

SR6 AUGMENTATION PROFILES

IMPLANT GRADES

GRADE	ESSENCE COST	COST	AVAIL
Used	x1.1	x0.5	-1
Alphaware	x0.8	x1.2	+1

CYBERJACKS	ESSENCE	[D/F]	MATRIX INT. BONUS	AVAILABILITY	COST
Rating 1	1	4/3	+1	3(L)	45,000¥
Rating 2	1.5	5/4	+1	3(L)	65,000¥
Rating 3	2	6/5	+1	3(L)	80,000¥
Rating 4	2.3	7/6	+2	4(L)	95,000¥
Rating 5	2.6	8/7	+3	5(L)	140,000¥
Rating 6	3	9/8	+3	6(L)	210,000¥

HEADWARE	ESSENCE	CAPACITY	AVAILABILITY	COST
CommLink	0.2	[2]	2	2,000¥ + CommLink
Control rig (rating 1-3)	Rating x 1	—	4(L)	Rating^2 x 30,000¥
Cyberdeck	0.4	[4]	4(L)	5,000¥ + cyberdeck
Datajack	0.1	—	2	1,000¥
Datalock (rating 1-12)	0.1	—	4	Rating x 1,000¥
Olfactory booster (rating 1-3)	0.2	—	3	Rating x 4,000¥
Simrig	0.2	—	4(L)	4,000¥
Skilljack (rating 1-6)	Rating x 0.1	—	4	Rating x 20,000¥
Taste booster (rating 1-3)	0.2	—	3	Rating x 3,000¥
Tooth compartment	—	—	4	800¥
Ultrasound sensor	0.3	[2]	4	36,000¥
Voice modulator (rating 1-3)	0.2	—	4(L)	Rating x 5,000¥

EYEWARE	ESSENCE	CAPACITY	AVAILABILITY	COST
Cybereyes basic system				
Rating 1	0.1	1	2	1,000¥
Rating 2	0.2	4	2	4,000¥
Rating 3	0.3	8	3	6,000¥
Rating 4	0.4	12	3	10,000¥
Rating 5	0.5	16	3	16,000¥
Flare compensation	0.1	[1]	2	1,000¥
Image link	0.1	—	2	800¥
Low-light vision	0.1	[2]	2	1,500¥
Ocular drone	0.3	[6]	3	6,000¥
Retinal duplication (1-6)	0.1	[1]	5(I)	Rating x 20,000¥
Smartlink	0.2	[3]	3(L)	4,000¥
Thermographic vision	0.1	[2]	2	2,000¥
Vision enhancement	0.1	[2]	3	4,000¥
Vision magnification	0.1	[2]	3	2,000¥

EARWARE	ESSENCE	CAPACITY	AVAILABILITY	COST
Cyberears basic system				
Rating 1	0.1	1	2	1,000¥
Rating 2	0.2	4	2	3,000¥
Rating 3	0.3	8	3	4,500¥
Rating 4	0.4	12	3	7,500¥
Rating 5	0.5	16	3	11,000¥
Audio enhancement	0.1	[1]	2	4,000¥
Balance augments	0.1	[4]	3	8,000¥
Damper	0.1	[1]	2	2,250¥
Select sound filter (Rating 1-6)	0.1	[Rating]	4	Rating x 3,500¥
Sound link	0.1	—	2	1,000¥
Spatial recognizer	0.1	[2]	3	4,000¥

BODYWARE	DAMAGE VALUE	AR	ESSENCE	CAPACITY	AVAILABILITY	COST
Bone Lacing (Plastic)	3P	(ST+RE) +1/-/-/-/-	0.5	—	3(L)	8,000¥
Bone Lacing (Aluminum)	4P	(ST+RE) +2/-/-/-/-	1	—	4(L)	18,000¥
Bone Lacing (Titanium)	4P	(ST+RE) +3/-/-/-/-	1.5	—	6(L)	30,000¥
Dermal Plating (Rating 1-4)			Rating x .3	—	4(L)	Rating x 4,000¥
Fingertip Compartment			0.1	[1]	2	3,000¥
Grapple Gun			0.5	[4]	3	5,000¥
Internal Air Tank (Rating 1-4)			0.25	[Rating]	2	Rating x 4,500¥
Muscle Replacement (Rating 1-4)			Rating x 0.7	—	3(L)	Rating x 30,000¥
Reaction Enhancers (Rating 1-4)			Rating x 0.3	—	4(L)	Rating x 15,000¥
Skillwires (Rating 1-6)			Rating x 0.1	—	4	Rating x 20,000¥
Smuggling Compartment			0.2	[2]	3	7,500¥
Wired Reflexes 1			1	—	3(L)	40,000¥
Wired Reflexes 2			2	—	3(L)	150,000¥
Wired Reflexes 3			3	—	4(I)	250,000¥
Wired Reflexes 4			4	—	6(I)	400,000¥

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	Used	x1.1	x0.5	-1
	Alphaware	x0.8	x1.2	+1

