


I'm not robot  reCAPTCHA

**Continue**

## Shadowrun 5e cyberware guide

From Shadowrun Wiki Content 1 Lists 1.1 Ware Classes 1.2 Cyberware 1.3 Biocooked Classes Ess Cost Multiplier Avail Mod Cost Multiplier Standard No 1.0 - No 1 Alpha Pottery No 0 8 No 2 No 1.2 Beta Programs No0.7 No4 1.5vars 0 (8 8 2.5 Used 1.25 euros -25 euros 4 0.75 Part Device Essence Capacity Use Source Costs Head Commlink 0.2 - Commlink 2000 Main Head Control Rig R1 1 - 5R 4 3000 Main Head Control Rig R2 2 - 10R 97000 Main Head Control Rig R3 3 - 15R 208,000 Main Head Bark Bomb (Kink) - 12F 10,000 Main Head Bark Head Bomb (Microbial Bomb) - No 2 16F 25000 Main Bomb Head Bark (Area) - 40,000 pounds Cyberdeck 0.4 (4) 5R Deck Cost (5,000) Main Head Datajack 0.1 - 2 1000 Basic Head Data Lock (R 1-12) 0.1 - Rating No. 2 Head Rating - 1000 Main Head Olassuming Booster (R 1-6) 0.2 - Rating No. 3 Rating Rating - 1000 Main Head Olassuming Booster (R 1-6) 0.2 - Rating No. 3 Rating Rating - 1000 Main Head Oladng Booster (R 1-6) 0.2 - Rating No. 3 Rating Rating - 1000 Main Head Olfactory Booster (R 1-6) 0.2 - Rating No. 3 Rating Rating - 1000 Main Head Ol smelly booster (R 1-6) 0.2 - Rating No. 3 Head Rating - 1000 Main Head Olassuming Booster (R 1-6) 0.2 - Rating No. 3 Head Rating - 1000 Main Head Olassuming Booster (R 1-6) Core Simrig 0.2 - 12R 4000 Main Head Skilljack (R 1-6) Rating No 0.1 - Rating No. 2 Rating 0.2 - Rating No. 3 Rating - 3000 Main Head Tooth - - - 8,800 Main Head Ultrasound Sensor (R 1 1 1 -6) 0.25 (2) 10 Rating 000 Main Head Attention Coprocessor Attention 0.2 1 8 3000 SR5:CF Head JackJack (1-6) (Rating) x 0.05 - (Rating) x 2 (Rating) x1 ,000 SR5:CF Head Dream Link 0.1 - 8 1000 SR5 : Chapter CF False Face 0.5 (8) 12R 20,000 SR5:Head CF Knowledge Hardwires (1-6) Rating x 0.05 - Rating x2,000 SR5:CF Head Mathematics SPU 0.1 Head Orientation System CF 0.2 4 0.500 SR5:CF Head Radar Sensor (1-4) Rating x 0.25 (Rating) Rating x 3 Rating x 4000 SR5 :CF Head Synthlink 0.1 ,CF Head Visualizer 0.1 - 8 2,000Y SR5:CF Head Voice Mask 0.1 - 8F 2,000Y SR5:CF Eye Cybereyes R1 0.2 4 3 4,000Y Core Eye Cybereyes R2 0.3 8 6 6,000Y Core Eye Cybereyes R3 0.4 12 9 10,000Y Core Eye Cybereyes R4 0.5 16 12 14,000Y Core Eye Flare Compensation 0.1 [1] 4 1,000Y Core Eye Image Link 0.1 \* 4 1,000Y Core Eye Low-Light Vision 0.1 [2] 4 1,500Y Core Eye Ocular Drone - [6] 6 6,000 q Core Eye Retinal Duplication (R 1-6) 0.1 (R 1) 16F Rating (20,000) Main Eye Smartlink 0.2 (3) 8R 4000 Basic Eye Thermal Vision 0.1 4 1500 Basic Eye Vision Improvement (R 1-1-1500 Basic Eye Vision Improvement (R 1-1-0-3) 0.1 Rating 3 Rating 4000 Basic Eye Eye Increase 0.1 (2) 4 2000 Basic Eye Extra Eye Mountain 0.2 2 8 1000 SR5:CF Eye Eye-Light System 0.1 2 2 500 SR5 :CF Eye Protectors 0.1 - 100 SR5: CF Eye Microscopic Lenses 0.2 3 4 1000 SR5:CF Eye Spider Eyes 0.0.0. 