

CHROMEBOOK 4 CRITICAL REVIEW PART 1

>>>>>[Insert comments.]<<<<<<

-Name (Hour:Minute:Second/Month-Day-Year)

Extra Twist Joint Addition (Dynalar)

Additional Game Notes: I think the "training" period should be extended. These things would be no joke to adapt to (imagine for a second being able to fold your arm backwards). I'd also personally limit this to two extra joints per limb and/or have them take 1/2 an Option space each.

>>>>>[Uhh, these may sound whiz but the physical training is no joke, you have to relearn almost from scratch how to control a limb augmented with this. I pity the fools who only get the modification done to one limb!! Ha!]<<<<<<

-Nameless Bastard (Hour:Minute:Second/Month-Day-Year)

>>>>>[Not to mention there is no way you can hide this kind of mod. Even if the joints are not readily visible (under clothes, etc) even a casual observer will notice that the limb tends to look odd. Don't even get me started on getting this done on your legs. One of my chummers got two extra joints on each leg and now he walks like a slinky, he keeps telling me the training classes will get rid of this effect but I doubt it.]<<<<<<

-Honoloonloon (Hour:Minute:Second/Month-Day-Year)

>>>>>[Clothing is a nightmare with these. You forget for one second you have extra joints in your limbs and **RIP** goes your custom-tailored tuxedo right in the middle of cocktail hour...not that I ever had that happen or anything...]<<<<<<

-Guffle (Hour:Minute:Second/Month-Day-Year)

>>>>>[Hmm, so THIS is what I saw the other day...Some dude on the maglev with an obvious nervous tick had his leg swinging in 180 degree arcs....was VERY disturbing to watch. Good thing he had shorts on or he would have shredded his clothes like poor Guffle.]<<<<<<

-Name (Hour:Minute:Second/Month-Day-Year)

>>>>>[Oh, I see it's comedy hour on this BBS.]<<<<<<

-Guffle (Hour:Minute:Second/Month-Day-Year)

"DIGITS" Cyberfingers (Dynalar)

Additional Game Notes: I would personally drop the one-shot special. If you keep it, the gun should take up the ENTIRE finger and be relatively inflexible. Could be pretty amusing to have it go off at an inopportune time (exactly where ARE your hands? ☺). Assuming even a modicum of law this thing would be mucho illegal and would probably not be available from Dynalar (though some backstreet cybershop would probably make "homebrew" additions. Make it UR or VUR because it is so delicate.

>>>>>[A pen??!!! I thought I had seen the limits of tackiness in the last issue of Chromebook!]<<<<<<

-Name (Hour:Minute:Second/Month-Day-Year)

>>>>>[I got the pen option from a friend as a lark. Let me tell you it's harder then it looks to write with the tip of your finger. Not to mention it looks like you are finger-painting, not exactly the most stylish thing in the world.]<<<<<<

-Name (Hour:Minute:Second/Month-Day-Year)

>>>>>[The fleshmount option so you can mount individual cyberfingers (yes I know most of them are worthless but still) is very nice. But due to the lack of many nerves at the knuckle, cyberfingers attached to just a fleshmount have a tendency to be stiff and unresponsive compared to one mounted on a cyberhand.]<<<<<<

-Name (Hour:Minute:Second/Month-Day-Year)

>>>>>[My sympathies if you forget you have the one shot special when you try to get on an airline flight (the chemsniffers will detect it).]<<<<<<

-Name (Hour:Minute:Second/Month-Day-Year)

>>>>>[Quick note: despite what the adblip says the Yak will NOT let you get away with replacing any uhmm..paid debts..by replacing it with a cyber replacement. Not that easy.]<<<<<<

-Name (Hour:Minute:Second/Month-Day-Year)

Corvette Cyberlegs (NovelTech)

Additional Game Notes: The Humanity Cost should be higher to represent that this system goes WAY beyond human norms. And it should REPLACE your MA, not augment it - hello you no longer have your original limbs!! The HC for the Advanced version (3D6+4) seems ok until you see that even the NewThroat (reviewed later) costs 2D6! So replaces MA (I suggest 9 or 10 for Basic and 14-15 for Advanced. Well beyond most peoples capabilities but not astronomically so (MA 18 anyone (shudder)) and double the HC. Oh, and NO option spaces at all in the legs.

>>>>>[Yup, time to hack off the old legs and get me one of these babies!!!]<<<<<<

-Name (Hour:Minute:Second/Month-Day-Year)

>>>>>[I really hope that was a bad joke.]<<<<<<

-Name (Hour:Minute:Second/Month-Day-Year)

>>>>>[Oh, I love how this ad fails to mention to mention the problems this system causes - like bone fractures!]<<<<<<

-Name (Hour:Minute:Second/Month-Day-Year)

>>>>>[What do you mean bone fractures? From running into things too fast? <soundinsert:baddabing>]<<<<<<

-Name (Hour:Minute:Second/Month-Day-Year)

>>>>>[No (although people with this system tend to have bad accidents if their reflexes are not up to the challenge of superhuman speed). I was referring to the fact that prolonged use of this system (and it's competitor the Speeding Bullet) will cause stress fractures near the connecting bones and possibly even the spinal column. Even with the reinforcement and shock absorbers your body is simply not designed for this kind of stress.]<<<<<<

-Name (Hour:Minute:Second/Month-Day-Year)

>>>>>[Yet another reason to go full borg, you squishies can't handle something this superior to your frail forms.]<<<<<<

-Borgstrous (Hour:Minute:Second/Month-Day-Year)

>>>>>[Uhh. Nice try chummer but full borgs can't use the system as it currently is produced. The system is designed for human weight and stress norms. A full borg version would have to be scaled up to handle the additional weight. Though without need for many of the safety features or reinforcements a borg version of this system could potentially be far superior to what is presented here. Food for thought.]<<<<<<

-Name (Hour:Minute:Second/Month-Day-Year)

Medical Modular Hand (Donner Savage)

Additional Game Notes: Unless specifically noted by the player the different tools should be manually activated to prevent an accident in a stressful situation. Doc: "Whoops! I did not mean to think that!"

