



# Steel and Soul

v0.34

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# Forward

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Hoi, chummers.

Shadowrun 5<sup>th</sup> Edition has sadly ended, and many fans of the franchise feel as though it had a less than stellar send-off. Everyone is aware that many aspects of the rules need re-working and fixing, but that is not the focus of this document (I'm not really qualified to struggle with that beast, and there are a couple of '5.5 edition' re-works currently in progress). However, many areas still feel underdeveloped. This obviously applies to mundane cyberware and technomancers, neither of which seem to have the options and capability of other possible archetypes (I'm looking at you, magicians). It was particularly galling that there were many bioware options for which there was no cyberware equivalent, despite those very same equivalents existing in prior editions! I've decided to add a few options to help even things a bit, and also some new stuff to help reduce book-keeping. Technomancer's also gain some abilities that have an effect in the real world, although they are horrendously inefficient compared to magical alternatives. Yes, technomancer energy shields are a thing now. No, the magician is still going to be way more powerful and efficient by casting spell equivalents.

I'm fully aware that the balance of these additional options may need alteration, so feedback is greatly appreciated. Also let me know if there's any cool stuff from previous editions that seem appropriate. Once that has been nailed down, I will attempt to convert as much as possible into Chummer5 files. I doubt everything can function without changes to Chummer5 itself, but such omissions should have relevant notes attached. Also making the files itself is a slow process, if someone wants to help please be my guest.

Big thanks to yekka for creating Chummer, and everyone who has helped with suggestions and help balancing so far.

5<sup>th</sup> Edition isn't dead yet. Thank Ghost.

-Calantyr

## Versions

**V0.24** – First pdf release.

**V0.26** – Second pdf release. Some balance changes. Re-write of nanogear, and augmentation stacking bonus issues.

**V0.27** – Third pdf release. Fixed clarity and typos. Added echoes, gear, and qualities. Some armour mods to make High Fashion options less desirable. Changed 'use per day' echoes into simply causing Fading.

**V0.28** – Fourth pdf release. Minor fixes, and some Foundation additions. Also cybertails, for that one freak who keeps demanding it. You know who you are.

**V0.30** – Fifth pdf release. Clean-up, tweaks, new Paragon, cyberware, geneware, qualities, armour mods, and weapons.

**V0.31** – Sixth pdf release. Some balance changes, and High-Powered Chambering.

**V0.32** – Seventh pdf release. Some balance changes and fixes, new additions in almost every section.

**V0.33** – Eighth pdf release. Some tidying, lots of new additions. Long hiatus because 6E is a thing, also global pandemic.

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# Qualities

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## Revisions

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### Prototype Transhuman (CF, pg. 54)

As original, but Awakened characters only gain 0.5 points worth of Essence-free augmentations.

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## Positive Qualities

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### Banzail<sup>1</sup>

**Cost:** 8 Karma

The modern world proves the old adage that one should never bring a knife to a gunfight. However, it is sometimes successful through sheer bloody-mindedness. If two or more enemies are targetting you specifically with ranged weapons, you automatically regain 1 point of Edge if you charge one of them in melee combat. At least one of the enemy weapons must be larger than a pistol (SMG+ sized), and capable of Burst fire mode, Full Auto fire mode, or creating a blast radius.

### Beta-tester

**Cost:** 4 Karma

**Requirements:** Records on File negative quality.

During character creation, the player chooses one existing individual contact with a background in augmentation research or implantation, with a Connection Rating of at least 4. As long as this contact retains a Loyalty Rating of at least 3, the player can purchase pre-production augmentations from them.

Any Omegaware grade augmentations purchased through this character have the usual bonuses, but lack the gamemaster-decided flaws usually associated with Omega-grade gear. The player character is considered to be one of the final trial users before the augmentation hits mass production. The character loses this quality (and future benefits) with no Karma refund if they do not come in for a medical examination led by the selected contact at least once every four months.

### BIOs<sup>2</sup>

**Cost:** 5 Karma

**Requirements:** Must have the Biocompatibility (Either) quality. Must not be an Apprentice, Aspected Magician, Enchanter, Explorer, Magician, or Mystic Adept.

The Essence cost of your chosen implants is reduced by an additional ten percent, rounded down to the tenth. This rebate is cumulative with the reduction offered by the grade or any other sources.

### Combo<sup>3</sup>

**Cost:** 5 Karma

**Requirements:** One melee weapon skill at rank 6+.

You have mastered the art of making rapid consecutive strikes without overexerting yourself. You may make melee attacks as Simple Actions by taking a -2 dice pool modifier to your attack tests.

### Experienced

**Cost:** 4 to 24 Karma

The character gains 6 Knowledge skill points to be distributed however the player wishes. This quality may be purchased up to six times during character generation, but not during play.

### Ex-Monad

**Cost:** 5 Karma

Your brain was once hijacked by Monads (or perhaps your body is stolen, and you \*are\* the Monad). However, the AI is gone now. Honest. You gain either

the Bad Rep, Flashbacks, or One of Them negative qualities. In exchange you also gain the equivalent of an Essence-free Rating 6 Nanohive augmentation. This augmentation can run any Hard Nanoware a normal Nanohive can (Hard or Soft), except the nanites that it sustains do not degrade with time.

### Genecraftd

**Cost:** 5 Karma

The character has undergone extensive genetic modification, either before birth or from spending extensive time in hospital. Any geneware augmentations are easier to add to the patient, lowering their cost by 20%.

### Guardian

**Cost:** 8 Karma

**Requirements:** Must not have the Revels in Murder quality.

Some people are born to kill, others are born to shield. You are the latter and you feel a pressing imperative to protect those weaker than yourself from harm, even at great personal risk.

When a character with this quality deliberately shields or redirects the attack intended for another (by moving into the line of fire, taunting the enemy to change targets, or similar), you regain a point of Edge if the enemy does at least 1 point of Physical damage to you instead (but only if your ward takes none). The person being shielded must either be a team-mate or an innocent (gamemaster's discretion), not merely someone they were hired to protect. If the character later gains Revels in Murder, this quality is lost with no karma refund.

### Hobbyist

**Cost:** 4 Karma

The character can buy Interest Knowledge skills at a rate of 2 for 1 during character creation. After character creation, Interest Knowledge skill ranks of 3 or higher receive a 1 Karma cost reduction for each rank.

### Item Expertise

**Cost:** 7 Karma

**Requirements:** Skill specialisation for an appropriate item.

The character has a signature item (such as a weapon or commlink) that they have trained with extensively, or at least have a singular familiarity with. Chose one single type of item that is compatible with a specialisation you have (such as Ares Predator if they have the Pistols [Semi Automatic] specialisation, or Transys Avalon if they have Hardware [Commlinks], etc). The character gains a +2 dice pool modifier when using this item, stacking with all other bonuses. Weapon Expertise can only be taken once per skill group, although it can be retrained to another item within that skill group after a month of training.

### Latent Technomancer

**Cost:** 5 Karma

**Requirements:** Reverberant quality, non-Awakened, Essence attribute of 1 or greater.

Your connection to the Resonance has progressed to the point that you can now perceive the Matrix all around you while unaided. You have Emerged.

The character may take the Technomancer quality during play. Doing so removes both the Reverberant and Latent Technomancer qualities, but requires spending 5 Karma. They also gain a Resonance attribute of 1.

### Original Goblin

**Bonus:** 8 Karma

**Requirements:** Ork or Troll (including Metavariants).

When Goblinization first struck the world it was considered some form of disease that required a cure. Unfortunate 'victims' across the globe were rounded up and experimented on over decades, many died in the process and some vanished altogether. However, sometimes the 'treatments' encountered a degree of success, although the scars often ran deep. The characters gains the Human-Looking and Human-Lifespan positive qualities. Any cyberware/bioware/geneware purchased at character generation to reduce the obvious physical characteristics of Orks and Trolls (i.e appearance and smell) may be purchased without spending the required Essence (such as Clean Metabolism, Metatype Modification, Metatype Reduction, Metaposeur, or Troll Reduction), up to a total combined maximum of 1.0 Essence. The character also receives the Trog Traitor and Social Stress (Orks & Trolls) Negative Qualities (these do not count towards the maximum Karma spent on Negative Qualities during character generation, and may be

bought off as usual).

### **Refined Taste**

**Cost:** 4 Karma

You have an inside connection that grants relatively easy access to custom-made augmentations. Your augmentations may be betaware quality during character generation (at normal betaware Availability), and augmentations of betaware quality or better purchased during play have their Availability reduced by -4. You must still pay the usual amount. This quality allows you to take the Cyber-snob negative quality during character generation if desired.

### **Robust 'Ware**

**Cost:** 2-6 Karma

**Requirements:** Redliner quality, Golden Screwdriver quality.

You are an expert at maintaining your 'ware, and even re-designing parts of it to function more efficiently with your general physiology. The loss of 3 Physical Condition Monitor boxes per two full cyberlimbs due to the Redliner quality is reduced by 1 per rank of this quality. The maximum rank is 3, removing the penalty entirely.

### **Transhuman Resequencing**

**Cost:** 15 Karma

**Requirements:** Non-Awakened.

Gain 1 Essence point worth of bioware (or geneware), without lowering your total Essence (purchased with usual nuyen cost and Availability). These augmentations can not be upgraded without removing them and incurring normal Essence loss for re-implanting them. This quality can not be taken after character generation without the appropriate geneware. This quality is incompatible with Prototype Transhuman.

### **Trust in Chrome**

**Cost:** 2-4 Karma

They say that healing goes better with a positive mental attitude, and it certainly seems to be so in your case. You have absolute faith that your augmentations make you a tougher and healthier person, and coincidence or not it seems to be paying off.

The dice pool penalty to healing tests due to implanted augmentations is reduced by 1 per rank of this quality.

### **Type-0 System**

**Cost:** 10 Karma

There is a difference between implanting type-0 organs, and having an entire type-0 biological system. 'Ware can be implanted much easier, and the body heals almost as well as if there was no foreign material whatsoever.

All future geneware augmentations have their nuyen price reduced by 20%, Physical and Stun damage caused by implantation is reduced to (Essence Cost \* 2), and surgery healing duration is reduced by 50% (rounded down).

This applies to all forms of augmentation, including cyberware or geneware.

This quality can only be taken at character generation unless otherwise noted.

### **Wholesome**

**Cost:** 25 Karma (30 Karma if Awakened)

This character not only has a perfect sense of self, some might (inaccurately) say they have a strong soul. Wholesome allows a character to possess an Essence attribute one point higher than their metatype maximum (normally 6, but reaching 7 with this quality). Taking this quality does not actually increase the character's current Essence rating, they must achieve that themselves through means such as Revitalization Genetic Restoration (CF, pg. 157). Until that occurs they have a 1 point Essence hole that may be filled with augmentations, if desired.

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## Mastery Qualities

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### Chummy Pro

**Cost:** 8 Karma

**Requirements:** Chummy echo.

The Chummy companion sprite is normally contained within the technomancer's Living persona, but with this quality it can be made to inhabit a drone if desired. If it does, it's Pilot Rating is equal to its Level and it can run any Autosofts loaded onto the drone in question. Additionally, any Autosofts running on the drone are improved in Rating by half the Chummy sprite's Level (rounded down), up to the technomancer's Resonance attribute rating. While mounted in a drone the Chummy sprite can perform any action a drone usually can, in addition to their unmounted actions.

### Cyber-Singularity Nirvana

**Cost:** 13 Karma

**Requirements:** Cyber Singularity Seeker and Technomancer qualities, cybereyes, cyberears, cyberbrain and secondary organ augmentations. Must also have replaced all limbs with cyber-replacements (including skull and torso).

You have achieved the impossible, perhaps solely due to the unknown power of the Resonance. You have replaced your weak flesh with superior metal, to the point where no original biological material remains. Instead, the Resonance has coalesced round your electronic brain, encasing what little of your Essence is left in an embrace that sustains you. Indefinitely. You may wish to keep this secret, lest you draw the attention of Cybermancers. Your maximum Resonance is increased by 1 (as though you possessed, but not stacking with, the Exceptional Attribute [Resonance] quality). The Essence cost of all future cyberware (and nanoware) augmentations is also reduced by 40%, not cumulative with any other method of reduction apart from 'ware grade. You can no longer make use of bioware, geneware, or chemical drugs, since you lack the natural organs for them to function. Any bioware organs already installed become inert and decay, while geneware (such as Adapsin) is non-operative unless you clone replacement bodyparts from preserved DNA backups. Additionally, you can no longer be healed from use of First Aid and Medicine skills. These are replaced by the Hardware and Cybertechnology skills respectively, although healing otherwise functions as normal. You also gain no benefit from medkit healing and must instead use Hardware tool kits. While you no longer require nutrition or an atmosphere, and gain Immunity (Age, Pathogens, and Toxins), you are still alive and not a drone or AI, and thus still suffer from other biological frailties (such as the need for sleep, and being susceptible to Stun damage, etc.). You are also still susceptible to magic, although spells such as Heal and Turn to Goo have no effect since there is no flesh to affect. Lifestyle costs are also reduced by 20% due to no longer requiring food, although you can still consume food for sentimental reasons or to extract energy with the correct augmentations. This quality is removed without karma refund should you ever regain natural biological bodyparts. When initially purchasing this quality the character must also buy off all negative qualities that require a biological form, such as Aged, and enter karma debt if they lack a sufficient amount. Due to the extensive nature of this quality, express GM permission and oversight must be obtained if chosen for a player character.

### Emergent Skill

**Cost:** 8-32 Karma

**Requirements:** Resonance Drivers echo, Skilljack augmentation.

The character may select a single skillsoft that they have running on their implanted Skilljack, and add their Submersion grade as a dice pool modifier (up to a maximum of double the skillsoft's Rating). The Skilljack must be running Wirelessly to gain this bonus, and the selected skillsoft can not be changed until after they next sleep. This quality may be taken up to four times, allowing up to four skillsofts to benefit from the character's Submersion grade at any one time.

### Eternal Consciousness

**Cost:** 4 Karma

**Requirements:** Circadian Modification echo, Sleepwalker echo.

The technomancer is able to rest parts of their brain in sequence, with cognitive functions temporarily taken up by the Resonance infusing their

mind. While asleep the technomancer enters VR and retains full consciousness therein, although they appear distracted and sluggish, as though they are sleepwalking. The technomancer may continue to sustain Complex Forms while doing so.

### Faraday Buster

**Cost:** 4 Karma

**Requirements:** Skinlink echo, Quiet echo.

The technomancer can ignore the signal-blocking effect of a Faraday cage, as long as they maintain physical contact between the cage and their body.

### FTL

**Cost:** 4 Karma

**Requirements:** Premonition Ciphering echo.

The technomancer is always allowed to make a Perception Test before a possible surprise situation, gaining the benefit of being alerted if the test is successful.

### Focused Psyche

**Cost:** 8 Karma

**Requirements:** Focused Concentration quality.

The sustained Complex Form dicepool modifier is reduced to -1 (from -2).

This echo can be taken once, and it's effects do not stack with similar bonuses from other sources (such as the drug Psyche).

### Kinetic Barrier

**Cost:** 8 Karma

**Requirements:** EM Barrier echo.

The technomancer can create a version of their Barrier which protects against kinetic energy in addition to its usual effects. In this manner the Barrier functions like a physical object. It can be configured to allow anything the size of a molecule (or less) to pass through, including air or other gasses. Alternatively it can be configured to block small objects such as gasses and permit large objects such as vehicles, depending on the wishes of the technomancer at the beginning of their Initiative Pass. In this form the entire Barrier can be brought down by physical attacks, but as long as it is sustained it will regenerate all of it's Structure Rating at the beginning of each Combat Turn. Each time the technomancer uses this ability they must resist Fading equal to twice the number of used hits on their Compiling test. It can be sustained like a Complex Form for as long as the technomancer wishes (incurring the usual penalties).

### Kinetic Lift

**Cost:** 8 Karma

**Requirements:** Gauss Effect.

The technomancer may choose to use a form of their Gauss Effect ability that can lift any material object, they are no longer limited to ferromagnetic objects. The ability continues to work as otherwise noted, however Fading due to target size is doubled whenever this option is used.

### Living Machine

**Cost:** 4 Karma

**Requirements:** Resonance Program [Virtual Machine] echo

The technomancer is a master of prioritising information and data processing without straining themselves. The technomancer does not take the additional box of Matrix damage that is normally inflicted when running the Virtual Machine program.

### Matrix Consumption

**Cost:** 6 Karma

**Requirements:** Resonance Channel complex form.

The technomancer gains sustenance from the stuff of the Matrix itself, as long as they can maintain connection. For every level of Subversion the character increases their interval for suffering hunger by 3 days, and thirst by 1 day, as long as they are in an area with a Matrix connection. Lifestyle costs are also reduced by 5% per Submersion.

### Mental Partition

**Cost:** 4 Karma

**Requirements:** Sleepwalker echo

The technomancer gains the ability to take minor actions in the physical

world when working with the Matrix in VR. This extends the abilities of the Sleepwalker Echo to allow normal movement and all non-opposed Free Actions in the real world while experiencing the Matrix in VR.

### Omnipresence

**Cost:** 4–20 Karma

**Requirements:** Satellite Locus echo.

At the first rank of this quality Noise due to distance is limited to -3 on Earth, or -5 within Low Earth Orbit. A second rank limits distance-based Noise on Earth to -1, Low Earth Orbit to -3, and Medium Earth Orbit to -5. A third rank limits distance-based Noise on Earth to 0, Low Earth Orbit to -1, Medium Earth Orbit to -3, and High Earth Orbit to -5. A fourth rank limits distance-based Noise in Low Earth Orbit to 0, Medium Earth Orbit to -1, High Earth Orbit to -3, and Lunar orbit to -5. A fifth rank does not lower existing penalties, but grants a maximum distance-based Noise of -7 no matter where the technomancer is.

### Paradigm Shift

**Cost:** 4 Karma

**Requirements:** Internal Host echo, Resonance Program [Hitchhiker] echo.

Usually, whenever you enter a Foundation the paradigm is chosen at random (or by some method unknown to metahumanity). The Paradigm Shift quality allows the technomancer to consciously set a single Foundation paradigm accessed through the gateway in their Internal Host, which applies for every future visit (much like an anchor). It also allows the technomancer (and any hitchhiking companions) to arrive at a designated point. Further changes once inside the Foundation require master control tests, but also apply to future visits. Furthermore, the Foundation 'remembers' the events that occurred during previous visits and can continue from the exact moment the technomancer last left, much like resuming play of a paused trid show.

### Resonance Array

**Cost:** 4 Karma

**Requirements:** Mathemagics echo.

The technomancer gains the equivalent of a single electronic sensor with rating equal to their Submersion grade, that increases if their Submersion grade also increases. If they also have the Sleepwalker echo they can use this sensor while in VR. This quality can be taken multiple times.

### Resonant Health

**Cost:** 4 Karma

You no longer suffer the -2 dice pool penalty to Healing tests due to being Emerged, so long as you are healed through technological means (i.e a medkit).

### Shockblast

**Cost:** 8 Karma

**Requirements:** Shocklink echo, at least two Shock Hand augmentations.

The technomancer may combine the energy from multiple implanted Shock Hands to create a more devastating blast. The damage of the electrical attack is improved by 2 per additional Shock Hand after the first, and the AP is improved by 1 similarly. This attack requires a Complex Action, and increases the Fading caused by their Shocklink by 2 for each additional hand.

### Shockboom

**Cost:** 8 Karma

**Requirements:** Shockblast

You may apply an area effect to your Shockblast attack, with a radius up to half your Submersion grade. This increases the Fading caused by their Shocklink by 4.

### Time Compression

**Cost:** 24 Karma

**Requirements:** Focused Psyche and Verisimilitude qualities.

When inside your Internal Host you (and any other characters you bring with you) appear to experience the passage of time at a faster rate, relative to those outside. For every two Submersion grades, time passes in your Internal Host by 1 additional hour compared to outside. For example at Submersion grade 2 the ratio is 1:2. At Grade 6 the ratio is 1:3. This ability also increases the rate that the character must attend their physical needs, including eating, drinking, and sleep schedules, due to supercharging their

metabolism. Time Compression deactivates if the technomancer is asleep.

