

Bioware

version 1.6.2d

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The most updated version of this supplement can always be found at:
<http://www.cs.binghamton.edu/~stea/shadowrun/>

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>>>>>[OK listen up chummers, this is a little treat I dug up. It was an encrypted burst transmission from a military satellite to a covert military base (officially an oil rig) in the mid-Atlantic.

The names were encrypted further, and I can't decrypt them without the correct keys, so we'll just refer to them as Mr. Rig (the recipient), and Mr. Advice (the sender). In case anyone wants to take a hack at their idents, the encrypted names are:

Mr. Rig = Onw,SIDoD1.jd2do20ma.od9.SA90re7O.EMC.dSDFLS1oaksFDJmCoP:M93mKLD,
Mr. Advice = dsaDSALU3fjfilloveioOo.OfdfsXmOiDOwoDofJg329MCoOoOo.oOdhuflenIDS,

In case the encryptions are time-space dependent, the burst's time and place were:
(10:23:23.1029-01-03-60) -> (10:23:23.1032-01-03-60)
(30°20'30.8943"N (20°12'33.3728"W)

As usual, feel free to edit, but only add, don't delete. And don't add in the middle of a section (it looks ugly). Failure to comply will result in an introduction to a new 7-piece party ice construct strait from Fuchi. There's some pretty scary drek in here chummers, enjoy.]<<<<<

--Mindwire (15:12:11/01-03-60)

>>>>>[Your "Mr." Rig is actually Colonel Andrea Markis, Director of Non-Standard Terrain Forces & Tactics, Atlantic Division, UCAS Marines. Your "Mr." Advice is Jamie Relen, Executive Assistant to General H. K. Artuha, the Director of Non-Standard Terrain Forces & Tactics UCAS Marines. This was, of course, sent in the General's name, but the authentication is that of his secretary.

And yes, you are right, these are time-space dependent. And even if you crack the code, all you get is a number, which you have to look up on a database of all military personnel (A big database), which (of course) shuffles itself daily.]<<<<<

--Top Down (19:02:33/01-03-60)

>>>>>[OK. You win, chummer. I'm Impressed.]<<<<<

--Mindwire (22:12:43/01-03-60)

From: Mr. Advice:

To: Mr. Rig

CLASSIFIED: TOP SECRET

As To: Coping with environmental conditions.

With regards to your request for additional information regarding the use of non-standard technology, specifically new cybernetic implants, our recommendation is to, as much as possible, avoid cybernetics. In your areas of operation, the medical overhead of maintaining such implants would be simply too costly.

Biotechnological implants, however, are ideal four your environments. They heal if damaged, they do not increase the sonar/radar signature of the soldier, they, for the most part, do not react badly to harsh conditions, and their maintenance would not involve upgrading your current medical facilities, as no cybertechnology would be involved.

In regard to your assertion that your soldiers are outclassed in your environments, we recommend that corpus dominium be applied in large scale to all of your people in the field.

>>>>>[Corpus dominium?]<<<<<

--Warm Wet Hole (20:33:59/01-03-60)

>>>>>[Literally "body ownership". This is the right granted by a rather historical military court case. It allows a commanding officer to order a soldier to go under the knife, for almost any procedure, for the good of the mission, or assignment.]<<<<<

--Top Down (21:13:11/01-03-60)

>>>>>[And I thought corp jobs sucked drek.]<<<<<

--Warm Wet Hole (21:44:03/01-03-60)

There are many biotechnological implants that would help your operations that are not included in the standard Implants manual. Attached below is our master list of our "Bioware" (as it is called on the street). This is FOR YOUR EYES ONLY. Your medical staff does not have TOP SECRET clearance, and therefore should only be informed of information herein on a need-to-know basis. Decisions on biotechnological implants should be made by you and your XO only. Your medics should only be given the order, and the supplies.

--Mr. Advice

>>>>>[He he.]<<<<<

--Warm Wet Hole (20:42:02/01-03-60)

Attachment 1 of 1

I. Bioware Rules

A. Bioware Types

1. Secondhand
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3. Type O
4. Normal
5. Cultured
6. Native

B. Bioware Removal, Implantation, and Upgrading

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Bioware Rules

BIOWARE TYPES:				
Type	Body Loss	¥ Cost	Chance of Rejection	Bioware Damage modifier
Secondhand	x1	x0.2	4 in 6	+4
Type G	x1	x0.4	2 in 6	+2
Type O	x1	x0.5	1 in 6	+1
Normal	x1	x1	None	+0
Cultured	x0.75	x4	None	-1
Native	x0.5	x10 +500K ¥	None	Immune

Secondhand, Type G, and Type O: These types of bioware are lower quality, or possibly even handed down from another person. They are cheaper, but upon implantation, the recipient must roll a d6. If the result is less than or equal to the listed chance of rejection, the bioware is rejected. It must be removed (see below) immediately, or the owner will die. After this happens, it cannot be implanted into another person, or it will automatically be rejected.

Also, if the component is ever put under stress (its functions are used extensively), the recipient must again roll for rejection. This time, failure does not indicate rejection, only failure; the bioware simply stops functioning. The recipient must immediately rest for a number of days equal to twice the body cost of the bioware, rounded up. If this is not done, the recipient must roll for rejection each hour he does not rest. A failure on one of these rolls does indicate rejection of the piece of bioware, as above.

The roll for stressful use must be made on every occasion the bioware is stressed, but need not be made more than once per day, except in extreme circumstances.

If six months of regularly stressful use goes by without any occasions of failure, the bioware "advances" one category (secondhand becomes G, G becomes O, O becomes Normal). This continues until the bioware has reached the effective category of Normal. At this point, rolls for stressful use are no longer necessary.

Note that no neural bioware can be any of these types, it must be at least cultured.

>>>>[Hey, Bob. If you ain't usin' that adrenal pump this week'nd c'n I burrow it? The fact that people would actually get an organic enhancement that was designed for someone else is just plain pathetic.]
<<<<<

--Master of the Obvious (05:17:23/01-04-60)

Normal: Normal bioware is off the shelf, generic cloned tissue. It has no additional cost, no body loss reductions, and no magic loss reductions. Note that no neural bioware can be Normal, it must be at least cultured.

Cultured: Cultured bioware is specially grown for a specific person, with his DNA, and is not instantly ready. If a piece of bioware is cultured for one person, and then ends up in another, it acts as Secondhand bioware. Any bioware that does not have a "Normal" entry below, including all neural bioware, cannot be put into a person other than the original person it was cultured for (thus it also cannot be of type O, G, or Secondhand).

Cultured bioware is genetically the same as the host, and has less of an impact on the functionality of the host's body. It is also very similar to the host's astral ideal self, and has a reduced effect on magic.

Native: Native bioware is an expensive process where two cultured clones are grown, one augmented with cultured bioware, the other not. These clones are used to "train" nanites specifically to augment that person from the old state to the new. In many cases this eliminates the need for surgery, just a regiment of nanite doses, and the bioware is present. In other cases the nanites can't do all of the work, and this procedure simply reduces the amount of surgery needed.

The production of this bioware is a rare skill, and to be able to get native bioware, a character must have a contact that can do this. A starting character must spend 50,000¥ to receive a "nanite technician" contact. Otherwise the contact must be gained in game.

Native bioware is actually the same tissue that the host was born with. It gradually changes into the new form, or a new form gradually grows and integrates with the host. It has significantly less impact on the body's functions, and has very little effect on magic. It's cost is prohibitive, however. The base cost is multiplied by 10, and then the 500,000¥ cost of developing the nanites is added. This cost is only applied once for each bunch of bioware however. Thus if a person buys three pieces of native bioware all at once, he pays 10 times the base cost for all three, and then adds 500,000¥ to that total. Remember that the 500 K¥ charge is NOT factored into the listed costs on the tables in this supplement, so each time a character buys any number of pieces of native bioware at once (including buying multiple items at character creation), add 500 K¥ to the total cost (not to the cost of each item).

Note: this 500 K¥ cost represents a surgeon with 6 dice in nanite technology. If the player wants a better (or worse) nanite technician, the costs for them are listed on the bottom row of the surgeon costs table (below, under [Implantation](#)). Most native bioware does not need normal surgery, only a nanite technician, but if a surgery severity is listed for the native version, it must also be purchased as normal (This part does not apply to starting characters, but the nanite technician has to be paid for, and starting characters may not get a technician other than a 500 K¥ per operation, 6-die tech).

If Native bioware is placed in another individual, it acts as Secondhand bioware. Any bioware that does not have a "Normal" entry below cannot be put into a person other than the original host.

>>>>>[Bioware without surgery! Yee-Haw! Shoulda waited a bit on my new biotech....]<<<<<
--Wild Bob (23:47:08/01-34-60)

Bioware Removal, Implantation and Upgrading

Level Upgrade: If a bioware owner wishes to upgrade a bioware component to a higher level of the same component, the procedure depends on what upgrade is desired. Bioware that does not involve actual replacement of organs, or other body parts, or implantation of non-biological material can be upgraded from one level to a higher one very simply. Go through the normal implantation procedure as if implanting a piece of bioware with a body cost equal to the difference of the current bioware's cost and the desired level's, but at full monetary cost of the higher level.

Those that fit this description listed here include: [Aquatic Webbing](#), Cerebral Booster, [Cerebral Superhighway](#), Damage Compensator, [Endoskeletal Rebuild](#), Extended Volume, Mnemonic Enhancer, Muscle augmentation, [Neural Bridge](#), [Passive Epilepsy](#), Pathogenic Defense, [Skeletal Enhancement](#), Symbiotes, [Symbiotic Digestor](#), Synaptic Accelerator, Synthacardium, Tailored Pheromones, and Toxin Extractor.

This can only be done if the bioware remains at the current type (Native, Cultured, Normal), except that type O, type G, and secondhand bioware must be upgraded as if it were Normal bioware, although it remains it's former type. Any native bioware can be upgraded in this manor.

Any other level upgrade or replacement must be done the old-fashioned way, by removal, and replacement (see below).

Type Upgrade: It is also possible to upgrade a piece of bioware's type (Type O to Normal, Secondhand to Cultured, etc...). In most cases this must be done by removal and replacement (see below), but there is one exception. Any bioware can be made native by paying the full cost for the native bioware, plus the

cost of the original piece (plus the 500,000¥ for the nanite technician - [see above](#)). The nanites are grown to slowly destroy the old bioware, and replace it with the new native piece.

In this case, one surgery roll determines both body cost of the new bioware, and body index retained from the old. However, when calculating the amount retained, use the difference in body costs from old to new as the base, and remember to add the -5% bonus for nanite usage as well.

