

# CYBERSMILY'S DEPOT OF CHROME

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# CYBERSMILY'S DEPOT OF CHROME

## NEW CYBERWARE

### Building Block Chips CHIPWARE

Cost: Skill chip x5

New From BMS. Skill Chips that keep on learning! These chips can grow with you as you learn from your mistakes and successes. They are a little bit bigger but that's because of the micro-AI inside that learns along with you.

NOTE: BMS disclaims any tampering with the chip. There have been incidents of 'rogue' chips that BMS did not produce. These 'rogue' chips have caused psychosis and programmed thoughts in individuals who bought off the street and BMS takes no responsibility for such use

*Game Notes: These are the same as skill chips but take up 2 slots and are considered 2 skills for INT capacity. The cost is 5x normal price and maybe bought as high as +3. PCs gain IP for using these skills. After 1 year of use the chip is no longer needed (if PCs pay the IP for the starting level of the skill i.e. a level 2 chip requires 20 IP before the chip can be removed) Surgery: N; HC: 0*

### Instant Face IMPLANT

Cost: 1000eb + 500eb

Tired of looking at the mirror and seeing the same person over and over? Well now with Instant Face you don't have to. Implants installed under your

face allows bone structure to be manipulated with a thought! Have people guessing what you'll look like with Instant Face from BMS Surgical. NOTE: This item is illegal in several countries and can be considered a Priority IV crime if used by a known felon.

*Game Notes: Add a +5 to Disguise rolls. With a PC, interface plugs and a program (500 eb) the character will be able to match any face scanned into the computer. Very Difficult Awareness/Notice roll to recognize the face as an imposter. Modification to the user's body can increase Disguise even further. Surgery: MA; HC: 1D6+3*

### Holo-Hand CYBER LIMB

Cost: 1,000eb

That's right, holographic images at your fingertips. This hand option uses the latest in holographic generator technology. Images must be loaded into the hand's memory to use.

*Game Notes: This is a cyberhand option. No other options may be installed into this hand. Images can be downloaded through interface plugs or a chip socket. The holograms are small, no larger than the size of a hand. A baseball, handgun, or grenade are*

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*about the size of the hologram. Surgery: N; HC: 2*

## Flashbulb Eye CYBER OPTIC

Cost: 500eb

Brings the Hand option to your eye! Surprise your opponent with this great option. Often people get suspicion when you start to raise your arm. Now you don't have to. Just click, any of your opponents will drop like flies, not even knowing what hit them.

*Game Notes: Has the same stats for the flashbulb hand option from Chrome 2. Takes 2 options. You must have Anti-Dazzle in the other eye or else the player will suffer the same effects. Doesn't work through goggles, shades, or opti-shields. Surgery: N; HC: 2*

## Retrax Wire NEURALWARE

Cost: 150eb

First generation Livewires! A 1m long low impedance cable that has a spool implanted to wind the cord up when not in use. By signal from your Neural Processor, you can vary the length of the wire to fit your needs. You're already plugged in when you pull the cable to interface. Gone are the days when you would plug the cable into yourself and then to your gun or deck. No more worrying about your cable being too long and in the way. The

implant may be in either your neck or arm.

*Game Notes: As interface plugs but with the wire. The character mentally controls the length of the cord according to their needs. Surgery: M; HC: 1D6+1*

## The Projector Eye CYBER OPTIC

Cost: 300eb

New from BMS, The Projector Eye. This little optic allows you to show the rest of the world what you see. Like a old school movie projector, the Projector Eye will show on any surface what the person wants. If you have a vid camera on your finger and peek around a corner now you can show the rest of the team what you see. You also can be the life of the party by showing films anywhere you want. On the wall, on the ceiling, on the fridge, anywhere you look. You must have a cyber optic and a neural processor.