### Upload

**Cost:** 12 Karma

**Requirements:** Defrag echo.

You may now use the new Resonance Action 'Mount AI/Monad/Sprite' to upload an AI/Monad/Sprite to a physical body.

#### New Resonance Action: Mount AI/Monad/Sprite

Mounting an AI, Monad, or Sprite, requires either matrix connectivity, or a device which the AI/Monad/Sprite can use as a temporary residence. The target host body must also be infected with hard nanites with at least 1 net hit on an opposed Biotechnology + Intelligence versus the target's Body + Essence roll. The Uploading technomancer rolls either their Charisma + Willpower, or if they have the Compiling skill, they may add their Willpower to the normal Compiling + Resonance roll. Regardless of the roll used, AI's may resist (if they choose) with their Depth Rating \* 2, Monads resist with their Matrix Entity Concentration \* 2, and Sprite's with their Level \* 2. The intended host also gets to resist the attempt to take over their mind, rolling their Willpower + Essence attributes. If the target is Awakened they may also add their Magic attribute, or if they are Emerged they may add their Resonance attribute.

If the Uploading technomancer accumulates net hits equal to the AI's Depth, Monad's Matrix Entity Concentration, or Sprite's Level, they are unable to avoid the Mounting attempt. If the Uploading technomancer also accumulates net hits equal to the target host's Willpower, they are taken over by the AI/Monad/Sprite. The former AI/Monad/Sprite loses any former home device and gains the physical attributes and qualities of their new body.

The Mount action is extremely taxing to its user. For each hit (not net hit) the target host rolls on it's opposed resistance Test, the technomancer must resist two points of Fading, with a minimum of 2. With the gamemaster's permission an Uploading technomancer may use this action on themselves to upload to a new body, if they possess the Cyber Singularity Nirvana quality. If so, Fading is doubled. See the Brain Transplant bioware entry for rules on dealing with the consequences of changing bodies (qualities, augmentations, etc).

### Verisimilitude

**Cost:** 4 Karma

**Requirements:** Internal Host echo.

The technomancer's Internal Host draws ravenously on the Foundation that drives it, granting it much more processing ability than thought possible. The technomancer's Internal Host becomes an Ultraviolet Host. It is almost impossible for people inside the host to distinguish between it and the real world, with every facet appearing to reflect reality perfectly (unless the technomancer chooses to make it differ in some way). The technomancer's familiarity with Ultraviolet hosts means that henceforth they are always aware if they are in an Ultraviolet host or not, regardless of who owns it.

### Warezwolf

**Cost:** 8 Karma

**Requirements:** Warez echo.

Additional Fading inflicted on all technomancer abilities caused by their use of the Warez ability is reduced from +2 to +1, although the duration remains unchanged.

### Windows

**Cost:** 4 Karma

**Requirements:** Internal Host echo, Sleepwalker Echo.

You can make Perception tests in the real world while in the Foundation, so long as you entered the Foundation via the gateway in your Internal Host. The technomancer is considered distracted (-2 dice pool modifier), unless mitigated by some means.

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## Negative Qualities

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### Bio-Aversion

**Bonus:** 2 Karma

While most modern bioware is grown from universal-donor O-Type cells, there remains a minority of individuals who are allergic to the specific protein strands found in them. This can be overcome with bioware grown specifically to the user's unique biochemistry, although many of those who suffer from this condition usually adopt cyberware as a cheap and safe alternative. Essence cost for all bioware (excluding geneware) is worsened by 10% so long as it is not betaaware-grade or better, but the Essence cost of all cyberware is improved by 5%.

### Cyber-Rejection Syndrome

**Bonus:** 10-20 Karma

**Requirements:** At least 1.0 Essence lost to cyberware.

Despite decades of research there still exists a slim portion of the public whose bodies are incompatible with cyberware. Although rejection is not immediate (so implantation is not affected), synthetic implants gradually build up inflammation and scarring along nerve connections. This condition is completely manageable with regular doses of targeting immunosuppressants, but purchasing the costly treatment places an intolerable burden on the most unfortunate.

If taken for 10 Karma the character must spend 1,000 nuyen every month (on top of their usual lifestyle costs) for the required drugs, and they also suffer 1 point of stun damage for every 24 hours that passes without access to them. This damage can not be healed naturally through resting.

If taken for 15 Karma the character must spend 2,000 nuyen every month, and they also suffer 1 point of stun damage for every 12 hours that pass without access. This damage can not be healed through resting.

If taken for 20 Karma the character must spend 3,000 nuyen every month, and they also suffer 1 point of both stun and physical damage for every 6 hours that pass without access. This damage can not be healed through resting.

This quality can not fill the character's stun track completely, at least 1 box remains unaffected to they do not fall unconscious. However once one box remains on their stun track, they begin losing boxes from their physical track instead. Physical damage caused by this quality can also not be healed by resting, but it can through any other normal means.

### Dissociative

**Bonus:** 4-12 Karma

**Requirements:** At least two cyberlimb augmentations.

You are experiencing a disconnect between your identity and your physical form, due to replacing said form with artificial parts of considerably different appearance (and/or operation). You may take one rank of this quality for every two cyberlimbs you have implanted into your body. Each rank grants a stacking -1 dice distraction penalty to Composure tests.

### False Memories

**Bonus:** 2-10 Karma

Either due to possessing a naturally bad memory, or having fake memories implanted within you, there are vast stretches of your previous life for which your knowledge is unreliable. For each level of False Memories (maximum 5), reduce the number of 1's necessary to roll a glitch by one whenever the character attempts to recall details of their life prior to the first game session they took part in (so that on a roll of 8 dice with two levels of the quality, the character can glitch with only three 1's, instead of the normal five).

### Gestalt Personality

**Bonus:** 10 Karma

Whether due to mental illness, being the victim of too many mind-control spells, having your brain overwritten by an AI, or otherwise, you have a condition where different personalities emerge at random. Every 24 hours the character must roll 1d6. On a 6, for the rest of the period they gain +1 die to all Combat Active skills, but suffer -1 die to all other skills. On a roll of 5 this applies to Physical Active skills instead. On 4 this applies to Social skills.

On 3, Technical skills. On 2 it applies to Vehicle skills. Finally, on 1 this applies to all Knowledge skills. The player is encouraged to roleplay their character with slightly different personalities for each corresponding dice roll.

### Grand Theft Auto

**Bonus:** 1-20 Karma

For each point of Karma (up to 20) spent on Grand Theft Auto, the character gets 10,000 nuyen to spend on a single drone or vehicle (including attached modifications). These points are spent instead of the normal Karma for extra cash (not in addition to). Any nuyen left over from purchasing your vehicle is lost.

Unfortunately everyone knows that the drone/vehicle is hot, particularly the person you stole it from (although they don't necessarily know the identity of the thief). The character gains the Bad Rep and Wanted negative qualities, not because they have stolen goods but because they drew the attention of someone with the power to get their revenge. The device can not use any wireless functionality without immediately alerting its owner to the exact location, and a critical glitch on a previous attempt to change ownership makes further attempts impossible (until the quality is bought off). Any local authority that identifies the device will be motivated to apprehend both it and the mysterious driver. This applies to both legitimate and illegitimate troublemakers, whether they're cops just doing their job or interested parties looking for a reward (worth at least 25% of the nuyen gained by the quality).

The character can buy this quality down in increments to represent authorities or the true owner giving up looking for it, or by reimbursing the owner with an amount of nuyen equal to twice the amount of nuyen gained by this quality (a Negotiation test reduces this figure by 5% per net hit, or increases it by 5% for net hits by the owner). If the character is captured by those looking for the device, they may attempt to work off their debt with an opposed Negotiation test. The character requires 1 net hit for every four Karma spent on this quality. Failure leaves their fate in the hands of the gamemaster.

The device can not be sold off to a third party until the quality is bought off in some way, no one wants to risk taking the fall for your clumsy theft.

This quality may be combined with Stolen Gear, and both the positive and negative effects apply (although all the nuyen gained must be spent on the same single drone/vehicle). However the reward for someone capturing you increases to 50% of the nuyen gained by the two combined qualities, and the Negotiation test to save your skin if you get captured now requires 1 net hit for every four Karma spent on both qualities. May Ghost have mercy upon your soul if you get caught.

### Noisy 'Ware

**Bonus:** 2-32 Karma

**Requirements:** At least 1 cyberware augmentation.

For some reason your installed 'ware emits constant electromagnetic interference. You should probably get that fixed. For every rank of this quality you permanently suffer from +1 Noise unless both the quality is bought off, and the 'ware is removed/replaced.

### Reaper's Gaze

**Bonus:** 12 Karma

**Requirements:** Equal or less than 0.5 Essence.

Extensive Essence loss (usually due to augmentation) has seriously compromised your biological integrity. Your body is on the verge of apoptosis and the commencement of mass cell-death.

You gain a -2 dice penalty to all healing tests, and -1 to all damage resistance tests. On the positive side, living under the constant spectre of death has left you comfortable with facing your fears. You gain the Guts positive quality.

### Sprite Block

**Bonus:** 8 Karma

**Requirements:** Technomancer.

You are completely unable to Compile a certain type of Sprite. Each time this quality is taken choose one type of Sprite, you can thereafter not make use of them. This quality can be taken multiple times, once for each type of Sprite. In addition to the usual expense of Karma, removing this quality requires a trip to the Resonance Realms to discover what is causing the problem.



# Gear

## Weapons

### Padded Gloves/Boots (Unarmed)

**Cost:** 200¥. **Availability:** 2.

Punching hard is great, but you don't always want to kill your opponent. These types of unarmed weapons are most obviously known for their place in sporting competitions, but they have their place on the streets as well. They come in various designs (such as the heavy and bulky mitts of Boxing), or the light and slimline versions used by various other martial arts. It is even possible to find versions that are indistinguishable from regular clothing. Similarly, it is also trivially easy to also find boots that have padded areas to soften a kick, although it is still inadvisable to stamp on your foes. All forms of these weapons have similar effects, regardless of the design. If the user usually does Physical unarmed damage (such as from Bone Lacing), these gloves and boots revert it back to Stun damage. Modifications exist that covers the glove/boot with gel pockets that harden when an electric current passes through them (**Cost:** 200, **Availability:** 4). This allows the user to switch between Stun and Physical damage with a Standard Action, or a Free Action with a wireless connection.

**Acc:** Physical. **Reach:** -. **Damage:** (STR+1)S. **AP:** -. **Conc:** +0

**Features:**

### Cavalier Rightly (Taser)

**Cost:** 400¥. **Availability:** 6.

The Rightly is about the size of a Heavy Pistol, and to the uninitiated it is hard to distinguish from them as well. Like it's competitor (the Yamaha Pulsar), the Rightly uses darts with wireless capacitors. This means that it does not need cumbersome wires to connect the projectile to the weapon. The drop in shock potential is compensated by the larger weapon (and darts), housing more powerful components. It has a retractable shock prong mounted underneath the barrel which allows it to be used in melee. This is hidden unless deployed with a Standard Action (Free Action if modded with a Smartgun System). The weapon has the same Range as a Light Pistol. End them Rightly.

**Acc:** 6. **Damage:** 8S(e). **AP:** -5. **Mode:** SA. **RC:** -. **Ammo:** 6(c). **Conc:** +0

**Features:** Longbarrel.

### Ares Predator V-B (Heavy Pistol)

**Cost:** 1,200¥. **Availability:** 8R.

A re-engineered version of the venerable Predator line, to keep pace with developments with Ares' rivals. This particular version is capable of burst-fire, much like the Savalette Guardian. Until these versions have a large enough production run to bring the costs down they have additional features installed to make them attractive to Ares' special divisions, such as integral silencers.

**Acc:** 5(7). **Damage:** 8P. **AP:** -1. **Mode:** SA/BF. **RC:** 1. **Ammo:** 15(c). **Conc:** +0

**Features:** Smartgun System (Internal), Sound Suppressor.

### Ares Saviour (Holdout Pistol)

**Cost:** 800¥. **Availability:** 8R.

While the venerable Predator is Ares' flagship weapon (next to the Alpha), the smaller Saviour exists to fill an obvious niche. That being, the Predator is just too large and obvious for the majority work outside of a straight-up firefight. The Saviour therefore serves as a discrete backup weapon, although its proponents point out that it has significant power packed into a small package. The Saviour is chambered to fire Heavy Pistol ammunition, and simplifies logistics considerably when also using larger weapons such as the Predator. The Saviour has the same Range as a Heavy Pistol.

**Acc:** 5(7). **Damage:** 6P. **AP:** -1. **Mode:** SA. **RC:** -. **Ammo:** 6(c). **Conc:** -4

**Features:** Smartgun System (Internal), Sound Suppressor.

### Enfield SAI20-C (Submachine Gun)

**Cost:** 1,000¥. **Availability:** 10R.

The SAI20-C is a cut-down version of the primary small arms weapon carried by the United Kingdom Armed Forces, and is issued to the police for combating domestic threats. UK police have to a large degree managed to maintain their dis-armed character despite the dangers of the Awakening, instead relying on small groups of highly trained individuals. Authorised Firearms Officers maintain their edge by using quality equipment, and the bullpup SAI20-C has earned a reputation as being both reliable and discreet. It is chambered to use Assault Rifle ammunition, increasing it's punch and range over most other submachine guns. The SAI20-C has the same Range as an Assault Rifle.

**Acc:** 5(7). **Damage:** 9P. **AP:** -1. **Mode:** SA/BF. **RC:** 3(4). **Ammo:** 24(c). **Conc:** +1(0)

**Features:** Folding Stock, Smartgun System (Internal), Sound Suppressor.

### Enfield SAI20-A (Assault Rifle)

**Cost:** 2,000¥. **Availability:** 12F.

The SAI20-A is a bullpup assault rifle created for the United Kingdom Armed Forces. While it lacks the stopping power of some of it's rivals, it is nonetheless a flexible weapon that achieves a level of reliability that sets it apart from it's obsolete predecessors. It's reduced length allows it to be used by vehicle crews without becoming a burden, and it's integral barrel vents can be sealed as dictated by weather conditions (previous versions of the weapon reacted badly to sand or water damage). A special sound suppressor can be purchased separately (**Cost:** 600¥, **Availability:** 14F), but no other suppressor can be easily mounted due to the weapon's unique barrel. It can also mount an underbarrel Grenade Launcher, sold separately (**Cost:** 400¥, **Availability:** 12F).

**Acc:** 5(7). **Damage:** 10P. **AP:** -2. **Mode:** SA/BF/FA. **RC:** 6(7). **Ammo:** 36(c). **Conc:** +4(3)

**Features:** Folding Stock, Gas-Vent 3 System, Sawed Off/Shortbarrel, Smartgun System (Internal).

### Enfield HA-30 'Trollstomper' (Assault Cannon)

**Cost:** 15,000¥. **Availability:** 12F.

The Trollstomper is a police-issued 'non-lethal' assault cannon, usually mounted on light armoured vehicles. That string of words may not make much sense, until you realise that the weapon was designed for use against rioting trolls in the Lambeth Containment Zone. In it's default configuration the Trollstomper can only fire specialised gel rounds (**Cost:** 300¥, **Availability:** 12F), that can put even a charging giant flat on it's back with a single volley (although against humans the rounds are quite often lethal). However, it also supports an unofficial internal modification (**Cost:** 10,000¥, **Availability:** 18F) that allows it to also use common Assault Cannon rounds. The damage code provided is for gel rounds. Normal Assault Cannon rounds deal 15P Damage at AP-5.

**Acc:** 5. **Damage:** 15S. **AP:** -4. **Mode:** SA. **RC:** 4. **Ammo:** 15(c). **Conc:** +5

**Features:** Gas-Vent 3 System, Sawed Off/Shortbarrel.

### Onotari Arms VEW Pistol (Laser Weapon)

**Cost:** 6,400¥. **Availability:** 15R.

Viable energy weapon technology has been held back due to a lack of development in energy efficiency. Even Ares, the leading experts in laser weaponry, have had limited success in making directed-energy variants of their more common kinetic options. Onotari decided they were not going to even bother attempting to solve the problem, and instead developed an energy weapon where it's lack of stopping power was actually a feature. The VEW (Variable Energy Weapon) is a small device that is similar in size and shape to a heavy pistol. Instead of delivering a sustained high-energy beam to a target, it instead shoots small pulses of (comparatively) low-powered energy that inflict pain and burns to a target. In low-power mode this functions like a futuristic (but low-efficiency) taser, with the range of an SMG. However the weapon can also be set into high-power mode in which it is much more deadly, slicing through armour and vaporising the target's surface like a typical laser (but again, at lower efficiency). High-power shots consume twice as much charge per shot and changes the weapon profile (**Damage:** 5P, **AP:** -5, **Mode:** SA).

While the pulse is naturally invisible to the human eye, firing in low-powered mode triggers a high-intensity blue-coloured light (red in high-power mode) by default that gives the impression of coloured laser pulses. An illegal modification makes this feature optional (**Cost:** 500¥, **Availability:** 12F).

VEW weapons follow the same rules as lasers. They have no recoil and deal less damage over greater distances, and with worse vision conditions. They

require the Exotic Ranged Weapon (Laser Weapons) skill to use.

**Acc:** 7. **Damage:** 5S. **AP:** -1. **Mode:** SA/BF. **RC:** -. **Ammo:** 10(c) or external. **Conc:** +0

### Onotari Arms VEW Carbine (Laser Weapon)

**Cost:** 12,800¥. **Availability:** 17R.

A scaled-up version of the VEW Pistol, sized and shaped similarly to an SMG. Just as with the pistol-sized version, in low-power mode this functions like a futuristic (but low-efficiency) taser, but with the range of an Assault Rifle.

However the weapon can also be set into high-power mode, in which it is much more deadly. High-power shots consume twice as much charge per shot and changes the weapon profile (**Damage:** 7P, **AP:** -6, **Mode:** SA).

While the pulse is naturally invisible to the human eye, firing in low-powered mode triggers a high-intensity blue-coloured light (red in high-power mode) by default that gives the impression of coloured laser pulses. An illegal modification makes this feature optional (**Cost:** 1,000¥, **Availability:** 14F).

VEW weapons follow the same rules as lasers. They have no recoil and deal less damage over greater distances, and with worse vision conditions. They require the Exotic Ranged Weapon (Laser Weapons) skill to use.

**Acc:** 7. **Damage:** 7S. **AP:** -1. **Mode:** SA/BF. **RC:** -. **Ammo:** 2 \* 10(c) or external. **Conc:** +2

### Onotari Arms VEW Rifle (Laser Weapon)

**Cost:** 19,600¥. **Availability:** 20F.

A scaled-up version of the VEW Carbine, sized and shaped similarly to an Assault Rifle. Just as with the pistol-sized version, in low-power mode this functions like a futuristic (but low-efficiency) taser, but with the range of a Light Machine Gun. However the weapon can also be set into high-power mode, in which it is much more deadly. High-power shots consume twice as much charge per shot and changes the weapon profile (**Damage:** 9P, **AP:** -7, **Mode:** SA).

While the pulse is naturally invisible to the human eye, firing in low-powered mode triggers a high-intensity blue-coloured light (red in high-power mode) by default that gives the impression of coloured laser pulses. An illegal modification makes this feature optional (**Cost:** 1,500¥, **Availability:** 16F).

VEW weapons follow the same rules as lasers. They have no recoil and deal less damage over greater distances, and with worse vision conditions. They require the Exotic Ranged Weapon (Laser Weapons) skill to use.

