



clearly visible and can be stylized for surface texture and color. Dermal plating confers a bonus to both Ballistic and Impact armor equal to its rating. Dermal plating cannot be combined with orthoskin.

**Fingertip Compartment:** Allows the storage of micro-sized items (gamemaster's discretion regarding what can be fit into the compartment) in the tip segment of a finger. Inserting or retrieving an object takes one Complex

Action. Items held within are completely concealed. Spotting a fingertip compartment requires a Perception + Intuition (4) Test.

The fingertip compartment is a very popular storage device for a monofilament whip (p. 305), with the fingertip acting as control weight. Extending a monofilament whip from a fingertip compartment takes one Simple Action, while retracting it requires one Complex Action.

**Grapple Gun:** This is an implanted version of the grapple gun described on p. 328.

**Internal Air Tank:** The internal air tank replaces part of one lung with a pressurized internal air reserve that allows the user to hold her breath for up to 2 hours. This allows extended underwater operations as well as protection from inhalation-vector toxins (see p. 244)—assuming the user holds her breath. Refilling the air tank (through an intake valve located under the ribcage) takes 5 minutes.

**Muscle Replacement:** Implanted, vat-grown synthetic muscles replace the user's own. Calcium treatments and skeletal reinforcement allow an overall increase in the user's strength. Muscle replacement increases both the Strength and Agility attributes by its rating. It cannot be combined with muscle augmentation or muscle toner bioware.

**Reaction Enhancers:** By replacing part of the spinal column with superconducting material, a character's reaction time can be increased. Add the rating of reaction enhancers to a character's Reaction attribute (this will also affect Initiative). Reaction enhancers are compatible with other Initiative-boosters.

**Simrig:** This is an implanted version of the external sim module (see p. 318).

Bodyware	Essence	Capacity	Availability	Cost
Bone Lacing				
Plastic	0.5	—	8F	5,000¥
Aluminum	1	—	12F	15,000¥
Titanium	1.5	—	16F	40,000¥
Cosmetic Modification	—	—	2–12	200¥–10,000¥
Dermal Plating (Rating 1–3)	Rating x 0.5	—	(Rating x 5)R	Rating x 5,000¥
Fingertip Compartment	0.1	[1]	4	750¥
Grapple Gun	0.5	[5]	8	1,500¥
Internal Air Tank	0.25	[3]	4	650¥
Muscle Replacement (Rating 1–4)	Rating x 1	—	(Rating x 5)R	Rating x 5,000¥
Reaction Enhancers (Rating 1–3)	Rating x 0.3	—	(Rating x 5)R	Rating x 10,000¥
Simrig	0.5	—	8	5,000
Skillwires (Rating 1–5)	Rating x 0.2	—	(Rating x 4)	Rating x 2,000¥
Smuggling Compartment	0.2	[2]	6	1,500¥
Touch Link	0.1	—	6	1,000¥
Wired Reflexes				
Rating 1	2	—	8R	11,000¥
Rating 2	3	—	12R	32,000¥
Rating 3	5	—	20R	100,000¥
Unarmed Combat Attack	Reach	Damage	AP	
Plastic Bone Lacing	—	(STR/2 + 2)P	—	
Aluminum Bone Lacing	—	(STR/2 + 1)P	—	
Titanium Bone Lacing	—	(STR/2 + 3)P	—	