

Cyberware Supplement

By 9anon / Jump Document

You receive a stipend of **1000 RipperDoc points** to spend on this document, plus twice as many RipperDoc points as choice points you invested in the main document's **Cyberware** option.

=Contrary to how things work for V in the game, you can mix and match cyberware on the same limbs - like having gorilla arms and a projectile launch system at the same time - and you aren't limited to a certain number of slots.
=Also, you don't need to worry about cyberware you purchase from this supplement taking up 'cyberware capacity' or adversely affecting your mental state.

General

Chrome [Free/Optional]: The sum of your artificial parts as an overarching item, a sort of 'folder' you can put all your cybernetics into as if they were files. Provided they are fiat-backed, you can combine any cyberware or similar artificial bodily enhancements with this item between jumps - usually as a part of making your build. This includes any cyberware you acquired prior to coming here, any you purchase from this document, and any that you acquire further in your chain. This can also include bioware augmentations if plastic and chrome isn't your style.

Additionally, at the end of each jump, any cyberware you have installed that isn't fiat-backed may be integrated into this item.

Hardened [-300rp]: Your cyberware systems are hardened against interference, both ambient and hostile. EMP and similar effects don't affect your chrome beyond temporarily scrambling external sensor data, computer viruses that aren't specifically meant for you find no purchase in your systems, intentionally hacking your cybernetics is a difficult task, and so on.

Fashionware [Free/Optional]: Your choice of cosmetic cyberware and bioware, from the simplest EMP Threading and cheapest RealSkinn - smooth and pale, to nearly full-body reconstruction and whole cyberlimbs, to the most expensive stuff like highly advanced RealSkinn that's almost indistinguishable from the real thing, cyberlimbs made of pure crystal, and so on. Not to mention more extreme things like replacing your feet with pointy pegs, everything the borg-beasts of Maelstrom do to themselves, or giving yourself animalistic features. None of this stuff will make you much better than you are, but they also won't make you any worse - like the aforementioned peg legs coming with the firmware needed to comfortably walk with them.

This also lets you customize the cosmetics of any cyberware you pick up during your chain between jumps. This doesn't change their function, but does let you unify or completely overhaul your aesthetics.

Full Body Conversion [-100rp]: Your spine, brain, and adrenal systems have been transplanted into a fluid-filled support sack, in which nutrients are infused - with new nutrients being supplied by an IV that plugs into a port on the external shell, or being derived from food your shell consumes and processes. The value of purchasing this option, rather than having the procedure done during your time in Night City, is that any shell you have yourself installed in is counted as being your body for the purposes of your perks and powers - the same goes for any other body you have yourself installed in.

This comes with a free artificial body powered by a rechargeable battery that can hold a multi-day charge, which optionally comes with the aforementioned digestive system. This body defaults to being a near-exact copy of your human form, appearing superficially the same and having similar capabilities. You can purchase extra bodies of this caliber for **-50cp** each.

Any cyberware you purchase here may be applied to all or just some of your bodies without having to buy multiple copies of the same chrome.

Hydrogen Cells [-200rp]: For a one-time purchase, all of your artificial bodies come with perfectly safe nuclear cells in place of their rechargeable batteries, ensuring that you never need to charge them.

Retrofit [Free]: You may retrofit any fiat-backed vehicle or robot frame to interface with what's left of you, turning it into a viable extra body. Of course, these things do need to be large enough to hold your support sack.

Weapons Platform [-500rp]: In addition to your 'civilian' body, you may purchase a body on par with Adam Smasher's - a walking tank loaded capable of taking concentrated fire, resistant to all kinds of hazards, and even full of ICE to thwart any 'runners that get funny ideas. It may also come with mounted weaponry in addition to whatever other cyberware you decide to mix in.

Integrated Weapons [-50rp]: Why carry a weapon on your person when you can carry it in your person? This option allows you to integrate any fiat-backed weapons of yours into your cybernetic implants. How this works exactly depends on the weapon and your intent - a pistol could be integrated pretty subtly, but something like an LMG would be rather bulky even when not fully deployed. This isn't necessary if you want to combine some fancy sword from your past adventures into the Mantis Blades you buy below, though.

Sexual Cyberware [-50rp]: It should go without saying that, of course, people are going to mod their bits and bobs. The most popular models are the Mr. Studd and Midnight Lady, but all of this sort of cyberware allows you to modify your primary and secondary sexual characteristics in a variety of ways, both aesthetic and functional - like allowing you to go as long as you want during intercourse. Basically: Have Fun.