Patient: "AIEEEEE!!!!"

>>>>>[Not exactly world shattering but could be useful to some medtechies out there I guess.]<<<<<<

-Name (Hour:Minute:Second/Month-Day-Year)

>>>>>[No way is this thing worth the price, if you are in a situation where you don't have access to some real medical gear the toys in this thing will be of NO help. Christ, how are you even supposed to sanitize wounds?]<<<<<<

-Name (Hour:Minute:Second/Month-Day-Year)

>>>>>[It could have it's uses, If I could afford it I'd keep one around to snap into my quick-change mount. You can never be too sure.]<<<<<<

-Name (Hour:Minute:Second/Month-Day-Year)

>>>>>[That's a good point. If you get this don't be an idiot...make sure you are going to use this with a quick change mount. You will really regret having this lemon permanently attached.]<<<<<<

-Name (Hour:Minute:Second/Month-Day-Year)

Catspaw Stealth Foot (GenericTech)

Additional Game Notes: Only gives bonus if barefoot and if you can't have other noisy gear (like hydraulic cyberlimbs, hard armor, chest full of grenades, etc). In fact I'd disallow any bonus at all unless you playing some ninja dude with stealth gear.

>>>>>[<yawn> Yet ANOTHER lame cyber-toy for people who watch too much trid. Anyone who buys this piece of crap deserves what they get.]<<<<<<

-Middentower (Hour:Minute:Second/Month-Day-Year)

>>>>>[I agree with Middentower, this thing does not do anything a set of thick socks could not accomplish.]<<<<<<

-Gorgon (Hour:Minute:Second/Month-Day-Year)

>>>>>[Everyone here agrees these are pretty pathetic but I hear they are selling pretty good...goes to show you people WILL buy anything. I'm waiting for the "silenced hand" any day now.]<<<<<<

-Weefle (Hour:Minute:Second/Month-Day-Year)

Extending Leg Units (Sycust)

Additional Game Notes: Umm, like not allow this? If they are around then I would be REALLY careful and critical of using them for disguise. If you suddenly are two or three feet taller but your build is still the same you are going to look like a total mutant or freak - not much of a "disguise".

>>>>>[Looks like someone at Sycust was drinking too much Smash while watching 20th Century cartoons.]<<<<<<

-Name (Hour:Minute:Second/Month-Day-Year)

>>>>>[Go go gadget legs!!]<<<<<<

-Spanky (Hour:Minute:Second/Month-Day-Year)

>>>>>[Huh?]<<<<<<

-Name (Hour:Minute:Second/Month-Day-Year)

>>>>>[Sycust usually only comes out with USEFUL and cool cybertech. After this piece of crap I may have to rethink my opinion]<<<<<<

-Name (Hour:Minute:Second/Month-Day-Year)

>>>>>[You think this stuff is bad? Read on!]<<<<<<

-StrangeDaze (Hour:Minute:Second/Month-Day-Year)

Joint Options (Sycust)

Additional Game Notes: Uhh, what is the difference between the double joining and the Joint Addition? Combine them I say. In fact the rules are so much better for this I say ditch the Joint Addition entry.

>>>>>[I'm confused. Didn't we already see this from Noveltech?]<<<<<<
-Name (Hour:Minute:Second/Month-Day-Year)

>>>>>[Hmm. Sure seems that way. Only difference I see here is the Sycust stuff is MUCH higher quality construction-wise and costs a lot more.]<<<<<<
-Name (Hour:Minute:Second/Month-Day-Year)

>>>>>[Read the entries under the Joint Addition cybermod for additional relevant commentary.]<<<<<<
-StrangeDaze (Hour:Minute:Second/Month-Day-Year)

Soviet Cyberware (Transov Imports)

Additional Game Notes: I think its pretty hokey to lump all soviet cyberware as being like steampunk equipment. Other than that I don't see a game balance problem but it adds nothing that simple "quality" rules would not cover. Great thing to give those hordes of poor gangers.

>>>>>[Whoa, this stuff is CHEAP. Now I know where those damn gangers get their warez.]<<<<<<
-Count Thirteen (Hour:Minute:Second/Month-Day-Year)

>>>>>[Not all Soviet cyberware is this archaic. You have to remember that Transov only deals with equipment that has been warehoused by other companies. I assure you that current Russian cyberware is just as good, if not better then the western models.]<<<<<<
-Yorgi (Hour:Minute:Second/Month-Day-Year)

>>>>>[Never been over to the Russian Federation so I can't confirm what Yorgi says, but I know that a lot of this "fine cyberware" is over 5 years old!! Check the part numbers and dates on the logic processors if you see one of these.]<<<<<<
-MooMooLuva (Hour:Minute:Second/Month-Day-Year)

NewTeeth (Dynalar)

Additional Game Notes: These are teeth for christsakes. Sharp ones yeah but MAYBE worth 1 point of HC. Oh wait, I have caps on my teeth! I can feel my humanity slipping away!! ARGGGGG!! <sounds of metal scraping and screams from outside>
The civilian version of this should be available even in 2013 but is not generally known about unless you are into orthodontology. It's also a tad bit more expensive (300eb) and generally do not come sharpened (though you can correct that "oversight").

