

bonuses of +2 to the eye area. Available in transparent or one-way reflective versions.

Retinal Duplication: Can be loaded with a recording of someone else's retina to create an almost perfect reproduction. Make an Opposed Test between the retinal duplication rating and the retinal scanner rating (see *Biometrics*, p. 255).

Smartlink: An implanted version of the smartlink enhancement (see p. 323).

Thermographic Vision: An implanted version of the thermographic vision enhancement (see p. 324).

Vision Enhancement: An implanted version of vision enhancement (see p. 324).

Vision Magnification: An implanted version of the vision mag enhancement (see p. 324).

Earware

Like eyeware, earware can be installed within a complete cyberear replacement (costing Capacity) or as an inner ear modification (costing Essence). Upgrades usually involve both ears, so the user's hearing is not unbalanced.

Cyberears: These implants usually just replace the inner ear (though sometimes the auricle as well, if the user desires), and offer perfect hearing within normal ranges. They include a sound link and an ear recording unit (at no extra cost), as well as capacity for various enhancement systems.

Audio Enhancement: An implanted version of audio enhancement (see p. 324).

Balance Augmenter: The balance augmenter enhances the inner ear's natural balance mechanism. The user receives one bonus die on all tests involving balance, such as climbing, walking across a narrow platform, landing after a jump, and so on.

Damper: This implant protects the user from sudden increases in sound as well as damaging sound levels. The damper adds a +2 dice pool modifier to resisting sonic attacks.

Ear Recording Unit: The ear recording unit connects to the user's auditory nerves and records all data di-

rectly into unlimited data storage that can be accessed by the user's PAN. To prevent data theft, the user can also opt to make this storage only accessible by special means (datajack, etc.).

Select Sound Filter: An implanted version of the select sound filter audio enhancement (see p. 324).

Sound Link: The sound link plays audio (recordings, movie soundtracks, music, etc.) from linked sources (PAN, datajack, etc.) directly into the user's (cyber)ears. Commonly used for AR sound.

Spatial Recognizer: An implanted version of the spatial recognizer enhancement (see p. 325).

Bodyware

Bodyware that does not have a Capacity rating must be installed directly into the user's body; it cannot be installed into cyberlimbs. Bodyware with a Capacity rating may be installed in cyberlimbs, costing capacity rather than Essence.

Bone Lacing: The cellular structure of the user's bones is augmented with lattice chains of reinforcing plastics and metals to improve the bones' integrity and tensile strength, but the augmentation also adds extra weight. Plastic bone lacing confers a bonus of +1 to the Body attribute for damage resistance tests. Aluminum bone lacing confers a +2 Body bonus for damage resistance tests and a +1 Impact armor bonus (cumulative with worn armor). Titanium bone lacing confers bonuses of +3 to Body for damage resistance tests and +1 to both Ballistic and Impact armor. Characters with bone lacing also inflict Physical damage with their unarmed blows.

Cosmetic Modification: Outpatient treatments that take about 2 hours can be obtained to alter the user's appearance—shape, coloration, and pigmentation of the face and body along with addition or removal of hair (fiberoptic hair with changing color patterns is still very popular). Exotic modifications like scaly skin, colorful fur, cat ears, ork tusks, or tails are more difficult to come by.

Dermal Plating: Dermal plating consists of hard plastic and metal fiber plates bonded to the user's skin. The plates are

Earware	Essence	Capacity	Availability	Cost
Cyberears				
Rating 1	0.2	4	—	500¥
Rating 2	0.3	8	4	750¥
Rating 3	0.4	12	6	1,000¥
Rating 4	0.5	16	8	1,500¥
Audio Enhancement (Rating 1–3)	0.1	[Rating]	Rating x 3	Rating x 1,500¥
Balance Augmenter	0.1	4	10	5,000¥
Damper	0.1	[1]	4	750¥
Ear Recording Unit	0.1	*	4	500¥
Select Sound Filter (Rating 1–6)	0.1	[Rating]	Rating x 3	Rating x 1,000¥
Sound Link	0.1	*	—	250¥
Spatial Recognizer	0.1	[2]	8	750¥

* Included in the Cyberears basic system.