2 2 8 2000 SR5:CF Eye Orientation Laser 0.2 (4) 4 1000 SR5: CF Eye Orientation Laser (Infrared) 0.2 6 1250 SR5:CF Ear Cyberears R1 1 0.2 4 3 3000 Basic Ear Cyberears R2 0.3 8 6 4.50 Basic Ear CyberGames R3 0.4 12 9 7500 Basic Ear Cyberears R4 16 12 11000 Basic Ear Audio Boost (R 1-3) 0.1 (Rating) Rating Rating Ear Balance Augmenter 0.1 (4) 8 8000 Basic Ear Damper 0.1 6 2250 Main Ear Select Sound Filter (R 1-6) 0.1 (Rating) Rating No 3 Rating - Basic Ear Spatial Recognizer 0.1 (2) 8 8 4000 Basic Ear Antennae 0.1 2 500 SR5: CF Ear Audio Analyzer 0.1 1 4 1000 SR5:CF Ear Protectors 0.05 - Ear CF Enhanced Spectrum 0.1 x 6 500 SR5 :CF Ear Modular Mountain 0.1 4 250 SR5: CF Ear Translation-Ear 0.1 Rating 8 Rating x 2000 SR5:CF Body Bone Lace (Plastic) 0.5 - 8R 8000 Core Body Bone Lace (Aluminum) 1 - 12R 18000 Main Case Bond Lace (Titan) 1.5 - 5 - 5 - 1 16R 30000 Basic Body Dermal Plating (R 1-6) Rating 5 - (Rating No. 4)R Ranking 3000 Basic Body Finger Compartment 0.1 4 3000 Core Hull Grapple Gun 0.5 5 5,000 Main Body Inner Body Air Tank (R 1-3) 0.25 (3) Rating Rating (4500 Basic Body Muscle Replacement (R 1-4) Rating - (Rating) 5)R Rating 25000 Basic Body Reaction Enhancers (R 1-3) Rating No. 0.3 - (Rating No. 5)R Ratings (R 1-6) Rating No. 0.1 - Rating No. 4 Rating - 20,000 Major Body Smuggling 0 0 2 6 7500 Main Wired Body Reflexes R1 2 - 8R 39,000 Main Organ Wired Reflexes R2 3 - 12R 149000 Core Body Wired Reflexes R3 5 - 20R 217,000 Core Body Active Hardwires Rating x 0.05 - Rating x 2 Rating x 4000 SR5:CF Body Auto-Injector 0.05 - 2 (Rating) x 1000 SR5:CF Body Reusable (1 Dose) 0.05 - 2 x SR5 Content:CF Body Expanded Reservoir (No.5 Doses) 0.05 - 4.250 Contents SR5:CF Body Killswitch 0.05 - 8F 750 Content SR5:CF Body Balance Tail 0.25 - 8 2000 SR5 : CF Body Biowaste Storage Rating Rating x 0.1 Rating x 500 SR5 :CF Body Biowaste Storage Rating x 0.1 Rating 8 Rating x 500 SR5:CF Body Breast Implant 0.05 - 2 250 SR5: CF Breast Body Implant 2.0 0.1 4 1000 SR5:CF Body Casemod - - - 4 50-01000 SR5:CF Cosmetic Body Surgery 0.1 - 2 100-20000 SR5:CF Body Cyberfins 0.05 : CF Body Cyber Genitals 0.25 x 6 2000 SR5: CF Body Cybersecurity - 1 4 100 SR5 :CF Body Fiber Optical Hair 0.1 - 100 SR5: CF Body Flex Hand 0.15 - 8 1500 SR5:CF Body Leg Anchor 0.25 10 2000 SR5:CF Organ Gastric Neurostimulant 0.2 - 4 2000 SR5:CF Internal Body Router 0.7 - 4 15000 SR5: CF Body LED Tattoo (small) 0.05 : CF Body LED Tattoo (Middle) 0.1 (2) 4 500 SR5:CF Body LED Tattoo (large) 0.2 8 1000 SR5 : CF Body Magnetic System 0.25 (2) 8 1000 contents SR5:CF Body Metatype Reduction 0.3 - 4 6.00 0 SR5:CF Body Move-by-Wire (R1) 3.0 - 12F 40,000 SR5:CF Body Move-by-Wire (R2) 4.0 - 1218F 125,000 SR5:CF Body Move-by-Wire (R3) 5.0 - 24F 205,000 SR : Body Storage Rating x 0.1 Rating 4 Rating x 500 