>>>>>[What is this stuff doing in the Cyberware section? This is a simple dental procedure they have been doing for years.]<<<<<<
-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[Hmm, after seeing Dynalar's other "revolutionary" mods in this Chromebook I'm convinced they have the lock on the "Stupid Cyberware" market.]<<<<<<
-Name (Hour:Minute:Second/Month-Day-Year)

>>>>>[These things are damn nice (no cavities..EVER) but although they are pretty sharp you can't really tell by looking at them. And they are pretty safe, yet to have any problems french kissing with my input.]<<<<<<
-Name (Hour:Minute:Second/Month-Day-Year)

>>>>>[As Anonymous noted this has been around for a long time. Only thing Dynalar has done is get a decent marketing team behind it and develop some new procedures to lower the cost.]<<<<<<

-Name (Hour:Minute:Second/Month-Day-Year)

PowerJaw (Dynalar)

Additional Game Notes: No humanity cost.

>>>>>[Whooo, another Dynalar "innovation" that's been around for years.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[Bite through an encyclopedia? I DARE anyone with this to try. Even assuming they could FIT an encyclopedia in their mouth (now THATS a humorous image!).]<<<<<<

-Serial Number X (Hour:Minute:Second/Month-Day-Year)

>>>>>[This is used with people who have certain forms of muscular problems and as a cheap method of regaining muscle control after strokes. It's really nice for chewing on tough meat though. And if you had to eat what my wife cooked pay for this little mod right quick.]<<<<<<

-Name (Hour:Minute:Second/Month-Day-Year)

>>>>>[What, no complaints that this does not belong in the Cyberware section? Everyone must be getting complacent in their old age!]<<<<<<

-Mark (Hour:Minute:Second/Month-Day-Year)

NewThroat (Cyphire)

Additional Game Notes: I would have the options be normal price (why the discount?). From the description of game effects it looks like this would make one immune to garrotes unless it was a monowire (nasty enough by itself!).

>>>>>[Fairly interesting, I would assume your voice changes after installation?]<<<<<<

-Mark (Hour:Minute:Second/Month-Day-Year)

>>>>>[Well yes and no. Before you get it installed they record your normal voicepattern and that becomes the default. As a general rule there is no way to tell the difference before and after. I've heard people have had problems with high end voicescanners after getting this though...guess they detect the subtle differences.]<<<<<<

-Honoloonloon (Hour:Minute:Second/Month-Day-Year)

>>>>>[I own a Dakai AURA-10x chiplayer and it's the biggest purchasing mistake I ever made. Refuses to play any music chips from Sony or Kairetsu and the amp gets so hot I could cook soybacon on it! I hope this thing is of better quality.]<<<<<<

-Kristoph (Hour:Minute:Second/Month-Day-Year)

Scramble Option (Dakai Soundsystems)

Additional Game Notes: None, other then perhaps assign it some sort of rating a la Shadowrun (personal opinion).

>>>>>[What a waste of precious eurobucks! And to add insult to injury it takes up a precious option slot!]<<<<<<

-Honoloonloon (Hour:Minute:Second/Month-Day-Year)

>>>>>[Why do they even need this thing? You can buy a simple voicemask unit from a lot of privacy oriented stores or build your own. No need to waste a slot in your implant.]<<<<<<

-Kristoph (Hour:Minute:Second/Month-Day-Year)

>>>>>[A competent programmer with can use the NewThroat programming SDK to whip up a system that does this for free. Surprised noone mentioned it already. If you would like a premade copy post a request on the main message board and I'll get back to you.]<<<<<<

-Natasha Jor (Hour:Minute:Second/Month-Day-Year)

>>>>>[Mmm thanks but no. I'd rather do it myself.]<<<<<<

-Goyim Maximum (Hour:Minute:Second/Month-Day-Year)

Monovision (Kiroshi)

Additional Game Notes: This would probably totally mess with your depth perception (-1 to hit at extreme ranges). I'd give an ATTR penalty since the thing looks so horrid. That's just me though.

>>>>>["From the makers of the Optishield!". That tells you all you need to know right there.]<<<<<<

-Honoloonloon (Hour:Minute:Second/Month-Day-Year)

>>>>>[First that horrid optishield and now THIS. You would think that a company that makes the hands-down best cyberoptic units can catch a clue with this crap - people don't WANT something that not only looks absolutely horrid but has no real advantages.]<<<<<<

-Mercurial (Hour:Minute:Second/Month-Day-Year)

>>>>>[It's popular with some gangers and I see this thing on some cyber-oriented trid shows. Of course its always seen on the Evil Cyberpsycho of the Day who gets blown to pieces by the hero". It's perfectly suited for that role har har.]<<<<<<

-Kristoph (Hour:Minute:Second/Month-Day-Year)

Variable-Chambered Heard Option (Bodyweight)

Additional Game Notes: Must be bought as a bundle with original cyberheart (no upgrades chummer). Totally disables the Overdrive on the Pacesetter (sorry, Bodyweight will not leave itself THAT open for product liability).

>>>>>[Whoa. A USEFUL cybergadget in the trackless desert that is Chromebook 4? Say it isn't so <faints>]<<<<<<

-Honoloonloon (Hour:Minute:Second/Month-Day-Year)

>>>>>[Jeeze Honoloon, you HAVE to be first poster on everything?]<<<<<<

-Kristoph (Hour:Minute:Second/Month-Day-Year)

>>>>>[Buddy got one of these as, get this, an UPGRADE to his Pacesetter. Needless to say Bodyweight stopped this very soon thereafter when their customers started dying in droves and their relatives starting suing them. Turns out the morons were turning on their 'Overdrive" and having their poor little cyberhearts seize up. All the new models come with the Overdrive permanently removed to prevent any more "accidents".]<<<<<<

-Steel Rat (Hour:Minute:Second/Month-Day-Year)

>>>>>[/sarcasm Nice to see a company that really cares about the common guy <wipes tear from eye> /sarcasm.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

Double-Slit Pupils (Nikkon)

Additional Game Notes: I'll read up on this but it would seem to be a physical modification to the cybereye or at least the lens. As such it would probably screw up a lot of cyberoptic options. I'll research how this could work and rewrite this part based on what I learn.