Other [Variable]: There are all kinds of cyberware, a lot of which doesn't get much coverage in the source material, if it's even mentioned at all. To that end, or if you just want to make up something that isn't present here, you can spend your chrome points here in order to add that chrome to your loadout. Compare the cyberware you desire with the options here, pay the appropriate point cost, and you'll be golden.

Neuroport

Neuroport [Free]: A cyberware control package loaded with extras. The Neuroport is considered so safe and unobtrusive that most children here are fitted with one, and learning how to use it is part of many primary school curriculums. It is to the point that going without puts one at a disadvantage to their peers. The one inside you comes with the benefit of being perfectly compatible with any cyberware you may have installed, whether from here or elsewhere.

Neural Link: A wired artificial nervous system that serves as the foundation for any other neuralware you may wish to install, as well as ensuring that other features of your neuroport don't need any extra cyberware to operate. It is connected to your optic nerve and auditory processing centers, allowing you to perceive information transmitted by your holophone, slotted shards, and other cyberware.

Holophone: A fully functional phone capable of internet access, talk, text, and pretty much any other function you could shove on a smartphone. You can control it entirely mentally, even making calls without speaking out loud with some effort. Other notable functions include simple photography, basic task management and scheduling, and choosing your avatar, but you can go beyond that. The one inside you has a secure, stable, and fast connection to any local public information/communication networks.

Biomonitor: An implant that monitors your pulse, temperature, respiration, blood sugar, and other vitals, and constantly broadcasts this information to your HUD. It can even be set up to automatically send alerts if your vital signs show problems, like contacting Trauma Team if you happen to have a plan with them.

HUD: Information from your cyberware can be projected into your field of view via the optic nerve connection. This HUD is customizable and reacts to your thoughts or installed databases to label important objects and people, provide transcripts for conversations and media, visually translate foreign languages, push status updates, keep track of consumables, show you the time, and more.

Virtuality: Allows you to experience virtual presentations, performances, and even simulations - though not braindances. As a netrunner, this would allow you to fully experience the net during a deep dive.

Personal Link: Allows you to interface with computer systems, both remotely and through a direct connection, depending on what the system is capable of. This includes one or more retractable cables, placed on your body where you want, with universally adaptable plugs that can connect to any port you stick them in.

Shard Slots: A pair of slots behind the ear or in the neck that allow for the quick installation of chipware and the reading of data shards. Your slots are universally compatible, automatically adjusting for any kind of data storage device you insert into them.

Deep Dive Port [-100rp]: A port set into the back of the head that's meant to massively improve data transmission and allow for a runner to much more efficiently dive into the net. Buying it here also makes it much more secure and ensures the port will be compatible with any other connectors meant to slot directly into your nervous system.

NCPD Database [-100rp]: By concentrating on or scanning someone for a few seconds, you can access a profile on them which tells you their name, affiliations, as well as a record of all the crimes they've been charged with and any bounties on their head.

Radio [-50rp]: What good is having a cellphone in your head if you can't use it to listen to music in your head? This upgrade provides you with constant access to local radio stations, as well as music services. It also acts as a universal music player that allows you to create playlists and such, if you've got stuff locally stored, and even interfaces with any and all soundtrack perks you pick up.

Translation Package [-50rp]: One of the other utilities that every Neuroport is loaded with is translation software, which is good enough to work in real time. Although there are languages and dialects that people usually won't have translation packages for, they're easy enough to find with some digging on the net. But you don't have to since your translation software works for *everything*, even languages in other worlds, giving you live subtitles so you can understand everything someone's saying to you. Unfortunately, it doesn't work the other way, but it'll make it marginally easier to learn new languages through immersion.

Frontal Cortex

BD Recorder [-50rp]: An implant that allows a person to directly record their experiences in a digital format for others to experience via BrainDance. This includes sensations, emotions, memories, and anything else experienced during recording. This raw 'footage' is what BD editors turn into tuned experiences for both the mass and private market.

Bioconductor [-100rp]: An implant that facilitates superconductivity in the circuitry that connects your cyberware…whatever that means. In effect, you lose a portion of your effective RAM in exchange for dealing much more damage with your quickhacks. Obviously not that useful without a cyberdeck, and don't ask me how that actually works out.