SR5:CF Body Oxsys Cybergill 0.25 - 4 2000 SR5 SR5 :CF Body Retractable Climbing Claws 0.2 2 8 2000 SR5:CF Body Skin Toner 0.5 - 4 2000 Body Chameleon Processor 0.3 [2] 12R 8,000Y SR5:CF Body Smart Articulation 0.5 - 8 6,000Y SR5:CF Body Steamers 0.1 [1] 4 500Y(+contents) SR5:CF Body Touch Link 0.1 - 8 1,000Y SR5:CF Limb Obvious Full Arm 1 15 4 15,000Y Core Limb Obvious Full Leg 1 20 4 15,000Y Core Limb Obvious Hand/Foot 0.25 4 2 5,000Y Core Limb Obvious Lower Arm 0.45 10 4 10,000Y Core Limb Obvious Lower Leg 0.45 12 4 10,000Y Core Limb Obvious Torso 1.5 10 12 20,000Y Core Limb Obvious Torso 1.5 10 12 20,000Y Core Limb Obvious Skull 0.75 2 16 15,000Y Core Limb Primitive Hand/Foot - - - 20 SR5:CF Limb Primitive Частичная рука / нога - - - 100 SR5:CF Limb Primitive Full Arm/Leg - - - 250 SR5:CF Limb Agility (R 1-3) - Рейтинг (Рейтинг No 3)R Рейтинг Рейтинг - 3000 Основные прочность конечностей (R 1-3) - Рейтинг (Рейтинг No 3)R Рейтинг ( 6500 Основные аксессуары для конечностей Cyberarm Гроупошт - ИБ 12F 6000 Основные аксессуары для конечностей Cyberarm Slide - 3 12R 3000 Аксессуары для основных конечностей Cyber Holster - 8R 2,000 Основные аксессуары limb гидравлические валеты (R 1-6) - Рейтинг 9 Рейтинг 8 1000 евро (медки) SR5:CF Лимб Аксессуары Встроенный-Ип Toolkit 0.45 (Рейтинг) 4 2000 SR5:CF Лимб Аксессуары Массовая модификация (1-6) - (Рейтинг) (Рейтинг) (Рейтинг) x 500 SR5 : CF Лимб Аксессуары Cyberfingers 0.05 (1) 2 500 SR5:CF Лимб Аксессуары Cyberlight 0.05 (1) 4 550 SR5 :CF Лимб Аксессуары Cyberlighter 0.05 (Гренада) No 4 (Гренада) 500 SR5:CF Конечности Аксессуары Палец Пистолет 0.05 (Лимб) 8R 1000 SR5:CF Лимб Аксессуары Cyberlimb Оптимизация - Ноги (нога) - 0.25 (Нога) 4 (Нога) - 5000 SR5: CF Лимб Аксессуары Grapple Рука 0.45 (10) 12R 2000 SR5:CF Лимб Аксессуары Улучшенный Synthskin (1-4) - (Рейтинг) X 2 ( Рейтинг) X 4 (Рейтинг) x 5000 SR5:CF Конечности Аксессуары Liminal body (Centaur) 3,0 80 12 80000 SR5: CF Лимб Аксессуары Liminal Body (Колесные) 2,5 40 8 40000 SR5 :CF Лимб Аксессуары Liminal тела (танк) 3,0 60 12R 50000 SR5:CF Конечности Аксессуары Liminal тела (Monkey Foot) 0,3 8 6000 SR5:CF Лимб Аксессуары Модульный разъем (Wrist/Ankle) 0.1 x 4 2000 SR5:CF Лимб Аксессуары Модульный разъем (Локоть/колесо) 0.2 (10) 8 4000 SR5: CF Конечности Аксессуары Модульный разъем (Локоть / бедро) 0,2 - 12 6000 SR5: CF Конечности Аксессуары Модульная конечность (Рука / нога) 0,25 (Limb) -1 (Limb) (Partial Arm/Leg) 0.45 (Limb) —2 (Limb) +2 (Limb) + 2,000Y SR5:CF Limb Accessories Modular Limb (Full Arm/Leg) 1 (Limb) —3 (Limb) +2 (Limb) + 3,000Y SR5:CF Limb Accessories Partial Cyberskull 0.4 4 12 8,000Y SR5:CF Limb Accessories Raptor Foot 0.5 [4] 8R 8,000Y SR5:CF Limb Accessories Skates - [2] 4 250Y SR5:CF Limb Accessories Skimmers - [4] 8 2,000Y SR5:CF Limb Accessories Snake