>>>>>[Any comments on this?]<<<<<<

-Mercurial (Hour:Minute:Second/Month-Day-Year)

>>>>>[Sorry chummer, noone I know has this option. It does not seem to have all that much application and looks like it would screw up my cyberoptic vision enhancements.]<<<<<<

-Kristoph (Hour:Minute:Second/Month-Day-Year)

>>>>>[200eb? I think I saw a toy divers mask at ToyWorld yesterday that claimed to do what this does and it was only 2eb. I'll check it out again next time I'm there.]<<<<<<

-Slammer (Hour:Minute:Second/Month-Day-Year)

>>>>>[I won't ask why you were visiting ToyWorld Slammer heheh]<<<<<<

-NotfirstposterHonoloonloon (Hour:Minute:Second/Month-Day-Year)

Vein Clips (Bodyweight)

Additional Game Notes: Only affects wounds up to critical (beyond that a dinky clip will not do much).

>>>>>[Another nice little option. I'm reconsidering some of what I said about this books cyberware selection. I'm thinking about getting me a set of these babies.]<<<<<<

-Kristoph (Hour:Minute:Second/Month-Day-Year)

>>>>>[Only problem is you better make SURE they configure them properly when they are implanted. They are normally tuned for human norms of blood pressure, pulse, heart rate etc. LOTS of cybermods affect those factors (cyberhearts have unnaturally steady pulses and cyberlimbs totally screw your blood pressure and circulatory norms) Fail to do so and you may have the damn things cutting off blood supply at VERY inopportune times....]<<<<<<

-NiteTime (Hour:Minute:Second/Month-Day-Year)

>>>>>[To add to what NiteTime said, make sure you get this thing tuned when its installed because its a major pain to reconfigure the clips after they are implanted. I had this thing installed but every time my pulse rate jumped the damn things activated. Almost lost my meat leg from it! Turns out my cyberleg screwed my blood pressure and when I was engaged in uhm strenuous activity the clips thought I was experiencing a trauma and closed up. Very embarrassing let me tell you.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

Stinger (Generic Tech)

Additional Game Notes: Better hope that cartridge in the palm does not bust in hand to hand combat - especially if its in a meat hand and it contains something nasty. HC seems a bit high for a little needle at the end of the finger. Guess press-on nails cause 1D6 HC

>>>>>[If this thing is so ultra illegal what the hell is it doing in a Chromebook?]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[Just because there are "Chromebooks" on the public datanets does not mean these shadow versions contain the same information you know.]<<<<<<

-He of 2 Fingers (Hour:Minute:Second/Month-Day-Year)

>>>>>[This thing COULD be useful but it's damn expensive. As an interesting aside the only reason this thing is illegal is that the needle is classified as a "cyberweapon" because it is sharp and permanently affixed. That's the simple version but pretty much the gist of it. I'd rather carry a syringe or a splatgun with chemrounds then install this expensive lemon.]<<<<<<

-Honoloonloon (Hour:Minute:Second/Month-Day-Year)

>>>>>[400eb for a glorified syringe....yeesh]<<<<<<

-Barker (Hour:Minute:Second/Month-Day-Year)

BigRipp (Noveltech)

Additional Game Notes: Illegal for one thing. No meat mount (uhm yeah right). Full length forearm version is not retractable but does 3D6 AP and uses no options. Smaller (normal) version uses an option space.

>>>>>[You'll see this thing on the trid but not on the street. Even the trash won't touch something this dumb.]<<<<<<

-Honoloonloon (Hour:Minute:Second/Month-Day-Year)

>>>>>[That's your opinion loon. I know as a fact that there are at least two gangs in Night City alone that sport these monstrosities as symbols of gang affiliation and a dare to cops. But 9mm hypervelocity beats a forearm knife any day.]<<<<<<

-Ripper (Hour:Minute:Second/Month-Day-Year)

>>>>>[I remember when this thing came out, someone spread the rumor you could get one implanted without cybernetics (and be retractable to boot). I thought it was obviously a joke but I heard the guy got dozens of requests from boosters and other streettrash. It's a sick sad world folks.]<<<<<<

-Kristoph (Hour:Minute:Second/Month-Day-Year)

>>>>>[Ugh, get a real sword and leave this cybertrash to the trideo networks.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[Why is Noveltechs logo next to this thing? This thing is illegal just about anywhere - if just for its serious psychological effects. Someone must have been smoking the wacky weed to think even a lowbrow company like Noveltech would make something like this.]<<<<<<

-Morgan Freeman (Hour:Minute:Second/Month-Day-Year)

High Five aka Palm Bomb (Generic Tech)

Additional Game Notes: I'll admit I LOVE this concept. Ports are usually covered in synthskin or fake mechanical parts to disguise it from visual inspection. WILL show up easily on most decent weapons detectors. Remember in most cases the shot will be called as to where it detonates.

>>>>>[Thank god I've never encountered this little monster. Hope the rumors of a version chambered for even nastier rounds do not prove true.]<<<<<<

-Garee (Hour:Minute:Second/Month-Day-Year)

>>>>>[You think this is nasty? I saw the body of a Crimson Jihad member who had a damn shaped charge in a similar setup!! According to the lab techs the limb would have taken damage but it seemed to be pretty well shielded from most of the effects. Unlike what most people think even Jihad members don't martyr themselves for no reason anymore.]<<<<<<

-Mitsoru (Hour:Minute:Second/Month-Day-Year)

>>>>>[One of my buddies had something similar except it was a high powered cap laser. A little less blunt and nowhere near the noise and bustle of an elephant gun going off.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

Blitzkrieg Arc-Thrower (Radine)

Additional Game Notes: Ok, so its a taser. Most armors are made of composites and do not conduct well so they should protect very well against this it would seem. I would make it just an upgraded taser with range (this sort of "artificial lighting gun" already exists btw).

