

Control, we're under the bridge now. No sign of the second perp. Can get forensics down here, but doesn't look like ther... Oh God, it's in the wate... This competition is childish, and a waste of time besides. The only reason one would consider the work of you two superior to mine own is if they were suffering from a deficiency in the cortex.

Subjects, I know you appreciate genius when you see it.

I reward your loyalty with this

CREEPING CHROME

Splitting Jaw. (Designed as cyberware for large animals, later adapted for humans.)

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

Internal Body Cyberware. Requires two option slots. The user's jaw is rebuilt, split into segments, and joined by elastic tissue. The result is a saw-toothed mouth that can stretch to a grotesque extent. The user may make Grab and Choke Actions with their mouth. **Powerful enough to crush a man's skull.**

Pincer Hand. (Invented for destroying underwater telecoms cables.)

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

Cyberarm Option. Replaces the hand entirely with a sharp hydraulic claw. The user takes a -4 to rolls when using the pincer for anything other than attacks. The pincer may be used as a Very Heavy Melee Weapon. If the Pincer Hand deals a critical injury, roll for the critical injury twice and choose one result. **Also powerful enough to crush a man's skull. Saw it happen a few days ago, in fact.**

Threat Display (Briefly sold by Biotechnica as part of a product line focused on biomimicry.)

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

External Body Cyberware. Frills coated in high-energy photoemitting cells are installed in a folded frill around the user's neck. Once per day, as an Action, the user can force all characters with eyes within 4m/yds to roll a DV15 Resist Torture/Drugs roll or suffer the Damaged Eye Critical Injury for 1 minute. **Patterned after an extinct genus of reptiles that I used to enjoy.**

Optical/Audio Rewire. (Poor uptake, and forcible implantation resulted in severe depression.)

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

Neuralware. The sensory centres of the brain are altered, assigning more grey matter to the audio processing parts of the brain. The user gains the Damaged Eye Critical Injury, which cannot be treated, but adds +4 to all Perception rolls that involve hearing. **Leaves subjects as blind as a bat is going to be if he doesn't stop involving me in these games, but is useful for surveillance.**

Stalk Eye. (Became an object of mockery on a chat show, leading to sales plummeting.)

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

Cyberoptic Option. The user's eye is installed on an extendable and flexible armature, that can extend up to 1m/yds from the user's skull. The user can look around corners without leaving cover. *The brave might try poking it through a ventilation grate. Just be sure to check for fans first.*

Monotasking. (Quietly offered to low-level officer workers in a few Megacorps.)

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

Neuralware. Inserts new chemical pathways in parts of the cerebellum, discouraging creative thought, but increasing the user's ability to focus. The user reduces their Int by 2, but adds +2 to their Willpower. *What use is thought to the thoughtless? Better that they are put to a purer purpose.*

Polymeric Secretions. (Long term health effects unknown, implications of poor outcomes.)

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

External Body Cyberware. The user constantly produces a waxy substance from their skin that eventually forms a tough, but flexible layer over their body. If the user hasn't had their armour ablated in the last 10 minutes, the user has +1 SP to their armour on their body and head. Multiple installations do not stack. *The wax is plastic based, so do not try to eat it. I have lost one to many subjects that way.*

Grasping Mount. (Uses an pseudo-AI assisted control mechanism that is illegal post DataCrash.)

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

Cyberarm Option. An adaptable weapon mount that takes the form of a bundle of writhing tendrils. As an Action, the user may integrate any easily reachable one-handed weapon into the mount. The installed weapon replaces any previously installed weapon. The user loses 1d6 Humanity from the nerve feedback. The user may conceal an installed weapon in their arm without a check. *Subjects that can scavenge their own tools drastically outperform those with fixed equipment. Experiments are undergoing as to why.*

Delayed Trauma Response. (Designer executed for leaking company secrets. Designer executed again when found to still be alive.)

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

Internal Body Cyberware. Takes two option slots. An internal hormone reservoir dampens the risk of fatal shock, and floods the body with a limited reserve of adrenaline when potentially fatal damage is detected. The user makes Death Saves at the end of their turn, not the start. *With appropriately damped fear responses, this is a potent force multiplier when used on a grand scale.*

Combat Horns. (Banned in certain states following condemnation from religious groups.)

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

External Body Cyberware. A set of large horns that protrude forwards of the skull. May be used in combat as a Medium Melee Weapon, or a Very Heavy Melee Weapon if the user moves more than 4m/yds in a straight line before attacking. *The most common appearance option is that of a demon, but I prefer them to be styled after certain beetles.*

Extendable Fins. (Research site was an early casualty of the submarine battles of the 4th war.)

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

Borgware. A cluster of thin collapsible "wings" are implanted into the back of the user. When deployed in the water, they fan out to aid in navigation and propulsion. The user gains 4 Move when operating in an underwater environment, and moves an additional +4m/yds when making a Run Action underwater. *A fool once referred to a subject with these as looking like a drowned angel. She dived with him until he burst.*

Data Inload. (Produced by Biotechnica to train clones, kept confidential to avoid public pushback.)

Cost: 500eb for a basic skill, 1000 for a x2 skill.

A single use data download made directly to the brain via the use of an Interface Plug or braindance helmet. The user must immediately make a Death Save. If they survive, they gain rank 2 in the downloaded skill, provided the skill was below rank 2. They take 2d6 Humanity Loss from the mental strain. *Useful for the rapid production of subjects that need basic competence, but are otherwise disposable.*

Subjects, this is the end of this transmission. I only ask that you make good use of what I have shown you. Once again, I extend the offer to make perfect any subject who wishes to submit themselves to my care. I am more generous than the others. Remember that.

Control, be advised. It's peaceful down here. You should join us.