Removal: Removing bioware (either just to get rid of it, or to upgrade it) is not as easy as removing cyberware. Barring miraculous rolls, the body cost will not be fully recovered. To find out how much is not recovered, the removing surgeon rolls a biotech (/surgery) roll, with a target number equal to the host's current body index. The number of successes indicates how much of the body cost is not removed. If using nanite techniques, subtract 5% from the result.

Number of Successes	Body Index retained
0	90%
1	75%
2	60%
3	50%
4	40%
5	25%
6+	10% - 1% per success beyond 6

Round up to the nearest 0.05 points of body index. Note that it is impossible for anyone to retain less than 0.05 points of body index unless the surgeon rolls 16 successes, or 11 successes with nanite techniques (not likely).

The monetary costs of getting bioware removed is the same as getting a Normal piece of this bioware implanted, not including the actual cost of the bioware. If nanite techniques are to be used, the cost is the same as getting a native version of this bioware, including the cost of the nanites ([see Native Bioware above](#)).

Implantation: Implantation is pretty straight-forward. The doctor rolls his biotech (/surgery) skill, with a target number equal to the recipient's current body index, and the body cost is determined from the following table:

Number of Successes	Body Cost
0	base + 15%
1	base + 10%
2	base
3	base
4	base - 10%
5	base - 15%
6+	base - 20%

Round up to the nearest 0.05 points of body index lost.

The financial cost of the bioware itself is listed in the description of the bioware, but, unless the bioware is being implanted at character creation, the surgery must also be paid for. The costs are dependent on the skill of the surgeon (i.e. his biotech skill rating + task pool).

Surgery Severity	Surgeon's Skill							
	1-2	3-4	5-6	7-8	9-10	11-12	13-14	15+
L	500 ¥	750 ¥	1 K¥	2 K¥	5 K¥	10 K¥	25 K¥	50 K¥
M	2.5 K¥	3.5 K¥	5 K¥	10 K¥	25 K¥	50 K¥	125 K ¥	250 K ¥
S	10 K¥	15 K¥	25 K¥	50 K¥	125 K ¥	250 K ¥	750 K ¥	1.5 M ¥
D	100 K ¥	150 K ¥	250 K ¥	500 K ¥	1.5 M ¥	2.5 M ¥	7.5 M ¥	15 M¥
Native	200 K ¥	300 K ¥	500 K ¥	1 M¥	3 M¥	5 M¥	15 M¥	30 M¥

The surgery severity is listed under each individual piece's description.

Similarization: Similarization is a process by which bioware is cultured so as only to include DNA from the host, and from a generic genetic sample from a specific species. The effect of this process is that, while the bioware still alters the physical body away from its astral ideal self, the alteration is in the direction of another ideal astral being, a shaman's totem. By altering the physical body only in the direction of a shaman's totem, his body may slightly lose connection with his astral being, but his

connection to his totem remains strong.

Bioware in question must be of a type existent in the totem's species in nature. For example, a monkey shaman could get a similarized prehensile tail, but not a similarized whipping tail. A snake shaman could get Venom Glands in his mouth similarized (provided they only produce snake-venom), but not Venom Glands in a barbed tail. A scorpion shaman could get a similarized barbed tail with similarized Venom Glands (that produce only scorpion venom) implanted, but could not get any other type of tail similarized, nor could he get Venom Glands in his mouth similarized.

Bioware that is similarized costs body index as normal, but does not cost the appropriate type of shaman any magic rating points. Any surgery to implant the bioware must be performed as normal. As usual for all mages, invasive surgery may result in magic loss in and of itself. Similarization offers no protection from this potential loss.

Getting a piece of bioware similarized multiplies its cost by four. Only very few types of bioware can be similarized; Venom Glands, tails, gills, claws, Chitin Plating, fangs, Wing Membranes (flying mammals only), Optical Sensitivity (cats only), Enhanced Iris Reflex (cats only), and Rod Cultures (birds of prey only).

Bioware Damage: Bioware becomes a part of the user's body, and under most circumstances, bioware cannot be specifically damaged. However, a deadly wound throws off the body's balance, and may damage bioware, as well as any non-enhanced part of the body.

If a person with bioware takes a single deadly physical wound. Roll a d6 for each bioware component, except native bioware. A one indicates the bioware was damaged, roll another d6 and add the bioware damage modifiers to determine the extent of the damage. This roll is open-ended, like a normal roll in Shadowrun (re-roll 6's). The result is the amount of damage the bioware takes, in boxes, on its own condition monitor.

Bioware components heal as the body normally would, based on the amount of rest, and medical attention their host receives. A Bioware component that is above 5 boxes of damage (seriously wounded) ceases to function in any enhanced way, until it drops to 5 or less boxes. A Bioware component that is at 10 boxes of damage or more is destroyed, and must be removed immediately, or the subject will die.

Any time a piece of type O, Type G, or Secondhand bioware gets damaged, it must roll for rejection immediately, failure indicating rejection.

Native bioware is immune to specific damage.

New Bioware

Aquatic Webbing: Custom designed bone and skin lines are used to elongate your digits and create a frog-like membrane of skin between them. This can increase swimming speed and maneuverability by up to 100%. If a character has either hand or foot aquatic webbing, see the rules on page 77 of Fields of Fire for swimming, but divide the swimming distance by 3 instead of 4 (+33% swimming speed). If they have both, divide by 2 instead of 4 (double swimming speed).

Aquatic Webbing, Foot [3 K¥]: With this mod, your feet are webbed. The extended webbing can be folded under the foot to allow (mostly) normal walking and wearing of footgear. However, the webbing isn't as tough and durable as the normal foot's sole, so walking barefoot on rough surfaces can lead to injury, and tearing of the membrane.

Aquatic Webbing, Hand [5 K¥]: With this mod, your hands are webbed. Webbed hands are more clumsy at complicated actions. One with this mod receives a +1 target number penalty for the purposes of manual manipulation (including firearms). This webbing (unlike foot webbing) is obvious, one cannot wear gloves that are not specially made for his hands, and even in these gloves, it is obvious that the person's hand is webbed.

>>>>>[One thing they forgot in the description... why would any drekhead want these mods???]<<<<<
--Master of the Obvious (04:01:21/01-04-60)

>>>>>[Imagine a platoon stationed at a SONAR module in the Atlantic net (at the bottom of the ocean). Currently these soldiers patrol for three hours at a time from an underwater barracks with a wet-suit, and and C-out box (military slang for an air recycler, as it takes the C out of CO₂). Now imagine, a technology immersed such that their flippers, and even new ones on their hands, were unsurpassibly securely attached, and they could even repair themselves. Very attractive, and this is that technology.

And this is nothing compared to what is later on in this file.]<<<<<

--Top Down (05:11:11/01-04-60)

Arterial Pumps [12 K¥]: The thick, flexible, muscular walls of the arteries expand when blood is pumped into them and then contract, pushing it onward and assisting the pumping action of the heart. This enhancement reinforces the muscle tissue of the arteries to increase their pumping action and accelerate blood flow throughout the body to give you the aerobic performance of an Olympic athlete.

This gives the subject one extra die for athletics, and stamina tests. This is compatible with a Synthacardium.

>>>>>[Gettin' this drek felt just like gettin' my Synthacardium. I got more stamina, more energy... and

more high blood-pressure induced headaches.]]<<<<<

--Wild Bob (23:59:00/01-03-60)

Astral Grafts [100 K¥ per Level]: In the long struggle to merge bioengineering and magic, there have been painfully few successes - this is one of them. By grafting specially cultivated thin tissue under the skin of the subjects torso and appendages, the link between the user's astral spirit and physical self is strengthened. Though not particularly useful for mages, this can give cyberware users that "edge" they've been lacking by allowing them to accept a small amount of additional cyberware beyond what they could normally handle.

For each level of this mod, the subject gains an additional +0.1 Essence. The level of this enhancement can not exceed the user's base body.

>>>>>[Yay!!! Maybe now I can get those cyber-arms I've been wanting so badly!!!]<<<<<

--Speed Demoness (01:15:11/01-04-60)

>>>>>[I wouldn't count on it, Miss Speed. Besides, you already have a hard enough time picking up guys without cyber-arms (and cyber-legs and wired reflexes and reaction enhancers and God knows what else) :P]<<<<<

--Vixen (05:20:15/01-04-60)

>>>>>[HEY!!!!!]<<<<<

--Speed Demoness (12:21:25/01-04-60)

Cerebral Division [1 M¥]: This is a new concept in redesigning how the brain functions. The cognitive portion of the frontal lobe of the subject's brain is split into its left and right halves. Each half is then implanted with tissue akin to that of the side it was separated from. This causes the brain to have two, fully-functional, cognitive centers.

Having this done can be very confusing, and is very hard to get used to. It is also irreversible. The first month after gaining this modification is spent learning how to think again. During this period the subject must be restrained at all times or he may hurt himself. After this, most subjects (those with intelligence 3 or higher) can function normally, but at -2 to their former intelligence. Other subjects must be kept restrained longer (until their intelligence ratings become greater than zero). They regain one point of intelligence per month thereafter until four months later they reach +2 from their former rating, where they stay.

After the end of this five month accustomization, a subject gains the ability to do up to 4 simple actions, or 2 complex actions per round, provided no part of the physical body is involved in more than two simple actions, or one complex action. The character, for instance, could shoot twice with his right arm,

and twice with his left, but he could only be looking directly at the target for his choice of two of those four shots (his head can only be involved in two of those simple actions), unless both arms were shooting at the same target. All dice pools except task pool (see below) must be shared by both sides of the brain, and all actions in that round, as normal.

Alternatively, if a simpler rule is desired, allow the character with this mod to have a turn every 5 initiative segments, as opposed to every 10. Don't worry about competing body parts, treat the turns as normal turns, except the character's pools only refresh on the normal turns (every 10 initiative segments). This is more or less balanced with the other method, but is not as detailed.

The only known side-effect of this enhancement is what is known as "mind-lock", when the two minds reach different decisions, or they compete for the same part of the body, or mind. If a player ever has to ponder over a decision for more than a few seconds, his character must roll a willpower (10 - Intelligence) test. No successes indicates he is mind-locked, and loses the rest of his current action while his brain competes with itself to make the decision.

Another interesting effect is that having two thought centers means the user also has two separate task pools. This alters the functionality of some biotech and cyberware. One with this enhancement who wishes to get a cerebral booster must get two of equal level, but he does receive the total cumulative bonuses of both. One booster's task pool dice must go to one hemisphere of the brain, and the other's must go to the other. If the recipient of this modification already had a cerebral booster, after this modification, he is considered to have two of half his original booster's level (round down). Thus, a level one becomes nothing, and a level 2, or 3, becomes two level 1s. The body cost paid for the booster does not change however.

