

**All officers, we have a disturbance reported....** *Never mind them, Acolytes, I find myself disturbed. This is a season special to so many of us, a time of enjoyment and merriment, and a certain blood bag is letting his ego get in the way of a perfect time for research. It is childish, unsophisticated, and frankly, he can go an..*  
**...hree confirmed perpetrators, be advised one is travelling at spee..**

*But, if he wants to see which of us is better, I'll gladly make the first move.*

*I give you*

# DECAYING CHROME

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Nerve Stimulator Tines. (Made illegal after an expose on black sites was published in 2019.)

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

Cyberarm Option. Five flexible wires that can be extended from each finger, and are prehensile enough to work their way under the skin and into nerve clusters, where they can trigger extreme pain or pleasure. Provides a +2 to Interrogation rolls against a restrained target, and a +2 to Persuasion rolls against a willing target. *They dance in my hands like puppets on strings.*

Intelligent Smartgun Link. (Illegal in all countries that NetWatch operates in.)

Cost: 500eb (Expensive).

Weapon Upgrade, all non-exotic ranged weapons. Requires 2 Attachment Slots. Functions as a Smartgun Link, but increases the bonus to attack rolls to +2. The User must pass a DV13 Concentration roll at the start of each turn that they are connected to the Link, or immediately use their Action to fire on the closest living creature, friend or foe. *They taught a weapon to hate, it's wrong for them to be ashamed of that.*

Combat Rewiring (Designer shot eight times by a patient who thought she was a threat.)

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

Neuralware. Retasks parts of the brain not useful in combat to aid in general sensory processing. Reduces Human Perception rolls by 2, and increases Perception rolls by +2. *Be honest, Acolyte, were you really using the part of your brain that can recognise a smile anyway?*

Grafted Mass. (Complete sales failure due to appearance.)

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

Internal Body Cyberware. A substantial amount of bulk is added to the user's frame, adding cushioning against incoming trauma. The user increases their HP by 15, but can never make Run actions. *It might leave you bloated like a corpse, but it can stop you ending up as one.*

Tactical Computer. (Installation in commanding officers led to increased rates of desertion.)

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

Neuralware. Forces a state of rationality onto the user, and supplements the ability to analyse threats. The User adds +2 to all Tactics rolls, but takes a -2 to all Human Perception rolls. *Once you go far enough, Acolyte, the losses mean nothing at all.*

Emotional Lockdown. (Rollout paused after test subject escaped and went feral.)

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

Neuralware. Designed for use in penal battalions, the user's emotions are heavily muted, and the only pleasure they feel comes from the system rewarding "good behaviour". The user adds +1 to Facedown rolls, and regains 1 Humanity whenever they kill a living target. *To this day, there are rumours of something stalking the sewers of London, emerging at night to hunt.*

Compression Suit. (Designed for use by USAF pre-collapse, never made it to production.)

Cost: 500eb (Expensive).

Armour. A constantly shifting suit that reinforces the body in response to trauma. Provides SP7 to the head and body. When the user suffers a Critical Injury, the dice to see what Critical Injury they suffer are rolled twice, and the user chooses their preferred result. This effect does not function when the Compression Suit has been reduced to 0 SP or when the user is dealt a Critical Injury by a weapon that rolls twice to see what Critical Injury it deals. *Sufficient reinforcement to keep a flimsy body moving under its own power for long enough.*

Flexile Skeleton. (Program cancelled after first surgeries performed, subjects offered euthanasia.)

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

Internal Body Cyberware. The user's skeleton is thinned, and restructured. They become dramatically more flexible, but their body is much more vulnerable to damage. The user improves their DEX by 1, but reduces their maximum HP by 15. *They have this swaying walk that makes me think of scarecrows. Takes me back to my youth.*

Photophilia. (First produced in the 2000s. Fell out of favour with the spread of Cyberoptics)

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

Increases sensitivity of the eyes, drastically improving night vision.

Primary Effect: Lasts 1 Hour. For the duration of the Primary Effect, the user ignores all penalties to perception and vision from low light and darkness. The user instead suffers those penalties in brightly lit environments.

Secondary Effect (DV15). If the User wasn't already addicted to Photophilia, they are now. While addicted, the effects of Photophilia are permanent. *Consider this if you ever think there's a large bat crawling around, Acolyte. They have a way of turning up when you don't want them.*

ChestBurster. (Deemed too costly in personnel for benefit gained.)

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

Internal Body Cyberware. If the user is not suffering from the Broken Ribs Critical Injury, they may fire the ChestBurster with an Action. The ChestBurster is an Exotic Shotgun that can only be loaded with a single Shotgun Shell. After firing, the user immediately suffers the Broken Ribs Critical Injury.

*Someone was a fan of the classics.*

BlazeBlood. (Unknown source. First used to assassinate a surgeon.)

Street Drug. Cost Per Dose: 500eb (Expensive).

Introduces a volatile compound to the user's bloodstream that reacts on contact with the air.

Primary Effect: Lasts 10 minutes. For the duration of the Primary Effect, whenever the user would suffer a Critical Injury to any part of their body that is meat, all other creatures within 2m/yds of the user must pass a DV13 evasion roll or suffer 2d6 damage, soaked by armour as normal.

Secondary Effect (DV15). If the User wasn't already addicted to BlazeBlood, they are now. While addicted, Critical Injuries deal an additional 5 bonus damage to the user. *Not that I'd ever expect someone to try and bite you, Acolyte, but this is insurance. Just in case.*

Ballistic Gel Layer. (Noted to cause delusions of invincibility.)

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

External Body Cyberware. The user's skin is augmented with plates containing an impact dispersing fluid, reducing the damage from low energy attacks. When damage is rolled for an attack that hits the user, count any dice that landed on a result of 1 or 2 as if they were 0. *Remember, Acolyte, keep the terror up and they won't be able to land a good hit on you.*

*My colleagues, I look forward to your contributions. After all this talk, I am expecting something truly spectacular.*

*But, if you two don't have anything that can beat my work, feel free to admit defeat. There is no shame in it.*

*Remember that, Acolyte, sometimes it's better to know when you're beaten. Ask the insect, if you see her.*

**...fficer down. I repeat, officer down. Medevac requested. Trauma Team responding. Perp is still moving.**