Golden Chrome

European themed utensils for use with Cyberpunk RED

Written and edited by Tomasz Stawski

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Golden Chrome – European themed utensils for use with Cyberpunk RED

▶ Images are credited in order of appear

FrontPage: https://www.artstation.com/artwork/3ooyqY

Volume I: https://www.deviantart.com/rafal-banasiak/art/Security-Checkpoint-566034359

Volume II: https://www.deviantart.com/ianllanas/art/12mm-Pistol-concept-art-603796604

Volume III: https://www.news-medical.net/news/20190919/DNA-origami-creating-DNA-based-nanomachines.aspx

▶ Putting the Euro into the Punk

So, you want to finally spend your hard earned Ebbies and visit the old world where it all began. Frankly, it's still the same world, but Europe is not simply gutter punk – at least not on the outside. Keeping it simple – one can enter the authoritarian welfare state in two different ways. There's the official way and the unofficial way, AKA the illegal one. This is how it's always been.

▶ By the books

This is the first way of doing things for most folks, but it certainly is prime one for Europeans. First step would be to acquire a proper treasury. How much? Well transporting your ass through the Atlantic is around 5'000 these days, same goes for buying out a temporary stay, so you are not to be unnecessarily disturbed by the local law enforcement. So 6 grands for keeping it to the major corporation hubs and population centres – not bad price for an air that doesn't give you a lung cancer. It's in Euros custom to pay for your travel, and administrative fees if they are the ones that hired you for the job – but it happens only to best of the best. All other freelancers make an investment by traveling, to seek the opportunity of better employment, payment and retirement plans.

▶ Off the books

If you'd like to stay off grid, but still manage to get into the land of a free healthcare – try different way. First off, find yourself a Nomad clan skilled enough to drop you at the outskirts of EU, then bribe border patrol to let you pass in, or better yet forge, or fix yourself some accredited citizenship papers. Actually bribe them anyway. It's best to be sure someone's watching your back. Just remember to keep off major cities, where they check everything digital. To sum it up, it's 15'000 EB to fly under the radar, and be able start taking them sweet jobs on the old continent. And forget healthcare.

▶ Style and Class

It's a class society – you're either born into your class, or crawl up to it. Anyway – Euros are born with natural instinct to ignore their lesser. They all have style – different cultures make for a different style trope as you cannot simply make it universal. I'd say it's easier to differ a noble from a peasant if you have actual royalty. It still happens, although uncommonly to marry oneself into more rich family. Europeans take it very seriously – right style will make you treated with respect, but overdo it and you've taken a step in the direction of being socially ostracized.

▶ What fuels Europe?

Most obvious answer is the money. The fact that EB is backed by Europeans since the Collapse is no secret, and frankly a common knowledge. Since 2020s Europe Stands unified under a single motto – get rich or die trying. I noticed your smirk, yeah it's the very same that's printed on Euro Bucks you've used to travel here. The so called Euro-Block would put any NUSA shithole to shame – running water, clean air and virtually no crime – it was safe, Corporate and boring. See, they like it this way. So it's safe to assume, a secondary answer would be stability. Europe withstood the collapse, emerged victorious, but still need to recover. See, fourth corporate targeted mostly industrial hubs.

▶ World Beyond

Since the loss of the out-world colonies to the Highriders, Europe lost most of their off world mass production. They still do have access to them, but this time it's them who pay the taxes. Both Luna and Mars are independent now. Nonetheless outside of their economic trouble, World Stock Exchange and Common Market somehow managed to live through the time of the RED. Some even say their governments were able to put a leash on corporations. Unbelievable I know, but see for yourself.

Volume I:
New gear from the
Old Continent

RAFAL BANASIAK

Customer #2137 please step in.

The following catalogue has been approved by European Council, and has been qualified as compatible with foreign sales policy directive.

Have you read and understood the terms of sale? Sign here. Now here.

As everything seems to be in order, I hereby officially approve your requisition form. You may now enter the scanning checkpoint, this way. Left side.

Please remember that security turrets are automated, and will not comply to any form of explanation.

Services

▶ Memory Reconstruction

1000eb (V. Expensive) / 5000eb (Luxury) 2d6 Humanity Loss   Hospital

Two decades ago Euros figured out a way to store fabricated memories in a chemical state, sold them in pills to skill up their customers for limited time. It took nearly twenty years to perfect the process, but now you can implant a desired knowledge permanently. If your brain can withstand it.

Process takes a week of downtime, at the end of which you gain +1 to a skill of your choice. This cannot push a skill further than 10.

Memory Reconstruction for (x2) cost Skills are 5000eb (Luxury), reconstruction for all other skills are 1000eb (V. Expensive).

▶ European Therapy

5000eb (Luxury)   Hospital

To a surprise of no one, experimental therapy (also known as brain reformatting) originated in Scandinavia. Best specialists in the field reside in Little Europe, using experimental drugs and unorthodox direct brain-machine data streams allowing for better results in the same amount of time.

Process takes a week of downtime, at the end of which, you regain 6d6 of your lost Humanity. Humanity cannot be fully regained without the removal of cyberware. Each piece of cyberware will decrease your maximum Humanity by 2. Each piece of borgware cyberware lowers maximum Humanity by 4 instead. Cyberware with 0 Humanity Loss on installation will not decrease your maximum Humanity.

If performed by a Medtech, it requires a successful DV19 Medical Tech, and 1000eb (V. Expensive) Materials controlled entirely by Biotechnica, that must be purchased directly from the company.

▶ Rebirth

20'000eb (S. Luxury)   8d6 Humanity Loss   Hospital

Everyone knows that once you go Full Borg, you cannot go back. More copious take often state that you wouldn't want to do so anyway. Truth is, poor people cannot do it, rich folk do as they please. Europeans leading in the biology fields, can make a tailored clone compatible only and only with your sentience. Your new body would be edited specifically for your desires, to an extent at least, and for legal reasons would retain all memories including one of your death. You see, you will legally be the same person, and we're compelled to assure you know that.

Process takes four weeks of downtime. To be able to be cloned you need to have Mandatory Gene Mapping done. If you haven't got one, add 5000eb to the price.

All your Cyberware is removed and safely stored for you to be retrieved later.

Your consciousness and identity are copied and implanted to a new body, painlessly killing you in the process, while you're aware of it. Your old body is incinerated for legal reasons.

You're then given 62 points to redistribute your Stats. Stats can be as high as 8 and as low as 2, and you cannot set any Stat further than 2 points from you originally had at character creation.

Your new body start with a free Gene Mapping and 7 empty Bioware Slots.

Fashion & Armour

▶ Anonym Cloak

500eb (Expensive)

High Tech cloak made from shining and chrome-like fabric that appear very distorted in both shape and colour to any cameras, cybereyes, drones and the like. Sustain your anonymity.

Cloak that can be worn over armour or clothing. User appears as a easily distinguishable constantly glitching out mess of their former shape. User is treated as if they would be obscured by smoke at all times when seen by any sort of vision outside of meat eyes.

▶ Camouflage Cloak

100eb (Premium)

A cloak made with synthetic materials sewn on breathable lining. Mostly comes from military surplus, but it's not uncommon for these to be house made. Premade patterns blend in chosen environment. Available in a wide variety of templates such as Forest, Grass, Desert, Snow and Urban colours.

A Cloak that can be worn over armour or clothing. When user is actively sneaking, any perception rolls against them that are based on seeing them are subtracted by 2. Designated Camouflage works only in appropriate climate or environment.

▶ Hazardous Environmental Suit (HEV)

1000eb (V. Expensive)

Fully enclosed body suit made for complete protection and any hazard one might possibly encounter.

An Exotic Flak Armour. Unlike other armour, it isn't bought in two pieces and must always be worn on both your body and head locations. When repaired, both pieces are repaired at the same time. When the armour is worn, the user is immune to being damaged by radiation, acid, fumes, toxins and fire (including incendiary ammunition) and cannot be set on fire. It's also waterproof. It comes with an oxygen tank hooked up to the gas mask, which contains 30 minutes of air, before the tank must be refilled from the ambient atmosphere, which takes 1 hour. It has 13SP.

▶ Riot Armour

5000eb (Expensive)

Designed to withstand melee attacks better than regular pieces of protection of similar class. Because it's excessively used by Peacekeeping Enforcers it's colour range consist of plethora of a black hue.

Exotic Medium Armour-Jack. When attacked by Brawling, Martial Arts Attack, Melee Weapon or other SP halving attack user adds +3 SP after the initial halving.

▶ Ultralight Armour

5000eb (Luxury)

Made from extremely advanced polymers combined with ceramic inserts to reach the goal of minimal encumbrance. It's produced and fielded almost exclusively by European Defence Forces, and is never sold outside of Black Market. Warm and comfortable when worn.

An Exotic Heavy Armour-Jack with 0 penalties! It does not get better than that.

Shields

▶ Spiked Shield Kit

100eb (Premium)

For those who like to pack protection and are looking to do some damage at once.

A Spiked Shield Kit can be combined with any handheld shield to turn it into a Heavy Melee Weapon with Rate of Fire 1. Once combined, removing the spikes is impossible. Each kit can be used once.

▶ Pavise Heavy Shield

500eb (Expensive)

Very large, portable shield that comes equipped with a holographic projector on both sides, allowing the wielder to see their adversary while being in full cover themselves. A second projector allows for the display of pre-programmed messages, such as the famous "*Ils ne passeront pas*" on the front.

The Pavise is thin steel cover (see corebook pg. 182) with 25HP. While wielding this shield, you suffer -1 to REF, DEX, and MOVE and cannot dodge ranged attacks. It's too big to be installed as a popup.

▶ Phalanx Ballistic Shield

500eb (Expensive)

Cutting edge ultra-dense aramid cover, much sturdier than regular shields. It lacks the capacity to stop full force of impact of polycarbonate shields, but endures a bit longer.

Unlike regular shields, Phalanx has 4SP instead of 10HP. Incoming damage is reduced by Phalanx SP (usually ablating it), then users armour. Multiple instances of Phalanx do not stack. Come on.