Any headware that interfaces directly with the brain (datajacks, Math SPU, Encephalon, etc...) must be linked to one hemisphere or the other. In most cases, a second piece of the same headware can be implanted to give these advantages to the other hemisphere as well. Aside from the ability to use the headware from both hemispheres, none of the bonuses are cumulative. For example, a subject may, but does not have to, get two encephalons. They need not be of equal level, and only the highest intelligence bonus applies, but the task pool bonuses both apply (one to each hemisphere). Also they can both be used independently as background thought processors, and as skillsoft processors, although only one can use a users skillwires at a time (only one can be using an active skillsoft).

The character's task pool (if any) must be re-figured as per the above rules upon implantation. No item that supplies any task pool may apply these dice to more than one half of the brain, but it is usually possible to implant a second one of these devices to apply the bonus to the other hemisphere. One additional note: bonuses from Mnemonic Enhancers are able to be shared by both halves.

>>>>>[Wait a minute!, they split your brain in half! That's insane!]<<<<<
 --The Shrink (18:18:23/01-03-60)

>>>>>[If you say so, you're the shrink, but hey, it kinda would be cool to be able to have conversations with myself]<<<<<

--Warm Wet Hole (23:15:11/01-03-60)

>>>>>[Don't get your hopes up Hole. This mod doesn't give you multiple personality disorder. You already have two halves of your brain that can work independently. Just the left and right halves are specialized and are not good at certain things by themselves. Also, your left half can only use the right half of your body, and vice-versa. All this mod does, mentally, is supplement the weaknesses of each half, and break most of the communication between them. The real innovation of this mod was the implanted neural interface construct that allows each half to access the whole body's motor functions.

You don't become two personalities. Ever agonize over a decision? This was some part of your brain deciding one thing, and another deciding another. Your brain ain't a deck chummer it's a distributed parallel-processing array of neural networks. Why do you think it took so long to map it all out?]<<<<<

--Overseer (01:20:11/01-04-60)

>>>>>[=-Begin Auto-Translation From Japanese/Standard=- The interface construct was innovative, true. But it is far from perfect. The two halves of the brain are specialists at certain things, and don't often conflict in thought. However, if your left side, and your right side both decide to use the same part of the body at the same time.... Mind lock sucks.-=End Auto-Translation=-]<<<<<

--Hybrid (3:11:15/01-04-60)

>>>>>[This beautiful piece actually dates back to the late 1970's. When it was discovered that slicing the connections between the left and right brain controlled epileptic seizures. Epileptic fits were contained to one half or the other, and thus were milder, shorter, and not life-threatening. To the surprise of many, it also made these people capable of doing two tasks at once, one with each side of the body, but each half of the brain was limited to its own specialized functionality. Coordinated tasks were slightly crippled, as performing a task that required both halves' abilities required the two halves to communicate, which had to be done outside the brain. None of these limitations are present in this piece, although mind-lock is a significant issue that was not present in the original split-brain procedure, as it is a side-effect of one of the solutions to the older problems... the interface bio-construct.]<<<<<

--Textbook (08:17:00/01-04-60)

>>>>>[Another cool thing is that with this mod, you can look at two different targets at the same time - but you lose depth perception when doing this. I had a range-finder installed in each of my cybereyes, and now I can independently target and fire on two opponents at once. Really cool. I don't envy anyone who is getting this though - the first few months after it are hell - and your life will never be the same again.]<<<<<

--The Slug (20:37:42/01-05-60)

Cerebral Superhighway [1 M¥ per Level]: The brain is many small, specialized centers all connected in an interlocking net. Some connections are weak, some strong, these determine personality, and

aptitudes. There are a few groups of connections that are very prominent, called "superhighways." In men, the main highway travels from emotion to action. In women, from emotion to speech. (Evolution chummers... the women see danger, they scream; the men see danger, they run... hopefully dragging the screaming woman).

This procedure enhances other, less prominent routes that connect knowledge to action, making the more instinctive action the one that was learned. All active skills' target numbers are reduced by its rating. It has the side-effect of applying its rating against any emotional actions (in your favor, if you are trying not to be emotional; against you if you are trying to be emotional), by making the old main highway less significant. This does affect activating and avoiding-activating an adrenal pump (The bonus is always in favor of the pump NOT going off).

This is compatible with all other cyberware/bioware technology, except for technologies that perform actions for the character, such as reflex recorders and all types of smartlinks. When using any of these technologies, the benefit from the cerebral superhighway is not gained. The level of this enhancement may not exceed one third the user's base intelligence (round down).

>>>>>[If you're going to get a decent one of these, don't bother with a smartlink. I'm a better shot with my smartlink switched off.]<<<<<
 --Reflex (21:11:03/01-03-60)

>>>>>[Ahh.... You've got one of these! I wondered how you did that three story ninja-flip firing-accurately-all-the-way-down stunt. Maybe I'll invest in one of these jobs. By the way... the stairs WERE safer. Any tactic with the word ninja stuck on should be a sign to stay away from it, with or without drek-hot bioware.]<<<<<
 --Ripper (21:17:50/01-03-60)

>>>>>[Be careful with your public words, dear boy. Some Ninja clans are very easy to offend.]<<<<<
 --Bite Me Please (*/*_*_*_*)

>>>>>[Ummm.... Oh.... Sorry 'bout that chummer. My bad.]<<<<<
 --Ripper (23:28:29/01-03-60)

Chemical Balancer [20 K¥ per Level]: This is a series of small organs implanted throughout the body. These organs try to maintain a stable chemical balance in the body and reject changes to the normal state. Any drugs affecting the owner of this mod will make the user feel slightly "off", or perhaps even a little ill. Any time the user takes any powerful drug (anything that is significant enough to have a game effect, or major medical benefit), they gain 1 temporary box of stun damage while the drug remains in effect for every two levels of this mod (round up) - in addition to the normal effects of the drug(s).

The advantage is that this helps prevent the body from becoming dependant on this drug. Subtract the

level of this mod from the target number to resist any physical addiction of a drug. Subtract twice the level of this mod from the target number to resist any psychological addiction to a drug.

Chemical Repellant [20 K¥]: This enhancement modifies the subject's sweat glands to perspire a durable lipid along with the normal skin's perspiration. This compound builds up on the subject's skin, and protects it from various kinds of chemical damage. The subject becomes practically immune to acid damage, and DMSO no longer has the ability to open the skin's pores. Chemicals that would eat through normal skin bead like water on a newly waxed car and drip off.

This enhancement provides no protection from heat or cold damage (many damaging chemical do so by heat), but any acid, base, or other damaging chemical will not effect the subject. This enhancement does not protect the eyes, mouth, etc., and damaging chemicals that enter an orifice have there full effect. One exception is that one with both this enhancement and an Eye Shield gains this protection for the eyes as well.

This enhancement is fully compatible with all other dermal and sub-dermal enhancements.

>>>>>[This is very useful for Underwater ops. This prevents water diffusion from long submersion in water (you know, that wrinkled look to your fingers when you stay in the tub to long...). In salt water, unprotected bodied (alive or dead) bloat considerably if they remain submerged for too long. This fixes this problem.]<<<<<

--Top Down (5:21:13/01-04-60)

Chitin Plating [20 K¥ per Level]: This enhancement modifies the subject's hair follicles to produce scales or plates made of chitin, one of the strongest biological materials known. This enhancement is subtle at the lower levels, but is really obvious as the protection increases. The effective concealability of this enhancement is 12 minus its level. This armor will not set off any security sensors, but the higher levels will be very obvious to an observing guard.

The maximum level of this enhancement is equal to the subject's un-augmented body. For every two levels of Chitin Plating, the subject receives one point of ballistic armor. Also, it confers one point of impact armor per level. When combined with worn armor, it is factored in like normal armor. A person with this enhancement cannot wear any type of form-fitting armor.

This enhancement is fully compatible with all other dermal and sub-dermal enhancements except for Orthoskin and Dermal Sheathing (But it is compatible with Dermal Plating).

>>>>>[Ever wanted to look like an overgrown beetle? Here's your chance. (yeah right...)]<<<<<

--Ripper (1:21:11/01-04-60)

>>>>>[Exactly what are you implying?]<<<<<
 --Mantis (3:11:57/01-04-60)

Circulatory Sphincters [32 K¥]: With this enhancement, any rapid drop in blood pressure causes rings of muscle spaced along the arteries of the limbs to contract and cut off blood flow to the injured area. Valves in the veins then slam shut and re-route circulation around the affected limb. Any tissue at the wound or lower is hamburger, but traumatic blood loss and further damage is prevented. Limb tissue below the wound site must be surgically removed and replaced with a cybernetic or vat grown alternative.

This prevents continuing damage from moderate or serious wounds, and causes one who takes deadly damage to "degrade" toward death at one box per half hour, instead of one per ten minutes. Any time this enhancement kicks in, however, there will be some tissue cut off from the blood flow, and unless the subject gets very prompt vascular surgery, there will have to be an amputation (GM's discretion).

>>>>>[When they say "hamburger", they ain't kiddin'. One of my so-called buddies mistaked me for a security guard at the hole we were "touring", and nailed me with an ex-explosive round in the elbow (I was unarmored). Without this mod I'd 'a bled to death, but there weren't no way I could save my arm.]<<<<<
 --Loogie (22:23:12/01-03-60)

>>>>>[How many times do I have to say I'm sorry Loog? I really feel bad about that, chummer, but you were the one wearing the guards uniform without informin' us over the comm.]<<<<<
 --Anonymous (01:54:44/01-04-60)

Claws, Fingertip [10 K¥]: These are a simple modification of the fingernails to grow as the claws that they evolved from. Level 1 claws do (str)L physical damage -vs- impact armor. Level 2 are a more extensive modification of the fingers into talons, and do (str+2)L physical. Level 2 fingertip claws make the hands a little more rigid, and a +1 target number penalty is applied to any delicate manual dexterity tasks (piano playing, surgical operations, etc... Not firearms, or armed combat).

>>>>>[Don't get your hopes up using these as an Essence-friendly replacement for Hand Razors. Just like razors, I've heard of these things tearing out painfully if they get caught. Plus, they can't retract right into your fingers. Stick with Spurs if you want dependable bone-anchoring.]<<<<<
 --The Inestimable Prozach (12:33:23/01-05-60)

Claws, Retractable [20 K¥]: Retractable is actually a misnomer. These claws do not slide into the user's flesh for concealment. They function like a cat's "retractable" claws. The claws are attached to the bone of the hand, and protrude forward between each of the four major fingers. When the fingers are

straight, the claws lay between the fingers, are nearly invisible, and will not damage anything. When the user makes a fist, the claws are exposed, and will function normally. These do damage as Level 1 Fingertip Claws.

