

Standard Augmentation	Cost	Page
Basic Biomods	Moderate	300
Cortical Stack	Moderate	300
Cyberbrain	Moderate	300
Dasic Mesh Inserts	Moderate	300

Cyberware	Cost	Page
Access Jacks	Low	306
Anti-Glare	Low	306
Cyberclaws	Low	307
Cyberlimb	Moderate	307
Cyberlimb Plus	High	308
Dead Switch	Low	306
Electrical Sense	Low	306
Emergency Farcaster	Expensive	306
Gas Jet System	Moderate	sw - 166
Ghostrider Module	Low	307
Hand Laser	Moderate	308
Hardened Skeleton	High	308
Mnemonic Augmentation	Low	307
Multi-Tasking	High	307
Oxygen Reserve	Low	308
Pupper Sock	Moderate	307
Radiation Sense	Low	306
Reflex Boosters	Expensive	308
T-Ray Emitter	Low	306

Nanoware	Cost	Page
Implanted Nanotoxins	Moderate	308
Medichines	Low	308
Mental Speed	High	308
Nanophages	Moderate	309
Oracles	Moderate	309
Respirocytes	Moderate	309
Skillware	High	309
Skinflex	Moderate	309
Skinlink	Moderate	309
Wrist-Mounted Tools	Moderate	309

Bioware	Cost	Page
Adrenal Boost	High	302
Bioweave Armor (Heavy)	Moderate	303
Bioweave Armor (Light)	Low	302
Carapace Armor	Moderate	303
Chameleon Skin	Low	303
Circadian Regulation	Moderate	304
Claws	Low	304
Clean Metaboliem	Moderate	304
Direction Sense	Low	301
Drugs Glands	Low	304
Echolocation	Low	301
Eelware	Low	304
Eidetic Memory	Low	301
Emotional Dampers	Low	304
Enhanced Smell	Low	301
Endocrine Control	High	304
Enhanced Hearing	Low	301
Enhanced Pheromones	Low	305
Enhanced Respiration	Low	305
Enhanced Vision	Low	301
Gills	Low	305
Gliding Membrane	Low	sw - 166
Grip Pads	Low	305
Hibernation	Low	305
Hyperlinguist	Low	301
Lateral Line	Low	sw - 166
Low Pressure Tolerance	Low	sw - 166
Math Boost	Low	301
Multiple Personalities	High	301
Muscle Augmentation	High	305
Neurachem (level 1)	High	305
Neurachem (level 2)	Expensive	305
Poison Gland	Low	305
Prehensile Feet	Low	305
Prehensile Tail	Low	305
Sex Switch	Moderate	305
Skin Pocket	Trivial	305
Temperature Tolerance	Low	305
Temperature Tolerance (cold)	Moderate	sw - 166
Toxin Filters	Moderate	305
Vacuum Sealing	High	306
Wing	Moderate	sw - 166

Cosmetic Mods	Cost	Page
Bodysculpting	Low	309
Nanotats	Low	310
Piercings	Trivial	310
Scarification	Trivial	310
Scent Alteration	Low	310
Skindyes	Trivial	310
Subdermal Implants	Trivial	310

Armor	Cost	Page
Armor Clothing	Trivial	312
Armor Vest	Low	312
Body Armor (Heavy)	Moderate	312
Body Armor (Light)	Low	312
Crash Suit	Low	312
Helmet	Trivial	312
Riot Shield	Low	312
Second Skin	Low	312
Smart Skin	Low	312
Spray Armor	Low	313

Armor Mods	Cost	Page
Ablative Patches	Trivial	313
Chameleon Coating	Trivial	313
Fireproofing	Trivial	313
Immunogenic System	Low	313
Lotus Coating	Trivial	313
Offensive Armor	Low	313
Reactive Coating	Moderate	313
Refractive Glazing	Low	313
Self-Healing	Moderate	313
Shock Proof	Low	313
Thermal Dampening	Moderate	313