**Acc:** 7. **Damage:** 9S. **AP:** -1. **Mode:** SA/BF. **RC:** -. **Ammo:** 3 \* 10(c) or external. **Conc:** +6

### Onotari Arms VEW Cannon (Laser Weapon)

**Cost:** 26,000¥. **Availability:** 24F.

A scaled-up version of the VEW Rifle, sized and shaped similarly to a Sniper Rifle. Just as with the pistol-sized version, in low-power mode this functions like a futuristic (but low-efficiency) taser, but with the range of a Sniper Rifle. However the weapon can also be set into high-power mode, in which it is much more deadly. High-power shots consume twice as much charge per shot and changes the weapon profile (**Damage:** 10P, **AP:** -8, **Mode:** SA).

While the pulse is naturally invisible to the human eye, firing in low-powered mode triggers a high-intensity blue-coloured light (red in high-power mode) by default that gives the impression of coloured laser pulses. An illegal modification makes this feature optional (**Cost:** 2,000¥, **Availability:** 18F).

VEW weapons follow the same rules as lasers. They have no recoil and deal less damage over greater distances, and with worse vision conditions. They require the Exotic Ranged Weapon (Laser Weapons) skill to use.

**Acc:** 7. **Damage:** 10S. **AP:** -1. **Mode:** SA/BF. **RC:** -. **Ammo:** 4 \* 10(c) or external. **Conc:** +8

### Onotari Arms VEW Repeater (Laser Weapon)

**Cost:** 32,400¥. **Availability:** 26F.

A scaled-up version of the VEW Cannon, sized and shaped similarly to a Light Machine Gun. Just as with the pistol-sized version, in low-power mode this functions like a futuristic (but low-efficiency) taser, but with the range of a Medium/Heavy Machine Gun. However the weapon can also be set into high-power mode, in which it is much more deadly. High-power shots consume twice as much charge per shot and changes the weapon profile (**Damage:** 7P, **AP:** -7, **Mode:** SA/BF).

While the pulse is naturally invisible to the human eye, firing in low-powered mode triggers a high-intensity blue-coloured light (red in high-power mode)

by default that gives the impression of coloured laser pulses. An illegal modification makes this feature optional (**Cost:** 2,500¥, **Availability:** 20F).

VEW weapons follow the same rules as lasers. They have no recoil and deal less damage over greater distances, and with worse vision conditions. They require the Exotic Ranged Weapon (Laser Weapons) skill to use.

**Acc:** 7. **Damage:** 7S. **AP:** -1. **Mode:** BF/FA. **RC:** -. **Ammo:** 5 \* 10(c) or external. **Conc:** +10

## Weapon Modifications

### Balance Customisation (Melee)

**Cost:** (Weapon Cost) \* 0.5¥. **Availability:** 8.

Similar to the Personalised Grip modification but much more extensive. Balance Customization redistributes the weight and alters the length of the weapon so that it perfectly suits the person wielding it. When the owner (and only the owner) uses the weapon, its Accuracy is improved by 2. When anyone else uses the weapon the Accuracy is reduced by 1.

### Chameleon Quickdraw Sheath (Melee)

**Cost:** 2,200¥. **Availability:** 10R.

Much like the name implies, this combines a Quickdraw sheath with an exterior application of Ruthenium Polymer. Of course the effect only conceals the weapon from visible scrutiny, a large weapon could still easily be detected if someone happens to brush up against the user. In addition to the benefits of a Quickdraw Sheath, the Concealability of the weapon is improved by -4.

**Wireless:** The colouration and patterns on the sheath can be changed according to any designs the user has previously stored. Perfect for matching deadly weapons to their fashion accessories. This requires a Simple Action.

### Extendable (Melee or Barrel slot)

**Cost:** (Weapon Cost) \* 2¥. **Availability:** 8.

It is possible to apply the telescoping ability of the extendable baton to many other types of weapon, and modern technology permits it without sacrificing its integrity! When retracted the weapon's Concealability is improved by -2, but it must be extended to be used. Purchasing this as a barrel modification for ranged weapons is (Weapon Cost) \* 3¥. Extending/retracting the weapon takes a Simple Action.

**Wireless:** Changing the length of the weapon becomes a Free Action.

### Fire Mode Expansion (Ranged Internal)

**Cost:** (Weapon Cost) \* 4¥. **Availability:** Special.

Large areas of the weapon may be redesigned to allow different rates of fire. The weapon gains an additional step in addition to its existing Firing Mode. SS weapons can gain SA (Availability 10), SA can gain SS or BF (Availability 12R), BF can gain SA or FA (Availability 14F), and FA can gain BF (Availability 16F). This modification may only be taken once.

### Gunblade (Melee)

**Cost:** 1,000¥ + Pistol cost. **Availability:** 8R.

A fairly ridiculous modification that converts the grip of the weapon into a gun. The difficulty of holding the weapon without breaking wrists lowers the Accuracy by 2, but it allows the inclusion of a pistol weapon (chosen from the Holdout/Light Pistol categories). This weapon can be separately upgraded (but can not itself have additional weapons added), and has the Melee Hardening mod as standard. This pistol can be fired normally (with the Accuracy penalty) if the wielder does not use the weapon in melee. The melee weapon's Concealability is worsened by 1 for a Holdout pistol, or -2 for a Light.

**Wireless:** The weapon can be fired with a Free Action at the same target attacked by the melee weapon in the same turn, increasing their melee weapon Damage by +1 for a Holdout pistol, or +2 for a Light.

### High-Powered Chambering (Ranged Internal)

**Cost:** (Weapon Cost) \* 2¥. **Availability:** Special.

The weapon undergoes a significant alteration to fire higher-power (or larger) rounds. Weapon Damage increases by +1, Recoil Compensation is worsened by 1, and Ammo capacity is reduced by 25% (rounded up). This modification may only be taken twice. If taken a second time, the Armour Penetration is improved by 1, Recoil Compensation is worsened by 1, and Ammo Capacity is reduced by a further 25%.

### Laser Edge (Melee)

**Cost:** 1,500¥. **Availability:** 14R.

Despite looking as though the entire contact edge of the weapon has been

encased in an energy field, most of the time the laser is set to low-intensity mode and functions more like a confined flashlight (and can serve as such in dimly-lit areas). However, small sensors are also placed at both ends of the cutting/bashing edges. If anything comes between these two points (such as by striking a foe), it triggers the firing of a concealed laser weapon that hits at exactly the same time the weapon does. This gives the impression (and has the same effect) as the object being a true energy weapon. The weapon's AP is improved by 2. The laser uses a peak-discharge power clip concealed in the grip and consumes 1 charge per shot, although it can also be connected to a power satchel or backpack. However, the sensors that fire the laser are triggered by visibly breaking the beam, so invisible enemies (such as those wearing Ruthenium Polymer or affected by an Invisibility spell) do not fire the laser. This modification can not be applied to weapons with a flexible edge (such as monofilament whips).

**Wireless:** The modification makes use of other sensors owned by the user to identify threats. So long as at least one wireless electronic sensor can detect an invisible foe, the laser is triggered on contact.

### Feenkote (Melee)

**Cost:** (Weapon Cost) \* 0.5¥. **Availability:** 8.

Short for 'Graphene Coated', and a shameless rip-off of the Dikote of decades past. This covers the surface of the weapon in an extremely thin (sometimes mono-edged) coating of transparent graphene. This both strengthens the weapon so it can conduct more force without breaking, but also allows a far sharper edge. Once applied, the AP of the weapon improves by 1. It can not be applied to weapons with an existing mono-edge (such as monofilament whips).

### Quickdraw Sheath (Melee)

**Cost:** 200¥. **Availability:** 6.

An ingenious modern solution to an ancient piece of equipment, the Quickdraw Sheath applies a low-friction surface to the inside of a weapon sheath. It also allows the weapon to be drawn sideways out of the sheath thanks to a release mechanism down the side, not just from the top. This allows the weapon to be drawn in even tight and unusual circumstances when the wielder does not have full freedom of movement. This modification allows contained melee weapons to be quickdrawn as though the user possessed the Iaijutsu martial art. If the user also possesses Iaijutsu, the threshold for quickdrawing the weapon is reduced by 1.

**Wireless:** Sensors guide the weapon into (and push it away) with the aid of magnets. The threshold to quickdraw the weapon is reduced by 1, like with a standard quick-draw holster.

### Shock Module (Melee)

**Cost:** 800¥. **Availability:** 8.

One of the problems of swinging a large piece of dense material around is that it frequently leaves the victim in a mess, when it is often preferable to take them (relatively) unharmed. While those skilled with a weapon can take effort to pull their blows or strike non-lethal areas, there is also a more high-tech option. The Shock Module allows contact areas of the weapon to discharge an electrical bolt on striking an enemy, functioning similarly to a stun baton. The effect is not as efficient as a stun baton or shock glove due to being applied to a sub-optimal weapon design, but it does work. When the Shock Module is activated, the weapon deals 6S(e) Damage, with an AP of -4. Activating the Shock Module is a Simple Action. This modification can not be applied to weapons that are ridiculously lethal (such as monofilament whips and chainsaws).

**Wireless:** Activating the Shock Module is a Free Action.

### Two-handed Alteration (Melee)

**Cost:** (Weapon Cost) \* 0.5¥. **Availability:** 6.

A fairly extensive modification that reshapes (and re-sizes) the weapon so that it can be used with a second hand if desired, although one-handed use remains an option. This is usually accomplished by merely extending the grip although this can compromise the balance of the weapon. Using a weapon in two hands increases the damage done by the weapon by +2, but reduces the Accuracy by 1.

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## Armour

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### AresSpace HEC Suit

**Cost:** 4,000¥. **Availability:** 14R.

The HEC (Hazardous Environmental Conditions) Suit is the everyday full-body under-suit worn by AresSpace employees when off-world. It is thin, form-fitting, exceptionally durable yet flexible, and comes with a hood that transforms into an environmentally sealed mask when pulled over the face, with a polarised faceplate to protect from cosmic radiation. The gas mask comes with an hour of air secreted into pressurised pockets throughout the suit. Of course it would not be Ares if the suit itself was not armoured, and high-risk areas come with armour-weave inserts that can be rapidly swapped out if damaged. It's also quite stylish when worn openly, and can be easily concealed under more common outer-wear when appropriate.

**Armour Rating:** 8/+2. **Capacity:** 8.

**Features:** Custom Protection (Insulation 6, Fire Resistance 6, Radiation Shielding 6), Chemical Seal, Custom Fit, Gas Mask, Flare Compensation.

**Wireless Bonus:** Records and transmits environmental information

### AresSpace Myrmidon Aerospace Suit

**Cost:** 45,000¥. **Availability:** 24F.

Ares dominates the space industry, and part the of reason why they maintain that edge is the exceptional training of their personnel. Of course such training would be useless if they died the first time their suits sprung a leak, and so Ares has invested considerably in self-sealing armoured spacesuits for anyone likely to find themselves in a hazardous situation. They share many similarities with the infamous Bug Stomper hardened armour, but sacrifice protection for much lower bulk. Due to the secrecy involved in their R&D, these suits are generally excluded from supply to the Space Rescue Service.

**Armour Rating:** 18. **Capacity:** 18.

**Features:** Custom Protection (Insulation 6, Fire Resistance 6, Radiation Shielding 6), Biomonitor, Custom Fit, Gear Access, Chemical Seal, Flare Compensation, Gas Mask, Quick-Draw Holster.

**Special Rules:** As Spacesuit & Evo Armadillo Armoured Space Suit..

### Ares Victory: Undercover

**Cost:** 2,000¥. **Availability:** 10.

Ares top-of-the-line entry into armoured clothing that doesn't look like armoured clothing, for the paranoid who do not want to sacrifice their social credentials. Often combined with a jacket that offers better protection.

**Armour Rating:** 10/+1. **Capacity:** 10.

**Features:** Custom Fit, Fashion Respirator 6, Quick-Draw Holster, Concealed Quick-Draw Holster.

### Extendable Shield

**Cost:** 2,000¥. **Availability:** 12R.

A rather obvious upgrade to an ancient tool, the extendable shield does exactly what it sounds like. While Collapsed it resembles a rectangular bracer covering the forearm of the wearer, and causes a -1 physical limit penalty when interacting with objects using the shield-hand.

Deploying/collapsing it requires a Standard Action and converts it into a solid barrier that covers most of the user's upper body, and also causes a -2 physical limit penalty when interacting with objects using the shield-hand.

**Wireless:** Deploying/collapsing the shield requires a Free Action.

**Armour Rating:** +2 collapsed, +4 extended. **Capacity:** 3.

### MCT DekPak

**Cost:** 1,500¥. **Availability:** 12.

A large (and rather stylish) armoured satchel used to protect the most cherished part of a decker, where they store their cyberdeck. The DekPak comes in various styles and sizes, and is not limited to only storing electronics equipment, so it has become a rather fashionable accessory. The item counts as a Heavy Material barrier against called shots to items stored in the DekPak (**Structure:** 6, **Armour:** 8). It can also be wielded as a shield with the below effects, although doing so requires the unrestricted use of one hand.

**Armour Rating:** +2 extended. **Capacity:** 2.

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## Armour Modifications

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'yerzing' visible. Additionally, because it is unique and memorable, any attempts to gather information about the owner with people or groups that know them have a dice pool bonus equal to the Rating.

### Control Rig Interface (Rating 1-3)

**Cost:** Rating \* 5000¥. **Availability:** Rating \* 7F. **Capacity:** Rating \* 2.

Saeder-Krupp R&D have so far been unable to mimic the material science revolution that has made Ares Bug Stomper armour possible, however they have achieved similar results through another method. Instead of reducing the weight and bulk of hardened armour, they have developed an interface system (along with artificial muscles inserted throughout the armour itself) that reads the movements of the wearer directly from their brain. The armour then replicates these movements itself, making it appear to the wearer more like a second suit of skin rather than a massive suit of armoured plates. The Control Rig Interface armour modification can only be added to Hardened Mil-Spec Battle Armor. The Rating required depends on the type of armour (Light requires Rating 1, Medium requires 2, and Heavy requires 3). If the wearer possesses a Control Rig augmentation the armour loses the Restrictive feature, and also grants a bonus to character Strength based on the type of Armour (Light grants 1, Medium grants 2, Heavy grants 3). This Strength bonus stacks with any existing non-magical augmentation bonus the character may already possess, breaking the usual +4 maximum. Improved responsiveness allows the user to wear a thin layer of armour underneath, such as Form-Fitting Body Armour (although armour bonuses do not stack unless otherwise noted). These bonuses do not overtax the user's implanted Control Rig, so they do not need to be in VR to gain them.

### Cooling (Rating 1-6)

**Cost:** Rating \* 250¥. **Availability:** 6. **Capacity:** Rating.

While Fire Resistance seeks to protect a wearer from open flame (and the occasional explosion), Cooling seeks to maintain a stable and comfortable temperature regardless of environmental conditions. This includes fabrics which radiate excess heat away from the body, while also weaving micro-fluid tubes into the fabric itself to act as coolant.

### Solar Power Cells (Rating 1-6)

**Cost:** Rating \* 1000¥. **Availability:** 6. **Capacity:** Rating.

This weaves a number of solar power cells into (or just under) the surface of the item. The rating determines how many items with low-power requirements (such as commlinks, but not laser weapons) the cells can support indefinitely, in addition to any power requirements of the suit itself. Items with higher power requirements recharge a number of charges per hour equal to the mod Rating. If at least half the modded item is concealed under another layer (such as a cloak), the mod Rating is halved until the layer is removed.

### Tubulane Weave (Rating 1-4)

**Cost:** Rating \* 750¥. **Availability:** Rating \* 6R. **Capacity:** Rating.

This modern reimagining of chainmail adds outer layers of woven nanotubes in a dense mathematical pattern, that efficiently diffuses kinetic energy throughout the entire structure rather than confining it to a single point. This modification can only be applied to 'rigid' or obvious armour (such as Full Body Armour, Armour Vest, or an Armour Jacket), not soft clothing (including high-fashion clothing). It adds its Rating to the Armour value of the item, and the item is easily identified as armour and may invoke social penalties under certain conditions.

### Yerzed Out (Rating 1-4)

**Cost:** Rating \* 100¥. **Availability:** Rating \* 2. **Capacity:** 0.

Similar to how many in popular youth movements modify vehicles to be as flash and obnoxious as possible, there also exists a desire to do the same to worn armour and clothing. Examples including adding impractical neon lights to various parts, obnoxious fur trimming, endless chains and belt buckles, or arse-less chaps. There also exists a counter-movement that seeks to make usually eye-catching equipment look more boring than usual, such as toning down the tackiness of Sleeping Tiger suits. Some even seek to redesign their equipment to make it look more archaic, and re-enactors have become quite proficient in remodelling modern gear to look like full suits of late-medieval plate armour, brigantine, or similar, without sacrificing protection. The Rating provides a dice pool bonus on Social Tests of the wearer in situations where the people would be impressed by the type of

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## Equipment

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### Cyber-Desktop (Cyberdeck Modules)

**Cost:** -50%¥ of base device. **Availability:** -3 of base device.

Cyberdecks were a groundbreaking innovation that squeezed the power of a super-computer into small 'deck' that could be carried around by hand or even slotted straight into an implanted socket. However the means to do so does not come cheap, and miniaturising the necessary components inflates prices way beyond what they strictly need to be. The alternative is to buy a 'desktop' version without the expensive miniaturised components. These larger versions are much more reasonably priced, with the drawback that they need to be carted around in a vehicle the size of a van or truck at minimum. You aren't slipping one of these through a checkpoint in your carry-on luggage, but they are ideal if you are hacking from a secure location. Just don't get traced.

This 'module' can be added to any cyberdeck (and commlink or rigger command console), but consumes no module slot. It instead grants an additional 2 slots to be used by other modules. It reduces the price of the base device by 50%, and also reduces its Availability by -3. Legality is not affected.

### GloWand (Tools)

**Cost:** 100¥. **Availability:** 6R.

A staple of modern security, this plastic wand has a tip that contains a small quantity of astrally-active bacteria (or flora). When the tip of the wand passes within ten centimeters of any astral activity (an active focus, a dual natured being, a spirit, an astral projection, a sustained (including Quickened or Anchored) spell, active spellcasting, etc.) it glows and emits a beep indicating the presence of magic. The GloWand cannot penetrate Masking.

The wand has everything it needs to sustain the living components indefinitely, including filters that absorb needed moisture from the air.

**Wireless:** The GloWand can alert the user subtly via wireless signal, without any glowing or beeping.

### Nanofabricator (Tools)

**Cost:** (Rating \* 5000¥). **Availability:** (Rating \* 6)R.

This device uses nanites to forge items. It can create any non-organic device as long as it is supplied with the appropriate feedstock, but it is limited in size according to the Rating of the Nanofabricator. Each point of Rating can increase an item up to 25cm in diameter. Acquiring feedstock is easily accomplished with a Medium Lifestyle for Device Rating 3 objects and below, or a High Lifestyle for Device Rating 4+. Additionally, a Nanofabricator can only create items equal to or lower than its Rating. There is no upper limit to the Rating of a Nanofabricator, although Rating 7+ machines are Forbidden (and extremely rare).

### Nanofab Blueprints (Software)

**Cost:** 125-4,000¥. **Availability:** 6R + Device Rating.

These are the instructions for a Nanofabricator to create a specific item, including the internal components and any software it needs to function. The cost is a reflection of the object's Device Rating, with lower Ratings being much cheaper. Typically a Device Rating 1 object should cost around 125¥, Rating 2 250¥, Rating 3 500¥, Rating 4 1000¥, Rating 5 2,000¥, and Rating 6 4,000¥. The Nanofabricator still requires sufficient feedstock to produce the item. Objects with Device Rating 7+ are generally not available for sale and need special arrangements to acquire.

### Nanofab Feedstock (Tools)

**Cost:** 500-1000¥. **Availability:** 6R.

Nanofabricator supplies are sold in easily-stackable boxes of broken down matter. Feedstock for Device Rating 3 or lower items costs 500¥, 4+ requires 1000¥. It's generally cheaper to toss scavenged supplies into the Nanofabricator, but it takes more time to break down and reassemble, and may ultimately damage the machine. Any Nanofabricator using unofficial feedstock material is considered to run at 2 Ratings lower than stated, to avoid over-stressing the machine. While purchasing feedstock is legal (with a license), it has become closely monitored ever since the Monad crisis.

