Robert "Ooakmi" Mikkelsen

Ver: 6.1

CYBERPUNK 2020 CAREERS

Name Where you could find Book Page

CAREERS

Administrator	All	WGF	46	Nomad	Europe	Euro	49
Biochemist	All	Ooki		Nomad	Pacific Rim	Rim	33,81,107,131
Chameleon	All	WGF	45	Pharmacologist	All	Ooki	
CipherPunk – Hacker	All	Black		Pirate	All	Rim	153
CipherPunk – Thrasher	All	Black		Pirate	All	Wired	18
Cop	America	2020	34	Politician	All	2020	34
Cop	Europe	Euro	46	Privet Eye	All	Wired	18
Cop	Pacific Rim	Rim	33,81,108,131	Privet Eye	All	WGF	45
Cop	CIA	Solo	57	Privet Eye	All	Rim	153
Cop	Interpol	Solo	59	Rockerboy/girl	America	2020	34
Cop	KGB	Solo	58	Rockerboy/girl	Europe	Euro	38
Corporate	America	2020	34	Rockerboy/girl	Pacific Rim	Rim	31,80,108,130
Corporate	Europe	Euro	47	Runner	All	WGF	46
Corporate	Pacific Rim	Rim	33,81,107,131	Salver	Space	Deep	75
Courier	All	Black		Shaman	Pacific Rim	Rim	155
Fixer	America	2020	34	Shinobi	Pacific Rim	Rim	156
Fixer	Europe	Euro	49	Solo	America	2020	34
Fixer	Pacific Rim	Rim	30,80,108,131	Solo	Europe	Euro	39
Media	America	2020	34	Solo (Eurosolo)	Europe	Solo	31
Media	Europe	Euro	45	Solo	Pacific Rim	Rim	31,80,107,130
Media	Pacific Rim	Rim	33,81,107,130	Solo	CIA	Solo	57
Medicine Technician	America	2020	34	Solo	Interpol	Solo	59
Medicine Technician	Europe	Euro	44	Solo	KGB	Solo	58
Medicine Technician	Pacific Rim	Rim	33,81,108,130	Solo	Mossad	Solo	60
Military - Grunt	All	Black		Space Marine	Space	Deep	76
Military – Officer	All	Black		Space Pilot	Space	Deep	75
Military – Sniper	All	Black		Tatsujin	Pacific Rim	Rim	157
Net - Cop	All	Black		Trooper	All	Metal	52
Net - Fixer	All	Black		Technician	America	2020	34
Net – Private Investigator	All	Black		Technician	Europe	Euro	43
Net - Lawyer	All	Black		Technician	Pacific Rim	Rim	33,81,108,130
Net - Media	All	Black		U.S. Air Force	America	Brave	74
Netrunner	America	2020	34	U.S. Army	America	Brave	74
Netrunner	Europe	Euro	41	U.S. Marine Corps	America	Brave	74
Netrunner	Pacific Rim	Rim	31,80,108,131	U.S. Navy	America	Brave	74
Nomad	America	2020	34	Workganger	Space	Deep	75

CYBERPUNK 2020 PAYMENT

CAREERS PAYMENT

Name	1-5	6	7	8	9	10
Administrator	1 000 E.B.	1 500 E.B.	2 000 E.B.	4 000 E.B.	6 000 E.B.	8 000 E.B.
Runner	1 000 E.B.	2 000 E.B.	3 000 E.B.	5 000 E.B.	8 000 E.B.	11 000 E.B.
P.I.	1 000 E.B.	2 000 E.B.	3 000 E.B.	4 000 E.B.	7 000 E.B.	10 000 E.B.
Spy	2 000 E.B.	3 000 E.B.	5 000 E.B.	7 000 E.B.	10 000 E.B.	13 000 E.B.
Shaman	1 000 E.B.	2 000E.B.	3 000 E.B.	5 000 E.B.	8 000 E.B.	10 000 E.B.
Shinobi	1 000 E.B.	2 000 E.B.	3 200 E.B.	5 200 E.B.	7 500 E.B.	10 000 E.B.
Tatsujin	1 200 E.B.	2 500 E.B.	4 000 E.B.	5 500 E.B.	7 200 E.B.	9 000 E.B.
Rocker	1 000 E.B.	1 500 E.B.	2 000 E.B.	5 000 E.B.	8 000 E.B.	12 000 E.B.
Solo	2 000 E.B.	3 000 E.B.	4 500 E.B.	7 000 E.B.	9 000 E.B.	12 000 E.B.
Cop	1 000 E.B.	1 200 E.B.	3 000 E.B.	5 000 E.B.	7 000 E.B.	9 000 E.B.
Corp	1 500 E.B.	3 000 E.B.	5 000 E.B.	7 000 E.B.	9 000 E.B.	12 000 E.B.
Media	1 000 E.B.	1 200 E.B.	3 000 E.B.	5 000 E.B.	7 000 E.B.	10 000 E.B.
Fixer	1 500 E.B.	3 000 E.B.	5 000 E.B.	7 000 E.B.	8 000 E.B.	10 000 E.B.
Techie	1 000 E.B.	2 000 E.B.	3 000 E.B.	4 000 E.B.	5 000 E.B.	8 000 E.B.
Netrunner	1 000 E.B.	2 000 E.B.	3 000 E.B.	5 000 E.B.	7 000 E.B.	10 000 E.B.
Medtechie	1 600 E.B.	3 000 E.B.	5 000 E.B.	7 000 E.B.	10 000 E.B.	15 000 E.B.
Nomad	1 000 E.B.	1 500 E.B.	2 000 E.B.	3 000 E.B.	4 000 E.B.	5 000 E.B.
Courier	1 000 E.B.	2 000 E.B.	3 500 E.B.	4 500 E.B.	5 500 E.B.	7 000 E.B.
ChiperPunk-Hacker	1 500 E.B.	3 000 E.B.	5 000 E.B.	7 000 E.B.	8 000 E.B.	10 000 E.B.
ChiperPunk-Trasher	1 000 E.B.	1 200 E.B.	3 000 E.B.	5 000 E.B.	7 000 E.B.	9 000 E.B.
Military - Grunt	1 000 E.B.	2 000 E.B.	3 000 E.B.	4 000 E.B.	5 000 E.B.	8 000 E.B.
Military - Officer	1 500 E.B.	3 000 E.B.	5 000 E.B.	7 000 E.B.	9 000 E.B.	12 000 E.B.
Military - Sniper	2 000 E.B.	3 000 E.B.	4 500 E.B.	7 000 E.B.	9 000 E.B.	12 000 E.B.
Pharmacologist	1 500 E.B.	2 500 E.B.	5 000 E.B.	8 000 E.B.	11 000 E.B.	15 000 E.B.
Biochemist	1 000 E.B.	2 000 E.B.	4 000 E.B.	7 000 E.B.	11 000 E.B.	15 000 E.B.

CYBERPUNK 2020 CAREER

Name	Statistics	Book	Page
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ADMINISTRATOR (AMERICA, EUROPE, PACIFIC RIM)

Admin. Resources	Spec	WGF	45
Streetwise	COOL	2020	38
Persuasion	EMP	2020	38
Social	EMP	2020	38
Area Knowledge	INT	WGF	48
Awareness/Notice	INT	2020	38
Bureaucracy	INT	WGF	48
Computer Use	TECH	WGF	48
Education & Gen. Knowledge	INT	2020	39
History	INT	2020	39
Library Search	INT	2020	39

BIOCHEMIST

Medical Tech	Spec	2020	36
Awareness/Notice	INT	2020	38
Biology	INT	2020	38
Chemistry	INT	2020	38
Diagnose Illness	INT	2020	39
Expert:DNA, Pseudohormones or Drug synthesis or some thing like yhat	INT	2020	39
Library Search	INT	2020	39
Mathematics	INT	2020	39
Bio Tech	TECH	Euro	43
Chemist	TECH	Wired	22
Genetics	TECH	Black	

CHAMELEON (SPAY, ALL)

Chameleon	Spec	WGF	47
Human Perception	EMP	2020	38
Resist Torture/Drugs	COOL	2020	37
One Ranged Weapon Skill			
One Martial Art			
Education	INT	2020	39
Computer Use	TECH	WGF	48
Shadowing/Track	INT	2020	40
Basic Tech	TECH	2020	42
Disguise	TECH	2020	42
Interrogation	COOL	2020	37
Pickup Skills For Cover Roles			

CIPHERPUNK - HACKER

Intuition	Spec	Black	
Awareness/Notice	INT	2020	38
Programming	INT	2020	39
System knowledge	INT	2020	40
Expert: Encryption / Decryption	INT	2020	39
Library Search	INT	2020	39
Education & Gen. Knowledge	INT	2020	39
Forgery	TECH	2020	43
Electronic Security	TECH	2020	43
Electronics	TECH	2020	43

CIPHERPUNK - THRASHER

Trashing	spec	Black	
Awareness/Notice	INT	2020	38
System knowledge	INT	2020	40
Programming	INT	2020	39
Stealth	REF	2020	42
Hide/Evade	INT	2020	39
Streetwise	COOL	2020	38
Library Search	INT	2020	39
Electronic Security	TECH	2020	43
Pick Locks	TECH	2020	43

Name	Statistics	Book	Page
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COP (AMERICA, PACIFIC RIM)

Authority	Spec	2020	36
Interrogation	COOL	2020	37
Streetwise	COOL	2020	38
Human Perception	EMP	2020	38
Awareness/Notice	INT	2020	38
Education	INT	2020	39
Handgun	REF	2020	40
Athletics	REF	2020	40
Brawling	REF	2020	40
Melee	REF	2020	41

COP (EUROPE)

Authority	Spec	2020	36
Interrogation	COOL	2020	37
Streetwise	COOL	2020	38
Human Perception	EMP	2020	38
Awareness/Notice	INT	2020	38
Athletics	REF	2020	40
Handgun	REF	2020	40
Rifle	REF	2020	42
Martial Art or Brawling	REF	2020	40
Melee	REF	2020	41

COP (CIA, KGB)

Authority	Spec	2020	36
Awareness/Notice	INT	2020	38
Expert: Criminology	INT	2020	39
Shadowing/Track	INT	2020	40
Athletics	REF	2020	40
Driving	REF	2020	40
Handgun	REF	2020	40
Martial Art or Brawling	REF	2020	40
Stealth	REF	2020	42
Basic Tech	TECH	2020	42

COP (INTERPOL)

Authority	Spec	2020	36
Interrogation	COOL	2020	37
Streetwise	COOL	2020	38
Awareness/Notice	INT	2020	38
Expert: Criminology	INT	2020	39
Research	INT		
Shadowing/Track	INT	2020	40
Athletics	REF	2020	40
Driving	REF	2020	40
Handgun	REF	2020	40
Martial Art	REF	2020	40
Stealth	REF	2020	42
Basic Tech	TECH	2020	42

CORPORATE (AMERICA, EUROPE, PACIFIC RIM)

Resources	Spec	2020	36
Wardrobe & Style	ATTR	2020	37
Personal Grooming	ATTR	2020	37
Human Perception	EMP	2020	38
Social	EMP	2020	38
Persuasion	EMP	2020	38
Awareness/Notice	INT	2020	38
Education & Gen. Knowledge	INT	2020	39
Library Search	INT	2020	39
Stock Market	INT	2020	40

CYBERPUNK 2020 CAREER

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COURIER

RapidTrans	Spec	Black	
Streetwise	COOL	2020	38
Interview	EMP	2020	38
Persuasion	EMP	2020	38
Awareness/notice	INT	2020	38
Hide/Evade	INT	2020	39
Athletics	REF	2020	40
Drive/Bike/Skate	REF	2020	40
Basic Tech	TECH	2020	42
Pick Locks	TECH	2020	43

FIXER (AMERICA, EUROPE, PACIFIC RIM)

Streetdeal	Spec	2020	36
Intimidate	COOL	2020	37
Persuasion	EMP	2020	38
Awareness/Notice	INT	2020	38
Handgun	REF	2020	40
Brawling	REF	2020	40
Melee	REF	2020	41
Forgery	TECH	2020	43
Pick Pocket	TECH	2020	43

MEDIA (AMERICA, EUROPE, PACIFIC RIM)

Credibility	Spec	2020	36
Streetwise	COOL	2020	38
Persuasion	EMP	2020	38
Human Perception	EMP	2020	38
Social	EMP	2020	38
Interview	EMP	2020	38
Awareness/Notice	INT	2020	38
Education & Gen. Knowledge	INT	2020	39
Composition	INT	2020	38
Photo & Film	TECH	2020	43

MEDTECHIE (AMERICA, EUROPE, PACIFIC RIM)

Medical Tech	Spec	2020	36
Human Perception	EMP	2020	38
Awareness/Notice	INT	2020	38
Diagnose Illness	INT	2020	39
Education & Gen. Knowledge	INT	2020	39
Library Search	INT	2020	39
Zoology	INT	2020	40
Basic Tech	TECH	2020	42
Cryo-tank Operation	TECH	2020	42
Pharmaceuticals	TECH	2020	43

MILITARY - GRUNT

Tactics	Spec	Black	
Endurance	BODY	2020	37
Awareness/Notice	INT	2020	38
Survival (Wilderness)	INT	2020	40
Brawling	REF	2020	40
Heavy Weapon	REF	2020	41
Operate Heavy Machinery	REF	2020	41
Rifle	REF	2020	42
Firs Aid	TECH	2020	43
Weaponsmith	TECH	2020	43

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MILITARY - OFFICER

Tactics	Spec	Black	
Interrogation	COOL	2020	37
Intimidate	COOL	2020	37
Leadership	EMP	2020	38
Awareness/Notice	INT	2020	38
Education & Gen. Knowledge	INT	2020	39
Expert: Military Procedure	INT	2020	39
Rifle	REF	2020	42
Handgun	REF	2020	40
Martial Art	REF	2020	40

MILITARY - SNIPER

Combat Sneak	Spec	Black	
Endurance	BODY	2020	37
Awareness/Notice	INT	2020	38
Hide/Evade	INT	2020	39
Survival (Wilderness)	INT	2020	40
Brawling	REF	2020	40
Heavy Weapon	REF	2020	41
Rifle	REF	2020	42
Stealth	REF	2020	42
Weaponsmith	TECH	2020	43

NET – COP

Interface	Spec	2020	36
Authority	Spec	2020	36
Interrogation	COOL	2020	37
Intimidate	COOL	2020	37
Streetwise	COOL	2020	38
Awareness/Notice	INT	2020	38
Education & Gen. Knowledge	INT	2020	39
System knowledge	INT	2020	40
Expert: Software	INT	2020	40
Cyberdeck Design	TECH	2020	42

NET - FIXER

Streetdeal	Spec	2020	36
Social	EMP	2020	38
Persuasion	EMP	2020	38
Awareness/Notice	INT	2020	38
Education & Gen. Knowledge	INT	2020	39
Expert: Software	INT	2020	39
Library Search	INT	2020	39
System knowledge	INT	2020	40
Cyberdeck Design	TECH	2020	42
Forgery	TECH	2020	43

NET – PRIVATE INVESTIGATOR

Interface	Spec	2020	36
Research	Spec	Wired,Rim,WGF18,154,46	
Streetwise	COOL	2020	38
Human Perception	EMP	2020	38
Interview	EMP	2020	38
Persuasion	EMP	2020	38
Social	EMP	2020	38
Awareness/Notice	INT	2020	38
System knowledge	INT	2020	40
Personal Specialty			

CYBERPUNK 2020 CAREER

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NET - LAWYER

Interface	Spec	2020	36
Interrogate or Interview	COOL/EMP	2020	37/38
Human Perception	EMP	2020	38
Persuasion	EMP	2020	38
Awareness/Notice	INT	2020	38
Education & Gen. Knowledge	INT	2020	39
Expert:Law	INT	2020	39
Library Search	INT	2020	39
System knowledge	INT	2020	40
Personal Specialty			

NET - MEDIA

Credibility	Spec	2020	36
Streetwise	COOL	2020	38
Human Perception	EMP	2020	38
Interview	EMP	2020	38
Social	EMP	2020	38
Awareness/Notice	INT	2020	38
Composition	INT	2020	38
Education & Gen. Knowledge	INT	2020	39
Programming	INT	2020	39
System knowledge	INT	2020	40

NETRUNNER (AMERICA, EUROPE, PACIFIC RIM)

Interface	Spec	2020	36
Awareness/Notice	INT	2020	38
Composition	INT	2020	38
Education & Gen. Knowledge	INT	2020	39
System knowledge	INT	2020	40
Programming	INT	2020	39
Basic Tech	TECH	2020	42
Cyber Tech	TECH	2020	42
Cyberdeck Design	TECH	2020	42
Electronics	TECH	2020	43

NOMAD (AMERICA, EUROPE, PACIFIC RIM)

Family	Spec	2020	36
Awareness/Notice	INT	2020	38
Survival: Wilderness	INT	2020	40
Endurance	BODY	2020	37
Basic Tech	TECH	2020	42
Athletics	REF	2020	40
Brawling	REF	2020	40
Drive or Motorcycle	REF	2020	40,41
Melee	REF	2020	41
Rifle	REF	2020	42

PHARMACOLOGIST

Medical Tech	Spec	2020	36
Awareness/Notice	INT	2020	38
Botany	INT	2020	38
Chemistry	INT	2020	38
Diagnose Illness	INT	2020	39
Library Search	INT	2020	39
Mathematics	INT	2020	39
Zoology	INT	2020	40
Chemist	TECH	Wired	22
Pharmaceuticals	TECH	2020	43

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PIRATE

Family	Spec	2020	36
Swimming	BODY	2020	37
Awareness/Notice	INT	2020	38
Navigation	INT	Wired	21
Seamanship			
Sail Power	INT	Wired	21
Athletics or Brawling	REF	2020	40
Rifle	REF	2020	42
Pilot Ship or Water Vehicles	REF,INT	Brave,Euro	75,50
Basic Tech	TECH	2020	42

POLITICIAN

Charismatic leadership	Spec	2020	36
Wardrobe & Style	ATTR	2020	37
Persuasion	EMP	2020	38
Social	EMP	2020	38
Awareness/Notice	INT	2020	38
Composition	INT	2020	38
Education & Gen. Knowledge	INT	2020	39
History	INT	2020	39
Library Search	INT	2020	39

PRIVET EYE

Research	Spec	Wired,Rim,WGF	18,154,46
Intimidate	COOL	2020	37
Streetwise	COOL	2020	38
Interview	EMP	2020	38
Human Perception	EMP	2020	38
Persuasion	EMP	2020	38
Awareness/Notice	INT	2020	38
Library Search	INT	2020	39
Shadowing/Track	INT	2020	40
Handgun or Brawling	REF	2020	40

ROCKERBOY/GIRL (AMERICA, EUROPE, PACIFIC RIM)

Charismatic leadership	Spec	2020	36
Wardrobe & Style	ATTR	2020	37
Streetwise	COOL	2020	38
Perform	EMP	2020	38
Persuasion	EMP	2020	38
Seduction	EMP	2020	38
Awareness/Notice	INT	2020	38
Composition	INT	2020	38
Brawling	REF	2020	40
Play Instrument	TECH	2020	43

RUNNER (AMERICA, EUROPE, PACIFIC RIM)

Vehicle Zen	Spec	WGF	45
Awareness/Notice	INT	2020	38
Pilot (Any 2 Vehicle Types)			
Tech (For Some Or All Of Vehicle With Which The Runner Is Proficient)			
Driving	REF	2020	40
Brawling	REF	2020	40
Athletics	REF	2020	40
Electronics	TECH	2020	43
Streetwise	COOL	2020	38
Basic Tech	TECH	2020	42

CYBERPUNK 2020 CAREER

Name	Statistics	Book	Page
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SALVER (SPACE)

Salvage	Spec	Deep	76
Awareness/Notice	INT	2020	38
Astrogation (2)	INT	Deep	76
Survival: Space	INT	Deep	76
EVA	REF	Deep	76
Zero-Gee Maneuver	REF	Deep	76
Operate Heavy Machinery	REF	2020	41
Pilot OTV (2)	REF	Deep	76
Melee or Handgun	REF	2020	40,41
Basic Tech or Electronics	TECH	2020	42,43

SHAMAN (PACIFIC RIM)

Charismatic leadership	Spec	2020	36
Dance or Oratory	EMP, COOL	2020	38,37
Human Perception	EMP	2020	38
Perform	EMP	2020	38
Persuasion	EMP	2020	38
Trance	EMP	Rim	155
Awareness/Notice	INT	2020	38
Anthropology	INT	2020	38
Expert: Theology (Choose)	INT	2020	39
Expert: Fortune- Telling	INT	2020	39

SHINOBI (PACIFIC RIM)