Doll Chip [-50rp]: Originally a military innovation, the doll chip found its true calling in the entertainment industry, particularly the sex industry. It allows for importing data from systems, the data steering the doll's behavior in-session, and the doll's memory getting wiped after each session. This is obviously very useful for extra service and discretion at brothels, but dolls can also act as proxies for someone to speak through when that discretion is desired for meetings or a person simply cannot attend in person. This system also makes the doll surprisingly easy to load with stuff like martial art skills.

Ex-Disk [-50rp]: An implant that increases your brain's capacity to store and process information. Regarding quickhacks, this gives you much more RAM to expend and makes your hacks upload noticeably faster.

Kerenzikov Boost System [-50rp]: An implant that improves your reflexes and reaction speed while your Kerenzikov is active, also eliminating the stamina cost of your attacks for the duration, for whatever reason.

Mechatronic Core [-50rp]: An implant that aids in analyzing mechanical foes, letting you know just where to hit for greatly increased damage. It also gives you a bit more RAM to work with.

Memory Boost [-50rp]: A module that optimizes the sync between brain and cyberware, giving you a bit more RAM to work with and clearing your RAM a bit whenever you defeat a foe.

Neural Oscillator [-50rp]: An implant meant to be paired with another that allows for a constant link between two minds. This is enough for two people to essentially become one for the most part, like that one pair of twins from Kabuki. Maybe if you had multiple bodies, this would allow for simultaneous control of them?

Newton Module [-50rp]: Don't ask me for the technobabble explanation, this implant brings all your other cyberware a bit closer to being ready for use again whenever you defeat an enemy.

Quantum Tuner [-100rp]: This implant noticeably reduces the time needed for your other cyberware to be ready for use again, and once per minute it will massively reduce the cooldown of another piece of cyberware that you just used.

RAM Manager [-50rp]: A mod that manages and optimizes RAM use between your brain and your cyberdeck. In effect, it will clear a significant portion of your occupied RAM whenever you run low on free RAM, though it takes a minute or two before it'll be ready again. It also slightly increases your total amount of RAM.

RAM Upgrade [-50rp]: As stated, this provides a bit more RAM while improving how quickly your RAM is passively cleared.

Self-ICE [-100rp]: A bit of ICE for your chrome, automatically negating a hacking attempt up to a couple times a minute. Also provides you with a bit more RAM.

For an extra **-50rp**, your Self-ICE is a lot more aggressive. Rather than just negating hacking attempts, it can strike back if you want.

Operating System

OSs are the exception to the rule - Pick one and only one.

Chrome Compressor [-100rp]: A powerful coprocessor that works to reduce the load of your cyberware on your nervous system, effectively increasing your capacity for cyberware at the expense of not having access to the powerful benefits of other OSs.

Berserk [-200rp]: A hormone regulation implant designed to improve the user's fight or flight response. Gives you a wicked adrenaline high when activated, allowing you to keep fighting on and on…at least until it wears off. But in the interim, you're moving much faster, hitting much harder, and also taking noticeably less damage than you should. However, you'll be way too focused on killing your enemies to worry about things like 'shooting guns' and 'huffing medicine'.

For an extra **-100rp**, your Berserk will somehow make you invulnerable to damage while active. It may only last for up to 12 seconds, but a lot can happen in 12 seconds.

Cyberdeck [-200rp]: The actual hardware needed to be a netrunner, this advanced processor does the heavy lifting needed for you to hack things, whether manually working your way through ICE while directly jacked in or throwing out quickhacks at distant targets like a proper digital wizard. Whether you're sneaking through alleyways, surfing camera networks, or plugged into a chair - you can hack.

For an extra **-100rp**, your deck is somehow loaded with a quickhack that allows you to open a gateway beyond the Blackwall and immediately eliminate a target by rogue AI…even in worlds beyond this one.

Sandevistan [-200rp]: When activated, this implant massively accelerates your perception of time for a short period, making the world seem to slow down while your own movements seem just as fast as normal. In other words, you have a few seconds of on-demand superspeed every minute or so. This obviously makes it much easier to dodge incoming attacks and aim your own, as well as allow your more manual attacks to happen faster - don't need to wait for the bolt on your katana to cycle, after all. Given some skill and planning, you could clear a whole combat encounter in what seems like an instant to everyone else.

For an extra **-100rp**, you can move and react *much* faster than the baseline version, as well as activate your Sandy much more frequently. Cross from one end of a train car to the other almost instantly while also snatching all the shards that were popped from the riders' slots a split second before you activated your Sandy, and then do it again a second later. Where you could clear a half-dozen guys with the baseline option, this upgrade would let you clear maybe three dozen before your Sandevistan needs to cool off.

