

voice; however, she cannot use the recorded voice for any purpose other than to mimic exactly what it said (voice recognition systems will spot the deviation from the original). For more deceptive purposes, the (highly illegal) secondary pattern function can be installed—it can be loaded with a recording from another person's voice to create an almost perfect reproduction. To fool a voice recognition system, make an Opposed Test between the voice modulator's rating and the system's rating (see p. 256).

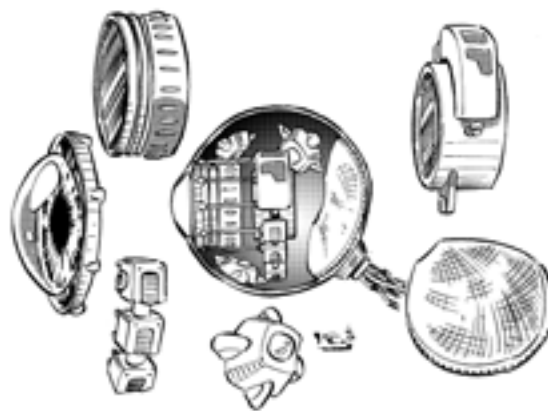
Eyeware

Cybereyes are likely the most common cyberware in the Sixth World. Once designed to help the blind, the cybereyes of today allow for even better vision than the original equipment—it's not uncommon for anyone who can afford it to exchange perfectly functioning natural eyes with cybernetic replacements. Cybereyes can be purchased in any shape or color the user desires from perfectly natural seeming to the most outrageous of ocular designs. Color and patterns are easily altered by downloading a new skin. For those who don't want to go for the full switch, many cybereye features are offered as non-replacement retinal modifications to the natural eyes.

Eyeware subsystems either take up Capacity in a cybereye or Essence in a natural eye (not both). For both replacements and retinal mods, upgrades usually involve both eyes so the user's vision is not unbalanced.

Cybereyes: This system offers 20/20 vision for both eyes and includes an image link and an eye recording unit (for no extra cost), as well as capacity for various enhancement systems.

Eye Recording Unit: The eye recording unit connects to the user's optical nerves and records all data directly into attached storage (accessible by the user's PAN). To prevent



data theft, the user can opt to make this storage only accessible by special means (sim module, datajack, etc.).

Flare Compensation: An implanted version of the flare compensation enhancement (see p. 323).

Image Link: An implanted version of the image link enhancement (see p. 323).

Low-Light Vision: This accessory allows the user to see normally in light levels as low as starlight. Total darkness still renders the user as blind as an unmodified person.

Ocular Drone: This enhancement only affects one eyeball per purchase but it installs a small spyball drone in the user's ocular cavity. The spyball functions as a normal cybereye until the user chooses to remove it and control it as though it were a standard spyball drone (*Lone Star iBall*, p. 341). A user who chooses to replace both eyes with ocular drones is effectively blind while both drones are operating apart from her. Not available as a retinal modification.

Protective Covers: These can protect both cyber and normal eyes, and confer both Ballistic and Impact armor

Eyeware	Essence	Capacity	Availability	Cost
Cybereyes Basic System				
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¥
Eye Recording Unit	0.1	*	4	2,000¥*
Flare Compensation	0.1	[1]	4	750¥
Image Link	0.1	*	4	*500¥
Low-Light Vision	0.1	[2]	4	1,000¥
Ocular Drone	—	[6]	—	63,000¥
Protective Covers	—	—	4	100¥
Retinal Duplication (Rating 1–6)	0.1	[1]	16F	Rating x 15,000¥
Smartlink	0.1	[3]	8R	1,000¥
Thermographic Vision	0.1	[2]	4	1,000¥
Vision Enhancement (Rating 1–3)	0.1	[Rating]	Rating x 3	Rating x 1,500¥
Vision Magnification	0.1	[2]	4	1,000¥
Cosmetics				
Protective Covers	—	—	—	100¥

* Included in the Cybereyes basic system.