Dermal Chloroplasts [20 K¥ per Level]: This unique enhancement is one of many attempts to merge plant and animal. The subject's skin is implanted with cellular structures normally only found in plants called chloroplasts. These structures are what give plants the ability to live off of sunlight, and provide a similar benefit to the recipient of this treatment.

For each level of this treatment, reduce the food required by an individual by 25% of his base. For example: if a character has a Suprathyroid Gland (x2 food req), and level 3 Symbiotes (x2 food req), he must eat 4 times his normal base amount. However, if he has level 6 **Dermal Chloroplasts**, this is reduced by 150% of the base (-1.5x the base) for a grand total requirement of 2.5 times his base. If, say, he then got a level 1 **Symbiotic Digestor** (divide total by 2), he would then have a requirement to eat only half what a normal person would. (x2 x2=4, divided by 2=2, - 1.5 = 0.5).

This is only at its full effectiveness on a sunny day, if the weather is not sunny, reduce the effects as follows:

Weather	Reduction
Sunny	-25% / Level
Part. Cloudy	-20% / Level
Cloudy	-15% / Level
Very Cloudy	-10% / Level
Seattle	-5% / Level

The main disadvantage of this is that the subject cannot wear much clothing, or he will not get the bonus. If the user is wearing any clothing or armor larger than a bathing suit, this enhancement will not function, or will at least be significantly reduced (GM's discretion).

The other major disadvantage is that the subject becomes green. Apply the level as a target number penalty for any roll that could be influenced by the subject's appearance.

The maximum level of this enhancement is equal to the subject's unmodified body. This enhancement is fully compatible with all other dermal and sub-dermal enhancements except for Dermal Sheathing (But

it is compatible with Dermal Plating).

Dermal Thickening [20 K¥ per Level]: An elephant can take a heavy pistol to the vitals, and ignore it. This is due to its incredibly thick skin, not due to any hardened natural armor. This enhancement is designed to mimic that ability, although it does get a little bulky at the higher end.

For each level of this enhancement, the subject receives one box on a new third condition monitor beyond physical. The maximum level one can receive of this enhancement is equal half his unmodified body, rounded down. These boxes are damaged by physical damage before any others. Additionally, if the subject ever takes stun damage, the amount of boxes remaining in the third monitor is subtracted from the total number of stun boxes taken, and only the rest actually affects the subject. Thus, one with four boxes of thick skin left in the third monitor is immune to moderate or less stun damage (though staging may make these attacks a danger after all), and takes only 2 boxes from a serious stun, and only 6 from a deadly.

The subject receives no wound modifiers for losing these extra boxes, and these heal just as the base 10 do. They can even be magically healed or treated (Note: even though the subject may not be actually injured, the mage's drain will always be at least light).

One exception to this protection is that damaging spells that are of type manna do not damage, or get reduced by, the third monitor. They bypass this and attack the base condition monitors unhindered by their target's thick skin.

For each level of this modification beyond half the subject's fully cybered quickness (round down), one die is subtracted from his combat pool. If this reduces the subject's combat pool below zero, any active skills have a +2 target number penalty per die below zero.

This enhancement is fully compatible with all other dermal and sub-dermal enhancements except for Orthoskin and Dermal Sheathing (But it is compatible with Dermal Plating).

Endoskeletal Rebuild [36 K¥ per Level]: The Endoskeletal Rebuild uses tissue from cultured, or vat-grown, muscle, ligament, and bone lines to reconstruct and relocate the skeletal anchor points of your muscles further away from the joints for enhanced leverage and strength performance. Corrective biosculpting during the operation prevents the absurd "long limbed" appearance so common with other equivalent operations.

For each level of this enhancement, the subject receives a +1 to strength, and a -1 to reaction. The maximum level is equal to half the recipient's base body, rounded down.

Enhanced Iris Reflex [20 K¥]: By shortcutting the nervous pathway from the optical nerve to the iris, and enhancing the iris muscle itself, this modification gives the eyes a lightning-quick reaction time to adjust to different light levels, as well as the ability to close completely in extremely bright-light situations. This is in almost all ways equivalent to cybereye flare compensation.

>>>>>[They can tell you whatever they want. It's true that this can protect you against flash grenades and bright-light situations, but it ain't flare comp. It's still made out of meat and the bottom line is that it can't tell it's bright until the retina has already been hit by the bright light - disorienting you anyway. Also, when things are changing too fast, it likes to completely close the retina and totally blind the user - and since the retina is closed, it has no way of detecting when the light has passed, so it just blinds you for a full second! It is completely ineffective against flash-paks (in fact, it makes it worse) and as I found out doesn't do anything about UV. After a UV-burst totally fried my vision - I got the real thing. There's no bioware like cyber-eyes with flare comp, no matter what these military techies say.]<<<<<<
 --The Slug (20:13:20/01-05-60)

>>>>>[Again, I have to disagree with you Slug. I don't encounter the same drek you do it seems. Every time I have needed to keep my night vision (except in one extreme case of a powerful searchlight), this mod has done its job. I'm sure it's not effective against flash grenades or flash-paks, I wouldn't know, but if you are not going to encounter these, I would definately recommend this mod. It can be similarized to any cat, and it does give you slitted eyes like a cat as well (even the non-similarized version), which can be very intimidating when needed - especially if combined with the "glowing eyes" effect of the Optical Sensitivity mod.]<<<<<<
 --Hunting Cat (02:23:23/01-06-60)

Esophageal Torch [300 K¥]: The digestive system naturally produces the gas methane, which is normally mixed with many other gasses, and expunged with the solid waste. This enhancement takes advantage of this flammable gas in a very unique way.

A large, specialized bladder is implanted in the upper abdominal area, connected to the esophagus by a thin duct. This bladder is connected to the lower end of the large intestine and absorbs the methane from the waste. This bladder can be emptied through the mouth in sort of a belch. The real effect of this modification comes in when magnesium oxide, and steel pieces are attached to the rear molars in the subject's mouth. The user takes a deep breath and holds it, begins emptying the bladder, quickly slams his mouth shut, then open, and the collision of the magnesium and steel causes enough sparks to light the methane as it exits the mouth. The resulting jet of flame can be a considerably powerful, and surprising, weapon.

The spray of gas may be ended by either voluntarily closing the bladder, or it running out of methane. This is immediately followed by an exhalation of the held breath, otherwise the flame would travel back up the gas stream, and ignite the methane remaining in the user's mouth and throat. Due to a few "minor" mishaps during the testing phase of this enhancement, current implants will not open to the esophagus

unless the user is holding a deep breath (i.e.: the lungs are full). This does mean that to empty the bladder without torching someone, you still must take a deep breath.

The bladder holds a number of combat turns worth of gas equal the subject's unmodified body. The range of this attack is equal to one third the users base strength in meters. To attack with this, the user needs a special skill: "Breath Weapon." This defaults from quickness, athletics, or unarmed combat, all at +2 to the target numbers. Combat pool is allowed. The target number is equal to the opponent's quickness or unarmed combat (whichever is higher), minus 4. The target number can never be less than 2. The target can attempt to avoid using only their combat pool with a target number equal to the breather's Breath Weapon skill, or Quickness (Whichever is higher), plus 4. If the target got more successes than the breather, the attack misses. The base damage of this attack is 10M. This can be staged up by extra successes in the test described above. The subject then rolls their body to resist. Impact armor does reduce their target number, and [Thermal Dissipation](#) has its normal effects against this.

This attack takes a complex action, and exhausts one turn worth of gas in the bladder. On the next turn, the user can either stop breathing, and do another action, or continue breathing on the same, or a different, target. If the user continues, a complex action is used to attack another individual (or the same one), and one more action worth of gas is used up. However, the base damage is now 12M. This continues until the user stops, either voluntarily, or by running out of methane. Anytime the user initiates an attack on someone, the base damage is 10M, but if he is continuing from the previous round, even on a different target, it is 12M.

The bladder will regain one "charge" of gas every three hours, modified by the amount of food the user is required to eat (i.e.: a user with a supratyroid (x2 food req) regains one charge every hour and a half ($3 / 2 = 1.5$), while a user with a level 3 [Symbiotic Digestor](#) (one fourth food req) takes 12 (3×4) hours to regain a charge). If the user's bladder is full, and it comes time to regain another charge, he must quickly expunge it by belching, or breathing fire, or the bladder may burst. Keep in mind that expunging a charge involves taking a deep, obvious breath, and belching out enough gas to torch a man (Not polite at the banquet table). Yes, this does mean that one with this enhancement who has a supratyroid gland and level 4 Symbiotes belches loudly every half an hour or so.

[Eye Shield \[2 K¥ \]](#): This new modification is a protective second eyelid that can be opened or closed at will. It is perfectly transparent, and keeps dust, gasses, and contaminated water from damaging the eyes.

The user has a -2 target number bonus on all Resistance Tests (if any) against air or water born irritants including tear gas. If no Resistance Test is allowed, the irritant has its rating or target number modifier reduced by 1.

>>>>>[This is the only eye mod that is worth anything. This is compatible with cyber-eyes and keeps toxins from entering the sinus cavity through the eyes. It also prevents eye irritation and cyber-eye corrosion when swimming in salt water (or other nasty stuff).]<<<<<

--The Slug (20:33:00/01-05-60)

Fangs, Incisors [10 K¥]: Dubbed "Intimidator", this is simply a pair of massive canine teeth, capable of doing damage in unarmed combat. They do (str)L damage -vs- impact armor. Their awkward position incurs a -1 reach penalty.

For an additional 5,000¥, hollow incisors for use with Venom can be purchased. The hollow incisors must inflict at least a Light Wound for Venom Glands to successfully inject toxin.

Fangs, Retractable [30 K¥]: This new "Viper" package gives you a pair of needle-like teeth that fold down from the roof of the mouth when the mouth is opened wide. They can be used with the Venom Gland, but will only inject poison if the user consciously desires.

These are functionally identical to the hollow version of the "Intimidator" incisors, save that these are not obvious until the user opens his mouth wide.

Gills, Secondary [30 K¥]: These unique osmotic membranes are installed in flow channels located in slits between the ribs to maximize gas exchange with water passing through the mouth. By slightly reducing your excess lung capacity, and installing a secondary tracheal valve, it is a simple matter to switch from breathing air to breathing fresh or salt water.

