Large Smuggling Compartment: Because it is installed in a cyberlimb, this version of the smuggling compartment (p. 335) is larger, and can hold pistol-sized items (gamemaster has the final say on what fits). Spotting a smuggling compartment requires a Perception + Intuition (4) Test. Inserting or retrieving an object takes a Complex Action.

Cyber-Implant Weapons

For street samurai who never want to go anywhere unarmed, cyber-implant weapons are the way to go.

Cyberguns: Cyberguns are usually installed into cyberarms, though there have been reports of cyberleg-mounted versions, and in rare occasions they are implanted directly into a natural limb. Depending on the size of the gun, it can take up part of the user's forearm or replace it altogether, with the functional parts of the arm built around it. The guns fire either through a hidden port in the palm, or by folding back the user's hand at the wrist. To meet their stealthy requirements, most of their parts are built from non-metallic compounds, while the remaining metallic parts are incorporated into the (cyber)arm's structure. Each limb can only hold one cybergun.

All cyberguns have internal magazines (m) and can be equipped with a hidden external ammo port, though once the clip is attached the cybergun's presence becomes quite obvious. All cyberguns are pre-equipped with smartgun systems (see p. 311). Laser sights, silencers, and sound suppressors are also available; other weapon accessories (like gas-vent systems) cannot be installed.

Cyber Melee Weapons: Cyber melee weapons are the classic toys of razorboys and gillettes. They are available as cyber-limb upgrades, but are also in heavy
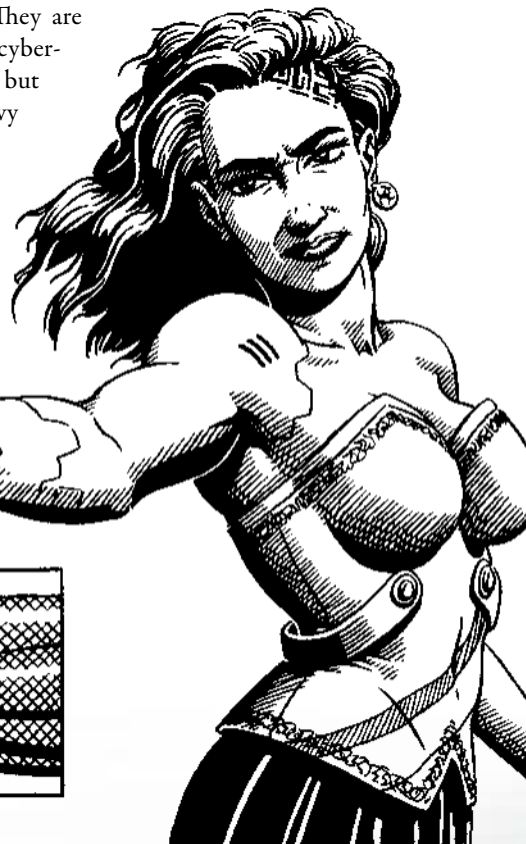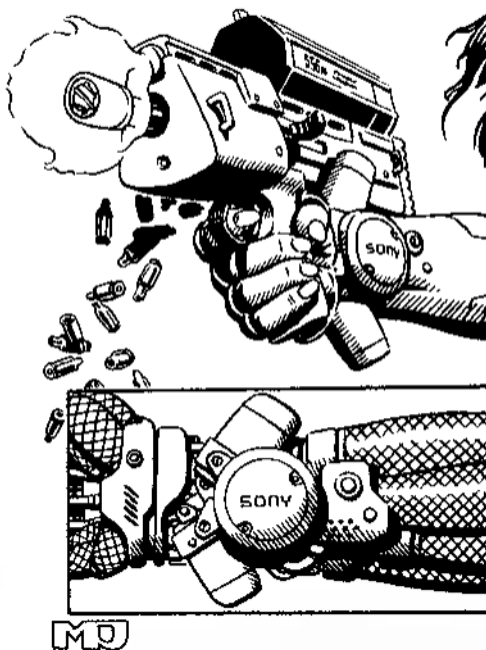
Cyberlimbs	Essence	Capacity	Availability	Cost
Obvious Limbs				
Full Arm	1	15	4	15,000¥
Full Leg	1	20	4	15,000¥
Hand/Foot	0.25	4	2	5,000¥
Lower Arm	0.45	10	4	10,000¥
Lower Leg	0.45	12	4	10,000¥
Torso	1.5	10	12	20,000¥
Skull	0.75	4	16	10,000¥
Synthetic Limbs				
Full Arm	1	8	4	20,000¥
Full Leg	1	10	4	20,000¥
Hand/Foot	0.25	2	2	6,000¥
Lower Arm	0.45	5	4	12,000¥
Lower Leg	0.45	6	4	12,000¥
Torso	1.5	5	12	25,000¥
Skull	0.75	2	16	15,000¥

Cyberlimb Enhancements

Armor (Rating 1–4)	—	Rating x 2	Rating x 5	Rating x 300¥
Body (Rating 1–7)	—	Rating x 1	(Rating x 3)R	Rating x 200¥
Strength (Rating 1–7)	—	Rating x 1	(Rating x 3)R	Rating x 250¥
Agility (Rating 1–7)	—	Rating x 1	(Rating x 3)	Rating x 250¥