Combat Sense (Nindo)	Spec	Rim	156
Awareness/Notice	INT	2020	38
Hide/Evade	INT	2020	39
Shadowing/Track	INT	2020	40
Martial Art: Ninjutsu	REF	Rim	144
Stealth	REF	2020	42
Athletics	REF	2020	40
Disguise	TECH	2020	42
Electronic Security	TECH	2020	43
Pick Locks	TECH	2020	43

SOLO (AMERICA, EUROPE, PACIFIC RIM)

Combat Sense	Spec	2020	36
Awareness/Notice	INT	2020	38
Athletics	REF	2020	40
Brawling or Martial Art	REF	2020	40,41
Handgun	REF	2020	40
Melee	REF	2020	41
Rifle	REF	2020	42
Submmachinegun	REF	2020	42
Stealth	REF	2020	42
Weaponsmith	TECH	2020	43

SOLO (CIA)

Combat Sense	Spec	2020	36
Awareness/Notice	INT	2020	38
Expert: Criminology	INT	2020	39
Shadowing/Track	INT	2020	40
Athletics	REF	2020	40
Brawling or Martial Art	REF	2020	40,41
Driving	REF	2020	40
Handgun	REF	2020	40
Stealth	REF	2020	42
Basic Tech	TECH	2020	42

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SOLO (INTERPOL)

Combat Sense	Spec	2020	36
Interrogation	COOL	2020	37
Streetwise	COOL	2020	38
Awareness/Notice	INT	2020	38
Expert: Criminology	INT	2020	39
Shadowing/Track	INT	2020	40
Athletics	REF	2020	40
Driving	REF	2020	40
Handgun	REF	2020	40
Martial Art	REF	2020	41
Stealth	REF	2020	42
Basic Tech	TECH	2020	42
Research			

SOLO (KGB)

Combat Sense	Spec	2020	36
Intimidate	COOL	2020	37
Awareness/Notice	INT	2020	38
Expert: Criminology	INT	2020	39
Shadowing/Track	INT	2020	40
Athletics	REF	2020	40
Brawling or Martial Art: Sambo	REF	2020	40,41
Driving	REF	2020	40
Handgun	REF	2020	40
Stealth	REF	2020	42
Basic Tech	TECH	2020	42

SOLO (MOSSAD)

Combat Sense	Spec	2020	36
Intimidate	COOL	2020	37
Interrogation	COOL	2020	37
Streetwise	COOL	2020	38
Awareness/Notice	INT	2020	38
Expert: Criminology	INT	2020	39
Shadowing/Track	INT	2020	40
Survival: Desert	INT	Wired	21
Athletics	REF	2020	40
Driving	REF	2020	40
Handgun	REF	2020	40
Heavy Weapon	REF	2020	41
Rifle	REF	2020	42
Martial Art	REF	2020	41
Stealth	REF	2020	42
Basic Tech	TECH	2020	42
Demolition	TECH	2020	42

SPACE MARINE (SPACE)

Space Combat Sense	Spec	Brave	74
Awareness/Notice	INT	2020	38
Survival: Space	INT	Deep	76
EVA	REF	Deep	76
Driving or Motorcycle	REF	2020	40,41
Pilot OTV (2)	REF	Deep	76
SMG or Rifle	REF	2020	42
Melee or Handgun	REF	2020	41,40
Zero-Gee Maneuver	REF	Deep	76
Zero-Gee Combat	REF	Deep	76

CYBERPUNK 2020 CAREER

Name	Statistics	Book	Page
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SPACE PILOT (SPACE)

Brotherhood	Spec	Deep	75
Astrogation (2)	INT	Deep	76
Mathematics	INT	2020	39
Programming	INT	2020	39
Physics	INT	2020	39
Survival: Space	INT	Deep	76
EVA	REF	Deep	76
Pilot: OTV (2)	REF	Deep	76
Pilot: Spaceplane/Shuttle	REF	Deep	76
Basic Tech or Electronics	TECH	2020	42,43

TATSUJIN (PACIFIC RIM)

Combat Sense (Geonghu)	Spec	Rim	157
Strength Feat	BODY	2020	37
Human Perception	EMP	2020	38
Social	EMP	2020	38
Awareness/Notice	INT	2020	38
Diagnose Illness	INT	2020	39
Athletics	REF	2020	40
Martial Art 1	REF	2020	41
Martial Art 2	REF	2020	41
First Aid	TECH	2020	43

TROOPER

PA Combat Sense	Spec	Brave	74
Intimidate	COOL	2020	37
Awareness/Notice	INT	2020	38
Athletics	REF	2020	40
Brawling or Martial Art	REF	2020	40,41
Heavy Weapon	REF	2020	41
Melee	REF	2020	41
Rifle	REF	2020	42
PA Tech	TECH	Metal	152
Weaponsmith	TECH	2020	43

TECHIE (AMERICA, EUROPE, PACIFIC RIM)

Jury Rig	Spec	2020	36
Awareness/Notice	INT	2020	38
Teaching	INT	2020	40
Education & Gen. Knowledge	INT	2020	39
Basic Tech	TECH	2020	42
Cyber Tech	TECH	2020	42
Electronics	TECH	2020	43
Any 3 Tech Skill			

WORKGANGER (SPACE)

Workgang	Space	Deep	75
Survival: Space	INT	Deep	76
EVA	REF	Deep	76
Pilot: OTV (2)	REF	Deep	76
Operate Heavy Machinery	REF	2020	41
Zero-Gee Maneuver	REF	Deep	76
Basic Tech	TECH	2020	42
Electronics	TECH	2020	43
Expert: Construction Techniques	INT	2020	39
Strength Feat	BODY	2020	37

CYBERPUNK 2020 SKILL

Name Skill Book Page

SPECIAL ABILITIES

Admin. Resources	Spec	WGF	45
Authority (Cop)	Spec	2020	36
Brotherhood (Space Pilot)	Spec	Deep	75
Chameleon	Spec	WGF	47
Combat Sense (Solo)	Spec	2020	36
Combat Sense Specializing (Army)	Spec	Brave	74
Combat Sense (Nindo)	Spec	Rim	156
Combat Sense (Geongha)	Spec	Rim	157
Combat Sneak (Sniper)	Spec	Black	
Credibility (Media)	Spec	2020	36
Charismatic leadership (Rocker)	Spec	2020	36
Family (Nomad)	Spec	2020	36
Gange Rank	Spec	Solo	19
Interface (Netrunner)	Spec	2020	36
Intuition (Hacker)	Spec	Black	
Jury Rig (Techie)	Spec	2020	36
Medical Tech (meditech)	Spec	2020	36
RapidTrans	Spec	Black	
Resources (Corp)	Spec	2020	36
Research (P.I.)	Spec	Wired	18
Research (P.I.)	Spec	Rim	154
Research (P.I.)	Spec	WGF	46
Streetdeal (Fixer)	Spec	2020	36
Salvage (Jury Rig/2)	Spec	Deep	76
Tactics (Grunt, Officer)	Spec	Black	
Trashing (Thrasher)	spec	Black	
Vehicle Zen	Spec	WGF	45
Workganger (Family)	Spec	Deep	75

ATTRACTIVENESS SKILLS

Personal Grooming	ATTR	2020	37
Wardrobe & Style	ATTR	2020	37

BODY TYPE SKILLS

Endurance	BODY	2020	37
Strength Feat	BODY	2020	37
Swimming	BODY	2020	37

COOL/WILLPOWER SKILLS

Berserker(2)	COOL	Black	
Carousing	COOL	Black	
Culture	COOL	Solo	31
Interrogation	COOL	2020	37
Intimidate	COOL	2020	37
Oratory	COOL	2020	37
Resist Torture/Drugs	COOL	2020	37
Rhetoric	COOL	Rim	155
Streetwise	COOL	2020	38

EMPATHY SKILLS

Animal handling	EMP	Black	
Human Perception	EMP	2020	38
Interview	EMP	2020	38
Leadership	EMP	2020	38
Persuasion & Fast Talk	EMP	2020	38
Performing	EMP	2020	38
Recuting	EMP/INT	Black	
Simper	EMP	WGF	48
Seduction	EMP	2020	38
Social	EMP	2020	38
Steward(2)	EMP/INT	Black	
Trance	EMP	Rim	155
Wamp/Con	EMP	WGF	48

Name Skill Book Page

INTELLIGENCE SILLS

Accounting	INT	2020	38
Anthropology	INT	2020	38
Awareness/Notice	INT	2020	38
Artillery Weapon	INT	Wired	21
Area Knowledge	INT	WGF	48
Astrogation (2)	INT	Deep	76
Biology	INT	2020	38
Botany	INT	2020	38
Braindance	INT	Deep	76
Bureaucracy	INT	WGF	48
Business Sense	INT	Solo	31
Cadre	INT	Wired	21
Chemistry	INT	2020	38
Combat Engineering(3)	INT	Black	
Composition	INT	2020	38
Corporate Policy	INT	Solo	31
Diagnose Illness	INT	2020	39
Education & Gen. Knowledge	INT	2020	39
Expert	INT	2020	39
Expert (PA Design)	INT	Metal	52
Expert (Complex Computer Language)	INT	Net	145
Expert (Computer Language)	INT	Net	145
Expert (Conceptual C)	INT	Net	67
Expert (META-Lingua)	INT	Net	67
Expert (Super-Q)	INT	Net	67
Expert (Meta-Tran)	INT	Net	67
Expert (Dylan)	INT	Net	67
Expert (Big talk)	INT	Net	67
Forensics(2)	INT	Black	
Forward Observer	INT	OverL	
Gamble	INT	2020	39
Gaming	INT	Black	
Geology	INT	2020	39
Hide/Evade	INT	2020	39
History	INT	2020	39
Language	INT	2020	39
Library Search	INT	2020	39
Linguistics(2)	INT	Black	
Lip Reading	INT	Black	
Mathematics	INT	2020	39
Navigate	INT	Wired	21
Photo Analysis	INT	OverL	
Programming	INT	2020	39
Physics	INT	2020	39
Shadow/Track	INT	2020	40
Stock Market	INT	2020	40
System knowledge	INT	2020	40
Sail Power	INT	Wired	21
Super Weapons	INT&TECH	Black	
Survival (Environment)	INT	Wired	21
Survival (Street)	INT	Rim	153
Survival (Space)	INT	Deep	76
Survival (Wilderness)	INT	2020	40
Survival (Urban)	INT	WGF	48
Tactics	INT	WGF	48
Teaching	INT	2020	40
Tracking/Woodsman	INT	Wired	21
Water Vehicles	INT or REF	Euro	50
Zoology	INT	2020	40

CYBERPUNK 2020 SKILL

Name	Skill	Book	Page
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REFLEX SKILLS

Archery	REF	2020	40
Athletics	REF	2020	40
Auto Weapon	REF	Wired	21
Action Game	REF	Rim	153
Beam Weapon	REF	WGF	48
Brawling	REF	2020	40
Cat Bugler	REF	Wired	21
Dance	REF	2020	40
Dodge & Escape	REF	2020	40
Driving	REF	2020	40
EVA	REF	Deep	76
Fencing	REF	2020	40
Fast Draw	REF	Wired	22
Handgun	REF	2020	40
Heavy Weapon	REF	2020	41
Heavy Beam Weapon	REF	WGF	48
Martial Art	REF	2020	41
Melee	REF	2020	41
Motorcycle	REF	2020	41
Operate Heavy Machinery	REF	2020	41
Piloting	REF	2020	41
Pilot (Ship)	INT	Brave	75
Pilot RPV (3)	REF	WGF	48
PA Pilot (2)	REF	Metal	53
Spaceplane/Shuttle Pilot (3)	REF	Deep	76
OTV Pilot (2)	REF	Deep	76
Rifle	REF	2020	42
Small craft Handling	REF	OverL	
Stealth	REF	2020	42
Submachinegun	REF	2020	42
Sleight Of Hand	REF	Wired	22
Zero-Gee Maneuver	REF	Deep	76
Zero-Gee Combat	REF	Deep	76

TECHNICAL SKILLS

Aero Tech	TECH	2020	42
AV Tech	TECH	2020	42
Basic Tech	TECH	2020	42
Bio Tech	TECH	Euro	43
Body Art	TECH	Black	
Cryo-Tank Operation	TECH	2020	42
Cyberdeck Design	TECH	2020	42
Cyber Tech	TECH	2020	42
Chemist	TECH	Wired	22
Calligraphy	TECH	Rim	153
Communications Tech	TECH	Black	
Computer Use	TECH	WGF	48
Cooking	TECH	Black	
Demolitions	TECH	2020	42
Disguise	TECH	2020	42
Desktop Engineering	TECH	Wired	22
Electronics	TECH	2020	43
Electronic Security	TECH	2020	43
Firs Aid	TECH	2020	43
Forgery	TECH	2020	43
Genetics	TECH	Black	
Gunsmith	TECH	Wired	22
Gyro Tech	TECH	2020	43
Origami	TECH	Rim	153
PA Tech	TECH	Metal	152
Paint Or Draw	TECH	2020	43
Photography & Film	TECH	2020	43
Pharmaceuticals	TECH	2020	43
Pick Lock	TECH	2020	43
Pick Pocket	TECH	2020	43
Play Instrument	TECH	2020	43
Modular Tech	TECH	WGF	48
Tattooing	TECH	Rim	153
Weaponsmith	TECH	2020	43

Name	Skill	Book	Page
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MARTIAL ART

Arasaka-TE	REF	Refre	108
Aikido (3)	REF	2020	41
Animal Kung FU (3)	REF	2020	41
Boxing	REF	2020	41
Capoeria (3)	REF	2020	41
Choi Li Fut (3)	REF	2020	41
Gun-Fu (3)	REF	Refre	108
Judo	REF	2020	41
Jeet Kun Du (3)	REF	Rim	144
Karate (2)	REF	2020	41
Koppo (4)	REF	Rim	144
Ninjutsu (5)	REF	Rim	144
Sambo (3)	REF	Rim	144
Savate(2)	REF	2020	41
Sumo (4)	REF	Rim	144
Tae Kwon Do (3)	REF	2020	41
Tai Chi Chuan (3)	REF	Rim	144
Te (3)	REF	Rim	144
Thai Kick Boxing (4)	REF	2020	41
Thamoc (2)	REF	Refre	108
Thrash Boxing (2)	REF	Refre	108
Wrestling	REF	2020	41

CYBERPUNK 2020 MARTIAL ART

MARTIAL ART FORMS AND SPECIALIZATION BONUSES

Style	Strike	Punch	Kick	Block	Dodge	Throw	Hold	Escape	Choke	Sweep	Grapple	Disarm	Ram
Arasaka-TE	+1	+1	+1	+1	+1	+1	+1	+1	+2	-	+1	-	-
Aikido(3)	-	-	-	+4	+3	+3	+3	+3	+1	+3	+2	-	-
Animal Kung Fu(3)	+2	+2	+2	+2	-	-	-	-	-	+1	-	-	-
Boxing	-	+3	-	+3	+1	-	-	-	-	-	-	-	-
Capoeria(3)	-	+1	+2	+2	+2	-	-	-	-	+3	-	-	-
Choi Li Fot(3)	-	+2	+2	+2	+1	+1	+1	-	-	+2	-	-	-
Gun-Fu(3)	-	-	-	+2	+4	-	-	+2	-	+3	+4	+2	-
Judo	-	-	-	-	+1	+3	+2	+2	-	+2	+2	-	-
Jeet Kun Do(3)	+3	+3	+2	+2	-	-	-	-	-	+1	-	+1	-
Karate(2)	-	+2	+2	+2	-	-	-	-	-	-	-	-	-
Koppo(4)	-	+4	+2	+3	-	-	+2	+2	+1	+3	+2	-	-
Ninjutsu(5)	+3	+3	+1	+1	+2	+1	+1	+1	+1	+2	+1	+2	-
Sambo(3)	+2	+2	+2	-	-	+3	+2	+2	-	+2	+2	+2	-
Savate(2)	-	-	+4	+1	+1	-	-	-	-	-	-	-	-
Sumo(3)	-	+2	-	-	+2	+3	+1	+1	-	+2	+2	-	+4
Tae Kwon Do(4)	-	+3	+3	+2	+1	-	-	-	-	+2	-	-	-
Tai Chi Chuan(4)	+2	+2	+1	+2	+1	-	-	-	-	-	+1	+1	-
Te(3)	+2	+2	+1	-	+1	-	-	+1	-	+2	-	+1	-
Thai Kick Boxing(4)	-	+3	+3	+2	-	-	-	-	-	-	+1	-	-
Thamoc(2)	-	-	-	+1	+2	-	-	+2	-	+1	+1	-	-
Thrash Boxing(3)	+2	+2	+3	-	+1	+1	-	+2	-	+3	-	-	-
Wrestling	-	-	-	-	-	+3	+4	+4	+2	+2	+4	-	-

CYBERPUNK 2020 WEAPON

Name	Type	WA	Con.	Avil.	Damage/ Ammo	#Shots	ROF	Rel.	Range	Cost	Book	Page
LIGHT AUTOPISTOL												
Astra style-6	P	+1	P	E	1D6(6mm)	6	2	UR	50m	100 E.B.	Euro	74
BudgetArms C-13	P	-1	P	E	1D6(5mm)	8	2	ST	50m	75 E.B.	2020	51
Dai Lung Cybermag 15	P	-1	P	C	1D6+1(6mm)	10	2	UR	50m	50 E.B.	2020	51
Federated Arms X-22	P	0	J	E	1D6+1(6mm)	10	2	ST	50m	50 E.B.	2020	51
H&K P-11	P	0	J	P	4D6(6mmRkt)	5	1	VR	50m	75 E.B.	Euro	74
Light Needle Gun	P	+1	J	C	1D6+1AP	12	1/3/20	VR	75m	150 E.B.	WGF	71
Malorian Arms Flechette	P	+1	J	C	1D6(4mmAP)	125	2	ST	50m	595 E.B.	Chrom1	45

MEDIUM AUTOPISTOL

Arasaka WSA Automatic	P	0	J	C	2D6+3(10mm)	15	2	VR	50m	400 E.B.	Corp1	25
Beretta 97	P	+2	J	P	2D6+1(9mm)	18	2	VR	50m	225 E.B.	Euro	58
BudgetArms C-41	P	01	J	E	2D6+1(9mmCasl)	10	3	VR	50m	300 E.B.	Solo	43
BudgetArms Laser-niner	P	+1	J/L	P	2D6+1(9mm)	15/35	1/3/20	ST	50m	675 E.B.	Chrom1	42
Colt Enforcement 10	P	+1	J	C	2D6+3(10mm)	14	2	VR	50m	550 E.B.	Corp3	30
Colt Alpha-Omega	P	+2	J	C	2D6+3(10mm)	10	2	VR	50m	500 E.B.	Chrom1	43
Dai Lung Streetmaster	P	0	J	E	2D6+3(10mm)	12	2	UR	50m	250 E.B.	2020	51
Federated Arms x-9mm	P	0	J	E	2D6+1(9mm)	12	2	ST	50m	300 E.B.	2020	51
Goncz-Taurus Pistol	P	0	J	E	2D6+1(9mm)	15	2	ST	50m	200-275 E.B.	Chrom1	44
medium Needle Gun	P	+1	J	C	1D6+3AP	30	1/3/20	VR	75m	250 E.B.	WGF	71
Militech Arms Avenger	P	0	J	E	2D6+1(9mm)	10	2	VR	50m	250 E.B.	2020	51
Pulse Laser Pistol	P	+1	J	P	4D6+4	15	1/3/10	ST	75m	900 E.B.	WGF	71
Smart Round Pistol	P	+3	J	R	4D6	20	2	UR	150m	1500 E.B.	WGF	71
Static Pistol	P	0	J	C	3D6+Spec	20	1	ST	50m	475 E.B.	WGF	71
Stolbovoy ST-2	P	0	J	C/R	2D6+3(10mm)	10	2	VR	50m	450 E.B.	Corp3	71
Stemmeyer Type 41	P	0	J	C	2D6+3(10mm)	12	2	VR	50m	425 E.B.	Corp1	66
Stein&Wassernan "TRI-STAR"	P	0	J	C	2D6(#000)	6	1	ST	50m	375 E.B.	Chrom2	37

HEAVY AUTOPISTOL

BudgetArms auto 3	P	-1	J	E	3D6(11mm)	8	2	UR	50m	350 E.B.	2020	51
Heavy Needle Gun	P	0	J	P	2D6-1AP	20	1/3/20	UR	60m	325 E.B.	WGF	71
NOVA .338 Citygun	P	+1	J	P	3D6(.338)	7	3	VR	50m	460 E.B.	Chrom2	40
Stemmeyer Type 35	P	0	J	C	3D6(11mm)	8	2	VR	50m	400 E.B.	2020	51
Seizure Gun	P	0	J	P	Spec	15	1	UR	60m	800 E.B.	WGF	71
TechTronica M009	P	+1	J	R	3D6(11mm)	6	1	ST	25m	950 E.B.	Chrom2	43

