

BIOWARE

Bioware is the next step in augmentation. Instead of replacing body parts with electronic machines, bioware augments the body's own functions and is integrated as if it were a natural feature. This application of biotechnology is a tricky business, as the fine balance between the body's numerous organic systems must be maintained. Bionics and bioengineering techniques have improved greatly over the last decade, making bioware the new state of the art technology. While it's more expensive monetarily, it is very low on Essence cost and difficult to distinguish from the original—very useful if you want to keep a low profile.

Adrenaline Pump: This small, muscular sac is implanted in the lower abdominal cavity and connected to each of the two suprarenal glands. When dormant, the pump serves as a reservoir for adrenaline and noradrenaline. When activated, the sac contracts, sending a surge of concentrates into the bloodstream. Stress and other emotional states such as anger, fear, or lust might also activate the pump; the game-master can call for a Composure Test (p. 130) in such cases to determine if the pump activates or not.

When the adrenaline pump is triggered, the user ignores injury modifiers from Stun damage, and she will not fall unconscious when Stun damage reaches its maximum. The adrenaline pump's rating is also added to Strength, Agility, Reaction, and Willpower attributes (up to the user's augmented maximum). The pump works for Rating x 1D6 turns; this duration cannot be ended prematurely. When the duration ends, the user crashes, immediately taking one box of unresisted Stun damage for every turn the pump was active. After the effects end, the attribute values return to nor-

mal and the user can no longer ignore the injury modifiers of the Stun damage taken. While an adrenaline pump is in effect, the character is unable to rest.

After the effects have worn off, the pump requires 10 minutes to regenerate its supply—during that time it cannot be activated.

Bone Density Augmentation: In a long and painful process, the molecular matrix of the subject's bones are altered for density and strength. The procedure also strengthens ligaments, but as a side effect increases the character's weight. Increase the recipient's Body by the bone density rating for damage resistance tests. Characters with bone density deal Physical damage in unarmed combat.

Cat's Eyes: Vat-grown replacement eyes with a structure that amplifies light and enhances the user's night vision, providing her with natural low-light vision. Cat's eyes are slit and reflective. This bioware is not compatible with cyberware eye enhancements.

Digestive Expansion: This treatment expands the range of substances a metahuman can safely digest—including roots, grass, peat, and a number of plants that are normally considered inedible. Includes a modification of the taste buds and olfactory senses to make it easier to "stomach" unusual foods. The character's lifestyle costs are reduced by 20 percent and she receives a +2 dice pool modifier on tests to resist ingestion-vector toxins (see *Toxic Substances*, p. 245).

Enhanced Articulation: A number of procedures like joint-surface coating, relubrication, and tendon and ligament augmentation lead to more fluid muscle and joint action. Enhanced articulation provides its user with a +1 dice

Basic Bioware	Essence	Availability	Cost
Adrenaline Pump (Rating 1–3)	Rating x 0.75	(Rating x 6)F	Rating x 30,000¥
Bone Density Augmentation (Rating 1–4)	Rating x 0.3	12	Rating x 20,000¥
Cat's Eyes	0.1	4	7,500¥
Digestive Expansion	0.5	4	20,000¥
Enhanced Articulation	0.3	12	40,000¥
Muscle Augmentation (Rating 1–4)	Rating x 0.2	(Rating x 5)R	Rating x 7,000¥
Muscle Toner (Rating 1–4)	Rating x 0.2	(Rating x 5)R	Rating x 8,000¥
Orthoskin (Rating 1–3)	Rating x 0.25	(Rating x 4)R	Rating x 30,000¥
Pathogenic Defense (Rating 1–6)	Rating x 0.1	8	Rating x 10,000¥
Platelet Factories	0.2	12	25,000¥
Skin Pocket	0.1	4	5,000¥
Suprathyroid Gland	0.7	20F	45,000¥
Symbiotes (Rating 1–3)	Rating x 0.2	(Rating x 5)	Rating x 10,000¥
Synthacardium (Rating 1–3)	Rating x 0.1	(Rating x 4)	Rating x 10,000¥
Tailored Pheromones (Rating 1–3)	Rating x 0.2	(Rating x 4)F	Rating x 15,000¥
Toxin Extractor (Rating 1–6)	Rating x 0.2	(Rating x 3)	Rating x 20,000¥
Tracheal Filter (Rating 1–6)	Rating x 0.2	(Rating x 3)	Rating x 15,000¥
Unarmed Combat Attack	Reach	Damage	AP
Bone Density 1	—	(STR/2)P	—
Bone Density 2	—	(STR/2 + 1)P	—
Bone Density 3	—	(STR/2 + 2)P	—
Bone Density 4	—	(STR/2 + 3)P	—