

Skillwires: Skillwires are a system of neuromuscular controllers placed alongside the body's natural nervous system to override muscular movement. Skillwire systems allow the use of activesofts (see p. 320) with a rating up to the skillwire rating. A skillwire system can handle a number of skillsofts with a total rating equal to its own rating x 2. Changing the current selection of skillsofts takes one Simple Action.

Smuggling Compartment: Smuggling compartments may only be placed in parts of the body that can be easily hollowed out/replaced. These compartments allow the storage of micro-sized items (the gamemaster has final determination on what a compartment can hold). Spotting a smuggling compartment requires a Perception + Intuition (4) Test. Inserting or retrieving an object takes a Complex Action.

Touch Link: The touch link is a small unit attached at the base of the spine that allows for the processing of tactile information (texture, temperature, etc.) directly to the user's neural system. This information is usually received via the user's PAN, but it can also be input from other sources.

Wired Reflexes: This highly invasive operation implants a multitude of neural boosters and adrenalin stimulators in strategic locations all over the body, catapulting the patient into a whole new world where everything around her seems to move in slow motion. The system includes a trigger to turn the wired reflexes on and off (taking a Free Action). When activated, wired reflexes confer a bonus of +1 to Reaction and +1 Initiative Pass per point of rating. Wired reflexes cannot be combined with any other form of Initiative enhancement.

Cyberlimbs

In today's world of streamlined bioware, the use of cyberlimbs is sometimes viewed as crude and outdated, if not outright medieval. On the other hand, they are cheap and easy to service and upgrade, so in the end they became even more popular for the less fortunate. Cyberskulls and -torsos are included in this category, though they are in fact shells rather than full replacements.

Cyberlimbs cannot hold any bioware, nor any cyberimplants that take up Essence rather than Capacity.

Each of a character's cyberlimbs gives her 1 extra damage box on her Physical Condition Monitor.

Obvious Cyberlimbs: These implants are immediately recognizable as artificial unless the character covers them with clothing. In some cases, they are glaringly obvious and outlandish, though this tends to affect the character's social dealings.

Synthetic Cyberlimbs: Synthetic limbs are disguised as natural limbs. A Perception + Intuition (3) Test is necessary to visually detect a synthetic limb (Cybertechnology skill may replace Perception for this test); synthetic limbs are obviously artificial to the touch.

Cyberlimb Enhancements: All cyberlimbs come with Body, Strength, and Agility attributes of 3. These values can only be augmented by cyberlimb enhancements—enhancements from other cyber- or bioware systems have no effect.

Cyberlimb enhancements use up the Capacity of the cyberlimb they enhance. The bonus to the enhanced value equals the rating of the enhancement. Only characters with a cybertorso can have cyberlimb enhancements with a rating higher than 3.

When a particular limb is used for a test (such as leading an attack with your cyberarm), use the attribute for that limb (natural or cyber); in any other case, take the average value of all limbs involved in the task (round down). If a task requires the careful coordination of several limbs, use the value of the weakest limb.

The attributes of partial limbs (including cyberhands and -feet) may be enhanced, but their attributes only apply for tests directly involving those limbs (such as a Strength Test when gripping something with an enhanced cyberhand).

Armor: Armor installed on cyberlimbs is both Ballistic and Impact armor.

Critical George has Body 3, Strength 4, and Agility 2. He has a cybertorso with a Body 6, Strength 5, and Agility 3, a left cyberarm with Body 3, Strength 7, Agility 3, and a left cyberleg with Body 5, Strength 3, and Agility 3. If he punches someone in the face with his left arm, he uses Agility 3 on the attack test and Strength 7 for calculating his damage. If he wants to run down a hallway—requiring careful coordination of both legs—he makes his Running + Strength Test using the lower Strength of 3. If he gets shot, however, he uses the average value of his Body attributes, rounded down—in this case, 4.

Cyberlimb Accessories

These items may only be installed in cyberlimbs.

Cyberarm Gyromount: When activated, counterweights pop out of the user's wrist and provide her with better balance and reduced recoil for improved firing capability. The effects are similar to a gyro stabilization system (p. 311) with a Rating of 3. The effect is not cumulative with the bonus from a gyro-stabilization system.

Cyberarm Slide: Similar to the hidden arm slide (p. 311), the cyberarm slide uses the same rules, but has the added advantage of total concealment. Spotting a cyberarm slide requires a Perception + Intuition (4) Test.

Cyber Holster: Cyber holsters can be installed in cyberarms, cyberlegs, and cybertorsos. They can hold a pistol-sized weapon or smaller within the limb, and are completely enclosed until activated and popped out. Inserting or retrieving a weapon takes one Simple Action. Spotting a cyber holster compartment requires a Perception + Intuition (4) Test.

Hydraulic Jacks: This implant requires two cyberlegs—each hydraulic jack consumes an amount of Capacity in its leg equal to its rating. Each rating point adds a +1 dice pool modifier to jumping tests (see p. 116), adds 20 percent to the character's maximum jump distance, and (as long as the character manages to land on her feet) reduces the effects of falling by 2 meters. For example, a character with Rating 3 hydraulic jacks falling 10 meters would be treated as falling from a height of 4 meters.