Sir, I don't know what to tell you. Yes, this file appeared in our database, but it's like it has always been here, there's no record of when it was added t... *I'll take it from here, peon.*

If you are reading this, know that you have been chosen. For you are one of the glorious few who upon lost knowledge will be delivered . Bear witness, dear reader, to a collection of things some would rather stay forgotten, forbidden. Those who lack the stomach may retreat now, I will not think ill of them. But for those with the curiosity to seek power in the darker places?

Welcome to

Bloody Chrome

Bloodsuckers. (Recalled 2034, high incidence rate of cyberpsychosis.)

Cost: 500eb (Expensive). Install: Hospital. Humanity Loss: 4d6.

Internal Body Cyberware. An Excellent Quality Light Melee Weapon implanted in the jaw of the user. It can be concealed without a check. When dealing damage to a meat target with this weapon, the user may choose to ingest the target's blood. If they do so, they may choose to gain the effects of any Street Drugs affecting the target. *Drink deep, child, and be fulfilled.*

Militech "Lycan" Implanted Linear Frame. (Research halted after the death of test subjects.)

Cost: 5000eb (Luxury). Install: Hospital. Humanity Loss: 4d6.

Borgware. A unique linear frame capable of concealing its mass when not needed via careful retraction of hydraulic and myomar muscle components. User increases their BODY to 14. This increases the character's health and death save. Installation requires BODY 8 and two installations of Grafted Muscle and Bone Lace. As an action, the user may expand or reduce the frame. When reduced, the user has BODY 8 and is indistinguishable from someone without a linear frame. Changing from one state to another deals 8 damage directly to the user's HP. *I am told the process is torturous, but change is never possible without pain.*

Howler. (Deemed too niche for mass manufacture.) *Fools.*

Cost: 1000eb (Very Expensive). Install: Hospital. Humanity Loss: 4d6.

Internal Body Cyberware. Requires two option slots. A throat mounted Shrieker with only two shots, and a range of 50 m/yds. After firing this weapon, a user with an installed Cyberaudio Suite and Chyron receives a detailed image of their surrounding area and any creatures within it, to a range of 50m, at the time of the weapon's use. The scan does not detect objects behind cover, like the contents of a room behind a closed door. *An admitted favourite of mine, but I've always felt a kinship with bats. Not that you'll have ever seen one, dear reader.*

Black Blood. (Testing cancelled due to repeated inducement of toxic shock.)

Cost: 500eb (Expensive). Install: Clinic. Humanity Loss: 2d6.

Internal Body Cyberware. Part of the user's blood is replaced with an oily black substance that rapidly coagulates when exposed to the air. The user improves their death save by 1, and any penalties to stats or actions they would take from being in the Mortally Wounded wound state are halved *Looks foul. Tastes worse.*

Undercrank. (Early reflex booster. Became redundant after the development of improved models.)

Cost: 100eb (Premium). Install: Clinic. Humanity Loss: 2d6.

Neuralware, Speedware. Stimulates the central nervous system, violently, resulting in jittering motions and spasmodic twitching. Can be activated with an action. The user adds 3 to their initiative for the next minute, after which the cyberware cannot be activated again for an hour. The user suffers the Whiplash critical injury whenever they activate the speedware, if they are already suffering from the critical injury they don't suffer a second critical injury, but they do take 5 bonus damage. *Only worth giving to thralls, not like they're made to last.*

Foxbat. (Withdrawn from the market after only two months in 2036, no official reason given.)

Cost: 1000eb (Very Expensive). Install: Clinic. Humanity Loss: 2d6.

Cyberarm option. Takes three slots, must be paired to function. A large sheet of ultralight nanomaterial stretched between three tines extending from the forearm. Cannot be concealed. Halves the user's rate of falling, and doubles the distance they must fall to take damage. The user may take Move actions while falling, but cannot gain altitude. *Thou art unseen, but yet I hear thy shrill delight.*

Hyper-Aggression Coprocessor. (Militech manufactured, proved too disruptive for widespread implementation.)

Cost: 500eb (Expensive). Install: Hospital. Humanity Loss: 4d6.

Neuralware. Heightens aggression in the user via targeted cortical stimulation. Also stimulates the pituitary gland, releasing endorphins, as a reward for violence. The user may activate the coprocessor without an action before each individual attack they make to gain 2 bonus damage on that attack. If they do so, they suffer 1 Humanity Loss. *Has found a home in militias around the world, even in its makers will never admit it.*

Laceraters. (Developed as an improvement on Rippers, as of yet unreleased.)

Cost: 1000eb (Very Expensive). Install: Clinic. Humanity Loss: 2d6.

Cyberarm option. Extendable carbo-glass finger nails. A Medium Melee Weapon that can be concealed without a check. When wielded as a weapon the user can't hold anything in that arm. Adds five to damage rolls on a successful aimed attack. *Has opened many a sleeping throat.*

Slither. (Disappeared from the streets 2028, the only known producer killed inside her locked bedroom.) *It's never just the wind.*

Street Drug. Cost Per Dose: 100eb (Premium).

Improves the flexibility of ligaments, and numbs the pain of twisting joints.

Primary Effect: Lasts 10 Minutes. For the duration of the Primary Effect, the user adds +2 to any Contortionist roll they make. The user also adds +2 to any Brawling rolls made to escape a Grapple.

Secondary Effect (DV17). If the User wasn't already addicted to Slither, they are now. While addicted, the user subtracts 2 from any Contortionist or Brawling rolls they make, unless the user is currently experiencing the Primary Effect of Slither. *You can tell a Slither addict from the way they make popping sounds when they move. I find it charming, in its own way.*

Poltergeist. (Blacklisted by NetWatch due to concerns over its intelligence.)

Anti-Personnel Black ICE program. Cost 500eb (Expensive) PER 6, SPD 6, ATK 5, DEF 3, REZ 20.

Does 2d6 damage direct to an enemy Netrunner's brain. The enemy Netrunner is moved to an adjacent floor of the Architecture, potentially triggering waiting Black ICE programs.

ICON: A classic bed sheet ghost, its eyes glow with green fire.

Do they laugh because it's in their programming, or because they find it funny?

Flashfreeze Ammunition. (Produced for Militech special forces after the events of 2036-10-31.)

Cost: 100eb (Premium). Ammo Types Available: Grenades and Shells only.

When using this ammunition, whenever you deal damage to a target through their armour, the target must pass a DV15 Resist Torture/Drugs roll or have their Move stat is reduced by 1 (to a minimum of 1) until the end of their next turn. *Good against fast things that like to get up close.*

Bristle Ammunition. (Produced for Arasaka special forces after the events of 2036-10-31.)

Cost: 100eb (Premium). Ammo Types Available: Arrows only.

When using this ammunition, whenever you deal damage to a target through their armour, a barb remains embedded into the skin of your target. The target cannot be stabilised until all barbs are removed, which takes an action each and deals 2 damage directly to the target's HP unless a DV13 First Aid or DV11 Paramedic check is passed. *Exquisite agony. I highly recommend them.*

Ghastly Visage. (Pulled from stores in 2019 after a highly public incident involving a serial killer.)

Cost: 500eb (Expensive).

A smart fabric cloth mask that melds to the face and perfectly mimics the facial expressions of the user. Fashioned after a horrific creature of folklore. The user adds +1 to all Interrogation and Facedown rolls.

I assure you, dear reader, that any stories you may have heard of it permanently fusing to the user's face are greatly exaggerated.