>>>>>[Harf! This is just a big taser, a big, ugly one at that.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[Well yeah, this sort of things has been around since late last century. Only thing new about this thing is it's incredible waste of a good cyberlimb and the fact that it makes you look like a combat borg. Good luck when the cyberpsycho squad comes looking for you.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[1050eb and what does it do? Oh yeah it essentially makes me an amputee (can't put hands on this puppy), shorts out all the time and gets an amazing four shots. Hold me back I think I'm crazy enough to buy one!]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

Logo-Line Tatoos (Dermatech)

Additional Game Notes: Simply larger light tatoos. Some of these use more advanced chempatches to simulate animation (such as the famous Tsunami Arms "wave").

>>>>>[I like these things a lot. And competitors to Dermatech can make you pretty much any design you want.]<<<<<<

-Litmus (Hour:Minute:Second/Month-Day-Year)

>>>>>[Some of these things are expensive! What makes them better then "old fashioned" light tatoos?]<<<<<<

-Markus (Hour:Minute:Second/Month-Day-Year)

>>>>>[Nothing really, the more expensive logo-line tats use a much more body-friendly reactive plastic so you don't get as many of those nasty rashes. And the animation effects on some of them is pretty chill.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[The glow in the dark versions that shift color based on body temperature are a hit in the neo-rave scene.]<<<<<<

-Google (Hour:Minute:Second/Month-Day-Year)

Echolocation System Coprocessor (Techtronica)

Additional Game Notes: Not only a -2 to see colors but you CAN'T see colors. More advanced models should give better resolution but generally I would think these things would be useful for not bumping into large objects and that's about it. In locations with lots of sound absorbent material start adding penalties.

>>>>>[Wow! Anyone ever used one of these systems?]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[I used a similar (non-cyber) version while in the military. Resolution is pretty bad and objects tend to "smear" together because of secondary reflections and the limits on the signal processors. Great if nothing else will work but no better then infrared in most cases.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[Most people expect IR so it can be suicidal to use IR flashlights at times, but this is not expected much (yet). It does have a very nasty habit of making animals aware of your presence AND pissing them off.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

TV Skin (Nu-Tek)

Additional Game Notes: Hope you remove your body hair or image quality will suffer (especially if you are as hairy as me). Image is never very good because the human body makes a terrible TV screen - it's too irregular.

>>>>>[I've heard this thing not only causes NASTY rashes but the signals can interfere with some varieties of cyberware.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[This sort of thing is only for the truly tasteless.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[The crystal microcells that form this things screen are filled with some very toxic materials. Get punched or kicked and they may break-releasing this nice witches brew right into your bloodstream.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

Cyber-Detection Computer (Militech)

Additional Game Notes: The name is not very description to what it does, you would think it detects cybernetics in others or something. It simply is a remote simsense/braindance unit for receiving sensory data from external sensors. User can set the intensity of the signal and if it replaces his normal senses.

>>>>>[New? We used this in the 2nd SouthAm war while I was in the Rangers. Not this exact model but a unit that did the exact same thing.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[A good tech could build something similar to this with some spare cybermodem ASIST chips and a decent knowledge of simsense protocols.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[This is in essence a specialized simsense player that takes incoming data and translates it into recognizable sensory data. It's very easy to set this up how you want. For example I have a camera at the entrance to my apartment coupled with a motion sensor. When the motion detector is tripped it snaps a picture and a simple image analysis program feeds things like size of object in view, number, etc and I feel a small prick of cold, the colder it is the more/bigger the objects that tripped the line. Hook it up to a transmitter and you can do it from a distance as well.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[The beauty of this system is that as long as the interpreter unit "knows" how a sensor that is hooked up to it operates then the sensor does not need any special modification. I personally use a load of 30 year old pressure sensors when I use this system.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[This things big brother is the "security rig" under development by several major corporations.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[Don't jack the intensity levels too high with this thing, sure you'll be able to feel mice scurrying through the fields with your seismic sensors and the slightest touch of wind on your audio sensors a strong sensor reading can easily overwhelm you, and since these things don't have the safety gear common on home simsense units you can suffer some pretty nasty neurological effects.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[Believe it chummer, my friend Chauncy was monitoring some remote ground radar units with an earlier version of these things and some punk noticed it and slapped it with a taser. Chauncy had the gained turned way up to watch where this punk was going and the overloaded sensor really did a number on her. Her left hand still shakes.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

Taste Boost (General Tech)

Additional Game Notes: So is this cyber or a biomod? I could see it be both. If we assume this model is a cyber implant it could be implanted in the headware/neuralware interface. You don't need to touch the tongue in that case. It would not be as discriminating as the biomod version and way more intrusive. You would not be able to "toggle" the biomod version. Sorry chummer, when was the last time you could toggle on or off a sense?