The user can breathe indefinitely in oxygenated water. The large absorption area of the gills make subjects with this modification especially vulnerable to airborne toxins (+3 target number to Resistance Tests), and the delicate tissues of the gills are sensitive to damage (-1 body).

One with this enhancement cannot get an extended volume enhancement greater than level 1.

Hemological Replacement [50 K¥]: In humans, oxygen is carried by the blood by the oxygen-absorbing properties of the chemical hemoglobin. These custom engineered virus agents will modify your marrow cells to produce red blood cells carrying the metaheme molecule in place of that hemoglobin, giving the blood transfer a 25% to 50% boost in oxygen exchange efficiency. This gives the subject a -2 to all stamina-based target numbers, as well as a -1 target number to all athletics tests.

>>>>>[This drek kicks! Everything is easier. You don't get outta breath, you can run for miles, and it works with a Synthacardium, and with Arterial Pumps... and this doesn't raise your blood pressure.... No headaches!]<<<<<

--Wild Bob (00:05:23/01-04-60)

Ileocecal Siphon [50 K¥]: This artificial organ coils around the inside of the large intestine and removes up to 80 percent of the water from the body's solid waste products. This reduces the amount of water required by the host to half normal.

The Siphon's efficient recycling of fluid allows the user to function normally without water for 48 hours in a temperate climate, 24 hours in arid or hot conditions. However, after going without water for any significant time, he must drink the full normal amount for an equal amount of time (i.e.: if he goes without water for 24 hours, he must drink the full normal amount of water for the next 24 hours).

Neo-Myelin Augmentation [60 K¥]: Standard myelin is a protein compound that blankets your nerve cells and prevents interference with the neural impulses traveling through them. Neo-myelin does the same thing, only better. This improved biopolymer sheathing increases transmission efficiency, and cuts down on bio-electrical interference.

The benefit of this procedure is a +1 reaction. It is compatible with all other reaction enhancing technology, except for Wired Reflex Systems (including Reaction Enhancers), but the new reaction is considered cybered and requires the increase cybered reaction spells to magically augment.

>>>>>[Wow! Finally! A new mod with no side-effects! count me in!]<<<<<
--Master of the Obvious (04:45:21/01-04-60)

>>>>>[If you aren't goin' with Wired Reflexes, get this. It even works with Move By Wire!]<<<<<
--Reflex (05:22:35/01-04-60)

>>>>>[Drek chummer! Move By Wire! Is there anything you don't have?]<<<<<
--Master of the Obvious (05:45:11/01-04-60)

>>>>>[Yeah, a good credit history.]<<<<<
--Reflex (06:00:02/01-04-60)

Neural Bridge [15 K¥ per Level]: This handy little bit of bioware is a bundle of cultivated nerve tissue that links the spacial coordination areas of both sides of the brain to make the subject ambidextrous.

Tasks performed with the off-hand normally have a penalty applied to the target number (see page 81, Fields of Fire, or ask your GM what rules he/she uses). The **Neural Bridge** reduces the penalty by its level.

>>>>>[This thing works, but they fail to mention the side-effects. Handedness is not a matter of motor

control, but spacial perception and coordination. Some people learn to manipulate the world with one side of the body, others with the other, and a very rare and lucky few learn with both. The way this bioware works is by making your left and right sides interchangeable in your spacial perception. You reach with your left hand, it feels like your right, you reach with your right hand, it also feels like your right. You will never be able to tell right from left again. Coordinating with yourself is no problem (I never confuse directions or hands), but determining which way on a map is east and which is west, or telling your buddy to get the guy on the left requires some thought, and can get very confusing.

A piece of advice to all who get this. If you ever lose track of right and left, try to read something. The beginning of the words is the left, even though it may be on the right to you, and yes you can read backwards fluently with this mod. Often I start writing with the wrong hand, not realizing it, and of course, the whole thing is written backwards. Now I always use a pocket computer.]<<<<<

--Reflex (22:41:01/01-03-60)

>>>>>[So us chummers that can't tell right from left anyway might as well get it eh?]<<<<<

--Warm Wet Hole (04:28:44/01-04-60)

>>>>>[YO! All da GaNgStA BrOTha's oUt in DA hOOd, listen up. You wAnnA bE bUstin' mAd caPs Double Gat Style, you BETTA get dis, yo.]<<<<<

--Dj MaJiKaL (15:32:10/01-04-60)

>>>>>[Huh?]<<<<<

--Warm Wet Hole (16:02:23/01-04-60)

>>>>>[Hole, you need to upgrade your language filter: -=Begin Auto-Translation From English/"Gangsta"=- Hey guys, if you want to use two pistols at once, you should get this. -=End Auto-Translation=-]<<<<<

--Textbook (18:22:00/01-04-60)

Optical Sensitivity [20 K¥]: By increasing the efficiency of the optical nerve, and shielding it from interference, very weak signals from the eyes can get through to the brain. Combine this with "mirror cells" behind the retina (just like a cat) and time-delta feedback neural circuits connected to each receptor cell on the retina and the recipient can see in less than 1% of the light required to see before this enhancement. This is in almost all ways equivalent to natural or cybernetic low-light vision.

>>>>>[This is mostly correct, but what they fail to mention is it amplifies light to the retina in all cases, so flash situations become worse. If you really want this, also get the Enhanced Iris Reflex mod or you won't keep your vision long. Better yet, get real cyber-eyes.]<<<<<

--The Slug (21:01:36/01-05-60)

>>>>>[Oh, and one other important detail. Don't expect to be able to use these eyes to sneak around at night and see everything. Also like a cat, your eyes reflect light and can appear to "glow" at certain

angles, making you really easy to spot. Just get real cyber-eyes.]<<<<<

--The Slug (21:07:11/01-05-60)

>>>>>[You may not like it Slug, but I can tell you, I love it. First of all, it can be similarized to any kind of cat. Second of all, you seem to leave out the wonderful effects of the time-delta feedback cells. If you stare in a particular direction for a few seconds, no matter how dark it is, you will see anything not moving as clear as in full daylight. You can read in nearly pitch darkness. Things that are moving appear as shadows over a clearly visible background for as long as you continue to look in the same direction. I am not a runner, and I've never seen a flash grenade or flash-pak, and I'm sure they would drek (I did have someone shine a searchlight in my face - that hurt, even with the Enhanced Iris Reflex). I am what you city dwellers would call a security guard for a paranormal wildlife refuge. All I have to tangle with are poachers and smugglers. These eyes give me the upper hand against even those with natural low-light vision.

I do have to agree that if you get this, you NEED to get the Enhanced Iris Reflex. And this mod does make your eyes glow to certain people, but only if you look directly at them. If you look off to the side, you can remain undetected easilly.]<<<<<

--Hunting Cat (02:02:12/01-06-60)

Passive Epilepsy [120 K¥ / 800 K¥]: Not a recommended enhancement for the graceful. This new form of speed enhancement affects the brain in the spirit of move by wire. By lacing the active portion of the cerebral cortex with epileptic cerebral tissue in just the right quantities, what would normally be an ordinary action initiated by the brain becomes a spasm in approximately the appropriate directions. This spastic movement is much faster than normal, and for each level of this bioware, add 1d6 to the host's initiative, and 2 to their reaction.

Unlike Move By Wire, this is not by any means graceful. All actions preformed by the individual are spastic, jerky, sudden, and inaccurate. Any skill preformed by one with this enhancement that involves physical movement adds the rating as a penalty to their target numbers. Note that this does apply to spellcasting (but not conjuring, although the charisma penalty hinders this). For particularly delicate tasks (stealth, electronics, language skills, social skills, etc...), double this penalty. Very delicate tasks (surgery, sculpture, typing, writing, etc...) become totally impossible.

An individual with this enhancement has a problem speaking, as his mouth will move spastically, and speech is garbled, and moronic. This enhancement confers a -2 charisma penalty per level. A person with this bioware is very difficult to tolerate, and a Willpower(10 - host's Charisma) test may be required not to leave as soon as possible.

This enhancement has no effect on non-motor skills. Knowledge and thought are unaffected.

On a better note, this enhancement is fully compatible with all other reflex enhancements except for the increased reflexes spell, and Move By Wire.

>>>>>[Ddonn'tt ghet thjis!!!!!!]<<<<<

--Jitters (23:29:21/01-03-60)

>>>>>['Nuff said. But the chummers who got this move like lightning! It is tempting, but I'd rather actually hit my mark than just shoot first.]<<<<<

--Master of the Obvious (04:28:44/01-04-60)

Pineal Cerebral Enhancement [100 K¥ per Level]: In the first five years of life a typical child has an incredible capacity to assimilate information, but this trait slowly disappears after that period. This awesome learning ability is the result of Natal Stimulation Compound (NSC), a hormone produced by the pineal gland that encourages brain cell growth in response to usage and acts on brain tissue rather like steroids on muscle tissue: the more demands placed on the brain the more it develops and the greater its capabilities. This enhancement, dubbed the "Mentor" is a genetically engineered version of the pineal gland, and keeps your brain bathed in elevated levels of NSC to boost every facet of your intellectual abilities.

For a level 1 Enhancement, reduce good karma costs for all new skills (not for spells), by 10%. For level 2 and 3, reduce by 25%, and 50% respectively. Always round results up, but the character can get multiple skills at a time, and reduce their costs collectively (i.e., a character with a level 2 Pineal Enhancement could get four new skills at level 1 for three karma points total, as long as he got them all at once).

>>>>>[Umm... NSC doesn't just make your brain a knowledge sponge, it makes all of your knowledge more malleable. This thing will let you forget things more easily, as well as learn more easily.]<<<<<

--The Shrink (19:25:59/01-03-60)

>>>>>[Really? Well thanks for the warning doc.]<<<<<

--Ripper (05:11:32/01-04-60)

Rod Cultures [20 K¥]: This enhancement grows extra rod cells (The cells responsible for seeing detail) on the retina of the subject's eyes. These extra cultures give the user much sharper vision. The recipient of this treatment gains the ability to see as if everything was one third the distance from him. Unlike cybereye magnification, the user does not need to "zoom in" to get this detail, his vision is always this sharp, and it does not limit his field of vision, nor is it disorienting.

>>>>>[Again, they are not telling the whole story. They fail to mention that the eye's capability of monitoring fast-moving objects is based on the spacing of the rods on the retina. This mod totally destroys one's ability to see moving objects with any clarity. It's true that I could read a newspad from across an olympic-sized swimming pool, but not if either I or it was moving at all. I couldn't see things tossed to me, and had trouble identifying moving targets. It really isn't that bad, and it was nice to be

able to see so clearly without having to zoom in - keeping the peripheral vision, but it got confusing at times, and I'd have to recommend anyone considering this mod should just get cyber-eyes - like I did.]

