

CHROME ^{#3} _{#4}

cyberpunk style guides 3 & 4



Are you In Style?

In this special compilation of our hit **Chromebooks 3 and 4**, we give you just what you need to be totally **Cyberpunk**:

- **Cyberware**: Over 80 new ways to maximize your metal!
- **Tech Gear & Electronics**: Dozens of new gadgets, testers, tracers and new Rules to use them!
- **Personal Comps**: For Power no cyberdeck can touch!
- **Vehicles**: Cars, trucks, jets, AVs & More!
- **Softwear**: Stuff so scary, even Rache Bartmoss doesn't have it!
- **Bioware**: Skip the metal. Boost the meat!
- **Fashion**: Dress to Kill and then some!
- **Robots**: Power Armors, Cyberpets & max machines!
- **Full Body Borks**: Go total metal!
- **Cyberdecks**: Blazing speed, ultimate portability.

From flying cars to high-tech bioforms, it's all here, where you want it, complete and back in print!

So when you want the **Style** and need the **Substance**, set your download to **Chromebook 3/4**.

—the Ultimate guide to **Cyberpunk** life!



R. TALSORIAN
GAMES, INC.

Copyright 1999 R. Talsorian Games. All Rights Reserved. Cyberpunk® is R. Talsorian's trademarked name for its game of the dark future. Chromebook 3/4 is a trademark of R. Talsorian Games Inc. All Rights Reserved. All incidents, situations, and persons portrayed within are fictional and any similarity, without satiric intent, to characters living or dead is strictly coincidental.

Visit us at www.talsorian.com



A CYBERPUNK®
SOURCEBOOK

CHROME 7

THE CYBERPUNK® STYLE GUIDE VOL. 3



CREDITS

Many thanks to the legion of cyberpunks
who made this book possible:

CONTRIBUTORS

David Ackerman
Heath Brewer
David Chart
David Cripps
Lester Connors
Michael LaBossiere
Marcus Pregent
James Puckett
Jean-M. Ringuet
Mike Roter
Steve Sabram
Mark Schumann
Steven Schutz
Craig Sheeley
Scott Taylor
Colin Tipton
Michael Todd
Ross Winn
Benjamin Wright

ART DIRECTION & LAYOUT

Mark Schumann
Benjamin Wright

COVER PICTURE

Mike Ebert

BACK COVER PICTURE

Alex Racine

BACK COVER COLOR

Mark Schumann

INTERIOR PICTURES

Malcolm Hee
Anson Maddocks
Paolo Parente
Alex Racine
Christina Wald

EDITOR

Derek Quintanar, Senior Editor

TABLE OF CONTENTS

CREDITS	2
TABLE OF CONTENTS	2
EQUIPMENT, ITEMS AND STUFF	3
Medtech	6
Masetto Tech Clothing	7
The Great Outdoors	15
Pharmaceuticals	17
CYBERWARE	21
Retro Cyberware	33
Chipware	37
VEHICLES	40
Vehicular Options	56
COMPUTERS, 'DECKS, SOFTWARE & PERIPHERALS	58
Daemon Netrunning	58
New Personal Computers	61
New Cyberdecks	63
Computer Improvements	69
Cybermodem Improvements	71
Software	72
CYBERPETS	81
Sample Animals	85
BOTS, CYBERFORMS, FULL 'BORGS AND ACPA	88
Bots	88
Mini-Cyberforms	89
Full-Body Conversions	93
New Full-'Borg Options	107
Powered Armor	108
WADs (Working Assistant Droids)	108
Sample WADs	108
MAINTENANCE RULES	120
PRICE LIST	124
INDEX	126

R. TALSORIAN GAMES, INC.

ISBN #: 0-937279-49-8

PRODUCT: CP3331

PUBLISHED BY R. TALSORIAN GAMES, INC.

P.O. BOX 7356, BERKELEY, CA 94707, USA

Copyright 1994, by R. Talsorian Games, Inc. Cyberpunk® is a trademark of R. Talsorian Games, Inc., All Rights Reserved under the Universal Copyright Conventions. All situations, governments and people herein are fictional. Any similarities portrayed herein without satiric intent are strictly coincidental.