### Parachute (Survival Gear)

**Cost:** 100¥. **Availability:** 6.

A parachute not only allows a user to slow their decent to survivable speed, it also allows a skilled operator to control the direction of travel. The user can move one meter horizontally for every meter fallen and rolls Freefall + Body to manoeuvre, with a threshold determined by the gamemaster (SR5, pg. 199). Like the Control Vehicle action, this test must be performed once per Combat Turn or the user loses control of their descent. Losing control imposes a -2 dice pool penalty to all rolls, including the next Freefall + Body test. Failures on consecutive Combat Turns results in a cumulative penalty. Successfully hitting the threshold eliminated the penalty. The maximum safe speed a user can reach is 2R (R5, pg. 124). Deploying the parachute is a Standard Action. Repacking a parachute requires a Freefall + Body [Physical] (5, 1 minute) Extended Test.

**Wireless:** Deploying the parachute requires a Free Action. Integrated myomers decreased the repacking time to a Freefall + Body [Physical] (5, 1 Combat Turn) Extended Test.

### Skillsoft Specialisation (Skillsofts)

**Cost:** Special. **Availability:** Special.

This is an upgrade to any Skillsoft currently running on the user's Skilljack. It increases a running Active/Know/Linguasoft by +2, similarly to a normal skill specialisation. This upgrade is more expensive than a skillsoft of the equivalent Rating due to the more rare knowledge contained within them. The same specialisations are possible for a Skillsoft Specialisation as there are possibilities for skills purchased with Karma. For example; Activesoft: Pistols (Semi-Automatics). Skillsoft Specialisations are considered to have a Rating of 3 for purposes of Skilljack/Chipjack space.

Activesofts cost 15,000¥ and have Availability 10, Knowsofts cost 6,000¥ and have Availability 6, and Linguasofts cost 3,000¥ and have Availability 4.

# Augmentations

## Revisions

### Augmentation Upgrades, SR5, pg. 451.

The character simply pays the difference between their current 'ware Grade/Rating, and the version they are upgrading to. Any additional costs are considered paid by selling off the obsolete 'ware. Any recovered Essence capacity becomes an Essence Hole that may be used to install additional 'ware without sacrificing more Essence, or recovered through means such as Revitalization Genetic Restoration. Implantation damage and healing time are calculated as normal.

### Control Rig, SR5, pg. 452.

As the original entry, except that it has Capacity [Rating].

### Datajack, SR5, pg. 452.

As the original entry, except that it has Capacity [1].

### Data Lock, SR5, pg. 452.

As the original entry, except that it has Capacity [1].

### Olfactory Booster, SR5, pg. 452.

As the original entry, except that it has Capacity [1].

### Taste Booster, SR5, pg. 452.

As the original entry, except that it has Capacity [1].

### Simrig, SR5, pg. 452.

As the original entry, except that it has Capacity [1].

### Skilljack, SR5, pg. 452.

As the original entry, except that it has Capacity [1].

### Cybereyes basic system, SR5, pg. 453.

As the original entry, except costs 50% less Essence if the subject has a cyberskull.

### Cyberears, SR5, pg. 453.

As the original entry, except costs 50% less Essence if the subject has a cyberskull.

### Cyber Torso/Cyber Skull Customization & Enhancement, SR5 pg. 455-456.

While most standard cyber torso's and skulls are merely a shell around the subject's existing organs, these augmentations can be further improved with ever-more invasive upgrades that replace natural flesh with artificial replacements. Examples include internal support struts, impact-resistant foam packets, chemical seals, toxin filters, and the like. Regardless of the organ or substance in question there is an artificial option for replacement, and the more upgraded the torso/skull is the more that are present. Standard Cyber torsos/skulls begin with a Body and Reaction of 3. You can have your cyber torso/skull tailored to your robustness and swiftness. Customization lets you add to these augmentation's base Body and/or Reaction ratings. Each increase of either attribute increases its Availability and cost. If the attributes are increased beyond your natural maximum, you can't use the augmentation, but you can still add enhancements. You customize your torso and skull when you buy it; you can't customize it after purchase, but you can add enhancements. Cyber torso/skull enhancements to Body and Reaction use up capacity of the augmentation they enhance, just like Strength and Agility for cyber arms/legs. All other usual enhancements and improvements may be purchased as usual, except for those that improve Agility and Strength

(those attributes are only calculated using the value present on cyber arms/legs, where present).

When working your Body/Reaction averages, you only calculate using the values of the torso and skull. Body enhancements do not apply to the character's magical abilities, such as calculating an Adept's drain calculation.

When installing a Cybertorso, reduce the Essence cost by 10% for each Cyberlimb (arm/leg) installed, to reflect that some of the needed systems have already been inserted to support them, up to a maximum discount of 40%. Similarly, reduce the Essence cost of a Cyberskull by 50% if a Cybertorso is installed, to reflect that all the necessary neck connections have already been implanted.

### Generic Cyberlimb Rules, SR5 pg. 455-456.

Limb count for averaging Agility and Strength only count the arms and legs (usually 4 limbs).

Use Cyberleg stats for calculating movement.

Cyberlimb stats are used to calculate limits.

### Cosmetic Surgery, CF, pg. 72.

As the original entry, except that every 2,000Y spent on this augmentation results in a +1 dice pool modifier for a single skill in the Influence or Acting skill groups (chosen when this augmentation is implanted). No single skill can receive more than a +3 modifier from this augmentation. Incompatible with Biosculpting bioware.

### Breast Implants, CF, pg. 73 <sup>4</sup>.

As the original entry, except that purchasing the augmentation grants TWO breasts (unless otherwise chosen), and it has Capacity [1].

### Metatype Reduction, CF, pg. 73.

As the original entry, except that trolls no longer suffer a penalty to their movement rates after completion. Dwarves may also undergo this procedure, in which case limb lengthening also removes dwarf movement penalties.

### Chipjack, CF, pg. 79.

As the original entry, except that it has Capacity [1].

### Dreamlink, CF, pg. 79.

As the original entry, except that it has Capacity [1].

### False Face, CF, pg. 79.

As the original entry, except that it has Capacity [2].

### Visualizer, CF, pg. 81.

As the original entry, except that it has Capacity [1].

### Skin Toner, CF pg. 74.

As the original entry, except that it has Capacity [2].

### Internal Router, CF, pg. 85

As the original entry. Also grants +1d6 Initiative, only compatible with sources of cyberware initiative improvement (i.e Wired Reflexes). If Reaction Enhancers and/or Wired Reflexes are installed, automatically grants the benefits of Reaction Optimization and/or Wired Reflex Optimization geneware without purchasing the respective complimentary genetics.

### Cyberlimb Optimization, CF pg. 87.

As the original entry, except the improvement no longer takes up cyberlimb capacity.

### Improved Syntheskin (Rating 1-4), CF pg. 87.

As the original entry, except the improvement no longer takes up cyberlimb capacity.

### Biosculpting, CF, pg. 107.

As the original entry, except that every 500Y spent on Minor sculpting grants +1 social limit with a single skill from the Influence/Acting skill groups

(selected when purchasing this augmentation, no single skill can receive more than a +2 bonus). Every 2,000¥ spent on Moderate sculpting grants a +1 dice pool modifier on a single skill chosen from the Influence/Acting skill groups (chosen when the augmentation is implanted, can only be applied once to a single skill). For every 10,000¥ spent on Severe sculpting the user gains a +1 dice pool modifier to every skill in either the Influence or Acting skill groups (this modification can only be taken twice, either once for each group or both applied to the same group). Incompatible with Cosmetic Surgery cyberware.

### **Metatype Modification, CF, pg. 107.**

As the original entry, except that the augmentation now removes metatype penalties to movement (such as with trolls and dwarfs).

### **Clean Metabolism, CF pg. 109.**

As the original entry, except it now comes in Ratings 1-4. The augmentation adds its Rating as a threshold modifier to all tests to track the subject by scent. It is incompatible with other augmentations that provide a similar bonus.

### **Dietware, CF pg. 109.**

As the original entry, except it now comes in Ratings 1-4. The augmentation also reduces the user's appetite and lowers lifestyle costs by 5% per Rating. Is now compatible with other bioware augmentations to the user's digestive tract.

### **Perfect Eyes, CF pg. 109.**

As the original entry, except it now comes in Ratings 1-4. The augmentation raises the Limit for visual Perception Tests by 1 per Rating. The user also adds half the augmentation's Rating as a dice pool modifier to visual Perception Tests, rounded down.

### **Sensitive Skin, CF pg. 10.**

As the original entry, except the augmentation adds a +1 dice pool modifier to touch Perception Tests when using an area of skin that has been treated.

### **Hearing Enhancement, CF pg. 113.**

The augmentation now comes in Ratings 1-4. The augmentation raises the Limit for hearing perception Tests by 1 per Rating. The user also adds half the augmentation's Rating as a dice pool modifier to hearing Perception Tests, rounded down.

### **Leónization, CF pg. 156.**

As the original entry but now called Leónization (B), and one of three canon versions of Leónization.

### **Datajack Plus, KC, pg. 65.**

As the original entry, except that it has Capacity [2].

### **Cranial Shield, KC, pg. 66.**

As the original entry, except that it has Capacity [2].

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## **New**

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For each full implanted cyberlimb, the augmentation adds a +1 modifier to the threshold of finding incriminating material behind at a crime scene due to hair/skin sample DNA. Partial limbs only increase the modifier by +1 per two partial limbs. This reflects that there is less chance of leaving behind a sample since there is less of an organic body to shed at the scene.



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## Cyberware

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### Artificer Hand (Bodyware)

**Essence:** 0.1. **Capacity:** [1]. **Avail:** 10R. **Cost:** 2,000¥.

This system incorporates sophisticated containers that deploy an invisible cloud of repair nanomachines from the user's hands (glow optional). The swarm identifies device damage against stored blueprints so long as the item remains within a couple of inches from the hands, and sets to repair the target before being reclaimed by the augmentation once finished. For extensive damage the user must remain in close proximity and wave their hands over larger sections of the device, a time-consuming process that potentially exposes both to further threats. The augmentations function as a Rating 1 Nanomaintenance System except that it works with all devices (R5, pg. 165). The Rating increases by +1 for each additional Artificer Hand used in the repair process, up to a maximum Rating of 6. Each Artificer Hand can contain enough supplies for two uses, although the system can re-fill its supplies by breaking down devices instead of repairing them. Each Artificer Hand can be upgraded with a feeder system that runs up inside the arm, increasing the supply capacity by 6 (500¥).

**Wireless:** The user no longer needs to remain in close proximity of the device while the nanites repair it, although safety features halt the process if a connection is lost (i.e. due to noise or jamming).

### Automap (Headware)

**Essence:** 0.1. **Capacity:** 1. **Avail:** 12R. **Cost:** 5,000¥.

This implant is an upgrade that integrates an implanted Attention Co-Processor, Orientation System, and Math SPU, but also requires a connection to an available Radar sensor (implanted or otherwise). When all four required devices are present the Automap automatically generates a continually-updated real-time three-dimensional map of the surrounding area in the user's HUD, even penetrating through walls and solid objects (CF, pg. 81). Any available ultrasound sensor system can also be integrated into the generated map, although its presence is not required. The Automap also automatically flags interesting objects and creatures, and the user can quickly add notes or designate friends and foes with a mental command. This map can also be uploaded to others if all are connected on the same PI-Tac network.

### Cerebrtron (Rating 1-4) (Headware)

**Essence:** Rating \* 0.25. **Capacity:** [1]. **Avail:** Rating \* 8R. **Cost:** Rating \* 20,000¥.

Cerebrtron is a high-power, high-efficiency computer system that compliments memory storage and retrieval in the brain. It also tags incoming sensory data and cross-checks it to previously filed memories and directs the subject's attention to possible threats. Cerebrtron adds its Rating as a dice pool bonus to all non-magical Intuition-based skill tests. It also lowers the Karma cost of raising Knowledge skills by 1 to a minimum of 1, cumulative with other sources (such as the quality Jack of All Trades Master of None). Finally, it raises the Mental limit by 1. This augmentation is not compatible with Cerebellum boosters.

**Wireless:** The skill test bonus granted by Cerebrtron instead becomes a +1 augmentation to the subject's Intuition attribute per Rating. All other bonuses are retained. This augmentation bonus does not apply to the character's magical abilities, such as drain calculations.

### Cortex Buffer (Rating 1-4) (Headware)

**Essence:** Rating \* 0.25. **Capacity:** [1]. **Avail:** Rating \* 8. **Cost:** Rating \* 20,000¥.

This involves increasing the networking between both hemispheres of the brain, particularly in the prefrontal cortex. These additional connections are linked to a small computer system that acts as a buffer, limiting surges to regions of the brain that are connected to it. This augmentation is commonly undergone to combat seizures, although as a side-effect it also improves the subject's discipline and sense of self-worth. The Cortex Buffer adds its Rating as a dice pool bonus to Composure tests. Finally, it raises both the Mental and Social limit by 1. This augmentation is not compatible with Prefrontal Reinforcement.

**Wireless:** The subject gains the Cortex Buffer's Rating as an augmentation bonus to the subject's Willpower attribute. This augmentation bonus does not apply to the character's magical abilities, such as drain calculations.

### Cyberbrain (Rating 1-6)

**Essence:** Rating \* 0.2. **Capacity:** Rating \* 2. **Avail:** Rating \* 4R. **Cost:** Rating \* 10,000¥.

This is an intensely invasive augmentation that rests atop (and inside) the natural human brain, and the more sophisticated the more extensive the merging of both meat and metal. Although not a full replacement for the human brain (such an augmentation would result in the death of the host), the cyberbrain instead functions as both a backup to common cognitive function, and also acts as a base for additional 'ware to be mounted. Initially developed from the Stirrup interface used in biodrones, the Cyberbrain has been rebranded to not be so immediately terrifying.

If the cyberbrain's automatic diagnostic tools identifies that the owner has had normal cognitive capacity compromised by some means (such as through a magician's mental domination, hallucinogenic toxins, etc.) the cyberbrain can temporarily take over, controlling the host's body as though a drone with a Pilot program equal to the cyberbrain's Rating. If the subject has an implanted skilljack and/or skillwires then skillsofts can be used normally, otherwise the cyberbrain is only capable of basic functions such as seeking shelter and emitting a distress signal. Subjects who are being controlled by their cyberbrain appear to be sleepwalking in a dream-like state. The cyberbrain can also be manually triggered if the host wishes to work in VR without leaving their meatbody completely helpless. Additional hardware (such as commlinks) can also be installed into the cyberbrain, much like the capacity of a cyberlimb. The Essence cost of the Cyberbrain is reduced by 50% if the subject already has an implanted cyber skull.

### Cybertail (Rating 1-3) (Bodyware)

**Essence:** Rating \* 0.3. **Capacity:** Rating \* 2. **Avail:** 10. **Cost:** Rating \* 2,500¥.

This is an upgraded version of an implanted Balance Tail (CF, pg. 82). It functions precisely like said augmentation, except it is capable of having additional augmentations placed within it (like a cyberlimb). Cybertails may be obvious or synthetic with no significant change in cost or ability.

**Wireless:** The user can consciously manipulate the tail as if it were an extra limb. The tail can pick up items, though it lacks digits and has difficulty with fine manipulation. Apply a -4 dice pool modifier to any attempt at fine manipulation of an object with the tail, such as pressing a button or pulling a trigger (off-hand penalty reductions can mitigate this). The tail has an effective Strength equal to half the character's Strength average (rounded down), but it can hold the character's entire body weight if they chose to hang from it.

### Encephalon (Rating 1-4) (Headware)

**Essence:** Rating \* 0.25. **Capacity:** [1]. **Avail:** Rating \* 6R. **Cost:** Rating \* 20,000¥.

Encephalon is a high-power, high-efficiency computer system that assists minor and redundant 'background' mental processes and frees up the brain's processing power for more important cognitive tasks. Encephalon adds its Rating as a dice pool bonus to all non-magical Logic-based skill tests. It also lowers the Karma cost of raising Knowledge skills by 1 to a minimum of 1, cumulative with other sources (such as the quality Jack of All Trades Master of None). Finally, it raises the Mental limit by 1. This augmentation is not compatible with Cerebral Boosters.

**Wireless:** The skill test bonus granted by Encephalon instead becomes a +1 augmentation to the subject's Logic attribute per Rating. All other bonuses are retained. This augmentation bonus does not apply to the character's magical abilities, such as drain calculations.

### Dermal Sheath (Rating 1-6) (Bodyware)

**Essence:** Rating \* 0.75. **Capacity:** Rating \* 2. **Avail:** Rating \* 6R. **Cost:** Rating \* 10,000¥.

This is not merely an improvement to the user's skin, but its complete replacement. It combines the latest advancements in dermal plating technology with improved synthskin. The result is protection that is smoother and less bulky than standard dermal plating, with greater self-regenerative capability, and an appearance that can sweat and bleed in realistic fashion. This augmentation grants +1 Armour and a +1 dice pool bonus against contact-vector toxins (as Chemical Protection armour modification) per Rating. The Dermal Sheath can be further improved by installing Cosmetic cyberware (such as Skin Toner enhancements) or limb enhancements. Dermal Sheath is completely incompatible with other augmentations to the skin that provide armour, such as Dermal Plating or Orthoskin. If the user has implanted cyberlimbs, Dermal Sheath acts as Improved Synthskin for the cyberlimb at the Sheath's Rating (but does not

stack with any Armour, Chemical Protection, or Improved Synthskin the cyberlimb already has).

The augmentation also adds its Rating as a modifier to the threshold of finding incriminating material behind at a crime scene due to hair and skin sample DNA, as more and more of the original organ is replaced by a synthetic counterpart.

**Wireless:** Implanted sensors seal orifices when dangerous chemicals are detected, acting as a Chemical Seal.

### Endoframe (Rating 1-4) (Bodyware)

**Essence:** Rating \* 0.75. **Capacity:** Rating \* 2. **Avail:** Rating \* 6R. **Cost:** Rating \* 14,000¥.

This is an augmentation to the user's skeletal structure. Although Bone Lacing is a powerful tool, it becomes successively less efficient the more bones are removed and replaced with cyberware (such as with cyberlimb replacement). The Endoframe therefore is an alternative upgrade, increases in Rating gradually remove the bones and replaces them with a purely artificial structure instead. It also enhances cyberlimbs by extending into them and upgrading their core structure. Normal biological processes are replicated with the aid of artificial white and red blood cell factories (amongst other processes undertaken by retained natural bone marrow), similar to a Synthetic BloodBox. The entire augmentation can be used to mount more bodyware or limb enhancements. Endoframe offers +1 Armour, +1 Body Boost for resisting Physical Damage, and +1P Unarmed Damage, per Rating. This augmentation is incompatible with other augmentations to the bones, including Bone Lacing and Bone Density augmentation. If the user has implanted cyberlimbs, Endoframe acts as an Armour Enhancement for the cyberlimb at the Endoframe's Rating, but does not stack with any Armour the cyberlimb already has. This means that Endoframe grants no Armour bonus if the total armour enhancement of all cyberlimbs is equal to or greater than the Endoframe Rating. Since some of the user's organic bloodcells are replaced by an artificial substitute, the augmentation adds its Rating as a modifier to the threshold of finding incriminating material behind at a crime scene by blood sample DNA.

**Wireless:** The Endoframe is able to interface with an extensive medical database, enhancing its bloodcell factories. The +1 Body Boost for resisting Physical Damage becomes a +1 augmentation bonus to the user's Body attribute.

### Expert Driver System (Headware)

**Essence:** 0.2. **Capacity:** [1]. **Avail:** 12R. **Cost:** 10,000¥.

This dedicated computer system is an upgrade to the skilljack and requires its prior implantation. It allows Edge to be spent when using skillsofts.