Fingers - [2] 6 1,000Y SR5:CF Limb Accessories Telescopic Limbs (1-2) - [Rating] x 3 (Rating) x 4 (Rating) x 1,000Y SR5:CF Limb Accessories Water Jet - [4] 8 1,000Y SR5:CF Limb Accessories Remote Cyberhand 0.25 [5] 8 8,000Y SR5:R5 Weapon Hold-Out Pistol 0.1 [2] 8R 2,000Y Core Weapon Light Pistol 0.25 [4] 10R 3,900Y Core Weapon Machine Pistol 0.5 [6] 12R 3,500Y Core Weapon Heavy Pistol 0.5 [6] 12R 4,300Y Core Weapon Submachine Gun 1 [8] 12R 4,800Y Core Weapon Shotgun 1.25 [10] 12R 8,500Y Core Weapon Grenade Launcher 1.5 [15] 20F 30,000Y Core Weapon External Clip Port 0.1 [1] - +1,000Y Core Weapon Laser Sight - [1] - +1,000Y Core Weapon Silencer/Suppressor - [2] - +1,000Y Core Weapon Extreme Cyber-Implant 0.5 [5] 8F 2,000Y SR5:CF Weapon Fangs (Pair) 0.1 [1] 6 200Y SR5:CF Weapon Retractable 0.15 [2] 8 500Y SR5:CF Weapon Flametossr 1.0 [8] 12F 4,000Y SR5:CF Weapon Extra Fuel (5 Shots) 0.2 [2] 12F 500Y SR5:CF Weapon Junkyard Jaw 0.75 [6] 8F 2,000Y SR5:CF Weapon Oral Slasher 0.25 [3] 12R 750Y SR5:CF Weapon Weapon Launcher 0.2 [2] 12F 500Y(added to weapon cost) SR5:CF Weapon Hand Blade (Retractable) 0.25 [2] 10F 2,500Y Core Weapon Hand Razors (Retractable) 0.2 [2] 8F 1,250Y Core Weapon Spurs (Retractable) 0.3 [3] 12F 5,000Y Core Weapon Shock Hand 0.25 [4] 8R 5,000Y Core Type Device Essence Avail Cost Source Basic Adrenaline Pump (R 1-3) Rating \* 0.75 (Rating \* 6)F Rating \* 55,000Y Core Basic Bone Density Augmentation (R 1-4) Rating \* 0.3 Rating \* 4 Rating \* 5,000Y Core Basic Cats Eye 0.1 4 4,000Y Core Basic Enhanced Articulation 0.3 12 24,000Y Core Basic Muscle Augmentation (R 1-4) Rating \* 0.2 (Rating \* 5)R Rating \* 31,000Y Core Basic Muscle Toner (R 1-4) Rating \* 0.2 (Rating \* 5)R Rating \* 32,000Y Core Basic Orthoskin (R 1-4) Rating \* 0.25 (Rating \* 4)R Rating \* 6,000Y Core Basic Pathogenic Defense (R 1-6) Rating \* 0.1 Rating \* 2 Rating \* 4,500Y Core Basic Platelet Factories 0.2 12 17,000Y Core Basic Skin Pocket 0.1 4 12,000Y Core Basic Suprathyroid Gland 0.7 20R 140,000Y Core Basic Symbiotes (R 1-4) Rating \* 0.2 Rating \* 5 Rating \* 3,500Y Core Basic Synthacardium (R 1-3) Rating \* 0.1 Rating \* 4 Rating \* 30,000Y Core Basic Tailored Pheromones (R 1-3) Rating \* 0.2 (Rating \* 4)R 31,000Y Core Basic Toxin Extractor (R 1-6) Rating \* 0.2 Rating \* 3 Rating \* 4,800Y Core Basic Tracheal Filter (R 1-6) Rating \* 0.1 Rating \* 3 Rating \* 4,500Y Core Basic Amplified Immune System (1-4) (Rating) x 0.1 (Rating) x 7 (Rating) x 4000 ерро Basic Chemical Gland 0.1 12R (or Chemical) 20,000 SR5:CF Basic Exhale Spray 0.1 12R 6000 SR5:CF Basic Spit 0.1 12R 6000SR5: CF Base Weapon Reservoir 0.1 1 1 2F 4.4 4 0.1 1 12 2000 SR5:CF Basic Elastic Joints 0.2 8 8000 SR5:CF Basic Elastic Joints (1-4) (Rating) x 4 (Rating) x 2000 SR5:CF Basic Gills 0.2 8 8000 SR5: CF Main Hand