VERY HEAVY AUTOPISTOL

Armalite 44	P	0	J	E	4D6+1(12mm)	8	1	ST	50m	450 E.B.	2020	51
Colt AMT 2000	P	0	J	E	4D6+1(12mm)	8	1	VR	50m	500 E.B.	2020	51
Federated Arms 454 DA	P	0	J	P	4D6+3(.454Casl)	5	1	VR	50m	375 E.B.	Chrom1	52
Malorian Arms 3516	P	-1	J	R	6D6(14mm)	6	1	VR	50m	4525 E.B.	Chrom1	52

LIGHT SUBMACHINEGUNS

Fed Arms Tech Assault II	SMG	+1	J	C	1D6+1(6mm)	50	25	ST	150m	400 E.B.	2020	51
H&K MP 2013	SMG	+1	J	C	2D6+3(10mm)	35	32	ST	150m	450 E.B.	2020	51
H&K G-6 Advanced	SMG	+1	N	P	5D6(6mm)	100	30	VR	900m	2050 E.B.	Chrom1	51
Uzi Miniauto 9	SMG	+1	J	E	2D6+1(9mm)	30	35	VR	150m	475 E.B.	2020	51
Militech Mini-gat	SMG	0	L	P	1D6(5mmCasl)	120	40	ST	150m	695 E.B.	Chrom1	8
Setsuko-Arasaka "PMS" Adv	SMG	+1	L	P	1D6+2(7mm)	40	20	ST	150m	1150 E.B.	Chrom1	44

MEDIUM SUBMACHINEGUNS

Arasaka Minami 10	SMG	0	J	E	2D6+3(10mm)	40	20	VR	200m	500 E.B.	2020	51
Beretta M-24 Advanced	SMG	+2	L	P	2D6+1(9mm)	50	25	VR	200m	800 E.B.	Chrom1	46
Goncz-Turus Selective Fire	SMG	-1	J	C	2D6+1(9mm)	15/30	2/10	ST	200m	300-400 E.B.	Chrom1	44
Glock Thirty Machine Pistol	SMG	+2	J/L	C	2D6+3(10mm)	20/30	1/3	VR	200m	705 E.B.	Chrom1	43
H&K MPK-9	SMG	+1	J	C	2D6+1(9mm)	35	25	ST	200m	520 E.B.	2020	51
Malorian Arms Sub-Flechette	SMG	+2	J	C	2D6+3(10mmFle)	10/30	3/35	VR	200m	795 E.B.	Chrom1	48
Militech Viper SMG	SMG	0	J	P	2D6+3(10mm)	40	30	VR	200m	750 E.B.	Corp2	27
Militech M-10	SMG	+1	J	E	2D6+3(10mm)	30	20	ST	200m	450 E.B.	Chrom1	51
Mustang Arms ARS-5C	SMG	+1	J	C	2D6+3(10mm)	40	3/40	VR	200m	600 E.B.	Corp3	30
Stolbovoy STS SMG	SMG	-1	J	C/R	2D6+3(10mm)	32	30	VR	400m	600 E.B.	Corp3	71

HEAVY SUBMACHINEGUNS

H&K MPK-11	SMG	0	L	C	4D6+1(12mm)	30	20	ST	200m	700 E.B.	2020	51
Heavy Needle Gun	SMG	-1	J	P	2D6-1AP	100	1/3/20	ST	100m	475 E.B.	WGF	71
Ingram Mac 14	SMG	-2	L	E	4D6+1(12mm)	20	10	ST	200m	650 E.B.	2020	51
Stemmeyer SMG	SMG	-1	L	E	3D6(11mm)	30	15	VR	200m	500 E.B.	2020	51

KEYS: **WA**=Weapon Accuracy **Con.**=Concability **P**=Pocket **J**=Jacket **L**=Long Coat **N**=Can't Be Hidden **Avail.**=Availability **E**=Excellent(Anywhere)
C=Common(Shops) **P**=Poor(Stolen, Black Market) **R**=Rare(One Of A Kind) **REL**=Reliability **VR**=Very Reliable **ST**=Standard **UR**=Unreliable
#Shots=Standard Clip Or Load **ROF**=Rate Of Fire

CYBERPUNK 2020 WEAPON

Name	Type	WA	Con.	Avil.	Damage/ Ammo	#Shots	ROF	Rel.	Range	Cost	Book	Page
ASSAULT RIFLES												
AKR-20 Medium	RIF	0	N	C	5D6(5,56)	30	30	ST	400m	500 E.B.	2020	51
Arasaka WAA	RIF	+1	N	C	5D6(5,56)	30	30	VR	400m	800 E.B.	Corp1	24
Beam Laser Rifle	RIF	+2	N	R	1-5D6	40	2	UR	400m	6000 E.B.	WGF	71
Colt M18	RIF	+1	N	C	5D6(5,56)	35	3/30	VR	400m	750 E.B.	Corp3	30
Dara-Polytechnic M-9	RIF	0	N	P	4D6+2(5,5mm)	40	25	ST	400m	300 E.B.	Chrom1	50
Fabric De Arms M-2012	RIF	+2	N	P	6D6+1(6,5Casl)	30	4	VR	400m	650 E.B.	Solo	41
Federated Arms light Assault 15	RIF	0	N	C	5D6(7mmCasl)	30	3/25	VR	400m	400 E.B.	Chrom1	54
FR-F6	RIF	+4	N	P	6D6+2(7,62)	10	2	ST	400m	550 E.B.	Euro	58
FN-RAL Heavy	RIF	-1	N	C	6D6+2(7,62)	30	30	VR	400m	600 E.B.	2020	51
Gauss Rifle	RIF	+1	N	R	3D10	50	1/3/50	ST	500m	950 E.B.	WGF	71
Hvy. Gauss Assault Rifle	RIF	0	N	R	4D10	120	1/3/50	UR	500m	1500 E.B.	WGF	71
Kalishnikov A-80 HVY	RIF	-1	N	E	6D6+2(7,62)	35	25	ST	400m	550 E.B.	2020	51
Militech Cyborg	RIF	+1	N	P	7D6+3AP(.300)	30	2	ST	500m	800 E.B.	Chrom2	36
Militech Ronin Light	RIF	+1	N	C	5D6(5,56)	35	30	VR	400m	450 E.B.	2020	51
Militech Dragon	RIF	0	N	C	6D6+1(6,5mm)	35	30	VR	400m	700 E.B.	Corp2	27
Militech M-31 Advanced	RIF	+2	N	R	4D6(4,5mm)	150	30	ST	400m	1695 E.B.	Chrom1	45
Militech Arms Mk IV	RIF	+1	N	C	5D6(5,56)	35	30	VR	400m	600 E.B.	Corp2	27
Militech M13A1	RIF	+2	N	R	4D6(4,5mm)	150	30	ST	400m	1695 E.B.	Brave	82
Grenade					Var	4	2	UR	100m			
Militech M-232	RIF	0	N	P	5D6(5,56)	100/35	35	VR	400m	1000 E.B.	Brave	82
M-60 Medium Machinegun	RIF	+1	N	P	6D6+2(7,62mm)	100	20	VR	400m	1000 E.B.	Brave	83
Polymer One-Shot Cannon	RIF	-2	L	C	4D6+2(31mm)	1	1	UR	100m	90 E.B.	Chrom2	36
Pursuit Security Webgun	RIF	+1	N	C	Entangle	1	1	ST	30m	250 E.B.	Chrom2	37
Pulse Laser Rifle	RIF	0	N	R	6D6+4	30	1/3/10	ST	450m	5000 E.B.	WGF	71
SA-80	RIF	+2	N	P	5D6(5,56)	30	20	VR	400m	450 E.B.	Euro	73
Seizure Cannon	RIF	0	L	P	Spec	20	1	UR	200m	1500 E.B.	WGF	71
Smart Round Rifle	RIF	+3	L		4D6+3	20	2	ST	550m	2500 E.B.	WGF	71
Sternmeyer CG-13	RIF	+1	N	P	5D6(5,56)	90	48	VR	400m	700 E.B.	Corp1	67
Sternmeyer M59 AG	RIF	+1	N	R	5D6(5,56Casl)	80	30	VR	400m	750 E.B.	Corp1	67
Stein&Wassernan Model F	RIF	0	L	P	7D6+6(13mm)	8	1	VR	500m	1650 E.B.	Chrom1	54
Stolbovoy ST-5	RIF	-1	N	C/R	5D6(5,56)	30	1/30	VR	400m	900 E.B.	Corp3	71
TechTronica M-40	RIF	0	N	R	EMP	6	1/2	ST	50m	3500 E.B.	Chrom2	39
Tsunami Arms Ramjet Rifle	RIF	+3	N	P	Var(8,5mm)	9	3	VR	800m	1230 E.B.	Chrom2	36

SHOTGUNS

Arasaka Raid Assault12	SHT	-1	N	C	4D6(00)	20	10	ST	50m	900 E.B.	2020	51
Enfiel-Ubichi Last Chance	SHT	0	J	C	4D6(12ga)	1	1	UR	50m	400 E.B.	Euro	72
Luigi Franchi "King Buck"	SHT	-1	N	P	6/5/4D6(10ga)	4	2/4	VR	50m	800 E.B.	Chrom2	38
Militech Bulldog Compact	SHT	0	L	P	4D6(00)	21	3/10	ST	50m	800 E.B.	Corp2	62
Militech Crusher SSG	SHT	-1/3	J	C	3D6/1D6+2(20ga)	6	2	ST	50m	450 E.B.	Chrom1	42
Militech Arms Raider/Riot	SHT	0/-1	N/L	C	4D6(12ga)	8	2	ST	50m	300 E.B.	Chrom1	49
MustangArms Raider/Riot	SHT	0	L	C	4D6(00)	5/9	2	ST	50m	400 E.B.	Corp3	30
M-12 Close Assault Weapon	RIF	0	N	P	Var(12ga)	20	10	VR	200m	950 E.B.	Brave	83
Sternmeyer Stakeout 10	SHT	-2	N	R	4D6(00)	10	2	ST	50m	450 E.B.	2020	51

HEAVY WEAPONS

Arasaka WXA Comp. aimed	RIF	0	N	R	6D6+2(7,62mm)	500	20	VR	400m	3000 E.B.	Corp1	25
Barrette m-90 Sniper rifle	RIF	+3	N	R	6D10(12,7mm)	10	1	VR	1000m	1500 E.B.	Brave	84
Arasaka-Arasaka Light 20	HVY	0	N	R	4D10AP(20mm)	10	1	VR	450m	2000 E.B.	2020	51
Colt-Mauser M2X Cannon	HVY	0	N	R	4D10+6(20mm)	8	1	ST	600m	3050 E.B.	Chrom2	40
FN MG-6	HVY	+1	N	P	6D6(5,56)	100	10	VR	400m	600 E.B.	Euro	74
Hughes Rocket Rifle	RIF	-1	N	R	3D10AP(18mm)	3	1	ST	500m	750 E.B.	Brave	84
Rhinemetal EMG-85	HVY	+3	N	R	5D10+10(EAP)	5	1/2	ST	1500m	11370 E.B.	Chrom2	38
Sternmeyer M-5	HVY	-1	N	R	6D6+2(7,62mm)	200	20	ST	400m	1000 E.B.	Corp1	25
M-205 Grenade	HVY	+1	L	P	Var(40mm)	1	1	VR	200m	250 E.B.	Brave	83
M-212 Grenade	HVY	+1	N	P	Var(40mm)	8	2	VR	200m	500 E.B.	Brave	84
Man-To-Man Missiles	HVY	+1	N	R	4D10+4	10	2	VR	450m	2000 E.B.	WGF	71
Militech Arms U-55 Grenade	HVY	0	N	P	Var	12	1/3	ST	150m	800 E.B.	Corp2	62
Militech Mini-Grande Launcher	HVY	-1	L	C	Var	4	2	ST	200m	255 E.B.	Chrom1	46
Militech Mini-Grenade (Drum)	HVY	-1	N	P	Var	16	2	ST	200m	475 E.B.	Chrom1	46
Militech Arms Renegade	HVY	0	N	R	6D6-1(8,5mm)	200/35	20	ST	400m	1100 E.B.	Corp2	28
Militech AM-3 "Anti-Matter"	HVY	0/+1	N	R	6D10+12(30mm)	5	1	ST	1600m	6000 E.B.	Chrom2	41
Militech Urban Missile Launcher	HVY	+2	L	P	4D6(Micro)	12	2	ST	200m	900 E.B.	Chrom2	41
Militech Urban Missile POD	HVY	+1	*	P	4D6(Micro)	1	1	ST	200m	200 E.B.	Chrom2	41
Militech PDU-3	HVY	0	P	P	2D6+5(Blast)	1	1	ST	2.5m	150 E.B.	Chrom2	42

KEYS: WA=Weapon Accuracy Con.=Concability P=Pocket J=Jacket L=Long Coat N=Can't Be Hidden Avail.=Availability E=Excellent(Anywhere)
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CYBERPUNK 2020 WEAPON

Name	Type	WA	Con.	Avil.	Damage/ Ammo	#Shots	ROF	Rel.	Range	Cost	Book	Page
EXOTICS												
Avante P-1135 Needlegun	P	0	P	P	Drugs	15	2	ST	40m	200 E.B.	2020	52
Cybertron Nectron Pistol	P	+4	J	P	3D10+10(F Beam)	10	3	VR	700m	21000 E.B.	-	-
Cybertron Nectron Rifle	RIF	+5	L	P	4D10+30(F Beam)	10	3	VR	1250m	27000 E.B.	-	-
Cybertron Nectron/Chamborum	HVY	+3	N	R	7D10+75(FBPM)	7	1	VR	1750m	145000 E.B.	-	-
Enertex AKM Power Squirt	P	-2	J	C	Drugs	50	1	VR	10m	15 E.B.	2020	52
EagleTech "Tomcat" C-Bow	EX	0	N	C	4D6	12	1	VR	150m	150 E.B.	2020	52
EagleTech "Stryker" X-Bow	EX	-1	N	C	3D6+3	12	1	VR	50m	220 E.B.	2020	52
Fieldburn ATPU Assault Plasma	RIF	0	N	P	7D6+5(Plasma)	8	1/2Ro	UR	250m	12000 E.B.	-	-
Fieldburn TWORA Artillery Plasma	HVY	0	N	R	12D6+15(Plasma)	1	1/3Ro	ST	250m	17000 E.B.	-	-
Kendachi Dragon	EX	0	J	P	Var	4	1	ST	25m	660 E.B.	Chrom1	48
L.A.T. HTLAAC Assault Gun	HVY	0	N	P	7D8+12(Atonhydrogen)	75	1	ST	21m	7500 E.B.	-	-
Militech Elect. Laser Canon	RIF	0	N	C	1-5D6	10	2	UR	200m	8000 E.B.	2020	52
Martial Stingray Ion Accelerator	RIF	-1	N	P	5D6+12(Particle)	5	1/4Ro	ST	25m	1500 E.B.	-	-
Militech Electronics Taser	P	-1	J	C	Stun	10	1	ST	10m	60 E.B.	2020	52
Nelspot "Wombat"	P	-1	J	C	Drugs	20	2	UR	40m	200 E.B.	2020	52
Optophase IXFGL Personal Laser	P	0	P	C	1D6(P Beam)	24	1	ST	150m	1700 E.B.	-	-
Optophase IQHA Army Laser	RIF	0	L	C	1D10+1(P Beam)	15	1	ST	450m	2200 E.B.	-	-
Techtronica 12 Microwaver	P	0	J	P	1D6	10	2	VR	20m	400 E.B.	2020	52
Verom HOHPM Interceptor	RIF	0	N	C	3D6+7(0,8mm)	210	7	ST	125m	4500 E.B.	-	-

MELEE WEAPON

Axe	MEL	-1	N	C	2D6+3	-	-	-	1m	200 E.B.	2020	52
Airhypo Bayonet	MEL	-2	P	P	Drug	20	1	ST	1m	200 E.B.	OverL	
Brass Knuckles	MEL	0	P	C	1D6+2	-	-	-	1m	10 E.B.	2020	52
Club	MEL	0	L	C	1D6	-	-	-	1m	Free	2020	52
Chainsaw	MEL	-3	N	C	4D6	-	-	-	1m	80 E.B.	2020	52
Chain Bayonet	MEL	-2	P	R	5D6+2	NA	1	ST	1m	180 E.B.	OverL	
EmeraldTech Collapsing Monokatana	MEL	+1	P/N	R	3D6	-	-	ST	1m	1000 E.B.	OverL	
Kendachi MonoKnife	MEL	+1	P	P	2D6	-	-	VR	1m	200 E.B.	2020	52
Kendachi MonoKatana	MEL	+1	N	R	4D6	-	-	VR	1m	600 E.B.	2020	52
Kendachi MonoKnife2	MEL	+1	J	P	2D6	-	-	VR	1m	650 E.B.	Chrom1	55
Kendachi MonoKatana2	MEL	+1	N	R	4D6	-	-	VR	1m	700 E.B.	Chrom1	55
Kendachi M-33 Power Sword	MEL	0	L	R	4D6	-	-	ST	1m	850 E.B.	Chrom1	55
Knife	MEL	0	P	C	1D6	-	-	-	1m	1-20 E.B.	2020	52
Mono Bayonet	MEL	-2	P	P	5D6	NA	1	UR	1m	250 E.B.	OverL	
Nunchaku	MEL	0	L	C	3D6	-	-	-	1m	15 E.B.	2020	52
Naginata	MEL	0	N	P	3D6	-	-	-	1m	100 E.B.	2020	52
SPM-1 Battleglove	MEL	-2	N	P	3D6/2D6	-	-	VR	1m	900 E.B.	2020	52
Sword	MEL	0	N	C	2D6+2	-	-	-	1m	20-200 E.B.	2020	52
Shuriken	MEL	0	P	C	1D6/3	-	-	-	Throw	2-3 E.B.	2020	52
SwthBlade	MEL	0	P	C	1D6/2	-	-	-	1m	15 E.B.	2020	52
Sledgehammer	MEL	-1	N	C	4D6	-	-	-	1m	20 E.B.	2020	52
Steel Bayonets	MEL	-2	P	C	3D6	NA	1	VR	1m	15 E.B.	OverL	
Spike Bayonet	MEL	-2	P	P	2D6	NA	1	VR	1m	10 E.B.	OverL	
Spawnblade Bayonet	MEL	-2	P	P	1D6+4	NA	NA	ST	1m	500 E.B.	OverL	
Tonfa	MEL	0	L	C	1D6	-	-	-	1m	15 E.B.	2020	52
Taser Bayonet	MEL	-2	P	P	Stun	10	1	ST	1m	120 E.B.	OverL	

CYBERPUNK 2020 WEAPON

Name	Type	WA	Con.	Avil.	Damage/ Ammo	#Shots	ROF	Rel.	Range	Cost	Book	Page
OLDER WEAPONS												
Gm set's the price												
Colt.45 "Peacemaker"	P	0	J	R	2D6+2(.45)	6	1	VR	50m		2020	56
Colt.38 Detective	P	+1	J	C	1D6+2(.38)	6	1	VR	50m		2020	56
C.O.P. .357 Derringer	P	0	P	C	2D6+3(.357)	4	2	VR	50m		2020	56
Llama Comanche	P	0	J	C	4D6(.44)	6	2	ST	50m		2020	56
S&W Combat Magnum	P	+1	J	C	2D6+3(.357)	6	2	VR	50m		2020	56
Bushmaster	SMG	0	C	R	4D6(5,56)	30	20	ST	200m		2020	56
H&K MP5 & MP5K	SMG	+1	L	C	2D6+1(9mm)	30	20	ST	200m		2020	56
K-Pist M45B	SMG	0/-1	J/L	C	2D6+1(9mm)	36	36	VR*2	100m		Ooki	
Ingram Mac 10	SMG	-1	J	C	2D6+2(.45)	30	5	UR	150m		2020	56
Thompson M1	SMG	+2	N	C	2D6+2(.45)	30	20	VR	200m		2020	56
Chicago Gangster Type						50		UR			2020	56
UZI	SMG	+2	J	C	2D6+1(9mm)	30	20	VR	150m		2020	56
Vz 61 Skorpion	SMG	+2	J	P	1D6(.25)	20	25	VR	150m		2020	56
AK 47, AKM AKMS	RIF	0	N	E	5D6(7,56S)	30	20	VR	400m		2020	56
FN-FAL	RIF	0	N	E	6D6+2(7,56)	20	21	VR	400m		2020	56
M-16A & M-16A2	RIF	+2	N	C	4D6(5,56)	30	25	UR	400m		2020	56
Styer AUG	RIF	+2	N	C	4D6(5,56)	30	20	VR	400m		2020	56
Winchester	RIF	+3	N	C	5D6+1(30-06)	5	1	VR	400m		2020	56
CAWS	SHG	0	N	R	4D6(00)	10	10	ST	50m		2020	56