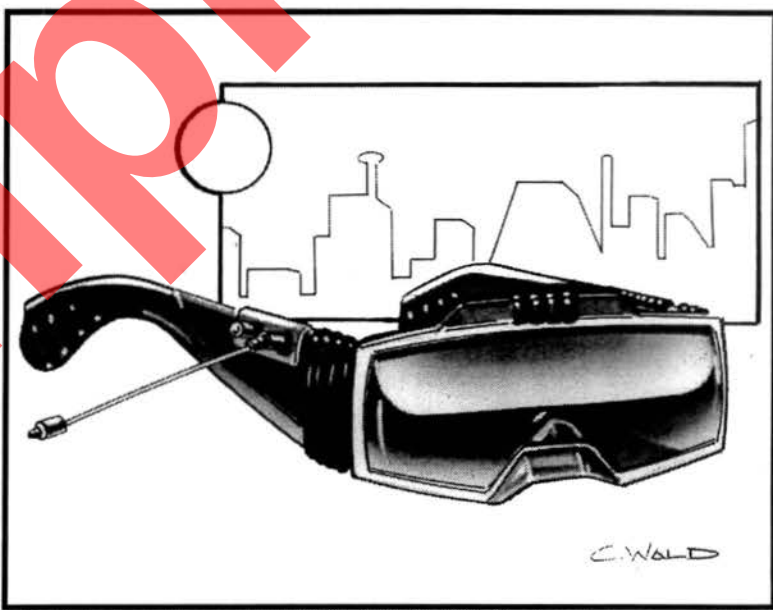


EQUIPMENT, ITEMS AND STUFF



Midnight Arms
Smartgoggle
Mirrorshades

450eb



Now you can have smartgoggles without ruining your fashion statement!

Available in chrome, silver, and gold-plated mirrorshades. All options cost 10% less than their cyberoptic versions.

Game Notes: these function as smartgoggles, but only hold up to 2 options.



Utopian "Small Wonders" NanoAgents

50eb

Bringing microengineering next to godliness...

The emerging technology of molecular machines and tailored viurses is now available to the common man thanks to Utopian Corp's Small Wonders product line. Small Wonders are autonomous, chemically-programmed, microscopic cleaning agents available for a variety of applications: spray once, wait 40 minutes and don't worry about cleaning up! Currently available NanoAgents include KleenBore for your guns, Nanair to remove body hair, AutoGloss for waxing your car, BioGloss for cyberlimbs and a host of others. Spray applicators are available in 10-use tubes (the size of a D-Cell battery) which maintain a survivable environment for the NanoAgents for 3 months.

Game Notes: Referees should feel free to come up with just about any use for Small Wonders—stuff that cleans your fingernails, anti-earwax agents, even the "automatic nose-picker!"

Arc Furnace

1,000eb

Ideal for the destruction of waste materials, the Aduvant Arc Furnace reduces materials to their component atoms, before venting the resulting gases. Anything can be dealt with, and poisonous compounds and potentially dangerous viruses will be safely dealt with by this; the carbon atoms in botulinus toxin are no more dangerous than any others, once you get them alone.

Game Notes: The arc furnace is roughly a two metre cube, and needs a power supply. If left on, it consumes about 300eb of power in a day. Materials destroyed in the furnace are completely untraceable, it is impossible to identify them, no matter what methods are used. Note that toxic elements, such as arsenic or plutonium, will not be rendered safe by disposal in the furnace.

Communications Accessories Fibre-Optic Cable

The backbone of the information society. These are the cables that carry all net signals, and all cable TV. Standard quality cable, such as is used for the net in North America, is 0.1eb/metre, and there's a lot of it out there. Higher quality cables can be obtained, allowing faster data transmission, and +1 to all netrunning tasks, as long as the entire cable route to the destination is made of such stuff. This costs 1eb/meter.

