

# BETTER STRONGER FASTER

*Augmentation* is the advanced medtech rulebook for *Shadowrun*, *Twentieth Anniversary Edition*, covering everything you need to know about implants—including cyberware and bioware and where to score the surgery. It provides detailed overviews of genetics and nanotechnology, from regrowing limbs to lethal cutter swarms. It's also the prime source for bleeding-edge medtech: bio-drones, cybermancy, and full-body cyborgs.

*Augmentation* contains everything players and gamemasters need for implants and body mods in *Shadowrun*.



SHADOWRUN

WEBSITE: CATALYSTGAMELABS.COM



UNDER LICENSE FROM



©2007-2012 The Topps Company, Inc. All rights reserved. *Shadowrun* is a registered trademark and/or trademark of The Topps Company, Inc., in the United States and/or other countries. Used under license. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC.



# AUGMENTATION



Sample file

ASIAN DRAGON -  
LOCATION: LEFT  
ARM: BOTTOM  
SIZE: 38.75 POINTS  
AXIS:  
X: 300254.25  
Y: 500025.38  
WIDE: 100%  
HIGH: 105.25%  
H: 50  
V: 50

GENERATING NANOTATTOO:  
PROGRESS

TRIBAL

CAMO - BRICK WALL

ASIAN DRAGON

CAMO - WOOD

CAMO - URBAN

CAMO - SHADOW

CATALYST GAME LABS



# ... TABLE OF CONTENTS ...

<b>JACKPOINT LOGIN</b>	<b>4</b>	Eyeware	37	Genetic Restoration	84
<b>STITCHES AND SPARE PARTS</b>	<b>5</b>	Bodyware	39	Phenotype Adjustment	84
<b>Medical Practice in 2070</b>	<b>6</b>	Cyber-Implant Weapons	42	Transgenics	85
<b>Medical Providers</b>	<b>6</b>	Cyberlimbs	44	Genetic Infusions	86
In Public Service	8	Cyberlimb Accessories	45	<b>Genetechnology Rules</b>	<b>86</b>
Private Practice	10	Modular Cyberlimbs	45	Genetics and Society	86
Franchise Bodyshops	11	Cyberware Suits	48	Gene Therapy and Hospitalization	87
Corporate Medicine	12	<b>BIOTECH</b>	<b>50</b>	Natural vs. Transgenic	87
Armed Emergency Services	12	<b>The Age of Living Technology</b>	<b>52</b>	Genetic Restoration	87
Shadow-Clinics and Street Docs	14	Bio-Medicine	52	Phenotype Adjustment	89
The Path of Bear	16	Bioware	55	Transgenics	90
Organ-legging and Body Snatching	16	Bio-Shape Up or Ship Out	56	Genetic Infusions	93
<b>Medtech and Augmentation</b>		Symbionts	57	Transgenic Art and Chimera Pets	94
<b>in Everyday Life</b>	<b>17</b>	Mass Biotech	57	<b>NANOTECH</b>	<b>95</b>
<b>Game Information</b>	<b>20</b>	Biotech Kings and King-Makers	59	<b>An Underground Primer to</b>	
The Augmented Character	20	<b>Advanced Biotechnology Rules</b>	<b>61</b>	<b>Nanotechnology</b>	<b>96</b>
Body Mods and Social Interactions	20	Biotech Grades	61	Hard and Soft Machines	96
New Positive Qualities	20	Second-Hand Bioware	61	Control and Autonomy	98
New Negative Qualities	21	Biosculpting	61	Common Applications	98
Tweaking the Rules	22	Cosmetic Bioware	62	Construction	101
<b>CYBERTECH</b>	<b>24</b>	New Bioware	63	Computing	101
<b>Live Wire</b>	<b>26</b>	Symbionts	70	Space Exploration	
Why Cyber?	26	<b>GENETECH</b>	<b>72</b>	and Exploitation	102
Downsides	27	<b>Genetech 101</b>	<b>74</b>	Miltech	102
<b>Behind the 'Ware</b>	<b>30</b>	From Bases to Basics	75	Metahuman Augmentation and	
Chrome Kings	30	The Metahuman Genome	75	Medicine	103
Rising Stars and Trendsetters	30	Xenosapient Genomes	79	<b>Nanotechnology Rules</b>	<b>105</b>
<b>Advanced Cybertechnology Rules</b>	<b>31</b>	<b>Mendel's Successors</b>	<b>79</b>	Inside the Nanomachine	105
DNI and Wireless Functionality	31	The Big Players	79	Soft and Hard Machines	106
Cyberware Triggers	31	Modern Moreaus	80	Essence Costs	107
Second-Hand Cyberware	31	<b>Customer Apps</b>	<b>81</b>	Using Nanoware	107
Cosmetic Cyberware	33	Genetic Engineering	81	Nanoware Systems	108
Headware	36	You Are What You Eat	81	Nanocybernetics	112
Earware	37	Genedesign—The Art of Creation	83	Nanogear and Equipment	113