▶ Nano Impact Shield

5000eb (Luxury)

Best protection money can buy. Capable of withstanding all but strongest attacks, Nano Impact Shield comes with uncommon self-sustained regenerating capabilities definitely cutting both time and costs – it harvests raw material from air pollution never needing to reload.

Extremely advanced Bulletproof Shield with 20 HP and 7 SP.

Each day without getting hit, the nanomachines in the Nano Impact Shield repair it for one point of its lost SP. When SP reaches 7, HP is restored to 20.

▶ Deployable Cover

500eb (Expensive)

Scroll made of two steel pylons with roll-able barrier between. Deemed necessary in situations with little to no provided cover – it has seen some tactical use worldwide.

Unrolled barrier made of see-through polymer. It consists of two collapsible pylons, each deployed or stowed as an Action. When both are Deployed it becomes 30HP Thick Bulletproof Glass (see Corebook pg. 182). Once deployed it covers 2x2 vertical square and cannot be moved.

SMART Equipment

▶ SMART Glove

1000eb (V. Expensive)

Sleek and elegant mechanized glove is the younger cousin of much heavier Battleglove. Sold in pairs.

Hosts a single option slot for Cyberarm Options that can be bought for standard price, and accessed only when SMART Glove is worn. SMART Glove does not prohibit usage of Options underneath it. Can be equipped or taken off as an Action. Can be concealed. Cannot damage Steel Cover.

▶ SMART Boots

1000eb (V. Expensive)

Sold only in pairs, these heavy duty boots come with internal fast access system that allows them to make use of standardized Cyberleg Options. Sold in pairs.

Hosts three option slots for Cyberleg Options that can be bought for standard price, and accessed only when SMART Boots are worn, which prohibits use of any Options installed in leg underneath. Both boots can be equipped or taken off as an Action. Cannot be concealed. Can damage Steel Cover.

▶ SMART Earbuds

1000eb (V. Expensive)

Sold in pair to deliver Fashionable and discrete experience. The world's smallest earbuds are capable of hosting a single Cyberaudio Option. Easy to swap, and easy to hide inside your head. Sold in pairs.

Hosts one option slot for Cyberaudio Options that can be bought for standard price, and accessed only when SMART Earbud is worn. SMART Earbud does not prohibit usage of Options underneath it. Can be equipped or taken off as an Action. Can be concealed.

▶ SMART Shoulder Mount

1000eb (V. Expensive)

Perfect convenience got your back. External mount that can support a third arm above your shoulder. Moves on a V rail depending whether you want to use it as a left or right second hand. Albeit literally.

User can mount a single Cyberarm (sold separately) over their shoulder. **Requires Interface Plugs.**

Tech Gear

▶ European Techscanner

5000eb (Luxury)

Perfectly made, and almost unique, this scanner has information on almost machinery, electronics, cyberware, vehicles and weapons that has ever been produced. Rudimentary AI selects vital information, assisting the user in repairs, maintains, upgrades any other technical work.

User adds +3 to their Basic Tech, Cybertech, Land Vehicle Tech, Sea Vehicle Tech, Air Vehicle Tech, Electronics/ Security Tech, and Weaponstech Skills. **Must be connected with Interface Plugs to operate.**

▶ European Medscanner

5000eb (Luxury)

Top shelf with monthly updated database, this scanner can recognize any illness outside of extremely niche ones. Self-Adaptive AI assist user during the time diagnosis selecting proper probes and symptoms from worldwide database of studied cases.

User adds +3 to their First Aid and Paramedic Skills. **Must be connected with Interface Plugs to operate.**

▶ Omnikey Lock Pick

500eb (Expensive)

Mechanical spire that fit in the palm of your hand. The device is able to shape itself to fit the nearest space, usually forming a key that can open most basic locks.

User automatically succeeds at any non-electronic Pick Lock Skill Check up to DV10.

▶ Expanded Lock Pick Set

500eb (Expensive)

A set of well-made locksmith tools including not only all the necessary picks and tension wrenches, but also some special tools and trinkets for more difficult, mechanical-locking mechanisms.

User adds +2 to their Pick Lock Skill Check.

▶ Auto Decoder

1000eb (V. Expensive)

Handheld autonomous unit supplied with up to date base of most buzzword passwords. Comes with adaptive plug that should probably might just about work with any standard input port. Maybe.

User automatically succeeds at any Electronics/ Security Tech Skill Check up to DV10.

▶Bomb Defuse Kit

1000eb (V. Expensive)

Sapper's best friend. Tight packed bag contains every tool, from wire cutters to professional probes, you'd ever need to work with explosives without risking blowing yourself up. This and a manual.

User adds +2 to their Demolitions Skill Check.

Vehicle Upgrades

Upgrade	Rank Required	Description
Performance Tuning	1	Engine's performance is optimized for more speed. Combat Speed increases by 10 MOVE, and its Narrative Speed increases by 50MPH / 80KM of its original speed. **Doesn't work if Heavy Chassis is installed.**
Boarder Spikes	1	Vehicle is bristling with spikes. Any pedestrian that would land on top of it is immediately hit by Very Heavy Melee Weapon.
Lubricant Spill	1	Can be activated by the driver as an Action. When deployed any closely trailing vehicles with tires must make a DV19 Drive Land Vehicle Check. Should they fail the Check, they lose control over their vehicle (see Corebook pg. 192). Replacement Lubricants are 10eb (Cheap). Multiple upgrades increase the amount of Lubricants that can be deployed before the mechanism needs to be reloaded, which can't happen while the vehicle is moving.
Direct Weapon Interface	1	Single present Vehicle Heavy Weapon Mount is hardwired to Vehicles mainframe, allowing anyone plugged in to the vehicle using Interface Plugs to control the weapon directly from their seat. **Requires Vehicle Heavy Weapon Mount.**
Amphibious Conversion	**1**	Vehicle is redesigned with waterproof hull, a turbine and a buoyancy. Ground Vehicles can traverse bodies of water with half their MOVE.
Deployable Mines	3	Upgrade arms pre-existing Spike Strip to be able to lay mines in addition to spike strips. Mines deal 6d6 damage in 10m by 10m square. Replacement mines are 100eb (Premium). Spike Strips can still be loaded once mechanism is upgraded to lay mines. **Requires Deployable Spike Strip.**
Danger Close Ordnance	3	Vehicle is equipped with scatter packs mounted on the outside of the chassis. Scatter packs are fired by driver using their Action. Pellets acts as a grenade of choice centred on Vehicle that deals no damage to it. Must be reloaded after every use. Pellets cost the same as respective grenade type. **Compatible with all Vehicles.**
Heavy Armour	5	Armours the vehicle at SP15. Doesn't affect the vehicle's glass. **Requires two installations of Heavy Chassis.**
Autoloader	5	Single present Vehicle Heavy Weapon Mount is retrofitted with automatic reloading mechanism. This weapon's magazine capacity is doubled. When the weapon runs out of ammunition, the autoloader feeds it over the course of two turns without any input from the passengers or a driver. **Requires Vehicle Heavy Weapon Mount.**
Autopilot	5	Vehicle mainframe is outfitted with an Autopilot programmed to pilot the Vehicle and obeying only instructions of its owner, or anyone with owners verbal permission. The Autopilot can make attempt manoeuvres checks with a base of 10. It's also capable of following traffic rules and parallel parking. Disabling the Autopilot is a DV21 Electronics/Security check If bought a second time, Autopilots base is increased to 14.
Submersible Conversion	**5**	Vehicle chassis is retrofitted with watertight seals and an mandatory air supply for underwater operations. Vehicles with this upgrade can act as a submarine using half their MOVE while underwater.

Pharmaceuticals

Pharmaceutical	Effect
Neurotoxin	When injected with a dose of Neurotoxin, a target must attempt to beat a DV17 Resist Torture/Drugs Check. Anyone who fails is dealt 3d6+5 damage directly to their HP. Their armour isn't ablated because it wasn't interacted with.
Nano Fodder	When injected with a dose of Nano Fodder, a target who is not in the Mortally Wounded Wound State immediately repairs their Skinweave or Subdermal to full SP. A person can only benefit from one use of Nano Fodder per day.
Neuro Blocker	When injected with a dose of Neuro Blocker, a target subtracts 1 point of Humanity Loss for each d6 rolled when installing new cyberware within 24 hours from injection. A person can only benefit from one use of Neuro Blocker per day.
Deadline	Target injected with a dose of Deadline ignores first failed Death Save within 24 hours from injection. A person can only benefit from one use of Deadline per day.
Slowheal	When injected with a dose of Slowheal, a target who is not in the Mortally Wounded State immediately begin healing 1 HP at the end of their every turn until they heal 20HP total. Slowheal is incompatible with Speedheal and neither one works if other one was injected within last 24 hours.

▶ Neurotoxin

You know, this always made me wonder what was wrong with NUSA. What kind of backwards country does not include a course on poisons in their medical curriculum? Anyway, it far surpasses anything you might find on the streets.

▶ Nano Fodder

It isn't easy to tune nanomachines so they sustain proper repair rates. This little number overrides factory safety measures and allows for extremely quick reconstruction of your plating. Don't worry, it provides just right amount of raw material so they will not eat your tissue away.

▶ Neuro Blocker

I didn't take you for a scholar, but I assume you do know how human-machine interface works, do you? All this chrome in your body must be connected to your nervous system – it put a strain on your mind. Luckily there's a way to suppress the natural reaction and ease the process of augmentation.

▶ Deadline

This is definitely pre-war tech. You don't often see nanosurgeons with even the slightest ability to make decisions for themselves. Tiny bastards are supposed to choose most grievous wound and cloth it in a matter of seconds. Don't worry, they are expelled from your system one day after.

▶ Slowheal

As fair as I know, it's the discontinued formula of speedheal – it's not instantons like the newer version, but it puts a lesser strain on your body resulting in better overall healing. Shame you can't do both, since they operate on the same formula and strain same organs. I'd advise not to override this safety feature. You know, it's there for a reason.