Repeaters

Even fibre-optics aren't perfect, and these devices are installed every hundred kilometres, to boost the strength of the signal. Interfering with one of these is a very good way to screw up the Net. If a repeater starts garbling its messages, provided that the garbling is fairly subtle, the automatic re-routers won't notice right away. The right glitch (INT + System Knowledge roll, Difficulty 30) will bring the portions of the Net crashing down for about two hours (Ref's discretion). Repeaters cannot be bought legally—Internet wants to hold onto its pseudo-monopoly—but can be obtained on the black market for about 1000eb, if you have the right contacts.

Junctions

These devices merge the flow of data in two fibre optics, and direct data along the correct route. They also tell the IG algorithms the physical location of the systems connected to them. These can be bought legally, since the network in a large building would need several. However, altering them to give false location information to the algorithms is illegal, and very hard (Very Difficult Electronics roll). Junctions cost 100eb.



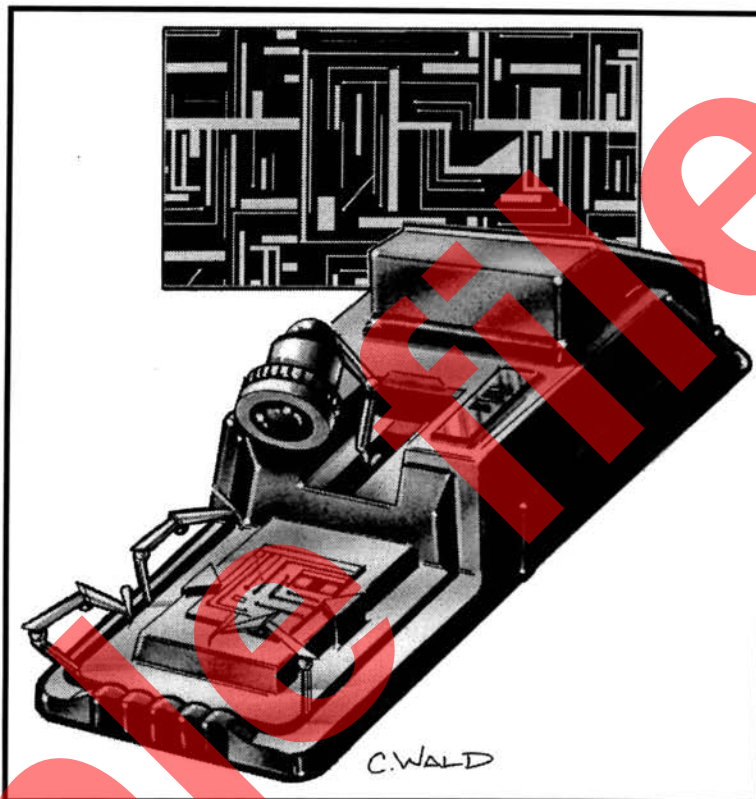


Interface Monitor

800eb

By Raven Microcybernetics. The interface monitor lets you keep track of what is going on at the link between man and machine while you are repairing cyberware. No longer will you have to work with a dead interface, unable to see what is going on, or chance the effects of random signals damaging either the machine or the host. Now, you have full information available, and the automatic cut-outs built into the monitor will prevent the errant signals causing damage.

Game notes: The monitor takes about half an hour to hook up, during which time the subject should be under anaesthetic. Once the probes are connected, however, the patient can be awoken without pain, and the cybernetics repaired with +2 to the Cyber Tech skill. Removing the monitor—necessary if the subject is to regain control of the cyberware—again takes half an hour, and requires anaesthetic.



Telectronics Micromanipulator Rig

3000eb

For doing fine work, you need to be able to work on a scale far smaller than that of your meat body. The Micromanipulator Rig is a cyber-controlled unit that works on a scale of micro-millimeters. It requires an MLink neural processor module to use, and it feeds appropriately scaled visual and tactile signals to the user, so that you will be able to use all your skill of manipulation on a piece of electronic circuitry as easily as you would the underside of a car.

Game notes: Eliminates "Complex Repair/Lock", "Don't have right tools" and "Hostile environment" Difficulty penalties based on size/scale. Gives a +1 to rolls for the following skills: Cyber Tech, Electronics, Cybermodem Design, Weaponsmith (in situation of appropriate size/scale). It is a non-portable piece of equipment, but doesn't use particularly large quantities of power.