CYBERLIMBS	ESSENCE	AVAILABILITY	SYNTHETIC COST / CAPACITY	OBVIOUS COST / CAPACITY
Skull	0.75	5	15,000¥ / 2	10,000¥ / 4
Torso	1.5	4	25,000¥ / 5	20,000¥ / 10
Arm	1	4	20,000¥ / 8	15,000¥ / 15
Forearm	0.45	3	12,000¥ / 5	10,000¥ / 10
Hand	0.25	3	6,000¥ / 2	5,000¥ / 4
Leg	1	4	20,000¥ / 10	15,000¥ / 20
Lower leg	0.45	4	12,000¥ / 6	10,000¥ / 12
Foot	0.25	4	6,000¥ / 2	5,000¥ / 4

CYBERLIMB ACCESSORIES	CAPACITY	AVAILABILITY	COST
Armor	[Rating]	(L)	Rating x 5,000¥
Attribute increase	[Rating]	Rating	Rating x 5,000¥
Gyromount	[8]	5(I)	6,000¥
Slide	[3]	5(L)	3,000¥
Holster	[5]	4	2,000¥
Hydraulic jacks	[Rating]	4	Rating x 2,500¥
Smuggling compartment	[5]	2	6,000¥

CYBER IMPLANT WEAPONS	DV	AR	ESSENCE	CAPACITY	AVAILABILITY	COST
Cyberjaw (unarmed)	5P	2*/-/ - / - / -	0.1	[1]	2	1,500¥
Hardening (unarmed)	3P	6*/-/ - / - / -	0.1	[1]	2	2,500¥
Shock limb (unarmed)	4S(e)	5*/-/ - / - / -	0.25	[1]	3	5,000¥
Handblade (blades)	3P	6*/-/ - / - / -	0.15	[1]	4(I)	2,000¥
Retractable handblade (blades)	3P	6*/-/ - / - / -	0.25	[2]	4(I)	2,500¥
Hand razors (blades)	2P	6*/-/ - / - / -	0.15	[1]	3(I)	1,000¥
Retractable hand razors (blades)	2P	6*/-/ - / - / -	0.25	[2]	3(I)	1,250¥
Spurs (blades)	3P	7*/-/ - / - / -	0.15	[1]	4(I)	3,000¥
Retractable spurs (blades)	3P	7*/-/ - / - / -	0.25	[3]	4(I)	5,000¥

*Add your Strength to the Close Attack Rating for melee weapons

Hold-out pistol	- As Implanted Weapon -	0.1	[2]	3(L)	2,000¥
Light pistol	- As Implanted Weapon -	0.25	[4]	3(L)	3,000¥
Machine pistol	- As Implanted Weapon -	0.5	[6]	4(L)	3,500¥
Heavy pistol	- As Implanted Weapon -	0.5	[6]	4(L)	4,300¥
SMG	- As Implanted Weapon -	1	[8]	5(L)	4,800¥
Shotgun	- As Implanted Weapon -	1.25	[10]	5(L)	8,500¥
Grenade launcher	- As Implanted Weapon -	1.5	[15]	6(I)	24,000¥
External clip port		0.1	[1]	1	1,000¥
Laser sight		0.1	[1]	1	1,000¥
Silencer/suppressor		0.1	[2]	4(I)	1,000¥

BIOWARE	RATING	DV	AR	ESSENCE	AVAILABILITY	COST
Adrenaline pump	1-3			Rating x 0.75	5(I)	Rating x 55,000¥
Bone density augmentation	1	3P	(ST+RE) +1/- / - / - / -	0.3	4(L)	5,000¥
Bone density augmentation	2	3P	(ST+RE) +2/- / - / - / -	0.6	4(L)	10,000¥
Bone density augmentation	3	4P	(ST+RE) +2/- / - / - / -	0.9	4(L)	15,000¥
Bone density augmentation	4	4P	(ST+RE) +3/- / - / - / -	1.2	4(L)	20,000¥
Cat's eyes	—			0.1	3	4,000¥
Enhanced articulation	—			0.2	4	30,000¥
Muscle augmentation	1-4			Rating x 0.2	4(L)	Rating x 31,000¥
Muscle toner	1-4			Rating x 0.2	4(L)	Rating x 32,000¥
Orthoskin	1-4			Rating x 0.25	4(L)	Rating x 6,000¥
Platelet factories	—			0.2	4	17,000¥
Skin pocket	—			0.1	4	12,000¥
Suprathyroid gland	—			0.7	5(L)	140,000¥
Symbiotes	1-4			Rating x 0.2	4	Rating x 3,500¥
Synthacardium	1-3			Rating x 0.1	3	Rating x 30,000¥
Tailored pheromones	1-4			Rating x 0.2	4(L)	Rating x 31,000¥
Toxin extractor	1-6			Rating x 0.2	4	Rating x 4,800¥
Tracheal filter	1-6			Rating x 0.1	4	Rating x 4,500¥

CULTURED BIOWARE	RATING	ESSENCE	AVAILABILITY	COST
Cerebral booster	1-3	Rating x 0.2	5	Rating x 31,500¥
Damage compensator	1-12	Rating x 0.1	5(L)	Rating x 2,000¥
Mnemonic enhancer	1-3	Rating x 0.1	5	Rating x 9,000¥
Pain editor	—	0.3	5(I)	48,000¥
Reflex recorder (Skill)	—	0.1	5	14,000¥
Sleep regulator	—	0.1	5	12,000¥
Synaptic booster	1-3	Rating x 0.5	5(L)	Rating x 95,000¥