**Wireless:** The system now allows Edge to be burned with skillsofts.

### Eyeshine (Eyeware)

**Essence:** 0.05. **Capacity:** [1]. **Avail:** 4. **Cost:** 500¥.

This upgrade allows the user to change the colouration and visible pattern of their cybereyes. While not detailed enough to fool even basic biometric scanners, it grants enough detail for common cosmetic purposes. The eyes can be made to look completely natural to outside observers, or as freakish and artificial as desired.

**Wireless:** The user may download new designs and install them as a Simple Action.

### Gastric Energy Extractor (Rating 1-3) (Bodyware)

**Essence:** 0.3. **Capacity:** [2]. **Avail:** 8. **Cost:** Rating \* 2,000¥.

This is an augmentation to the digestive system of the host that increases energy and nutrient extraction efficiency. Lifestyle costs are reduced by 10% per augmentation Rating. Not compatible with bioware augmentations to the digestive tract.

### Gecko Pads (Cosmetic)

**Essence:** 0.1. **Capacity:** [1]. **Avail:** 8. **Cost:** 500¥.

This adds several high-friction sections to the subject's skin that can be turned on and off as desired. It functions similarly to the Setae metagenetic quality, in that it grants assisted climbing (SR5, pg. 134) whenever at least two such sections are exposed. Usual areas to place the pads are hands, feet, elbows, and knees. Turning the Gecko Pads on and off requires a Standard Action.

**Wireless:** Turning the Gecko Pads on and off requires a Free Action.

### GloWer (Cyberfinger)

**Essence:** 0.05. **Capacity:** [1]. **Avail:** 8R. **Cost:** 500¥.

Ever wanted to know if the Johnson is using magic during a meet? Well now you only need to shake his hand. It won't tell you what he's doing, only that he's doing something. As a standard GloWand, except implanted into its own compartment in the hand. The storage unit can be made transparent with a simple signal, this allows the contained flora to use photosynthesis. However, it is usually invisible to inspection.

### Grey Particle Field (Rating 1-6) (Nanocybernetics)

**Essence:** Rating \* 0.5. **Capacity:** [Rating \* 2]. **Avail:** Rating \* 4R. **Cost:** Rating \* 10,000¥.

This augmentation includes a dedicated nanohive with an external port, along with a series of electromagnets placed at strategic points around the body. When triggered the nanohive releases a cloud of nanomachines utilising Grey technology, which settle into a softly glowing layer over the user's body (concentrated over the implanted electromagnets). This system grants the user 1 die for Spell Resistance tests per Rating, compatible with any other bonus they already possess. This bonus also resists beneficial magic and can not be disabled while the Grey Particle Field is active. Triggering the device requires a Complex Action. Since Greyware devices lose their wireless capabilities the nanomachines can not be recalled manually, they are instead automatically recalled into the augmentation after a period of time set when they are first released. The user must therefore designate how long the cloud is to remain shielding them prior to activation, up to a number of Combat Turns equal to 2 \* Rating. At least one full Combat Turn must pass before the augmentation can be reactivated. The augmentation is clearly visible to Astral Perception when activated, but not when the nanomachines are contained within the nanohive.

Any Awakened character with this augmentation suffers a dice pool penalty to any skill test involving their Magic attribute equal to the Rating, whether the device is activated or not. The Rating also acts as reduction to the Force and hits of any spell the user sustains, but only while the augmentation is activated.

**Wireless:** The augmentation can be triggered with a Simple Action, and duration becomes 3 \* Rating.

### Hair-Styler (Cosmetic)

**Essence:** 0.05. **Capacity:** [1]. **Avail:** 4. **Cost:** 500¥.

This is an upgrade to the Fiberoptic Hair cosmetic cyberware. It adds the ability to shorten and lengthen the user's hair, thanks to a system of tiny micro-motors in the user's scalp. Myomer filaments woven amongst the hair is also able to pull the hair into elaborate styles, or simply hold the chosen style in place (no matter the weather). This upgrade requires the Fiberoptic Hair augmentation to be installed first. A second implant can be installed to manipulate facial hair, such as beards and eyebrows.

**Wireless:** The user may download new hairstyles and install them as a Simple Action.

### Hawk Vision (Eyeware)

**Essence:** 0.1. **Capacity:** [1]. **Avail:** 10. **Cost:** 7,000¥.

This cybereye enhancement grants exceptionally acute long-range vision, modelled after the eyesight of predatory birds such as the hawk. The user gains a +1 dice pool modifier to Visual Perception Tests that stacks with similar enhancements. They also shift all Range Environmental modifiers up one category (e.g., Medium becomes Short).

**Wireless:** Range modifier penalties are reduced by 1, which stacks with similar bonuses (such as Improved Range Finders).

### Implant Medic Nexus (Rating 1-6) (Nanocybernetics)

**Essence:** Rating \* 0.5. **Capacity:** [Rating]. **Avail:** Rating \* 3. **Cost:** Rating \* 6,000¥.

This is a miniaturised nanohive combining the effects of several Implant Medic augmentations, along with a nanohive to sustain them. Its only functions are to maintain the integrity of cyberware augmentations installed in the host, and to maintain a steady supply of hard nanomachines to do so. Any cyberware that suffers damage is repaired on the next Combat Turn, using the Implant Medic Nexus Rating \* 2 as its Hardware + Logic dice pool, and its Rating as its Mental limit. The Implant Medic Nexus is capable of self-repair.

**Wireless:** The augmentation can be configured to function in assist mode if the owner wishes to perform the repair work themselves. In this case the augmentation adds its Rating as a positive dice pool modifier to the character's repair test, and increases the number of 1's needed to glitch by the Rating.

### Induction Datajack (Bodyware)

**Essence:** 0.1. **Capacity:** [1]. **Avail:** 2. **Cost:** Rating \* 1,000¥.

A datajack implanted just below the surface of the skin (whether biological flesh, or a cybernetic equivalent). It functions exactly like a normal datajack except it sends and receives information through induction, rather than needing a direct wired connection through a Universal Connector Cord. Any touched device is considered to have a direct physical connection to the user, allowing full access. These can be implanted anywhere on the user's body, but they are most commonly found in their hands (although more elaborate and disgusting methods are possible).

### Internal Antennae (Earware)

**Essence:** 0.05. **Avail:** 4. **Cost:** 500¥.

This is an upgrade to the Antennae earware augmentation. It converts the Antennae into more sophisticated internal versions which do not need to be extended outside of the body when activated. This upgrade requires the Antennae augmentation to be installed first.

### Internal Dampener (Bodyware)

**Essence:** 0.3. **Avail:** 10R. **Cost:** 15,000¥.

These are carefully placed shock absorbers located in high-risk parts of the body. They lessen the severity of impacts and the potential for force to be transferred inwards to any sensitive organs or artificial components. Any time you would take 2 or more boxes of damage to your Stun Condition Monitor, reduce the damage by one box. This does not stack with similar effects, such as Double Elastin geneware.

**Wireless:** The augmentation links to any sensors the user possesses to predict the force of blows before they connect. In addition to the normal effects, any time you would take 2 or more boxes of damage to your Physical Condition Monitor, reduce the damage by one box. This does not stack with similar effects, such as from Platelet Factories.

### Internal Nanofabricator (Rating 1-4) (Nanocybernetics)

**Essence:** Rating \* 0.2. **Capacity:** [2]. **Avail:** 12R. **Cost:** Rating \* 1,000¥.

This device uses nanites to forge small items which can then be extracted by a hatch hidden on the subject's body. It can create any non-organic device as long as it is supplied with the appropriate feedstock from a hidden port, but it is limited in size according to the Rating of the Nanofabricator. Each point of Rating can increase an item up to 1cm in diameter. Additionally, a Nanofabricator can only create items equal to or lower than its Rating. Acquiring feedstock is easily accomplished with a Medium Lifestyle for Device Rating 3 objects and below, or a High Lifestyle for Device Rating 4+.

### Internal Respirator (Rating 1-6) (Bodyware)

**Essence:** Rating \* 0.15. **Avail:** [Rating \* 2]. **Cost:** Rating \* 3,000¥.

Implanted at the top of the trachea, this organ can absorb airborne impurities and keep them from reaching the lungs. The respirator adds its Rating as a dice pool modifier to Toxin Resistance Tests versus inhalation vector toxins. You are also immune to choking hazards.

### Jarhead (Headware)

**Essence:** Special. **Avail:** 20F. **Cost:** 20,000¥.

The ultimate expression of a full-body cyber-conversion is transplanting the subject's brain into a container that can be mounted into a fully artificial body. The subject's Essence is reduced to 0.1 regardless of its starting value, and the lost Essence becomes a hole that can be filled with additional 'ware. The subject can not increase their Essence above 0.1 by any means while they still have the Jarhead augmentation, a new body will have to be cloned to replace what was lost. This obviously removes any Magical or Resonance-based abilities unless the subject also has the Exceptional Attribute (Magic/Resonance) quality. They also gain the Antipathy and Cyberpsychosis negative qualities, which can not be removed while they still have the Jarhead augmentation. The subject also loses access to most of their 'ware due to the lack of a body, retaining augmentations at the gamemaster's discretion (most headware and brain augmentations, along with some bodyware). The subject also has their Strength and Agility reduced to 0. The

advantage of this augmentation is that it allows the subject to be transferred to a vehicle's Jarhead Mount, although they should also possess a Control Rig implant before such a drastic step is attempted. Surviving with a Jarhead augmentation requires a Hospitalization Lifestyle, unless they are placed within a drone/vehicle with a Jarhead Mount modification.

Due to the extensive nature of this augmentation, express GM permission and oversight must be obtained if chosen for a player character.

### Kataphon (Rating 1-4) (Headware)

**Essence:** Rating \* 0.1. **Capacity:** [1]. **Avail:** Rating \* 4R. **Cost:** Rating \* 2,000¥.

Often erroneously thought of as "Smartlink's for your fists", Kataphon studies a melee opponent's movements and patterns in order to predict future attack and defensive postures. When in melee combat the character receives +1 dice pool modifier on melee combat tests against an opponent after the enemy's first melee attack, this increases by +1 per enemy attack per augmentation Rating. Does not stack with Synch geneware.

**Wireless:** If facing multiple melee attackers at once, you gain the bonus against a number of simultaneous attackers up to the augmentation's Rating.

### Leapers (Rating 1-6) (Bodyware)

**Essence:** Rating \* 0.2. **Capacity:** [Rating]. **Avail:** Rating \* 12F. **Cost:** Rating \* 5,000¥.

Not exactly jetpacks, but close enough. These implants use highly-compressed gasses (and/or fuel, depending on brand) to boost the users jumping, sprinting, and swimming ability, and automatically recharge between uses by drawing in and compressing air (or even water) in the vicinity. Leapers are usually installed in the legs to reduce risk of fatal injury if the compression system is compromised, and require both legs to have the same Rating Leaper installed. Each Rating point adds +1 to the Physical limit for jumping, sprinting, and swimming, adds forty percent to maximum jump distance, and reduces falling distance by four meters for the purpose of calculating falling damage. They can also be used as limited propulsion in zero-g situations if the user lacks surfaces to push off of. Leapers are incompatible with Hydraulic Jacks. Suffering a Critical Glitch in a test using Leapers results in a catastrophic explosion that completely destroys the augmentation. Treat as though a grenade is detonated at the users feet with the following effects; **Damage:** 2 \* Rating P (f), **AP:** Rating / 2 (rounded up), **Blast:** 2m.

**Wireless:** Leapers add a +2 dice pool bonus to tests involving jumping, sprinting, swimming, or lifting with the legs.

### Matrix Assisted Relationship Integration Enhancement (Rating 1-4) (Headware)

**Essence:** Rating \* 0.25. **Capacity:** [1]. **Avail:** Rating \* 6R. **Cost:** Rating \* 20,000¥.

The MARIE is a complex sensor and analysis package that reads the emotional disposition of those perceived by the subject (including themselves), through a combination of pheromone detection and visual assessment (if the MARIE has access to a visual feed from the subject's natural or cybereyes). It then makes suggestions on future actions based on a library of detailed psychological profiles and case studies, updated at regular intervals. MARIE also benefits the user on a personal level, subtly supporting their own mental health and integration into social networks. All this is achieved almost instantly, with no additional input from the user. MARIE adds its Rating as a dice pool bonus to all Judge Intention tests. Finally, it raises both the Mental and Social limit by 1. This augmentation is not compatible with Hypermarginal Gyrus.

**Wireless:** The subject gains MARIE's Rating as an augmentation bonus to the subject's Charisma attribute. This augmentation bonus does not apply to the character's magical abilities, such as drain calculations.

### Medkit Nanohive (Rating 1-6) (Nanocybernetics)

**Essence:** Rating \* 0.1. **Capacity:** [1]. **Avail:** Rating \* 4. **Cost:** Rating \* 10,000¥.

This is a miniaturised nanohive specialised only for working in concert with a Built-in Medkit. Its only functions are to maintain the Medkit (much like an Implant Medic nanoware), and maintain the supplies within the medkit itself. It can maintain the supplies of one implanted medkit of size up to the Medkit Nanohive's Rating. It also repairs the medkit if it takes damage, repairing it on the next Combat Turn, using its Rating x 2 as its Hardware + Logic dice pool and its Rating as its Mental limit.

**Wireless:** At the gamemaster's discretion, characters who routinely use the augmentation wirelessly may slow (or stop) ageing, due to improved healing.

### Monochute (Bodyware)

**Essence:** 0.25. **Capacity:** [3]. **Avail:** 10. **Cost:** 5,000¥.

This is nothing less than a deployable parachute concealed in a compartment that opens on the subject's back. The augmentation uses a monofilament 'monochute' due to size constraints, rather than a normal parachute. This allows a large surface area without requiring most of a person's internal volume. The downside is that repacking the monochute after use takes a considerable amount of time, rushing the process risks serious cuts from the mono-edge. The monochute is deployed manually, requiring a Standard Action. Repacking it after use requires a Freefall + Body [Physical] (10, 1 minute) Extended Test, unless the user decides to jettison it and purchase a replacement chute (double the cost of a normal parachute).

**Wireless:** Deploying the monochute requires a Free Action and can be triggered if an implanted Orientation System detects a sudden and significant decrease in altitude. Integrated myomers decrease the repacking time to a Freefall + Body [Physical] (10, 1 Combat Turn) Extended Test.

### Multitasking Optimiser (Headware)

**Essence:** 0.25. **Capacity:** [1]. **Avail:** 12. **Cost:** 10,000¥.

This amplifies the observation and data-processing areas of the brain, allowing the user to focus on their tasks without becoming distracted or overwhelmed. The user ignores distractions and interfering sight/sound/odour modifiers for Perception Tests (p.135, SR5).

**Wireless:** Observe in Detail becomes a Free Action.

### Myomer Augmented Synthetic Celerity (Bodyware)

**Essence:** 0.2. **Capacity:** [1 + Special]. **Avail:** 10R. **Cost:** 4,000¥.

The M.A.S.C system is an upgrade to the artificial muscles that power Muscle Replacement augmentations, or implanted cyberlegs. The musculature involved in running is strengthened, which in lower-grade versions makes them appear either thicker, or more ropey, and certainly more prominent. The user increases their Walking and Running rates to Agility \* 3 (Walking) and Agility \* 6 (Running) and also adds +1m/turn to their Sprint Increase (see Movement, SR5, pg. 161). Only one implant is needed, although if the user has implanted cyberlegs the augmentation requires an additional 1 Capacity in each cyberleg owned. Using the M.A.S.C system must be triggered by the user, requiring a Standard Action. For every turn of use that exceeds a number of turns equal to the user's (Body \* 2), the user takes one box of irresistible Physical Damage. M.A.S.C has a cooldown period and can not be used again until a number of turns have passed equal to the number of turns it was previously active.

**Wireless:** The M.A.S.C system's monitoring hardware is able to draw more processing power and calculate more accurately how far it can push the body's muscular system, so long as the user also has an implanted Biomonitor. The user can activate the M.A.S.C system with a Free Action, and the damage caused by extended use becomes Stun. Alternatively, the user may consciously override safety mechanisms and half the cooldown period between uses, but this converts the sustained damage back to Physical the next time it is used.

### Omniorganic Upgrade (Bodyware)

**Essence:** 0.1. **Capacity:** [1]. **Avail:** 10. **Cost:** 5,000¥.

This upgrade to the Gastric Energy Extractor provides similar benefits as the Multifuel Engine does for vehicles. It adds an additional part to the host's digestive tract that breaks down normally inedible organic substances, such as rotten food, tree bark, or even soil. It grants a +4 dice pool bonus to ingested toxin resistance tests, and implanted nanoware systems degrade by only 1 point every 2 weeks due to having a ready supply of broken-down resources to replenish themselves with.

### Paladin Hand (Bodyware)

**Essence:** 0.1. **Capacity:** [1]. **Avail:** 12R. **Cost:** 3,000¥.

This system incorporates sophisticated diagnostic tools and containers that deploy an invisible cloud of medical nanomachines from the user's hands (glow optional). The swarm detects damaged flesh within a couple of inches from the hands and sets to heal the target, before being reclaimed by the augmentation once finished. For extensive damage the user must remain in close proximity and wave their hands over large sections of the patient, a time-consuming process that potentially exposes both to further threats. The augmentation functions as a Rating 1 Savior Medkit (CF, pg. 154) that increases by +1 Rating for each additional Paladin Hand used in the healing process, up to a maximum Rating of 6. Each Paladin Hand can contain

enough Savior medkit supplies for two uses. Each Paladin Hand can be upgraded with a feeder system that runs up inside the arm, increasing the supply capacity by 6 (1,000¥).

**Wireless:** The user no longer needs to remain in close proximity of the patient while the nanites repair damage, although safety features halt the process if a connection is lost (i.e. due to noise or jamming).

### Realistic Internals (Rating 1-6) (Bodyware)

**Essence:** Rating \* 0.1. **Capacity:** Rating \* 1. **Avail:** Rating \* 3. **Cost:** Rating \* 2,000¥.

Most internal cyberware is immediately recognisable as artificial, even if efforts have been made to disguise precisely what sort of device it is. For example you may be able to disguise an implanted cyberdeck as another piece of headware, but it still looks like an electronic device if you happen to be cut open. Realistic Internals is the name given to a collection of alterations made to other cyberware devices throughout the body to disguise them as natural organs. This could come in the form of synthetic padding that looks like flesh, redesigning components to more closely their natural counterparts, or hiding artificial additions within existing organs. This is obviously a niche product since most people have no intention of being regularly opened up, nor do they usually care what their internal organs look like. Anyone trying to identify cyberware within a user with Realistic Internals (without a cyberware scanner) must first perform a Medicine + Logic [Mental] test with a threshold equal to the Realistic Internal rating, to determine what parts are actually artificial. Dedicated cyberware scanners are not fooled and function normally.

### Rigger Control Console (Headware)

**Essence:** 0.4. **Capacity:** [4]. **Avail:** 5R. **Cost:** 5,000¥ + RCC cost.

Once all the manual controls, screens, and ergonomic features, are stripped away, the RCC is actually quite a small piece of electronic kit. This is merely an implanted version of a Rigger Command Console, similar in use and function to an implanted Cyberdeck augmentation. RCC is purchased separately.

### Sanitizer (Rating 1-6) (Cosmetic)

**Essence:** Rating \* 0.1. **Capacity:** [2]. **Avail:** 10R. **Cost:** Rating \* 1,000¥.

Although marketed as an augmentation that helps avoid embarrassing emissions while in social circles, this augmentation has more practical applications during clandestine work. This is a wide-ranging series of implants and tweaks that reduce the odours and biological debris deposited from the subject's body. The augmentation adds its Rating as a threshold modifier to all tests to track the subject by scent, and similarly increases the threshold of finding incriminating material behind at a crime scene by damaging the DNA of any samples that may have leaked. The augmentation also applies to cyberlimbs, reducing any scent (such as from lubricants).