Neutrino Communicators	Cost	Page
Neutrino Transceiver	Expensive	314

Quantum Farcasters	Cost	Page
Miniature Radio Farcaster	Low	315

Quantum Entangled Comm	Cost	Page
High-Capacity Qubit Reservoir	Expensive	315
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360° Vision	Low	311
Chemical Sniffer	Moderate	311
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Extreme Heat Shielding	Expensive	sw - 166
Extreme Pressure Adptation	Expensive	sw - 167
Fractal Digits	Moderate	311
Heavy Combat Armor	High	310
Hidden Compartment	Low	311
Hopper	Moderate	310
Hovercraft	Low	310
Industrial Armor	Moderate	310
Ionic	High	310
Lidar	Low	311
Light Combat armor	Moderate	310
Magnetic System	Low	311
Microlight	Low	310
Modular Design	High	311
Nanosopic Vision	Moderate	311
Pneumatic Limbs	Low	311
Radar	Low	311
Radiation Shielding	High	sw - 167
Retracting/Telescoping Limbs	Low	311
Roller	Moderate	310
Rotorcraft	Low	310
Shape Adjusting	High	311
Snake	Moderate	310
Structural Enhancement	Moderate	311
Submarine	Moderate	310
Swarm Composition	High	311
Synthetic Mask	Moderate	311
Thrust Vector	Moderate	310
Tracked	Low	310
Walker	Low	310
Weapon Mount	Low	311
Weapon Mount (articulated)	Moderate	311
Weapon Mount (concealed)	Moderate	311
Wheeled	Low	310
Winged	Low	310

Communications	Cost	Page
Fiberoptic Cable	Trivial	313
Laser/Microwave Link	Moderate	314
Radio Booster	Low	314

Cover and Espionage Technologies		
Item	Cost	Page
Chameleon Cloak	Low	315
Cover Operation Tool (COT)	High	315
Cuffband	Low	316
Dazzler	Moderate	316
Disabler	High	316
Fiver Eye	Low	316
Invisibility Cloak	High	316
Microbug	Trivial	316
Microbug (quantum farcaster)	Low	316
Prisoner Mask	Moderate	316
Psi Jammer	Moderate	316
Quantum Computer	Expensive	316
Smart Dust	Moderate	316
Traction Pads	Low	317
White Noise Machine	Trivial	317
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Toxins	Cost	Page
BTX2	High	323
CR Gas	Low	324
Flight	Low	324
Nervex	High	324
Oxytocin-A	Low	324
Twitch	Low	324

Nanotoxins	Cost	Page
Distruption	Moderate	324
Necrosis	Moderate	324
Neuropath	Moderate	324
Nutcracker	High	324

Pathogens	Cost	Page
Degen	Expensive	324
Trigger	Expensive	324

Psi Drugs	Cost	Page
Inhibitor	High	325
Psike-Out	Expensive	325
Psi-Opener	Expensive	325

Drug	Cost	Page
Cognitive Drugs		
Drive	Low	318
Klar	Low	318
Neem	Moderate	318
Combat Drugs		
Bring It	Low	319
Grin	Low	319
Kick	Moderate	319
MRDR	Low	319
Phlo	Moderate	319
Health Drugs		
Bananas Furiosas	Low	319
Comfurt	Low	320
Recreational Drugs		
Buzz	Moderate	320
Mono No Aware	Low	320
Orbital Hash	Low	320
Social Drugs		
Alpha	High	320
Hither	Low	321
Juice	Low	321

Narcoalgorithms	Cost	Page
DDR	Low	323
Linkstate	Low	323

Chemicals	Cost	Page
Atropine	Trivial	323
DMSO	Trivial	323
Liquid Thermite	Moderate	323
Not Water	Trivial	323
Scrapper's Gel	Low	323
Slip	Low	323
Tracker Dye	Trivial	323

Nanodrugs	Cost	Page
Frequency	Moderate	321
Gravy	Low	321
Petals (High Quality)	High	322
Petals (Low Quality)	Trivial	322
Schizo	Low	321

Everyday Techbology	Cost	Page
Ecto	Low	325
Holographic Projectors	Low	325
Micrograv Shoes	Trivial	325
Portable Sensor	Moderate	325
Smart Clothing	Low	325
Smart Vac Clothing	Moderate	325
Specs	Low	326
Tools - Facility	Expensive	326
Tools - Kits	Low	326
Tools - Shop	High	326
Utilitool	Low	326
Viewers	Low	326

Nanotechnology	Cost	Page
Blueprints	--	328
Desktop Cornucopia Machine	Expensive	327
Fabber	Moderate	328
Healing Vats	High	326
Maker	Moderate	328
Maker (Limited)	Low	328
Nanodetectors	Low	327
Nanofabricators	N/A	327

Advanced Nanotechnology	Cost	Page
General Hive	Expensive	328
Specialized Hive	High	328
Ego Bridges	Expensive	328
Nanoswarms & Microswarms		
Cleaners	Low	329
Disassemblers	High	329
Engineers	Moderate	329
Fixers	Moderate	329
Injectors	Moderate	329
Gardeners	Moderate	329
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Saboteurs	High	329
Scouts	High	329
Taggants	Low	329

Scavenger Tech	Cost	Page
Disassembly Tools	High	330
Mobile Lab	Moderate	330
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Superthermite Charges	Moderate	330