GRENADE

Fragmentation	GRN	0	P	P	7D6	1	1	VR	Throw	30 E.B.	2020	51
Incendiary	GRN	0	P	P	4D6(3Turns)	1	1	VR	Throw	30 E.B.	2020	51
Stun	GRN	0	P	P	-5 To Stun	1	1	VR	Throw	30 E.B.	2020	51
Dazzle	GRN	0	P	P	Blind 4 Turns	1	1	VR	Throw	30 E.B.	2020	51
Gas	GRN	0	P	P	Var	1	1	VR	Throw	30 E.B.	2020	51
EMP	GRN	0	P	P	Highenergy/Electro	1	1	VR	Throw	350 E.B.	Chrom1	47
FEN Dz 22 "Saucer Grenade"	GRN	0	P	P	HE/FRAG	1	1	VR	Throw	65 E.B.	Chrom1	47
FEN Dz 25 "Det Card"	GRN	0	P	P	HE	1	1	VR	Throw	120 E.B.	Chrom1	47
Scatter Grenade	GRN	0	P	C	Spec	1	1	VR	Throw	70 E.B.	Chrom2	49
Stench Bomb	GRN	0	P	C	Spec	1	1	VR	Throw	20 E.B.	Chrom2	49
Flash Bang Grenade	GRN	0	P	P	4D10(Stun/Spec)	1	1	VR	Throw	40 E.B.	Chrom2	49
Spry Paint Grenade	GRN	0	P	E	Spec	1	1	Vr	Throw	20 E.B.	Chrom2	49

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CYBERPUNK 2020 WEAPON

Name	Type	WA	Con. Avil.	Damage/ Ammo	#Shots	ROF	Rel.	Range	Cost	Book	Page
AMMO											
Light Pistol, SMG					Box 50	8 E.B.	Wired	24			
Medium Pistol, SMG					Box 50	15 E.B.	Wired	24			
Heavy Pistol, SMG, Very Heavy pistol					Box 50	20 E.B.	Wired	24			
Assault Rifle, Light MG					Box 100	35 E.B.	Wired	24			
Medium, Heavy MG					Box 100	70 E.B.	Wired	24			
20mm Rounds					1 Shell	25 E.B.	2020	54			
Arrows					12 each	24 E.B.	2020	54			
Crossbow Bolts					12 each	30 E.B.	2020	54			
Air Gun Pellets					Box 100	6 E.B.	2020	54			
Needlegun Rounds					Box 50	25 E.B.	2020	54			
Battery Pack Laser, Microwaver, Ion Acc.					Full Load	35 E.B.	-	-			
L.A.T. Battery Pack					75 Shots	60 E.B.	-	-			
Nectron Power Pack Pistol , Rifle					Full Load	320 E.B.	-	-			
Nectron/Chamborum Power Pack					7 Shots	700 E.B.	-	-			
Plastic Plasma Clip Rifle, Hand Cannon					Full Load	800 E.B.	-	-			
Crystal Plasma Clip Rifle(+25Dam), Hand Cannon(+50Dam)					Full Load	1600 E.B.	-	-			
Verom HOPHPM 0,8mm (3D6+7)					Clip 210	250 E.B.	-	-			
Verom HOPHPM 0,8mm AP (5D6+7)					Clip 210	350 E.B.	-	-			
Flame Thrower Reload					1 each	50 E.B.	2020	54			
Pistol, SMG DPU (Depleted Uranium Shells) (S=2* M=2.5* H3.5* VH=3.5*dam)					1 each	80 E.B.	Wired	24			
Assault Rifle, Shotgun DPU (Assault=3.5* Shotgun=2.5*dam)					1 each	120 E.B.	Wired	24			
Machine Gun DPU (1.5*dam)					1 each	150 E.B.	Wired	24			
DP (Duel-Purpose) Rounds (Armor=1/2 SP Flech=1/2 dam NonArmor=1.5*dam)					-	4*Cost	Chrom2	46			
AP (Armor-Piercing) Rounds (Armor=1/2 SP Flech=1/2 dam NoArmor=1/2 dam)					-	3*Cost	Wired	24			
API (Armor-Piercing Incendiary) Rounds (Armor=1/2 SP Flech=1/2 dam 1 round 1D6 2 round 1D6/2)					-	4*Cost	Chrom2	46			
Smart Rounds (6-10 on D10 locked on target = +2 to hit)					-	3*Cost	Wired	24			
Flechettes					-	2*Cost	Wired	24			
Kendachi Fragmentation Flechettes (Rare) (Armor=1/2 SP Damage full)					-	5*Cost	Chrom2	46			
Rubber Bullets					-	1/3 Of Cost	Chrom2	46			
Mod Weapon To Smartgun Link					-	2*Cost	2020	72			
Mod Weapon To Smargun2 Link					-	3*Cost	Chrom3	23			
Mod Smartgun Weapon To Smartgun2					-	2*Cost	Chrom3	23			
Shotgun					Box 12	15 E.B.	2020	54			
Stinger Shotgun Shells 12ga					Box 25	15 E.B.	Chrom2	47			
Stinger Shotgun Shells 10ga					Box 25	20 E.B.	Chrom2	47			
Gas Shotgun Shells 12ga					Box 25	20 E.B.	Chrom2	47			
Gas Shotgun Shells 10ga					Box 25	25 E.B.	Chrom2	47			
Flare Shotgun Shells 12ga					Box 25	25 E.B.	Chrom2	47			
Flare Shotgun Shells 10ga					Box 25	30 E.B.	Chrom2	47			
Smoke Shotgun Shells 12ga					Box 25	15 E.B.	Chrom2	47			
Smoke Shotgun Shells 10ga					Box 25	20 E.B.	Chrom2	47			
Flash Shotgun Shells 12ga					Box 25	30 E.B.	Chrom2	47			
Flash Shotgun Shells 10ga					Box 25	35 E.B.	Chrom2	47			
Micro Missile					1 each	50 E.B.	Chrom2	49			
Micro Missile Anti Armor					1 each	75 E.B.	Chrom2	49			
Micro Missile HEP (High-Explosive Creating)					1 each	50 E.B.	Chrom2	49			
Militech 25mm pistol/SMG-Grenade											
HEP					1 each	30 E.B.	Chrom2	48			
API					1 each	30 E.B.	Chrom2	48			
Offensive Frag.					1 each	25 E.B.	Chrom2	48			
Defensive Frag.					1 each	20 E.B.	Chrom2	48			
Smoke/Tear Gas					1 each	20 E.B.	Chrom2	48			
Concussion					1 each	15 E.B.	Chrom2	48			
Flash Bomb					1 each	15 E.B.	Chrom2	48			

CYBERPUNK 2020 PERSONAL ARMOR

Name	Covers	SP	EV	Cost	Book	Page
ARMOR						
Cloth, Leather	Arms, Torso, Possible legs	0	+0	Var	2020	57
Heavy Leather	Arms, Torso, Possible legs	4	+0	50 E.B.	2020	57
Kevlar T-shirt, Vest	Torso	10	+0/+1*	90 E.B.	2020	57
Steel Helmet	Head	14	+0	20 E.B.	2020	57
Light Armor Jacket	Torso, Arms	14	+0	150 E.B.	2020	57
Med Armor Jacket ♦	Torso, Arms	18	+1	200 E.B.	2020	57
Flack Vest	Torso	20	+1	200 E.B.	2020	57
Flack Pants	Legs	20	+1	200 E.B.	2020	57
Armored Stockings	Legs	6	+0	110 E.B.	Chrom2	28
Nylon Helmet	Head	20	+0	100 E.B.	2020	57
Heavy Armor Jacket ♦	Torso, Arms	20	+2	250 E.B.	2020	57
Door Gunners Vest ♦	Torso	25	+3	250 E.B.	2020	57
Metal Gear ♦	Whole Body	25	+2	600 E.B.	2020	57
Arasaka Black Armor Vest	Torso	18	+0	150 E.B.	Corp1	23
Arasaka Visor Helmet	Head	20	+0	120 E.B.	Corp1	24
Arasaka Armored Jacket	Torso, Arms	18	+1	210 E.B.	Corp1	24
Arasaka Armored Trousers	Legs	4	+0	90 E.B.	Corp1	24
IEC Armored T-shirt	Torso	10	+0/+1*	90 E.B.	Corp1	65
IEC Armored Vest	Torso	18	+1	100 E.B.	Corp1	66
IEC Kevlar Helmet+ Face Plate	Head	20	+0	150 E.B.	Corp1	66
Visor, Whit Anti-dazzle	Eyes, Upper Face	12	+0			
Gibson Battlegear “Sneak Suit”	All	10	+0	Var	Chrom2	28
Militech M-88 Revised Combat Helmet	Head	20	+0	5000 E.B.	Corp2	61
Visor	Face	15				
Militech Armored T-shirt	Torso	7	+0/+1*	130 E.B.	Corp2	63
Militech Armored Jacket	Torso, Arms	14	+1	300 E.B.	Corp2	63
Militech Heavy Armored Vest	Torso	18	+2	300 E.B.	Corp2	63
Militech Protective Headgear Insert	Head	+4	+0/+1*	50 E.B.	Chrom4	69
Militech M96 “Ghostsuit”	All	10	-1	5300 E.B.	Chrom2	27
Militech M73 *Mirage Gear”	All	12	-1	Var	Chrom2	27
Petro Chem Armored Vest	Torso	16	+1	170 E.B.	Corp3	28
Petro Chem Xoma Armored Vest	Torso	20	+2	250 E.B.	Corp3	28
Sovoil Helmet	Head	20	+0	100 E.B.	Corp3	69
Sovoil Vest	Torso	18	+1	200 E.B.	Corp3	68
USAF Standard Field Armor	Whole Body	14	+0	2000 E.B.	Home	87
Extra Plates	Torso, Abdomen, Legs	20	+1	500 E.B.	Home	87
Nylon/Composite Helmet	Head	20	+0	1500 E.B.	Home	87
Face Plate	Face	20				
USAF Assault Armor	Whole Body	28	+2	3000 E.B.	Home	87
Medical Armor	Whole Body	14	+6	3500 E.B.	Chrom1	16
Medical Armor	Whole Body, See book for option	20	+3	3400 E.B.	Chrom2	19
Lazarus Infra Jacket	Torso, Arms	-2	Infra Check	150 E.B.	Corp2	25
Lazarus Infra Pants	Legs	-2	Infra Check	50 E.B.	Corp2	25
Lazarus Infra Tunica	Back	-2	Infra Check	75 E.B.	Corp2	25
Lazarus Infra Boots	Foot	-2	Infra Check	75 E.B.	Corp2	25
Lazarus Infra Gloves	Hand	-2	Infra Check	30 E.B.	Corp2	25
Lazarus Infra Balaclava		-2	Infra Check	30 E.B.	Corp2	25
Lazarus Infra Helmet	Head	-2	Infra Check	30 E.B.	Corp2	25

* If this is under another armor, then use EV +1

♦ Smart Armor: SP is not reduced, but EV will be lowered whit 1. To use this option one must have a Neuralware and interface plugs. Can only be installed in new armor whit increase in price of 100%. It takes 24 hour to adapt the Smart armor to you, so until then its standard EV.

CYBERPUNK 2020 CYBERWARE

Cyberware	Surg.	Descriptions	Cost	H.Loss	Book	Page
FASHIONWARE	-	Appearance and cosmetic cyberware	-	-	2020	66
Biomonitor	N	+2 to resist torture & drugs	100	1pt	2020	66
Skinwatch	N	Subdermal timepiece	50	1pt	2020	66
Clearcell Skin	N	Drop Dead Cell's	400	,5pt	Chrom3	26
Light Tattoo	N	Decorative tattoo	1-20	,5pt	2020	66
Minty Fresh Breath	N	No bade smell	400	,5pt	Chrom3	26
Color Gland Control	M	Change color with out cyber eye	250	1pt	Chrom2	6
Hollywood Hair	N	Get those nice hire styles whit out the normal mess	400	,5pt	Chrom3	26
Cyberfragial Remounts	Var	Look like Robocop	Var	Var	Chrom3	33
Shift-Tact's	N	Color changing contact lenses	1-200	,5pt	2020	66
Kill Display	N	Show how many you killed	100	1pt	Chrom2	2
Chem Skins	N	Color/pattern changing skin tints	200	1D6/2	2020	66
Synthskins	N	Color/pattern changing artificial skin	400	1D6	2020	66
Techhair	M	Color/light emitting artificial hair	1-200	2pt	2020	66
Dermatech Logo-Line	N	Ass Tattoo but whit a Logo	Var	,5pt	Chrom4	13
NEURALWARE (Processor) -		Basic processor	1000	1D6	2020	66
Kerenzikov Boosterware	N	Adds +1 to iniative rolls for every level bought	500	1D6/2D6	2020	66
Speedware (Sandevisitan)	N	Adds +3 to iniative rolls for 5 turns	1600	1D6/2	2020	66
Boost Master (Kiroshira)	N	Add+1 to existing reflex boostware	650	1D6/2	Solo	32
Tactile Boost	N	Increased sensitivity. +2 on any touch awareness	100	2pt	2020	66
Olfactory Boost	N	Increase awareness via smell by +2	100	2pt	2020	66
Pain Editor	N	Tunes out hot, cold, pain	200	2D6	2020	66
Pacemaker Coprocessor	N	Monitor your hart	150	2pt	Chrom3	26
Echolocation System Coprocessor	N	See book for options	800	1D6/2	Chrom4	13
Cybermodem Link	N	Allows direct connection to a cybermodem	100	1pt	2020	66
Vehicle Link	N	For direct vehicle operation only	100	3pt	2020	66
Smartgun Link	N	For direct smartweapon operation only	100	2pt	2020	66
Smartgun2 Link	N	Improved Smartgun link	300	2pt	Chrom3	23
Mag-Duct Spots	N	Magnetic Interface	220	1D6/2	Chrom1	38
Machine/Tech Link	N	Allows control of auto factories, Large & small Machines	100	2 pt	2020	66
Data Term Link	N	Allows downloading from Data Terms to internal memory	100	2pt	2020	66
Interface Plugs	M	Allows direct connection to smart weapons, Vehicles	200	1D6/Pair	2020	66
Nu-Tek TVSkin	M	Put a vidscreen on var location on body(users choice)	600	1D6+4	Chrom4	14
Lockdown	N	Find the hidden sniper. See book for options	300	1D6	Chrom4	15
Militech Cyber-Detection Computer	M	Hide and look at oponent. See book for option	3000	1D6+3	Chrom4	14
Taste Boost	M	Allow detection of poisons	100	2pt	Chrom4	15
Reflex Chips	-	Chips reflex based skills, tech skills requiring manipulation	Varies	0pt	2020	66
Memory Chips	-	Chips INT and other cognitive skills, databases	Varies	0pt	2020	66
Chipware Socket	N	Allows up to 10 chips to be loaded	200	1D6/2	2020	66
ChipLock	N	Chipware Socket option. Will lock chip in place until unlocked	150	-	Chrom4	15
Mental Co-processor:						
Math Co-processor	CR	Add +1 to Math skill permanent	2000	1D6-1	OverL	
Visual Cortex Co-processor	CR	Add +1 to Awareness skill	3000	1D6	OverL	
Empathy Co-processor	CR	Add +1 to EMP ratings	6000	0pt	OverL	
Coolness Co-processor	CR	Add +1 to COOL ratings	5000	1D6/2	OverL	
Spatial Awareness Co-processor	CR	Add +1 to draw/Paint skill	4000	1D6-1	OverL	
CYBERAUDIO	M	Basic hearing module. No option limit	500	2D6	2020	66
Amplified Hearing	N	+1 Awareness when using auditory cues	200	1pt	2020	68
Radio Link	N	Radio Communication up to 1 mile.	100	1pt	2020	68
Frequency Changer	N	Gives up to 6 channels on radio splice	100	-	Chrom1	39
Phone splice	N	Full cellular communication (large city only)	150	1pt	2020	68
Scrambler	N	Cannot overhear communications w/o descrambler	100	,5pt	2020	68
Bug Detector	N	Detect taps, bugs up to 3m. 60% effective	200	,5pt	2020	68
Voice Stress Analyzer	N	Lie detector. +2 to human perception, interrogation skills	200	1pt	2020	68
Voice Pattern	N	Sound some one ells	350	2pt	Chrom1	35
Forked Tongue	N		350	2pt	Chrom1	35
Sound Editing	N	+2 to awareness to overhear one specific conversation	150	,5pt	2020	68
Enhanced Hearing Range	N	Ability to hear supersonic, subsonic ranges	150	2pt	2020	68
Wearman	N	Stereo Music System	100	,5pt	2020	68
Wearman Mark II	M	Advanced audio system	200	-	Chrom1	38
Radar detector	N	Beeps if radar beam is encountered, fixes source(405)	150	,5pt	2020	68
Homing Tracer	N	Can follow tracer up to 1 km distant	200	,5pt	2020	68
Tight Beam Radio Link	N	Allows untapped radio comm. within line of sight	200	1pt	2020	68
Wide Band Radio Scanner	N	Will pick up all transmissions on all bands. A scanner	100	2pt	2020	68
Micro-Recorder Link	N	Transmits to recorder in body or via plugs	100	,5pt	2020	68
Digital recording Link	N	Transmits sound to a digital recorder	100	,5pt	2020	68
Level Damper	N	Automatic noise compensation	300	,5pt	2020	68
NewThroat	CR	Rebuild your throat	850	2D6	Chrom4	8
Scrambler	N	scramble your voice so only other scrambler(any one) can understand	50	2pt	Chrom4	8

