GOING METAL
FULL BODY CONVERSIONS IN CYBERPUNK RED

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GOING METAL

Samantha, what's a Full Body Conversion?

The short version? A Full Body Conversion is a human brain stuffed inside a cybernetic body. Like me! I was originally housed in a Brimstone model explicitly designed for firefighting. Of course, I've implanted so many mods since then that I'm my own model now! Unique and one of a kind! Anyway, Full Body Conversion can be a mouthful. So, some people call us FBCs. Some call us Borgs. Either works, as far as I'm concerned.

The long version? That requires understanding. We're not just brains in metal bodies. We're a culture with our own history and unique challenges in getting along in this world.

You're gonna be one of us soon, so let me tell you a little about that history. Since the early 2000s, humanity has experimented with Full Body Conversion cybernetics. In the 2020s, they experienced peak adoption, buoyed by the strong economy. It was a reckless time in cybernetics, and cyberpsychosis was still a relatively recent discovery. Medical advancements were being made left and right, and one of them is about to save your life. After all, cancer can't exist in body parts you don't have. Anyway, military and Corporate interests at the time were vying to replace the meat bodies of their soldiers with powerful metal ones, like mine. Bodies capable of working longer. Bodies capable of fighting harder. Like all military tech, Full Body Conversion technology jumped from the battlefield to the showroom. By 2020, metal endoskeletons wrapped in myomar fiber musculature and sporting state-of-the-art hydraulic limbs – all wrapped in a sweet and shiny metal skin – were popping up in cities across the world.

You can see why, too. An FBC can lift a car, doesn't need food or oxygen, and can rip through a brick wall in seconds. An FBC can do the work of a dozen laborers and survive conditions even a hazmat suit wouldn't protect a flesh-and-blood choom from. We were bigger, stronger, and more capable, so of course, the rumors started flying. We were all Cyberpsychos. We wanted to kill all the fleshies and take over the world. We were actually AI-driven robots and not humans at all. It didn't help the original FBC designers only made one face per model. Since we all looked alike, it was easy for people to paint us as "other" and make us the subject of slurs and prejudice. Eventually, we started designing faceplates to give each FBC more individuality, but it didn't stop the fear.

I can tell I'm scaring you. I'm sorry. Don't worry, though. People your age are way cooler than people from back then. More accepting, too. You all grew up hard – you more than anyone. I can tell. You're a fighter, just like my favorite Rockerboy, Johnny Silverhand.

What are things like today for FBCs?

FBCs stick together. We always have. It used to be just for protection, but over the years, we developed our own customs and slang. Our own culture. That's nothing new. It's always been fun and comforting to spend time with people who understand the uniqueness of your life. People who can lift you up and remind you to go to therapy when you're feeling down. We get together on the regular, at clubs or in homes, to share our lives. We've got support groups, Garden Patches, and even our own conventions! There's nothing like going to an FBC show to show off your perfectly seamless Superchrome finish and get tips on what polish to use to shine it up to mirror perfection without scratching the surface. I've got plenty of meat friends, but none of them can keep up with me when I'm partying at the Metalstorm. And there's still the protection element. Not many people mess with a group of FBCs when they're hanging out together.

Am I going to be okay?

Physically? Yeah, choomba. You're gonna be amazing. Healthier than you've ever been. Beyond that? The thing you've gotta understand about being Borg is that it isn't like it used to be, and that's not a bad thing. We've come a long way, but there's still so much more progress we have to make. That's gonna be the job of your generation. Most cases of cyberpsychosis don't involve FBCs, but some people still assume all FBCs are Cyberpsychos, and assholes looking to grow their brand sometimes target us, hoping to use fear to grab more power and popularity.

You'll catch some of the hate. Don't let it change you. Personally, I say don't fault the fearful for their fear – they don't know any better. At the same time, it's not your job to educate them unless that's what you choose. Being FBC isn't about being an ambassador; it's more the ultimate form of self-expression. It's your chance to build yourself into exactly what you want to be. No one else in the world, not even the most body-sculpted BioExotic, gets a chance like that.

Look. I don't get to choose how society sees me. No one does. But you know what? Fuck society. Only your vision of yourself is truly important. It'll grow and change over time, and the best part of being an FBC? You get to grow and change your body to match it!

I hope that puts your mind at ease. The doctor we've got lined up for you is one that I trust. Ex-Rocklin – a Kildare model with a hundred percent success rate on Biosystem surgeries. It won't be anything like the radiation and chemicals from before, I promise. You're in good hands. Got a modified Alpha Class all ready for you, and my FBC club pitched in to install some fun surprises.

I promise to be here when you wake up, choomba. So... are you ready to go metal?

POPPING YOUR METAL CHERRY

A Full Body Conversion body is a package of cyberware – built around an Internal Linear Frame – into which a Biosystem (**SEE PAGE 104**) can be installed. Going Metal begins with getting your brain and a few other choice bits scooped out and slotted into a Biosystem. The procedure is permanent, so make peace with losing your meat body forever. The cost for a Biosystem, in both Eurodollars and Humanity, is separate from an FBC body.

Most surgeons require the patient to remove all non-medical-grade cyberware, including Neuralware, and undergo therapy before Biosystem surgery. This helps prepare for the massive shock of Humanity Loss associated with becoming a Borg. You can install some of your old cyberware into your FBC body if you wish. If you do so without first uninstalling it from your meat body and undergoing therapy, the existing Humanity Loss carries over. Otherwise, installing it into your FBC body counts as a new instance with fresh Humanity Loss.

After Biosystem surgery, you'll be implanted into your selected FBC body. The installation procedure is included at no additional cost. Upon installation, you suffer the Humanity Loss associated with the FBC body but can always choose to take the average instead of rolling.

FBC BASELINES

What follows are the advantages and disadvantages of every FBC body, no matter the model.

- A FBC user's Skills and Intelligence, Cool, Tech, Will, Luck, and Empathy Statistics remain the same as they were in their meat body. Their Body Statistics, Hit Points, and Death Save change depending on the FBC body. Their Reflex, Dexterity, and Move Statistics may change depending on what cyberware is installed in the body.

- When being installed in an FBC body, the following cyberware causes 0 (N/A) Humanity Loss and does not depress the maximum Humanity regained via therapy: Cyberarm, Cyberaudio Suite, Cybereye, Cyberleg, Cyberskull, Internal Linear Frame, Neural Link/Neuroport.

- When installed in an FBC body, the number of cyberware option slots granted by foundational cyberware and in the Internal / External Body Cyberware categories is doubled.

- A User installed in an FBC body meets any Grafted Muscle and Bone Lace requirement for additional cyberware even if none is installed.

- Damage is done to the FBC body, not the user. Thanks to nanomachines, so long as a user maintains a Lifestyle of Good Prepack (600eb/month) or better, whenever they complete a day of natural healing while in their FBC body, it regains a number of Hit Points

FIXER AVAILABILITY

Occasionally, cost in Cyberpunk RED doesn't equate to how easy it is for a Fixer to get their paws on something.

An item or service might be pricey but easy to get or cheap but hard to get. In such cases, the cost in Eurodollars and the price category of the item can be different.

For example, purchasing an IEC Alpha Class package costs 9,900eb, but GMs should treat it as Expensive instead of Super Luxury for the purposes of determining availability.

equal to their BODY. If the user transfers out of their FBC body, the empty shell regains a number of Hit Points per day equal to what the user's BODY would be while inhabiting the shell.

- So long as the user maintains a Lifestyle of Good Prepack (600eb/month) or better, an FBC body can be restored to full Hit Points via repairs. Doing so requires a DV15 Cybertech Skill Check and 4 hours. Failed Checks waste the entire 4 hours and restore the target to half of their maximum HP unless their current HP is higher. Users in an FBC body can repair themselves.

- A user transferring into a new FBC body automatically restores their HP to the maximum total, as determined by their new FBC body.

- Users installed in an FBC are immune to the effects and bonus damage of the following Critical Injuries while in a body: Broken Jaw, Collapsed Lung, Concussion, Cracked Skull, Crushed Windpipe, Lost Ear, Spinal Injury, Torn Muscle, and Whiplash. If one of these would be dealt, ignore them entirely. Do not reroll for a new Critical Injury.

