

Dear Reader, I owe you an apology. During the festivities last year, I was unfortunately distracted by the rambunctious pair that I call my colleagues. Regretfully, they took our friendly competition a little too far and I have spent much of the year previous recovering from certain injuries I sustained during the events.

But worry not, Dear Reader, I have returned with more revelations for you. A few items may have been sampled from the archives of the other two, who are sadly indisposed at this time.

They really should have known better.

Well, enough with the unpleasantries. Enjoy this collection, which I have named

Grimson Chrome

Parasite Plating. (Release date missed. Mobile incinerator ordered to production facilities.)

Cost: 500eb (Expensive). Install: Hospital. Humanity Loss: 0.

External Body Cyberware. An advanced ballistic plating implant with a prototype nanite interface to aid connections with the body. Armours the user's body with SP9 in all areas. Automatically repairs at a rate of 1 SP per day by inflicting 5 damage direct to the user's HP. Removal of the Parasite Plating causes 4d6 Humanity Loss. *Wires in the flesh, crawling along the nerves. Hooks in deep.*

Limb Brain. (Withdrawn after the apparent suicides of numerous early adopters.)

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

Cyberlimb Option. An artificial sub brain designed to control a cyberlimb, even when the user is incapacitated. If the Limb Brain is installed in an arm and the user is unconscious, they may still make Brawling attacks against the nearest target, counting the skill as being at rank 2. If the Limb Brain is installed in a leg, the user may stand and take move actions while unconscious as if they had a Move Stat of 2. *Have you ever had a dream where you were falling?*

Explosive Poison. (Restricted for the use of Militech commando units.)

Cost: 100eb (Premium).

A target that ingests or is otherwise hit by a weapon poisoned with Explosive Poison must attempt to pass a DV 13 Resist Torture/Drugs roll. If the target fails this roll, they suffer no immediate damage, but the first time they are dealt damage by fire or a source of heat in the next hour, they take 4d6 damage direct to their HP. If the target is affected by four or more vials of Explosive Poison at the same time, this damage is increased to 8d6 and everything else within a 3x3m/yds area centred on the target is dealt 6d6 damage as if they had been hit with an AP grenade. Characters (aside from the one poisoned) with the ability to dodge bullets may attempt to beat a DV15 Dodge roll to evade this damage. *It must feel exquisite as it burns.*

Fleshcarver. (Appeared on the market with no trace of who manufactured it initially.)

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

Cyberarm Option. An elegant claw that combines a hand with retractable surgical tools. May be used as tools for First Aid, Paramedic, and Surgery rolls. Additionally functions as a Medium Melee Weapon. When making an aimed attack to the head with the Fleshcarver, instead of dealing damage, the user may instead attempt to maim the target with a DV12 Surgery roll (even if they don't have ranks in MedTech). If they succeed, the opponent suffers 1d6 humanity loss, and a -2 to Personal Grooming rolls until they have corrective Biosculpting. *I suspect that one of my colleagues was responsible for this. Of the two, I could not guess at which disregards conventional "beauty" more. It is something we have in common, Dear Reader, so I cannot fault them for that.*

Hobgoblin. (Appeared for sale after the Nilbog Incident. NetWatch allocating funds to investigate.)

Cost: 500eb (Expensive).

Anti-Program/Anti-Personnel Black ICE, PER 4 SPD 4 ATK 4 DEF 4 REZ 10.

ICON: A cackling goblin with glowing orange eyes.

Deals 3d6 damage to either an enemy Netrunner or enemy Program. If this damage is enough to Derezz a Program, it is Destroyed instead. Upon activation and on the Hobgoblin's turn each round, the user must pass a DV10 Interface roll to instruct it to attack a particular target. In the absence of instruction, the Hobgoblin will default to attacking any Netrunner present at random, including its user. *I've had cause to think of legacy as late. How one might persevere beyond his end, through what he leaves behind. The inherited malice of these programs speak to me, Dear Reader.*

Brainbox. (Deemed too dangerous to the user for the public market. Available upon request only.)

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

Neuralware Option. Only one Brainbox may be installed at a time. Mounts a bulky box to the back of the user's head. Adds two Neuralware slots to the character. If the character suffers damage to the head (after armour and other damage reduction), there is a 50% chance that the Brainbox will be damaged. When damaged, the user loses access to any options installed in the box, and additionally suffers the Brain Damage critical injury. *For those who find it too crowded in their heads.*

Needlespine. (Designed by Bodyweight for combat troops. Recalled after overdoses spiked.)

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

Borgware. A large apparatus that runs the length of the user's spine, and contains multiple vials of chemicals ready to be injected. May be loaded with up to six doses of Street Drugs, which may be of different types. The user may take an Action to inject any one loaded Street Drug into their body. A user with a Biomonitor can program the AutoInjector to inject them with a loaded Street Drug automatically when they roll Initiative, suffer a Critical Injury, or enter a chosen Wound State. Only one Street Drug may be injected at a time, but each dose may be given a different triggering condition. If two Street Drugs have the same triggering condition, the user must choose one to be injected. *As ever, blood is the key.*

Therapy Visor. (Added to police forces' training manuals as a sign of developing cyberpsychosis.)

Cost: 500eb (Expensive).

Officially designed to help combat PTSD but finding use with others who disassociate, this visor overlays pleasant imagery over anything disturbing, automatically editing corpses into blooms of flowers and burning wrecks into festive firepits. A character with an Emp stat of less than 3 suffers no humanity loss from visual trauma while wearing the visor. *I've seen my colleague tame a raging beast of a creature with its happy memories playing on repeat. The mind is perhaps even more malleable than the body, sometimes.*

Monitor Brand. (Misuse proved fatal at a high-profile athletics trials event. Hastily pulled.)

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

External Body Cyberware. A metallic disc that lies over the sternum, providing a crude but relatively cheap means of forcibly regulating the heart and lungs. As an action, the user may adjust their respiration rate. If slowed, they reduce their initiative rolls and Move stat by 1, but increase Stealth and Concentration rolls by 1 and double the time taken before they asphyxiate without oxygen. If quickened, they increase their Initiative rolls by 2, reduce Stealth and Concentration rolls by 2, and asphyxiate without oxygen in a number of rounds equal to their Body stat. *Once you've held a heart in your hands, another's or your own, you'll never quite see flesh the same.*

Phylactery. (Only six were ever built, four of which are accounted for.)

Cost: 10,000eb (Super Luxury). Install: Hospital. Humanity Loss: 4d6.

Borgware. Incompatible with a Biosystem. Designed to preserve the user's life at all costs, the Phylactery system is an attempt to grant critical organs within a meat body some of the resistance to fatal harm possessed by a full body conversion. Upon dying, the user of the Phylactery does not truly expire. Instead, their brain, heart, and a single lung are preserved by a life support system. This system retains enough power to operate for a week, after which the user will die unless they have been Stabilised with a DV17 roll. The system does not allow the user to function in any way beyond hovering at the edge of consciousness, and has 10HP. *Perhaps my best work, and one I have found all too easy to appreciate in this last year. The silence gives one time to think, both of where his actions have led him, and what action he intends to take upon his restoration. As much as I certainly trust in the better nature of man, only a fool is not prepared for underhandedness.*

As I said. They really should have known better.