Street Drugs

Drug	Description	Cost
Roid Rage	Anabolic steroids commonly used to enhance muscle mass, strength and performance. You better hope you're the first one to use that syringe. Typically used amongst people with anger issues.	20eb (Everyday)
Speed Weed	Officially labelled formula No.91844791. Recently reverse engineered, it hit the streets under new name of Speed Weed. Guaranteed kick to your blood pressure, and a mild heart attack afterwards.	50 (Costly)
Vaxx	Actually a discontinued pharmaceutical that forces strong immune reaction to a phantom disease, making you more resistant to any outside factors, but also straining immunity system in the process.	50 (Costly)

▶Roid Rage

Primary effect

- Lasts 1 hour
- For the duration of the Primary Effect, the user's BODY increases by 2 points, while INT Decreases by 2 points.

Secondary effect (DV 15)

- If the user wasn't already addicted to Roid Rage, they are now. While addicted, their BODY is lowered by 2 points, and they feel weak in comparison to their former Roid Raging self. Do your best to role-play accordingly.

▶Speed Weed

Primary effect

- Lasts 1 hour
- For the duration of the Primary Effect, the user's MOVE increases by 1 point. Cannot raise MOVE to 10 or more.
- When under the Primary Effect user feels nervous and in rush. Do your best to role-play accordingly.

Secondary effect (DV 17)

- User suffer 3d6 damage as if hit by biotoxin

▶Vaxx

Primary effect

- Lasts 2 hours
- For the duration of the Primary Effect, the user's Resist Torture/Drugs Skill increases by 2 points.

Secondary effect (DV 17)

- If the user wasn't already addicted to Vaxx, they are now. While addicted, their Resist Torture/Drugs Skill is lowered by 2 points, and they are prone to catch a common cold.

Volume II: Tools of Destruction

Looking good, mate. I see, you're in dire need of some personal protection. Every step could be your last, and every strike could be decisive.

I'll be to present you with the latest tools of defence and offense, from classic firearms to maze of tech toys that'll keep you one step ahead of the Reaper.

You'll find tales of their history, development path, and the freshest updates from the market. As a trader, I want to arm you with knowledge so you can make the best decisions.

Dead clients pay no bills.

Yeah, tax is included already. Good thing is, after each purchase, you get a 10% discount on our indoors shooting range.

Poisons

Poison	Duration	Effect	DV	Cost
Black Blood	Until dead	Lose 1HP at the end of each hour.	N/A	5000eb (Luxury)
Nauseate	1 hour	-2 to all Actions up to hour or vomit.	13	20eb (Everyday)
Bane	Instant	2 damage per cyberware installed.	17	1000eb (V. Expensive)
Strangler	Instant	Forces Crushed Windpipe Injury	15	100eb (Premium)
Novichok	Instant	Granted 3d6 damage + 3d6 optional	17	1000eb (V. Expensive)

▶Black Blood

Urban legends tell the tale of a poison so vicious, no one was ever able to survive it. Fable is different depending on whom you ask about it – but they all share one thing – victim's blood always turns black.

Poison Impossible to withstand by Resist Torture/Drugs Skill. Poisoned target loses 1HP at the end of each hour. Cannot be purged by Rapidetox. To begin the treatment one must pass either a DV21 Deduction, Criminology, or DV24 Library Search Skillcheck to piece various urban legends into a full picture allowing them to correctly diagnose compounds.

Once diagnosed, removing the poison takes DV15 Surgery Skillcheck, (4 hours).

▶Nauseate

A poison designed not to kill people, but to make them sick instead.

Poison. On a failed DV11 Resist Torture/Drugs Skillcheck target feels nauseous for an hour taking -2 to all Actions. It can be cut short if target vomits which takes a minute.

▶Bane

It's a highly volatile nanite swarm hardcoded to viciously attack artificial nerves connecting cyberware with original tissue, making it more dangerous the more chrome you carry. Field testing has proven, they ignore Full Body Conversions 99,97% at a time – being unable to find any meat whatsoever.

Poison. On a failed DV17 Resist Torture/Drugs Skillcheck target takes 2 damage per Cyberware installed, excluding Fashionware.

▶Strangler

Major fear of unnamed guards patrolling corporate enterprises at night. This compound is rather easy to make. Upon contact it instantly paralyses person's throat– making them unable to call for help.

Poison. On a failed DV15 Resist Torture/Drugs Skillcheck target suffers the Crushed Windpipe Critical Injury without Bonus Damage.

▶Novichok

The name covers a family of extremely toxic synthetic chemical compounds in the class of nerve agents. Developed for chemical warfare, they come in solid, liquid and gaseous states.

Poison. Target immediately suffers 3d6 damage, then must make a DV15 Resist Torture/Drugs Skillcheck, which if failed deals additional 3d6 damage.

Weapon attachments

▶ Biometric Key / Armed Biometric Key

Cost: 100eb (Premium / 500eb (Expensive)　　　**Eligible:** All Weapons

The weapon with this attachment can be locked without an Action to be inoperable until its wielder presents one pre-chosen biometric key (usually an iris scan, blood sample, or fingerprint). Lock can be bypassed by successful a DV17 Electronics/Security Tech skill check.

Armed version attacks when presented with incorrect biometric key. Common models use poisonous sting, electric shock, or even rigged explosives.

▶ Folding Frame

Cost: 500eb (Expensive)　　　**Eligible:** All Weapons fired with Archery Skill

The weapon with this attachment can be folded or unfolded with an Action. While folded, the weapon can be concealed under clothing. **Requires 2 Attachment Slots.**

▶ Smart Scope

Cost: 500eb (Expensive)　　　**Eligible:** All Non-Exotic Ranged Weapons

A Scope that contains 2 Option Slots for Cybereye options. Using or otherwise aiming with the weapon you can benefits from of these options. All options count as if they were paired, and it costs the same as installing the option once in a Cybereye. **Requires 2 Weapon Attachment Slots.**

▶ Shotgun Choke

Cost: 100eb (Premium)　　　**Eligible:** All Non-Exotic Shotguns

When the choke is mounted on a weapon, it narrows the spread of shotgun shells. It can be mounted on or off as an Action. If you hit, you roll 3d6 for damage two times against a single 2x2m square. Shotgun Choke is compatible with Shotgun Shells special ammunition.

▶ Rifle Grenade Mount

Cost: 100eb (Premium)　　　**Eligible:** All Non-Exotic Ranged Weapons fired with the S. Arms Skill

When wielded in two hands, the weapon can also be used as a Grenade Launcher, with only 1 grenade in its magazine. It can be mounted on or off as an Action. While its mounted the weapon cannot be fired or concealed under clothing. Compatible with special ammunition.

▶ Gun Shield Mount

Cost: 500eb (Expensive)　　　**Eligible:** All Non-Exotic Ranged Weapons fired with the S. Arms Skill

When wielded in two hands, the weapon can also be used as a Bulletproof Shield (see Corebook pg. 184). Gun Shield Mount can only use proprietary Gun Shields that cost the same as regular Bulletproof Shields, and can be mounted on or off as an Action. While its mounted the weapon cannot be concealed under clothing. **Requires 2 Weapon Attachment Slots.**

Ammunition

▶ High Explosive Ammunition

Cost: 100eb (Premium)   **Ammo types available:** Bullets and Slugs only

When using this ammunition, you deal explosive damage (see Corebook pg. 174) on 2m by 2m square.

▶ Caustic Ammunition

Cost: 100eb (Premium)   **Ammo types available:** Bullets and Slugs only

While using this ammunition, you deal no damage with your attack. Anyone hit by your attack get their armour ablated by 2 points in targeted location.

▶ Tracer Ammunition

Cost: 100eb (Expensive)   **Ammo types available:** Bullets only

When using this ammunition, whenever you roll Autofire you add +1 to your roll.

▶ Nano Tracker Ammunition

Cost: 500eb (Expensive)   **Ammo types available:** Grenades only

While using this ammunition, you deal no damage with your attack. Anyone hit by your attack is covered by signal emitting nanomachines and considered locked on for a minute. Smart Ammunition triggers second chance against locked on targets regardless of how much the shot was missed.

▶ Armour Piercing Incendiary Ammunition

Cost: 500eb (Expensive)   **Ammo types available:** Bullets, Rockets, Grenades and Slugs only

When using this ammunition, whenever you deal damage to a target through their armour, you ignite the target and ablate their armour by 2 instead of 1. Until your target spends an Action to put themselves out, they take 2 damage directly to their HP whenever they end their Turn. Multiple instances of this effect cannot stack.

▶ Hyper Velocity Ammunition

Cost: 500eb (Expensive)   **Ammo types available:** Bullets only

When using this ammunition, whenever you deal damage you roll 1d6 damage more and ignore a single lowest dice. Single shot only. Firing it from non-Excellent Quality weapon destroys the weapon.

▶ Depleted Uranium Ammunition

Cost: 500eb (Expensive)   **Ammo types available:** Bullets and Slugs only.

When using this ammunition, you ignore first 4SP of a targets armour, and you ablate armour by 2 instead of 1 whenever you would ablate armour.

Demolitions

▶ **Detonator**

20eb (Cheap)

For those that want more control over the moment of explosion. Neat package that allows for easy customisation. Any tech can make it from scrap.

Detonator can be combined with any Explosive device with a successful DV13 Demolitions Check. Resulting explosive can be set for a remote (up to 1500m), proximity (up to 10m), timed (up to 24h), or tripwire (DV17 Perception to spot) detonation. Once combined, it can be removed with a successful DV17 Demolitions Check as an Action.

▶ **Arson Component**

50eb (Costly)

I had this arsonist friend, that died when testing a new chemical mix for his bang. If you thought he exploded, you couldn't be more wrong. He was shot during attempted arson, or so I was told.

Arson Component can be combined with any Explosive Ammunition with a successful DV13 Demolitions Check. Resulting ammunition sets every target it hit mildly (2) on fire. Once combined, removing it is impossible. Each component is enough for a single grenade/rocket or 10 High-Explosive bullets.

▶ **Bootleg Volatile Component**

50eb (Costly)

Easy to obtain, but just remember these aren't used for standard load-out for a reason. My tech can stabilise them for you if you slip him a hundred. Would you? I don't want to lose a potential customer.

