

pool modifier on any test involving Physical skills that are linked to Physical attributes. This bonus may be combined with bonuses from other sources (reflex recorder, specialization, etc.).

**Muscle Augmentation:** Using a biological weaving treatment, special vat-grown muscle cables are braided into existing muscle fibers, enhancing the muscle's mass and performance. Muscle augmentation adds its rating to the character's Strength. It is not compatible with muscle replacement, but can be combined with muscle toner.

**Muscle Toner:** This treatment incorporates vat-grown elastic muscle fibers into existing muscle tissue, increasing muscle tension and flexibility. Muscle toner adds its rating to the character's Agility. It is not compatible with muscle replacement, but can be combined with muscle augmentation.

**Orthoskin:** Weaves an energy-diffusing material just beneath the skin provides the equivalent of personal armor, while being virtually indistinguishable from unaugmented skin. Orthoskin adds its rating to the character's Ballistic and Impact ratings (cumulative with worn armor). It cannot be combined with dermal plating.

**Pathogenic Defense:** An enhancement of the spleen, this treatment spearheads the production of more effective and aggressive leukocytes (white blood cells). Pathogenic defense adds its rating to toxin resistance tests against biological (not chemical) toxins and diseases (see *Toxic Substances*, p. 245).

**Platelet Factories:** Platelet factories increase the body's ability to handle damage by accelerating the production of platelets within bone marrow, thus lessening the trauma from large wounds and quickly stopping bleeding. Any time the user suffers 2 or more points of damage, the damage is instantly reduced by one point.

**Skin Pocket:** With this bioware, a concealed flap of skin covers a pocket capable of holding several small items (gamemaster determines what can fit), weighing no more than 1 kilogram. Spotting a skin pocket requires a Perception + Intuition (3) Test. It takes a Complex Action to add or remove an item.

**Suprathyroid Gland:** Placed on top of an individual's existing thyroid gland, the suprathyroid gland supersedes the metabolic functions of the thyroid, optimizing catabolism and anabolism. The altered metabolism produces

more energy and effectively supercharges the recipient. Characters with a suprathyroid gland have a tendency toward hyperactivity and must ingest twice as much food and drink as a normal person to fuel the higher metabolic rate.

The Suprathyroid Gland provides a bonus of +1 to the user's Body, Agility, Reaction, and Strength attributes. Lifestyle costs rise by 10%.

**Symbiotes:** These tailored microorganisms introduced into the user's bloodstream greatly enhance its regenerative functions. To fuel the symbiote activity, the character must increase her consumption of food and drink.

Add the rating of symbiote bioware as a dice pool modifier on healing tests (both Physical and Stun). Symbiotes add 20% to the character's Lifestyle costs.

**Synthacardium:** Artificially enhanced myocardium enables the heart to perform at higher levels. The synthacardium adds its rating as a dice pool modifier on all Athletics Tests. This bonus may be combined with bonuses from other sources.

**Tailored Pheromones:** The subject's body is altered to release specially designed pheromones to subtly influence others. Tailored pheromones add their rating as a dice pool modifier to Charisma and Social Skill Tests. This bonus has no effect on magical abilities and tests.

**Toxin Extractor:** A specially cultivated cluster of cells implanted into the liver improves the efficiency and expands the spectrum of catabolic activity (the breakdown of complex substances). The toxin extractor adds its rating as a dice pool modifier to toxin resistance tests (see *Toxic Substances*, p. 245).

**Tracheal Filter:** This filter is implanted at the top of the trachea, just below the larynx, to absorb airborne impurities and keep them from reaching the lungs. The filter adds its rating to toxin resistance tests to resist inhalation-vectored toxins (see *Toxic Substances*, p. 245).

## Cultured Bioware

Cultured bioware must be tailor-made for the intended recipient, so it is more expensive and takes longer to acquire.

**Cerebral Booster:** Nerve tissue, along with convolutions and gyri (ridges and furrows), is added into the frontal lobes of the cerebrum. The extra cells and increased surface area improve brain functions. The cerebral booster adds its rating to the user's Logic attribute.

Cultured Bioware	Essence	Availability	Cost
Cerebral Booster (Rating 1–3)	Rating x 0.2	(Rating x 6)	Rating x 10,000¥
Damage Compensators (Rating 1–12)	Rating x 0.1	(Rating x 3)F	Rating x 15,000¥
Mnemonic Enhancer (Rating 1–3)	Rating x 0.1	(Rating x 5)	Rating x 7,500¥
Pain Editor	0.3	18F	40,000¥
Reflex Recorder			
Skill Group	0.2	12	25,000¥
Skill	0.1	10	10,000¥
Sleep Regulator	0.15	8	10,000¥
Synaptic Booster (Rating 1–3)	Rating x 0.5	(Rating x 6)R	Rating x 80,000¥