

COMBAT AUGMENTATIONS	Ware Type	Complexity/GP	Description
Adrenal Surge	B	Maj/3	Supercharged adrenal response. +1 Vigor, ignore 1 wound.
Drug Glands	B	Min/R/1 + Drug	Produces one type of drug.
Energy Efficiency	BHM	Maj/3	One extra short recharge per day.
Hardened Skeleton	CH	Maj/3	Bone lacing. +1 WT, +5 DUR, +3/5 DR, +10 SOM Check.
Immunizers	N	Mod/2	Medicine: Biotech 60 Test for future immunity to drug, toxin, or disease.
Medichines	NH	Maj/3	Ignore 1 wound, heal faster, drug/toxin effect/duration halved.
Muscle Augmentation	BCH	Maj/3	Muscles enhanced with myofibers. +1d6 DV melee, +10 SOM Checks.
Nanophages	N	Mod/2	SOM Check negates nanodrugs/toxins, fail halves effects.
Nanopump	N	Min/1 + Nanodrug	Nanobot hive, produces one type of nanodrug.
Nanotox Glands	N	Min/R/2 + Nanotoxin	Nanobot hive, produces one type of nanotoxin.
Neurachem	BH	Maj/3	Enhanced synapses and neurotransmitters. +2 Vigor.
Novacardium	B	Mod/2	Enhanced heart and circulatory system. +1 Vigor.
Pain Regulator	B	Mod/2	Dulls pain experience. Ignore 1 wound effect.
Pneumatics	H	Maj/3	Soft actuators. +10 Athletics, +1d6 DV melee.
Poison Glands	B	Min/R/1 + Toxin	Produces one type of poison.
Radar Absorbent	H	Mod/2	-30 Perceive using radar/terahertz.
Reflex Boosters	CH	Maj/3	Spine and nervous system rewired. +3 INIT, +10 REF Check.
Respirocytes	N	Mod/2	Artificial blood cells, provide 4 hours of air, +5 DUR, +1 WT, +3 DR.
Smart Actuators	H	Mod/2	Faster/stronger robotics. +1 Vigor.
Stress Control	BM	Mod/2	Manages stress levels. +10 WIL Checks vs. stress, +1 Trauma Threshold.
Structural Enhancement	H	Maj/3	Tougher frame. +2 WT, +10 DUR, +10 DR.
Telescoping Limb	CH	Mod/2	Extending limbs. +1 Reach.
Toxin Filters	B	Maj/3	+30 to apt checks to resist drugs/toxins, effect/duration halved.
Weapon Mount	CH	Min/R/1	Hardpoint holds one fixed/swiveling/articulated weapon. Concealable.