Bootleg Volatile Component can be combined with any Explosive Ammunition with a successful DV13 Demolitions Check. Resulting ammunition deals 1d6 more damage than it normally would. Once combined, removing it is impossible. Each component is enough for a single grenade/rocket or 10 High-Explosive bullets.

Whenever you roll a Critical Failure (1) while using explosives combined with Bootleg Volatile Component it detonates immediately, centred on you, destroying the weapon ,and oftentimes the user.

▶ **Military Grade Volatile Component**

500eb (Expensive)

I sell them only in bulk, and only to people I trust. It's far too dangerous to let it flood the street.

Military Grade Volatile Component can be combined with any Explosive Ammunition with a successful DV15 Demolitions Check. Resulting ammunition deals 1d6 more damage than it normally would. Once combined, removing it is impossible. Each component is enough for a single grenade/rocket or 10 High-Explosive bullets.

Military Grade Volatile Components are sold in increments of four.

Firearms

Weapon Name	Weapon Skill	Single Shot Damage	Standard Magazine	Rate of Fire	Hands Required	Can it be Concealed	Cost
Marksman Rifle	Shoulder Arms	5d6	25	1	2	No	500eb (Expensive)
Alt. Fire Modes & Special Features: Only 2 Attachment Slots • Single Shot only • Can fire all ammo							
High Calibre SMG	S.Arms/ Autofire	4d6 (4)	20	1	2	No	1000eb (V.Expensive)
Alt. Fire Modes & Special Features: More damage than usual including Autofire							
Burst Fire Pistol	Handguns	3d6+5	12	1	1	Yes	500eb (Expensive)
Alt. Fire Modes & Special Features: Only fires in highly damaging bursts							
Last Chance One-shot	Handguns	Shell	1	1	1	Yes	10eb (Cheap)
Alt. Fire Modes & Special Features: Single use							
Road Flare Gun	Handguns	4d6	1	1	1	No	100eb (Premium)
Alt. Fire Modes & Special Features: Only fires Road Flares • uses Grenade Launcher range table							

▶ **Marksman Rifle:** Highly precise semi-automatic rifle. Perfect to skilfully pick off enemies one by one.

An Excellent Quality Exotic Assault Rifle incapable of Autofire or Suppressive Fire. Despite being an Exotic Weapon, it is capable of firing all forms of Rifle Ammunition. It comes with two Attachment slots that can only support Scopes or a Smartgun Link.

▶ **High Calibre SMG:** Sturdy and reliable submachinegun packing bigger calibre than usual.

An Excellent Quality Exotic Heavy SMG. It deals 4d6 single shot damage, and adds +3 damage to whatever Autofire (3) damage you would roll. It holds 20 shots.

▶ **Burst Fire Pistol:** Concealable sidearm made for of firing in a powerful three round bursts.

An Excellent Quality Exotic Heavy Pistol that holds 12 bullets, which makes it 4 shots since It consumes three bullets per its 1 ROF attack, dealing 3d6+5 damage per burst.

▶ **Last Chance One-shot:** Disposable fiberglass one-shot. As common amongst lowlife scum as it's dangerous in the hands of skilled combatant. They tend to malfunction horribly on rare occasions.

Poor quality shotgun. Magazine hold only single shot. Firing a weapon destroys it beyond repair. Instead of jamming on rolled 1 it explodes, dealing 4d6 damage to its user. Critical hit from such damage always results in dismembered hand Critical Injury.

▶ **Road Flare Gun:** Base necessity for emergencies, celebrations and road wars. It can be a mean self-defence tool, but why would you consider it?

Exotic Excellent Quality Very Heavy Pistol. It holds a single shot, and can only fire road flares (see Corebook pg. 351) using the Grenade Launcher Range Table. Road flares act as Very Heavy Pistol Incendiary Ammunition.

Railguns

Weapon Name	Weapon Skill	Single Shot Damage	Standard Magazine	Rate of Fire	Hands Required	Can it be Concealed	Cost
Revolver Railgun	Handguns	4d6	4	1	1	No	1000eb (V.Expensive)
Alt. Fire Modes & Special Features: Ignores <7SP							
Flechette Railgun	Shoulder Arms	Shotgun Shell	2	1	2	No	5'000 (Luxury)
Alt. Fire Modes & Special Features: Ignores <7SP • Can fire both barrels for +5 damage							
Anti-Materiel Railgun	Heavy Weapons	6d6	1	1	2	No	5'000 (Luxury)
Alt. Fire Modes & Special Features: Ignores <13SP • Unique ammo • BODY 11 or more required							

▶ Revolver Railgun

Break-Action revolver capable of penetrating body plating like no other handgun. It's more than just a weapon—it's a statement. So grip it tight, line up your shot, and brace yourself for the electrifying thrill of unleashing raw power in the palm of your hand.

An exotic Very Heavy Pistol incapable of Aimed Shots. Weapon holds 4 shots. Damage dealt by this weapon ignores the target's armour entirely if it is lower than SP7. Armour with a higher SP is still interacted with as normal.

▶ Flechette Railgun

Double barrelled shotgun rigged with magnetic coils to boost its performance. It's a rather delicate construction that must be loaded with overdesigned ammunition to work. Release a deadly hailstorm of metal shards that tear through armour and flesh alike.

An exotic Shotgun. Weapon holds 2 shots. Damage dealt by this weapon ignores the target's armour entirely if it is lower than SP7. Armour with a higher SP is still interacted with as normal. This weapon uses unique ammunition which costs the same as Armour Piercing Ammunition. If both barrels are fired simultaneously it deals +5 damage.

▶ Anti-Materiel Railgun

Extremely powerful railgun designed to dispose of enemy materiel – that is Vehicles, Borgs, and Personnel Armours. Devastating accuracy, and penetration in a single shot. Better aim it properly, or you might not have another chance of offing them before they get you.

An exotic sniper rifle incapable of Aimed Shots. It is fired with Heavy Weapons Skill. Weapon holds a single shot that deals 6d6 damage. Damage dealt by this weapon ignores the target's armour entirely if it is lower than SP13. Armour with a higher SP is still interacted with as normal. This weapon uses unique ammunition consisting of projectile and disposable energy pack (50eb).

Reloading this weapon requires using two Actions, and thus can only be done over the course of two turns. Firing this weapon requires BODY 11 or higher unless it is mounted.

Direct Energy Ranged Weapons

Weapon Name	Weapon Skill	Single Shot Damage	Standard Magazine	Rate of Fire	Hands Required	Can it be Concealed	Cost
Stun Rifle	Shoulder Arms	5d6	8	1	2	No	500eb (Expensive)
Alt. Fire Modes & Special Features: Rechargeable battery • Non-lethal							
Pulse Rifle	Heavy Weapons	EMP	6	1	2	No	5'000 (Luxury)
Alt. Fire Modes & Special Features: Rechargeable battery • EMP DV19							
Lightning Bolt Caster	Heavy Weapons	6d6	1	1	1	No	5'000 (Luxury)
Alt. Fire Modes & Special Features: Rechargeable battery • Destroys cyberware on critical hit							

▶ Stun Rifle

Favourite weapon of border patrollers and bounty hunters alike, it delivers stunningly powerful non-lethal jolts at a close range. Large size allows it to burst more energy than handheld gun.

An Exotic Shotgun that can only fire using Shotgun Slugs. Damage dealt by this weapon cannot cause a Critical Injury and does not ablate armour. If damage dealt by this weapon would reduce a target to under 1 HP they are instead Unconscious at 1HP. Additionally, instead of using ammunition, whenever this weapon is fired it drains one of 8 charges from its easily rechargeable (1 hour) battery pack.

▶ Pulse Rifle

A rifle only in shape, this weapon emits powerful beams, operating on wider range of waves than those of regular microwaver technology. It's unorthodox design and problematic power management means only that either brilliant or the rich can reproduce it, or afford to buy one.

An Exotic Shotgun fired entirely with Heavy Weapons Skill. Instead of dealing damage, on a hit it forces the target to try to beat a DV19 Cybertech Check. If they fail, the GM chooses three pieces of their cyberware or carried electronics to become inoperable for a minute. Cyberlimbs that are rendered inoperable act as their meat counterparts do when they have been dismembered, but they still hang loosely. Additionally, instead of using ammunition, whenever this weapon is fired it drains one of 6 charges from its easily rechargeable (1 hour) battery pack.

▶ Lighting Bolt Caster

A very direct energy weapon that uses laser projector technology to ionize the air around the target, then depletes its entire battery to form a directed lightning bolt severely burning the victim, and even frying their electronics if they're unlucky.

An exotic shotgun fired entirely with Heavy Weapons Skill. On a successful hit the electrocution deals 6d6 damage (see corebook pg. 180). On a critical hit one random cyberware is instantly destroyed and must be repaired to be used again (see corebook pg. 140), unless protected by EMP shielding. It cannot cause normal critical injury effects. Additionally, instead of using ammunition, whenever this weapon is fired it drains one of 6 charges from its easily rechargeable (1 hour) battery pack.

Unconventional Ranged Weapons

Weapon Name	Weapon Skill	Single Shot Damage	Standard Magazine	Rate of Fire	Hands Required	Can it be Concealed	Cost
Napalm Flamethrower	Heavy Weapons	4d6	4	1	1	No	5'000 (Luxury)
Alt. Fire Modes & Special Features: Always sets deadly on fire • BODY 11 or more required							
Siege Mortar	Heavy Weapons	6d6	1	1	2	No	5'000 (Luxury)
Alt. Fire Modes & Special Features: DV to hit based on information instead of range table							
Sauterelle Crossbow	Archery	Grenade	1	1	2	No	100eb (Premium)
Alt. Fire Modes & Special Features: Fires Grenades instead of Arrows							

▶ Napalm Flamethrower

Massive incendiary device spewing a literal jet of fire. Roaring engine bursts Napalm that instantly adheres to all unlucky targets in far greater range than usual. Even possessing it is outlawed.

An Exotic Grenade Launcher with a 4 shot capacity. Mechanically, it's a Grenade Launcher that can only fire Incendiary Grenades (ammunition cost is the same). On a hit, targets suffer 4d6 damage instead of 6d6 and are ignited Deadly On Fire (6 damage at the end of the turn) even if no damage was dealt. Multiple instances of this effect cannot stack. Damage dealt by this weapon cannot cause a Critical Injury.