>>>>>[Be careful with this one chummer. All the cyber version does it boost the signal, if you can't taste anything to begin with this thing will do you no good at all. Heed the warning about disabling the signal boost before trying hot chili though!!!]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[It may "just" boost the signal but believe me its still worth it. Its a simple mod (I hear you can do this in software with high level neural interfaces) and it makes everything taste much better.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[Only if you like the taste to begin with. Don't get this thinking it will make kibble taste better. I don't mind kibble but when I tried it with the boosted taste I hurled almost instantly. I would have rather sucked the sweat out of my worst enemies sock then try that again. Some things are better eaten without taste.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[If you ask you can get an option to totally disable your sense of taste (well its not totally gone but reduced to a level that normally you don't notice). Last I checked it was only like 25eb over list.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

Shape Recognition Chipware (Direct Dataware)

Additional Game Notes: Requires a separate image database to pull data from. After all how would the chip possibly be able to identify everything a character would say he could? And no, there is no way that "programming your specifications" means any weefle can make their own database unless they are a god of 3d imagining and fuzzy logic. For even better fun if players depend on this thing for some reason is to give it a rating based on how specific the directives are and how good the database is. If they fail an Awareness check have the chip "halo" something innocent like a little old lady. Very funny if its supposed to detect weapons or whatnot ☺

>>>>>[Remember this thing recognizes SHAPES, it's quite easy to disguise something from this system.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[Not sure about the newer revisions but I know this thing used to be VERY literal in regards to parameters it viewed from its database. My pal had a custom Malorian 3516 with an extended clip and a slightly longer barrel. No matter what I tried the system would not recognize it as a 3516. We all agreed that the modifications shifted it into the "Unknown" category as far as the system knew.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[This things not as useful as the advertisement makes out but it is kinda useful if you use it in conjunction with a geography database since it easily picks out landmarks. Tie it in with an inertial compass and GPS receiver and you are the human supernavigator!]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

Lockdown (Weaponmasters)

Additional Game Notes: I like this. Exists in real life too, though that system does not necessarily need two units. Additional bonus for more users on the Lockdown network or for connecting to a vehicle system (lots of ideas for this whiz piece of gear). I'll think on this one.

>>>>>[VERY nice piece of gear. We used this system during an op in Africa. Saved our lives more times then I want to count.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[Make sure you take advantage of the software updates, you don't want to be stuck with a Lockdown version that does not recognize the sound of a railgun firing or a cap laser ionizing the air...]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[Just remember it requires sound to operate. Silenced weapons are the bane of this system and it's next to useless in a firefight or in certain urban conditions that screw with its analysis capabilities (underground, very dense urban, etc). Remember it has limitations just like any other piece of gear.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[Could you program this thing to lock onto sounds other than gunshots?]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[Hmm, never really thought about it. I suppose you could although last time I checked the systems sound profiles were stored in firmware. You would probably have to replace the firmware (not recommended unless you REALLY know what you are doing) but it looks possible. If you do it let us know.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

ChipLok (General Tech)

Additional Game Notes: I'd say the lock itself takes a slot itself. If used with a datajack it's kinda conspicuous. Perhaps a target number based on how hard it is to get something "unlocked" without busting the chip in the process...

>>>>>[Whoa! I thought I was paranoid!]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[If someone wants your chips this thing won't stop them, just make the removal VERY messy and painful.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[Widely used to keep behavior chips implanted? I've seen a lot of people with those and noone had this lock. Talk about deceptive advertising.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[For the information of the masses, chips such as the Exile and behavior chips are usually implanted internally and designed to be very hard to spot and very hard to remove.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

Facedown Chip (Militech)

Additional Game Notes: A glorified movie database. Must practice with the chip to get the bonus. The bonus also includes the archive of snappy comebacks and threats in hundreds of different languages.

>>>>>[<snore> 150eb for info you can get just by watching the trid all the time like me!]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[I got a pirated version of this chip, it's great for snappy comebacks!]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[This chip is actually made by Direct Dataware (check the chipBIOS) but no mention of that is made anywhere else, even Direct Dataware denies they make it. Wonder what the deal is?]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

Home Chip (General Tech)

Additional Game Notes: Dumpster material here. I GUESS I could consider it if you require that it be used with some sort of position system like GPS so the chip knows when you get too far away. Also requires a pretty high level neural interface (to cause the anxiety and home seeking response). Generally a pretty lame piece of equipment. I won't shed any tears when I take this out of my campaign world.

>>>>>[<cough> Guess the chip "magically" knows where you are since I don't see anywhere that it requires location information be fed to it.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[If you are so irresponsible you require thousands and thousands of eurobucks of cyberware to make sure you go home you will probably be one of those jokers that will keep trying to resist the home signal...]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[Someone told me this thing was a joke anyway. I notice no manufacturer for this thing.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

Speedreading Chip (Parts N' Programs)

Additional Game Notes: Uhhh. This thing is just a glorified skillchip in my mind. Sorry, won't work with the Translator Chip. Whoever made this up did not seem to understand what most people actually do when they speedread and why its not hard to learn.

>>>>>[Wow, a speedreading skillchip in a nice box. Sign me up for a crate of em!]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[What will we see in the next Chromebook? The revolutionary Spot Beautiful Women chip?]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

Dream Suppressant Chip (DataEdge)

Additional Game Notes: I'd make the penalties hit faster then a week. Or have it based on EMP. I know I start going psycho after only three days of no sleep/dreams.

>>>>>[Oh yeah, a restful sleep...until you go insane from mental stress!]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[Imagine implanting someone with this little monster. Heheh]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[That's just sick.. But a good idea. haha]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

Nitrogen Binders (OTEC)

Additional Game Notes: Looks ok I guess (I think nanotech is WAY overused in Cyberpunk - nanotech hair groomers anyone?!)

>>>>>[A "simple nanite" my ass. That's a contradiction.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[From what I heard they can sell it for so cheap because all the development and prototyping a competitor did was stolen when their head researcher was headhunted and OTEC destroyed their labs.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[Anyone but me think it's a little...odd..that so much nanotech is being dumped on the streets so soon? From what I have heard all the nanotech companies lose BILLIONS on every product they sell because they are so cheap. How can they afford it?]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[Believe me you're better off not knowing.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[What the hell is that supposed to mean?]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

Advanced Muscle and Bone Lace (InterTech)

Additional Game Notes: I like this. Makes sense to have multiple levels of enhancement. Though as described this thing would be pretty ugly looking at the higher levels.