*Game Notes: Takes 2 options. Can be linked to a vid screen or any other viewing device through interface plugs Surgery: N; HC: 2*

## Sandman Implant IMPLANT

Cost: 200eb

Tired of not getting enough sleep? You're away for a while and forgot your sleep inducer? Well, BMS has the answer for you. The Sandman implant

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is an internal sleep inducer. When you want to go to sleep just think about it and boom, you're out like a light. You also have setting for when you need to wake up. If there is a noise above a certain decibel your internal alarm will go off (need cyber audio for this option). Or you may set a time. Or when light hits your face (cyber optics needed for this option). No longer do

you have to worry about bringing your sleep inducer when you're always carrying it. NOTE: Use of this implant as means of controlling an individual is illegal in 3 states.

*Game Notes works as a sleep inducer (Chrome book 1 pg11) but with more options as above. Surgery: M; HC: 2*



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## NEW GEAR

### Nanite Weave CLOTHES

Cost: clothing x 50-100

Tire of mending bullet holes in your fav suit? Input complaining about sewing up those cuts in your Gibson jeans. Then, if you've got the ching, take looking at upgrading to Nano-weave. Through the marvels of today, Horus-Re Fashions have combined the wonderful world of nanite to their fabrics. Now you may be wondering exactly what it does. Well, you should ask what it doesn't do. The new synthetic weave will mend small rips and tears. It will keep your clothes smelling new and keep them clean. It's a miracle to the fashion conscious. Now you can get this wonderful fabric in any style of clothing you want for a mere 5,000%-10,000% price increase. But now these clothes will last a lot longer than anything you've worn before.

*Game Notes: This fabric will only mend small tears. A monthly treatment for the clothes (which costs 100eb/Month) keeps the nanites active. If a treatment is missed the nanites will lose 25% of their efficiency/month. This weave will also repair SP damage at a rate of 1SP/day.*

### Shitoraki's Palm Buddy COMPUTER

Cost: 400eb

The Palm Buddy is better, more advanced, and will kick the e-book's ass any day of the week! It's smaller (measuring 12cm x 6cm x 1cm), more durable, and packs the computing power of a PC right in your hand. The Palm Buddy is a stylist/screen interface with net access and a chip slot. It has the same features as an e-book offers plus adaptability to the ever-changing face of technology. When you buy one, Shitoraki guarantees you won't need to upgrade for at least 5 years! The Palm Buddy is your one stop for handheld computers.

*Game Notes: Same as E-book with some additional features and improvements. First off, with nanotechnology Shitoraki was able to cram a full CPU into it (1 CPU, INT 3, 20 MU). It is hardened against EMP and other microwave effects. If you REALLY want to netrun with it, you can. It's equal to a deck with Speed: -3, Datawall: +1, 25 MU. It can be upgraded easily with any packages available for computers.*

### Einstein RX DRUG

Cost: 100eb/dose

The faster you learn, the more you earn. This credo is the main reason



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Einstein RX was invented. This drug boost chemicals in the brain to help with concentration, memorization, and problem solving. In the end you will learn twice as fast as someone not on the drug. It is a revolution in education. Now you only need two years to finish high school, or 4 years to get a doctorate! Note: some side effects include insomnia, hunger, and hemophilia.

*Game Notes: This drug needs to be taken for at least a month before its effects are felt. One dose needs to be taken daily. The drug will reduce the IP cost of a skill by 40%. So, going from +4 to +5 would cost 24IP. However, sleeplessness will reduce a character's Humanity by 1d10. The player needs to eat twice the amount they normally do. Finally, the player has a 10% chance/week (not cumulative) of use of developing hemophilia. When they do, all damage taken is doubled, and a player will bleed for 1 wound point per minute if they are Seriously wounded or worst. There are drugs and treatments to help with all these side-effects. The referee should determine the cost.*

## Sonic Washer PERSONAL ELECTRONICS

Cost: 400eb

Get your clothes clean and smell fresh in just under 20 minutes. The Sonic Washer cleans with ultrasound causing no damage to the garment but

removing all stains. Why use water, it's polluted and sound isn't.

## Holo-Mask SURVEILLANCE

Cost: 1,250 eb

Want to change your looks but don't want to have surgery? Holo-Mask is a skintight mask that fits your face. It comes with a chip reader to load in facial images. Scare your friends, attract lovers, and fool everyone else with Holo-Mask.