Nanofaxes	115
Weaponized Nanotech	115
<b>ADVANCED MEDTECH</b>	<b>118</b>
<b>Advanced Medical Rules</b>	<b>120</b>
Using Skills and Specializations	120
Optional Rule: Severe Wounds	120
Care and Costs	122
Medical Equipment	124
Diagnosis	125
Under the Knife	125
Cosmetic Surgery/Biosculpting	126
Trauma Surgery	126
Transplants and Organ Replacements	126
Installing/Repairing Cyberware and Bioware	126
Replacing/Upgrading Cyberware and Bioware	128
Gene Therapy	129
Installing Nanoware	129
<b>Diseases, Pathogens, and Other Conditions</b>	<b>129</b>
Disease Attributes	129
The Disease Resistance Test	129
Magical Diseases	131
Sample Diseases	133
Biowarfare Agents	133
Pharmaceuticals and Biomedicals	134
<b>THE CUTTING EDGE</b>	<b>136</b>
<b>Biodrones</b>	<b>136</b>
Menagerie™ Biodrone Series	138
Our Technology	139
Control Options	141
Biodrone Applications	142
<b>Cybermancy</b>	<b>143</b>
What is Cybermancy	143
What it Does	144
Where it Comes From	144
Odds and Ends	146
<b>Cyborgs</b>	<b>148</b>
Otomo Product Announcement	148
Subject Interview	149
Field Report	149
<b>Game Information</b>	<b>151</b>
Biodrones	151
Sample Biodrones	154
Biodrone Swarms	154
Cybermancy	155
Side Effects of Unlife	157
Cyborgs	158
Cyborg Specs	159
Cyborg Wetware	162
Cyborg Hardware	162
Cyborg and Cyberzombie Negative Qualities	163

## CREDITS: AUGMENTATION

**Writing:** Lars Blumenstein, John Dunn, Jim Johnson, Robyn King-Nitschke, Heiko Oertel, Malcolm Sheppard, Michael Stadermann, Peter Taylor, Frank Trollman

**Editing:** Rob Boyle, Jason Hardy, Michelle Lyons, Peter Taylor

**Development:** Rob Boyle, Robyn King-Nitschke, Peter Taylor

**Art Direction:** Robyn King-Nitschke

**Interior Layout:** Adam Jury, Matt Heerdt

**Cover Art:** Marc Sasso

**Cover Layout:** Matt Heerdt

**Illustration:** Abrar Ajmal, Eric Deschamps, Johan Egerkrans, Tom Fowler, Mariusz Gandzel, Jeff Laubenstein, Mike Mumah, Jim Nelson, Klaus Scherwinski, Tony Shasteen, Chad Sergesketter, Barbara Wittmann

**Corporate Logos:** Mikael Brodu

**Inspiration:** Hatchetman, real-life cyborgs and transhumanists, Nullvektor and Rob Dougan (dev-editing music), Michael Moore's *Sicko*

**Shout-Outs:** All the folks who contributed to previous Shadowrun medtech books like *Shadowtech*, *Street Samurai Catalog*, *Cybertechnology*, *State of the Art: 2063*, and *Man & Machine*. Thanks also to Jennifer Brozek, Anthony Bruno, Adam Jury, Christian Lonsing, Michelle Lyons, Olivier Thieffine, and Yusuke Tokita for ideas and feedback.

**Playtesters:** Steppen Adams, Yassil Benamer, Ghislain Bonnotte, Jérémie Boudon, Anthony Bruno, John Dunn, Frederic Duwavan, Brian East, Matt Marques, Olivier Thieffine, Jon Upchurch, Jason Westman

**Proofreaders:** Randall Bills, Andrew Timson, Patrick Wynne, and a whole bunch of the authors chipped in!

Copyright© 2007-2012 The Topps Company, Inc. All Rights Reserved. Shadowrun, Augmentation, and Matrix are registered trademarks and/or trademarks of The Topps Company, Inc., in the United States and/or other countries. No part of this work may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, without the prior permission in writing of the Copyright Owner, nor be otherwise circulated in any form other than that in which it is published. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC.