### Secondary Organs (Rating 1-6) (Bodyware)

**Essence:** Rating \* 0.2. **Capacity:** Rating \* 2. **Avail:** Rating \* 3. **Cost:** Rating \* 15,000¥.

This is a backup unit that contains smaller, more efficient backup organs, usually implanted in addition to the original biological versions (although they can take over primary function if the originals are damaged or removed). These replacements grant a sense of safety for those fearing critical bodily functions may be compromised, such as the heart and lungs. Although these backups have wireless capability they are usually switched off due to risks associated with hacking a person's repository and circulatory systems. The augmentation adds its Rating as a dice pool bonus to tests using skills in the Athletics skill group. The Essence cost is reduced by 50% if the subject already has an implanted cyber torso. The Secondary Organs augmentation can act as a housing for additional bodyware (such as biomonitors) or limb enhancements.

**Wireless:** Secondary Organs also grant a bonus to Healing and Fatigue Tests equal to the Rating.

### Shiva Mount (Rating 1-4) (Bodyware)

**Essence:** Rating \* 0.25. **Capacity:** [Rating]. **Avail:** 10. **Cost:** Rating \* 15,000¥.

This adds a point somewhere on the body where an additional cyberlimb can be installed (usually near existing shoulder joints). These additional limbs can be upgraded as normal, and they are included in averaging total modifiers. These arms allow an additional item to be held per arm and can be moved independently, but the subject will still have one dominant hand

unless they mitigate it through abilities such as the Ambidextrous quality or Bilateral Coordination Co-processor augmentation, which must be taken multiple times to make each additional hand dominant. Subjects with extra cyberlimbs can wield multiple weapons and make use of the Multiple Attacks Free Action (SR5, pg. 164), although they must still split their dice pool between the weapons and off-hand penalties apply. No matter how many arms the subject begins with, they can not possess more than six in total.

**Wireless:** For every two extra arms the user gains an extra Free Action. If the character has four extra arms they can exchange these bonus Free Actions for an extra Standard Action instead.

### Sleep Condenser (Headware)

**Essence:** Rating \* 0.15. **Capacity:** [1]. **Avail:** 6. **Cost:** Rating \* 15,000¥.

The Sleep Condenser manages to pack 8 hours of restful sleep into only 3 hours, by initiating a highly-efficient regenerative anabolic state. The sleep the subject gets is deeper and more restful, and they can stay awake for twice as long before having to resist sleep deprivation fatigue. Resting hours for healing purposes are not affected. They can also force themselves to sleep, reducing the threshold for Insomnia negative quality tests by 1.

**Wireless:** The augmentation can be set to instantly wake the user according to certain stimulus, such as the time on a Math SPU's internal clock, receiving a message from the user's commlink, a certain noise picked up through cyberears, movement on a motion detector, etc. They can also force themselves to sleep, reducing the threshold for Insomnia negative quality tests by 2.

### Smartlink-2 (Eyeware)

**Essence:** 0.1. **Capacity:** [1]. **Avail:** 12R. **Cost:** 5,000¥.

An upgrade module for the common Smartlink augmentation. The Smartlink-2 allows better accuracy for pinpoint targetting through improved ballistic and indirect fire calculations.

The Smartlink-2 upgrade requires an existing Smartlink to be installed. It reduces the -4 dice pool penalty from making Called Shots to -2. It also lowers the penalty for attacking from cover with an imaging device from -3 to -1. Both bonuses are cumulative with others that grant similar results.

### Symmetry Processor (Headware)

**Essence:** 0.25. **Capacity:** [1]. **Avail:** 6. **Cost:** 4,000¥.

This augmentation accounts and compensates for asymmetry in the brain, lessening the cross-dominance of one particular hemisphere and allowing both halves of the body to function with equal finesse, without compromising the positive aspects of having both hemisphere's divided. It negates 2 points of penalties for the subject using their off-hand. Like the Bilateral Coordination Co-Processor, multiple versions may implanted to account for multiple limbs.

**Wireless:** You gain a +2 dice pool bonus when taking Multiple Attack Free Actions (split evenly between all attacks as normal). Regardless of how many Symmetry Processor's you install, this total bonus can never be higher than half your Skill Rating in the weapon chosen to attack with.

### Synthetic BloodBox (1-4) (Bodyware)

**Essence:** 0.2 **Capacity:** [2]. **Avail:** 10. **Cost:** Rating \* 2,000¥.

Developed as a spin-off from developing synthetic blood for consumption by those suffering from HMHV. This augmentation constantly produces a synthetic blood replacement, similar in many ways to Oxygenated Fluorocarbons. The user doubles the base time to hold their breath and gains a +1 dice pool modifier to Fatigue Tests per rating. The augmentation also adds its Rating as a modifier to the threshold of finding incriminating material behind at a crime scene by blood sample DNA.

**Wireless:** The augmentation can load one drug per Rating, and functions as a Gradual Release Chemical Gland (CF, pg. 112). Drugs purchased as normal.

### Temperature Regulator (Rating 1-3) (Bodyware)

**Essence:** 0.2 **Capacity:** [2]. **Avail:** 6. **Cost:** Rating \* 6,000¥.

This system automatically monitors the body's metabolic processes and regulates internal body temperature. It does this through various heat sinks, heat radiators, or good old-fashioned coolant. The user gains a +1 dice pool modifier per Rating for Survival Tests (SR5, pg. 136) and resisting fatigue damage (see SR5, pg. 172) from environmental temperature extremes.

**Wireless:** Monitoring sensors grant the user sensitivity to external thermal deviations. The user may make non-visual Perception Tests to detect

anything that produces (or removes) heat (bodies, electronics, refrigeration, etc.) within 10 meters, with a dice pool modifier equal to the augmentation Rating. Thresholds and modifiers can be adjusted for factors such as warm environments, lower heat outputs (such as friction or decomposition), or heat pollution (thermal smoke, etc.). Hits on the test give information on distance, movement, heat output, and location. The sensors are not fooled by Invisibility or Silence spells, or Ruthenium Polymer. When using this ability in combat, the sensors reduce the Visibility and Light/Glare modifiers by one level.

### Trid Shroud (Rating 1-3) (Cosmetic)

**Essence:** Rating \* 0.15. **Capacity:** [Rating]. **Avail:** 6R. **Cost:** Rating \* 10,000¥.

The subject's skin is covered in a loose layer of sub-dermal micro-trid projectors. These projectors can emit complex visual illusions up to several centimetres from the skin's surface, capable of disguising the subject in a number of inventive ways. They can make the subject appear to wear any clothing programmed into the Shroud, or change the natural appearance of the subject (such as skin or hair colour). This illusion is purely visual, touching the subject reveals the deception to all but the most oblivious individuals. Physical proportions (height, weight) can be altered up to a maximum of 10% before things start looking weird. This augmentation improves the dice pool of tests using the Disguise skill by the Rating. A reasonable surface area of the subject's skin must be visible for this augmentation to function correctly. If the subject wears any armour or clothing that counts as full-body (including those with a chemical seal), the Shroud becomes non-functional.

**Wireless:** If the subject also has both the Skin Toner and Chameleon Processor augmentations, the Trid Shroud grants a bonus equal to it's Rating to Sneaking tests.

### Ultrasound Integrator (Headware)

**Essence:** 0.05. **Capacity:** [1]. **Avail:** 10R. **Cost:** 2000¥.

This device is an upgrade to an implanted Ultrasound Sensor (SR5, pg. 452). It improved the compatibility and filtering of ultrasound signals to the brain, allowing the user to combine it with normal vision without compromise. The user no longer has to turn off their normal vision when using the sensor.

### Underwater Vision (Eyeware)

**Essence:** 0.1. **Capacity:** [1]. **Avail:** 6. **Cost:** 500¥.

This cybereye modification allows the subject to use the underwater visibility modifiers (R&G, pg. 157) as if they were wearing goggles or a mask.

### Vault Memory Storage (Rating 1-6) (Headware)

**Essence:** Rating \* 0.05. **Capacity:** [1]. **Avail:** Rating \* 2. **Cost:** Rating \* 1,000¥.

An implant usually adopted by those fearing the ravages of age (or revising for exams), the Vault Memory Storage can consign any selected memory to a file system that can be recalled on demand. This augmentation adds it's Rating to all Memory tests.

**Wireless:** The memory storage potential becomes infinite. You gain better than eidetic memory, capable of intrinsic recall of every piece of information perceived by all your senses, if experienced while the augmentation was acting wirelessly. You can no longer glitch on memory tests.

### Vocal Replacement (Rating 1-3) (Bodyware)

**Essence:** Rating \* 0.2. **Capacity:** [Rating]. **Avail:** Rating \* 3R. **Cost:** Rating \* 10,000¥.

This a complete replacement of the user's vocal system with an artificial system that implements both noise synthesisers and mechanical vocal chords. It adds its Rating to the Intimidation skill and all skills in the Acting and Influence groups. It is not compatible with Tailored Pheromones or other augmentations that alter the user's voice, such as Vocal Expansion, Voice Modulator, Voice Mimic, Infrasonic Generator, etc.

**Wireless:** The augmentation can function as a micro-transceiver with attached subvocal microphone.

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## Cyberlimb Enhancements

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### Chemical Protection

**Capacity:** [1]. **Avail:** 6. **Cost:** 250¥.

Functions the same as the Armour Mod of the same name, and stacks with other sources of similar protection, such as on multiple limbs or worn armour. This enhancement can be taken once for each limb (arms, legs, torso, skull), to a usual maximum of 6. Each fitting of this enhancement also adds +1 to the user's Sneaking skill against opposed scent Perception tests.

### Combat Plates (Rating 1-3)

**Capacity:** [Rating]. **Avail:** 10R. **Cost:** Rating \* 1,000¥.

These plates are inserted into cyberlimbs at contact points on the fists, knees, elbows, and other regions commonly used in unarmed combat. Unarmed Damage and Armour Penetration is increased by the Rating. The implants can either be obvious or hidden in sub-dermal locations.

### Component Miniaturization (Rating 1-6)

**Capacity:** +[Rating]. **Avail:** Rating \* 2R. **Cost:** Rating \* 3,000¥.

While Bulk Modification seeks to make cyberlimbs larger and more unwieldy in order to fit more equipment inside, Component Miniaturization seeks to efficiently shrink the individual parts in order to free up more space. This modification also upgrades the materials used to harder and more expensive alternatives that require less bulk, such as graphene, that would not be economically viable in standard versions. Miniaturization can be purchased for both obvious and synthetic limbs, but it is much more expensive (and harder to acquire) than Bulk alternatives. The maximum Rating can be applied on any full limb (halved for partial limbs), and it may also be combined with Bulk Modification if desired for truly advanced (and expensive!) limbs. Component Miniaturization increases the threshold for detecting cyberlimbs and the modifications installed into them by an amount equal to half the Miniaturization Rating (rounded up), although this does not help to disguise limbs with the Bulk modification.

### Customized Body/Reaction (Each BOD or REA above 3)

**Capacity:** [0]. **Avail:** Cyberlimb + 1. **Cost:** Rating \* 5,000¥.

Only available to Cyber Torsoes and Cyber Skulls.

### Enhanced Body/Reaction (Rating 1-4)

**Capacity:** [Rating]. **Avail:** Rating \* 3R. **Cost:** Rating \* 6,500¥.

Only available to Cyber Torsoes and Cyber Skulls. Unlike cyberlimbs, maximum enhancement is 4 instead of 3.

### False Body

**Capacity:** [2]. **Avail:** 12R. **Cost:** 3,000¥.

Another augmentation that was officially designed for actors, but shadowrunners quickly found a use for themselves. This enhancement can change the physical characteristics of the limb it is implanted into through a series of small ceramic plates that can be adjusted and rotated by micro-servos beneath them, and small gel reservoirs that allow inflation and deflation of certain areas, exactly like the False Face augmentation. The overall effect allows the subject to re-sculpt their limb to any possible version of their metatype, including altering ethnic and gender norms (although changing colouration requires other methods, such as Skin Toner). Limbs may also be extended (or retracted) by up to 10%, before they begin to look odd or risk damaging internal components. Users may also be able to pass as similar-scaled metatypes (at the gamemaster's discretion), such as a human passing for an elf. Each False Body enhancement provides a +1 dice pool bonus to the character's Disguise + Intuition Test. Only one False Body enhancement may be added to each limb possessed by the character. Changing the appearance takes 1 minute of concentration.

**Wireless:** The user may access a list of body types that they have previously created, allowing a transformation in half a minute.

### Fire Resistance

**Capacity:** [1]. **Avail:** 6. **Cost:** 250¥.

Functions the same as the Armour Mod of the same name, and stacks with other sources of similar protection, such as on multiple limbs or worn armour. This enhancement can be taken once for each limb (arms, legs,

torso, skull), to a usual maximum of 6.

### Insulation

**Capacity:** [1]. **Avail:** 6. **Cost:** 250¥.

Functions the same as the Armour Mod of the same name, and stacks with other sources of similar protection, such as on multiple limbs or worn armour. This enhancement can be taken once for each limb (arms, legs, torso, skull), to a usual maximum of 6.

### Millimeter Wave Baffles (Rating 1-3)

**Capacity:** [0]. **Avail:** Rating \* 4F. **Cost:** Rating \* 1,000¥.

This augmentation installs micro-emitters into strategic points throughout the cyberlimb that interfere with cyberware scanners. Since cyberware scanners only alert their operator if it identifies an item that matches similar designs held within their database, this effectively stops detection. Add the Baffle Rating to the threshold needed for detecting cyberware. This also increases Noise equal to it's Rating for the owner. The Baffles can be switched on and off with a Simple Action.

**Wireless:** The Baffles can be switched on and off with a Free Action.

### Nonconductivity

**Capacity:** [1]. **Avail:** 6. **Cost:** 250¥.

Functions the same as the Armour Mod of the same name, and stacks with other sources of similar protection, such as on multiple limbs or worn armour. This enhancement can be taken once for each limb (arms, legs, torso, skull), to a usual maximum of 6.

### Radiation Shielding

**Capacity:** [1]. **Avail:** 2. **Cost:** 200¥.

Functions the same as the Armour Mod of the same name, and stacks with other sources of similar protection, such as on multiple limbs or worn armour. This enhancement can be taken once for each limb (arms, legs, torso, skull), to a usual maximum of 6.

### Ruthenium Weave

**Capacity:** [1]. **Avail:** 12F. **Cost:** 5,000¥.

Functions similar to Ruthenium Polymer Coating, and is fully compatible with armour treated with it. However unlike Ruthenium Polymer Coating each limb fitted with Ruthenium Weave adds +1 to the user's Sneaking skill against opposed visual Perception tests. This enhancement can be taken once for each limb (arms, legs, torso, skull), to a usual maximum of 6.

### Solar Scales (Rating 1-2)

**Capacity:** [Rating]. **Avail:** 6. **Cost:** Rating \* 1,000¥.

This weaves a number of solar power cells into (or just under) the surface of the limb. The rating determines how many items with low-power requirements (such as commlinks, but not laser weapons) the cells can support indefinitely in addition to the power requirements of the limb itself. Items with higher power requirements recharge a number of charges per hour equal to the augmentation's Rating. If at least half the enhanced limb is concealed under another layer (such as a armour), the enhancement Rating is halved until the layer is removed.

### Sound Damping

**Capacity:** [1]. **Avail:** 10F. **Cost:** 2,500¥.

Each limb fitted with Sound Damping adds +1 to the user's Sneaking skill against opposed hearing Perception tests. This enhancement can be taken once for each limb (arms, legs, torso, skull), to a usual maximum of 6.

### Thermal Damping

**Capacity:** [1]. **Avail:** 10R. **Cost:** 500¥.

Functions the same as the Armour Mod of the same name, and stacks with other sources of similar protection, such as on multiple limbs or worn armour. This enhancement can be taken once for each limb (arms, legs, torso, skull), to a usual maximum of 6.

### Universal Mirror Material

**Capacity:** [2]. **Avail:** 4. **Cost:** 250¥.

Functions the same as the Armour Mod of the same name, and stacks with other sources of similar protection, such as on multiple limbs or worn armour. This enhancement can be taken once for each limb (arms, legs,

torso, skull), to a usual maximum of 6.

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## Bioware

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### Bicardiac Implant

**Essence:** 0.1. **Avail:** 4. **Cost:** 20,000¥.

This implants a second, smaller, more efficient, and more robust heart within the chest cavity. This implant augments the normal heart in maintaining the cardiovascular system. Characters with this implant can perform strenuous exercise for longer periods of time due to increased blood supply and higher pulse rates that would cause tachycardia in normal people. They double the fatigue damage interval for strenuous activities, such as running, springing, operating in hot or cold environments, or enduring the effects of g-force. It also grants a dice pool bonus of 1 to all skills in the Athletics group. This implant is compatible with synthacardium, though only the primary heart can be augmented. It is not compatible with the Bicardiac positive metagenetic quality.

### Brain Transplant

**Essence:** 5.0. **Avail:** 25F. **Cost:** 200,000¥.

A procedure that was successfully achieved only a short time before the nanocalypse, and quickly abandoned due to its reliance on nanotechnology. The Brain Transplant procedure allows a metahuman mind to be moved from an old body to a new host (which has its own brain removed beforehand). This is usually a futile operation since the brain can not properly interface with the new host's existing nervous system. However the creation of sophisticated brain-altering nanites solved this problem by re-engineering the connections between old and new tissue, integrating them into one form. Subsequent revelations concerning CFD led to the total abandonment of this procedure, citing near 100% Monad infection rate. The process requires that the new body be a close genetic match to the user's natural brain. The most obvious (but disturbing) option is to therefore use a parent, sibling, or child, as the host. The far more ethical (but expensive) option is to use a clone created with DNA donated by the subject, but a not insignificant social stigma remains regardless of the method used. The user loses their old body and all qualities that requires their previous body. Old negative qualities must be bought off as usual, although no karma is regained for old positive qualities that are lost. The user then gains all qualities that requires their new body, spending karma for new positive qualities but gaining no karma for new negative qualities. The subject loses all old augmentations except those that affect the brain, and gains all new augmentations present in the host that do not affect the brain. Although the procedure costs 5.0 Essence, this spent Essence becomes an Essence Hole (which is consumed by any augmentations present in the new body). This means that the lost Essence can be regained through processes such as Revitalization if not filled by new augmentations, unlike most augmentations. Due to the extensive nature of this augmentation, express GM permission and oversight must be obtained if chosen for a player character.

### Hypermarginal Gyros

**Essence:** Rating \* 0.2. **Avail:** Rating \* 6. **Cost:** Rating \* 31,500¥.

This additional matter added to the supramarginal gyrus affects the ability to perceive empathetic thought and regulate egocentric behaviour. This results in a person who is both better able to appreciate the emotional state of others, and also experience a greater sense of personal well-being without sliding into egomania. Each Rating of this augmentation increases the character's Charisma, up to a maximum of three.

### Prefrontal Reinforcement

**Essence:** Rating \* 0.2. **Avail:** Rating \* 8. **Cost:** Rating \* 50,000¥.

This adds additional connections throughout the prefrontal cortex, the region of the brain predominantly affecting self-control and rational decision-making. The result of such an augmentation is very much like the opposite of a lobotomy, and results in an individual with a much greater degree of self-control and consciously-guided behaviour. Each Rating of this augmentation increases the character's Willpower, up to a maximum of two.

### Spacer Glands

**Essence:** 0.1. **Avail:** 12. **Cost:** 4,000¥.

A rare augmentation that sees little use outside the more paranoid spacers, this orthoskin addition creates a series of mucous-secreting glands near the

body's natural orifices that release their contents in reaction to being exposed to sudden decompression. This transparent mucous seals the holes, which in combination with the protection granted by orthoskin prevents the body's natural moisture from boiling away into space. Although the subject is still out of luck if help is more than a few minutes away, it has shown to be a life-saver with brief vacuum encounters.

This augmentation increases the character's Fatigue Damage Interval when suffering the effects of decompression and radiation environmental hazards. The interval is increased by one stage of severity, so Deadly severity changes to 1 minute (10 Combat Turns), Extreme changes to 60 minutes, and so on. Mild severity does not activate the glands.