Reloading this weapon requires using two Actions, and thus can only be done over the course of two turns. Firing this weapon requires BODY 11 or higher unless it is mounted.

▶ Siege Mortar

Usually mounted on vehicles – not only Nomads, but corporate raiding parties understand the value of true siege weapon. You can be on the move, and shell them as you go. Used in two man teams.

An Exotic Grenade Launcher with a single shot capacity. Because loading a shell is part of attacking with a Siege Mortar, you never need to Reload using the Reload Action. The weapon has a range of 1000m and cannot be fired at targets within 100m of itself. This weapon DV is based on the information available to the shooter instead of range tables. DV25 if firing in general direction of the target. DV 22 if Having a map or a spotter. DV19 Having a map and a spotter. For every point rolled under the DV the shell misses by 10 meters in random direction.

▶ Sauterelle Crossbow

Spiritual successor to the Great War trench catapults, Sauterelle is an oversized Arbalest designed to throw grenades instead of bolts. Depending on their financial status folks tend to load them with grenades or rubble.

An Exotic Crossbow that can only load Grenades of any kind. Rocks also work and deal 4d6 damage.

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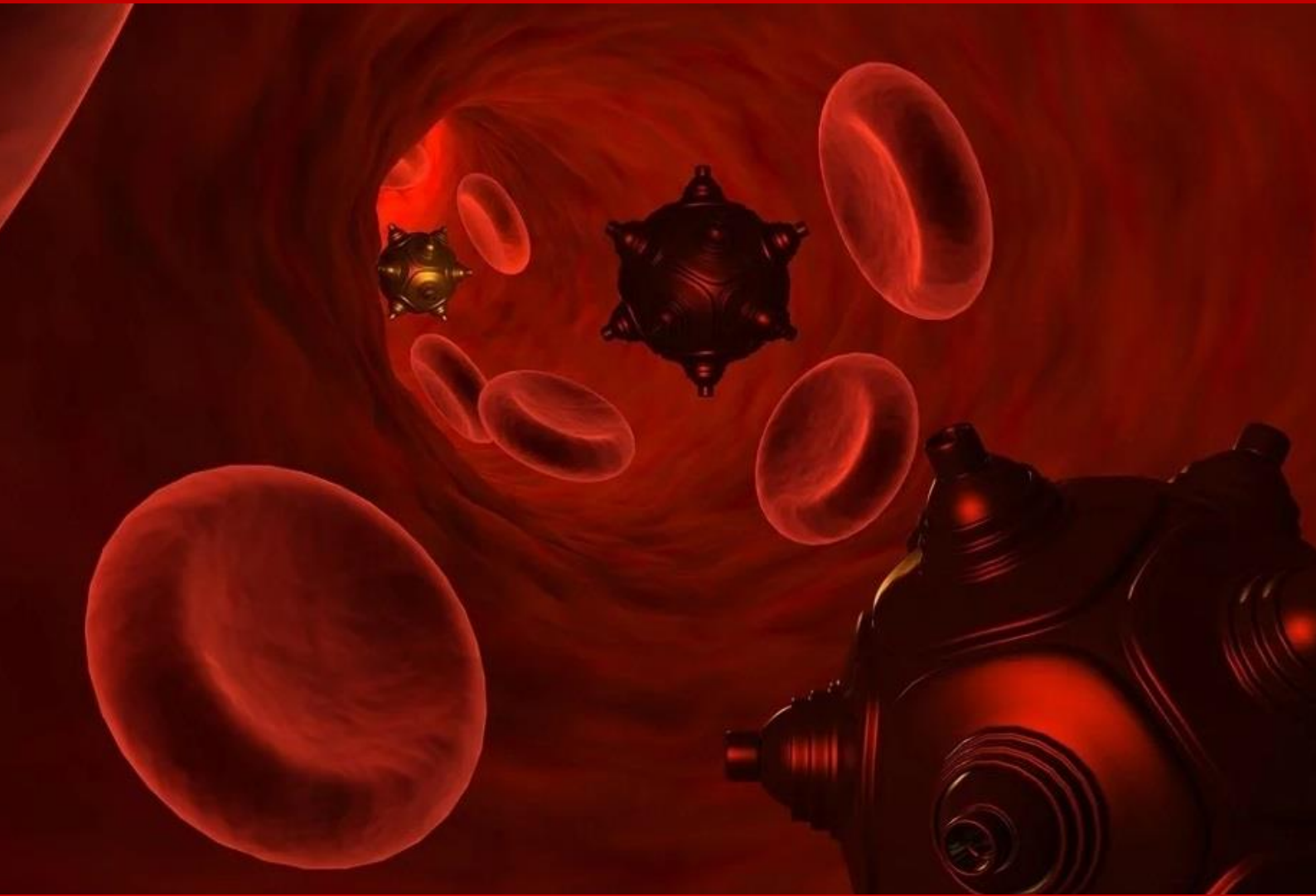
American! Look at this! Yeah, that's the fine craftsmanship, indeed. I recognize that look in your eyes. Trust me, I too feel shame observing the direct comparison of European and NUSA bioworks. You've got Nanotech too? Phew, crude at best. You people lack finesse.

This... is the one I'm really proud of. We augment pre-existing tissue, to surpass the limitations of nature. We focus on enhancement rather than replacement. Hey, splicing genes is no easy task.

After all, why disappoint your God by masquerading yourself in image of a machine?

Excellent Quality Foundational Cyberware

▶ **Excellent Quality Neural Link**

1000eb (V. Expensive)   7 (2d6) Humanity Loss   Clinic

Artificial nervous system perfectly in line with its user. Sought after by golden kids, and supplied to anyone looking for top of the line systems available on the open market.

6 Option Slots for Neuralware options.

▶ **Excellent Quality Cybereye**

500eb (Expensive)   7 (2d6) Humanity Loss   Clinic

Top of the line cyberoptics fabricated in zero G environment. Equipped with best sensors, mirrors and cameras available. Even the golden circle is made of actual gold, that's how perfect it is.

4 Option Slots for Cybereye Options

▶ **Excellent Quality Cyberaudio Suite**

1000eb (V. Expensive)   7 (2d6) Humanity Loss   Clinic

Something fancy for real audiophiles, these Cyberaudio Suites are built to deliver only the best experience a money can buy. You aren't going to find anything better than this. At least legally.

4 Option Slots for Cyberaudio Options.

▶ **Excellent Quality Cyberarm**

1000eb (V. Expensive)   7 (2d6) Humanity Loss   Hospital

Tough times requires tough men to endure – and what could possibly make you a better man than the best and most perfect Cyberarm you could possibly find. Anything better would probably be illegal.

5 Option Slots for Cyberarm or Cyberlimb Options.

▶ **Excellent Quality Cyberleg**

500eb (Expensive)   3 (1d6) Humanity Loss   Hospital

Not just another walkabout, these cyberlegs were made using cutting edge mini servomotors. Effectively this leaves more than enough space for extra subsystems.

4 Option Slots for Cyberleg or Cyberlimb Options.

Fashionware

▶ Citizen ID

100eb (Premium)	0 Humanity Loss	Clinic

Subdermal implant that generates LED readout of your government approved credentials stored within your Neural Link. It's common for Job description, to require Citizen ID as a security measure. To no surprise, it's mandatory for official workers. Just jack in and skip the line. Presenting false or misleading information is a felony, punishable up to 5 years in prison.

Fashionware. You do not need to search your pockets for ID. Fake ID can be forged or tinkered with a successful DV17 Electronics/Security Tech Check. **Requires Neural Link.**

▶ Nano Groomers

500eb (Expensive)	0 Humanity Loss	No instalation

Swarm of microscopic robots that clean users body of dirt, sweat, and skin impurities. They can also trim, or shape hair to match a single preloaded hairstyle chosen on purchase.

Fashionware. Adds +2 to Personal Grooming.

▶ Subdermal Compass

100eb (Premium)	0 Humanity Loss	Mall

Internal compass that always displays all four corners of the world in a form of a fancy LED readout.

Fashionware. User adds +1 to Wilderness Survival Skill Checks.

▶ Trauma Team Pass

100eb (Premium)	0 Humanity Loss	Mall

In Case of Emergency use this Pass to make sure that the TTs who'll find you will know who to call, and that you're packing Trauma Team Platinum. You are, aren't you? You better not mess with healthcare.

Fashionware. When seriously wounded it displays Trauma Team International Customer Number for easy identification, making it easier for operators to choose who to save first. Getting saved on behalf of fake credentials will usually end up in getting full bill. If you're unable to provide you'll probably wake up without some chrome, taken as a form of reimbursement.

▶ Corporate Logo

100eb (Premium)	0 Humanity Loss	Mall

You're here for business and for business only. It's a dog eat dog world and you're making sure everyone knows you're on leash of the biggest one out there.

Fashionware. User adds +1 to a facedown check when wearing businesswear.

Neuralware

▶ Brain Stimulus

1000eb (V. Expensive)   **14 (4d6) Humanity Loss**   **Clinic**

Whether looking for some way to make your children a top of the class, or just regaining what mother nature took away from you – it is the best way to ensure that cognitive functioning is tuned up good.

Neuralware Option. When installed user gain +2 INT Stat. Failing any roll based in INT stat will result in Brain Injury Critical Injury (see Corebook pg. 221). Cannot increase INT to 10 or more. **Requires Neural Link.**

▶ Hormone Regulator

1000eb (V. Expensive)   **7 (2d6) Humanity Loss**   **Clinic**

Reduce your overall stress, and everyday migraine. For the ones that are always tired, or these who struggle with human to human communication, Hormone Regulator is a good investment.

Neuralware Option. When installed user gain +1 COOL and +1 EMP Stats. Cannot increase users COOL or EMP to 6 or more. **Requires Neural Link.**

▶ Neural Co-processor

1000eb (V. Expensive)   **3 (1d6) Humanity Loss**   **Clinic**

Godsend for frequent cyberware swappers, this little piece eases the process of neural adjusting when installing new cyberware. Every little bit counts, if you quick change or swap a chip often, isn't it?

