



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 providing 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 (*Using Toxic Substances*, p. 254).

Platelet Factories: Platelet factories increase the body's ability to handle Physical 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 an attribute bonus of +1 to the user's Body, Agility, Reaction, and Strength. 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 characters 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 (*Using Toxic Substances*, p. 254).

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 (*Using Toxic Substances*, p. 254).

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 augments the user's Logic attribute by its rating.

Damage Compensator: Compensators are implanted ribbons of transmissive nerve fiber that bypass the safety inhibitors, allowing their host to act while suffering from physical and mental trauma. The user may ignore a number of damage boxes (both Physical and Stun) equal to the compensator's rating before determining injury modifiers.

Mnemonic Enhancer: By attaching a highly concentrated growth of gray matter to the brain, the capacity of both short- and long-term memory is increased. Add the enhancer's rating as a dice pool modifier to Knowledge, Language, and memory-related tests (this bonus may be combined with bonuses from other sources). The enhancer also adds a +1 dice pool bonus to Instruction Tests where the user is the subject of the instruction.

Pain Editor: The editor is a cluster of specialized nervous tissue designed to filter sensory stimuli. As long as the pain editor is active, the user can ignore the injury modifiers of Stun damage and will not fall unconscious when the Stun damage reaches its maximum. The subject feels no pain and is unaware of the extent of damage taken without examining herself or being informed by a biomonitor (p. 337). While active,

the pain editor provides a bonus of +1 to the user's Willpower attribute, but reduces her Intuition by 1 point (never below 1). Additionally, all tactile Perception Tests receive a dice pool modifier of -4.

Reflex Recorder: With this enhancement, extra neural material is grown in small clusters around the thirty-one pairs of spinal nerves to allow memorization of certain "learned" motor reflexes. The reflex recorder adds 1 to the rating of a specific skill or skill group (Combat and Physical skills only). Multiple recorders may be taken for multiple skills, but the effects don't stack. This bonus may be combined with bonuses from other sources.

Sleep Regulator: The sleep regulator modifies the hypothalamus region of the brain, allowing for longer periods of wakefulness. The recipient requires less sleep per day and the sleep she gets tends to be deeper and more restful. The sleep regulator allows a character to get by with three hours of sleep each night and stay awake for 48 hours before modifiers start to take effect. Resting hours for healing purposes are not affected.

Synaptic Booster: With this bioware, the nerve cells making up the spinal cord are encouraged to replicate and lengthen, providing a wider "datapath" for the transmission of impulses and decreasing the amount of time required for the signal to traverse the distance. The booster confers a bonus of +1 Reaction and +1 Initiative Pass per point of rating. The synaptic booster cannot be combined with any other form of Initiative enhancement.

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	—

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¥
<i>Reflex Recorder</i>			
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¥