### Viscoelastic Buttressing

**Essence:** Rating \* 0.2. **Avail:** Rating \* 6. **Cost:** Rating \* 30,000¥.

This weaves high-density and hyper-elastic fibres into the viscoelastic tissues throughout the person's body, particularly those surrounding their most vital organs. The result is an overall increase in resistance to biomechanical damage, either from traumatic impact or general wear and tear. Each Rating of this augmentation increases the character's Body, up to a maximum of two.



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# Geneware

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## Clone

**Treatment Time:** 2 months. **Essence:** 0. **Avail:** 12R. **Cost:** 25,000¥.

While not an augmentation in the traditional sense, creating a clone is still a genetic process that requires taking a sample of the donor's DNA. Most modern clones are WMP's, inert bodies with an underdeveloped brain (and lacking an Essence attribute) that are harvested for body-parts. These are grown at an accelerated rate and require a facility to sustain the equipment and cocktail of drugs required to keep them alive (facility/lifestyle costs not included in standard price). Alternatively, slow-grown clones can be acquired. These are grown at the usual metahuman rate (taking the same number of years to mature as a regular person), but they result in a healthy individual that is indistinguishable from a member of the public. Slow-grown clones are **Availability:** 15R, **Cost:** 40,000. This figure does not include the lifestyle costs for keeping the clone alive while it matures, which must be paid separately (and may require the Dependent quality at the gamemaster's discretion). The base cost of the clone may be increased by +25% if the owner wishes to alter the clone's gender from the donor's DNA, a further +25% if they wish to alter the metavariant, or +50% if they wish to alter the metatype. There is no known process by which a clone can be forced to express Awakened or Emerged abilities, slow-grown clones express at a similar rate compared to the natural population.

The clone is considered to have all attributes at the metatype's (or metavariant's) lowest value. The purchaser can custom-make their clone and grant them additional physical qualities (and improved attributes) when the clone is being created. Each point of positive karma spent on improving a clone (using standard character progression rules) costs 4,000¥, in addition to the standard clone price. By cutting corners the user can inflict negative qualities, lowering the clone cost by 2,000¥ for each point of karma. The purchaser may also install augmentations, following the usual rules. Regardless of any improvements made, a WMP clone has no consciousness and can not exist outside of a medical facility (unless it is converted into a Monad, has a brain transplant, or similar rare event occurs).

## Leónization (A)

**Treatment Time:** 4 months. **Essence:** 5.0. **Avail:** 12. **Cost:** 500,000¥.

The 'original' version of Leónization released to the public by Ares Macrotechnology (after reverse-engineering stolen Shiawase medical information, which Shiawase later perfected and released as Leónization (B)). Leónization was prohibitively expensive in the 50's and 60's and reserved for the elite, but prices have come down since superior alternatives have come to the market. Leónization (A) shreds the user's Essence, however it does not rely on customised HMHV for application like more modern variants. This means that the lost Essence can be regained through processes such as Revitalization, unlike more recent successors.

## Leónization (C)

**Treatment Time:** 2 months. **Essence:** 0.1. **Avail:** 22R. **Cost:** 6,000,000¥.

Breakthroughs in genetic engineering in the decade prior to the nanopocalypse resulted in Leónization (C), an age rejuvenation process that had almost no affect on a person's Essence. However it was belatedly (as in, after hundreds of high-flying executives underwent the procedure) discovered to pose other serious risks. Leónization (C) causes the user to develop random psychological trauma in the first few months after completing the procedure. Examples include uncontrollable rage, schizophrenia, extreme paranoia, sociopathy, and much more. Bad as this is, it could be worse. Much rarer is the possibility to undergo sudden unknown random genetic expression (SURGE), resulting in various mutations that range from the minor to completely extreme and life-changing. For this reason Leónization (C) is heavily regulated.

Any character that undergoes Leónization (C) must also take 15 Karma's-worth of negative psychological or metagenetic qualities. These can be all one or the other, or a mix of both. These negative qualities may be bought off as usual for double their Karma cost.

## Longevity

**Treatment Time:** 6 months. **Essence:** 1.0. **Avail:** 24R. **Cost:** 2,000,000¥.

With the extended lifespans of elven metatypes a now widely recognised

trait, it was only a matter of time before the root causes were analysed and replicated. Longevity does exactly what one might expect and increases a 'natural' lifespan to a few hundred years, with an appropriate increase in youthful peak health. Since the process simply copies the natural abilities of elves (and to a lesser extent dwarves) it has no affect on individuals who already possess such an extended lifespan, however it is compatible with Lifespan Extension genetic therapy. The procedure is expensive and heavily regulated, mainly due to the risks linked to massive sudden population growth should it become widespread. This has led to increased tensions in ork communities who see it as one of the few ways to subvert their brief lifespans, and thus acquiring mass-scale cost-effective Longevity treatment has become both a political and public health issue (and is opposed by a shaky alliance between groups sponsored by Tír na nÓg and Humanis, amongst others).

Negative qualities caused by advanced age are not removed if already possessed when this treatment is taken (this requires Leónization or similar affects), but it stops further age-related qualities from developing (unless a campaign stretches over an immense period of time).

## Myogenesis Enhancer

**Treatment Time:** 1 month. **Essence:** 0.2. **Avail:** 8. **Cost:** 20,000¥.

This gene shares many similarities with Myostatin Inhibitor augmentation, although in a more holistic fashion. The gene improves the user's ability to build and retain muscle mass, while also reducing fat retention. It is often used by those who wish to have a fit and athletic figure without all the hard work necessary to do so, such as actors or executives with a busy schedule. The modification's efficiency changes at the extremes, low muscle mass increases rapidly while high mass sees no change, and high fat mass sees great reduction while low mass sees little benefit. It reduces the Karma cost of increasing the Agility, Body, and Strength attribute by 1, and grants a +1 dice pool modifier to Fatigue Tests. This modification is incompatible with Myostatin Inhibitor.

## Permissive Resequencing

**Treatment Time:** 3 months. **Essence:** 0.2. **Avail:** 8. **Cost:** 60,000¥.

This procedure forgoes the HMHV-derived genetic alteration method in favour of re-writing the subject's code with the older (slower, and more expensive) version that was being perfected pre-Monad crisis. It grants either the Transhuman Resequencing or Type-0 positive qualities. This augmentation can be taken twice. If taken after character generation, this quality requires the character spend a month in hospitalisation, incurring the nuyen costs for the required lifestyle.

## Transgenic Bioware

**Treatment Time:** 1 week. **Essence:** Bioware \* 0.5. **Avail:** Bioware + 4. **Cost:** Bioware \* 2.6.

The chemical coding to create any bioware organ can be inserted into the genetic structure of a user. While costly and harder to acquire than regular bioware, this method makes the bioware an integral part of the subject's body. This means that the body heals these additions naturally, and even Regeneration accepts them as an integral part of the host. The Essence cost of standard-grade bioware taken through this process is reduced by half (as if it were Deltaware), the Availability increases by +4, and the cost is increased by (standard price \* 2.6). The augmentation is considered geneware, and Essence/Availability/Price can only be further modified by abilities that modify geneware. Bioware taken in this manner can not be permanently removed or upgraded without further altering the subject's genetic code, but they do not regain lost Essence (even through Revitalisation Genetic Restoration).

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# Nanocybernetics

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## Cyberware Nanoaugmentation

**Treatment Time:** 1 week. **Essence:** Cyberware \* 0.5. **Avail:** Bioware + 4. **Cost:** Cyberware \* 2.6.

The mechanical and electrical components of virtually any cyberware can be reproduced through implanted nanomachine colonies working in concert with each other. While costly and harder to acquire than regular cyberware, and increasing the risks of hacking to high-unbelievable levels, this method allows the user to fully integrate synthetic abilities in a discrete manner, without replacing their original flesh. Using multi-functional nanomachines means that the body can repair these additions autonomously, and they can even survive Regeneration. The Essence cost of standard-grade cyberware taken through this process is reduced by half (as if it were Deltaware), the Availability increases by +4, and the cost is increased by (standard price \* 2.6). The augmentation is considered hard nanoware, and Essence/Availability/Price can only be further modified by abilities that modify nanoware. Cyberware taken in this manner can be effortlessly removed and upgraded, usually with a simple software upgrade. Each augmentation is also considered to be self-sustaining, as if it contained a nanohive. However, cyberware nanoaugmentation comes with a number of drawbacks. First of all, cyberlimbs can not be taken as nanoware since they outright remove the original flesh rather than improve upon it. Nanoaugmentation is also incompatible with all bioware except for geneware, since the nanomachines work by enhancing the user's existing body by comparing it against their genetic template and removing any foreign objects that might impede their performance. This incompatibility can be so severe that implanted bioware is swiftly broken down and the material is repurposed, causing potentially fatal injury if the bioware organ in question is necessary to sustain vital functions. Nanoaugmentation also requires constant wireless communication to function, so disabling the wireless ability of a nanoaugmentation effectively turns it off. Blocking nanoaugmentation wireless can also cause a similar problem as with implanted bioware rejection, since the nanomachines can no longer identify benign cyberware due to wirelessly transmitted identification. Consequently, most nanoaugmentation users also implant an Internal Hub of some kind, as well as maximising their firewalls.

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# Vehicles

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## Drones

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### Horizon Wraith (Mini Drone, Pilot Aircraft)

Often thought of as a less invasive and more upgraded CU<sup>3</sup> drone, and equally used for self-promotion. Such devices are an investigative reporter's best friend since their sensors are so acute, and their signature so subtle. It's not cheap though, and its limited armour won't do much to thwart even a humble pistol.

**Cost:** 15,000¥. **Availability:** 12R.

**Handl:** 4. **Speed:** 2R. **Accel:** 2. **Body:** 2. **Arm:** 2. **Pilot:** 4. **Sens:** 6.

**Standard Upgrades:** Clearsight Autosoft (Rating 4), Improved Economy, Searchlight, Signature Masking 6.

### Spinrad-Global Athena (Anthro Drone, Pilot Walker)

Many expected Horizon to be the first to come up with an economically-viable companion that doesn't trigger uncanny valley revulsion. However, Spinrad-Global took the lead after absorbing most of the drone R&D labs formally controlled by doomed NeoNET. The result is the Athena, an anthroform drone that can pass as human even in close (and lengthy) contact. Although they come with complete fluency with the English language as standard, the Autosoft can easily be swapped out to any that are desired, and the language they are bundled with usually depends on what country they are sold in. They are marketed to be used as secretaries and personal helpers, but everyone knows the true market. And we don't mean stealthy infiltration units.

**Cost:** 100,000¥. **Availability:** 12R.

**Handl:** 4. **Speed:** 4G. **Accel:** 2. **Body:** 3. **Arm:** 3. **Pilot:** 4. **Sens:** 4.

**Standard Upgrades:** Language Autosoft (English) 4, Multifuel Engine, Personality Software, Realistic Features 4, Special Armour Modification (Chemical) 3, Touch Sensors.

### Spinrad-Global Artemis (Anthro Drone, Pilot Walker)

What many do not realise is that the Athena was merely cover for NeoNET's production of the Artemis, a military-grade anthroform drone intended to act as physical shells for uploaded AI servitors. The entire Monad crisis shot that plan to hell, but the technology remained and was quickly hidden from prying eyes by Spinrad-Global. The Pilot and personality programs on these drones are so advanced that they can pass for real people under most circumstances. Trials are in place to use them as infiltration units, but the production price limits their use for the foreseeable future.

**Cost:** 250,000¥. **Availability:** 24F.

**Handl:** 5. **Speed:** 4G. **Accel:** 3. **Body:** 5. **Arm:** 5. **Pilot:** 6. **Sens:** 6.

**Standard Upgrades:** Language Autosoft (English) 6, Multifuel Engine, Personality Software, Realistic Features 4, Special Armour Modification (Chemical) 5, Touch Sensors.

### Spinrad-Global Rex (Medium Drone, Pilot Walker)

Following hot on the heels of their new Athena anthroform drone was another Spinrad-Global entry into the 'more real than real' market. The Rex is a copy of man's best friend, a faithful drone companion that mimics the venerable canine. These are intended as pets for those who cannot provide for the flesh and blood version, but they also serve as excellent (and subtle) guards for those who might be apprehensive about obvious robots. Also, their fur is not just for show, allowing flawless function even under Arctic conditions.

**Cost:** 50,000¥. **Availability:** 12R.

**Handl:** 4. **Speed:** 5G. **Accel:** 3. **Body:** 3. **Arm:** 6. **Pilot:** 4. **Sens:** 4.

**Standard Upgrades:** Multifuel Engine, Personality Software, Realistic Features 4, Special Armour Modification (Insulation) 6, Touch Sensors.

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## Vehicles

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### Ares Spectre (Bike, Pilot Ground Craft)

The elegance of a sports bike with the hard appeal of a combat vehicle, the Spectre is Ares' answer to the age-old question "Bikes are cool, but what if we added more tank?" The Spectre is heavily armoured (for a bike), but that isn't its main selling point. What really sets it apart from others is its obscene manoeuvrability, including the ability to drive up vertical surfaces thanks to its Gecko Tip wheels. Hold on tight!

**Cost:** 28,000¥. **Availability:** 12R.

**Handl:** 5/4. **Speed:** 5/4G. **Accel:** 4. **Body:** 6. **Arm:** 9. **Pilot:** 2. **Sens:** 3.

**Seats:** 2.

**Standard Upgrades:** Gecko Tips, Run-Flat Tires (2).

### EVO WarMek (Corpsec/Police/Military, Pilot Walker)

WarMek's are large bipedal combat vehicles (with a cockpit shoved on top). They are considered to be good all-rounders, while being outclassed in specialised roles. For example, for the same mass tanks have more armour per square inch and a lower target profile. While this would doom them on Earth (where dedicated machines are plentiful), the WarMek comes into its own when you consider the cargo space and reaction mass constraints of shipping hardware between planets. WarMek's can be quickly customised for different roles, anything from anti-air defence to industrial construction. This means that shipping a single WarMek to Mars can save a lot of resources that that would otherwise be spent of redundant equipment, and it can be expected to slot into almost any role regardless of changing situations on the ground. They also look really cool. EVO and Saeder-Krupp lead the field in WarMek design and construction due to their heavy off-world presence on Mars and Luna. Ares considered branching out, but they are too heavily invested into traditional Aerospace assets to make it more than a passing interest.

Because they can not stand up to traditional military hardware, the lighter variants are actually legal to own.

#### Light

This vehicle masses between 2-3.5 tons, and 5 metres tall.

**Cost:** 200,000¥. **Availability:** 12R.

**Handl:** 5/4. **Speed:** 5/4G. **Accel:** 4. **Body:** 12. **Arm:** 16. **Pilot:** 3. **Sens:** 3.

**Seats:** 1.

**Standard Upgrades:** Mechanical Arm (Articulated) \*2, Rigger Cocoon.

#### Medium

This vehicle masses between 3.6-5.5 tons, and 6 metres tall.

**Cost:** 300,000¥. **Availability:** 16F.

**Handl:** 5/4. **Speed:** 4/3G. **Accel:** 3. **Body:** 16. **Arm:** 20. **Pilot:** 3. **Sens:** 3.

**Seats:** 1.

**Standard Upgrades:** Mechanical Arm (Articulated) \*2, Rigger Cocoon.

#### Heavy

This vehicle masses between 5.6-7.5 tons, and 7 metres tall.

**Cost:** 400,000¥. **Availability:** 20F.

**Handl:** 5/4. **Speed:** 3/2G. **Accel:** 2. **Body:** 20. **Arm:** 24. **Pilot:** 3. **Sens:** 3.

**Seats:** 1.

**Standard Upgrades:** Mechanical Arm (Articulated) \*2, Rigger Cocoon.

#### Superheavy

This vehicle masses between 7.6-10 tons, and 8 metres tall.

**Cost:** 500,000¥. **Availability:** 24F.

**Handl:** 5/4. **Speed:** 2/1G. **Accel:** 1. **Body:** 24. **Arm:** 28. **Pilot:** 3. **Sens:** 3.

**Seats:** 1.

**Standard Upgrades:** Mechanical Arm (Articulated) \*2, Rigger Cocoon.

### Saeder-Krupp Highliner (LTAV, Pilot Aircraft)

Airships are not a new development, in fact there were quite popular more than one and a half centuries ago. However they fell out of fashion once internal combustion engines matured to the point they allowed efficient flight, and were almost forgotten by the time commercial jet aircraft became available. The modern Highliner family of rigid airships differs from its predecessors by using a vacuum chamber to achieve buoyancy, rather than

filling the void with lighter-than-air gasses such as hydrogen or helium. However even this innovation would be insufficient if these vehicles did not incorporate Saeder-Krupp's latest developments in lightweight/high strength components, fresh from their material science labs on the Moon. The world has wondered what they were doing in their secretive labs for over a decade, and the results are impressive. The groundbreaking materials are combined with innovative buttressing to create a vacuum chamber that is almost immune to buckling. The weight savings means that airships can now fully compete against more traditional aircraft, and will a niche for large aircraft that can hover in place for extended periods of time. While use as cargo haulers is obvious, some militaries already have plans for massive drone carriers that can remain airborne indefinitely.

However, there are a few drawbacks with the modern incarnation of vacuum airships. The first is a matter of production, the lightweight materials needed for their construction require zero gravity conditions which massively inflates costs. This problem may be negated in time due to the multiple space elevators that are in various stages of design and construction, but for the time-being it still costs a great deal to have the needed materials shipped down to ground level. Furthermore, airships rely on displacing external gasses to achieve lift. This means that airships have a relatively lower altitude ceiling, since atmosphere becomes less dense the higher you go. Lighter-than-air vehicles will therefore never replace jet aircraft, at least not until someone develops anti-gravity technology. But that's pure science-fiction, and unlikely to happen for hundreds of years.

Larger airships have docking ports for their smaller variants, usually at least two. It is generally seen as a good idea to reduce altitude to the smaller crafts maximum altitude before detaching them. They also contain rotors to aid in movement, and in some designs these are usually concealed and only deployed when needed. The vacuum chamber is compartmentalised to improve survivability if damaged, and each vessel contains a pump able to fill or empty the chamber with atmosphere as needed. The double value for Handling and Speed represent Horizontal/Vertical movement rates. Corpsec versions exist and follow the rules for official emergency vehicles, multiply vehicle attributes by 1.5 (round up) (SS, pg. 187).

#### Light

Roughly twice the size of an Ares Roadmaster, although half the internal volume is consumed by the vacuum chamber. Maximum altitude is 2000m under standard load, reduced to 1000m under theoretical maximum load.

**Cost:** 150,000¥. **Availability:** 12R.

**Handl:** 6/5. **Speed:** 6/5R. **Accel:** 6. **Body:** 8. **Arm:** 8. **Pilot:** 3. **Sens:** 3.

**Seats:** 6.

**Standard Upgrades:** Gliding System, Improved Economy, Secondary Propulsion (Rotor).

#### Medium

Roughly twice the size of a Saeder-Krupp Konstruktor hauler, although half the internal volume is consumed by the vacuum chamber. Maximum altitude is 4000m under standard load, reduced to 2000m under theoretical maximum load.

**Cost:** 300,000¥. **Availability:** 15R.

**Handl:** 5/4. **Speed:** 5/4R. **Accel:** 5. **Body:** 14. **Arm:** 14. **Pilot:** 4. **Sens:** 4.

**Standard Upgrades:** Gliding System, Improved Economy, Secondary Propulsion (Rotor).

#### Heavy

Roughly twice the size of a Lurssen Moebius, although half the internal volume is consumed by the vacuum chamber. Maximum altitude is 6000m under standard load, reduced to 3000m under theoretical maximum load.