>>>>>[This stuff is pretty cool. Glad to see the new generation of myomers finally making it down from the orbital labs! Still have not figured out what kind of wierd composite they use for the bone lacing though..it's not any metal I've ever analyzed.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[Some sort of nanite built composite probably.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

TuffBone Skeletal Enhancement (Replitech)

Additional Game Notes: Whoa nilly. Sounds whiz but you could not PAY me to get something like this done. Sounds rife with problems and misuse just from the description. Not allowed in my campaigns.

>>>>>[This stuff is bad news chombatta. Lets just say the last sentence is not "exactly" correct.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[Hmm, I did research on a nasty little bioweapon that did almost exactly the same thing...makes you wonder who actually developed this little wonder.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[Well you know how it "bulks" up your bones? Well it tends to cause big problems after time since the deposits become irregular and you essentially start forming scales on your bones. Does a number on muscle connectivity and even inhibits your marrow from producing needed cells..]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[That's news to me, my horror story about TuffBone is that it has been found to cause..complications if you get fractures or break your bones. The little feisty bacteria like to get into the cracks and make new deposits and before you know it you are supremely screwed.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[You don't even want to know what it feels like to have this procedure done. I can swear I feel the little bastards depositing more and more...]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

Metaheme Hemological Replacement (Bodyweight)

Additional Game Notes: Ok, now this seems pretty well thought out. I'd really hammer characters who forget they can't use normal blood anymore. Only a few high end hospitals will have the Metaheme artificial blood replacement on hand...

>>>>>[Oooh. Me like!]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[This is great stuff. Though I wish you did not have to spend a month on life support while your little viral buddies rewrite your bodies operating system]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[Remember where it notes that you can't get blood transfusions anymore? Remember that while you lay dying and noone can do anything for you. Tough luck chummer.]<<<<<<
-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

NeoAppendix (Biotechnica)

Additional Game Notes: Your body still needs complex proteins and vitamins to function. Eating twigs won't help you as much as you might want to think. This is more a "looks cool" item then one that would actually be helpful.

>>>>>[Oh great, yes you too can die of malnutrition while eating your fill of wigs and grass! Ain't technology grand!]<<<<<<
-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[The gas is nothing compared to the constipation you suffer from when you have to use this. Ouch.]<<<<<<
-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[This biotech organ SUPPLEMENTS your diet, you CANNOT live on grass and twigs alone. I highly recommend it but make sure you understand beforehand what it will help you do and what it will not. Otherwise you will wonder why you are wasting away but have a full stomach.]<<<<<<
-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

NanoAuditory Rebuild (Utopian Corp.)

Additional Game Notes: Drop the level damper but it allow it to be used in conjunction with standard cyberadio.

>>>>>[No advantage over a cyberaudio implant but you can see where this nanotech stuff is going. Scary.]<<<<<<
-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[Don't fall asleep while the little buggers are rebuilding your ears, the feeling of the "building liquid" being poured in your ear and the weird scratching feeling the nanites make will give you nightmares like you have never had. Believe me.]<<<<<<
-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

Sunblocker Sunscreen (Biotechnical)

Additional Game Notes: I like this.

>>>>>[Of all the bioware crap advertised in this book this one is the MUST BUY one.]<<<<<<
-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[I agree, now if only your skin did not take on such a strange texture when it becomes active.]<<<<<<
-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[No you can no longer get a normal tan with this biomod. But you can still use those "tanning pills" to look your best.]<<<<<<
-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

NeoLungs (Biotechnica)

Additional Game Notes: This is a engineered organ that must be matched to the intended user both for compatibility and size. The CR surgery code comes from when they rip out your old lungs.

>>>>>[Starting to become very popular with those who needed lung transplants for other reasons. Might as well "upgrade" while they are at it the logic goes.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[Hmm, wonder what the body banks think when they get stuff like this.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[As with most bioware of this type it is is cultured for a specific individual and you can't use a lot of the tricks you can on "normal" organs to get them to work with other peoples bodies.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[This brings the scary question of "used" bioware.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

Neural Bridge

Additional Game Notes: Uhm nope, not in my campaign sorry. It might HELP make you ambidextrous but it won't suddenly give you that ability. Hell you can train yourself to be pretty ambidextrous.

>>>>>[I don't get it, people actually submit themselves to incredibly dangerous elective BRAIN SURGERY just to be able to write with their other hand?]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[People are dumb, what I can I say.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[Bet they feel even dumber when they find out this biomod often does exactly NOTHING to help you become ambidextrous.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

Circulatory Sphincters (Dornier Bauer Biotechnische)

Additional Game Notes: This one seems pretty cool, though from the description it does not sound like bioware. Though I could see it be a bionic implant with cybernetic sensors and biological components.

>>>>>[Great system, I could see this becoming a real life-saver!]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[It's a great idea I agree.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

Poison Glands (Revolution Genetics)

Additional Game Notes: Too dangerous for words. What about saliva? You're guaranteed a hit of whatever poison/chemical you are packing if you use this thing with your teeth. Hope you don't REALLY want to scratch that itch if you have the hand version...

>>>>>[... I'm speechless.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>["Revolution Genetics: We guarantee you a Darwin Award with every sale!"]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

Tailored Pheromones (Revolution Genetics)

Additional Game Notes: Other than their existence is still being debated they seem to be a Cyberpunk staple. In general I'd only allow pheromones tailored for "dominance" or "attraction". So ditch the weird "confusion" one. Sorry I've never been around anyone who had a strange "confusion" aura...