- While in an FBC body, the user is immune to the Check and STAT penalties of all Wound States. Other effects, such as the need to make Death Saves, still affect them.

- While in an FBC body, the user is immune to all diseases, poisons, pharmaceuticals, and street drugs unless administered via Airhypo directly into their Biosystem's access port. It is impossible to do so against an an FBC user's will unless they are rendered fully immobile or incapacitated.

- FBC users are immune to radiation, do not need to breathe, and do not need food or water to survive. However, they must inject a Glucose-Rich Brain Solution (100eb [Premium]) into their Biosystem via the access port once per month. The Glucose-Rich Brain Solution is included for free in a Good Prepack Lifestyle. If a user forgoes the Solution for a month, they are starving and at a -2 on all Checks. If they forgo the Solution two months in a row, their biological systems crash and they die.

- Healing aids designed for fully biological systems, such as Cryobags, Cryotanks, and Speedheal, do not work on FBC users.

- FBC users require sleep, but are immune to all penalties associated with sleeping uncomfortably or living while crammed.

- A user being installed in an FBC body containing new cyberware or who is installing new cyberware into their current FBC body can choose to take the average Humanity Loss instead of rolling for it.

- All FBC bodies have simulated senses of touch, smell, and taste while in a body. These simulated senses can be turned off without an Action. An FBC in a body can eat food and drink beverages if they so desire. After enough recreational dining, however, they must empty their storage tank, just like everybody else.

SWITCHING BODIES

A Biosystem can be implanted into a new Full Body Conversion body with a DV17 Cybertech or Surgery Skill Check. This takes 4 hours, can be reattempted any number of times if failed, and doesn't hurt the Biosystem's inhabitant on a failure.

An FBC user can attempt the process to transfer bodies without aid.

If successful, all cyberware in the user's previous FBC body is uninstalled (this does not include the Biosystem), and everything in their new FBC body is installed. If this is a completely new body, they suffer Humanity Loss for all applicable cyberware, even if it duplicates something they possessed in a previous body.

When a user is implanted into a body they've inhabited in the past, check their Current Humanity against their Maximum Humanity via Depression in this body. If their Current Humanity is higher, reduce it to the Maximum Humanity total. They then take additional Humanity Loss from any cyberware installed in the body since they last inhabited it.

Only the Biosystem and cyberware installed in a currently inhabited FBC body counts towards the user's Maximum Humanity depression.

BAZOOKA JOE GOES METAL

Years of partying have done a number on the body of Bazooka Joe, head security guru for the Piranhas. Tired of buying a cloned liver here and a chemskin replacement there, he's decided to make the jump to a

Full Body Conversion. He makes a deal with a Fixer for a Militech Enforcer body and hands over 27,700eb to pay for both the Biosystem and the FBC body.

Listening to his ripperdoc, Joe undergoes surgery to remove all his cyberware. Then he goes through therapy to center himself and help him say goodbye to his meat body, boosting his total Humanity up to 80. Next comes the procedure to install his brain (and other choice bits) into a Biosystem, costing him 18 (4, 4, 5, 5 on 4d6) Humanity. His total goes down to 62. Per Joe's wishes, his old meat body is cremated. Instead of implanting Joe's Biosystem directly into the Militech Enforcer, the ripperdoc puts him through a brain-dance-based therapy regime to restore the maximum amount of Humanity possible (14) and pushes Joe up to 76.

Finally, the ripperdoc implants Joe's Biosystem into a Militech Enforcer. Instead of gambling, Joe's Player chooses to go with the average Humanity loss for the package – 55. Joe wakes up from the procedure with 21 Humanity. In the coming year, he'll continue to go to therapy as he adjusts to his new, full cybernetic body and regain 29 more Humanity, bringing him up to the maximum he can reach – 50.

FULL BODY CONVERSION BODIES

Because they were first developed for military and Corporate purposes, most FBC bodies are designed along occupational lines.

HOW TO READ A FBC BODY LISTING

Cost: What the body costs in Eurobucks and the Price Category for purposes of availability.

Package HL: The amount of Humanity Loss you experience when you are first installed into the body. You may choose to take either the average provided or the rolled outcome upon installation.

Install: Type of facility required for installation.

Cyberware (HL): Cyberware included in the package which causes Humanity Loss and depresses Maximum Humanity achievable through therapy (**SEE CP:R PAGE 229**).

Cyberware (No HL): The listed cyberware is part of the body but doesn't cause Humanity Loss. Nor does it depress your Maximum Humanity achievable through therapy (**SEE CP:R PAGE 229**).

BY CHRISTOPHJER REMMERS
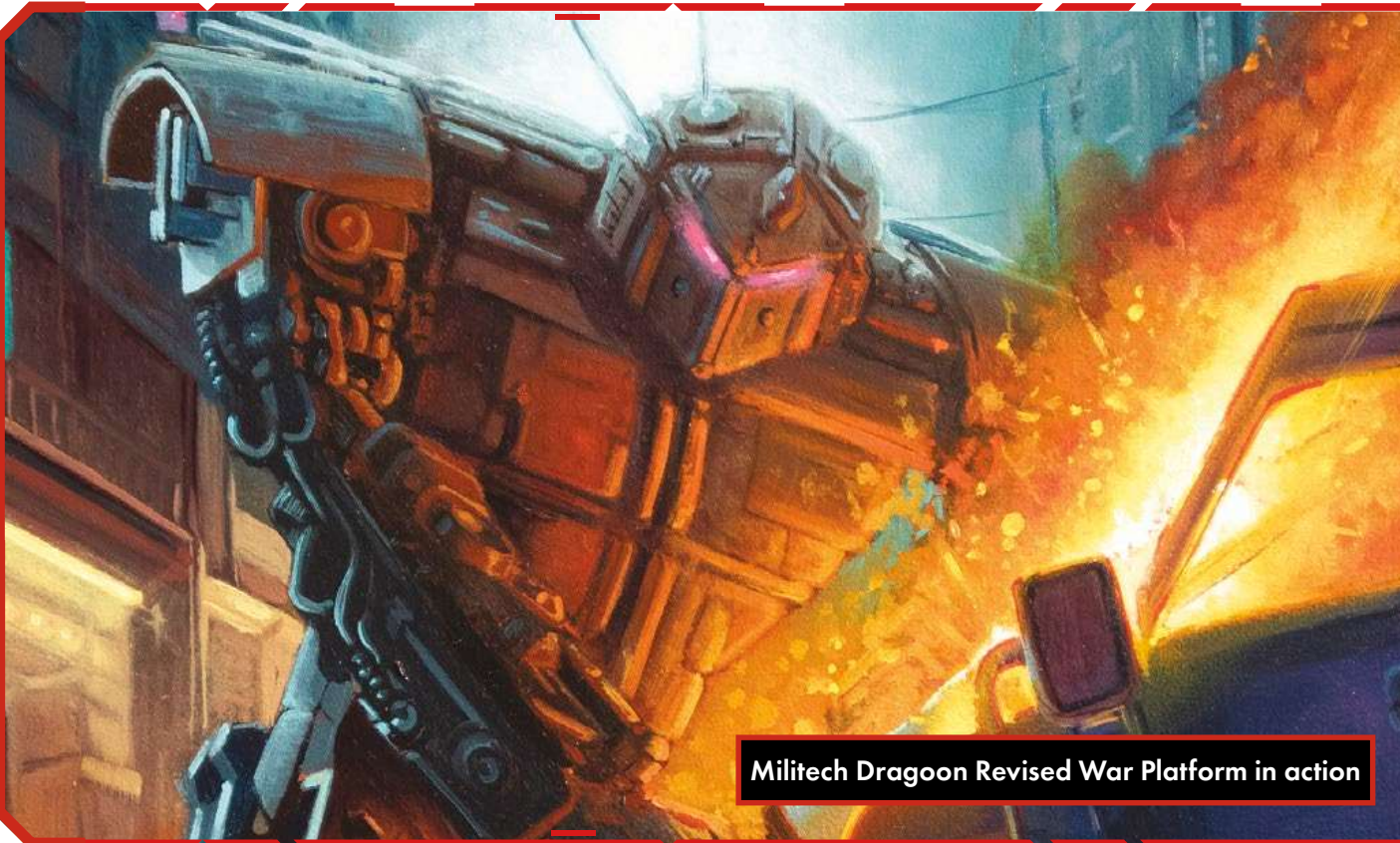
Militech Dragoon Revised War Platform in action

Techs and FBCs

For a Tech, making an FBC body requires gathering (or fabricating) the individual components and assembling them into a whole via a DV29 Cybertech Check. The assembly process takes 1 hour and does not destroy the components on a failure.