CYBERPUNK 2020 CYBERWARE

Cyberware	Surg.	Descriptions	Cost	H.Loss	Book	Page
IMPLANTS	-	Cyberwear placed in body	-	-	2020	66
Nasal Filters	M	Stop toxic gases, fumes, 70% effective	60	2pt	2020	66
Gills	MA	Water breathing system, good for 4 hours	400	3D6	2020	66
Rebreather	MA	Breath better air?	700	1D6+1	Chrom1	36
Live Weirs	M	Your weirs are alive, you don't need to plug in	400	2D6	Chrom3	24
Independent Air Supply	MA	Good for 25 minutes	300	2D6	2020	66
Mr. Stud Sexual Implant	MA	All night, every night. And she'll never know	300	2D6	2020	66
Contraceptive Implant	N	Good for 5 years 98% effective	100	,5pt	2020	66
SubDermal Pocket	M	2"*4" space with Realskinn zipper	200	2D6	2020	66
Adrenal Booster	M	Boosts REF by +1 for 1D6+2 turns, 3/ per day	400	2D6	2020	66
Autoinjektor	M	Hold up to 4 doses	750	1D6/2	Chrom3	25
Wet Drive	CR	Memory	320	1D6	Chrom1	35
Wet Drive Extra Memory	-	Extra Memory	175	-	Chrom1	35
Wet Drive Access link	M	Link Whit out external plugs	150	1D6/2	Chrom2	6
Subdermal Armor	M	Armors torso to SP 18	1200	2D6	2020	66
Imp. Subdermal Armor		Armors torso	Var	Var	Chrom2	7
Imp. Subdermal Armor		Armors Skull	Var	Var	Chrom2	7
Motion Detector	M	Detects motion in a 20sq/maea. 70% effective	200	2D6	2020	66
Cam-O-Skin	N	Be a chameleon	850	1D6/2	Chrom3	30
Digital Recorder	M	2 hrs storage from any digital source	200	2pt	2020	66
Gyro-Stabilizer	MA	Stay up right	1000	1d6	Chrom1	38
Audio/Video Tape Recorder	M	2 hrs storage from video, audio link	300	2pt	2020	67
Radar Sensor	M	100m range radar. Must have cyberoptic. 70% effective	300	2pt	2020	67
Mediaware Cellular Phone	MA	Call Anyone	500	3pt	Chrom3	24
Sonar implant	M	50m range sonar. For water only. 70% effective	200	2pt	2020	67
Radiation Detector	M	10m range. 80% effectiveness	200	2pt	2020	67
Chemical Analyzer	M	5m range 70% effectiveness	200	2pt	2020	67
Decentralized Heart	CR	Heart not in right place	1300	1D6+4	Chrom1	37
Sport Heart	CR	Better heart preferment's	900	1D6	Chrom1	37
Overdrive Heart	CR	Better sport heart	985	1D6	Chrom1	37
Voice Synthesizer	M	Can mimic any record sound (60%), up to 10 rounds	600	1D6	2020	67
AudioVox	M	Vocal synthesizer for special effects. +2 to performance	700	2D6	2020	67
PowerJaw	MA	Extra power to any mouth weapon. +2 to any bite attack done	100	2pt	Chrom4	7
Variable-Chambered Heart Option	N	Doubles amount of time to hold breath(10-20 min). +1 Endurance(add to cyberheart)	+450	+1D6/2	Chrom4	9
Stinger	M	Inch-long hypodermic needle from fingertip, hold 3 doses of chemical or drug	400	1D6+3	Chrom4	10
BIOWARE	-	Biological based enhancements	-	-	2020	67
Grafted Muscle	MA	+2 increase to Body type	1000	2D6	2020	67
Muscle and Bone Lace	N	Raises Body type by +2	1500	1D6/2	2020	67
Advanced Muscle and Bone Lace	N	Raise Body Type by +1, +2, +3. See book for options	Var	Var	Chrom4	17
Skinweav	N	Armor Body to SP 12	2000	1D6/2	2020	67
Upgraded Skinweave		Armor body	Var	Var	Chrom2	9
Enhanced Antibodies	N	Improve healing by +1 pt per day	3000	1D6/2	2020	67
LifeSaver	N	Enhanced Version of Enhanced Antibodies treatment	4500	1D6+1	Chrom1	39
Nitrogen Binders	N	Put down the time for Decomretion	1400	2pt	Chrom4	17
Toxin Binders	N	Improve poison, Drug saves by +4	3000	1D6/2	2020	67
Anti-Plague Nanotech	N	Increased Immunity Agenst Diseases	1750	,5pt	Chrom1	39
Nanosurgeons	N	Doubles healing rate	6000	1D6/2	2020	67
BodyWeight Vein Clips	MA	+2 to all death saves which are made only half as often	700	1D6	Chrom4	10
NanoOptical Upgrade	N	Get infrared and UV pickup	1500	1D6/2	Chrom2	8
NanoAuditory Rebuild	N	Enhanced hearing range and level damper as if had the 2 cyberaoudio options	1500	1D6/2	Chrom4	20
"TuffBone" skeletal Enhancement	M	Increases BODY by +1 or +2. See book for options	Var	Var	Chrom4	18
"Metaheme" Hemological Replacement	M	Get better absorptive blode. +1 MA, +1 Endurance skill. -1 poison or disease	1300	1D6/2	Chrom4	18
NeoAppendix	MA	Live of cellulose. Add +2 to Wilderness Survival skill	500	1D6/2	Chrom4	19
Biotechnica "Sunblocker" Sunscreen	M	Prevents any kind of sunburn and reduces the risk of skin cancer induced by UV	250	1pt	Chrom4	20
NeoLungs	CR	User be able to hold breath twice as long (10-25min)	1000	1D6	Chrom4	21
Biotechnische Neural Bridge	MA	Be ambidextrous	600	1D6+2	Chrom4	22
Biotechnische Circulatory Sphincters	MA	Prevent blood loss after serious or greater wound. +2 to stun/shock save	3200	1D6	Chrom4	22
Poison Glands	MA	Get your own poison to your cyber weapons. See book for options	Var	Var	Chrom4	23
Tailored Pheromones	M	See book for options	Var	Var	Chrom4	23
N-A C "Kaloric" Secondary Gut	MA	Allows you to store up to 2 days of food and functions as you have eating normal	750	1D6/2	Chrom4	24
N-A C "Freezeban" Bioconstruct	MA	Immunity to frostbite and more. See book for more options	650	1pt	Chrom4	24
N-A C "QuickClot" Hemofibrinic Nodes	MA	Treat all wound level as one less	3000	1D6	Chrom4	25
Flashlight Implant	M	Make the skin glow as a chemlight(approx 1m range)	290	2pt	Chrom4	26
Replitech Toxin Screen	MA	Will detect tainted food or liquid. Start vomiting it up	3400	1D6/2	Chrom4	27
T-MAXX Ileocecal Siphon	MA	Recycling fluid, allow user to function normally without water for 48 hours	500	1pt	Chrom4	28
CyberBlood Nanotechs	N	+1 to Endurance skill(exceeding 10 is possible), +1 to MA	4000	1D6/2	OverL	
Enhanced Nervous System	N	Raises REF by +1 permanent. May use any other REF booster	10000	1D6+1	OverL	

CYBERPUNK 2020 CYBERWARE

Cyberware	Surg.	Descriptions	Cost	H.Loss	Book	Page
CYBERWEAPONS	-	Implanted body weapons	-	-	2020	67
Scratches	N	Body weapon (Hands) 1D6/2 Damage	100	2D6	2020	67
Impl. Fangs (Vampires)	N	Body weapon (Mouth) 1D6/3 Damage	200	3D6	2020	67
Retractable Vampires	Var	Body weapon (Mouth) Var	Var	Var	Chrom2	9
Mace Hand	M	Body weapon (Hand) 2D6+1	300	2pt	Chrom1	36
Rippers	M	Body weapon (Hands) 2D6 Damage	400	3D6	2020	67
Wolvers	M	Body weapon (Hands) 3D6 Damage	600	3D6+1	2020	67
Bonespike	MA	Body weapon (Hand) 1D6+4	1000	2D6	Chrom3	25
Derringer	M	Body weapon (Hand) 1D6(5mm)	220	1D6	Chrom1	36
Big Knucks	M	Body weapon (Hands) 1D6+2 Damage	500	3D6	2020	67
Gang Jazzler	M	Like Tazzer, but better	600	2D6+3	Chrom1	40
Slice N' Dice	M	Body weapon (Hands) 2D6 Damage	700	3D6	2020	67
Spitting Cobra	M	Sit Acid	Var	4D6	Chrom3	27
Cybersnake	MA	Cyberweapon, self controlling. 1D6 Damage	1200	4D6	2020	67
Tazer Grip	N	Body weapon (Hand) Se hand tazer 2020 sid53	180	2D6-2	Chrom1	38
NewTeeth	M	Body weapon (Mouth) 1-2pt damage	200	1D6/2	Chrom4	7
BigRipp	Var	Body or Cyberlimb. Dam Var	Var	3D6+1	Chrom4	11
CYBEROPTIC	MA	Basic eye module(add up to 3 options per eye) 500 2D6each			2020	67
Color Shift	N	Allows color change, special fashion effect	300	,5pt	2020	67
Optical Interface	MA	Link through the eye	400	2D6+2	Chrom3	27
Kiroshi MonoVision	MA	As basic eye module but will spare the eyes. 6 option, 180 deg vision	650	3D6	Chrom	49
Optishilds	M	Bullet proof mirrorshads (bilt in)	300	1D6+2	Chrom1	31
Bug Eye	2*MA	Bullet proof halvmirrorshads (bilt in)	1500	6D6	Chrom3	23
Optishild Options					Chrom2	5
Time Square Marquee		LED screen in vision field for messages	250	-	2020	67
Time Square Marquee Plus		Better LED Screen in vision field for messages	500	-	Chrom1	38
Teleoptics		Telescope ability to 20*	150	-	2020	67
Low Lite		See in dim light, almost total darkness	200	-	2020	67
Infrared		See in total darkness, using heat emissions	200	-	2020	67
Time/Day Display		Get Time and Date	100	-		
Image Enhancement	N	+2 Awareness when using visual search	300	1pt	2020	67
Targeting Scope	N	+1 on all smartgun attacks	400	2pt	2020	67
Time Square Marquee	N	LED screen in vision field for messages	300	1pt	2020	67
Time Square Marquee Plus		Better LED Screen in vision field for messages	500	2pt	Chrom1	38
Teleoptics	N	Telescope ability to 20*	150	,5pt	2020	67
Verbal-Eyes	Var	Show image in your eyes	Var	Var	Chrom3	32
Remote Eye	MA	Place Your eye ware you want to se and don't be	1500	3D6	Chrom2	9
EmeraldTech Xr-ray Vision	MA	Gives user the effect of X-ray. Range is 1m only	2000	1D6	OverL	
Laser Comm. Optic	M	In site laser communication	425	1pt	Chrom3	24
Micro-optics	N	Microscope	150	,5pt	2020	67
Cyberoptic Compass	N	North?????????	300	1pt	Chrom3	24
Anti Dazzle	N	Immune to flash, laser blinding	200	,5pt	2020	67
Low Lite	N	See in dim light, almost total darkness	200	,5pt	2020	67
Dodge Ball	M	Predict your enemies move	440	1pt	Chrom1	39
Thermograph Sensor	N	See in heat patterns, temperature readings	200	1pt	2020	67
Infrared	N	See in total darkness, using heat emissions	200	1pt	2020	67
Interferometer System	M	Get 10* magnification both microscopic and telescopic all the time	400	1pt	Chrom3	27
Ultraviolet	N	See in darkness, using UV flach	200	1pt	2020	67
Video Imager	N	Images only you need to se	350	2pt	Chrom1	39
Video Cam/Transmitter	M	Send image	330	1pt	Chrom1	39
MicroVideo Optic	N	Video recorder up to 20 min(takes 2 option spaces)	300	,5pt	2020	67
Digital Camera	N	Digital camera, shoots up to 20 images(as 2 option)	300	,5pt	2020	67
Third Eye Implant	Var	Se back ward whiteout turn your head	Var	Var	Chrom3	28
Dartgun	N	Poison weapon(takes 3 options) holds 1 dart	200	2pt	2020	67
Teargas Sprayer	M	One shot burst of gas	200	2pt	Chrom1	39
Double-Slit Pupils	N	See clearly through the air-water boundary	200	,5pt	Chrom4	10

CYBERPUNK 2020 CYBERWARE

Cyberware	Surg.	Description	Cost	H.Loss	Book	Page
CYBERARM	CR	Standard arm replacement (4 options allowed)	3000	2D6	2020	68
CYBERLEG	CR	Standard leg replacement (3 options allowed)	2000	2D6	2020	68
Partial CyberArm	MA	Replace from elbow and below (2 Options allowed)	1500	1D6+3	OverL	
Partial CyberLeg	MA	Replace from knee and below (2 options allowed)	1000	1D6+3	OverL	
Soviet Cyberware	Var	Get your cyberware from behind the Iron curtain! And its cheap	Var	Var	Chrom4	7
Extra Twist Joint Addition	N	Cant twist your arm anuthg?? Now you can	+30%/+10%	-	Chrom4	3
Sycust Joint Options	N	See book for options	Var	Var	Chrom4	6
Whipe	N	A 2,2m long ally tentacle	475	2D6	Chrom1	34
Chainripp	N	Product from husqvarna Dam 3D6(AP)	1250	2D6+4	Chrom3	29
Quick Change Mount	N	Allows 1 turn changing of cyberware.	200	2pt	2020	68
Flashbulb	N	Flash light	250	1D6/2	Chrom1	35
Hydraulic Rams	N	Increase limb SDP to 30, 3* normal crushing damage	200	3pt	2020	68
Thickened myomar	N	Increase limb SDP to 25, 2* normal crushing damage	250	2pt	2020	68
Reinforced Joints	N	Increase SDP by +5	200	1pt	2020	68
Cyber Pillow	M	Got no pillow??? Get one	80	,5pt	Chrom3	26
Cyber Pillow Case	-	nice Colors to your pillow	10	-	Chrom3	26
Winch	M	Hook, 15m cable	500	1D6+3	Chrom2	5
Watch Man	N	Mini TV in cyber arm	180	1pt	Chrom1	32
Artificial Shoulder Mount	CR	Mount extra arms (2) below first set. 1 only	1500	2D6	2020	68
Super Sized Arms	CR	to big for any human	Var	2D6	Chrom3	25
Icer	N	Fire extinguisher	200	1D6/2	Chrom1	36
Limb Link	N	Allows connection to vehicle, etc	100	1pt	Chrom1	34
Microwave/EMP Shielding	N	Limb is unaffected by microwave side effects	300	1pt	2020	68
Emonitor	N	Cyber-sniffer	185	1pt	Chrom1	38
Speeding Bullet	MA	run faster then a bullet	2500	2D6	Solo	32
Romanov Cyber Legs	CR	+1 to Wardrobe & Style	5000/Pair	2D6	Chrom3	321
Leg Booster	N	Increase users leap Distance by 3m	500	1D6	Chrom3	24
Plastic Covering	N	In color, transparent, etc	1-200	1pt	2020	68
RealSkinn	N	Limb looks real (DIFFICULT task) lowers HC by 1D6/2	200	-	2020	68
Superchrome	N	Highgloss metal covering	200	3pt	2020	68
Armor	N	Armors cyberlimb to SP 20	200	-	2020	68
Corvette Cyberlegs	Var	As Speeding Bullet but better	Var	Var	Chrom4	5
Extanding Leg Units	N	Get 3 feet higher at a thought(Add price and H.Loss to cyber leg)	+400	+4pt	Chrom4	6
High Five(Palm Bomb)	N	Limb weapon(Arm) dam Var	355	1D6+3	Chrom4	11
Blitzkrieg Arc-Thrower	M	Dam ½ real, ½ stun. 3D6 4 1 ST 10m	1050	2D6	Chrom4	12
Sycast "Flesh Weave"	N	Have biotissue on the cyberlimb	Var	0pt	Chrom3	21

BUILT INS

Built into cyberlimb

2020 69

Cybermodem	N	Built in "cyberdeck" 5000 E.B. for cellular version	3000	1pt	2020	69
Digital Recorder	N	Digital chip recorder. Must download or erase chip	300	1pt	2020	69
Zetatech Bodycomp	MA	Power full computer in your body	1750	1D6+4	Chrom2	8
Storage Space	N	2"*6" storage space. Can be locked	50	,5pt	2020	69
Subdermal Viewscreen	M	LCD screen under the skin	250	1D6/2	Chrom2	8
MiniCam	N	Pop up digital camera (20 shoots)	200	2pt	2020	69
MiniVid	N	Pop up mini video (30 minutes)	400	2pt	2020	69
Hidden Holster	N	Weapon size based on Body type	100	1pt	2020	69
Quickdraw Armholster	N	Class P Concealment	200	-	Chrom2	6
LCD Screen Readout	N	Can be linked to any output device	200	1pt	2020	69
Tri Dart Launcher	M	3 dart between the knuckles	300	1D6/2	Chrom2	6

CYBERWEAPONS

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Built into cyberlimb

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2020 69

Grenade Launcher	N	Weapon carries 2 grenades of any type	500	2D6	2020	69
Micro-Missile Launcher	N	Weapon fires 4 mini-missiles, 4D6 damage each	900	2D6	2020	69
Popup Gun	N	Weapon size based on Body type	2-800	2D6	2020	69
Flame Thrower	N	Weapon range 1m, damage 2D6 1st turn, 1D6/2 2nd t.	600	2D6	2020	69
Gas Jet	N		275	1D6+3	Chrom1	34
weapon Mount & Link	N	Mounting plate neural link for 1 weapon	100	3pt	2020	69
2 Shot Capacitor Laser	N	Shoulder mounted. As a laser, only smaller. 3D6 Damage	800	2D6	2020	69

CYBERPUNK 2020 CYBERWARE

Cyberware	Surg.	Description	Cost	H.Loss	Book	Page
HANDS & FEET	-	Attach to cyberlimb	-	-	2020	68
Cyber Hand (Independent)	MA	For those who've lost a hand, not arm	750	1D6	Chrom1	31
Standard Hand	N	Resembles normal hand	150	-	2020	68
Ripper Hand	N	Standard hand with rippers built in	600	2D6	2020	68
Hammer Hand	N	Hydraulic ram fist does 1D10 damage	600	2D6	2020	68
BuzzHand	N	Electric chainsaw. 2D6+2 damage per turn	600	2D6	2020	68
Web Hand	N	Better swimming	250	2pt	Chrom3	26
Cutting Torch	N	Equivalent to blowtorch	100	1D6/2+1	Chrom1	36
Tool Hand	N	Fingers contain screwdriver, wrench, small drill, etc	200	2pt	2020	68
Custom Design Hand	N	Design your hand for best comfort	900	Var	Chrom2	5
Grapple Hand	N	Extends rocket-propelled grapple, 100' line	350	3pt	2020	68
Extension Hand	N	Hand extends on collapsible sleeve up to 1m	350	2pt	2020	68
Spike Hand	N	Palm spike extends thru fingers. 1D6+3	500	2D6	2020	69
Medical Modular Hand	var	Did you forget to take your med-kit with you??	975	Var	Chrom4	5
Modular Hand	N	Choose any 4 modular tools	600	2pt	2020	69
Digits Cyberfingers						
Dart Gun	N	More info se cyberoptic range 3m	50	,5pt	Chrom1	32
Look pick	N	Concealed and handy	50	,5pt	Chrom1	32
Light Pen	N	Use to write on computers and graphics tables	45	,5pt	Chrom1	32
Mini Light	N	A narrow beam 25m in length	25	,5pt	Chrom1	32
Scissors/Wirecutters	N	A pair of cutters	50	1pt	Chrom1	32
Mace Sprayer	N	2 burst of incapacitating	150	2pt	Chrom1	32
Quick Change Mount	N	Quick change your fingers	150	1pt	Chrom2	4
Video Cam	N	Video camera se book for options	400	2pt	Chrom2	4
Self-Propelled Grenade	N	Range 7m Dam 2D6 Replace Cost 25 E.B.	200	2pt	Chrom2	4
Air Hypo	N	Injector	200	1pt	Chrom2	4
Tracking Device	N	Now vare your enemies are	300	,5pt	Chrom2	4
Lighter	N	Light your cigarette from your finger	25	2pt	Chrom2	4
IR/UV Flashlight	N	Range 10m	200	1pt	Chrom3	22
Cyberfingers Probe Link	N	Feels what sort off plug to be	150	,5pt	Chrom3	22
Flare	N	Fore emergency	200	2pt	Chrom3	22
Parabolic Microphone	N	Hear sound for long range	350	2pt	Chrom3	22
Storage Compartment	N	Storage	75	,5pt	Chrom3	22
Flasher	N	Blind People	250	1pt	Chrom3	22
Flesh Mount	M	Allows a Cyberfingers to be installed on non-Cyberhand	100	1pt	Chrom4	4
One-Shot Special	N	Pistol -2 NA C 1D6 1 1 VR 10m	300	2pt	Chrom4	4
Ballpoint Finger	N	Leakproof pen, function in zero-g or underwater. Refill var color 2 E.B.	30	,5pt	Chrom4	4
Laser Pointer	N	Improve your gidense	150	,5pt	Chrom3	22
Magnetic Hands/Feet	N		60/Pair	-	Chrom1	34
Standard Foot	N	Resembles normal foot	200	-	2020	69
Skate Foot	M	Fold up roller blades	440	1D6	Chrom1	3
Talon Foot	N	Extends toe blades. 1D6 damage	600	2D6	2020	69
Anchoring Cyberfeet	M	Stay up, don't fall	400	3pt	Chrom2	5
Tool Foot	N	Toes contain screwdriver, wrench, small drill, etc	300	2pt	2020	69
Web Foot	N	Double swimming speed, +3 to swim skill	500	2pt	2020	9
Grip Foot	N	Designed for better gripping strength. +2 to climb	500	2pt	2020	69
Spike Heel Foot	N	Heel spike for lethal kicks. 2D6 damage	500	2D6	2020	69
Catspaw Stealth Foot	N	absorbing sound and internal mechanism.+1 Stealth skill roll(add to leg cost)	+150	1	Chrom4	5
LINER FRAMES	-	Implanted exoskeleton for strength	-	-	2020	69
Frame Σ	MA	Strength=12	6000	2D6	2020	69
Frame β	MA	Strength=14	8000	2D6	2020	69
Frame Ω	MA	Strength=16	10000	3D6	2020	69
Frame α	MA	Strength=18	11000	3D6	OverL	
BODY PLATING	-	Exoarmor for covering body	-	-	2020	69
Cowl	MA	Skullcap, covers head in SP 25	200	1D6	2020	69
Faceplate	CR	Protective facemask SP 25	400	4D6	2020	69
Spike Furniture	-	Spike's on your body	Var	Var	Chrom3	30
Torso Plate	MA	Torso protection SP 25	2000	3D6	2020	69
Cyber Skeletal Enhancement	CR	Body plating and body enhancement	Var	Var	Chrom3	28
Total Body Plating	2*CR	Entire body arms to SP 20	6800	8D6	Chrom2	9
Front Optic Mount	MA	Allows up to 5 optics to be mounted on face	1000	4D6	2020	69
Sense ext. ("Rabbit Ears")	M	Head mounted extensors for audio, optics etc	500 ea	3D6	2020	69