<<<<<

--The Slug (20:18:56/01-05-60)

Secondary Stomach [3 K¥]: This is a secondary stomach chamber that empties into the small intestine in response to low blood sugar levels. You can eat when you have the time and the stomach won't send the food on to finish digestion until your body demands it.

This allows you to store up to two days of normal food intake for your species. Symbiotes, and Suprathyroid glands will reduce the duration of this supply, but a **Symbiotic Digestor** will extend its effectiveness. The host can function without food for this time as if he had been eating normally.

Skeletal Enhancement [12 K¥ per Level]: Originally developed as therapeutic treatment for age- or low-calcium induced osteoporosis, This treatment utilizes custom designed biocompatible bacterial strains to increase your bone density for augmented skeletal strength and improved muscle anchoring.

This enhancement adds its rating to the host's body, and increases weight by 5% per level. The maximum level is equal to one third the user's base body. This is fully compatible with bone lacing, and with all kinds of dermal armor.

>>>>>[This is great! Now me 'n my muscle augmentation can hit somethin' harder than water 'n not break every bone in my arm!!!]<<<<<

--The Drow King (15:23:56/1-04-60)

Stomach Toxin Detector [34 K¥ per Level]: This is a cluster of sensory tendrils at the bottom of the esophagus that detects poison in any food or drink ingested and automatically triggers the stomach to empty by reflex vomiting.

If someone with this enhancement ingests a toxin, he/she rolls a test pitting its level in dice against the Power Level of the toxin. If this test succeeds, it triggers the stomach to vomit the tainted food. Whether the toxin is effective before being voided is at the discretion of the gamemaster.

>>>>>[As inconvenient as it was to ralf all over the banquet table in polite company, it was better than letting my stomach absorb the nice "cocktail" that some drekhead with an opposing agenda put in my wine. This mod saved my life.]<<<<<

--Charmer (20:01:10/01-03-60)

>>>>>[Drek chummers... slang sucks!]<<<<<

--Big Ralf (01:11:42/01-04-60)

Symbiotic Digestor [4 K¥]: Your body wastes a significant portion of the food you eat because it's not designed to digest it. When the Digestor, dubbed the "afterburner," is implanted between your stomach and small intestine, its custom designed E. Coli bacteria strains will convert indigestible cellulose and protein compounds into a form readily absorbed into your bloodstream.

This divides the amount of food required by an individual by its rating plus 1. For example: a level 2 **Symbiotic Digestor** divides the required food intake by 3. This was originally designed to offset the effects of Symbiotes, and suprathyroid glands. Note that it does not reduce the amount of drink required, only the amount of food. The maximum level one can receive is equal to half the subject's base body, rounded down, or 3, which ever is lower.

>>>>>[This item makes it easy to find food in the woods too. I can digest tree bark, grass, paper... you name it!]<<<<<

--Hunting Cat (07:11:48/01-04-60)

Tails: All of these are tails created by extending the host's spine. Humans are very closely related to other primates which do have tails, and humans still do have the neural pathways to control them, so no neural work is needed.

A tail may be genetically **similarized**, as per the rules above. This tail must be of the same type as their totem's (i.e.: dog = cosmetic, shark = finned, owl = feathered, scorpion = barbed, monkey = prehensile, etc...).

Tail, Barbed [40 K¥ per Level]: This is a long, strong tail with a sharp, bony barb on the end. This barb can be used to harm an opponent. Its use is very awkward, but if it hits, it does ([str-2]+level)M physical damage, reduced by impact armor. Use of this tail is just as normal with Unarmed Combat (the user may get a specialization (concentration in SRII) "Tail," if he has this modification). Note that with a tail of a level less than half the user's height in meters, the user must turn his back on the opponent, and has a zero reach. With a longer one, the user may attack an opponent in front of him by attacking over his shoulder, also at zero reach, or he may turn his back on them, giving him a 1 reach.

This tail is one meter long per level. The maximum level one can get is equal to his height in meters, rounded down (i.e.: max length = the user's height). GMs should be careful not to allow a character to be exceptionally tall, simply to get a bigger tail.

This tail can also be modified to have **Venom Glands** built into it. A Barbed Tail can hold one **Venom Gland** per level. The user must pay the full body cost for these **Venom Glands**, and shamans who get

them must lose magic as normal for [Venom Glands](#), even if the tail was genetically similarized to their totem. If the tail inflicts a light wound, or greater, the user may chose to inject up to two doses of venom (one whole gland worth). This tail will never inject any venom, unless the user chooses to.

[Tail, Clubbing \[20 K¥ per Level \]](#): This is a thick, heavy tail. It is very bulky, and can be used to bludgeon an opponent. Its use is very awkward, and its reach is zero, but if it hits, it does ([str-2]+level) M stun damage, reduced by impact armor. Another version of this tail, with a knob of bone on the end is exactly the same, but does physical damage, not stun. Use of either version of this tail is just as normal with Unarmed Combat (the user may get a specialization (concentration in SRII) "Tail", if he has this modification). Note: to use this tail, the attacker must turn his back on the opponent, at least for a second.

This tail is one half meter long per level. The maximum level one can get is equal to his height in meters, rounded down (ie: max length = half the user's height). GMs should be careful not to allow a character to be exceptionally tall, simply to get a bigger tail. This tail is heavy, and awkward, and it reduces running speed (see SRII, p83) by 1 meter/phase per level. This does not hinder swimming speed (see Fields Of Fire, p77).

[Tail, Cosmetic \[15 K¥ \]](#): This is simply a tail attached to the lower spine. It can be of any length, up to half the user's height, and can be designed to look like any animal's tail (dog, cat, rat, etc...). It serves no function except that you can wag it back and forth.

>>>>>[Yeah, it's pretty bad. My rigger friend is a big anime freak, and one day, she decided to get some cosmetic surgery done. Now she has these anime-style fox ears and tail and wears a Japanese school-girl outfit around.]<<<<<

--Speed Demoness (00:03/01-05-60)

>>>>>[Well, at least I pick all the guys, miss "I'm-so-cybered-up-my-thighs-are-made-of-steel"!]<<<<<

--Vixen (12:21/01-05-60)

>>>>>[That's cold . . .]<<<<<

--Speed Demoness (00:21/01-06-60)

[Tail, Feathered \[20 K¥ per Level \]](#): This is in almost all respects like a cosmetic tail, one half meter long per level, to a maximum level equal to the subject's height in meters. The difference comes in if the user has [Wing Membranes](#), or uses a hang glider. This modification lowers the target numbers for flight tests by its level for [Wing Membranes](#), and by half its level (round down) for hang gliders.

Tail, Finned [25 K¥ per Level]: This is almost the same as a clubbing tail, with all of its limitations and benefits, except for the fact that it has vertical (for fish), or horizontal (for sea mammals), fins on the end of it. This reduces the damage that can be caused by clubbing by -2 and hinders running speed by an additional meter/phase, but use of this tail for swimming increases your speed by its level multiplied by your base speed. Note that when combined with [Aquatic Webbing](#), it is the base speed that is added per level.

For example, an orc (base running speed = quickness x 3) with a quickness of 4 would normally run 12 meters per combat phase, and swim 3 meters/phase (swimming = running/4). If this orc got [Aquatic Webbing](#) level 2 (swimming = running/2), then he would swim at 6 meters/phase, but if he got a level 4 Finned Tail, he would add 12 to this (base x level = 3 x 4 = 12), for a total of 18 meters/phase (Faster than he can run!).

Tail, Prehensile [50 K¥ per Level]: This is a very sturdy, and dextrous tail. The user can manipulate objects with this tail very fluently. The GM determines exactly what the user can, and can not do.

For each level, the tail can hold one body point of weight (10-30 kg, depending on the user's race, see Cybertechnology, p 52). The maximum level one can get is equal to his body, multiplied by 1.5 (round down). Note that many things increase weight (armor, equipment, bone lacing, etc...), and these should all be factored in if the owner of this enhancement decides to try to hang from his tail.

The length of the tail is rather important, the tail may be of any length, up to the user's height, no matter the level. For every half-meter of length, the tail is reduced in lifting capability by 1 effective level (ie: one with a 3 meter, level 8 Prehensile Tail can lift only 2 body points of weight). This only applies to lifting something up with the tail. Holding something from falling (including the user) will still be at full effectiveness.

For example: A 3.2 meter Troll (28 kg/body point) with a 10(14) body, gets a 3 meter, level 15 tail (his maximum length and level). He can hold from falling 420 kg (28 x 15), but he can only lift up 252 kg (3 meters = -6 effective level, 15-6=9, 9 x 28 = 252). So he could lift almost any human, and can hold himself up, providing he does not have more than 28 kg of extra weight on him (his 14 body, held up by a level 15 tail leaves only one point of body worth of weight to spare, or, in a Troll's case, 28 kg).

If the strength of the grip of the tail is in question (the above troll grabs a human, and the human wants to get out), consider the tail to have a strength equal to its level, not modified by its length (the above troll would grab someone with an effective 15 strength).

Tail, Whipping [20 K¥ per Level]: This is a tail similar to a cow, or other herd animal that is long and thin, and can be used to whip opponents (cows use theirs to kill bugs that land on them). It is one half meter long per level. The maximum level one can have is twice their height in meters, rounded down (ie:

max length = user's height). A tail of a level equal to, or less than the user's height has a reach of zero, while one longer than that has a reach of 1.

The tail does (qui)M stun (yes the damage is based on quickness), regardless of the level. To attack someone, the user must turn their back on them. If the user has a tail with a 1 reach (see above), he may attack an opponent he is facing by attacking over his own shoulder, but he does so with an effective zero reach.

Thermal Dissipation [5 K¥ per Level]: This is a simple webbing of heat-conductive material connected in a network of heat sinks woven into the epidermis in order to divert any excess heat away before it can damage the skin, or any tissue under it.

Apply this enhancement's rating as if it were impact armor, but only to heat-based damage. This does apply to lasers, but as normal with lasers, this protection's rating is halved. If the damage code of the heat damage does not exceed the rating (or half the rating for lasers), the subject is not harmed, and no rolls are necessary. For example a subject with level 12 **Thermal Dissipation** is immune to any laser with a damage code of 6 or lower, or any heat damage with a rating of 12 or lower. Note that explosives damage the user via concussion, not heat. However, the secondary, incendiary damage caused by white phosphorus is heat damage.

There is no maximum rating for **Thermal Dissipation**, but the higher levels can be uncomfortable.