The minimum component requirements for an FBC body are: Cyberarm x2, Cyberaudio Suite, Cybereye x2, Cyberleg x2, Cyberskull, a Internal Linear Frame, and a Neural Link/Neuroport.

Substitutions can be made when appropriate – for example, replacing Cybereye x2 with a Kiroshi Monovision. Medical grade cyberware cannot be used to create an FBC body.

As for upgrades, they are applied to the individual components of an FBC body, not the body as a whole.

EMPs and FBCs

When it comes to EMP effects, such as those generated by a Microwaver, treat an FBC body like a collection of parts rather than a whole. An EMP effect doesn't shut down the whole body. Just individual cyberware components.

Cybermatrix Inc. Copernicus

Designed by Cybermatrix Incorporated as the ideal FBC body for deep-space exploration and construction, the Copernicus has endured the test of time in the most hostile environment imaginable: the vacuum of space. Considered the backbone of modern-day space operations, humanity would never have reached so far into the stars without the Copernicus.

Cost: 17,300eb (Very Expensive)
Package HL: 52 ([2d6/2 round up] + 15d6)
Install: Hospital (Requires Biosystem)

Cyberware (No HL)

Cyberarm x2, Cyberaudio Suite, Cyberleg x2, Cyberskull, Internal Linear Frame Sigma, Kiroshi MonoVision, Neural Link

Cyberware (HL)

Anti-Dazzle, FBC EMP Coating x2, Grapple Hand x2, Internal Hydraulics Upgrade, Prehensile Cyberfoot x2, Radar/Sonar Implant, Radio Communicator, Toolhand x2, Zero Gravity Thrusters x2

Samantha: I've never met a Copernicus in person. I saw one one Morro Rock one time using the zoom lenses built into my eyes. They were probably there to consult on the construction of the mass driver that'll shift passengers and cargo into orbit. That's where you'll find most Copernicuses, at the intersection of space and a whole heap of euros. They do look pretty sweet, but when have astronauts ever looked shabby?

Dynalar Aquarius

Dynalar claims that the Aquarius is superior to any diving system, and they're right. As at home in freshwater as in salt water, the Aquarius is the last word for exploration and life under the sea. If it weren't for the 4th Corporate War, Aquarius FBCs would surely have mapped out all the world's oceans by now.

Cost: 13,000eb (Very Expensive)
Package HL: 37 ([2d6/2 round up] + 10d6)
Install: Hospital (Requires Biosystem)

Cyberware (No HL)

Cyberarm x2, Cyberaudio Suite, Cybereye x2, Cyberleg x2, Cyberskull, Internal Linear Frame Sigma, Neural Link

Cyberware (HL)

Low Light/Infrared/UV x2, Radar Detector, Radio Communicator, Radar/Sonar Implant, Subdermal Armor, Web Foot x2

Samantha: Most Aquarius FBCs I meet have some easily understandable connection to the ocean. I've met sailors, divers, Biotechnica marine division researchers, aqua biologists, and of course, Deepdowners with this body. People who love the ocean tend to be some of the nicest people you'll meet, so I'd also rate this model high in personability. They're certainly the first Borg I'd try to meet at a party. I'll introduce you to a guy I know sometime! He used to be a custom marlin BioExotic until he decided it wasn't metal enough for him...

Dynalar Brimstone

A fully fireproofed engineering masterpiece by Dynalar, the Brimstone was created to defeat humankind's greatest tool and enemy: Fire! The modern Brimstone model favors magnetically launched CO_2-based explosive firefighting tools over the water-pumping hoses of yesteryear.

Cost: 17,600eb (Very Expensive)
Package HL: 53 ([1d6/2 round up] + 15d6)
Install: Hospital (Requires Biosystem)

Cyberware (No HL)

Cyberarm x2, Cyberaudio Suite, Cybereye x2, Cyberleg x2, Cyberskull, Internal Linear Frame Sigma, Neural Link

From Left to Right: Rocklin Augmentics Alpha Class • Dynalar Brimstone • Cybermatrix Inc. Copernicus • Dynalar Aquarius

Cyberware (HL)

Amplified Hearing, FBC Brimstone Coating, Heavy Subdermal Plating, Low Light / Infrared / UV x2, Radar/Sonar Implant, Radio Communicator, Tech Upgraded (+1 Capacity) Popup Grenade Launcher x2

Samantha: What a body to have! Dynalar's best work. I made my own improvements, of course. I love my Superchrome, even if it's hard to wash the soot off after a hard day's work. Look, there are people who don't like cops, and they give Enforcer FBCs a hard time, and I admit, I can understand that – Corporate money, corruption, abuse of power. But nobody hates the fire brigade, especially when their home is on fire.

MILITECH DRAGOON REVISED WAR PLATFORM

A complete revision of the undeniably effective military FBC that won the 4th Corporate War, the reenvisioned Dragoon is ready to win the next one, too! This new model is lower impact, boasts our lowest rate of pilot shrinkage, and is more tuned for modern warfare than ever before. Best of all, you choose how to customize your Dragoon's weapon package (sold separately) for each mission! Contact an Militech representative today for a demonstration of what the Dragoon can do for you!

Cost: 35,000eb (Super Luxury)
Package HL: 64 ([3d6/2 round up] + 18d6)
Install: Hospital (Requires Biosystem)

Cyberware (No HL)

Cyberarm x2, Cyberaudio Suite, Cybereye x2, Cyberleg x2, Cyberskull, Internal Linear Frame Omega, Neural Link

> ## THE DRAGOON'S ADVANTAGE
> OVER ALL OTHER LAND-BASED COMBAT UNITS IS ITS HUMANOID FORM. IT IS CAPABLE OF TAKING MAXIMUM ADVANTAGE OF TERRAIN.
>
> — IEC
>
> FROM CHROME 2 FOR CYBERPUNK 2020

Cyberware (HL)

Anti-Dazzle x2, Chyron, Dragoon Plating, FBC EMP Coating x2, Internal Agent, Low Light/Infrared/UV x2, Reinforced Cyberlimb Upgrade x4, Subdermal Grip x2, Tuned Internal Hydraulics Upgrade

Samantha: This is the most dangerous FBC body on the market. It's got some serious history to answer for. A lot of people died thanks to these. Militech, the Dragoon's biggest user, snagged the blueprints when IEC died during the war. Now they're selling a "revised" model and claiming it's safer but I'm not buying their marketing. Stay far away.

MILITECH ECLIPSE

Your question is ridiculous. Militech doesn't field an elite unit of "killer Borg ninjas" to service our interests from the shadows. You are misinformed, likely by our disgraced former competitors in the security market. You can find them across the ocean. Can someone throw out this hack? Let's get back to the real questions, those relevant to affordably arming the good people of Night City so they can defend what is most precious to them without sacrificing a drop of quality craftsmanship! I see a hand. Fiona Hayes from Network 54, you're up!