CYBERPUNK 2020 CYBERDECK

Name	Description	Cost	Book	Page
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DECK

Net-Runner(modem utility suit)	Portdeck MU 20 Speed +1 DataW +3 CPU 1 INT 1	6300 E.B.	Chrom1	7
Net-Runner(modem utility suit)	Cellular deck +IR sneaksuit. MU 20 Speed +1 DataW +3 CPU 1 INT 1	7800 E.B.	Chrom1	7
Zetaech D2-3000 Armdeck	MU 15 Speed +2 DataW +4 CPU 1 INT 1 Se book for option	5000 E.B.	Chrom2	25
EBM PNI Zro	MU 10 Speed 0 DataW +2 CPU 1 INT 1 Se book for option	1000 E.B.	Chrom3	63
Zetatech Parraline 5700	MU 10 Speed +1 DataW +3 CPU 1 INT 1 Se book for option	2100 E.B.	Chrom3	63
Raven Microcyb Rook	MU 10 Speed +1 DataW +3 CPU 1 INT 1 Se book for option	4000 E.B.	Chrom3	64
Lang Conpro-II Master Deck	MU 15 Speed +1 DataW +10 CPU 1 INT 1 Se book for option	5000 E.B.	Chrom3	64
Zetatech Parraline 5800	MU 15 Speed +3 DataW +6 CPU 1 INT 1 Se book for option	6500 E.B.	Chrom3	64
EBM PNI 412	MU 10 Speed +2 DataW +4 CPU 1 INT 1 Se book for option	4200 E.B.	Chrom3	65
Omnibus Cyberspace Explorer One	MU 10 Speed -1 DataW +2 CPU 1 INT 1 Se book for option	25000 E.B.	Chrom3	65
PCT Danzing	MU 10 Speed 0 DataW +3 CPU 1 INT 1 Se book for option	500 E.B.	Chrom3	65
Raven Microcyb Eagle	MU 20 Speed +3 DataW +8 CPU 1 INT 1 Se book for option	11000 E.B.	Chrom3	66
Zetatech Virocana	MU 20 Speed +1 DataW +8 CPU 1 INT 1 Se book for option	10000 E.B.	Chrom3	66
Raven Microcyb Kestrel	MU 10 Speed +4 DataW +4 CPU 1 INT 1 Se book for option	9000 E.B.	Chrom3	66
EBM PNI 724p	MU 20 Speed +4 DataW +7 CPU 1 INT 1 Se book for option	10000 E.B.	Chrom3	67
Raven Microcyb Owl	MU 10 Speed +1 DataW +4 CPU 1 INT 1 Se book for option	25000 E.B.	Chrom3	67
Jewel Deck	MU 15 Speed +2 DataW +5 CPU 1 INT 1 Se book for option	Var	Chrom3	69
Kirama LPP-12	MU 20 Speed +3 DataW +3 CPU 1 INT 1 Se book for option	8025 E.B.	2020	119
SGI Technologies "Elysia"	MU 30 Speed +2 DataW +5 CPU 1 INT 1 Se book for option	4260 E.B.	2020	123
Zetatech Parraline 5750	MU 10 Speed +2 DataW +4 CPU 1 INT 1 Se book for option	3600 E.B.	2020	123
Microtech CAD-4 "Commando"	MU 30 Speed +4 DataW +3 CPU 1 INT 1 Se book for option	Var	Net	151
Sealed Combat Assault Cyberdeck	Model vary	Base Cost 6000 E.B.	Net	150
Langley Autosystem Datastick Mk 7	MU 3 Speed +3 DataW +4 CPU 1 INT 1 Se book for option	9500 E.B.	Net	150
Microtech Virtual Reality BBS	MU 10/40 Speed +1 DataW +3 CPU 1 INT 1 Se book for option	10000 E.B.	Chrom2	12
Shadowdeck	See book for descriptions and options	4500 E.B.	Chrom4	46
Adv Comm Suitcase	MU 20 Speed +2 DataW +4 CPU 1 INT 1 Se book for option	8000 E.B.	Chrom1	4
Headgear Cybermodem Helmet	MU 10 Speed +1 DataW +2 CPU 1 INT 1 Se book for option	4100 E.B.	Chrom1	6
Sony deckMan Plus	MU 5 Speed +2 DataW +5 CPU 1 INT 1 Se paper for option	2500 E.B.	Black	
Orbital Biotech INC "Pulsar"	MU 15 Speed +5 DataW +6 CPU 1 INT 1 Se paper for option	21000 E.B.	Stev	
Zetatech "Sysop" X-22	MU 20 Speed +5 DataW +5 CPU 1 INT 1 Se paper for option	11000 E.B.	Stev	

IMPROVMENT

Extra Memory	Up to double MU. Price for 10 MU	2000 E.B.	2020	124
Extra Seed	Up to +10 Price for 1 level	2000 E.B.	2020	124
Data Walls	Up to +10 Price for 1 level	1000 E.B.	2020	124
Healing Data Walls	Acts as normal DataWalls but close after one turn. 1 level/1500 E.B.	3000 E.B.	OverL	
Heavy Data Walls	Max STR 14. Must do two intrusion rolls to get through. 1 level/15000 E.B.	3000 E.B.	OverL	
Power Strip 2020	Cut off power if an overdose of electricity coms	50 E.B.	Chrom3	69
Smart Strip	Monitor Power input. Compensates for over and under loaded	250 E.B.	Chrom3	69
Netrunner Flip Switch	Lets Netrunner to 'flip' From net position to reality	135 E.B.	Chrom1	9
Deck Security System	Keep your deck to yourself	Var	Chrom1	9
Tight-Beam Radio Relay		1500 E.B.	Chrom3	71
Batteries		5 E.B. ea/h	Chrom3	71
Zetatech Diagnet		5000 E.B.	Chrom3	71
Zetatech Supcement Chip		1000 E.B.	Chrom3	71
Dead Man's Handle		1000 E.B.	Chrom3	71
EBM 9980 "Muse"		300 E.B.	Chrom3	71
Neural Recognition Security System	The ultimate deck Security System	2000 E.B.	Net	150
Hardened Cyberdeck Circuitry	Every hackers wish	+20% to cost	Net	150
Auto-Punchout	Punching out if it detects any thing stronger than data (Iniative -5)	300 E.B.	Chrom1	8
Data Cache	Need big storage space??? Get 100, 200 or 300 MU	Var	Chrom4	47
Transcriptor	Will print out all info from Instant replay prog	150 E.B.	Chrom4	48

OPTIONS

Name	Cost	Book	Page
Trode Set	10 E.B.	2020	124
Key Board	100 E.B.	2020	124
Video Board	100 E.B./Sq Ft	2020	124
Print	300 E.B.	2020	124
Chip Reader	100 E.B.	2020	124
Extra Chip	10 E.B./ea	2020	124
Vox Box	300 E.B.	2020	124
Scanner	100-300 E.B.	2020	124
Processor Upgrade	200 E.B.	Chrom3	70
Mini Printer	1250 E.B.	Chrom1	8
Gloves and Goggles Interface	100 E.B.	Chrom4	47
"Hot Key" Keypad	100 E.B.	Chrom4	47
Low Impedence Cables	60 E.B.	2020	58

CYBERPUNK 2020 CYBERDECK

Name	Description	Cost	Book	Page
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OPTIONS SLOT ITEM

Data Walls & Code Gates	Up to +10. Price for +1 level	Var	Chrom3	71
Datatel Modem Unit	Optical fiber link	200 E.B.	Chrom2	17
Datatel Modem Unit	Cellular link	1200 E.B.	Chrom2	17
Memory Upgrades	+10 MU 1 Slot	1000 E.B.	Chrom3	70
External Memory Modules	+10 MU (Must have data Ports)	750 E.B.	Chrom3	70
Data Ports	½ Slot	100 E.B.	Chrom3	70
Chiprader	1 Slot 10 Chips	150 E.B.	Chrom3	70
Data Bases	½ Slot Price per level	500 E.B.	Chrom3	70
EBM XR-10 Chip-Rack Deck Extension	1 Slot	5000 E.B.	Net	150
Holovid Driver	½ Slot	500 E.B.	Chrome	70
Zetatech DeckMate	Add 1 CPU 1 INT for own action. 1 Slot	100 E.B.	Chrom2	24
Microtech Residence	Get your own AI	150000 E.B.	Chrom4	48

Name	Description	Cost	Book	Page	Note
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HELP COMPUTORS

EBM"PCX" Minicomp	MU 25 CPU 1 INT 2 2 Slot	900 E.B.	Chrom2	14	
Zetatech "E-Book"	MU 12 CPU 1 INT 1 1 Slot	100 E.B.	Chrom2	14	Fixed for Netrunning
Zetatech PS-4040 Portastation	MU 30 CPU 1 INT 3 3 Slot	1000 E.B.	Chrom3	61	
Zetatech PDA+	MU 25 CPU 1 INT 2	680 E.B.	Chrom3	62	
Microtech "PCZ Super" Laptop	MU 30 CPU 1 INT 2(INT 3=-2 speed)	1500 E.B.	Chrom3	62	
"HandBox" Perscomp	MU 1 CPU 1 INT 1	6700 E.B.	Chrom3	63	
Microtech IIKL-4 Workstation	MU 40 CPU 1 INT 3 4 Slots	12000 E.B.	Chrom2	15	
Teletronics "Black Book"	MU 12 CPU 1 INT 1 1 Slot	150 E.B.	Chrom2	16	
LeMarchhand black Books	MU 40 CPU 1 INT 3	15000 E.B.	Black		DataW 9 Speed +1 Option se paper

CYBERPUNK 2020 SOFTWARE

Name	Function	Share	Beta	Backup	Strength	MU	Cost	Book	Page
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INTRUSION

Acid	Knocks down Healing Data W(1D6+1 per attack). Healing DataW close up in 2 turns	40%	28%	n	4	4	2120	OverL	
Hammer	Knocks down DataW (2D6 per attack to DataW Strength)	85%	7%	y	4	1	400	2020	127
Intrusion	Silently opens a portal in a Datawall after 3 turns	10%	42%	y	2	6	750	CNSL	
Jackhammer	Knocks down DataW (1D6 per attack to DataW Strength)	70%	14%	y	2	2	360	2020	127
Pile Driver	Knocks down DataW (4D6 per attack to DataW Strength)	40%	28%	y	8	4	800	Chrom3	75
Portal	Opens a gate in datawall, when done no gape is left	10%	42%	y	2	6	750	Net	148
Sledgehammer	Knocks down DataW (3D6 per attack to DataW Strength)	70%	14%	y	6	2	600	Chrom3	75
Termite	Brakes down DataW	70%	14%	y	1	2	160	Chrom1	91
Worm	Infiltrates and brakes down DataW silent in 2 turns	25%	35%	y	2	5	660	2020	127

DECRYPTION

Code Cracker	Brakes down Code Gates and File locks	70%	14%	y	3	2	380	2020	127
Dupré	Decryption program whit sophisticated AI routines	40%	28%	y	Spec	4	900	Chrom3	76
Raffles	Dechiffers Code Gates & Files	55%	21%	y	5	3	560	2020	127
Wizard's Book	Dechiffers Gates (STR 6) & File locks	70%	14%	y	4/6	2	400	2020	127

DETECTION/ALAM

Bloodhound	Detects entry and traces signal, then alert master	25%	35%	y	3	5	700	2020	128
Bulldog	Upgrade of the Watchdog alarm	10%	42%	y	6	6	660	Chrom1	91
Clairvoyance(SeeYa 3.0)	Combining the effects of SeeYa and Speedtrap	40%	28%	y	4	4	750	Chrom3	73
Cry Baby	When Read it alarms owner	40%	28%	y	4	4	430	Chrom3	76
Guard-dog	Imp Bloodhound, Alerts owner if workstation or other in-system entry point	25%	35%	y	4	5	720	Chrom1	91
Hidden Virtue	Detects "real" things in Virtual Realities	85%	7%	y	3	1	280	2020	128
Identity	Detects type and strength of foreign program	55%	21%	y	3	3	850	Black	
Looking Glass	Detects/alarms if se disguised programs. +20 E.B./STR level	55%	21%	y	1-6	3	250	Chrom3	74
Mine detector	Detects Mine 15 Programs	-	56%	n	6	8	2040	Ooki	
Pit Bull	Detects entry, traces signal and cuts intruder's line until killed	10%	42%	y	2	6	780	2020	128
SeeYa	Detects "invisible" ICONS	85%	7%	y	3	1	280	2020	128
Shadow	Attach itself to netrunner. Reduced Evasion prog from that point	55%	21%	y	4	3	540	Chrom3	77
Smarteye	More precise form of SpeedTrap, allows to take closer look	40%	28%	y	3	4	620	Chrom1	91
SpeedTrap	Detects hidden programming within 10 spaces	40%	28%	y	4	4	600	2020	128
Watchdog	Detects entry and alerts owner	25%	35%	y	4	5	610	2020	128
???????	Detects and identifies hidden programming within 10 spaces	40%	28%	y	3	4	620	CNSL	

CYBERPUNK 2020 SOFTWARE

Name	Function	Share	Beta	Backup	Strength	MU	Cost	Book	Page
ANTI SYSTEM									
Cascade	Attacks decks memory and computer cussing the system to erase 2D6 MU	40%	28%	y	7	4	900	Chrom3	73
Chameleon	Attacks-Program and takes it's place	10%	42%	y	4	6	1650	Net	148
DeckKrash	Crashes deck CPU for 1D6. Drops out of netospace	70%	14%	y	3	2	600	2020	128
Flatline	Kills operating CPU	70%	14%	y	3	2	570	2020	128
Grid Wave	Neutralize IG Algorithms for 10 Squares, under 1D6+4 net turns	-	56%	y	7	8	20000	Chrom4	53
HellBurner	Causes target CPU to overheat and destroy it self	25%	35%	y	6	5	1000	Chrom3	74
Krash	Crashes system CPU for 1D6 turns	70%	14%	y	3	2	570	2020	128
Murphy	Causes system to randomly lunch programs	70%	14%	y	3	2	600	2020	128
Poison Flatline	Kills all system memory	70%	14%	y	2	2	540	2020	128
Swarm	fills the target decks RAM.	-	49%	y	1	7	3000	Chrom4	52
Typhoid Mary	Attacks as an Viral 15 for 3 turns	-	56%	y	6	8	2400	Chrom3	77
Virizz	Ties up 1 action of system till deck is turned off	70%	14%	y	4	2	600	2020	128
VIRAL 15	Erases one file randomly each turn	70%	14%	y	4	2	590	2020	128
Weed	Reduce targets speed by -1(Cumulative) until destroyed	55%	14%	y	2	3	630	Chrom4	49
Whitch-Hole	creates a paradoxial "black-hole" in the target system	-	84%		10	12	Unow	Black	
π In The Face	Imp Krash. Paralyzes the CPU for 1D10+1 net turns	40%	28%	y	5	4	800	Chrom3	73

EVASION/STEALTH

Black Mask	Overlay the runners ICON whit another. More se book	40%	28%	y	1-5	3/4200/STR		Net	57
Black Sky	Protects netrunner (Anti-IC)	-	56%	y	5	8	4480	Chrom3	80
Eraicator	Hunt and destroy Spore	-	49%	y	8	7	1600	Net	149
George	Defeats sysop/AI trace attempts	85%	7%	y	4	1	300	Chrom3	74
Invisibility	Hides cybersignal, making you appear "invisible	85%	7%	y	3	1	300	2020	128
Replicator	Confuses attacking IC by creating millions of deck signals	70%	14%	y	¾	2	620	2020	128
Scissors	"Cuts" Netrunners current grid square location out of Netspace	70%	14%	y	4	2	340	OverL	
Shift	Shits Netrunners ICON so that its 1 grid square away from actual location	85%	7%	y	2	1	240	OverL	
Silhouette	sends a disconnect signal whiteout actually logging off	40%	28%	y	6	4	600	CNSL	
Spore	Lunching out AI Core	-	49%	y	7	7	2320	Net	149
Stay	Netrunner my move whit out ICON for 2D6 turns	85%	7%	y	3	1	1100	Black	
Stealth	Mutes cybersignal, making it harder to detect	55%	21%	y	4	3	480	2020	128

PROTECTION

Armor	Reduce Stun, Helbolt, Brainwipe, Zombie, Hellbound attacks by -3 pt	70%	14%	y	4	2	170	2020	129
DeckShield One	Add +3 to deck DataWalls. Must be running for effect	70%	14%	y	6	2	320	Chrom4	50
Dummy	Duplicate almost any program on the market (Utility)	70%	14%	y	1	2	450	Chrom3	72
Flack	Creates static walls to blind attackers. STR 2 vs DOG series program	70%	14%	y	4/2	2	180	2020	129
Force Shield	Stops stronger attacks to netrunner	55%	21%	y	4	3	160	2020	129
OutJack	Monitor netrunners body while inside the net	40%	28%	y	2	4	150	Chrom3	80
Reflector	Reflects and stops stun, Helbolt, Knockout attacks	70%	14%	y	5	2	160	2020	129
Shield	Stops attacks to netrunner	85%	7%	y	3	1	150	2020	129

ANTI-IC

Aardvark	Detects and attacks Worms, De-rezzing instantly	55%	21%	n	4	3	1000	2020	129
Bodyguard	Bodyguard will jump in the way and take the blow	55%	21%	n	8	3	11000	Black	
Bone	attracts Dog programs. All dog series must win an STR+1D10 vs STR+1D10	40%	28%	y	4	4	270	Net	87
Bunnies	Vampire II killer	55%	21%	n	4	3	440	Chrrm1	92
Ditto	Takes out copy protection on anti ic and anti presonel programs	40%	28%	y	6	4	Var	??	
Dragon	Attacks Demons, De-rezzing instantly	55%	21%	n	4	3	960	2020	129
Dogcatcher	Hunts down Hellbound, Pitbull, Bloodhound, Watchdog	-	49%	n	10	7	1176	Chrom3	80
Eradicator	Anti-spore Software	-	49%	n	6/5	7	1600	CNSL	
Evil Twin	Program is a powerful one-two punch designed to offer max offensive and defensive	-	49%	n	8	7	2700	Chrom3	76
Exorcist	Attacks "Possessor" programs	55%	21%	n	4	3	600	Chrom377	
Houdini	specialized prog that eliminates ICE which prevents a netrunner from moving	40%	28%	n	5	4	990	Black	
Hydra	Attacks Demons, De-rezzing instantly	55%	21%	n	3	3	920	2020	129
Killer II	Attacks all types, 1D6 damage to target STR. Mobile	25%	35%	n	2	5	1320	2020	129
Killer IV	Attacks all types, 1D6 damage to target STR. Mobile	25%	35%	n	4	5	1400	2020	129
Killer VI	Attacks all types, 1D6 damage to target STR. Mobile	25%	35%	n	6	5	1480	2020	129
Lightning Bug	6 Lightning 2p of damage to target	10%	42%	n	2	6	1540	Net	148
Manticore	Attacks Demons, De-rezzing instantly	55%	21%	n	2	3	880	2020	129
Mine destroyer	Neutralize mine programs	40%	28%	n	8	4	2160	Ooki	
Mirror	Returns the attackers Hellbolts	40%	28%	n	5	4	1200	Chrom4	49
Ninja	As Invisible Killer V	25%	35%	n	5	5	1520	Chrom4	49
Omnivore	Heavy Stuff (Anti-System, Anti-personnel)	-	56%	n	3	8	18500	Chrom3	78
O(n) ion	Anti-spore Software	-	49%	n	7	7	6240	CNSL	
Possessor	Runs as a normal ANTI-IC then tacking over netrunners deck turn it agents him	55%	21%	n	4	3	1000	Chrom3	77
Raven	Attacks recognition function of a program	40%	28%	n	5	4	1000	Chrom3	78
SuperBalls	fills net whit object. Make 1D10+STR prog(+INT+interface) Vs. 15+ or suffer -3 initiative	40%	28%	n	3	4	500	Chrom4	52
Thug	Hurt em baby (Anti-personnel)	10%	42%	n	3	6	1044	Chrom3	77
Wolf	Program is a Killer IV disguised as a Watchdog	10%	42%	n	4	6	150	Chrom1	91
Wolfpack	Multi program (Anti-System, Anti-Personnel)	-	56%	n	6	8	15200	Chrom3	78

