

Slap Patches

Slap patches are adhesive DMSO-based drug dispensers that allow continual, safe administration of necessary chemicals. They are applied directly to the patient's skin. Applying a slap patch to an unwilling patient requires a successful melee attack (touch only).

Antidote Patch: Add the rating of an antidote patch to any toxin resistance tests (see p. 245) made within 20 minutes after it has been applied (this only applies for toxin the antidote protects against).

Stimulant Patch: This patch allows a user to ignore the injury modifiers of Stun damage; treat it as High Pain Tolerance (p. 78) equal to patch's rating. This effect lasts for rating x 10 minutes—after that period of time, she receives one additional point of Stun damage. While a stimulant patch is in effect, the character is unable to rest.

Tranq Patch: This patch inflicts Stun damage equal to its rating.

Trauma Patch: If placed on a dying patient, it allows her to make a stabilization test (see *Physical Damage Overflow*, p. 244) using her Body instead of First Aid/Medicine.

DISGUISES

Latex Face Mask: When the mage has her day off, you can still disguise yourself with this handy piece of equipment. The mask includes a disposable lifecast kit that produces a true-to-life latex face replica. New disguises may be programmed with a rating equal to the hits on a Computer + Edit Test (max hits = Disguise skill). They may also be copied from a biometric scan (rating = scanner rating). The rating of the mask adds to the dice pool for Disguise Tests. The mask and kit can only be used once.

Nanopaste Disguise: The use of cheap cosmetics and latex based disguises are a thing of the past with the development of a versatile biostatic nanite paste. Once spread across the affected area, the paste utilizes the body's bioelectric charge to power itself. It can be programmed to change color and texture or to display patterns. The paste can also remember preset configurations. A small container of paste covers the user's face and hands, while the large container coats the entire body. The nanopaste may be programmed in the same manner as the latex face mask (above). The rating of the nanopaste disguise adds to the dice pool for Disguise Tests. The nanopaste disguise lasts for 24 hours.

CYBERWARE

Cybernetic modification is commonplace in 2070. Bodyshops offering minor procedures can be found in every strip mall, and recent advances in cybernetics have brought down the price of once-costly procedures, making cyberware even more readily available to the masses. Even the poor might have cybernetic vision, hearing enhancements, or a datajack.

In addition to wireless functionality, most cyberware devices are equipped with a direct neural interface (DNI) that allows the user to mentally activate and control their functions. They can also be linked to other cyberware implants.

Headware

These small complex devices are inserted into the head (typically constructed via less-invasive nanosurgery). Items that have a Capacity rating may be installed in cyberlimbs instead, costing capacity rather than Essence.

Commlink: An implanted version of the commlink (see p. 210), popular with hackers and salarymen on the go.

Biotech	Availability	Cost
Biomonitor	—	300¥
Disposable Syringe	4	10¥
Medkit (Rating 1–6)	—	Rating x 100¥
Medkit Supplies	—	50¥

DocWagon Contract

Basic	—	5,000¥ per year
Gold	—	25,000¥ per year
Platinum	—	50,000¥ per year
Super-Platinum	—	100,000¥ per year

Slap Patches

Antidote Patch (Rating 1–6)	Rating	Rating x 50¥
Stimulant Patch (Rating 1–6)	Rating x 2	Rating x 25¥
Tranq Patch (Rating 1–10)	Rating x 2	Rating x 20¥
Trauma Patch	2	500¥

Disguise

Latex Face Mask	8	500¥
Nanopaste Disguise		
Small Container	12	500¥
Large container	16	1,000¥