

MAN... OR MONSTER?

Cyberware can increase your speed, enhance your strength and sharpen your reflexes. It can put a computer in your head, armor under your skin and weapons in your arms. There are implants to improve every internal organ and devices that let you interface with machines ... but you'd better know when to stop. Too much cyberware and you're a cyberzombie—more machine than man.



Man & Machine expands on the basic cybernetic gear offered in *Shadowrun, Third Edition*, and provides advanced rules for implanting, surgery, healing and damage. This sourcebook offers more than 200 new pieces of gear, features advancements in biotechnology and chemistry, and introduces nanotechnology.



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MAN & MACHINE: C Y B E R W A R R E ™



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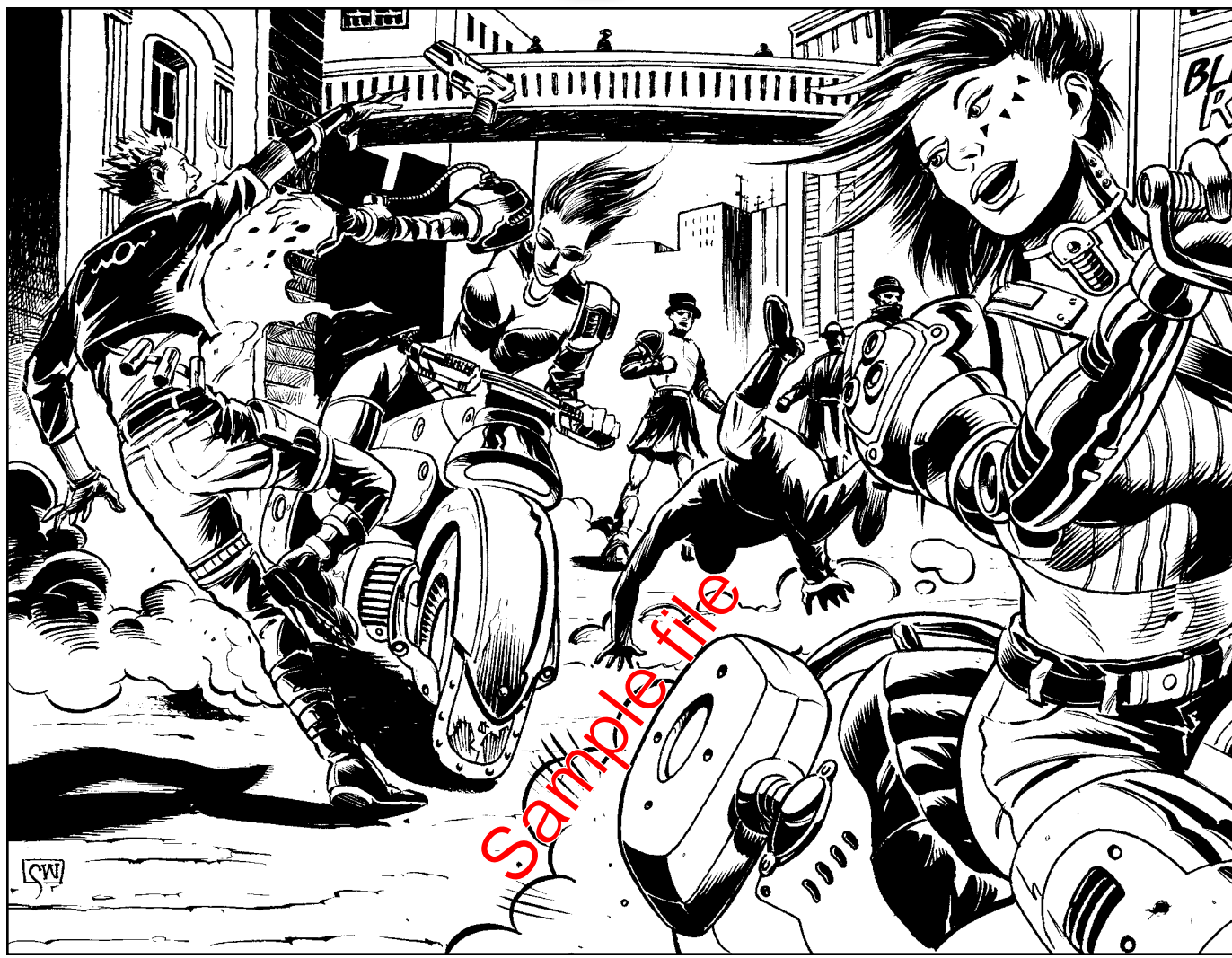
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Dedication

This book is dedicated to a guy who has helped me since the very first stages of SR3 were barely conceived. He has worked in some way on every *Shadowrun* product for more than a year, and each time I forget to credit or thank him. It's ironic that I would choose to dedicate this book to him, because he never plays characters with cyberware (he prefers magic)—and yet I did so because I think it will mean that much more. Heck, he compiled all the equipment tables for this book! So, thank you, Flake, for helping out and not complaining too much when I forgot that you did!

—MM

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