This enhancement is fully compatible with all other dermal and sub-dermal enhancements except for Orthoskin and Dermal Sheathing (But it is compatible with Dermal Plating).

Ultraviolet Protection [10 K¥]: This is a simple chemical treatment that makes the subject immune the damage caused to the skin by Ultraviolet radiation. This enhancement is fully compatible with all other dermal and sub-dermal enhancements.

Venom Gland [22 K¥ + Cost of 100 doses of toxin]: These are custom built bioconstructs using the recipient's modified saliva glands to manufacture toxins that can be squirted out using muscular contractions. **Venom Glands** are normally used with some kind of injector weapon, but can produce compounds absorbed through the victims mucous membranes for spitting.

Each gland holds two doses of toxin and replenishes one dose every 24 hours. The subject is usually immune, or at least very tolerant, to their own toxin (gamemaster's discretion).

It's possible to purchase black market **Venom Glands** that produce any type of street or medical grade drug. The extra cost would be equal to 100 multiplied the drug's Strength, then by the cost of one dose,

and then by the drug's Tolerance. As an example, a [Venom Gland](#) that produces cocaine (Strength 5, Tolerance 3, cost 10¥/dose) would have an additional cost of 15000¥, but would produce the drug for an unlimited time.

[Wing Membranes \[5 K¥ per Level\]](#): This biomod is straight from the comic books. A membrane composed mostly of skin is stretched from the arm to the side of the body in the hopes of enabling the subject to fly. Fear not reality lovers, it does not work, at least not fully.

The human body was not designed for flight, and no matter how big your membranes are, it is impossible to fly upward. Flying downward is easy though (most people call it falling). The advantage of this enhancement is when the user falls (whether intentionally, or accidentally). These membranes allow the user to slow their descent, and with higher levels, even glide a bit.

None of these abilities can be used if the subject is wearing anything on his arms, or around the side of the body. This limits upper-body attire to basically tabards (as these do not cover the sides of the body), or shirts with the arms and sides ripped out. These membranes do collapse, however, and the subject can wear anything a normal person can, he just can't use the benefits of his wings until he removes it. If the level of this enhancement exceeds his full, cybered body, then his pinky-finger has been elongated to accommodate the wings. This means that wearing any glove requires the removal of the pinky-side of the glove, and thus prevents the user from being fully chemically sealed.

The maximum level that one can get is equal to double the subject's base body (modified by bioware, but not cyberware). For levels below the user's full modified body, the wings merely slow a descent. Subtract their level from the fall's damage code. Also, the user may make an athletics test to use the wings to steer himself to land in a specific place, usually in the hopes of a softer landing. This should be a hard test, but subtract the level of this enhancement from the target number.

For levels less than double the user's full modified body, but not less than the full modified body, the wings become slightly functional, involving a modification of the hands to elongate a finger for more wing surface area. Use of these wings during a fall has the same effects as a use of the lower levels, plus the fall's damage code can never exceed twice the user's full modified body, minus the level of this enhancement. The user can also glide in a horizontal/vertical ratio equal to the level of the wings over double the user's full body (i.e.: one with a 7 body, and level 9 [Wing Membranes](#) can glide horizontally 9 meters, for every 14 (7 x 2) meters he falls). This does not give him the ability to land gracefully, and when he does land, it is considered a fall of the vertical distance traveled (but the above advantages are applied to the damage taken).

If one has wings of a level equal to double his full modified body, he can almost fly. He takes no falling damage when using his wings, and can glide at a 4/1 horizontal/vertical ratio (see above). Even swooping down, and pulling up for surprise attacks. For every meter he drops at a 2/1 ratio, or less, he can pull up and rise another quarter meter. For every meter he falls without moving horizontally, he can

pull up one half a meter. But as stated above, he still can't truly fly. On a level surface with no ledges or trees, he has to walk.

BIOWARE QUICK REFERENCE TABLE

FORMAT:

[Item name]

[effects]

[Normal Stats]

[Cultured Stats]

[Native Stats]

	<u>BODY</u>	<u>SURG.</u>	<u>COST</u>
Adrenal Pump: Level 1	1.25	S	60 K¥
+1 Qui, Str, Wil, +2 reac. when activated	0.95	S	240 K¥
	0.65	-	600 K¥
Adrenal Pump: Level 2	2.5	S	100 K¥
+2 Qui, Str, Wil, +4 reac. when activated	1.9	S	400 K¥
	1.25	-	1 M¥
<u>Aquatic Webbing: Foot</u>	0.8	M	3 K¥
increases swimming speed to 4/3 Normal [see text]	0.6	M	12 K¥
	0.4	-	30 K¥
<u>Aquatic Webbing: Hand</u>	0.8	M	5 K¥
increases swimming speed to 4/3 Normal [see text]	0.6	M	20 K¥
	0.4	-	50 K¥
<u>Arterial Pumps</u>	0.2	S	12 K¥
+1d athletics & stamina	0.15	S	48 K¥
	0.1	-	120 K¥
<u>Astral Grafts</u>	0.2/L	M	100 K¥/L
+0.1 Essence/Level, Max Level = Base Body	0.15/L	M	400 K¥/L
	0.1/L	-	1 M¥/L

Cerebral Booster: Level 1	---	---	---
+1 int	0.4	S	50 K¥
	0.3	-	125 K¥
Cerebral Booster: Level 2	---	---	---
+2 int, +1 task pool	0.8	S	110 K¥
	0.55	-	275 K¥
Cerebral Booster: Level 3	---	---	---
+3 int, +1 task pool	1.2	S	250 K¥
	0.8	-	625 K¥
<u>Cerebral Division</u>	---	---	---
+2 int, x2 actions. Side effects.... [see text]	1.4	D	1 M¥
	0.95	M	2.5 M¥
<u>Cerebral Superhighway</u>	---	---	---
Target number bonus to active & combat skills of -1/Level. Max level = (int/3)	3.0/L	-	400 K¥/L
	2.0/L	-	1 M¥/L
<u>Chemical Balancer</u>	0.2/L	L	5 K¥/L
Suffer side effects from drugs, but gain resistance to drug addiction. [see text]	0.15/L	L	20 K¥/L
	0.1/L	-	50 K¥/L
<u>Chemical Repellant</u>	0.4	L	20 K¥
Skin gains immunity to chemical damage. Ears, mouth, etc. not protected	0.3	L	80 K¥
	0.2	-	200 K¥
<u>Chitin Plating</u>	0.4/L*	M	20 K¥/L
1 pt. impact armor/Level, 1 pt. ballistic armor/2 Levels. Max Level = base body, concealability = 12-Level.	0.3/L*	M	80 K¥/L
	0.2/L*	-	200 K¥/L
<u>Circulatory Sphincters</u>	0.8	S	32 K¥
Prevents continuing damage. [see text]	0.6	S	128 K¥
	0.4	-	320 K¥

<u>Claws, Fingertip: Level 1</u>	0.2*	L	10 K¥
Do (str)L damage	0.15*	L	40 K¥
	0.1*	-	100 K¥
<u>Claws, Fingertip: Level 2</u>	0.5	M	20 K¥
Do (str)L damage. +1 target number penalty to delicate manual manipulation.	0.35	M	80 K¥
	0.25	-	200 K¥
<u>Claws, Retractable</u>	0.4	M	30 K¥
do (str)L damage. Very concealable	0.3	M	120 K¥
	0.2	-	300 K¥
Damage Compensator: Levels 1-2	---	---	---
Ignores penalties from [level] or less boxes of damage.	0.2/L	S	25 K¥/L
	0.15	-	65 K¥/L
Damage Compensator: Levels 3-5	---	---	---
Ignores penalties from [level] or less boxes of damage.	0.2/L	S	50 K¥/L
	0.15	-	125 K¥/L
Damage Compensator: Levels 6-9	---	---	---
Ignores penalties from [level] or less boxes of damage.	0.2/L	S	100 K¥/L
	0.15	-	250 K¥/L
<u>Dermal Chloroplasts</u>	0.1/L	M	5 K¥/L
-5-25% base food req. Max Lev=base body, +1 targ./L appear.	0.1/L	M	20 K¥/L
	0.05/L	-	50 K¥/L
<u>Dermal Thickening</u>	0.8/L	M	20 K¥/L
reduced stun damage, 1 extra phys box/lev [see text!] Max Lev=1/2 body, reduced combat pool.	0.6/L	M	80 K¥/L
	0.4/L	-	200 K¥/L
<u>Endoskeletal Rebuild</u>	0.7/L	S	36 K¥/L
+ [lev] strength, - [lev] reaction. Max Lev= 1/2 base body rounded down	0.55/L	S	144 K¥/L
	0.35/L	-	360 K¥/L

Enhanced Articulation	0.6	S	60 K¥
+1 react. +1d active skills	0.45	S	240 K¥
	0.3	-	600 K¥
<u>Enhanced Iris Reflex</u>	---	---	---
Effective as Flare Compensation	0.3	M	20 K¥
	0.2	-	50 K¥
<u>Esophageal Torch</u>	2.0	S	300 K¥
User can breathe fire [see text]	1.5	S	1.2 M¥
	1.0	-	3 M¥
Extended Volume: Level 1	0.2	M	8 K¥
-1 targ. stamina tests, +45 seconds to held breath.	0.15/L	M	32 K¥
	0.1/L	-	80 K¥
Extended Volume: Level 2	0.3	M	15 K¥
-1 targ. stamina tests, +90 seconds to held breath	0.2/L	M	60 K¥
	0.15/L	-	150 K¥
Extended Volume: Level 3	0.4	M	25 K¥
-2 targ. stamina tests, +135 seconds to held breath	0.3/L	M	100 K¥
	0.2/L	-	250 K¥
<u>Eye Shield</u>	0.2	M	2 K¥
-2 targ -vs air/water-borne toxins, or -1 power those you can't resist	0.15	M	8 K¥
	0.1	-	20 K¥
<u>Fangs, Incisors</u>	0.1*	L	10 K¥
do (str)L damage -vs- impact at -1 reach, [see text also]	0.1*	L	40 K¥
	0.05*	-	100 K¥
<u>Fangs, Retractable</u>	0.2	L	30 K¥
do (str)L damage -vs- impact at -1 reach, [see text also]	0.15	L	120 K¥
	0.1	-	300 K¥

