



Crazy AI's Crazy Deals!

The wares of a modern renaissance man

AI's Exotic Spine! Borgware, 5000eb, 4d6 Humanity Loss, Hospital Installation.

Run like the wolves, without the fuss of The Farm. Originally intended for cyberbeasts, this linear frame has been adapted by AI to let you emulate your favourite four-legged animal.

Internal Linear Frame. Requires two installations of Grafted Muscle and Bone Lace. Increases BODY to 12. As long as a pair of the user's hands are empty, they can run on all fours, gaining +2 MOVE.

AI's Discount Surgery! All surgeries 100eb.

He might not have a medical license, but AI's got spirit, and that counts twice as much as any piece of useless paper! (NO REFUNDS)

Using his trusty surgical tools, AI can provide cheap treatments and installation of cyberware. Using his Surgery skill base of 10, he'll attempt to fulfil any requests, always with a smile. If AI fails his Surgery roll when treating a critical injury, the patient suffers the critical injury's bonus damage again. If AI fails his Surgery roll while installing cyberware, the cyberware is still installed, but the item develops a malfunction and the user loses an additional 1d6 Humanity.

AI's Thinking Friend! Neuralware, 1000eb, 4d6 Humanity Loss, Hospital Installation.

The average person only uses 20% of their brain. AI uses 130% of his. Harness the full might of your synapses with AI's homemade neural stimulator.

Places an experimental device in the user's cortex. As an Action, the user may activate the device. When they do so, roll a d6. A result of 4-6 increases the user's INT by 1 for the next minute, but a result of 1-3 decreases the user's INT by 1 for the next minute. Has a tendency to make a user refer to themselves in third person.

AI's Tactical Planning! 500eb.

AI's varied experience over the course of his many adventures has given him a keen insight into all kinds of fields. For a reasonable fee, he is willing to share some of this wisdom.

By spending a day with AI and listening to his tales (audiobook format available) as he reviews their plans, characters may gain 1 additional Luck to use over the course of their next gig.

Bertram's New Identities! 1000eb.

Sold the wrong thing to the wrong people, and now they're out for blood? Slept with the wrong woman? Bombed a government building because of municipal taxes? Crazy Bertram can help!

Bertram can supply genuine looking travel and ID documents for almost any country in the world. If that doesn't take your fancy, he can provide a death certificate from a legitimate coroner and one of a selection of new names. Tracing someone who has faked their demise in this manner requires a minimum of DV17 Library Search or other appropriate skill roll. Rumours of the customer's death are spread as if they had a reputation of 5.