CYBERPUNK 2020 SOFTWARE

Name	Function	Share	Beta	Backup	Strength	MU	Cost	Book	Page
ANTI-PERONNAL									
Anchor	Keeps a netrunner in place for D6 turns	70%	14%	n	4	2	500	Black	
Ball And Cain	Slow the target's deck to a movement of 1 square/net turn for 1D6+3 turns	55%	21%	n	3	3	5000	Chrom3	75
Brainwipe	Reduce INT by 1D6 each turn, killing netrunner	40%	28%	n	3	4	6500	2020	129
Cerebus	Pit Bull whit the ability to fire Hellbolts, follows the netrunner and waits for him	-	56%	n	6	8	9500	Net	148
Commercial	The most horrifying IC ever. Stun for 2D6 turns	-	70%	n	4	10	26000	FNFF	
Cuffs	prevent enemy 'runners from using their programs	70%	14%	n	3	2	753	Black	
Fatal Attractor	Nasty version of Hellhound	-	49%	n	7	7	10750	Chrom1	92
Firestarter	Causes power surge, starting fire in netrunners deck	40%	28%	n	4	4	6250	2020	129
Generation	Designed to pregnant female netrunners, program fetus to kill parent at age 10	-	28%	n	8	7	10500	OverL	
Glue	Locks netrunner in place for 1D10 turns	40%	28%	n	5	4	6500	2020	130
Hellbolt	Cause 1D10 Physical damage to netrunner	40%	28%	n	4	4	6250	2020	129
Hellhound	Tracks netrunner, waits, then causes 3D10 damage/ turn	10%	42%	n	6	6	10000	2020	130
Hurt	Jolts victim's pain center, dose 1d6/2 of physical damage, -2 penalty to REF for 1d6 turns	55%	21%	n	1	3	5500	OverL	
JackAttack	Prevents netrunner from logging off	55%	21%	n	3	3	6000	2020	130
King Trail	Generate a glowing trail for 3D6 turns after netrunner has been there	70%	14%	n	3	2	3500	Net	148
Knockout	Causes coma for 1D6 hours	55%	21%	n	4	3	6250	2020	130
Liche	Erases memory, replacing whit pseudo-personality	40%	28%	n	4	4	7250	2020	129
Olfactory	Over-stimulation prog(Imp Spazz)	25%	35%	n	6	5	7750	Net	9
Psychodrome	Fills netrunner mind with sense	-	77%	n	4/5	11	14000	Chrom1	91
Rage	Reduce victim's EMP to 0 for 1d6 turns	40%	28%	n	4	4	7250	OverL	
Red-Out	Locks netrunner completely, preventing runner moving or access menu for 1D6 turns	40%	28%	n	5	4	6750	Chrom4	49
Sleeper	Modified Brain-Wipe that implants a post-hypnotic suggestion	40%	28%	n	6	4	7250	CNSL	
Slow	Shut down cyberware: some System not affected	40%	28%	n	4	4	7000	OverL	
Spazz	Reduce netrunner REF for 1D6 turns	55%	21%	n	4	3	6250	2020	130
Stationery	Attacks as Jack Attack and buries the victims ICON in sheets of paper	10%	42%	n	4	6	10000	Chrom3	78
Stun	Freezes for 1D6 turns	55%	21%	n	3	3	6000	2020	129
Sword	Helbolt variant, causes 1D6 Physical damage to netrunner	40%	28%	n	3	4	6750	2020	129
The Audio Virus	Plays a sound or tune to affected netrunner. 1D10 REF loss, -2 INT until kill prog	25%	35%	n	5	5	8000	Chrom4	50
Threat	None lethal program	10%	42%	n	5	6	7000	Chrom3	79
Zombie	Reduce INT by 1D6 each turn, Leaving netrunner mindless	40%	28%	n	5	4	7500	2020	129

CONTROLLERS

Cartel	Takes over several CPU's. See Vol II for info	-	56%	n	4	8	500	Ooki	
Crystal Ball	Video/Camera controller	85%	7%	y	4	1	140	2020	130
Dee-2	Robot controller	85%	7%	y	3	1	130	2020	130
Gangster	Will take over CPU. See Vol II for info	55%	21%	n	5	3	240	Ooki	
Genie	More powerful door, elevator controller	85%	7%	y	5	1	150	2020	130
Hotwire	Vehicle controller	85%	7%	y	3	1	130	2020	130
Knevil	Limited AI capabilities, vehicles controller	55%	21%	y	4	3	220	Chrom3	79
Mafioso	Takes over target CPU. See Vol II for info	10%	42%	n	4	6	380	Ooki	
News At 8	Scremsheet box controller	85%	7%	y	4	1	140	2020	130
Open Sesamé	Electronic door controller	85%	7%	y	3	1	130	2020	130
Phone Home	Send & receive cellular calls, Intercepts calls at STR 2	85%	7%	y	5	1	150	2020	130
Rockerbit	Microphone and speaker controller	70%	14%	y	4	2	200	Chrom3	79
Soundmachine	Microphone/Vox Box controller	85%	7%	y	4	1	140	2020	130
Terminator	Terminal controller	70%	14%	y	4	2	260	Chrom3	79
Viddy Master	Video board controller	85%	7%	y	4	1	140	2020	130

TRANSPORTATION PROGRAM

Trailer Hitch	Packs your program, add 20% to your MU (Round up), -1 to Speed	55%	21%	y	1	3	300	Net	149
18-Wheeler	Packs your program, double your MU, -1 to Speed	40%	28%	y	1	4	500	Net	149

DEMON SERIES

Afreet II	Carries 3 Program	40%	28%	n	3	4	1160	2020	131
Balron II	Carries 4 Program	25%	35%	n	5	5	1240	2020	131
Grimoire	Demon for Demon, speed penelty -6	-	49%	n	4	7	3700	Stev	
Imp II	Carries 2 Program	55%	21%	n	3	3	1000	2020	131
Succubus II	Carries 4 Program	40%	28%	n	4	4	1200	2020	131
Thug	Carries 2 Program	10%	42%	n	3	6	10440	Chrom3	7
Vampire II	up to 6 programs, adding "victom's2 to it self	-	49%	n	6	7	2300	Chrom1	92

SYSTEM WARE

Cloak	Hides CPU	100%	-	y			4000/CPU	Net	149
Dazzler	Program attacks netrunner in an own VR and trace netrunners meat pos	-	98%	y	5	14	14800	Chrom3	
Monitored		-	49%	y	4	7	950	Net	149
Shrouded Gate		40%	28%	y	Inv	4	Var	Net	149

CYBERPUNK 2020 SOFTWARE

Name	Function	Share	Beta	Backup	Strength	MU	Cost	Book	Page
UTILITES									
A Pictures Worth	Will encrypt file and hide it in VR code	10%	42%	y	2	6	1200	Chrom4	52
Alias	Replaces file name whit false one	70%	14%	y	6	2	160	2020	130
Backup	Creates copies of most programs on chip	85%	7%	y	4	1	140	2020	131
Borland Conceptual C	Makes programing easier. +1 to programing skill check	-	49%	n	2	7	730	Ooki	
Borland Virtual Builder (non AI)	Makes programing easier. +2 to programing skill check	-	63%	n	4	9	950	Ooki	
Borland Virutal Builder (AI)	Makes programing easier. AI whit int 6. +5 to programing skill check	-	100%	n	5	11	1150	Ooki	
Cartographer	Supply a complete system map	55%	21%	y	6	3	200	Chrom3	80
Clever Dolphin	Looks for bad data in the net(Pacific)	25%	35%	y	3	5	310	Net	22
Database	Stores up to 10 000 pages per file of information/text	70%	14%	y	8	2	180	2020	130
Electrolock	Locks file as is a STR 3 Code Gate	70%	14%	y	7	2	170	2020	130
FileLocker	Locks files, Requiring code word(runner's choice) to open	85%	7%	y	4	1	140	2020	130
Flare Gun	Get help when lost in the net	70%	14%	y	2	2	300	Chrom3	75
Flip Switch 2.0	Flip Switch controller	100%	-	y	10	0	225	Chrom3	72
Gatemaster	Deracts and destroys Virizz, Viral 15 programs	85%	7%	y	5	1	150	2020	130
Guest Book	A simple surveillance tool. Will e-mail all netrunner that have passed	70%	14%	y	4	2	200	Chrom4	51
Hypo	Like high-power Gate Master	40%	28%	y	8	4	300	Euro	64
Igor	AI that will function as an netrunner. Must be given orders to function	-	49%	y	4	7	4800	Chrom4	51
Instant Replay	Records coordinates of current netrun for replay later	70%	14%	y	8	2	180	2020	130
Joy Rider Plus	Lets your pall do some things when you are doing some thing else. See Vol II for info	10%	42%	n	3	6	360	Ooki	
Multinetter	Allows more then one netrunner to use same mainframe for netrunning	-	100%	y	10	20	2000	Chrom3	73
Multi-Tasker	Only on Mainframe or Workstation	10%	42%	y	5	6	1140	Net	144
NetMap	Provides acute maps of most well-known net locations	85%	7%	y	4	1	140	2020	130
Packer	Reduces programs MU 1/2 size. Take 2 turns to unpack	85%	7%	y	4	1	140	2020	130
PadLock	Refuses to allow log on through deck unless code is given	70%	14%	y	4	2	160	2020	130
Path Finder	Take you to a location the fastest way	40%	28%	n	3	4	300	Ooki	
ReRezz	Recompiles and restores destroyed programs	85%	7%	y	3	1	130	2020	130
Rice Burner	+2 to your ICON movement	70%	14%	y	2	2	Spec	Net	150
racer	If an LDL disappear this program looks for new way here.	40%	28%	y	4	4	290	Net	12
Translator 2000	Convert 3 sets of pics to 1 3D pic	70%	14%	y	4	2	240	Chrom4	50

RACHE ARKIVE

Name	Function	Share	Beta	Backup	Strength	MUDifficulty	Book	Page	
Invalidate Pirate LDL	Look if runner have an Pirate LDL in his link, then the program alerts Netwatch of it	-	49%	y	5	7	+46	Net	88
MT Utility	Se book for options	10%	42%	y	3	6	+37	Net	51
Rache SeeYa	As per standard SeeYa. To get it you have to steel it from Rache Bartmoss	70%	14%	y	6	2	-	Net	62
Sawtooth Brain Wave	Spec SeeYa, it lets you to se the brain wave for a netrunner/AI/program	85%	7%	y	3	1	+15	Net	14
SideWalker	Walk on the edge, lets you se what is on the other side. God in Olympic	55%	21%	y	3	3	+25	Net	40

PROGRAM ARKIVE

Name	Function	Share	Beta	Backup	Strength	MUDifficulty	Book	Cost*
Claymore Mine	Anti-Personnel Mine, dam var. Lies hidden and weary hard to detect	10%	42%	n	6	6 +113	Ooki	28250
Familiar	This program use 4 key word to shearch target data base	55%	21%	y	4	3 +17	Stev	1490
GateMaster6000	as GateMaster. Recognize and delete standard BrainWare Blowout Viruses.	70%	14%	y	8	2 +20	Black	200
GateMaster 6000Lite	as GateMaster6000. But smaller.	85%	7%	y	3	1 +15	Black	150
GlitchBats	Mackes minor erroes in target program sub 1 STR on succes	55%	21%	y	2	3 +22	Stev	440
Jam	Prevent Healing Data Walls to close up	-	49%	y	4	7 +41	OverL	
Leash	Will remove move funktion in dog series, more se book	40%	28%	n	4/6	4 +30		1300
Maze	Targeting tracking programs. Whill send them to a random net loc, or user spec place.	40%	28%	y	4/5	4 +28	Stev	560
Mine 15	Anti personnel mine, 3D10 damage. Lies hidden and is weary hard to detect	-	49%	n	8	7 +115	Ooki	34500
New-ID	Protection against Gangster, Mafioso, Cartel	40%	28%	n	4	4 +27	Ooki	270
Protected-ID	As New ID. But will do counter attacker	-	56%	n	4	8 +47	Ooki	1880
Safety Glasses	as powered See-Ya, whit shield against anti-personnel progs	40%	28%	y	8	4 +30	Black	180
Screen Saver	Freeze netrunner for 2d5 turns, hypnotize any that is watching also on screens	35%	35%	n	7	5 +55	Black	13750
Scotty	Teleport at random 10 grid squares from start location	70%	14%	y	5	2 +17	OverL	
Scribe	See book for descriptions and options page 53	-	56%	n	6	8 +47	Chrom4	
Shapechange	Allow user to use up to 4 icons and change between them at will	10%	42%	y	6	6 +41	Stev	900
Tank 2019	attack all whit 2d6, reduce any dam whit 9. More se paper	-	100%	n	9(2-5)	17 +95	Black	23750
Tank 2022	as Tank 2019 but whit tighter code, faster(+2 deck speed)	-	70%	n	9(5-9)	10 +120	Black	28000
The Big Eraser	Anti-Personnel / Anti-Program. Make 2d6 on both	10%	42%	n	9	6 +70	Black	17500
Underground Path	As Path Finder. But will try and blow LDL's	10%	42%	n	5	6 +68	Ooki	1360
Viral 23	as Viral 15. But will look for GateMaster6000 first, then for random extermination.	55%	21%	y	6	3 +25	Black	750
Woody Woodpecker	will alert all defensive and sysops, 15 squares. Back up d3 turns(such re-rez roll 1in3)	70%	14%	y	1	2 +18	Black	600

* If one can find these on the market then this is the cost for them. Other wise one will have to make the program.

CYBERPUNK 2020 CHIPWARE

Name	Function	Cost	Book	Page
CHIPWARE				
M.O. Chips	A most wanted list. Whit biography on person	1200	Chrom1	73
Courier Chip	Dump information in couriers head. Curier will resite all in trance	600	Chrom1	73
Security Chip	See to it that no one can steal your skill chips	Var	Chrom1	73
Digi-Tone ID	Lets you now what number was dield	70	Chrom1	73
Special Operativ Chip	whill giv basic understanding of local language and culture	900	Chrom1	73
Poser Impersonation Chip	Lets you match your role model, eaven whit habbits	900-1100	Chrom1	73
Photo Memory RAM Chip	Healps you to remember things	1600	Chrom1	74
Memory Compression	Lets you have up to 3 skills on one chip	200-400	Chrom1	74
Programble Chipware	Lets you make simplier skill chips	Var	Chrom1	74
Mind Game®	Play games in your mind	40/game	Chrom1	74
Business Trip Chip	Lets the business man to now the language, culture and costumes	800	Chrom1	74
Turism Chip	Get the basic language and area knolage	750	Chrom1	74
Space Chip	Will healp you in the space	900	Chrom1	74
Maximum Lover Chip	Just don't get the hadr ware ☺	1300	Chrom1	74
Stress Chip	Will releave you of your stress	350	Chrom1	75
Adrenaline/Endorphin Surge	Lets you forget the pain from that bulet wound, or just ignore exhaustion	800	Chrom1	75
Increased Neural Feedback Option	Learn that skill whit in 24h (whill only work 24h)	Base+400	Chrom1	75
Ambidexterity Chip	Lets you youse two singel tools or weapons	800	Chrom1	75
Death Trance	Lets you to slow down body funktion to almost deat like state	1000	Chrom1	75
Redundancy Loop	Lets you make a small error when you play whit the boss	50-70% of	Chrom1	75
"Fish N' Chips"	Apetite controler	85	Chrom1	75
Visual Recognition Chips	See book for option	100/lvl	Chrom1	76
"SomaWare" Sleep Induction Chip	Lets the user get a full night of sleep	400	Chrom3	37
Navigation/Orientation Chip	Will provide user whit position whit in 5m. See book for options	250	Chrom3	37
Crypto Chips	Will let user's talk to each other whit out any one understanding what you are talking about. See book for options	600	Chrom3	37
Stutter Chipping	Lets you make target friendly. See book for option	310	Chrom3	38
Auditory Recognition Chips	See book for option	150/lvl	Chrom3	39
Shape Recognition Chipware	Put's a colored halo around an objet of your choise	500	Chrom4	15
Facedown Chip	Lets face it. You are bigges and best	150	Chrom4	16
Home Chip	will make you kome home after specifide time or radius	940	Chrom4	16
Speedreeding Chip	Lets you take in more information in shorter time	250	Chrom4	16
dream Suppresat Chip	It repreesing REM sleep, so you can have a good night sleep	300	Chrom4	16

CYBERPUNK 2020 FASHION

Name Cost Weight

BASE COST FOR COMMON CLOTHES

Pants/J Jeans	20	Med
Miniskirt	30	Lt
Long Skirt	55	Med
Short	10	Lt

(Leather or its equivalent increases price by 50-75%. Add 1 weight level)

Jumpsuit	50	Lt
Dress	50	Lt

Gloves	20	Lt
Long Gloves	30	Lt

(Leather or its equivalent doubles price. Add 1 weight level)

Vest	25	Lt
Tie	20	Lt
scarf/Bandanna	15	Lt
Shades	5-50	Lt
Hat	5-25	Lt
Leather Chaps	60	Some Med/Hvy

Jacket	35	Med/Hvy
Long Jacket	40	Hvy
Long Heavy Coat	55	Hvy

(Leather or its equivalent doubles price. Add 1 weight level)

T-shirt	10	Lt
Long-sleeve Shirt	20	Lt
Top/Blouse	15	Lt
Tank Top	10	Lt
Tunic	25	Med
Leather Tunic	75	Hvy
Sweater	20	Lt

Belt	10	Lt
Leather Belt	15	Lt
Shoes	15	Med
Half boots	15	Med/Hvy
Boots	25	Med/Hvy
Knee boots	40	Hvy

(Leather or its equivalent increases price by 50-75%. Add 1 weight level)

Toboggan Hood	10	Lt
ski Mask	15	Lt

Trench coat	125	Med
Cloak	50	Med
Short Cape	75	Med
Long Cape	90	Med

(Leather or its equivalent increases price by 50%. Add 1 weight level)

STYLE AND QUALITY MODIFIERS

Generic Chic	x1
Leisurewear	x2
Urban Flash	x2
Business wear	x3
Edgerunner	x3
High Fashion	x4

Sub-average	x0.5 to x0.09
Average	x1
Good	x1.5
Very Good*	x2
Designer**	x4
Superchic(Personal Design)***	x7

* +1 to Wardrobe & Style skill checks

** +2 to Wardrobe & Style skill checks

*** +3 to Wardrobe & Style skill checks

POPULAR CLOTHESMAKERS AND THIER QUALITY RATINGS

Levi:

Generic and leisurewear
Average to Good

Nu-Tek:

Generic, Urban Flash
Average to Good

Uniwear:

Generic
Good

Image Fashionware:

Urban Flash, Edgerunners, High Fasion
Very Good to Superchic

Icon America:

Urban Flash, Edgerunners
Limited Designer

Gibson Battlegear:

Generic, sometimes Urban Flash
Good to Limited Designer

Takanaka:

Businesswear
Very Good to Superchic

Eji of Japan:

Leisurewear, Urban Flash
Good to Designer

Cryo-Max:

Urban Flash, Edgerunners, sometimes High Fashion
Very Good to Limited Designer

Jordashe/Boy:

Generic, Leisurewear, Urban Flash
Good to Designer

FIREPROOFING

Give clothing the equivalent of SP20 vs. flame damage adds to the price. For shirts, +1-300%. For pants/skirts, +1-200%. For jacket, +50-100%

MISC OPTIONS

Polylog Material*	x3
Reacti-Mesh Panels**	x2
Polychromic Material	x5

* Holds up to 4 different color schemes. Can be damaged by EMP or electrical pulses. Has a 5 in 10 chance of malfunctioning under combat conditions (heavy dirt/moisture, etc.)