Cost: 29,200eb (Luxury)
Package HL: 67 ([2d6/2 round up] + 19d6)
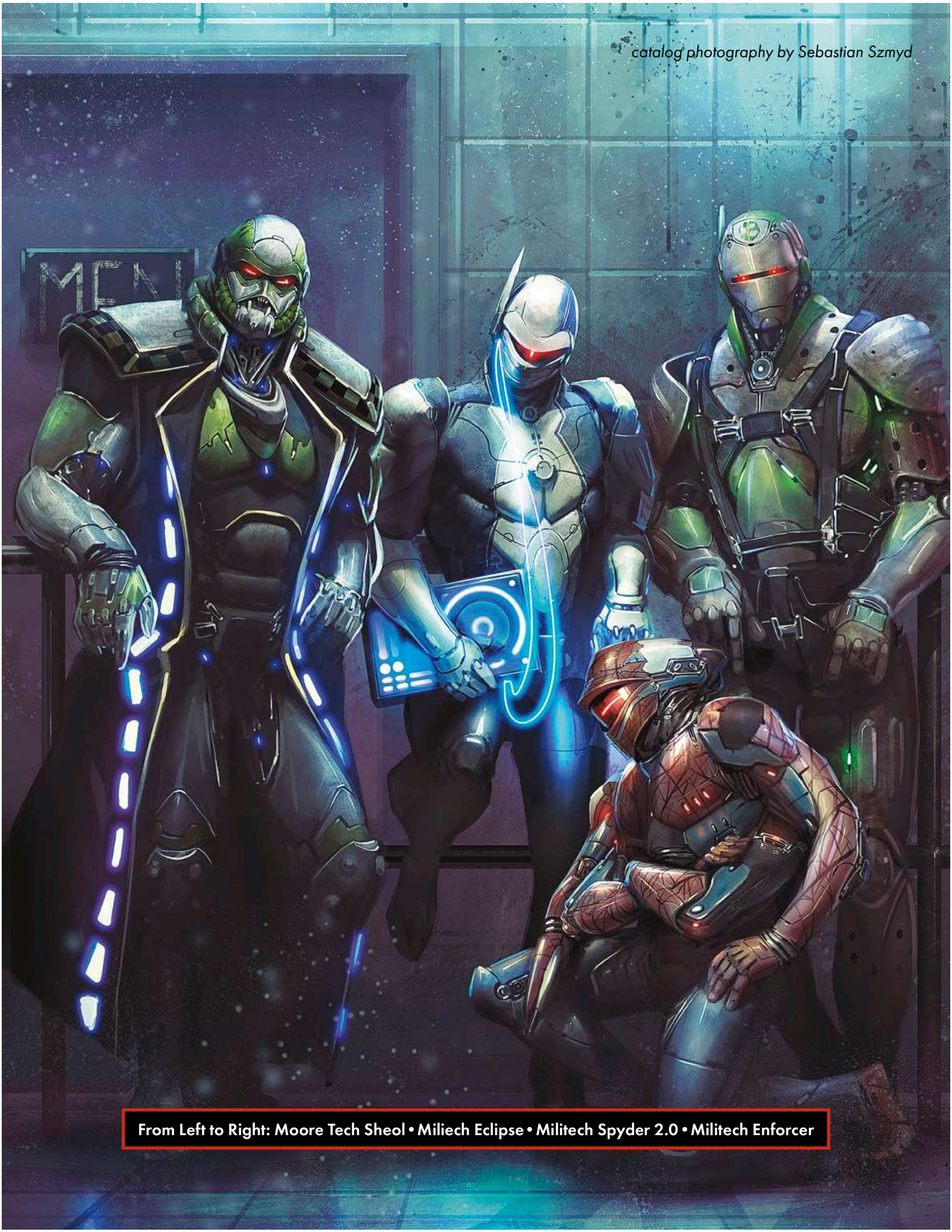**Install**: Hospital (Requires Biosystem)

Cyberware (No HL)

Cyberarm x2, Cyberaudio Suite, Cyberleg x2, Cyberskull, Kiroshi MonoVision, Internal Linear Frame Beta, Neural Link

Cyberware (HL)

Amplified Hearing, FBC Chameleon Coating x3, Grip Foot x2, Low Light/Infrared/UV, Radio Communicator, Scrambler/Descrambler, Subdermal Armor, Subdermal Pocket x2 Tech Upgraded (Oversized Weapon) Popup Melee Weapon (Kendachi Mono-Three), Tuned Internal Hydraulics Upgrade

Samantha: There are supposed to be some of these at Militech HQ, but if you meet one in public, they'll be installed in another body. Probably a Gemini with a crewcut. An Eclipse isn't for the eyes of the civilian population so Militech doesn't send its spooky death Borgs out in public – at least during the daytime.

From Left to Right: Moore Tech Sheol • Miliech Eclipse • Militech Spyder 2.0 • Militech Enforcer

GOING METAL

Militech Enforcer

Militech understands what it takes to bring criminals to justice – it takes an Enforcer. Built to outlast the hottest of active situations you'll run into on the job and get you home safe to your family, the Enforcer is the metal body you need to protect and serve. It's their move, creep!

Cost: 16,800 (Very Expensive)

Package HL: 53 ([3d6/2 round up] + 13d6)

Install: Hospital (Requires Biosystem)

Cyberware (No HL)

Cyberarm x2, Cyberaudio Suite, Cyberleg x2, Cyberskull, Kiroshi MonoVision, Internal Linear Frame Sigma, Neural Link

Cyberware (HL)

Anti-Dazzle, Audio Recorder, Heavy Subdermal Plating, Hidden Holster, Low Light/Infrared/UV, Popup Grenade Launcher, Popup Melee Weapon (Stun Baton), Radio Communicator, Subdermal Grip, Targeting Scope, Voice Stress Analyzer

Samantha: *You'll find Enforcers rounding out special security teams for Corporations, but not many working for the NCPD. They generally can't afford to upgrade even their best TAC officers to one of these babies. MAX-TAC, on the other hand, has plenty. All you need is a solid service record and a nod from Hammerman himself, and you'll be in an Enforcer so fast your head will spin.*

WHEN THE TIME COMES TO GET **SEROUS**, THE ENFORCER IS MORE THAN READY. FIRST, THERE ARE LIGHT BARS MOUNTED ON THE SHOULDERS TO ENSURE THAT YOU LEGALLY IDENTIFY YOURSELF, BUT WE ALL KNOW IT TAKES MORE THAN LIGHTS TO STOP A **BLACK LACE** ADDICT.

— MILITECH

Militech Spyder 2.0

At Militech, we thought we'd mastered the need for covert operations with the original Spyder. That was until we developed the Spyder 2.0 and created the perfect espionage Borg! With the right hire, one investment in a Militech Spyder 2.0 can provide you with actionable intelligence that pays for itself in a single operation. Buy one before your competitors do!

Cost: 24,900eb (Luxury)

Package HL: 73 ([1d6/2 round up] + 22d6)

Install: Hospital (Requires Biosystem)

Cyberware (No HL)

Cyberarm x4, Cyberaudio Suite, Cyberleg x2, Cyberskull, Kiroshi MonoVision, Internal Linear Frame Beta, Neural Link

Cyberware (HL)

Amplified Hearing, Artificial Shoulder Mount, Chipware Socket, FBC Chameleon Coating x1, Grapple Hand x4, Grip Foot x2, Image Enhance, Internal Agent, Low Light/Infrared/UV, Microvideo, Tactile Boost, TeleOptics, Tuned Internal Hydraulics Upgrade

Samantha: *Never met a Spyder, and I don't want to. You can't trust a spook. I hear the combination of the spy paranoia and the mental processes needed to work all four arms properly makes this body more prone to causing cyberpsychosis than even the Dragoon. Militech could tune the neural interface better, but they don't care so long as they make their money. I bet the ones in their ranks all have kill chips implanted, just in case.*

Moore Technologies Sheol

The Sheol platform by Moore Technologies is designed to handle the most hazardous operation you can throw at it and get the job done right the first time. Its price is highly affordable when you consider the cost associated with replacing workers who can't keep up with the demands of a toxic or deadly work environment. Don't play fast and loose with your financial future. Invest in a Sheol, the original hazardous operations borg. Don't settle for anything except a job done right.

Cost: 19,600eb (Very Expensive)

Package HL: 32 ([1d6/2 round up] + 9d6)

Install: Hospital (Requires Biosystem)

catalog photography by Neil Branquinho

From Left to Right: NovelTech Samson • Raven MicroCyb Gemini (up) • Raven MicroCyb Wiseman (down) • Trauma Team Kildare

Cyberware (No HL)

Cyberarm x2, Cyberaudio Suite, Cybereye x2, Cyberleg x2, Cyberskull, Internal Linear Frame Beta, Neural Link

Cyberware (HL)

Chemical Analyser, Chipware Socket, Chyron, Heavy Subdermal Plating, Internal Agent, Radiation Detector

Samantha: The Sheol is a specialized Hazardous Operations unit, so it's one I don't see too often. Last time I did was in the days right after the Arasaka nuke. These are typically Corporate-owned work conversions, and I imagine most Sheol users aren't wearing them out on weekends. They're also ugly, but I don't want to speak badly about them after all the good they've done!