*Game Notes: This adds a +5 Disguise to rolls for it. IR and UV imaging can see through this disguise.*

## Tapper SURVEILLANCE

Cost: 1,000 eb

Aim and shoot. This compact unit is the size of a flashlight. The Tapper will find and acquire the frequency of a cell phone it's pointed at. Listen in on that secret conversation you've just targeted without anyone knowing. Note that Privacy Plus options for cell phones prevent the Tapper from listening. There is an advanced model that can crack most encrypted and scrambled signals (70% of working). This advanced model is the size of a handgun and costs 10 times as much. Warning: possession of the Advanced Tapper is illegal in most states and countries; only authorized personnel

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may use them. If caught with one, it is a Priority 3 crime.

## Laser Deceiving Module (AKA the Laser Tree) SURVEILLANCE

Cost: 3,000 eb

This device has a base about 6 inches in diameter, and 2 feet high. From the base there are 10 stalks about 10 inches long, each with a laser at the end of them. The stalks may be bent anyway and will remain that way until they move. The base contains microprocessors that will adjust the laser to a specific frequency, strobe, heat, etc. to match any that are programed into it. The Laser Tree works best with a LaFF Macu3. With this device you will be able to deceive the laser lens of any laser lens.

## Todake Nanite Manufacturer TOOLS

Cost: 200,000eb

The cutting edge in technology is opening to the common man. Nanotechnology was limited to Mega corporation and costs were astronomical. With this machine, anyone with training in nanotechnology can produce nanites. Impress your friends, start a small business, or just have fun with Todake Nanite Manufacturer.

*Game Notes: First, the machine takes up about 40 sq. ft. of area. Second, a person needs at least an Expert:*

*Nanites skill of +3 to operate it. And third, this machine doesn't produce biological grade nanites i.e. use for cyberware. However, with a little tinkering by a Techie and Medtechie (Jury-rig vs. DIFF 30 and a Medtech roll vs. 25), a player may be able to produce nanites to inject into a person. As a Referee, you and players should determine what kind of nanites it can produce.*

## Portable Holo-Phone COMMUNICATION

Cost: 900eb

Yes, Shitoraki does it again with the modern marvels. The portable holo-phone is the size of a softball but who cares when you can bring a holo anywhere! Impress your friends and be the first one to use a Holo-Phone by Shitoraki.

*Game Notes: The Holo Phone has an image scanner that the person must point at themselves if they wish for the person at the other end to see them. The recorder just takes the image of the user's face and the computer alters its back. As an option (200eb) the user can have a preprogramed image sent to the other holo phone. So, when the other person picks up, they could be looking at the head of a pit bulldog talking to them.*



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## The Word Wand by Shitoraki

COMMUNICATION

Cost: 50eb

This little device is a bit old tech, but great if you're in an ECM area. All you do is punch in a message, then wave the wand right to the left. The letters will appear in a readable format and can be read from 200 meters. The wand also comes with an optional IR or UV setting, so only people equipped with devices that can see in those spectrums will be the only ones able to read the message. Lo-tech is better than no-tech!

*Game Notes: In also comes in a cyberhand option (+150eb SURG: NA HC: 1)*

## Shitoraki's RCK Buffer

COMPUTER

Cost: 3,000eb

Tired of trying to hack into a system that's off the net, having to risk your meat body by infiltrating into the building to find a terminal you can crack? Shitoraki wants to make it easier. The news was full of stories about hackers getting into a computer that was completely off the net, and no one could possibly get into the building because of all the guards. So how do they do it? They hacked through the remote systems, that's how. You see cameras all over the outside of a facility right. Well, those cameras usually go to a monitoring computer of some sort. Now all you must do is ride

that data line into the system. The only problem was those lines are made for only images etc. With the RCK buffer you can use your cybermodem to hack into the system causing as much mayhem as you wish. Note: the RCK Buffer is illegal in several countries and states.