Arms

You don't need to have the same cyberware on both arms.
One purchase will affect both arms if you want.

Cyberarms [Free/Optional]: Chrome replacements for your meat arms. They aren't much special beyond being notably stronger and more durable, but you can take a lot of liberties with their structure and aesthetics. Maybe you want weird gangly arms with spindly fingers? Or maybe you want some extra arms.

For **-50rp**, you have a whole collection of interchangeable cyberarms at your disposal, complete with a rack for quickly swapping between them.

Gorilla Arms [-100rp]: The standard of construction workers and mercs, gorilla arms are a lightweight enhancement for cyberarms that fit within the profile of a regular arm. They massively improve the strength of the user's arms, allowing them to hit hard and other applications you'd expect from some strong arms. May optionally come with modules on the knuckles that can shock, burn, or poison those unfortunate enough to get within punching distance.

For **-100rp**, your arms build up a charge with each punch. When fully charged, your next punch will be much stronger than normal and can potentially send foes flying, also creating a shockwave that can stagger or knock your foes down.

Needle Projectiles [-50rp]: An emergency defense system that, when activated, launches a barrage of fléchettes around the user. This is powerful enough to pierce decent subdermal armor and serves as a nice bit of protection when you get caught with your hands up and your pants down.

Mantis Blades [-100rp]: Arm blades designed with lethality and concealment in mind. Easily hidden within the profile of your arm when not deployed, these blades can be deployed very quickly and their structure provides a surprising amount of reach. May optionally come with modules that superheat, poison, or electrify the blades for that extra bit of punishment.

For **-100rp**, your blades charge up whenever you dismember or finish a target, allowing you to leap much farther than normal to make a slash that's much more powerful than normal and that strikes a wider area. All of your strikes are also more likely to mangle and dismember your targets.

Monowire [-50rp]: A whip-like monofilament wire with a monomolecular edge. The Monowire is the easiest of the various arm weapons to conceal and has the longest reach. Includes reinforced patches on your hands to allow you to safely handle the wire, and may come with a module that electrifies, superheats, or poisons the wire.

For **-100rp**, this cyberware may have a quickhack equipped, which is automatically uploaded to any target you hit with a fully-charged attack without expending any of your free RAM. Hitting an enemy already affected by your monowire's quickhack may spread to other enemies you hit with the same attack.

Projectile Launch System [-100rp]: A mini-missile launcher integrated into your forearm, because who needs anything less. It can be charged up for a bigger, better explosion at the point of contact, and it somehow spawns a new missile within a minute after use. May optionally come with EMP, incendiary, or chemical warheads instead of the default HE.

For **-100rp**, you can charge up this cyberware to fire a volley of missiles instead of a single one at a time. It also loads up to two missiles at a time, each turning into a volley when charged and having its own cooldown.

Rippers [-50rp]: A set of incredibly sharp retractable claws set into the fingers. They're short-ranged, and you can't really use your hand when they're extended, but they're quick to deploy and use.

Face

You don't need the same cyberware in both eyes.

Cybereyes [Free/Optional]: As you can probably guess, these are cybernetic replacements for your eyes. They're, of course, better than your fleshy sightbulbs, what with their built-in zoom functionality and scanners that can pinpoint all kinds of interesting stuff. You can even add extra eyes in unusual places if you want to have eyes on the back of your head, or just look a bit cooler with three eyes stacked atop one another.

For **-50rp**, your cybereyes interfere with digital surveillance, cloaking your face in an indistinct blur.

For **-50rp**, your scanner can detect people through walls, highlighting them in your vision. It also highlights explosives, cameras, traps, and other relevant devices nearby.

For **-50rp**, you can see outside the visible light spectrum. UV or IR are probably the most usual in most cases, but you can look further out if you like.

Behavioral Imprint-synced Faceplate [-200rp]: Installed in place of your actual face, this bit of cyberware allows you to disguise yourself as another person to a highly accurate degree. Such that even the scanning tech of this world can't tell the difference between you and the person you're disguised as. Even pheromonal signals and unconscious behaviors are altered to help you play the part. However, this requires a detailed scan of the would-be disguise, which takes some time and close observation to acquire. Also, this only works out if you're the right sex and have a similar-enough build.