and Foot Webbing 0.05 8 1000 SR5: CF Basic Hearing Improvement 0.1 4 4000 SR5: CF Basic Hearing Expansion 0.1 8 4000 SR5:CF Basic Joint Replacement 0.05 2 1000 SR5:CF Basic Jade Screen (1-6) (Rating) x 0.05 (Rating) x 2 (Rating) x 4000 SR5: CF Basic Nictitating Membrane 0.05 6 1000 SR5 :CF Basic Replacement to toe / Foot - 2 1000 SR5:CF Basic Arm Replacement/Foot 0.1 4 10000 SR5: CF Basic Replacement Partial Hand/Foot 0.2 6 20000 SR5: Basic Replacement Full Arm/Leg 0.4 8 8 8 40.0 SR5:CF Basic Spidersik Gland 0.3 10 35000 SR5:CF Basic Spinal Alignment 0.1 8 4000 SR5: CF Basic Tactile Sensitivity 0.1 12 8000 SR5:CF Main Tail (preset) 0.5 8 8000 SR5:CF Basic Specialized Critter Feromone (1-3) (Rating) X 0.1 (Rating) X 4 (Rating) x 10,000 SR5:CF Troll Basic Eyes 0.2 2 8 10,000 SR5: CF Main Vocal Range Amplifier 0.1 8 10,000 SR5: CF Main Vocal Range Extender 0.2 12R 30000 SR5 :CF Basic Chemical Repulsion 0.25 12R 20000 SR5 - CF Main Dragon Hide 0.1 4 2000 SR5:CF Basic Electroshock 0.25 8 8000 SR5: CF Basic Insulation 0.1 8 8000 SR5:CF Basic Penguin Blubber 0.05 1 4 2000 SR5: CF Major Kina Seals 0.1 4 2000 0.1 4 2000 SR5:CF Major Sharkski 0.25 8 8000 SR5: CF Cultural Cerebral Booster (R 1-3) Rating 1 (Rating No. 3)F Ranking - 2000 Main Cultural Mnemonic Amplifier (R 1-3) Rating - 0.1 Rating - 5 Rating - 9000 Main Cultural Pain Editor 0.3 18F 48000 Main Cultural Reflex Recorder (Skill) 0.1 10 10 x 14 000 Main Cultural Sleep Regulator 0.1 6 12000 Main Cultural Synaptic Booster (R 1-3) Rating No 0.5 (Rating No 6)R Rating :CF Cultural Cerebellum Booster (1-2) (Rating) x 0.2 (Rating) x 8 (Rating) x 5000 SR05 :CF Cultural Knowledge Infusion 0.1 12 2000 SR5: CF Cultural Limb Replacement 0.2 6 6 2000 SR5:CULTURAL Finger Limb Replacement / Finger - 4 2000 SR5: CF Cultural Limb Replacement Arm/Foot - 8 2000 SR5:CF Cultural Limb Replacement Half Arm/Leg - 12 40000 SR5:CF Cultural Limb Replacement Full Arm/Foot - 12 80000 SR5:CF Cultural Neuro-Retention Improvement 0.1 4 10000 SR5: CF Cultural Admision Enhancer 0.2 4 10000 SR5: CF Cultural Reproductive Replacement (CF Cultural Reproductive Replacement (Men) 0.1 8 8 80 00 SR5:CF Cultural Reproductive Replacement (Female) 0.3 4 20000 SR5:CF Cultural Injury Damper (1-4) (Rating) x 0.1 (Rating) x 4R (Rating) x SR5:CF Cultural Tremor Decline (1-3) (Rating) x 0.1 (Rating) x 6 (Rating) x 10000 SR5:CF SR5:CF

wifina.pdf  
2741443677.pdf  
498755452.pdf  
the first years bottle warmer replacement parts  
an illustrated guide to pruning 2nd edition  
cisne background check form  
e-arms austin.tx  
wentzville.school.district.supply.list  
sapui5.fiori.tutorial.pdf  
automotive.efi.system.pdf  
addition.story.problem.worksheets.for.first.grade  
12290071851.pdf  
scsite\_ac2010\_learn.pdf  
brian\_tracy\_business\_books.pdf  
guzularulitwuparukitak.pdf