*Game Notes: With an Electronics roll vs a DIFF of 20 the netrunner would be able to use the data line as a backdoor to the system. The buffer allows the runner to be able to work in the system. There are some drawbacks. First the runner has a -5 Deck Speed. Also, there's 5% per net round that the runners will be lagged up. This will freeze the runner for 1d6 rds., in which they may do nothing.*

## BMS Rejuvenator

Treatments

MEDICAL

Cost: 1,000eb/treatment

Age is the most destructive thing that affects the human body. We all suffer from it. However, BMS has made great breakthroughs in anti-aging. BMS can guarantee your youth and age expectancy to double by having their treatment done monthly. Think about it, living longer so you can do the things you want. Have the vigor of a 15-year-old in a 30-year-old body. It could be yours. Come down to any BMS medical facility and start getting your treatments today for a longer, healthier life.

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*Game Notes: Player must have these treatments at least once per month to be effective. These treatments will prevent any stat lost from aging. Skipping one treatment has a 10% cumulative chance of reversing the effects i.e. stat lose comes back. Also 20% of the population is unaffected by the treatments.*

## Shitoraki Cyber Assisted & Control Helmet (AKA CACHE) PERSONAL ELECTRONICS

Cost: 3,000eb

Researchers worked night and day to bring the benefits of a vehicle link to the un-cybered enhanced. Yes, today you no longer need plugs or a processor to gain the benefits of those spit-second benefits a link would give. With 'trode technology the helmet is able to link the driver with the vehicle as a vehicle link would. The microcomputer helps assist the driving too. You can click on auto pilot and take a nap! (Caution: do not try this option on crowded streets or winding roads. Flat, straight road are the most advisable). Not only that but you can keep adding on the benefits that a CACHE can give you! The visor can except any cyberoptic feature you can think of (up to 5 options). If you want audio, you got it. Think of the possibilities this system can give you. Anything you want to install in a helmet can be. Just say the word and Shitoraki

will customize a CACHE for you within a day's time!

*Game Notes: The helmet has an SP rating of 25. It takes about 30-60 seconds to put on because of the 'trodes the user must wear. The CACHE gives the user a +1 to vehicle rolls. If the auto pilot is activated, it drives the vehicle with a skill of 1. Any sharp turns, quick stops, or any maneuvering should require a roll. You may add any cyber optic option at +10% of the cost for said option (total of 5 options). You may add any cyber audio option at +10% of the cost for said option (up to 6 options). The helmet can be hooked to any computer. There's a cyber version of this helmet which gives a person an additional +1 to vehicle rolls (a total of +3, +2 for the link and +1 for the CACHE).*

## HH5 RF Emissions Reader SURVEILLANCE

Cost: 2,000eb

New from Shitoraki Electronics. This little device can read the RF emissions from a vid screen 100m away! It the size of a 1 liter bottle with plugs to attach to any system, including interface plugs. Want to know what that corp has on their vid display? Just aim and shoot, and you'll know everything that's on that screen. This also works for holo projectors too. Computer vid screens can be hardened so no RF emissions will be

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emitted. To have a screen hardened it costs an extra 15% of the vids cost. Holo projectors can't be hardened against the HH5.

*Game Notes: First off, I would like to give credit to GURPS: CYBERPUNK by Steve Jackson Games for this little piece of equipment (even though they took it from real life). Second the user must have a line of sight to the computer screen. Other obstructions in the way might interfere with the reader. GMs call on any penalties.*

## Momeka by Shitoraki COMMUNICATION

Cost: 300eb plus options

The new Momeka is the best in personal communication. This phone comes with several features, plus it's upgradable. The phone measures 6cm wide and 12 long, thickness varies with options but starts at 2cm. The standard features are a 3cm x 4cm display screen, voice activated, alphanumeric keypad, check your e-mail, pager option, and stores up to 300 numbers. Also, with caller ID service the phone announces, vocally, who, what number, and whether you want to take the call. It has a 60-hour battery and is satellite-linked. Options included a datalink for computer hook up (50eb, no netrunning), vid option (adds a small camera for vid conferencing) 100eb, microcomputer (adds 5MUs to the phone and can be used like an E-Book. Adds 1cm of

thickness), Cybernetic control (if you don't want the cybervideo option and have plugs) 60eb, solar battery (just set it under the UVs and unlimited power) 60eb.