NovelTech Samson

Modern construction jobs require novel solutions – and when you think novel, think NovelTech. Our flagship "Samson" conversion is the toughest industrial Borg on the market. Just one can replace ten hardhats. Downsize today!

Cost: 20,500eb (Luxury)
Package HL: 39 ([3d6/2 round up] + 10d6)
Install: Hospital (Requires Biosystem)

Cyberware (No HL)

Cyberarm x2, Cyberaudio Suite, Cybereye x2, Cyberleg x2, Cyberskull, Internal Linear Frame Omega, Neural Link

Cyberware (HL)

Anti-Dazzle x2, Chyron, Internal Agent, Radiation Detector, Subdermal Armor, Techscanner, Toolhand x2

Samantha: These are the hardest-working FBCs you'll meet. When Zhirafa screws up – it happens, you just don't hear about it on Net54– these are the people who come in to clean it up. Samsons rebuilt this city after the nuke. They're the reason the Hot Zone shrinks every year. Unfortunately for them, the base model is ugly as all hell. Blocky, chunky, turtle-like, definitely not friendly looking. I know a lot of Samsons that get misidentified as military models by the public because of the way the model looks. It's the Omega Frame that's really the problem. An Omega

is always gonna look like an Omega, no matter how sleek you try and make it look, but with the Samson, Noveltech didn't even try.

Raven Microcybernetics Gemini

All the benefits of being a Full Body Conversion, none of the social downsides! Look like a biological person again with our revolutionary Gemini coating – now sold separately, too! Raven Microcybernetics is the cutting edge– you won't find a better option when you want to keep your metal "low profile."

Cost: 10,200eb (Expensive)
Package HL: 14 (4d6)
Install: Hospital (Requires Biosystem)

Cyberware (No HL)

Cyberarm x2, Cyberaudio Suite, Cybereye x2, Cyberleg x2, Cyberskull, FBC Gemini Sculpt, Internal Linear Frame Sigma, Neural Link, Techhair, Shift Tacts

Cyberware (HL)

Mr. Studd™ or Midnight Lady™ Sexual Implant, Skin Weave

Samantha: This is the most popular FBC by sales numbers. Many of us get one to add to our collection after a while. A lot of people I know treat being in their Gemini like being on vacation. Sometimes, you need a break from being the Borg in the room. It can be freeing. You don't have to buy the body, though. You can buy the Gemini Sculpt separately, install it for a month, and see if you like it.

> ## Full Body Conversions have a MULTITUDE of advantages. However, being a Full Borg sets you apart. Society brands you as a "metalhead" and people treat you like a machine — even a tool. The sad truth is that if you LOOK like a robot people tend to TREAT you like a robot.
> ### — Raven Microcybernetics

Raven Microcybernetics Wiseman

Doesn't your Dweller deserve an upgrade? This holiday season, give them the bonus they deserve – a brand-new body by Raven Microcybernetics! Once word gets around, those pesky Netrunners won't even try to hack your system anymore. They'll be too busy being dead.

Cost: 27,480 (Luxury)
Package HL: 70 ([3d6/2 round up] + 19d6)
Install: Hospital (Requires Biosystem)

Cyberware (No HL)

Cyberarm x2, Cyberaudio Suite, Cybereye x2, Cyberleg x2, Cyberskull, Internal Linear Frame Sigma, Neural Link

Cyberware (HL)

Chyron, Cyberdeck Cyberarm Option x4, FBC Integrated Bodyweight Coating x3, Internal Agent, Integrated Cyberdeck Upgrade x4, Virtuality x2

Cyberdecks and Related

- **Hardware installed in FBC Bodyweight Coating**: Hardened Circuitry, Insulated Wiring, KRASH Barrier, Snake Trap, Tech Upgraded Range Upgrade (10m Range)

- **Excellent Quality Cyberdeck #1 (integrated into left Cyberarm)**: Armor, DeckKRASH, Hellbolt, Speedy Gonzalvez x2, Superglue, Sword x3, Worm x2

- **Microtech Warrior (integrated into left Cyberarm)**: Armor, Giant, Kraken x3

- **Excellent Quality Cyberdeck #2 (integrated into right Cyberarm)**: Eraser x9, Swifty Clean

- **Tech Upgraded (+1 slot) Raven Microcybernetics Kestrel 2 (integrated into right Cyberarm)**: Sabertooth x3, Speedy Gonzalvez x2, Worm x2

Samantha: I know a lot of Netrunners in the community, but I've never met a Wiseman. I've met Netrunners who tell stories about them, usually about encountering one defending a NET Architecture they were trying to crack. I don't know how much I believe Netrunner stories, though. For them, encountering a Wiseman is a lot like hooking a really big fish– the Wiseman always gets away after a long, exhausting battle.

Rocklin Augmentics Alpha Class

The Alpha Class is the quintessential Full Body Conversion body – a high standard proven through time. An attractive yet affordable entry-level model, the Alpha Class is the first thing that comes to mind when you think "Borg." Go with the gold standard! Go Alpha!

Cost: 9,900eb (Expensive)
Package HL: 21 (6d6)
Install: Hospital (Requires Biosystem)

Cyberware (No HL)

Cyberarm x2, Cyberaudio Suite, Cybereye x2, Cyberleg x2, Cyberskull, Internal Linear Frame Sigma, Neural Link

Cyberware (HL)

Interface Plugs, Subdermal Armor

Samantha: Just saying this makes me feel old, but back in my day, this was the model of choice for first-timers. They were the first bodies on the market. Back then they were manufactured by IEC. Now, Rocklin Augmentics makes them. Old or new, the Alpha Class is still the go-to model for tuners looking for a baseline second or third body to work on. I think it still makes a great first model. It's gonna look great on you!

Composed of durable, ultra-light polyceramics, foamed alloys, and other hybrid materials, the Alpha Class body is DESIGNED to bear a strong resemblance to the human form. It is anthropomorphically structured to INTEGRATE with standard human ergonomics with LITTLE or NO difficulty.

— IEC

GOING METAL

TRAUMA TEAM KILDARE

Trauma Team's secret weapon in their fight for the health and wellbeing of their patients, the Kildare, is a medical miracle. Their steady hands make them the best surgeons in the world. No human surgeon is as tireless in their efforts to give their patients the best possible medical outcome. Trauma Team Executives personally trust their lives to a Kildare, and so should you.

Cost: 12,200eb (Very Expensive)
Package HL: 39 ([3d6/2 round up] + 10d6)
Install: Hospital (Requires Biosystem)

Cyberware (No HL)

Cyberarm x2, Cyberaudio Suite, Cyberleg x2, Cyberskull, Internal Linear Frame Sigma, Kiroshi MonoVision, Neural Link

Cyberware (HL)

Amplified Hearing, Chyron, Image Enhance, Low Light /Infrared/UV, Medscanner, MicroOptics, Radio Communicator, Raven Microcybernetics MicroWaldo, Tech Upgraded Toolhand (installed Airhypo), Techscanner

Samantha: *You'll get to meet a Kildare pretty soon! We call him Doc Salvage. He's that Medtech I mentioned earlier, the ex-Rocklin one. More than any other FBC, Kildares have the best reputation because of their association with Trauma Team. Everyone thinks Trauma Team is gonna swoop down to save them if they need medical help – right up until they remember they didn't buy a membership package.*

AVAILABLE ONLY TO LICENSED MDS (OR ANYONE WITH ENOUGH CASH FOR THE "SPECIAL FEE"), THE KILDARE IS A MEDICAL MIRACLE. ONCE THE DOCTOR IS HOUSED IN THEIR NEW, TIRELESS BODY, THEY WILL HAVE ACCESS TO A WIDE VARIETY OF BUILT-IN MEDICAL EQUIPMENT.
— MD TECH INC

NEW CYBERWARE AND GEAR

The unique demands of FBCs require unique cyberware and gear.

▶ BIOSYSTEM

Cost: 10,000eb (Super Luxury) • **Install**: Hospital*
Humanity Loss: 14 (4d6)

*All currently implanted cyberware is uninstalled and given back to you cleaned and individually bagged... along with your meat body, which will begin to decompose unless cryogenically stored. Burn it or bury it. You can't go back anyway.