>>>>>[God help you if you get caught using these things in Europe. Might as well hang a glowing neon sign that says "LOSER" on you.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[They are Revolutions most successful biomod to date though, so a lot of people must think they are useful.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[And I bet for those people even this would be like trying to put out a chemical plant fire with a squirtgun. They could be spraying pheromones and it probably would not help.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[Why do I get images of a singles bar where everyone has this stuff, all trying to outmanipulate each others chemistry. What a mockery of good old seduction and lying to get a date!]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

Kaloric Seconday Gut (No-Ahme Caldwell)

Additional Game Notes: Exactly what organs do they remove to make room for this?? Do they think the torso is like an empty cyberarm?? Sorry, don't see this one happening without MAJOR surgery and moving organs.

>>>>>[Hmm, from looking at the adblip information this installs a secondary stomach. Ok, now where is this supposed to go? Do they remove parts of your small intestine? Anyone know?]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[This thing can cause you some major problems. Imagine for a moment some weird brew of food and liquid fermenting in this thing before it is released into your intestine. And remember there are no nice little enzymes to break anything down. If you believe the ad it drops the food directly into your intestines. Either that's an error or a recipe for suicide.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[From what I gather your primary stomach does all the pre-digestion work and THEN empties into the Kaloric. So its not as bad as you said but I can imagine this thing can get uhmmm clogged.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[This artificial stomach is essentially engineered off a normal stomach and you can still absorb nutrients and such while food is contained in it. The problem becomes that you can't pump any poisons or weird material out of it like you can your primary stomach. You'll probably be dead before they figure out you have this thing, and even if they do they have to cut you open..not pleasant.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

Freezeban Bioconstruct (No-Ahme Caldwell)

Additional Game Notes: Only gets the reanimation bonus from cryosleep if for some reason the subject was placed there with no preparation (in which case cellular problems are the least of your worries).

>>>>>[Well, yet another expensive biomod with limited applications. Noones done long term studies on metaglycogen either, no doubt they will find out years from now that it royally screws your body up.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[Metaglycogen is the same thing they pump your body full of before you enter cryo-suspension. I've heard from some friends that have the process done to them that the injections make them feel incredibly nauseous and one developed some really weird circulatory problems afterwards. So use at your own risk.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[What? Hundreds of people have been shuttled back and forth from the Mars colonies with no harmful side effects and I've never heard anything like you describe.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

QuickClot Hemofibrinic Nodes (No-Ahme Caldwell)

Additional Game Notes: Should count as automatic "first aid" on most minor wounds (depending on what house system you use).

>>>>>[One of the most useful products to come out of No-Ahms labs. The same substance that this organ produces is being sold as a separate product. Expect to see it as standard equipment in most first aid kits in the near future..]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[Not to burst anyone's bubble but has anyone noted this thing will cause a heart attack 10% of the time!!! How did this thing ever get approved!]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[Sorry to be the one to tell you but: Money Talks. Oh, and Santa does not exist either.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

FlashLite Implant (Revolution Genetics)

Additional Game Notes: About as powerful as a crappy flashlight. But you can't turn it off..ever. Think of stealth penalties in some situations with this...

>>>>>[Wow, always on the "cutting edge" har har.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[This thing looked interesting until I found out you could not turn it off.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[Wow, Revolution should pay ME 290eb to have this crap implanted.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[Maas makes something similar to this in effect but its some type of chemskin that is powered by your body. It's about as powerful but unlike this there is a subdermal switch to turn it off. Wonder why noone has heard of it.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

Toxin Screen (Replitech)

Additional Game Notes: Seems ok.

>>>>>[Make sure you stay on the upgrade path for this thing. Would not want to get hit with something the unit did not recognize]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[I hear some of the new units are still as "twitchy" as the old models. Buyer beware.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[Sorry to say this thing is ineffective against most modern chemical monstrosities. They are absorbed too fast for the unit to help you. Even old standbys like cyanide will kill you before this thing can throw it up. If you really expect to be poisoned skip the heartburn and get a food taster.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

Ileocecal Siphon (T-MAXX)

Additional Game Notes: Looks good.

>>>>>[Make sure you keep hydrated with this thing. The dry stools are no joke.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[Don't expect to be a camel with this thing. You can't get water from a stone and this system only works if what you eat has water in it to begin with (sounds obvious but I wonder sometimes).]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[Your body becomes more efficient in dry conditions even without this modification. So beware of oversteering your body with this.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

Physiology Tailoring and Adaptations (General Tech)

Additional Game Notes: Uhm. I don't like this stuff at all. You cannot "survive on half the normal oxygen" with the Reduced Oxygen Lungs. Get a biology book dude. Maybe it would be more accurate (haha) to say they are twice as efficient? And my lungs filter smog too ya know. It sucks but they do ☺

>>>>>[Ahh yes, extreme physiological rebuilds using everything from nanites to chemical baths. Just so the lazy ass Euro-elite don't have to sully themselves with exercise or artificial enhancements.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[Some of this stuff is pretty amusing. The reduced oxygen lungs appear to defy the laws of reality. And thousands for a body building regime...hell my Cybernetic Ironman machine probably does more then that cocktail or hormones and protein they use.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[If this is all the eurofrogs have then I'm very unimpressed.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

Bioenhancement Tablet Treatments (General Tech)

Additional Game Notes: Hey, its the Motrin of the next century! I'll pass thanks.

>>>>>[What's that I smell?? Oh yeah, it's bullshit.]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

Neurochemical Memory Tabs (General Tech)

Additional Game Notes: Hahahahahaha (falls on floor laughing)

>>>>>[HAHAHAHAH!!! Good joke!]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)

>>>>>[If this crap works (something I HIGHLY doubt) it sounds like a better weapon then an enhancement..]<<<<<<

-Anonymous Coward (Hour:Minute:Second/Month-Day-Year)