## Shitoraki's SupraK HUB COMPUTER

Cost: 1,000eb

Now you can link multiple computers together and gain all their processing power! That's right, start making runs like the professionals but at a cheaper cost. The HUB allows up to 6 PCs to be linked, plus the all-important cybermodem. This gives you the power of 6 CPUs at your control! No longer do you need to worry about that AI because now you're just as fast as him. No longer do you have to work for The Man to get access to the sweet power of multiple CPUs. Now it's in your hands!

*Game Notes: Yes, you can hook up 6 PCs together, but the power is only half of what the mainframe would have. If you connect all the PCs, you will have the equivalent of 3 CPUs. Which still gets you multiple action if you run multi-Tasker program. Also, if you use any of the MUs of these PCs there will be a lag of a -1 on your deck speed for every 3 PCs hooked to the HUB (1-3 PCs gives you a -1, 4-6 PCs gives a -2).*

## Hold 48 DRUG

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Cost: 30eb/dose

A new drug from BMS. Need to do a 2-day stake out by yourself and if you leave to take care of business even for a second you may miss your target? Now nature wouldn't be calling for a full 48 hours. The drug causes all material to be reabsorbed and retained while also giving you sustenance for a full 48 hours. Granted at the end you'll be sitting in the can for quite a while. Warning: use of this product may cause internal injury if taken more than once in a one-month period. BMS is not responsible for individuals who abuse this drug.

## Shitoraki's Full Sim/Stim Body Suit ENTERTAINMENT

Cost: 1,000eb

If you don't like 'trodes or don't have plugs, then this suit is for you! Developed in the early days of Sim/Stim, these suits made you feel all the things a braindance would, but without wiring. These suits are obsolete with the advent of plugs, but they're still being sold, and some people prefer them over 'trodes and plugs. So, suit up and enjoy virtuality at its best!

## The Orb MUSIC INSTRUMENT

Cost: 200-10,000eb

The Orb is a new instrument hitting the scene. When you see it, you probably

will be frightened at learning how to play it. It is a ball sitting on a flat round base. Sizes vary between 6 in. to 6 feet! The Orb combines various instruments (drums, turn-tables, synthesizer) into a unique and different musical experience. To play the Orb, a musician simply touches any part of it. The lighter the touch the softer the sound. The harder the touch, the louder the sound. Each point, a point being the size of a fingertip, on the Orb generates a sound that can be programmed by the musician. You can play the Orb with either your fingers or Orb-sticks. Also, you can add different effects with the base, which has many effects ready to use, just hit the buttons you want. The Orb is completely programmable and easily hooks up to any PC. You can also add any pedal to it or jack into an editing system to expand the sound even more. Your mind is the limit when playing the Orb.

## Laser Frequency Finder-MCU-3 (LaFF-MaCU-3) SURVEILLANCE

Cost: 2,000 eb

This handheld unit is about the size of a large flashlight. The sensor end is put close to a laser beam. The sensor will detect the frequency, heat, and all other properties of that laser light. With this information you would be able to figure out a way of deactivating a laser lens sensor or bring a false laser to fool the sensor.

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*Game Notes: To use this device, the person needs to see the laser. The sensor needs to be within 2 inches of the beam to work. It takes a few seconds, but the person can then use the data any way they want.*

anything under it. Customs size and tailoring are included in the price.

*Game Notes: Has the effect of +5 on the DIFF number for Awareness/Notice*

## Thermal Netting SURVEILLANCE

Cost: 200eb/sq. yd

This netting contains tubes with a gas that when electrified freezes. This allows whatever's underneath to be masked from thermal sensors. Of course, the sensors will pick up the cool area but when they're looking for heat, they won't find any. You can hide

## Hunter Survival Gear Sanitizers SURVIVAL

Cost: 50eb per pellet

When you need fresh water to drink, just reach for an HSG sanitizer. These pellets are compacted nanites, that when wet, will start separating and combining non-HO molecules. These particles will float to the bottom as they are combined into larger chunks of matter.



