

PHYSICAL AUGMENTATIONS	Ware Type	Complexity/GP	Description
Circadian Regulation	B	Mod/2	Need only 2 hours of sleep. Long recharges take 2 hours.
Cold Tolerance	B	Min/1	Handle temps as low as -80 C/-112 F.
Cryogenic Protection	CH	Mod/2	Handle temps as low as -120/-200 C (biomorphs) or lower (synthmorphs).
Cyberlimb	C	Mod/2	Replacement limb. 6/4 AV when targeted, +5 SOM Check.
Cyberlimb Plus	C	Maj/3	Replacement/extra limb. As cyberlimb, +1 Vigor pool.
Enhanced Respiration	B	Min/1	Breathe wider range of atmospheres, hold breath longer.
Fractal Digits	CH	Min/1	+10 Hardware Tests involving ultra-fine manipulation.
Gas-Jet System	CH	Mod/2	+10 Free Fall.
Gills	B	Min/1	Breathe both air and water.
Grip Pads	BCH	Min/1	+30 climbing Athletics Tests.
Hibernation	B	Min/1	Reduce metabolism, need only 5% normal amount of food, water, and air.
Hidden Compartment	CH	Min/1	Concealed, shielded compartment. +30 Infiltrate to hide items.
Magnetic System	CH	Min/1	+30 SOM Checks to cling to ferrous materials and objects.
Mobility System	H	Mod/2	Additional specified movement type (p. XX).
Modular Design	H	Mod/2	Lock w/other modules to create gestalt forms. <i>Flexbot Rules</i> , p. XX.
Nanotat ID Flux	N	Maj/R/3	Switch out your nanotat ID.
Oxygen Reserve	C	Min/1	Oxygen tank/rebreather with 3 hours of air.
Prehensile Feet	BCH	Min/1	Can use feet as hands. -8 full move.
Prehensile Tail	BCH	Min/1	Can grip with tail. +10 balanced-based Athletics.
Pressure Adaptation	BH	Min/1	Handle extreme pressure.
Retracting Limbs	H	Min/1	Limb retracts, can hold 1 small item.
Shape Adjusting	H	Maj/3	Smart material composition, can create 2 Min or 1 Mod item/ware, more.
Skinlink	HN	Min/1	Create a "hardwired" mesh link by touch.
Skin Pocket	B	Min/1	Concealment for very small (and some small) items (+30 Infiltrate).
Thermogenic Protection	H	Mod/2	Handle high temps up to 1,000 C.
Utilimod	CH	Mod/2	Implanted utilitool.
Vacuum Sealing	B	Min/1	Can survive exposure to vacuum.
Wings	BCH	Mod/2	Enable flight if small or in low gravities.