

Sir, I it's happened again. No record of the database being altered. Our best say that there's no sign of external intrusion, but it's sitting as a top lev.... *Oh, be quiet, you simpering fools. I'm just here to settle a score. Acolytes, pay attention. A certain musty old blood bag decided to distribute a database of "forbidden" technology, in a transparent and pathetic attempt to stroke his ego and build some sort of mystique.*

And anything he can do, I can do better.

I give you

ROTTING CHROME

Revivifier. (Development started by Bodyweight in 2021, project abandoned due to war's end.)

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

Internal Body Cyberware. Neuralware Option. A series of vital-monitoring sensors installed around the major organs, and linked to implanted electrical probes. The first time each day that the user would fail a Death Save, they instead automatically succeed and are stabilised, but do not fall unconscious as normal. The user becomes highly aggressive for the next minute, and suffers a 1d6 reduction to their Int during this time. *Fell into my hands in 2036, with delightful results.*

Raven Microcybernetics "Barnard" Surgical Array. (Poor availability due to scarcity of components.)

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

Borgware. An abdomen mounted assemblage of small manipulator arms and surgical tools, easily concealed under a bulky coat. Gives +2 to First Aid, Paramedic, and Surgery rolls. Can be used in combat as an Excellent Quality Medium Melee Weapon. *Useful when the urge to experiment overtakes you in the field.*

Tempografts (Unknown manufacturer, distributed via black market.)

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

Internal Body Cyberware. Implanted synthetic myoblasts, primed to begin rapid proliferation and differentiation into short lived muscle tissue in response to a chemical trigger. Can be triggered with an Action, or linked to an installed Biomonitor to trigger when Initiative is rolled or at a specific Wound State. Can be used once per day. User increases their Body by 2 for the next hour. This increases the user's health and death save. This effect does not stack with itself, but multiple installations of this cyberware allow for additional uses per day. *One of mine. It was a commission for a contestant in a bodybuilding competition. I did warn him not to push it too far. Oh, the mess was terrible.*

Infrasound Pulser. (Caused paranoid breakdowns in early adopters, model withdrawn for review.)

Cost: 500eb (Expensive). Install: Clinic. Humanity Loss: 1d6.

Internal Body Cyberware, or Cyberarm Option. A broadcasting device that emits constant pulses of low frequency sound, causing unease in nearby creatures. Meat creatures that have a sense of hearing within 25yds/m of the user suffer a -2 penalty to Concentration rolls. *A few of these and you'll see even veterans run at the sound of claws scraping at doors.*

Cogitare. (Early coprocessor, later supplanted by safer, but more expensive, cognitive boosters.)

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

Neuralware. Improves the ability of the user to calculate numbers, via an implanted biowafer computer inserted into the cerebral cortex. User may add a +2 modifier to any Science:

Mathematics and Accounting rolls, but takes 2 damage directly to the brain if they do so. *I've lost an assistant or two to these before, but I'm sure that you'll be more sensible, Acolyte.*

Dryweave. (Failed on the market due to public reaction to the appearance of users.)

Cost: 500eb (Expensive). Install: Clinic. Humanity Loss: 1d6.

External Body Cyberware. A nanomaterial skin covering that absorbs water from the atmosphere and recycles sweat to hydrate the user. Compatible with Skinweave. Causes the outer layer of the user's skin to take on a dry and cracked appearance. Capable of sustaining the user, even in desert conditions, but will not quench thirst. *Personally, I think the ability to walk across a wasteland with no supplies outweighs looking like you crawled out of a crypt, but the public are always a disappointment.*

SlamDance Flesh Hook. (Recalled after leaked footage of the Tijuana massacre was circulated on the DataPool.)

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

Cyberarm Option. Takes two option slots. A large hook with sharpened edges that replaces the hand entirely. Can be used to attempt simple tasks at the referee's discretion with a -4 penalty. In combat it can be used as a Heavy Melee Weapon. Whenever this weapon causes the Foreign Object Critical Injury, roll again on the Critical Injury table until the target suffers a Critical Injury that isn't Foreign Injury. They suffer the effects of that Critical Injury as well. The second injury causes no bonus damage. *When all you have is a meat hook, everyone looks like they belong in a larder.*

Brighteye. (Typically considered Fashionware, but was initially produced by Kiroshi for military purposes.)

Cost: 100eb (Premium). Install: Clinic. Humanity Loss: 1d6/2.

Cyberoptic Option. A flashlight implanted into the cyberoptic, with an effective range of 50 yds/m.

Comes in any chosen colour, including ultraviolet. *You'd be surprised how often the distinction between "Low Light" and "No Light" matters in my line of work.*

Spine Chiller. (Designed as an aid to marksmen, sees more use with murderers.)

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

Slows down the user, reducing tremors in the body, stilling movement and improving accuracy.

Primary Effect: Lasts 10 Minutes. For the duration of the Primary Effect, the user subtracts 2 from their Move, Dex, and any Initiative roll they make. The user also adds +2 to attack rolls when making an Aimed Shots with ranged weapons, and any Stealth rolls.

Secondary Effect (DV17). If the User wasn't already addicted to Spine Chiller, they are now. While addicted, the user subtracts 2 from any attack rolls when making an Aimed Shot with ranged weapons, unless the user is currently experiencing the Primary Effect of Spine Chiller. *Cold as a corpse, and quiet as the grave.*

Ghoul. (The 2045 NetWatch corporate advisory guide rated it poorly due to ever fluctuating space requirements.)

Anti-Program Black ICE program. Cost 500eb (Expensive) PER 3, SPD 7, ATK 7, DEF 3, REZ 20.

Deals 3d6 damage to a program. Ghoul's REZ is restored by the same amount of damage done.

ICON: A hunched figure in a loincloth, with a long tongue and distended stomach.

Don't believe the reports, they know why it hungers for data, and it terrifies them.

Shadow. (Lesser used Defender. Seeing a revival as Net clashes become increasingly vicious.)

Defender program. Cost 50eb (Costly) REZ 7.

Attempts to stop the first successful Black ICE program effect from affecting the Netrunner. Roll a d10. On an 8 or lower, the Shadow absorbs the effect and nullifies it, on a 9 or 10 the Black ICE affects its target like normal. After absorbing an effect, the Shadow Derezzes itself.

ICON: A warped silhouette of the Netrunner using the program, stretching out in front of them.

Everyone has forgotten why they stopped using this one, I look forward to them finding out once more.

Wind-up Pumpkin Boy. (The most popular seasonal toy of the year. In 2013.)

Cost: 50eb (Costly).

A small wind up doll that can be wound and set down on a surface as an action, whereupon it will travel in a straight line at a speed of 1 yd/m a round until it has travelled 20 yds/m. The doll has a hollow space inside its pumpkin head, large enough to hold a selection of delicious candy. Or a grenade. *Thirty-two years, and still just as amusing as the first time.*

Sanroo Spooky Cutie. (A limited edition for Halloween 2044.)

Cost: 1000eb (Very Expensive).

An Exotic Excellent Quality Very Heavy Pistol, in a Halloween themed orange and black colour scheme. Whenever this weapon is fired, a die result of 10 on the attack roll is a Surprise Round, this attack does 3d6 damage in a 3 yds/m area around the target with a candy scented explosive. *It's a charming little weapon, really gets me into the spirit of things.*

And with that, Acolyte, I'll take my leave. I hope I've made my point about who really has power to share.

...el entry in the Architecture. We don't know what is causing these files to appear, but I think we need to consider involving the higher ups.

....Sir? Sir!