**Cost:** 600,000¥. **Availability:** 24F.

**Handl:** 4/3. **Speed:** 4/3R. **Accel:** 4. **Body:** 20. **Arm:** 20. **Pilot:** 5. **Sens:** 5.

**Standard Upgrades:** Gliding System, Improved Economy, Secondary Propulsion (Rotor).

#### Superheavy

Roughly twice the size as a Saeder-Krupp nuclear aircraft carrier, although half the internal volume is consumed by the vacuum chamber. Maximum altitude is 8000m under standard load, reduced to 4000m under theoretical maximum load.

**Cost:** 1,200,000¥. **Availability:** 33F.

**Hand:** 3/2. **Speed:** 3/2R. **Accel:** 3. **Body:** 26. **Arm:** 26. **Pilot:** 6. **Sens:** 6.  
**Standard Upgrades:** Gliding System, Improved Economy, Secondary Propulsion (Rotor).

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## Vehicle Modifications

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### Afterburner (Powertrain)

**Cost:** (Body \* 1000¥). **Availability:** 14F. **Slots:** 3.

An afterburner temporarily doubles the vehicle's Speed at the cost of halving its Handling. It also reduces the vehicle's operational time if used an excessive amount. Activating it requires a Complex Action. While normally installed on Aerospace and Air Craft it is possible to fit similar speed boosters on other vehicles, although it is usually followed by spectacular crashes.

### Jarhead Mount (Powertrain)

**Cost:** 5000¥. **Availability:** 20F. **Slots:** 1.

This rare and highly illegal modification adds the ability to safely install a cyborg's protective brain-casing into a drone or vehicle. It functions exactly like a Rigger Cocoon except it is significantly smaller, and it can sustain good health for the contained Jarhead indefinitely so long as the subject maintains a Medium lifestyle to replenish the needed supplies. Since the contained Jarhead is encased inside a drone/vehicle their aura is completely invisible to outside observers and they can not be directly targetted by spells, and all magic used against them must defeat an Object Resistance of (15+). Most actions require use of the skills the subject used before their Jarhead augmentation. Piloting can also be substituted for most Physical Active skills (and Gunnery for Combat Active) at the gamemaster's discretion, with a -4 dice pool penalty. This penalty can be mitigated by Control Rig bonuses.

### ECCM (Rating 1-6) (Electromagnetic)

**Cost:** (Rating \* 500¥). **Availability:** (Rating \* 3)F. **Slots:** 2.

Electronic Counter-Counter Measures resist ECM. It lowers Noise in a spherical area according to its Rating. Its Rating is reduced by 1 for every 5 meters from the centre. ECCM only affects devices (and personas on those devices) that are within the ECCM area, but it affects all of them.

**Wireless:** You can set your ECCM to not interfere with devices and personas you designate.

### Nanofabricator (Rating 1-4) (Cosmetic)

**Cost:** (Rating \* 5000¥). **Availability:** (Rating \* 3)R. **Slots:** (Rating).

This device uses nanites to forge items. It can create any non-organic device as long as it is supplied with the appropriate feedstock, but it is limited in size according to the Rating of the Nanofabricator. Each point of Rating can increase an item up to 25cm in diameter. Acquiring feedstock is easily accomplished with a Medium Lifestyle for Device Rating 3 objects and below, or a High Lifestyle for Device Rating 4+.

# Echoes

## AbBlock

Short for 'Aberration Block'. The technomancer ignores distractions and interfering sight/sound/odor/Matrix modifiers for Perception Tests (p.135, SR5). Additionally, they are granted the ability to process information from multiple sources simultaneously. Combat still requires the technomancer's full attention, but multiple types of other mundane tasks can be handled effortlessly. Observe in Detail (p. 165, SR5) and Matrix Perception Tests (except when it's an Opposed Test) count as Free Actions for the character. The technomancer also receives an additional Free Action per Initiative Pass when not directly engaged in Matrix or Vehicle combat. The technomancer can simultaneously observe a number of information sources (such as different data streams or commlink conversations) equal to their Submersion grade.

**Requirements:** Quiet echo.

## Anonymous

Any electronic sensors within (Resonance \* 10m) of the technomancer have a penalty to their Perception tests to detect the technomancer equal to - (Submersion grade), so long as the technomancer is aware of them. This applies to all sensors whether they are visual such as cameras or cybereyes, audio devices such as microphones, motion sensors, etc. The technomancer can extend this to a number of drones or vehicles controlled by the technomancer equal to their Submersion grade, as long as they remain within (Resonance meters) of the technomancer himself. This penalty is in addition to any others incurred, such as by the technomancer wearing Ruthenium Polymer Coating.

**Requirements:** Resonance Scream echo.

## Chummy

The technomancer gains a unique Companion Sprite that permanently accompanies and resides within their mind. Its Level is equal to the technomancer's Submersion grade and it has no powers, but gains the Hacking, Hardware, and Software skills, in addition to Computer and Electronic Warfare. It can not take independent actions, however it can make teamwork tests to aid on any Matrix or Perception tests the technomancer makes (substituting Electronic Warfare for the Perception skill, so long as the technomancer grants access to their senses). It does not count toward the limit for compiled or registered sprites. If the Sprite is ever decompiled it automatically returns after the technomancer is next able to sleep. The sprite is entirely sentient and has its own personality according to the whim of the technomancer, and is completely loyal to its master. It also retains complete two-way mental communication with the technomancer at all times. It is possible to take this echo even if you can not normally make use of Companion Sprites (such as by having the Sprite Block negative quality).

## Circadian Modification

The technomancer requires less sleep and the sleep they get is deeper and more restful. This echo reduces the amount of required sleep by [Submersion grade], to a minimum of 1 hour required. They may also stay awake for twice as long as normal before having to resist sleep deprivation fatigue (p. 172 SR5). Resting for healing purposes are not affected. If the technomancer possesses the Mental Partition quality they may make Perception tests during the little sleep they do get. This echo stacks with other sleep modifications (such as from Sleep Regulators), but only to a minimum of 1 hour of required sleep.

## Coulomb Manipulation

The technomancer is able to manipulate electrostatic pressure to hover a few centimetres over the ground, improving complimentary augmentations. This field allows the technomancer to either move at double their normal walking or running speed while the echo is active, or instead removing the penalty to Physical limit and weight carrying penalties for activating installed Skimmers. If the user has installed Hydraulic Jacks this also adds a number of meters to the technomancer's horizontal jump distance equal to their Submersion attribute, or half their Submersion for vertical jumps (rounded up).

**Requirements:** The Van der Waals Effect echo, Hydraulic Jacks and/or Skimmer augmentations.

## Empathic Metanalysis

Every time the technomancer selects the Empathic Metanalysis echo, they increase their Charisma attribute by 1. This echo can be taken a maximum of two times.

## Engram Indexing

The technomancer gains a dice pool modifier to all Memory Tests equal to half their Resonance attribute (rounded up). It also functions as the Three-Dimensional memory Adept power, except replace Magic with Resonance.

## EM Barrier

The technomancer may generate a repulsive electromagnetic shield about themselves that protects them against ferromagnetic material and radiation exposure. The ability creates a force field with 1 point of Armor rating, Structure rating, and Radiation Shielding per hit on a Compiling + Resonance Test (although the technomancer may choose to not use their full number of hits if desired). The barrier takes form as a dome centred on the technomancer, and the radius can be extended to a number of meters equal to half the technomancer's Submersion value if they do not move.

Alternatively, it can be used to form a wall with a height and length equal to half the technomancer's Submersion value.

The barrier functions like a physical object, but only against attacks that can be affected by electromagnetic fields (such as the material composition of armour-piercing bullets, laser beams, etc.). The wall is translucent but can shimmer in various tints and geometric patterns determined by the technomancer, the equivalent of Light Fog (p. 175 SR5). The barrier causes Noise for the technomancer equal to the number of hits on initially forming. The barrier can be brought down by attacks that are resisted by the shield, but as long as it is sustained it will regenerate all of its Structure Rating at the beginning of each Combat Turn. If the barrier is reduced to Structure Rating 0, it collapses and the effect ends. Each time the technomancer uses this ability they must resist Fading equal to the number of hits used on their Compiling test. It can be sustained like a Complex Form for as long as the technomancer wishes (incurring the usual penalties). Note that many modern weapons do not make use of materials that are easily magnetised (i.e gel rounds)

**Requirements:** Gauss Effect echo.

## Gauss Effect

The technomancer may temporarily super-charge their implanted Magnetic System to manipulate a ferromagnetic object at a distance up to their Resonance attribute in meters, in a manner similar to classical telekinesis.

The technomancer makes a Compiling + Resonance Test with every hit becoming the effective Strength and Agility of the effect. The technomancer may only use this ability to push or pull objects, not interact with them as with the Magic Fingers spell. Gauss Effect can only manipulate objects that the technomancer can see, but this can be through electronic sensors in addition to the technomancer's own eyes (as long as they are within range of the ability). Each time the technomancer uses this ability they must resist Fading equal to half the range of the ability in meters, +1 for every step in size of the target above Minuscule (R&G, pg. 108). It can be sustained like a Complex Form for as long as the technomancer wishes (incurring the usual penalties). This ability only works against objects possessing components that can be affected by a magnetic field (i.e iron).

**Requirements:** Coulomb Manipulation, Magnetic System augmentation.

## Internal Host

The technomancer can create a virtual representation of their own mind, enter it, and even invite others to visit (with a number of simultaneous personas present up to the technomancer's Submersion grade). This functions exactly like a host, except that the technomancer is the owner and has full control over it. They can determine the rules within the host, its internal and external appearance, and eject those they wish. Unlike a normal host, the technomancer's Internal Host can not run IC (however the technomancer may use Sprites as an alternative). The host can run silent if desired, and is detected as normal for icons running silently. The host's Rating is equal to the technomancer's Resonance value, with Matrix Attributes as appropriate for a host of the Rating SR5, pg. 247). The host

contains a gateway to the Foundation (DT, pg. 110). If the technomancer shuts down the host, all data stored in it's Archive is permanently pushed into the Foundation and requires a Deep Run to retrieve.

### Ion Form

This permits a limited form of continuous propulsion, which functions both in and out of atmosphere. The technomancer can now take ranks in the Flight skill, which is considered part of the Athletics skill group. If you already have the Athletics skill group, you can introduce Flight into the group, having it match the level of the group for the standard Karma cost of purchasing a single skill at that level; after that point, the Flight skill will be increased anytime the entire group is increased (the option of splitting up the group and improving skills individually also remains in place). Movement is  $x1/x2/+1$ . It also adds the technomancer's Submersion grade as a dice pool bonus to Freefall tests.

**Requirements:** Coulomb Manipulation echo.

### Living Archive

The technomancer adds half their Submersion grade attribute to all Knowledge, Language, and memory-related tests, as well as to their Mental limit (rounded up).

**Requirements:** Engram Indexing echo.

### Mental-Siphon

The technomancer may abuse the read/write ability of invasive brain augmentation (such as implanted commlinks, cyberdecks, rigger control consoles, or cyberbrains) to read a victim's mind, as long as they maintain skin contact. The target is aware of the attempt, although they may not necessarily know the source. The technomancer must attempt a Resonance + Decompiling [Mental] test as a Complex Action, opposed by the target's Composure. The number of net hits the technomancer gets determines what kind of information they can read. The technomancer may search for one piece of information per Complex Action while skin contact is maintained. Additional uses of Mental-Siphon against the same target within a number of hours equal to the target's Willpower inflict a -2 dice pool modifier on the Decompiling attempt. The technomancer must resist Fading equal to the number of hits on the opponents Composure roll.

**Requirements:** Skinlink echo, Resonance Channel complex form.

#### Mental-Siphon Table

Net Hits	Results
1-2	The technomancer can read the target's subject thoughts only.
3-4	The technomancer can find out anything the target consciously knows and view the target's recent memories (up to 72 hours).
5+	The technomancer can search the target's subconscious, gaining information the target may not even be consciously aware of, like psychological quirks, deep fears, or hidden memories.

### Natter

The technomancer gains an ability similar to a White Noise generator, manifesting a blanket of noise in the real world. The technomancer may project a sphere up to their Resonance value in meters, and any attempts to overhear from outside this area have a penalty to perception Tests equal to the technomancer's Submersion grade. This applies to all methods of listening, be they biological, electronic, or magical. The technomancer may extend the sphere to double their Resonance value if they do not move for the duration.

**Requirements:** Resonance Scream echo.

### Neural Buffer

Any time you would take 2 or more boxes of damage to your Stun Condition Monitor, reduce the damage by one box. The damage reduction does not apply to Stun received from Fading or biofeedback damage. This Echo does stack with augmentations such as Double Elastin geneware, in which case the damage is reduced by 1 additional point, to a minimum of 1 damage taken.

### Panopticon

The technomancer gains an automatic test to detect electronic sensors (such as surveillance cameras, laser tripwires, pressure plates, etc.) within

[Resonance \* 10m] of themselves, without needing to spend an action. They gain a bonus on these tests equal to their Submersion grade.

**Requirements:** Quiet echo.

### Premonition Ciphering

Every time the technomancer selects the Premonition Ciphering echo, they increase their Intuition attribute by 1. This echo can be taken a maximum of three times.

### Probability Submersion

This echo mimics an AI's uncanny ability to understand and manipulate patterns in reality, albeit to a lesser degree. Raise your maximum Edge value (not current value) by 1. This echo can only be taken a number of times equal to half the character's Submersion grade.

### Resonance Drivers

The technomancer may use Edge with skills/softs, both spending and burning.

### Resonant Empathy/Insight/Intelligence/Dedication

Raise one of your maximum Charisma/Intuition/Logic/Willpower Attribute values (not current value) by 1. These echoes may be taken multiple times. Each of these echoes can only be taken a number of times equal to half the character's Submersion grade.

### Resonance Shield

Resonance and magic are inimical to one another. The technomancer's link to the Resonance has now progressed to the point that this has an effect in the physical world. The technomancer gains a number of dice to resist magic and magic effects equal to half their Resonance (rounded up). This ability does not stack with other sources, such as the Magic Resistance quality. The Resonance Shield can be temporarily switched off with a Free Action.

**Requirements:** The Van der Walls Effect echo.

### Satellite Locus

This allows the technomancer to uplink to communication satellites in low-Earth orbit, connecting to the Matrix from places where no local wireless networks exist. This limits Noise due to distance to -5 (while on Earth).

**Requirements:** Quiet echo.

### Shocklink

The technomancer uses their own bioelectrical field to supercharge their electrical attacks. Damage can be projected forward a number of meters equal to the technomancer's Resonance, using the Exotic Ranged Weapon (Shocklink) skill. This takes a Simple Action. Each time the technomancer uses this ability they must resist Fading equal to half the range (in meters) of the attack.

**Requirements:** Skinlink echo, Shock Hand augmentation.

### Warez

The technomancer may overwrite the owner persona on the operating system of a device in much the same way as an AI. Changing ownership requires direct physical contact between the technomancer and device. Unlike regular attempts to change ownership, either the device nor technomancer requires a Matrix connection (the required data transfer is instead performed via the Resonance).

To take ownership, the technomancer makes an Extended Logic + Computer [Resonance] (Device Rating + Firewall, 1 Combat Turn) Test. The technomancer must resist Fading equal to the Device Rating if they succeed, or 2 \* Device Rating if they suffer a glitch. Critical glitching deals the same Fading as a glitch but also temporarily damages the device so no further attempts to change ownership may be made until the device regains a Matrix connection and downloads the appropriate repair files. This process also notifies the owner of an attempt to steal it. Succeeding on the test causes the device to reboot, dumping the original owner if they are logged on. After rebooting, the technomancer will have full ownership of the device. However following the test, the technomancer suffers +2 Fading for a number of hours equal to the Device Rating of the item the ability was used on whether they succeeded or not. If the technomancer attempts to use this ability to change ownership of additional devices before this period expires, the Fading stacks.

**Requirements:** Skinlink echo, Resonance Channel complex form.



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# Paragons

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## Void (The Explorer)

This Paragon is fascinated by what is left to be discovered both within and without the Matrix. They are driven to expand the realm of experience beyond the confines of technological civilisation, to master areas of extreme Noise, and gently push the boundaries of information contained within the infinite archives of the Foundation. Most adherents of the Void are lone wanderers (or they are the only technomancer in their group of close peers). However, this is more a result of them being pushed to the edges of recognised knowledge rather than be safely settled in established tribes. Void has a great deal of respect for the Inventor, and views it's fascination with meatspace as an expression of mastery over the unknown. However, it looks unfavourably upon the Secret Keeper and it's desire to forcefully hoard information once it has been discovered. Most follows of the Void are non-violent, although there is no demand to be so inclined.

**Advantage:** -3 personal Noise (not Distance-based).

**Disadvantage:** -1 limit and -1 dice for Brute Force actions.

Favour is lost if the technomancer spends the majority of their time in an area with no Noise penalty (factoring in the Void Situational Noise advantage). It can be regained if they spend time in an area with non-distance-based Noise of at least half their Resonance value.

# Acclimation

As the metahuman body accrues ever-more augmentations, it gradually loses Essence. Philosophers and magicians may debate until the end of time as to what Essence actually 'is', but it is an incontrovertible fact that once a person loses their last shred of Essence, they perish. However all is not lost, because while artificial implants may strip a person of this vital force, the connection to one's Essence can be regained.

Acclimation allows you to regain lost Essence and raise it back to the natural unaltered maximum. Acclimation is an intensive process that requires a great deal of dedication and mental fortitude, or else a lot of external help and support. While some strong-willed individuals may be able to undertake the process in isolated seclusion, most visit dedicated health professionals or join support groups with others. The time it takes to complete Acclimation is determined by a Biotechnology + Logic [Mental] (Acclimation degree, 1 month) Extended Test. Once this period is complete the individual regains 1.0 Essence, up to their usual unaugmented maximum. If the increase would take them over their maximum, the additional Essence is lost.

Acclimation is measured in grades, beginning with grade 1 and increasing from there. The cost to Acclimate is  $10 + (\text{Acclimation Grade} * 3)$  Karma, if they are neither Awakened or Emerged. Emerged characters must pay  $10 + (\text{Acclimation Grade} * 3) + (\text{Resonance} * 2)$  Karma, and Awakened must pay  $10 + (\text{Acclimation Grade} * 3) + (\text{Magic} * 4)$  Karma.

Your Acclimation grade can never be higher than half your Magic or Resonance (if present), and your Essence can never be higher than your natural unaugmented maximum (usually 6). Regaining Essence through Acclimation does not restore Magic or Resonance lost through augmentation, and must be re-purchased as normal. Only mundane characters can purchase Acclimation at character generation, Awakened or Emerged characters must wait until after their first game session.

The Karma cost of Acclimation can be further modified in certain circumstances. A support group of individuals suffering similar Essence loss can grant the needed help, at the risk of leaking information if those present are not sufficiently vetted. A well-stocked medical facility should make the process easier, with the penalty of paying increased Hospitalised costs on top of the usual lifestyle (SR5, pg. 369). The presence of a trained medical professional with medical/technomancy skills (beyond those possessed by a standard medical team) can help even mundane individuals, but costs 10,000 nuyen for every five weeks of the Acclimation process (rounded up).

Type	Cost
Support Group	Base cost – 10 percent*
Medical Facility	Base cost – 10 percent*
Magical/Technomancy Professional (as appropriate)	Base cost – 10 percent*

\*These may be combined for a total Acclimation discount of 30 percent.

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# Notes

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<sup>1</sup> Revels in Murder grants Edge bonuses for a certain playstyle, but there should be alternatives. Banzai and Guardian gives additional options for playing a high-edge character besides murderhobo.

<sup>2</sup> Awakened are better. Awakened are always better. So how about we allow mundanes (and technoos) to inch closer, without nerfing the Awakened?

<sup>3</sup> Frankly there's no reason to make melee your primary damage dealing method in Shadowrun. Yes, it's more realistic that guns are superior, but this is a game. Options that are traps should be discouraged.

<sup>4</sup> No one only buys a single Breast Implant 2.0. Well, almost no one. The option for only one is still there for those who absolutely want the choice (to demonstrate losing an original breast, etc.), but as default the augmentation now grants two. The player should not be penalised for something that has almost no impact in the game.