A revolution in human-machine interface and an upgrade in FBC integration design! A step up from the systems of the past, Biosystems contain not only the brain (and other choice bits) in an integrated Biopod but a full suite of computer systems and batteries. The added functionality of the Biosystem allows designers to offload some computational processing and power generation, resulting in a drop in cost for many FBC body models. Access to the Biosystem for the purposes of injecting medications or a dose of Glucose-Rich Brain Solution is usually done via a closed port located on the back of the neck or chest (when in a body).

The Biosystem can operate independently if need be – without mobility but with basic sensory and speaker systems so the user can interact with the outside world and, most importantly, receive therapy via Braindance.

Borgware. A Biosystem is hardened against all EMP Effects and immune to Radiation. The Biosystem contains the user's consciousness and identity. Their Skills and INT, COOL, TECH, WILL, LUCK, and EMP Statistics remain the same as they were in their meat body. Their BODY Statistic, Hit Points, and Death Save change depending on the inhabited FBC body. Their REF, DEX, and MOVE Statistics may change depending on what cyberware is installed in the inhabited FBC body.

Once the user is stored in a Biosystem, being violently removed or spending longer than a minute outside of it after surgical removal results in death (no Death Save). When not installed in an FBC body, the shell encasing a Biosystem is considered Cover (25HP). The brain inside a Biosystem dies instantly if struck directly. A Biosystem implanted in an FBC body cannot be targeted.

A user in a Biosystem not installed in an FBC body is incapable of any Action beyond observation and communication and cannot defend themselves.

Installing a Biosystem in an FBC body requires 4 hours and a DV17 Cybertech or Surgery Check. It can be reattempted any number of times if failed, and there is no penalty for failure other than lost time. An FBC can perform this procedure on themselves to transfer from one body to another.

A user inhabiting a Biosystem cannot install additional cyberware directly – not even brain-interfacing cyberware like a Neural Link. They only benefit from cyberware if implanted into an FBC body installed with it.

▶ CO2 GRENADE

Cost: 50eb (Costly)
Ammo Types Available: Grenades Only

CO2 grenades are the future of firefighting in urban environments, especially where water is a dwindling resource. They also excel in rural areas where fire hydrants may be scarce or inoperable.

*This is Grenade Ammunition. It can be loaded into a Grenade Launcher or thrown. A CO2 Grenade does no damage. Instead, it extinguishes all instances of fire within the explosion area (**SEE CP:R PAGE 174**). Any weapon capable of firing Smoke Grenades can also fire CO2 Grenades.*

▶ CYBERSKULL

Cost: 5,000eb (Luxury) • **Install**: Hospital
Humanity Loss: 14 (4d6)

How can you call yourself a Metalhead if you don't have a metal head? What you need is a Cyberskull to protect you from life's many dangers – like bullets, explosions, and samurai swords! You don't have to be accident-prone to benefit from a metal skull, so don't skimp on your own safety. Remember – with a Cyberskull, there's no need for a helmet!

Internal Body Cyberware. Requires 3 Option Slots. The user's head is no longer considered a 2x weak point when targeted by an Aimed Shot or through any other method. Additionally, the user is immune to the effect and bonus damage of the Cracked Skull and

Broken Jaw Critical Injuries. Every purchase comes with a personalized Faceplate. Additional personalized Faceplates, including ones covered with Realskinn™ and SuperChrome®, are available for 100eb (Premium).

▶ DRAGOON PLATING

Cost: 5,000eb (Luxury) • **Install**: Hospital
Humanity Loss: 14 (4d6)

Magnetically seated armor panels are installed onto hardpoints drilled directly into the body. The panels are hot-swappable to keep the fight going until the enemy has been neutralized.

Borgware. External Body Cyberware. Installation requires BODY 16 or higher unless the user is a Full Body Conversion. After installation, the user's body and head are armored at SP 15, and the user takes an Armor Penalty of -2 to REF, DEX, and MOVE. As an Action, the user can jettison their Dragoon Plating, removing the provided SP and freeing them of the Armor Penalty.

If the user is not equipped with a set of Dragoon Plating, they can activate the magnetic call system as an Action and summon a set of unattached plating within 6m/yds to them. The selected plating then flies through the air and attaches itself to the user.

Dragoon Plating contains nanomachines that repair it for 1 point of lost SP at the end of each day in which it does not lose SP. Additional sets of Dragoon Plating can be purchased for 1,000eb (Very Expensive). Ordering custom designs and colors adds 100eb to the cost.

▶ DRAGOON PLATING, METALGEAR

Cost: 15,000eb (Super Luxury) • **Install**: Hospital
Humanity Loss: 14 (4d6)

Custom-engineered magnetically seated Metalgear armor panels are installed onto specially designed heavy hardpoints drilled directly into the body. The panels are hot-swappable to keep the fight going until the enemy is reduced to ash.

Borgware. External Body Cyberware. Installation requires BODY 16 or higher unless the user is a Full Body Conversion. After installation, the user's body

and head are armored at SP 18, and the user takes an Armor Penalty of -3 to REF, DEX, and MOVE. As an Action, the user can jettison their Metalgear Dragoon Plating, removing the provided SP and freeing them of the Armor Penalty.

If the user is currently not equipped with a set of Metalgear Dragoon Plating, they can activate the magnetic call system as an Action and summon a set of unattached plating within 6m/yds to them. The selected plating then flies through the air and attaches itself to the user.

Metalgear Dragoon Plating contains nanomachines that repair it for 1 point of lost SP at the end of each day in which it does not lose SP. Additional sets of Metalgear Dragoon Plating can be purchased for 5,000eb (Luxury). Ordering custom designs and colors adds 100eb to the cost.

▶ FBC Brimstone Coating

Cost: 1,000eb (Very Expensive) • **Install**: Hospital
Humanity Loss: 7 (2d6)

A nanomachine-supported ceramic coating developed by Dynalar in partnership with Fire Brand. It brings new meaning to the expression "walking through fire."

*External Body Cyberware. May only be installed in a Full Body Conversion. The user is immune to being damaged by fire (including damage dealt by incendiary ammunition and flamethrowers) and cannot be set on fire (*SEE CP:R PAGE 180*).*

FIREFIGHTING REACHES ITS PINNACLE WITH DYNALAR'S BRIMSTONE FULL BODY BODY CONVERSION. IMMUNE TO THE HAZARDS OF SMOKE INHALATION, BURNS, AND RAPIDLY-CHANGING PRESSURES, THE BRIMSTONE CAN DO THE WORK OF AN ENTIRE COMPANY OF REGULAR FIREFIGHTERS.
— DYNALAR TECHNOLOGIES
FFROM CHROME 2 FOR CYBERPUNK 2020

▶ FBC Chameleon Coating

Cost: 1,000eb (Very Expensive) • **Install**: Hospital
Humanity Loss: 7 (2d6)

A light-reactive nanomachine coating developed for Militech by REDACTED. This represents the forefront of personal stealth imaging technology.

External Body Cyberware. May only be installed in a Full Body Conversion. When the user remains still for a 1 minute (20 rounds), they can activate a cloak that hides from all visual senses, including Low Light/Infrared/UV, unless the perceiver succeeds at a DV17 Perception Check. Activating the cloak does not require an Action. The cloak is deactivated automatically if the user moves further than 2 m/yds (1 square) within 3 seconds (1 Round). A second installation reduces the amount of time the user must remain still before the cloak can be activated to 30 seconds (10 Rounds). A third installation reduces the time to 9 seconds (3 Rounds). Further installations do nothing.

▶ FBC EMP Coating

Cost: 1,000eb (Very Expensive) • **Install**: Hospital
Humanity Loss: 7 (2d6)

A specially designed nanomachine coating that absorbs microwaves. The system is sacrificial, requiring redundancy to ensure uptime if expecting multiple EMP blasts.

External Body Cyberware. May only be installed in a Full Body Conversion. Whenever one or more pieces of the user's cyberware would be rendered inoperable by a single EMP effect, one of the user's EMP Coating installations is rendered inoperable instead. Multiple installations provide the user with extra layers of protection.