Neuralware Option. When installed user subtracts a single point of Humanity Loss from cyberware upon each installation. **Requires Neural Link.**

▶ Skill Chip Co-processor

1000eb (V. Expensive)   **7 (2d6) Humanity Loss**   **Clinic**

Minimizing the cost and maximizing the performance, it will occasionally send background memory surges to strengthen the connection with a single Skill Chip, and familiarize with the stored data.

Neuralware. Links to a single Skill Chip of choice. Once linked, the chosen Skill Chip is considered an Excellent Quality Skill Chip, until the link is broken or established with a different Skill Chip. Only a single Skill Chip can be boosted at a time. Linking takes a day. **Requires Neural Link and a Chipware Socket.**

▶ Vehicle Link

500eb (Expensive)   **7 (2d6) Humanity Loss**   **Clinic**

Device connects the vehicles Interface within a short-range. Established connection allows user to operate the vehicle as though they were plugged in directly via interface plugs. Great for derbies.

Neuralware. As a part of the service, a vehicle of choice is upgraded with a receiver, and the user has their cyberware installed. Links to a vehicle of choice. Once linked, the chosen Vehicle is considered plugged with Interface Plugs, until the link is broken or user moves beyond the device range, which is 50m. Should the vehicle have any additional sensors such as camera, radar, sonar or sensory suite its feed is available for use via appropriate cyberware. Vehicle link can only be linked to a vehicle that already has receiver installed. Spare receivers are 100eb (Premium) and are installed with a DV13.

Chipware

▶ **Excellent Quality Skill Chip**

Variable cost	7 (2d6) Humanity Loss	Installed with an Action

Artificial memories can be easier to comprehend after extensive and careful editing. It took Euros some time to perfect this process, but in the end high capacity skill chips could be mass produced.

Chipware. While installed into a Chipware Socket, this Skill Chip makes the Skill it was made for trained for the user at +4, unless the user's Skill was already trained higher than +4, in which case it does nothing. Skill Chips for (x2) cost Skills are 5000eb, chips for all other skills are 1000eb. **Requires Chipware Socket**

▶ **Multicultural Boost Chip**

100eb (Premium)	3 (1d6) Humanity Loss	Installed with an Action

Commonly used amongst foreigners, and tourists – it contains most basic and generic knowledge on all European cultures, nations. It contains just about zero specialist information.

Chipware. Chip provides complementary skill +1 in everyday social situations on GM discretion. **Requires Chipware Socket.**

▶ **Deep Sleep Chip**

100eb (premium)	3 (1d6) Humanity Loss	Installed with an Action

Kickstart your sleep into the REM phase in seconds. Less hours, same efficiency. Given your career choice, a nice relaxing sleep might be just the best thing for you. Doubles as alarm clock, waking you up with direct neural signal.

When installed in Chipware socket it lowers the amount of minimal required hours of sleep to 5 instead of 6. Can wake up user on desired time. Each week user must beat a DV13 Resist Torture/Drugs check to not get addicted. Addicted user is considered Fatigued (see Corebook pg. 378) when not using Deep Sleep Chip. This addiction can be cured by therapy like any other drug addiction (see Corebook pg. 230). **Requires Chipware Socket.**

▶ **Emergency Empathy Chip**

100eb (premium)	No Humanity Loss	Installed with an Action

A corporate-troopers favorite. Get that little angel back on you shoulder now.

Chipware. Once per day when installed in Chipware socket it grants user +1 EMP. After 24 hours of use, or when removed the chip is destroyed. **Requires Chipware socket.**

▶ **Morality Override Chip**

500eb (Expensive)	No Humanity Loss	Installed with an Action

No guilt, no compassion, no hesitation. Oftentimes bought by corporates in bulk. You know why.

Chipware. While installed into a Chipware Socket, it sets users empathy to 1, causing them to manifest borderline cyberpsychosis (see Corebook pg. 232). User completely ignore any Humanity Loss outside of Cyberware installation, and they cannon regain Humanity while Morality Override Chip is installed. **Requires Chipware Socket.**

Cyberoptics

▶ Laser Communicator

500eb (Expensive)   3 (1d6) Humanity Loss   Clinic

Invisible for naked eye, and secure without a scrambler since tapping in cuts the line immediately. Laser emitter sends information to another similar device which is then relayed to on-board audio.

Cybereye Option. Can communicate only with another Laser Communicator in unobstructed line of sight. Laser is only visible for LL/IR/UV users. **Requires a Cybereye and Cyberaudio.**

▶ Laser Microphone

500eb (Expensive)   3 (1d6) Humanity Loss   Clinic

Technically a surveillance device it uses laser beams outside of visible spectrum to detect sound vibrations on distant, rigid objects. Eavesdrop with minimal chance of exposure.

Cybereye Option. Can detect sound from vibrations in objects that are rigid and seen unobstructed by user within 400m. Laser is only visible for LL/IR/UV. **Requires a Cybereye and Cyberaudio.**

▶ Trajectory Scope

500eb (Expensive)   3 (1d6) Humanity Loss   Mall

How about putting more thought into your fistfights? Independent unit instantly counts trajectories of any moving object you focus on, displaying parabolas and lines in real time.

Cybereye Option. User gets a +1 to their Evasion if enemy is in line of sight. Multiple installations of this option provide user no additional benefit. **Requires a Cybereye.**

▶ Millimetre Wave Scanner

1000eb (V. Expensive)   3 (1d6) Humanity Loss   Clinic

Or 0.0393700787-inch scanner for you. It's an active scanner that can direct millimetre wave energy at someone, then interpret it once it's reflected, constructing a 3D image layered on the seen object.

Cybereye Option. User can see through most fabric and clothing up to 2 meters away. Can recognise armours disguised as fashion pieces, or find weapons concealed in regular clothing without a check. Scanner cannot penetrate neither metal nor skin (or Realskinn for that matter). **Requires a Cybereye and takes 2 Option Slots.**

▶ Jailbroken Pattern Shift

500eb (Expensive)   2 (1d6/2) Humanity LossClinic

They used to sell these as an optional biometric key – your employers would simply load up an eye pattern to your cybereyes, and you would use said pattern to punch in and out, instead of a key card. With a little bit of tinkering, it's now able to replicate any seen pattern in about a minute.

Cybereye Option. User can shift their eye patterns at will. Process takes a minute and requires at least some sort of eye contact with the person being replicated. **Requires two Cybereyes and must be paired.**

Cyberaudio

▶ Autonomous Translator

1000eb (V. Expensive)	7 (2d6) Humanity Loss	Clinic

Learning new languages can be a burden, and in place as multicultural as this one, every second language is build different. It surely helps a lot, but requires some language skills in the first place.

Cyberaudio Option. Co-processor that can substitute user's translational effort. Whenever you fail a language Skill Check by 4 or less when understanding a language, your missed roll immediately has a second chance. This second chance is made by rolling again the exact same DV, except that you add 10 to the d10 instead of anything you would typically add to the Check, with the only exception being LUCK. **Requires a Cyberaudio Suite***.*

▶ Extra Hearing Range

100eb (Premium)	3 (1d6) Humanity Loss	Clinic

It's a well-known fact, that some animals are capable of hearing more frequencies than average, or even talented humans. Just be careful not to react at dog whistles improperly.

Cyberaudio Option. User hears frequencies that normally be considered ultrasound, or infrasound such as dog whistle, or a bat squeak. **Requires a Cyberaudio Suite***.*

▶ Echolocation

500eb (Expensive)	7 (2d6) Humanity Loss	Clinic

Do you remember the zen masters of the old times, defeating gangers with blindfolds on without even breaking a sweat? Be just like them and use your ears to essentially see in complete darkness.

Cyberaudio Option. Reduces penalties imposed by darkness, and similar intangible obscurement, like smoke, fog, etc. to 0. User cannot hear through anything that could provide cover. **Requires a Cyberaudio Suite***.*

▶ Audio Dictionary

100eb (Premium)	2 (1d6/2) Humanity Loss	Clinic

Software loaded with audio of over 100'000 words of over 100 languages. Cross referencing heard words eases the process of translating, and cuts short possible minor grammar mistakes.

Cyberaudio Option. User adds +1 to all Language Skill Checks. **Requires a Cyberaudio Suite***.*

▶ Sonar Mapper

500eb (Expensive)	7 (2d6) Humanity Loss	Clinic

Pair of devices that work in tandem. First one beeps signals outside the hearing range of most species, and the other acknowledges and stores the incoming echo in a form of easily accessible data.

Cyberaudio Option. Constantly maps solid environment to a standard Memory Chip or a linked Agent. It has a 100m range underwater, 50m in open air, and obviously doesn't work in the vacuum of space. Does not include anything behind cover, nor does it notice user about incoming threats, moving objects and such. **Requires a Cyberaudio Suite***.*

Internal body cyberware

▶ Small Pharma

500eb (Expensive)   3 (1d6) Humanity Loss   Clinic

Forget basic auto injectors, this piece is a work of art – it's subdermal reservoir is capable of hosting medical grade pharma. You'll still need to pay your Medtech to reload it though. You've got one, right?

Internal Body Cyberware. One dose of Pharmaceuticals (see Corebook pg. 150) can be loaded into an internal distributor as an Action. Once loaded it can be injected whenever user roll Initiative, receive a Critical Injury, or enter a chosen Wound State. Must be reloaded by a Medtech and must be tailored to specific user. **Requires Biomonitor.**

▶ Speed Grafts

1000eb (V. Expensive)   14 (4d6) Humanity Loss   Hospital

Rudimentary surgery that should allow your body to endure possible further enhancements. These artificial muscles have been specifically made to react instantly to biofeedback, and provide quicker movement on the battlefield if mother nature spared you from it.

User increases their MOVE by 2. This cannot increase the user MOVE to 11 or higher.

▶ Adrenal Booster

500eb (Expensive)   7 (2d6) Humanity Loss   Hospital

Replaces your old adrenal glands with proper one, gene spliced from world class Solos. Feel the focus, feel the heartbeat, feel the power of overclocked hormones running through your veins.