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## NEW EXPENSES

### Secur-a-safe SERVICE

Cost: 10eb/month

You can find one in most airports, train stations, hotels, gyms, and even some bars. Just swipe your debit card, and that is your key. Your card will be assessed monthly. Upon your first failed payment, the user forfeits any rights to the property in storage. Secur-a-safe attendants will claim what inside the safe and your card will no longer work on any safes until the advance fee is paid.

*Game Notes: The locks on these safes are card locks that use a debit card as a key. The locks are a Level 3 lock, and a safe has 30 SP and 50 SDP. The dimensions of the safes are 18in.x18in.x40in.*

### Shitoraki's Secure BizMan

#### Attache Case SECURITY

Cost: 2,000eb+

If you want to keep your important documents safe, or those bonds secured. Look no further! Shitoraki has just made your business life a bit safer. The Secure BizMan Attache Case is the way to go. First it comes with not only a fingerprint scan (Diff 20), but also a VocLock (Diff 20). Don't worry if you get into a firefight because the BizMan can be used as a shield with an armor

rating of Class VI (SP 40), you'll be totally safe from small arms. But the features don't stop there! It also comes with its own security system. All you must do is arm the system before locking the case up. If you have the proximity beeper your safe if the BizMan leaves the 5m distance it will sound like an alarm (can be heard for at least 100m in a crowd!). If the thief still doesn't get the hint the BizMan starts electrocuting the would-be thief (this is a taser attack. Whoever is holding the case will be shocked every turn and must make a Stun Save -2 (cumulative) or be stunned as by a taser.). Plus, the BizMan can come with a built-in computer, or phone, or fax, or whatever personal electronic you want! As an extra precaution, the BizMan has been EMP shielded so those items won't be hurt. As a corp you live out of your briefcase, so you should make it as safe as possible.

*Game Notes: The buyer may put any options they wish; Cell phone, computer, stereo system, fax, cybermodem, etc. The cost is equal to the item they wish for (cell phone costs 400eb plus phone options).*

### Rudolph's Comatoser FURNITURE

Cost: 800eb



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The best sleep you'll ever have. The Comatoser is the best bed you can get on the market. With computer assistance, this bed will regulate temperature, softness/hardness, and movement to give the sleeper the best comfort they deserve. The Comatoser also comes with a sleep inducer built in so you're out like a light. You'll never wake up with aches and pains because of sleeping in the wrong position. Now the real kicker is that's it's portable! It fits in a backpack, so you can take it anywhere. With memory plastic, air compressors, and micro circuitry you'll never sleep without one again.

## Molecular Tripwire SECURITY

Cost: 50eb/m

Molecular tripwire is so small you can barely see it with the naked eye. The wire runs a small electrical current though it. When the circuits broke, whatever the wire was set for activates, whether it was a boobytrap or a security system. It is very hard to detect and easy to use. Ask for it at any security store near you.

*Game Notes: Awareness/Notice or Electronic Security System check (Diff 30) to notice it. Isn't picked up on IR like laser tripwire. Any solid object*

*hitting (with at least 10 pounds of pressure) will break the wire.*

## Fogarty Safe Houses HOUSING

Cost: varies

Safe, secure, and secret. Once a client calls and requests FSH service, an unmarked car will arrive within a half hour, guaranteed, and bring the client to one of the safe houses. FSH offers clients a place to sleep, food delivered right to the door, shuttle service to make sure the client is not followed, and armed guards will keep an eye on the client while they use FSH services. Fogarty Safe Houses are in all major cities and in many other places. Call to find one near you. Prices vary due to options.

*Game Notes: Depending on the options a player chooses the price will vary depending on how many security guards they want, where they want to stay, what kind of food they want, and other services. Location: Corp Zone- 1,000eb/day; Moderate Zone- 750eb/day; Combat zone-500eb/day; This includes taxi around. Guards: 100eb/day/guard minimum of 3 guards; Food services: As Cyberpunk 2020 rulebook pg. 68; Phone/net services: 50eb/day*