▶ FBC Gemini Sculpt

Cost: 1,000eb (Very Expensive) • **Install**: Hospital
Humanity Loss: 0 (N/A)

The FBC Gemini Sculpt reformats an FBC body to be similar in shape to a baseline human form, then surrounds it with a thin shell covered in Realskin™. By developing the covering to be fully cross-compatible, Raven Microcybernetics dramatically increased its potential customer base—a wise business move.

External Body Cyberware. May only be installed in a Full Body Conversion. It is impossible to tell an FBC body in a Gemini Sculpt isn't a biological human by sight without the use of infrared, where they are revealed to be as cold as solid metal. FBCs packing an Internal Linear Frame Omega or with a 16 or higher BODY are too massive to properly enclose in the shell. Rumors of Dragoons reshaped to fit into Tech Upgraded FBC Gemini Sculpts exist but are currently unsubstantiated.

▶ FBC Integrated Bodyweight Coating

Cost: 1,000eb (Very Expensive) • **Install**: Hospital
Humanity Loss: 7 (2d6)

By covering the body in cyberdeck support electronics, a more perfect Netrunner can be born. Sure, it's expensive, but in a NET Architecture, every extra bonus matters.

External Body Cyberware. May only be installed in a Full Body Conversion. Two hardware-only Cyberdeck option slots are installed. These option slots are shared simultaneously by the all of the user's installed cyberware-integrated Cyberdecks. Additionally, while installed, any cyberware-integrated Cyberdecks is considered to be connected to the user without the need for Interface Plugs. Users can still only use one Cyberdeck at a time despite the benefits of the FBC Integrated Bodyweight Coating.

Additional installations after the first increase the number of shared hardware-only option slots by 2. While installed, the user cannot benefit from a Bodyweight Suit.

▶ Heavy Subdermal Plating

Cost: 5,000eb (Luxury) • **Install**: Hospital
Humanity Loss: 14 (4d6)

Standard Subdermal Armor isn't cutting it anymore, and Skinweave never did for you to begin with! You need hard plates under your skin to keep up with the firepower people are packing these days. Big, heavy ones that stop a bullet cold.

Borgware. External Body Cyberware. Subdermal Armor. Installation requires BODY 10 unless the user is a Full Body Conversion. The user's body and head are armored at SP 13. The user takes an Armor Penalty of -2 to REF, DEX, and MOVE unless they have a BODY 14 or higher or are a Full Body Conversion, in which case the penalty is negated. Whenever the user successfully completes a full day of natural healing, nanomachines present in the plating repair both the body and the head location for one point of lost SP.

Note: When installed in a Full Body Conversion, Subdermal Armor isn't usually subdermal but acts as the user's skin, complete with sensory (touch) capabilities.

▶ Internal Hydraulics Upgrade

Cost: 1,000eb (Very Expensive)
Humanity Loss: 3 (1d6) • **Install**: Hospital

When your body is built on a hydraulic frame, improvements can always be made to ensure efficiency – sold separately, of course.

Internal Body Cyberware. May only be installed in a Full Body Conversion with an Internal Linear Frame. User's REF, DEX, and MOVE STATS are all set at 4 unless they would otherwise be higher for the Character. These STATS can still be lowered by Armor Penalties, Critical Injury effects, etc.

▶ Internal Hydraulics Upgrade, Tuned

Cost: 5,000eb (Luxury) • **Install**: Hospital
Humanity Loss: 3 (1d6)

Efficiency is good. Highly tuned efficiency is even better. Improve your frame!

Internal Body Cyberware. May only be installed in a Full Body Conversion with an Internal Linear Frame. User's REF, DEX, and MOVE STATS are all set at 6 unless they would otherwise be higher for the Character. These STATS can still be lowered by Armor Penalties, Critical Injury effects, etc.

▶ INTERNAL HYDRAULICS UPGRADE, PERFECTED

Cost: 20,000eb (Super Luxury) • **Install**: Hospital
Humanity Loss: 3 (1d6)

Go ultimate full Borg!

Internal Body Cyberware. May only be installed in a Full Body Conversion with an Internal Linear Frame. User's REF, DEX, and MOVE STATS are all set at 8 unless they would otherwise be higher for the Character. These STATS can still be lowered by Armor Penalties, Critical Injury effects, etc.

▶ LINEAR FRAME Ω (OMEGA), EXTERNAL

Cost: 10,000eb (Super Luxury)

A perfected powered exoskeleton that grants the user ultimate strength.

Gear. User increases their BODY to 16 while plugged into the frame. This cannot increase the user's BODY to 17 or higher. This increase in BODY does not increase the user's HP or change their Death Save. Requires 3 installations of Interface Plugs to operate.

▶ LINEAR FRAME Ω (OMEGA), INTERNAL

Cost: 10,000eb (Super Luxury) • **Install**: Hospital
Humanity Loss: 28 (8d6)

A perfected cybernetic endoskeleton enhanced further by hydraulic and myomar muscles.

Borgware. User increases their BODY to 16. This cannot increase their BODY to 17 or higher. This increase in BODY changes a user's HP and Death Save. Installation requires BODY 10 and 3 Grafted Muscle and Bone Lace. One installation counts as 2 separate installations of Borgware when determining Maximum Humanity Depression for the purposes of therapy (SEE CP:R PAGE 229).

▶ LINEAR FRAME Ω (OMEGA) HIT POINT CHART

		WILL								
		2	3	4	5	6	7	8	9	10
BODY	**16**	55	60	60	65	65	70	70	75	75
	17	60	60	65	65	70	70	75	75	80

Note: When installed in a Full Body Conversion, Implanted Linear Frames also fill space normally occupied by organs in a meat body, such as the parts of the chest cavity not already housing the Biosystem. They might also provide include basic metal skin covering if not other plating such as subdermal armor is present.

▶ PREHENSILE CYBERFOOT

Cost: 1,000eb (Very Expensive) • **Install**: Clinic
Humanity Loss: 3 (1d6)

Never bend down to pick something up ever again.

Cyberleg Option. As an Action, a user can transform their Cyberleg so that it operates as a Cyberarm, converting their Cyberfoot into a Cyberhand. An Action reverses the transformation. While transformed, the user takes a -4 to MOVE (minimum 1) unless in zero gravity.

▶ ZERO GRAVITY THRUSTERS

Cost: 1,000eb (Very Expensive) • **Install**: Clinic
Humanity Loss: 3 (1d6)

A series of precise thrusters allow the user fine control of their movement while in zero gravity.

Cyberleg Option. When in use, the user negates all movement penalties associated with being in zero gravity. The Zero Gravity Thrusters run off fuel tanks that cost 100eb each and must be replaced after 24 hours of use. Requires two Cyberlegs, takes up 2 Option Slots, and must be paired.

▶ REPRINTED CYBERWARE/GEAR

The following cyberware and gear first appeared elsewhere and are being reprinted here for convenience.

▶ INTEGRATED CYBERDECK UPGRADE

Cost: 500eb (Expensive) • **Install**: Clinic
Humanity Loss: 7 (2d6)

Cyberarm Option. Upgrades a user's already cyberware-integrated Cyberdeck with one extra slot that can be used for either Programs or Hardware. It can only upgrade a cyberware-integrated Cyberdeck installed on the same Cyberarm but can be installed multiple times.

▶ KIROSHI MONOVISION

Cost: 500eb (Expensive) • **Install**: Hospital
Humanity Loss: 14 (4d6)

Borgware. Artificial Cybereye visor that replaces two meat eyes with a single wide-angle cyberoptic. Cannot be installed in a MultiOptic Mount. Contains 3 slots for Cybereye Options. When Cybereye Options are installed into the MonoVision they always count as if they were paired. If a user with MonoVision as their only source of sight receives the Lost Eye Critical Injury, its effect, including the Base Death Save Penalty, is doubled.

▶ MICROTECH WARRIOR

Cost: 1,000eb (Very Expensive)

A Cyberdeck with 7 slots that can only install Programs. Immediately after a user Jacks In, they can activate an Armor Program installed on the Cyberdeck without a NET Action.