** Provides extra comfort

ADDING ARMOR TO CLOTHES

SP	Lt. Material		Med. Material		Hvy. Material	
	Cost	EV	Cost	EV	Cost	EV
4	x1.1	0	x1.05	0	x1	0
6	x1.2	0	x1.1	0	x1.05	0
8	x1.35	0	x1.2	0	x1.15	0
10	x1.5	0	x1.25	0	x1.25	0
12	x1.75	0	x1.5	0	x1.5	0
14	x2	+1	x1.75	0	x1.75	0
15	x2.5	+2	x2	0	x2	0
18	x3	+3	x2.5	+1	x2.25	0
20			x3	+2	x2.5	+1
22			x3.5	+3	x2.75	+2
24					x3	+3

Layering:	Extra layers	EV
	Light	+1
	Medium	+3
	Heavy	+4

CYBERPUNK 2020 EQUIPMENT

Name	Description	Cost	Book	Page
TOOLS				
Techscanner	run diagnostic program, identify and examine malfunctioning components, and display internal schematics	600	2020	59
Cutting Torch	Common oxy/acetylene type out of bottle	40	2020	59
Tech Toolkit	Mixed kit of tools for repair of mechanical items	100	2020	59
Electronics Toolkit	As Tech Toolkit but for electronics	100	2020	59
B & E Tools	Go figer	120	2020	59
Protective Goggles	Protective eyewear for welding, metal machining work, chemical mixing, etc	20	2020	59
Flashlight	Beam range 100'-120'. Pocket ¼ range	2	2020	59
Glowstick	Chemlight in 6" plastic tube. Shake or break to activate. Last for 6h. Green, Blue, Red	1	2020	59
Flash Paint	Fluorescent paint gives of light equal to Glowstick. Last 4h	10/pt	2020	59
Flash Tape	As Flash Paint. Last 6h. Comes in Varsity of widths	10/foot	2020	59
Rope	Braided synthetics in Varsity of thick nesses and weights. Can hold up to 1000 lbs	2/foot	2020	59
Breathing Mask	Common painter mask, with replaceable filter(1eb / 10 pack)	30	2020	59
Sonar Scanner	Hand-held sonar sensor whit dual function. First, it accurately measures distains, dimension. Second, it serves as motion sensor	50	Chrom1	8
DataTel's Mapmaker	Portable tracking computer, pre-programmable whit exterior dimensions of area as specified mappings symbols	500	Chrom1	9
Sleep Inducer	Small device that will put a person in seep quick	85	Chrom1	11
Digital "DUD" weapon Uplink	Monitoring a smurtgun, will feed information to a TimesSquareMarquee	500	Chrom1	12
DUD smartgun Controller	Can give user data via cyberaudio. Plus owner can program smartgun to be voice-activated (1 in 6)	720	Chrom1	12
Speedholster	Available in may styles. Add +1 to Initiative in fast draw	100	Chrom1	13
Detcord High Explosive	Rapid-opening system, containing explosive charges in strip form. Cut SP40 in 1 turn	900	Chrom1	13
Advanced Alarm Removal Kit	state of the art intrusion device, including instable circuit breakers, a by passer analyzer, more see book	290	Chrom1	14
Diving Suit	Walk in Titanic, or go were no one has gone before. Max recommended depth: 10 000ft. 100eb/30 min tank	6000	Chrom1	15
IR Combat Cloak	A cloak that will see to it that the IR pattern is not from a human	450	Chrom1	15
Nymph Perfume	Attract the opposite sex whit this perfume. +2 Persuasion/Seduction	200	Chrom2	11
Frostech Portable Cryogenic Case	Can preserve human tissue for up to 12 hours	250	Chrom2	13
Language Processors	Will give your computer full voice recognition and language comprehension	40% of computer org cost	Chrom2	15
Medical Armor	Here is all the things you need for medical assisting under battle conditions	3400	Chrom2	19
Autotanner™	It will give you the perfect tan for days. (ATT +1 for 1D6 days)	200	Chrom2	33
Titech Echolocation Goggles	Functions as cybernetic Echolocation processor system (Chrom4 page: 13)	1500	Chrom4	68
Anti-Pursuit liquids	Put some pressure on your pursuits	Var	Chrom4	69
Thermite-In-a-Tube	Cut through material whit up to SP 45	90/tube	Chrom4	72
TechJager Plug-in Air Foulers	Give the air a fresh smell	Var	Chrom4	73

PERSONAL ELECTRONICS

Holo Generator	Projects a holographic pictures from a replicable chip	500	2020	59
Video Board	monitor using flat-LCD technology	100/sq foot	2020	59
Logcompass	A programmable inertial compass, keeps track of direction chanches from a fix point	50	2020	59
Digital Recorder	Audio recording device using data chip technology	300	2020	59
Digital Camera	Still images are "Digitized" onto a chip cartridge	150	2020	59
VideoCam	Can be mounted on headset, shoulder, hand-held depend on size(Price vary whit size)	800	2020	59
Video/Audio Tape Player	This device will play most sort, new as old	40	2020	59
VideoTape	Storage media to Video/Audio Tape Player	4	2020	59
Pocket TV	Uses flat screen 5"x5"x3/4" or smaller. Picks up majority of VHF, UHF stations	80	2020	59
Digital Chip Player	Plays audio- video-recorded chips. must be plugged in to vidboard	150	2020	59
Digital Music Chip	1 to 6 pop album favorites	20	2020	59
Electric Guitar	Lighter and flexible. may replace strings whit keys	1-500	2020	59
Electronic Keyboard	Little have changed, except size and power	2-900	2020	59
Drum Synthesizer	A series of percussion pads and a sound box	2-800	2020	59
Amplifier	Little have changed, except size and power	500-1000	2020	59
DataTel Image Wallet	Documentation will be shown on surface. Up to the owner what will be scanned in to the Image Wallet	100	Chrom1	10
DPI Smartsticks	Functions as drum machine on any surface. +1 to Play drums skills	800	Chrom1	11
Digital Recording Studio	Sound as a full band of your own	12000	Chrom1	12
Cybercam EX-1	A headset-style multi-format newscam	1200	Chrom1	13
Solar-Electric-Panel	Get your power for free. One solar panel will power up one machine	100	Chrom1	16
Geotech Enviros scanner	Can identify the level of and direction of radioactive and biological contamination within 7m	400	Chrom2	11
Nikkon America Campod	Shoulder mounted camera	1000	Chrom2	11
SecSystem Protection Field	Will repel most people whit in 2m range whit out damage, or 0,5m 1D6/3	750	Chrom2	12
DataTel 2350A Vidphone	comes in vary sizes, as small as laptop or wall size(400eb)	150	Chrom2	12
Portable Electropack	Hand-held power pack that can provide 6 hours power for one machine	100	Chrom2	13
Optic remote Cybercam 20	Perfect for surveillance or security, work whit Video Imager cyberware. See book for option	350	Chrom2	13
SecSystem Detention Collar	Works whit a remote unit. And the person whit the collar can not go 10m from the remote. See book for potion	260	Chrom2	13
Heads-Up display	Will give you that computer power when doing some thing else. For blackmarket option see book	200	Chrom2	17
Dance Bracelets	Your body movement creates the music	Var	Chrom2	26
Washburn Soundmachune Guitar	It have it's all for the one man band	1000	Chrom2	26
Holoscreen	3D the way it was meant to be	Var	Chrom2	29
DataTel Holotanks	This will reestablish the visual art	Var	Chrom2	29
Holographic Cameras	Give your 2D images a 3D feeling	Var	Chrom2	30
EastMan Art Mindscape™	Copy your minds pictures to 3D images	600	Chrom2	30
Remote Control System	Control your drone or remote assassin. See bock for options	Var	chrom2	30
Bell "Bumblebee"	Classic design since 1980. Can be fitted whit any sort of camera or sensor	4000	Chrom2	31
Mitsubishi "Rover"	this Jeep dissent need any driver at the steering weal	9000	Chrom2	31
Wall Speakers	Put this device on any surface and it will use the surface as a sounding board	250	Chrom4	72
Sound Optimization System	Optimize your sound output	1000	Chrom4	70

CYBERPUNK 2020 EQUIPMENT

Name	Description	Cost	Book	Page
COMMUNICATIONS				
Mastoid Commo	All commo are radio transceivers. These are glued to jaw and temple. Range: 10 miles	100	2020	60
Pocket Commo	Typical small walkie-talkie. Range: 10 miles	50	2020	60
Cellular Phone	Communication on the move, any ware within reach of radiotelephone network	400	2020	60
Mini Cell Phone	it fits in a cigarette pack	800	2020	60
Cab Hailer	Down load local cabs frequencies from Data Term. Then press button and (1D6 min) there will be a cab for you	150	Chrom1	5
Office Com Suite	All what you will need for today's Corp	1000	Chrom1	5
EBM Carfaxx© 2002	Cellular fax machine combines the convenience of cellular whit business power of fax	500	Chrom1	8
Newsviewer	portable data term download device, aka the "Newsdeck"	100	Chrom1	10
DDI PrayerWare	Need to get in touch of your priest. This unit whit small video screen and mic can get you to your local priest in no time	120	Chrom2	13
Nano-Paper	will dissolve when in a light from a special lamp. Lamp 10eb	3/sheet	Chrom4	70
Toshiba PRC-10 Two-Way radio	Standard radio whit headset	300	corp1	27

SURVEILLANCE

Binoglasses	These high-tech vision aids combine binocular effect whit laser rangefinder	200	2020	60
Binoculars	enough said	20	2020	60
Light Booster Goggles	Light intensification goggles boost amient light for night vision via starlight-tech	200	2020	60
IR Goggles	These pick up hazy, background infrared sources	250	2020	60
IR Flash	See above.	50	2020	60

SECURITY

Keylock	Increasing complex methods of portal security. This one is mechanical	20/level	2020	60
Cardlock	Is electronic that use magnetic cards	100/level	2020	60
Vocolock	Use voice recognition tech. a single system can use all types of lock	200/level	2020	60
Smart Door Security System	Use interface plugs to communicate whit how want to entry	250/level	Chrom1	8
SecSystem Maglock	Portable magnetic clamp lock is usable whit any door. Add a camera (+80) and there will be no surprises	300	Chrom2	13
Line Tap	Pick up voice or data transmissions from telecom lines. Can not be used on line after 2008 due fiber optic	200	2020	60
Line Tap Detector	See if some one is taping your phone. Can not be used on line after 2008 due fiber optic	60	Chrom1	4
Linozap	Zap Line Taps.	350	Chrom1	4
CodeDecryptor	The probe is inserted in card lock. add +5 to Electronic security skill check	500	2020	60
VocDecryptor	As CodeDecryptor but for Vocolock	1000	2020	60
Security Scanner	Device look for electromagnetic fields from various alarms(75% chance of location)	1500	2020	60
Poison Sniffer	Check air or liquid for poison.(85% accuracy)	1500	2020	60
Jamming Transmitter	Jam electromagnetic transmissions in a 1000 foot area	500	2020	60
Scanner Plate	Reading device for plamprint locks	500	2020	60
Movement Sensor	Typical alarm system. Detects movement in defined area(95% reliability)	40	2020	60
Wutani Sensors Motion Tracker	Will follow movement 75-300m	770	Chrom4	71
Pressure Trigger	Paper-thin switch that comes in vary colors. Can be hooked to mines, alarms etc	15/foot	Chrom4	69
Passcard	The most common unlocking device for Cardlock	10	2020	60
Tracking Device	Hand held or suitcase equipment for detecting/follow tracer buttons	1000	2020	60
Tracer Button	can be of any size form matchbook to a pin. uses radioactivity or constant/pulsed radio transmission	50	2020	60
Remote Sensors	See Movement Sensor	700	2020	60
Handcuffs	Just what it says. Probably stronger. Often (50%) opened whit a form of card lock	100	2020	60
Stripwire Binders	Great for riot control. one-use-only plastic locking strips for temporary handcuffs and leg ties. Box: of 12	5	2020	60
ID Badfetmaker	Time to make your own ID cards. Easy to handle	500	Chrom1	13
Stress Analyzer	Will check vocal patterns and tones, cross-references them whit parameters	200	Chrom2	20
Window Trembler	Set the window in micro vibrations, so one can not listen whit any laser mic	120	Chrom2	20
Bug Detector	Will detect bug in 6m radius, see if they are hot or cold	200	Chrom2	20
Bug Jamer	Jams wide band, and over ride any bug transmitter	200	Chrom2	20
Arasaka "Komaku" Laser Mikes	Want to here what is saying on the other side of that window??? See book for options	Var	Chrom2	20
Omega™ Phone Tap	Must be taped in to phone switch board. See book foot options	1400	Chrom2	21
OmniTec Radar detector	Emitting a warning tone when a radar beam is detected	250	Chrom2	21
Signal Tracker	Whit this you can follow the signal to its listening source	300	Chrom2	21
JetSetter Executive Briefcase	An armored briefcase whit SP30	2000	Chrom2	21
Liner Beam CommLink	Offers an eavesdrop secure communications, see book for option	200	Chrom2	22
ECM Comm-Scrambler	Arasaka guarantees that their Scrambler package will stump any decryption system on the market	100	Chrom2	22
"Mumbler" White Noise Generator	Emits random noise at level barley audible to humans ears but will confound listening devices	3500	Chrom2	22
ScanMan™ Full Identity Scanner	Will recognize most people it has in its own database or access to one instructions database	2100	Chrom2	22
"Scanway" Scanner Gates	This scanner is placed in a gate of any sort. It can detect most things	Var	Chrom2	23

CYBERPUNK 2020 EQUIPMENT

Name	Description	Cost	Book	Page
MEDICAL				
Dermal Stapler	Pulls automatically the sides of wound to gather. Will dissolve after an elapsed time	1000	2020	60
Spry Skin	Putty-like spray gel for treatment of severe abrasions. Antiseptic and sterile	50/can	2020	60
Slap Patch	Small plastic pad containing a measured amount of medicine(or drug)	Var by drug	2020	61
Cryotank	An advanced refrigeration tank. Will preserve life-support an blood/oxygen flow	100000	2020	61
Medkit	Standard Doc or military corpsman bag	50	2020	61
Surgical Kit	Full set of surgeons tools	400	2020	61
First Aid Kit	the common household medic box	10	2020	61
MedsScanner	Readouts for body temp, heart rate and more. +2 Diagnose skill check	300	2020	61
Drug Analyzer	As Poison Sniffer but more precise	75	2020	61
Airhypo	Compressed air force a liquid drug through the skin	100	2020	61
Clinic Visit	Just to see the doc	200	2020	61
Day in Hospital	Time to heal some wounds	300	2020	61
Day in Intensive Care	That FNFF did rely hurt	1000	2020	61
Clone Limb Replacement	Lost a limb????	1500	2020	61
Life/Support	When connected to a deck it will cheap the netrunner in function for 72 hours	500	Chrom1	6
Arasaka RDK Spy & Assassin	State-of-the-art robot that can spy and assassin your target whit ease	12000	Chrom2	32
InterFlex Cybergenics Machine	The best body builder on the market	2800	Chrom4	74
InterFlex Prime	As above machine but whit an brain dance, so you don't need to worry about the sweating	4400	Chrom4	75

FURNISHING

Nylon Carrying	The Athletic bag/kitbag of 2000 with Varsity of logos and size	5	2020	61
Kevlar Backpacks	Old fashion whit a new twist	Var	Chrom4	73
Sleeping Bag	They're light weight, and can now take temp down to -100F	25	2020	61
Inflating Bed	Self-inflating, highly-compressed mattress package	25	2020	61
Futon	Portable folding bed and pad. Of Japanese origin	90	2020	61
Real Wood Furniture	What more can we say	200/piece	2020	61
Synthetic Furniture	What more can we say	100/piece	2020	61
Temperfoam Furniture	Will shape itself to individual user	80-140/pice	Chrom1	13
Apartment Cube	10'x10'x8' living module in which all major furnishing and appliance are hidden in flush wall	5000	2020	61
Lamp	It gives light. Comes in Varsity of shapes and size	20	2020	61
Cleaning Bot	Small preprogrammed robotic cleaning device	1000	2020	61
Vocal Switch System	Voice-activated controls for lights and appliance	100	2020	61
Sloch Bag	A 'Sleeping bag' style bath for use in 0-G situations	65	Chrom1	16
Travel Kit	Has all what you need when its time to sleep. Contains: sleeping bag, inflatable pad, firs aid, nylon carry bag, flashlight, toiletries, 6 sets of PJ	150	Chrom1	16
Shower-In-A-Can	Spray yourself whit disinfectant/deodorant foam, and get clean	3/can	Chrom1	16
Bar-in-a-Briefcase	It has all the things for the mini bar	100	Chrom1	16

LIFESTYLE

Cell Phone Service	To get your phone number to a cell phone and keep it running	100/month+	2020	61
Standard Phone Service	To get your phone number to a standard phone and keep it running	30/month+	2020	61
Pay Phone Call	They are every ware	5cent/min	2020	61
Data Term Use	This is curbside computer terminal. News, weather and more. Can also be plug-in point to netspace	1/min	2020	61
CredChip Account	A "debit card" that you use to carry cash around instead of wallet	20/month	2020	61
Health Plan	Its good to be healthy	1000/month	2020	61
Trauma Team Account	If wounded they will pick you up to the hospitable	500/month	2020	61
Air	What did you think of 2020?? ITS CLEAN!!! No way.	5/min	2020	61
Mag Lev Chit	Magnetic levitation train	25cent/station	2020	61
Taxi	Go figger	3/mile	2020	61
AV-Taxi	Mmmmm!?!?!?	10/mile	2020	61
Cable TV	Get those 300 channels	40/month	2020	61
Satellite Dish	Aaa. Its beater that Cable.	1500	2020	61
Personal Body Alarm	simply break the card and the security team will come get you out. Ammunition and medical fees are nominal extra. 400eb300/month		Chrom1	14
Phone Upgrades				
Voicemail	leave a message on your voicemail service	20/month	Chrom2	33
fax Interface	Will allow use of fax on a cellular phone	75	Chrom2	33
Digital Recorder	Can hold up to 2 hours of conversations. Extra chips for 10EB	75	Chrom2	33
ECM Scrambler	Will Scramble your phone calls so now other can hear what you are talking about	50	Chrom2	33
Video Options	2"*2" screen + camera. Not available for microcellular phones	150	Chrom2	33
Emergency Autodial	Can hold 6 preset phonnnumbers to Police, Fire Dept, trauma team or other Service	25	Chrom2	33
Conference Calling	Can call on one extra line, and have all talk to one another.	5/month/line	Chrom2	33
Split Line	2 phones in 1. Each phone number will be billed separately	50	Chrom2	33
Cybermodem Interface	Turning a stationary deck to a portable one	500	Chrom2	33
Privacy Plus™	Has a built in ECM, bug detector and number display, for extra 50EB a memory for 20 numbers	300	Chrom2	33

CYBERPUNK 2020 EQUIPMENT

Name	Description	Cost	Book	Page
GROCERIES				
Kibble	A mass-produced nutrient that satisfies most requirement	20/Week	2020	61
Generic Prepack	A setup of common TV dinner	150/Week	2020	61
Good Prepack	Good restaurant meals in prepack	200/Week	2020	61
Fresh Food	what dos it sound like??	300/Week	2020	61
Flavored Cigarettes	Genetically engineered tobacco whit flavor. See book for flavors. Box of 10 15eb	2/pack	Chrom1	16
Biotechnica Nutrisupplement	will provide all what you need when you are hungry. But not for more then 1 week or will lose 1 BODY/week10/can	10/can	Chrom2	11
Enduro Drink	+1 to Endurance skill checks for 2h	8/can	Chrom4	71
Armor Saver Drink	A mix of synthetics and nanites to rebuild your nano armor systems after they have been damaged	50/can	Chrom4	72

ENTERTAINMENT

Movie		10	2020	58
VCR/Chip Rental		4	2020	58
Braindance		20	2020	58
Live Concert/sport Event		50	2020	58
Fast Food Meal		5	2020	58
Well Drink *		3	2020	58
Restaurant Meal *		20	2020	58
* Multiply cost by level of restaurant or bar:				
Fair	x1			
Good	x2			
Excellent	x3			

HOUSING

Coffin*	One step up from sleeping bag. Coin operated and has time limit	20/night	2020	61
Hotel Room*	Bigger than a Coffin	100/night	2020	61
Apt./Condo*	Some rooms and own kitchen	200/room&month	2020	61
House*	What do you think it is??	150/room&month	2020	61
* Multiply base cost by location				
Combat Zone	x1			
Moderate Zone	x2			
Corporate Zone	x3			
Executive Zone	x4			
Utilities	Some small things that can be good to have	100/month	2020	61

CYBERPUNK 2020 REFERENS LIST

Name

Abbreviate

SOURCE BOOKS

Cyberpunk 2020	2020
Home Of The Brave	Brave
Euro Source	Euro
Pacific Rim	Rim
Deep Space	Deep
When Gravity Fails	WGF
Guide To The Net	Net
Hard Wired	Wired
Solo Of Fortune	Solo
Maximum Metal	Metal
Chrome Book 1	Chrom1
Chrome Book 2	Chrom2
Chrome Book 3	Chrom3
Chrome Book 4	Chrom4
Corporation Report 2020 1	Corp1
Corporation Report 2020 2	Corp2
Corporation Report 2020 3	Corp3
Referees Guide	Refere
Night City	-

Name

Abbreviate

INTERNET INFORMATION

Ookami Industry Inc By Robert Mikkelsen	Ooki
Some Exotic Weapons By Martin Janerryd and Mickael Martinsson (Can not be found any ware, only here.)	-
Information Overload By Dan Bailey	OverL
Complete Netrunner Software list By Christian Conkle	CNSL
Black Hammer Project http://www.ambient.on.ca/cpunk/index.html	Black
Some software By Jonas Nilsson	FNFF
Some software By Steve Hynd	Stev
More is less, less is more By Author unknow For rekoginition E-mail me: Ookami2@hem.passagense	??