Vulnerability Analytics [-100rp, Requires **Cybereyes**]: Not cyberware in and out itself, but some military-grade software that takes advantage of the scanners built into your Cybereyes to analyze your foes and highlight their weak points for you. While highlighted, these weak points are much more vulnerable to your attacks than they'd normally be.

Skeleton

Bionic Joints [-50rp]: Simple, cybernetic reinforcement of your joints, protecting potential weak points.

Dense Marrow [-50rp]: A denser replacement for your bone marrow that increases your body mass. This allows you to hit harder, but it takes a bit more energy to move around.

Epimorphic Skeleton [-50rp]: This is a bit of bioware that enables your skeletal system to heal itself much more effectively, incidentally increasing the amount of punishment you can take since the regular build-up of damage heals much faster than normal and leaves less opportunity for microfractures to turn into major breaks.

Feen-X [-50rp]: An implant integrated into your vertebrae. When your available RAM drops low, this implant somehow massively speeds up how quickly your RAM clears.

Kinetic Frame [-50rp]: An implant which helps to dissipate and mitigate incoming impacts, provided you aren't on the back foot.

Para Bellum [-50rp]: An implant in the form of extra reinforcement for your ribcage.

RAM Recoup [-50rp]: An implant for your spine that converts a portion of kinetic shocks received into bursts of processing power, helping to clear your RAM in short bursts. It also provides you with a bit more RAM to work with.

Scar Coalescer [-50rp]: An implant that…coalesces scars. Improves your resistance to damage when you get really beat up.

Scarab [-50rp]: Implanted armor that locks into place when you crouch, reducing your speed but making you more resistant to damage.

Spring Joints [-50rp]: A little bit of spring in your joints, which helps mitigate the shock of incoming damage.

Titanium Bones [-50rp]: Somehow, replacing most of your skeleton with titanium allows you to more easily lift much heavier loads for longer periods of time.

Universal Booster [-50rp]: An implant that responds to the ingestion of medicine by releasing a cocktail of stimulants and painkillers.

Hands

Ballistic Coprocessor [-50rp]: A hand implant that links with your gun, showing you the trajectory that your bullets will take and basically guaranteeing that your shots will ricochet predictably. This aid to your aim makes sure those ricochet shots do more damage than they ought to.

Handle Wrap [-50rp]: A minor implant for your fingers that improves your grip and dexterity, allowing you to throw with much greater precision.

Microgenerator [-50rp]: A small, high-voltage generator that packs a shocking punch. It charges off the kinetic energy from reloading and releases that charge to give your next shot an extra electrical load.

Shock Absorber [-50rp]: A shock absorber built right into your hand. Notably reduces the impact of weapon recoil.

Smart Link [-50rp]: An implant that allows for Smart weapons to interface with you, allowing them to actually function in your hands. Incidentally, it also improves their targeting functions and gives you a little more RAM to work with.

Nervous System

Adrenaline Converter [-50rp]: An implant that gives you a nice shot of adrenaline when you enter combat, improving your movement and reaction speed for a few seconds.

Atomic Sensors [-50rp]: An implant that speeds up your movement and reactions the closer someone is to noticing you. This drops off as soon as hostilities begin.

Kerenzikov [-50rp]: The classic reflex booster. Whenever you pull off some fancy maneuver like sliding or dodging, time seems to slow down for a few seconds, giving you more subjective time to take aim and fire accurately.

Neofiber [-50rp]: Synthetic muscle fibers that improve your ability to take and mitigate impacts.

Reflex Tuner [-50rp]: A coprocessor that supports decision-making processes in emergency situations, significantly slowing how fast time seems to be going for a few seconds every minute or so whenever you are seriously injured.

Stabber [-50rp]: A coprocessor that helps you to assess weak points in your foes.

Synaptic Accelerator [-50rp]: A neuroprocessor that regulates hormonal balance during threatening situations. Slows time for a few seconds whenever someone is about to notice you, up to once per minute.

Tyrosine Injector [-50rp]: An implant that gives you improved neurotransmission for a little bit after taking someone out quietly, making you a touch faster and making it a bit easier to line up for shots for a little bit.

Visual Cortex Support [-50rp]: A brain mod that improves perception and targeting, making it easier to land precise shots at longer ranges.

Circulatory System

Adrenaline Booster [-50rp]: An implant that helps the body maintain performance when under great strain. More specifically, it replenishes some of your stamina whenever you defeat an enemy.