▶ RAVEN MICROCYBERNETICS KESTREL 2

Cost: 1,000eb (Very Expensive)

A Cyberdeck with 7 slots that can only install Programs. Immediately after a user Jacks In, they can activate up to 2 Speedy Gonzalves Programs Program installed on the Cyberdeck without a NET Action.

▶ RAVEN MICROCYBERNETICS MICROWALDO

Cost: 1,000eb (Very Expensive) • **Install**: Clinic
Humanity Loss: 7 (2d6)

Cyberarm Option. Neuralware Option. A Medtech using a MicroWaldo gains a +1 to Checks made using the Surgery Skill.

▶ REINFORCED CYBERLIMB UPGRADE

Cost: 1,000eb (Very Expensive) • **Install**: Clinic
Humanity Loss: 3 (1d6)

Cyberlimb Option. Increased hydraulic redundancy within the cyberlimb allows it to function even under extreme strain. This limb is immune to the Broken Leg Critical Injury if it's a Cyberleg or the Broken Arm Critical Injury if it's a Cyberarm.

▶ SNAKETRAP

Cost: 500eb (Expensive)

Cyberdeck Hardware. While installed, a Snaketrap prevents the first Black ICE or Program effect during a netrun that would destroy a Program at random on the user's deck. Multiple installations do nothing.

▶ SWIFTY CLEAN

Cost: 500eb (Expensive)

Cyberdeck Hardware. While installed, a user can perform the Cloak Interface Ability twice with a single NET Action, taking the higher outcome. However, while installed, the Cloak Interface Ability can only be used once per Netrun. Takes 2 Hardware Option Slots.

Thanks Doc

From: Brimstone_Sam

To: Doc_Salvage

Hey, Doc. I've just left our newest FBC-in-the-making. They're in good spirits and ready for the surgery. I don't blame them, honestly. Looking at how the cancer's worn them away? I can't help thinking…

… look. We both know there's a chance I won't be around when your patient wakes up after the surgery. I'm just glad today's Biosystems come with radiation shielding, so none of the newest crop of Borgs will need to go through what I'm going through now. Nothing ruins the feeling of being an immortal chrome badass like your last remaining chunk of meat exploding with unwanted tumor growth.

Sorry. Didn't mean to throw out the angst. I'm just glad I got to do some good here before I went. Thank you for performing the surgery. Thank Phoenix, too, for lending us her clinic. Do your best in there.

And maybe reply to this message when you're out of surgery, and our new metal sibling is awake. Just in case.

I'll find some way to read it no matter which side of mortality I'm on. Promise.

Your sister in chrome,

Samantha

GOING METAL

▶ FBC Bodies

Name	Install	Description & Data	Cost	HL
Cybermatrix Inc. Copernicus	Hospital	The ideal FBC body for deep-space exploration and construction.	17,300eb (Very Expensive)	52 ([2d6/2 round up] + 15d6)
Dynalar Aquarius	Hospital	The last word in exploration and life under the sea.	13,000eb (Very Expensive)	37 ([2d6/2 round up] + 10d6)
Dynalar Brimstone	Hospital	Created to defeat humankind's greatest tool and enemy: fire!	17,600eb (Very Expensive)	53 ([1d6/2 round up] + 15d6)
Militech Dragoon Revised Warfighting Platform	Hospital	A complete revision of the undeniably effective military FBC that won the 4th Corporate War.	35,000eb (Super Luxury)	64 ([3d6/2 round up] + 18d6)
Militech Eclipse	Hospital	Militech fully denies the existance of "killer Borg ninjas."	29,200eb (Luxury)	67 ([2d6/2 round up] + 19d6)
Militech Enforcer	Hospital	Militech understands what it takes to bring criminals to justice — it takes an Enforcer.	16,800eb (Very Expensive)	53 ([3d6/2 round up] + 13d6)
Militech Spyder 2.0	Hospital	The perfect espionage Borg!	24,900eb (Luxury)	73 ([1d6/2 round up] + 22d6)
Moore Tech Sheol	Hospital	Designed to handle the most hazardous operation you can throw at it.	19,600eb (Very Expensive)	32 ([1d6/2 round up] + 9d6)
NovelTech Samson	Hospital	The toughest industrial Borg on the market. Just one can replace ten hardhats.	20,500eb (Luxury)	39 ([3d6/2 round up] + 10d6)
Raven Microcyb Gemini	Hospital	All the benefits of being a Full Body Conversion, none of the social downsides!	10,200eb (Expensive)	14 (4d6)
Raven Microcyb Wiseman	Hospital	The holiday gift your Dweller deserves! Kills enemy Netrunners dead.	27,480eb (Luxury)	70 ([3d6/2 round up] + 19d6)
Rocklin Augmentics Alpha Class	Hospital	An attractive yet affordable entry-level model.	9,900eb (Expensive)	21 (6d6)
Trauma Team Kildare	Hospital	Trauma Team's secret weapon in their fight for the health and wellbeing of their patients.	12,200eb (Very Expensive)	39 ([3d6/2 round up] + 10d6)

▶ New/Reprinted Gear

Name	Description & Data	Cost
CO2 Grenade	Firefighting grenade ammunition.	50eb (Costly)
Linear Frame Ω (Omega), External	A perfected powered exoskeleton that grants the user ultimate strength.	10,000eb (Super Luxury)
Microtech Warrior	A Cyberdeck with 7 slots that can only install Programs.	1,000eb (Very Expensive)
Raven Microcyb Kestrel 2	Cyberdeck with 7 slots that can only install Programs.	1,000eb (Very Expensive)
Snaketrap	Cyberdeck Hardware. Can prevent program desroying effects.	500eb (Expensive)
Swifty Clean	Cyberdeck Hardware. Can improve the use of Cloak.	500eb (Expensive)

▶ NEW/REPRINTED CYBERWARE

Name	Type	Cost	Install	Humanity Loss
Biosystem	Borgware	10,000eb (Super Luxury)	Hospital	14 (4d6)
Cyberskull	Internal Body Cyberware	5,000eb (Luxury)	Hospital	14 (4d6)
Dragoon Plating	Borgware External Body Cyberware	5,000eb (Luxury)	Hospital	14 (4d6)
Dragoon Plating, Metalgear	Borgware External Body Cyberware	15,000eb (Super Luxury)	Hospital	14 (4d6)
FBC Brimstone Coating	External Body Cyberware	1,000eb (Very Expensive)	Hospital	7 (2d6)
FBC Chameleon Coating	External Body Cyberware	1,000eb (Very Expensive)	Hospital	7 (2d6)
FBC EMP Coating	External Body Cyberware	1,000eb (Very Expensive)	Hospital	7 (2d6)
FBC Gemini Sculpt	External Body Cyberware	1,000eb (Very Expensive)	Hospital	0 (N/A)
FBC Integrated Bodyweight Coating	External Body Cyberware	1,000eb (Very Expensive)	Hospital	7 (2d6)
Heavy Subdermal Plating	Borgware External Body Cyberware	5,000eb (Luxury)	Hospital	14 (4d6)
Integrated Cyberdeck Upgrade	Cyberarm Option	500eb (Expensive)	Clinic	7 (2d6)
Internal Hydraulics Upgrade	Internal Body Cyberware	1,000eb (Very Expensive)	Hospital	3 (1d6)
Internal Hydraulics Upgrade, Tuned	Internal Body Cyberware	5,000eb (Luxury)	Hospital	3 (1d6)
Internal Hydraulics Upgrade, Perfected	Internal Body Cyberware	20,000eb (Super Luxury)	Hospital	3 (1d6)
Kiroshi Monovision	Borgware	500eb (Expensive)	Hospital	14 (4d6)
Linear Frame Ω (Omega), Internal	Borgware x2	10,000eb (Super Luxury)	Hospital	28 (8d6)
Prehensile Cyberfoot	Cyberleg Option	1,000eb (Very Expensive)	Clinic	3 (1d6)
Raven Microcybernetics MicroWaldo	Cyberarm Option	1,000eb (Very Expensive)	Clinic	7 (2d6)
Reinforced Cyberlimb Upgrade	Cyberlimb Option	1,000eb (Very Expensive)	Clinic	3 (1d6)
Zero Gravity Thrusters	Cyberleg Option	1,000eb (Very Expensive)	Clinic	3 (1d6)

DATA

Check each item's full description for additional rules and information.