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Anonymous Accounts	Moderate	330
Backup	Moderate	330
Backup Insurance (per month)	Low	330
Backup Insurance (per month)	Moderate	330
Body Bank (per month)	Moderate	331
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Egocasting	Expensive	331
Fake Ego ID	High	331
Morph Brokerage	--	331
Psychosurgery (per month)	Moderate	331
Simulspace Subscription (day)	Low	331
Simulspace Subscrip. (monthly)	Moderate	331
Space Travel - Low Class	High	331
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Survival Gear	Cost	Page
Breadcrum Positioning System	Low	332
Breather	Trivial	sw - 167
Cold Wather Gear (basic)	Trivial	sw - 167
Cold Wather Gear (Survival)	Low	sw - 167
Electrogravitics Net	Moderate	332
Electronic Rope	Low	332
Emergency Bubble	Moderate	332
Emergency Distress Beacon	Moderate	333
Flashlight	Trivial	333
Hard Suit	High	334
High-Dive Suit	High	sw - 167
Light Vacsuit	Low	333
Light Vacsuit - Smartfabric	Moderate	333
Mercury Suit	Expensive	sw - 168
Nanobandage	Trivial	333
Pressure Tent (2 person)	Low	sw - 168
Pressure Tent (4 person)	Moderate	sw - 168
Repair Spray	Low	333
Shelter Dome	Moderate	333
Solar Survical Suit	Expensive	sw - 168
Spindle	Moderate	333
Spindle Climber	Low	333
Standard Varsuit	Moderate	333
Standard Varsuit - Smartfabric	High	333
Venus Suit	Expensive	sw - 168

Pets	Cost	Page
Fur Coat	Low	330
Police Baboon	High	sw - 168
Rust Hound	High	sw - 168
Smart Dogs	Moderate	330
Smart Monkey	Moderate	330
Smart Rats	Low	330
Space Roach	Low	330

Software	Cost	Page
Programs		
AR Illusions	Moderate	331
Exploit	High	331
Facial/Image Recognition	Low	331
Firewall	Low	331
Sniffer	Moderate	331
Spoof	Moderate	331
Tactical Networks	Moderate	331
Traking	Moderate	331
XP	Low	331
XP	High	331
Ais and Muses		
Bot/Vehicle AI	High	331
Device AI	Moderate	331
Kaos AI	Expensive	332
Security AI	High	332
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Scorchers		
Bedlam	High	332
Cauterizer	High	332
Nightmare	High	332
Shutter	High	332
Spasm	High	332
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Standard Skillsoft	High	332

Beam Weapons	Cost	Page
Laser Pulsers	Moderate	338
Microwave Agonizer	Moderate	339
Particle Beam Bloter	High	339
Plasma Rifle	Expensive	339
Stunner	Moderate	339

Exotic Ranged Weappons	Cost	Page
Vortex Ring Gun	Moderate	341

Melee Weapons	Cost	Page
Blades		
Diamond Axe	Low	334
Flex Cutter	Low	334
Knife	Trivial	334
Monofilament Sword	Low	334
Vibroblade	Low	334
Wasp Knife	Low	334
Clubs		
Clubs	Trivial	334
Extendable Baton	Trivial	334
Shock Baton	Low	334
Exotic Melee Weapons		
Monowire Garrote	Moderate	334
Unarmed		
Densiplast Gloves	Trivial	334
Shock Gloves	Low	334

Seekers	Cost	Page
Disposable Launcher (Std)	Moderate	339
Seekers Armband (Micro)	Moderate	339
Seeker Pistol (Micromissile)	Moderate	339
Seeker Rifle (Micromissile)	High	340
Underbarrel Seeker (Micro)	Moderate	340
Seekers Ammunition (per 10)		
Concussion	Moderate	340
EMP	High	340
Frag	Moderate	341
Gas/Smoke	Low	341
High-Explosive	Moderate	341
High-Explosive AP (HEAP)	Moderate	341
Overload	Moderate	341
Plasmaburst	High	341
Splash	Low	341
Thermobaric	High	341
Sticky Grenades	Trivial	341

Spray Weapon	Cost	Page
Buzzer	Moderate	340
Freezer	Moderate	340
Shard Pistol	Low	340
Shredder	Moderate	340
Sprayer	Low	340
Torch	Moderate	340
Spray Ammunition (per 100)	Low	340

