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Want a little edge in that street fight? A little flash? A little chrome in street-light to make the punks think twice? Then take a look inside these pages. *Cybertechnology* tells you everything you want to know about the latest, wizzest, and handiest cyberware. Learn what works and why. From cybereye laser sights to move-by-wire systems that can make you the fastest and deadliest thing on two feet, *Cybertechnology* has it all.

And then there's cybermancy, for the real hard-core street samurai. Cybermancy gives you edge in spades... if you can pay the price. How much cyberware can a body take before it's no longer human? Cybermancy pushes that limit beyond your wildest dreams. This combination of state-of-the-art magic and technology can make you a virtually unstoppable cyborg, more metal than flesh. Of course, there are a few side effects...

The *Cybertechnology* sourcebook describes new cyberware, accessories, and enhancements, and offers optional and expanded rules for dealing with cyberware in all types of situations. The book also contains complete cybermancy rules and new archetypes, including cyborgs.

FASA CORPORATION

SHADOWRUN®

For use with Shadowrun, Second Edition

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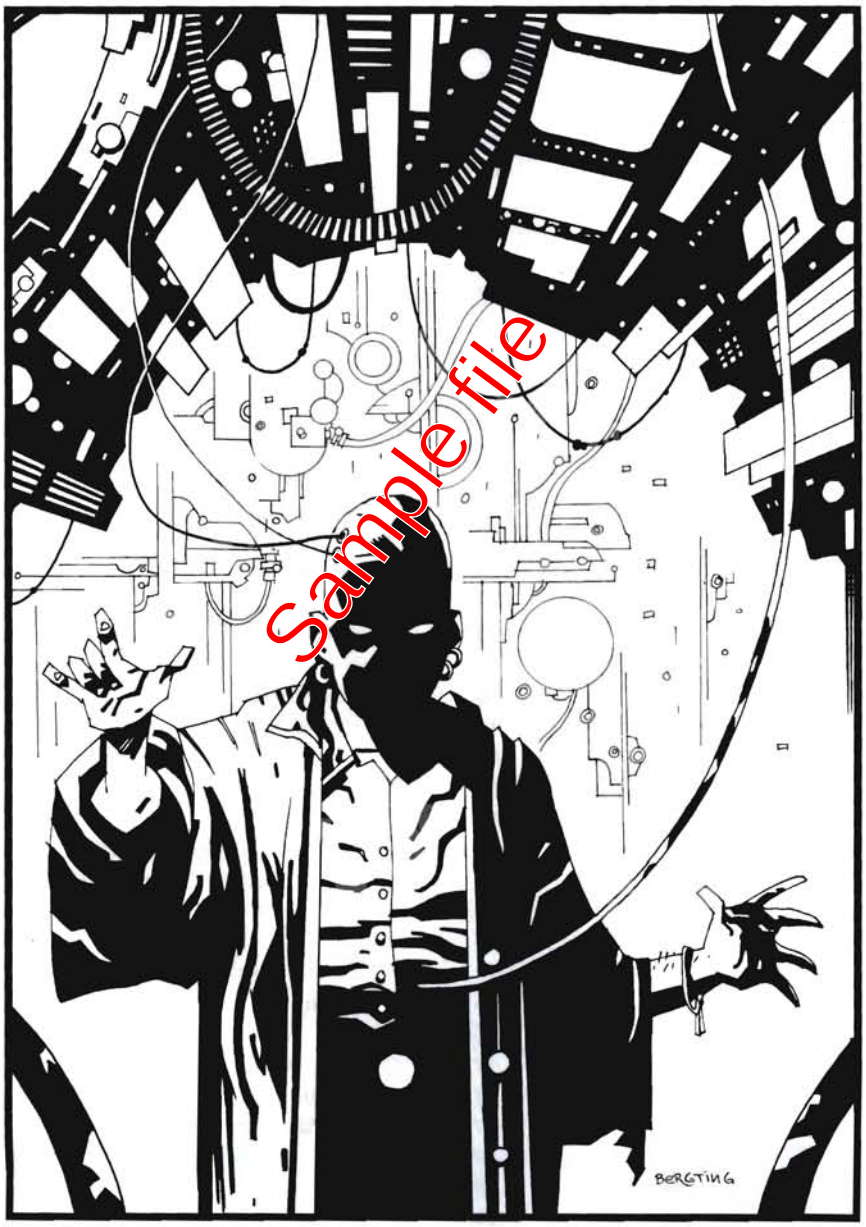
CYBERTECHNOLOGY™

• A SHADOWRUN SOURCEBOOK •



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INTRODUCTION

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Cybertechnology is a sourcebook about cyberware and related gear for use with the **Shadowrun** game. In addition to providing a selection of new cyberware, **Cybertechnology** re-examines the uses of more common pieces of cyberware present in the **Shadowrun** universe, doing for cyberware what **The Grimoire** did for magic and **Virtual Realities** did for the Matrix. **Cybertechnology** also introduces a new and fascinating (and frightening) concept to the **Shadowrun** universe: cybermancy, a unique blend of magic and cybertech that can keep characters alive long after they should be dead.

As with all expansion books, gamemasters and players may use any new rules that fit their games and discard those that do not. Gamemasters may also modify any of the rules in **Cybertechnology** to best suit their needs. However, gamemasters and players should agree on any new rules, rules modifications, and equipment before introducing them into their games. To make full use of the equipment and rules in **Cybertechnology**, players will need the **Shadowrun, Second Edition** (**SRII**) and **Shadowtech** sourcebooks. A few items in this book also refer to rules in the following **Shadowrun** books: **Street Samurai Catalog, Second Edition**; **Fields of Fire**; and **Shadowbeat**. However, the vast majority of material in **Cybertechnology** can be used without these books.

Cybertechnology is divided in two parts. **Part 1: Cyberware** deals with the familiar ground of cyberware in new and different ways. The first section of **Part 1**, **Life on the Wire**, is a fictional essay that discusses the ins and outs and repercussions of cyberware use. The second section, **Comfortably Numb**, offers brief descriptions of new cyberware, as well as discussing new uses and potential pitfalls of familiar cyberware. The third section, **Cyberware Rules**, includes optional, expanded and clarified cyberware rules.

Part 2: Cybermancy introduces cybermancy. It begins with the fictional essay **Beyond the Pale**, a firsthand account of experiencing cybermancy. Following **Beyond the Pale** is **Magic and Death**, a conversation about the ritual magic of cybermancy and the ominous hermetic mages who use this power to cheat death and reorder the basic processes of life. **Cybermancy Rules** offers rules and guidelines for incorporating cybermancy into **Shadowrun** games. The final section, **Chrome Kings**, contains a short selection of **Shadowrun** NPCs created using the **Cybertechnology** rules.

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