Biomonitor [-100rp]: An upgrade to your neuroport's biomonitor that allows it to coordinate regenerative processes, improving the effectiveness of medicine and automatically dosing you with some whenever you start to become seriously hurt.

Blood Pump [-100rp]: An implant that accelerates oxygen supply to the body's cells, acting as a powerful dose of medicine to help keep you in the fight for longer.

Clutch Padding [-50rp]: An implant that helps to dissipate the impact of your weapons when you use them, reducing how tiring they are to use.

Feedback Circuit [-50rp]: Additional circuitry that links your body and cyberware with weapons and devices, giving you a boost whenever you connect with a target with a fully-charged Tech weapon.

Heal-on-Kill [-50rp]: A combat implant that regulates your hormones and heals you a little when you defeat an enemy.

Microrotors [-50rp]: A number of tiny rotors that help to speed up your melee attacks.

Second Heart [-50rp]: An artificial backup heart that activates whenever your actual heart stops, reviving you and giving you a chance to get to safety. It can only do this every few minutes, though.

ThreatEvac [-50rp]: An implant that improves your speed whenever you start to become seriously injured.

Integumentary System

Subdermal Armor [-50rp]: A layer of armor under your skin that provides you with substantial protection against incoming damage without affecting sensation or aesthetics. This allows you to basically ignore glancing attacks from most man-portable weapons, tank direct hits from the same, and survive hits from heavier weapons.

Each upgrade you take adds on to the base protection your armor provides. All together, you'd basically be just short of Adam Smasher.

Carapace [-50rp]: An improvement to the side and back parts of your armor.

Cogito Lattice [-50rp]: An upgrade to your subdermal armor that hooks into your Cyberdeck's RAM, becoming significantly tougher whenever most of your RAM is occupied.

Countershell [-50rp]: Your armor becomes much tougher for a few seconds when subject to sudden, strong impacts.

Defenzikov [-50rp]: An upgrade to your armor that connects it with your Kerenzikov, significantly improving its durability for a few seconds after the slowed time wears off.

Nano-Plating [-50rp]: Your armor has a slight chance to completely negate an incoming attack, up to one every few seconds. This becomes guaranteed for a second after you make a quick movement.

Proxishield [-50rp]: Your armor becomes much tougher when an enemy is nearby.

Rangeguard [-50rp]: Your armor becomes much tougher when there aren't enemies nearby.

Chitin [-100rp]: Gene-modded chitin is added to your armor, providing you with some passive health regeneration.

Optical Camo [-200rp]: An implant that makes you almost completely invisible for a few seconds, with about a minute of cooldown between uses. This isn't total invisibility, as you still appear as a distortion in the air, but it affects everything on your person, and it'll be hard for people to pin you down if you keep moving.

For an extra **-100rp**, your camo can last pretty much indefinitely, but the cloaking can be broken until you re-engage it if you're knocked on your ass.

Pain Editor [-100rp]: An implant which allows you to tune your own sensation of pain, with obvious benefits and drawbacks - use it too much, and you're much more likely to rush in when you should be turning back.

Painducer [-50rp]: An implant that converts a decent portion of incoming damage into damage-over-time, giving you time to address the problem before it can address you.

Shock-N-Awe [-50rp]: An implant that has a chance to release a large electroshock against nearby enemies whenever you take damage.

Legs

Cyberlegs [Free/Optional]: Cybernetic replacements for your legs, better than the real deal, and you can have all kinds of weird shapes if you'd like without significantly altering your ability to walk. A lot of Tyger Claw women like to dance about with spikes in place of feet, and they have no problem running around and fighting.

Fortified Ankles [-50rp]: Ankle joints reinforced with plastic fibers and nanogel-filled joint capsules. These allow you to charge up before jumping to give yourself a greatly increased jump height.

Jenkin's Tendons [-50rp]: An implant that gives you a speed boost when running full tilt that tapers off over the course of a few seconds.

Knee Blade [-100rp]: Mantis Blades embedded into your leg rather than your arm. They pop out of your knees, and they can come equipped with special damage modules that electrify, superheat, or poison the blades.

Leeroy Ligament System [-50rp]: An implant that just flat out lets you move faster at all times, without any conditions for activation.

Lynx Paws [-50rp]: This implant greatly reduces the sound you make when you move, reduces the damage you take from falls, and lets you move noticeably faster when sneaking around.

Reinforced Tendons [-100rp]: This implant allows you to jump once again while in midair, though they won't be much help if you're already falling too fast, and you'll need to land before they can engage again.