Internal Body Cyberware. Provides short boosts of highly improved adrenaline. When activated as an Action, the user adds +1 to their REF for the next minute, after which Adrenal Booster cannot be activated again for an hour. This cannot increase the user REF to 10 or higher.

▶ Prolong

500eb (Expensive)   3 (1d6) Humanity Loss   Hospital

European enhancement of antibodies, instead of healing properties, it should theoretically keep you in top shape, capable of withstanding more damage than similarly bodied person.

Internal Body Cyberware. User gains +10 HP. This cannot increase user HP beyond 60.

▶ Second Heart

500eb (Expensive)   7 (2d6) Humanity Loss   Hospital

Proper way to feel the need for speed, when you need to run quick, for trouble, outside of trouble and whenever you're in rush activate your second heart to get the blood pumping.

Internal Body Cyberware. P*rovides short boosts of highly improved movement. When activated as an Action, the user adds +3 to their MOVE for the next minute, after which Second Heart cannot be activated again for an hour. This cannot increase the user MOVE to 10 or higher.*

External body cyberware

▶ Subdermal Plating

5000eb (Luxury) 14 (4d6) Humanity Loss   Hospital

It is technically possible to push subdermal armouring even further, but only the most skilled armourers are capable of doing so, and at this point it could be – unlikely but possibly – spotted.

User's body and head are armoured at SP13. Your SP in any location is determined by your highest source of SP in that location. Additionally, whenever your armour is ablated in a location, all your sources of SP in that location are ablated at the same time. Whenever the user successfully completes a day of natural healing, nanomachines present in the Subdermal Plating repair both the body and head location of the Subdermal Plating for one point of its lost SP.

Subdermal Plating can be recognized with successful DV15 Cybertech Check or DV17 Perception Check.

▶ Chemical Coating Upgrade

1000eb (V. Expensive)   7 (2d6) Humanity Loss   Hospital

Properly resistant plastics can effectively make subdermal armour immune to chemical attacks.

User is immune to the effects of chemical burns and corrosion (such as getting hit by acid filled paintball). **Requires Subdermal Armour**

▶ Electro Collar

100eb (Premium)   3 (1d6) Humanity Loss   Mall

Some folks seem to not like being choked without their explicit consent. There's a way to fix that – a set of electrodes concealed in your neck – for instance.

External Cyberware. A set of concealed electrodes concealed in neck. When you are the defender in a grapple, you can use an Action to send a pulse of electricity, forcing the attacker in the grapple to make a DV15 Resist Torture/Drugs Check. If they fail, the grapple ends immediately.

▶ Colour Shift Skin

500eb (Expensive)   7 (2d6) Humanity Loss   Hospital

With Chemskin on the rise, it was only a matter of time before more elegant and advanced solution was produced. It can change your skin's hue, but is able to generate scars, burning marks and freckles.

External Cyberware. User adds +2 to their Acting skill if impersonating someone else, or otherwise making use of having a skin of a different colour. Can be used as a part of Shapeshifting Matrix.

▶ Cold Skin

1000eb (V. Expensive)   7 (2d6) Humanity Loss   Hospital

It's no chameleon coating, but it sure helps to hide from thermal vision.

External Cyberware. Skin membrane that doesn't let body heat out. Any Perception Skillchecks based on IR vision are done at -4 penalty against user. Excessive heat is disposed through really hot urine.

Exotic Cyberlimbs

▶ Gorilla Arms

5000eb (Luxury)   14 (4d6) Humanity Loss   Hospital

Pushing Chrome Brawling to the limit, these paired arms are banned in most fight clubs, due to their destructive power. Heavy and incredibly powerful, Gorilla Arms boost knuckle fights to the next level.

Pair of Exotic Cyberarms. When used as for the purpose of Brawling they add +5 damage on top of BODY depending d6. They count as one item for the purposes of Cost and Humanity Loss but not Critical Injuries or repair. **Both Arms have no Option Slots.**

▶ Mantis Blades

5000eb (Luxury)   14 (4d6) Humanity Loss   Hospital

A black market sold prototype of a terrifying cyberweapon designed to slash through foes with unmatched speed. Sold as a pair of predesigned arms, each containing a long triple folded blade.

Pair of Exotic Cyberarms. When used as a popup weapon they count as Heavy Melee Weapon with a Rate of Fire 3. Single Mantis Blade has Rate of Fire 2. They count as one item for the purposes of Cost and Humanity Loss but not Critical Injuries or repair. **Both Arms have no Option Slots.**

▶ Integrated Rocket Launcher

1000eb (V. Expensive)   14 (4d6) Humanity Loss   Hospital

This Cyberarm is loaded to the brim with nicely concealed top tier explosive ordnance.

Exotic Cyberarm. A One-Handed Rocket Launcher with only a single rocket in its magazine that is incompatible with all Weapon Attachments except Smartgun Link. Rocket Launcher can be successfully concealed without a Check and can be drawn and stowed without an Action. While the weapon is "popped up," the user can't hold anything in this arm's hand. **It has no Option Slots.**

▶ Oversized Cyberarms

1000eb (V. Expensive)   14 (4d6) Humanity Loss   Hospital

Soviet made, ridiculously oversized cyberarms are extremely bulky, noticeable from the far and impossible to conceal, they pack unmatched space for customisable options however.

Pair of Exotic Cyberarms with 6 Option Slots each. They are extremely big and could not ever be concealed, or pass as a regular arm. Without BODY of 10 or higher, you suffer -2 to REF, DEX and MOVE as if you were wearing a Medium Armour. They count as one item for the purposes of Cost and Humanity Loss but not Critical Injuries or repair.

▶ Corvette Cyberlegs

1000eb (V. Expensive)   14 (4d6) Humanity Loss   Hospital

Rebranded old tech that's been on the Street since forever. If you're not going for maximum movement with Internal Speed Frame, these are the most cost efficient option for you.

Pair of Exotic Cyberlegs. User increases their MOVE by 3. This cannot increase the user's MOVE to 11 or higher. They count as one item for the purposes of Cost and Humanity Loss but not Critical Injuries or repair. **Both Legs have no Option Slots.**

Cyberarm Options

▶ Bigger Popup Mount

1000eb (V. Expensive)   3 (1d6) Humanity Loss   Clinic

More taxing and bigger version of a popup, capable of housing weapons that wouldn't fit in normal circumstances. it's less of an add-on, more of a rebuild at this point.

*Cyberarm Option. A Two-Handed Ranged Weapon (that need not be concealable before its installation, but isn't a Borg Weapon) provided by the user is permanently installed into the Cyberarm so that it can be successfully concealed without a Check, and can be drawn and stowed without an Action. While the weapon is "popped up," the user can't hold anything in this arm's hand. The weapon cannot have any Weapon Attachments except Smartgun Link at the moment of installation. **Requires a Cyberarm and takes 4 Option Slots.***

▶ Autoloader Popup Add-on

100eb (Expensive)   3 (1d6) Humanity Loss   Clinic

A rather simple mechanism that stores and loads a single pack of munition for a popup weapon.

*Cyberarm Option. User can reload their popup weapon without an Action while it's popped up. Autoloader holds a single reload regardless of popup weapon it's reloading. **Requires a Popup.***

▶ Thickened Muscle

500eb (Expensive)   3 (1d6) Humanity Loss   Clinic

A brawling tool that requires no grafted muscle and bone lace, or rather keeps it concealed within.

*Cyberarm Option. Added artificial muscle. User's Brawling damage is always at least 3d6, but higher if users body is 11 or higher. **Requires two Cyberarms, and must be paired.***

▶ Recoil Stabilizer

500eb (Expensive)   3 (1d6) Humanity Loss   Clinic

Interesting concept born of jealousy. You see – some Solos were unhappy with the fact that the ones making headshots had every possible hardware to help them out, and the ones going full auto didn't.

*Cyberarm Option. Internal dampeners make short work of any pesky recoil. User gets a +1 to their Check when using Autofire. **Requires two cyberarms, takes up 2 Option Slots and must be paired.***

▶ Burden Module

500eb (Expensive)   3 (1d6) Humanity Loss   Clinic

Does your Armour feel overweight to you? Do you desire a proper protection without having to manage through crippling burden? If you do, consider trying these on.

*Cyberarm Option. Internal module capable of distributing excessive weight on arms. User reduces their REF and DEX Armour Penalty by a single point per pair installed. **Requires two Cyberarms, takes up 2 Option Slots, and must be paired.***

Cyberleg Options

▶ Heavyweight Module

500eb (Expensive)   3 (1d6) Humanity Loss   Clinic

Do you desire necessary protection out there in the streets? Do you have trouble running away from adversaries when cumbered with properly heavy armouring? Don't worry, we've got you covered.

Cyberleg Option. Internal module capable of distributing excessive weight on legs. User reduces their MOVE Armour Penalty by a single point per pair installed. **Requires two Cyberlegs, takes up 2 Option Slots, and must be paired.**

▶ Impact Dampeners

500eb (Expensive)   3 (1d6) Humanity Loss   Clinic

Originally designed for construction workers in China, this device was quickly popularized worldwide among several other dangerous professions, casually running on the edge daily.

Cyberleg Option. Integrated mechanism capable of softening free falling. User negate first 1d6 of falling damage per installation. **Requires two Cyberlegs, takes up 2 Option Slots, and must be paired.**

▶ Anchor Foot

500eb (Expensive)   3 (1d6) Humanity Loss   Clinic

Tired of Martial Artists throwing you around? Or maybe just need a little extra stonewall in your strategy? Whatever the reason – Anchor Foot is the answer. Become immoveable object.

Cyberleg Option. Anchoring spikes capable of adhering to any thick cover surface as an Action. When adhered, user can still be grappled but cannot be thrown. Disengaging the anchor doesn't take an Action. Anchor foot can be used as a Very Heavy Melee Weapon and can attack only prone or otherwise immoveable targets. **Requires a Cyberleg, takes up 2 Option Slots.**

▶ Stealth Foot

500eb (Expensive)   3 (1d6) Humanity Loss   Clinic

Made of the softest, and sound dampening materials possible, this foots will ease the unnecessarily hard and complicated process of sneaking by any rent a cops by a substantial amount.

