

Control Rig: This implant harnesses the raw data-coordinating and synchronization power of the middle brain for the express purpose of directly manipulating rigged vehicles/drones. The control rig provides a +2 dice pool bonus on all Vehicle skill tests while the rigger is “jumped into” a vehicle/drone via full virtual reality. This bonus does not apply to other drone manipulation through the Matrix.

Cranial Bombs: An illegal method of coercion, cranial bombs are the ultimate headache. Kink bombs are designed to damage only part of the victim’s head, either rendering specific headware (or other cyberware) useless or damaging the brain to cause blindness, stuttering, hearing loss, etc. Microbombs are just powerful enough to kill the bearer. Area bombs do the same, but also affect a blast area like either a fragmentation or high-explosive grenade (p. 313). The bombs can be remote- or time-detonated, or even set to discharge by sound recognition. If installed in cyberlimbs, these bombs are designed to destroy specific components (kink), the entire limb (micro), or blast the area (area).

Datajack: A datajack allows a user to directly interface with any electronic device via a fiberoptic cable. Datajacks also allow users to slot and mentally access chips, softs, and BTLs. Datajacks equipped with their own memory storage for downloading or saving files. Two datajack users can string a fiberoptic cable between themselves to conduct a private mental communication immune to radio interception/eavesdropping.

Data Lock: This specialized version of the datajack is used by couriers, spies, and aides to top officials and executives, allowing them to act as walking data safes. Stored data is encrypted, and a special code is required to transfer data in or out through the data lock. Most importantly, the data lock is not wireless-enabled, nor does the implanted character have mental access to the data—she’s merely a carrier.

Olfactory Booster: Known on the street as a “sniffer,” “cybernose,” or “cybersnout,” the olfactory booster enhances, identifies, and records smells (and can play them

back later). This opens a completely new world of sensual information for the user, because smell carries much more information than a normal metahuman nose would ever be able to pick up—for example, many diseases can be identified by smell, and a metahuman body unconsciously produces odors corresponding to emotions (joy, fear, anger, etc.). Further, the olfactory booster can continuously analyze the composition of air and set off an alarm if it picks up traces of explosives, ammunition propellant, or various substances used in biological and chemical warfare (see *Scanners*, p. 254). A cut-off function allows the user to completely ignore intense odors. The olfactory booster is usually linked to the user’s PAN to create an even more thorough AR experience.

Apply the olfactory booster’s rating as a dice pool bonus for any Perception Tests involving smells.

Sim Module: An implanted version of the external sim module (see p. 318), popular with sim lovers and BTL users.

Taste Booster: The taste booster performs the same function as the olfactory booster (see above), except that it enhances the user’s tastebuds. The taste booster also allows the user to experience taste sensations in AR situations that are programmed for taste. Apply the taste booster’s rating as a dice pool bonus to any Perception Test involving tastes.

Tooth Compartment: These hollow teeth come in storage and breakable models. The storage model is used to smuggle contraband and can micro-size items (gamemaster’s discretion). The breakable model triggers a linked effect (such as starting a tracking signal or releasing poison) when the user bites hard on the tooth.

Ultrasound Sensor: This is an implanted version of the ultrasound sensor (p. 324).

Voice Modulator: This implant enhances the subject’s vocal organs. She can speak with an increased volume of up to 100 decibels without exhaustion, or shift her pitch to create perfect bird calls, mellifluous singing, and uncanny vocal impressions. The modulator can also play back a recorded

| Headware | Essence | Capacity | Availability | Cost |
|--------------------------------|---------|----------|---------------|------------------------|
| Commlink | 0.2 | [2] | — | 2,000¥ + Commlink Cost |
| Control Rig | 0.5 | — | 8 | 10,000¥ |
| Cranial Bombs | | | | |
| Kink Bomb | 0 | [1] | 16F | 2,000¥ |
| Microbomb | 0 | [2] | 16F | 5,000¥ |
| Area Bomb | 0 | [3] | 20F | 10,000¥ |
| Datajack | 0.1 | [1] | — | 500¥ |
| Data Lock | 0.1 | [1] | 12 | 1,000¥ + Encryption |
| Olfactory Booster (Rating 1–6) | 0.2 | [2] | Rating x 4 | Rating x 1,000¥ |
| Sim Module | 0.2 | [2] | — | 2,000¥ |
| Hot-Sim Modified | 0.2 | [2] | 12F | 5,000¥ |
| Taste Booster (Rating 1–6) | 0.2 | — | Rating x 4 | Rating x 1,500¥ |
| Tooth Storage Compartment | — | — | 8 | 200¥ |
| Tooth Breakable Compartment | — | — | 12 | 500¥ |
| Ultrasound Sensor | 0.3 | [2] | 10 | 6,000¥ |
| Voice Modulator | 0.2 | — | 4 | 7,500¥ |
| Secondary Pattern (Rating 1–6) | — | — | (Rating x 3)F | Rating x 5,000¥ |