Kinetic Weapon	Cost	Page
Firearms		
Light Pistols	Low	335
Medium Pistols	Low	335
Heavy Pistols	Low	335
Submachine Guns	Moderate	335
Automatic Rifles	Moderate	335
Sniper Rifle	High	335
Machine Gun	High	336
Railguns		
Light Pistols	Moderate	336
Medium Pistols	Moderate	336
Heavy Pistols	Moderate	336
Submachine Guns	High	336
Automatic Rifles	High	336
Sniper Rifle	Expensive	336
Machine Gun	Expensive	336
Kinetic Ammunition (per 100)		
Armor-Piercing	Low	337
Bug	Low	337
Capsule	Trivial	337
Flux	Low	337
Hollow-Point	Trivial	338
Jammer	Low	338
Plastic	Trivial	338
Reactive	High	338
Reactive Armor-Piercing (RAP)	Moderate	338
Regular Ammo	Trivial	338
Splash	Trivial	338
Zap	Trivial	338
Smart Ammo (per 100)		
Accushot	Low	338
Biter	Low	338
Flayer	Low	338
Homing	Low	338
Laser-Guided	Low	338
Proximity	Moderate	338
Zero	Low	338

Exoskeletons	Cost	Page
Battle Suit	Expensive	344
Exowalker	Moderate	344
Hyperdense Exoskeleton	Expensive	344
Transporter	High	344
Trike	Moderate	344

Weapon Accessories	Cost	Page
Arm Slide	Low	342
Extended Magazine	Low	342
Gyromount	Moderate	342
Imaging Scope	Low	342
Flash Suppressor	Low	342
Laser Sight	Low	342
Safety System	Low	342
Shock Safety	Moderate	342
Silencer/Sound Suppressor	Moderate	342
Smartlink	Moderate	342
Smart Magazine	Moderate	342

Personal Vehicles	Cost	Page
EVA Sled	Low	345
Rocket Pack	Low	345
Thruster pack	Low	345

Aircraft	Cost	Page
Flying Car	Expensive	sw - 168
Flying Car (Security Model)	30,000	sw - 168
Microlight	Low	343
Passenger Airship	Expensive	sw - 170
Passenger Balllon	High	sw - 170
Portable Plane	High	343
Rocket Buggy	Expensive	343
Small Jet	Expensive	343

Groundcraft	Cost	Page
Cargo Hauler	Expensive	sw - 168
Cycle	Moderate	344
Ground Car	Expensive	sw - 169
Mars Buggy	High	344
Martian Maglev Trains	N/A	sw - 169
Martian Rover	Expensive	sw - 169
Martian Trike	Moderate	sw - 170
Sifrunner	Expensive	sw - 170
Venusian hauler	Expensive	sw - 170

Robots	Cost	Page
Automech	Moderate	345
Creepy	Low	345
DR. Bot	Moderate	345
Dwarf	Expensive	345
Gnat	Low	345
Guardian Angel	Moderate	345
Interceptor	N/A	sw - 169
Saucer	Low	345
Servitor	Low	346
Speck	Low	346
Scorcher	Expensive	sw - 170

Synthetic Morphs	Cost	Page
Arachnoids	40,000	143
Case	Moderate	143
Dragonfly	High	144
Flexbots	30,000	144
Infomorphs	Free	145
Q-Morph	60,000	sw - 163
Reaper	50,000	144
Slitheroids	Expensive	144
Steel Morph	30,000	sw - 163
Steel Morph (Liquid Silver)	40,000	sw - 163
Steel Morph (Masqued)	30,000	sw - 163
Sundiver	40,000	sw - 164
Swarmanoid	Expensive	144
Synth	High	143

Pods	Cost	Page
Pleasure Pods	High	142
Worker Pods	High	142
Novacrab	30,000	142

Biomorphs	Cost	Page
Bouncers	Expensive	140
Exalts	Expensive	139
Flats	High	139
Furies	40,000	140
Futuras	50,000	140
Ghosts	40,000	140
Hibernoids	Expensive	140
Lunar Flier	Expensive	sw - 162
Martian Alpiner	Expensive	sw - 162
Mentons	Expensive	139
Neanderthal	Expensive	sw - 162
Neo-Avians	Expensive	141
Neo-Hominids	Expensive	141
Neotenic	Expensive	141
Octomorphs	30,000	141
Olympians	Expensive	140
Remade	40,000	141
Rusters	Expensive	141
Salamander	Expensive	sw - 163
Splicers	High	139
Surva	30000	sw - 164
Sylphs	Expensive	140
Venusian Glider	Expensive	sw - 164

Costmodifiers	Suggested
Stolen	-50%
Used	-25%
Restricted	25%
Illegal	50%
Scarce	25%
Extremely Rare	50%
Item Common	-25%

Gear Cost Category	Minimum	Average	Maximum
Trivial	1	50	99
Low	100	250	499
Moderate	500	1,000	1,499
High	1,500	5,000	9,999
Expensive	10,000	20,000	30,000

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