Cyberleg Option. Really quiet foot. When user is actively sneaking, any perception rolls against them that are based on hearing are subtracted by 2. **Can be installed as the only piece of Cyberware in a meat leg and must be paired.**

▶ Hover Module

500eb (Expensive)   3 (1d6) Humanity Loss   Clinic

Whether it's a rubble blocking your way, an Electrical Flooring that's been zapping you, or simply you just want to flex on them walking peasants – hover module is the thing for you.

Cyberleg Option. When activated as an Action, the user hovers one meter over ground for a minute, after which it cannot be activated again for an hour. User retain their MOVE. **Requires a Cyberleg, takes up 2 Option Slots, and must be paired.**

Borgware

▶ Cortex Cyberdeck

5000eb (Luxury) **14 (4d6) Humanity Loss** **Hospital**

Truly the only way to fly. At least for utterly dedicated ones. A Cyberdeck mounted internally and linked to your brain in most direct way possible. No Interface Plugs needed – its already inside of you.

Borgware. An excellent quality Cyberdeck with 11 slots for Programs and Hardware Options, that's permanently concealed without a Check. **Requires Neural Link and takes 3 Option Slots.**

▶ Shapeshifting Matrix

5000eb (Luxury) **14 (4d6) Humanity Loss** **Hospital**

Interlinked system of subdermal plates that can be shifted to modify appearance of the user significantly. Best effects require using additional cyberware, but even base version works wonders.

Borgware. User can perform an hour long process of changing their appearance. It cannot remove body mass or modify user's height. Recognising original person mid conversation require passing a DV 21 Perception or Deduction Skillcheck, or alternatively DV17 Surgery Skillcheck for a corpse. Appearance altering Cyberware like Chemskin, Colour Skin Shift, Techhair, ShiftTact or similar add +1 per type making Skillcheck even more difficult.

▶ Memory Nexus

5'000eb (S. Luxury) **14 (4d6) Humanity Loss** **Hospital**

Incredible help in situations where vast amounts of knowledge is required. On command, it instantly reads all neural pathways related to the currently performed task, in a single massive stream of data.

Borgware. When activated as an Action, the user adds +3 to their next Skill Check made using INT or TECH Stats, after which Memory Nexus cannot be activated again for an hour. **Requires Neural Link and takes 2 Option Slots.**

▶ Self-Preservation Unit

1000eb (V. Expensive) **14 (4d6) Humanity Loss** **Hospital**

A rather extensive surgery that rigs you with a secondary heart, backup veins and arteries able to take over when your original circulatory system is failing. Whether it's unexpected heart attack, poison or just getting shot and thus bleeding out – Backup Heart will give you one more chance to survive.

Borgware. User ignores their first failed Death Save that day. May happen once per day.

Linear Frames

▶ Implanted Speed Frame Sigma

1000eb (V. Expensive)   14 (4d6) Humanity Loss   Hospital

Basic form of inhumanely quick movement – this frame comes loaded with hardened joints and tendon structure with auxiliary muscles designed for split second reaction.

*User increases their MOVE to 12. This cannot increase the user's MOVE to 13 or higher. **Installation requires MOVE 6 and Speed Grafts installed.***

▶ Implanted Speed Frame Beta

5000eb (Luxury)14 (4d6) Humanity Loss   Hospital

Advanced form worthy of true speedster Borg. Its upgraded with internal control unit linked with biofeedback of artificial muscles. Which by the way probably constitute most of body muscles at this point. Sustaining strains of prolonged super-fast movement requires users hips and spine be replaced.

*User increases their MOVE to 14. This cannot increase the user's MOVE to 15 or higher. **Installation requires MOVE 8 and two Speed Grafts installed.***

▶ Implanted Hoplite Frame

5000eb (Luxury)14 (4d6) Humanity Loss   Hospital

Designed for real field juggernauts. Unique in its nature – Hoplite frame is actually works with two muscle groups as a single system. First one provides user with additional strength necessarily for heavy weapons, while second can only adapt to heavyweight and ensures it don't debilitate the user.

*User increases their BODY to 12, and halves Armour Penalty. This increase in BODY does not change Character's HP and Death Save. This cannot increase the user's BODY to 13 or higher. **Installation requires BODY 8 and two Grafted Muscle and Bone Lace installed.***

▶ Implanted Gunny Frame

5000eb (Luxury)14 (4d6) Humanity Loss   Hospital

Extreme firepower that's almost unrealistically concealed. Gunny is a luxury available only to those most rich and powerful, and thus is most often spotted being used by the corporate military units, or government security. As with all deadly ordnance, it soon found its way to edgerunning business.

*User increases their BODY to 12. The user can draw or sheath either the frame's two Excellent Quality Exotic Heavy SMGs or the frame's one Excellent Quality Exotic Very Heavy Pistol and one Excellent Quality Exotic Grenade Launcher without an Action. All weapons can be successfully concealed within the frame without a Check when sheathed. When a Firearm is drawn, the user can't hold anything in the same hand. This frame cannot increase the user's BODY to 13 or higher. **Installation requires BODY 8 and two Grafted Muscle and Bone Lace installed.***

Bioware

Ah yes, the famous biotech procedures of Scandinavian clinics. Europeans love bioware, they yearn for the slickness of it, the subtlety and the luxury that comes with it. To put it simply Bioware can be understood as a new cyberware category – **you can install up to 7 pieces at a time**. **Using any sort of Bioware requires Mandatory Gene Mapping as a foundational cyberware.** Bioware is strictly limited to raising character's stats. Biological augmentation should be in other categories, as it was in Corebook.

▶ **Mandatory Gene Mapping**

5000eb (Luxury)0 Humanity Loss   Hospital

Necessarily process of mapping the patient's DNA profile. Government approved, tax included. Mapping one's genes requires skilled personnel, and is available only in high end clinics. Since each person has different genes, all therapy must be tailored individually, and cannot be reproduced.

▶ **Basic Stat Increase**

5000eb (Luxury)7 (2d6) Humanity Loss   Hospital

Extensive retroviral therapy that permanently alters the user's body to make them a better suited to a certain task. Procedure takes a week spend within a clinic to avoid any unforeseen complications.

User increases their chosen Stat by a single point. Therapy takes a week. This cannot increase the user's Stat to 10 or more. Cannot increase the same stat twice. Cannot increase MOVE, BODY or LUCK.

▶ **Advanced Stat Increase**

10'000eb (S. Luxury)   14 (4d6) Humanity Loss   Hospital

Unnatural and dangerous retroviral therapy that severely rebuilds user's body to allow it to perform otherwise impossible feats. Month of therapy allow individuals to obtain truly inhumane performance.

User further increases their chosen Stat by a single point (totals two points). Therapy takes four weeks. This cannot increase the user's Stat to 11 or more. Cannot increase the same stat twice. Cannot increase MOVE, BODY or LUCK. **Requires Basic Stat Increase of respective Stat installed.**

▶ **Example:**

John and Katia are playing a Solo and an Exec. Both are min-maxing players who like to push it to the limit. After hoarding a ludicrous amount of cash, they travel to Europe to visit Scandinavian clinics. After a **Mandatory Gene Mapping** John decides that his starting 8 REF isn't enough, so he buys **Basic Stat Increase** and **Advanced Stat Increase** after a **5 weeks** he comes out of the tank with 10 REF. It takes a **6d6 Humanity Loss** to adjust to his overclocked body. Good thing the clinic provides therapy. This visit to a clinic costs him **20'000eb**.

Katia on the other hand tries to become a single most chromed-up corporate there is. Not satisfied with her Neural Co-processor, and Neuro Blockers given her by her personal medic, she decides that you cannot go wrong with higher EMP and COOL, but also want to fix her lack of TECH and INT. After a **Mandatory Gene Mapping** Katia buys **Basic Stat Increase** for COOL, EMP, TECH and INT. Then **Advanced Stat Increase** for COOL and EMP. After **12 weeks** in a tank she comes out with massive **16d6 Humanity Loss** and a **45'000eb** hole in her pocket. Only thing keeping her sane is her tuned EMP.

Want more?

Listen kid, the corps don't want you to know that, but there's more content to uncover. Take the link below, it will guide you into a whole new world of homebrew:
https://drive.google.com/drive/folders/13M8JJh1qC9VaqZ6kPM3NTXJCX10H_HHg?usp=drive_link

▶ What is there already?

▶ Drones & Puppeteers

A big expansion and a (to a lesser extent) rework of drone rules. It stays really close to the Corebook and it incorporates ideas from Interface RED 1. Some of my original ruling is based on deconstructed Corebook rules, but made more simple.

If that doesn't satisfy you, there's a new role, with a life-path and templates, whom excel at excessively bonding with their drones. There's also a catalogue of premade drones for inspiration, some gear and cyberware. Can't have cyberpunk without cyberware.

▶ Assisted Combat Personnel Armours

We are yet to see the mighty ACPAs into the field of official ruling, so grab the next best thing, and watch in horror as you realise I've balanced a goddamn Mecha Anime Suits for street level play.

It covers some background, new role focused on piloting, maintaining and upgrading the Suits, entire set of rules to explain where exactly ACPA stand if it's neither a vehicle per se, nor an infantry unit. There's load of new guns (BIG ones), and two entire catalogues of already made ACPAs – converted Maximum Metal, and some new ones.

It's 42 pages, and my first homebrew, to be honest. Refined countless times, play-tested dozens of hours, and balanced twice. I'm proud of it. I really am, and I'll make it even better. Again.

▶ Golden Chrome

It's a Black Chrome, but European. Used to contain some made up lore on the Old World, but that's no longer relevant, since we decided that the campaign will take place in Night City.

▶ KillBook

A encounter guide that grown itself into a pretty big monster manual. Contains guidelines for good ideas on how to put some spirit and creativity into the combat with the goal being of making it remarkable and memorable. It has optional rules for quick and deadly combat, as well as about 20 or so premade encounters with their own bits of lore, rules and possible extensions.

▶ GMs Handbook

All the house rules, ideas, changes to the original game, and mechanical extensions of such stored in a single place. Contains little Role reworks, deconstruction of the Corebook ideas and generally anything a Game Master would like to see.