<u>Gills, Secondary</u>	2.0*	D	30 K¥
allows water and air breathing -1 Body	1.5*	D	120 K¥
	1.0*	-	300 K¥
<u>Hemological Replacement</u>	0.4	L	50 K¥
-2 targ. for stamina, -1 targ. for athletics	0.3	L	200 K¥
	0.2	-	500 K¥
<u>Ileocecal Siphon</u>	0.8	L	50 K¥
Allows user to to go w/o water for 48 hours, 24 hours in arid climate	0.6	L	200 K¥
	0.4	-	500 K¥
Mnemonic Enhancer	---	---	---
+1d memory tests/Level, +1d B/R, language & knowledge/2 Levels.	0.2/L	S	15 K¥/L
Max Lev=base body	0.15	-	40 K¥/L
Muscle Augmentation:Level 1-4	0.8/L	S	40 K¥/L
+ [Lev] Strength & Quickness	0.6/L	S	160 K¥/L
	0.4/L	-	400 K¥/L
Muscle Augmentation:Level 5	4.0	S	320 K¥
+5 Strength & Quickness	3.0	S	1.3 M¥
	2.0	-	3.2 M¥
Muscle Augmentation:Level 6	4.8	S	640 K¥
+6 Strength & Quickness	3.6	S	2.6 M¥
	2.4	-	6.4 M¥
Nephritic Screen	0.4	M	20 K¥
+1 Body -vs- toxins & pathogens, -1 targ. -vs- blood tox. & path.	0.3	M	80 K¥
	0.2	-	200 K¥
<u>Neo-Myelin Augmentation</u>	---	---	---
+1 reaction	0.6	S	60 K¥
	0.4	-	150 K¥

Neural Bridge

negates 1 pt of off-hand penalty per level. No level Max

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0.1/L	S	15 K¥/L
0.05/L	-	40 K¥/L

Optical Sensitivity

Low light Vision

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0.3	M	20 K¥
0.2	-	50 K¥

Orthoskin: Level 1

+1 impact

0.5	M	25 K¥
0.35	M	100 K¥
0.25	-	250 K¥

Orthoskin: Level 2

+1 impact, +1 ballistic

1.0	M	60 K¥
0.75	M	240 K¥
0.5	-	600 K¥

Orthoskin: Level 3

+2 impact, +1 ballistic

1.5	M	100 K¥
1.15	M	400 K¥
0.75	-	1 M¥

Pain Editor

+1 will, -1 int, +4 targ. tactile & no wound penalties when active

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0.6	S	60 K¥
0.4	-	150 K¥

Passive Epilepsy: Level 1

+2 react, +1d6 init, -2 cha +1 targ. active/combat/magical...

---	---	---
1.5	S	120 K¥
1.0	-	300 K¥

Passive Epilepsy: Level 2

+4 react, +2d6 init, -4 cha, +2 targ. active/combat/magical...

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4.5	S	800 K¥
3.0	-	2 M¥

Pathogenic Defense

-1 targ -vs- pathogens/2 Levels

0.2/L	M	24 K¥/L
0.15/L	-	96 K¥/L
0.1/L	-	240 K¥/L

Pineal Cerebral Enhancement : Level 1

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-10% new skill karma costs	0.6	S	100 K¥
	0.4	-	250 K¥
<u>Pineal Cerebral Enhancement: Level 2</u>	---	---	---
-25% new skill karma costs	1.2	S	200 K¥
	0.8	-	500 K¥
<u>Pineal Cerebral Enhancement: Level 3</u>	---	---	---
-50% new skill karma costs	1.8	S	300 K¥
	1.2	-	750 K¥
Platelet Factory	0.4	M	30 K¥
-1 box physical damage/ wound of level M, S, or D, no effect on	0.3	M	120 K¥
stun	0.2	-	300 K¥
Reflex Recorder: Specialization (Concentration in SRII)	---	---	---
+1d specific concentration of active skill	0.1	S	10 K¥
	0.1	-	100 K¥
Reflex Recorder: General	---	---	---
+1d general active skill	0.25	S	25 K¥
	0.15	-	65 K¥
<u>Rod Cultures</u>	---	---	---
Vision Mag x3 with No Tunnel-Vision Side-Effects	0.3	M	20 K¥
	0.2	-	50 K¥
<u>Secondary Stomach</u>	0.8	M	3 K¥
stores 2 days normal food intake	0.6	M	12 K¥
	0.4	-	30 K¥
<u>Skeletal Enhancement</u>	0.5/L	L	12 K¥/L
+1 body & +5% weight per level. Max Level = 1/3 base body	0.35/L	L	48 K¥/L
	0.25/L	-	120 K¥/L
<u>Stomach Toxin Detector</u>	0.1/L	M	34 K¥/L
rolls level dice -vs- ingested toxins to detect and vomit, No Max	0.1/L	M	136 K¥/L

Level.	0.05/L	-	340 K¥/L
Suprathyroid Gland	1.4	S	50 K¥
+1 Body, Quick, Str & reac. x2 required food & drink	0.85	S	200 K¥
	0.7	-	500 K¥
Symbiotes: Level 1	0.4	-	15 K¥
-10% to physical healing times. x1.5 required food & drink	0.3	-	60 K¥
	0.2	-	150 K¥
Symbiotes: Level 2	0.7	-	35 K¥
-30% to physical healing times. x1.7 required food & drink	0.55	-	140 K¥
	0.35	-	350 K¥
Symbiotes: Level 3	1.0	-	60 K¥
-50% to physical healing times. x2 required food & drink	0.75	-	240 K¥
	0.5	-	600 K¥
Symbiotes: Level 4	1.5	-	100 K¥
-75% to physical healing times. x2.5 required food & drink	1.1	-	400 K¥
	0.75	-	1 M¥
<u>Symbiotic Digestor</u>	0.4/L	M	4 K¥/L
divides required food intake by lev+1. Max Lev=1/2 base body, max 3	0.3/L	M	16 K¥/L
	0.2/L	-	40 K¥/L
Synaptic Accelerator: Level 1	---	---	---
+1d6 initiative	0.3	S	75 K¥
	0.2	-	190 K¥
Synaptic Accelerator: Level 2	---	---	---
+2d6 initiative	1.6	S	200 K¥
	1.1	-	500 K¥
Synaptic Accelerator: Level 3	---	---	---
+3d6 initiative	3.2	S	600 K¥
	2.15	-	1.5 M¥
Synthacardium: Level 1	0.2	D	6 K¥
+1d athletics & -vs- heart disease	0.15	D	24 K¥

	0.1	-	60 K¥
Synthacardium: Level 2	0.3	D	15 K¥
+2d athletics & -vs- heart disease	0.25	D	60 K¥
	0.15	-	150 K¥
Synthacardium: Level 3	0.4	D	60 K¥
+3d athletics & -vs- heart disease	0.3	D	240 K¥
	0.2	-	600 K¥
<u>Tail, Barbed</u>	0.5/L*	S	40 K¥/L
As Clubbing except: Does Phys dam. -vs- impact. Can get <u>Venom</u>	0.4/L*	S	160 K¥/L
<u>Glands</u> implanted	0.25/ L*	-	400 K¥/L
<u>Tail, Clubbing</u>	0.3/L*	S	20 K¥/L
-Lev m/phase run spd Max Lev=Height, 1/2 meter long/Lev ([str-2]	0.25/ L*	S	80 K¥/L
+Lev)M Stun or Phys reach=0	0.15/ L*	-	200 K¥/L
<u>Tail, Cosmetic</u>	0.2*	S	15 K¥
Useless Tail, up to 1/2 height long	0.15*	S	60 K¥
	0.1*	-	150 K¥
<u>Tail, Feathered</u>	0.2/L*	S	20 K¥/L
Max Lev=Height, 1/2 meter long/Lev -[Lev] or -[Lev/2] targ. for	0.15/ L*	S	80 K¥/L
flight	0.1/L*	-	200 K¥/L
<u>Tail, Finned</u>	0.3/L*	S	25 K¥/L
As Clubbing except: +(Lev x Base) swimming speed. Does ([str-4]	0.25/ L*	S	100 K¥/L
+Lev)M Stun only	0.15/ L*	-	250 K¥/L

Tail, PrehensileMax Lev=1.5 x base body. Max Len=height. [\[see text\]](#)

0.6/L*	S	50 K¥/L
0.45/ L*	S	200 K¥/L
0.3/L*	-	500 K¥/L

Tail, WhippingMax Lev=2 x Height, 1/2 meter/Lev. Does (Qui)M Stun. reach=0/1
[\[see text\]](#)

0.2/L*	S	20 K¥/L
0.15/ L*	S	80 K¥/L
0.1/L*	-	200 K¥/L

Tailored Pheromones: Level 1

+1 cha & social skill dice only to people who can smell you

0.4	L	20 K¥
0.3	L	80 K¥
0.2	-	200 K¥

Tailored Pheromones: Level 2

+2 cha & social skill dice only to people who can smell you

0.6	L	45 K¥
0.45	L	180 K¥
0.3	-	450 K¥

Tailored Pheromones: Level 3

+3 cha & social skill dice only to people who can smell you

0.8	L	80 K¥
0.6	L	320 K¥
0.4	-	800 K¥

Thermal Dissipation

[Lev] impact -vs- heat damage Max Lev=20

0.1/L	M	5 K¥/L
0.1/L	M	20 K¥/L
0.05/L	-	50 K¥/L

Toxin Exhaler

Ejects toxin at will. x2 body -vs specific toxin

0.6	M	30 K¥ +100xdose
0.45	M	120K¥ +100xdose
0.3	-	300K¥ +100xdose

Toxin Extractor

+1d -vs- toxins/2 Levels

0.2/L	M	24 K¥/L
0.15/L	M	96 K¥/L
0.1/L	-	240 K¥/L

Tracheal filter	0.2	M	30 K¥
+1d -vs- gas toxins/2 Levels	0.15/L	M	120 K¥/L
	0.1/L	-	300 K¥/L

Trauma Damper	---	---	---
+2/-2 -vs- pain, -1 box stun M,S,& D move 1 box phys to stun for M,S,& D	0.4	S	40 K¥
	0.3	-	100 K¥

<u>Ultraviolet Protection</u>	0.2	L	10 K¥
immunity to UV skin damage	0.15	L	40 K¥
	0.1	-	100 K¥

<u>Venom Gland</u>	0.3*	L	22 K¥
			+100xdose
can salivate toxin/drug [see text] two doses per 24 hours	0.2*	L	88 K¥+100xdose
	0.15*	-	220K¥
			+100xdose

<u>Wing Membranes</u>	0.2/L*	M	5 K¥/L
User can control falls, or glide [see text]	0.15/ L*	M	20 K¥/L
	0.1/L*	-	50 K¥/L

*- Indicates that this item may be genetically [similarized](#) to a shaman's totem [\[see above\]](#).

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