Third Printing by Catalyst Game Labs,  
an imprint of InMediaRes Productions, LLC  
PMB 202 • 303 - 91st Ave. NE, E-502  
Lake Stevens, WA 98258.

Find us online:

[info@shadowrun4.com](mailto:info@shadowrun4.com)

(Shadowrun questions)

<http://www.shadowrun4.com>

(official Shadowrun website)

<http://www.catalystgamelabs.com>

(Catalyst Game Labs website)

<http://www.battlecorps.com/catalog>

(online Catalyst/Shadowrun orders)





Connecting Jackpoint VPN ...  
... Matrix Access ID Spoofed.  
... Encryption Keys Generated.  
... Connected to Onion Routers.  
> Login  
\*\*\*\*\*  
> Enter Passcode  
\*\*\*\*\*  
... Biometric Scan Confirmed.  
Connected to <ERROR: NODE UNKNOWN>  
"Man is only man at the surface. Remove the skin, dissect,  
and immediately you come to machinery."

## JackPoint Stats

66 users currently active  
in the network

### Latest News

\* <sticky> This private p2p MoSoSo network is still in beta-test, so pardon the mess and report any glitches to me. – Fastjack  
\* <081870> The security audit went a bit longer than expected, but has been completed. Thanks for the bug reports! – Fastjack

### Personal Alerts

\* There have been 3 [unauthorized attempts](#) to access your PAN  
\* You have 0 new private [messages](#)  
\* You have 1 new re-routed, anonymized, sanitized message from "Ms. Brackhaven"  
\* You have 5 new [responses](#) to your Jackpoint posts  
\* Your filter has blocked 16 messages from "OI' Ball and Chain"  
\* Your [Ganesh virtual pet](#) desires feeding

### First Degree

You are hidden from all contacts.

**Your Current Rep Score:** 48  
(96% Positive)

**Current Time:** August 20, 2070, 0704

PREFERENCES

FEEDS

TASKS

LINKS

HISTORY

Welcome back to Jackpoint,  
omae; your last connection was  
severed: 13 hours, 13 minutes,  
18 seconds ago

## Today's Heads Up

Need some new lube for your implants? Worried that shady street doc put a little something extra in during that last visit? Looking forward to some nice relaxing months

in a rejuve vat? Want a new cobalt blue transgenic pet to match your couch? We now have a complete guide to medical technologies of all varieties under the [Augmentation](#) tag for easy reference. [\[Link\]](#) [\[Guests\]](#)

## Incoming

- \* Clockwork and Picador are scraping together some fun facts on the latest guns, toys, and vehicles. [\[Tag: Arsenal\]](#)
- \* Just back from a working vacation in a nice, quiet, secure, gated community? Review your fave biz zones here. [\[Tag: Corporate Enclaves\]](#)
- \* Ever wonder how your team's hacks work so much Matrix ass? Find out everything you need to know in our upcoming guide to Matrix ops. [\[Tag: Unwired\]](#)

## Top News Items

- \* NeoNET subsidiary FTL Metrixware has announced a release date for its new security software that it claims can distinguish technomancer "sprites" from ordinary programs. Critics remain skeptical. [Link.](#)
- \* Greek authorities confirmed the recent theft of several artifacts, including the mysterious Phaistos Disc, from the archaeological museum in Herakleion, Crete, Greece. One official stated, "We will not rest until these priceless artifacts are returned to our country." Interpol is investigating, but there are no suspects at this time. [Link.](#)
- \* Based on the very successful Desert Wars franchise, the first season of the highly-anticipated Rad Wars will be held this coming fall in and around the former French city of Metz, in the specially-contained and contaminated Saar-Lor-Lux (SOX) area. [Link.](#)
- \* Japanese officials are investigating the deaths of a half-dozen reputed Yakuza members who were reportedly forced off a bridge into Osaka Bay during a running firefight with Shiawase security personnel. According to a Shiawase spokesperson, the criminals were attempting to steal a truck full of highly-anticipated Sim Station XX6500 gaming consoles, due to be released next month. [Link.](#)



CHAT

MESSAGES

FILES

POSTS

NEXUS

SEARCH

Active



Non-Mat  
Firewall

Active



Academy  
Antivirus

Active



ApamWith  
Filter

On/Receiving



CommCode

Excellent



Signal

Active



Hidden  
Mode



Local  
Map

## AUGMENTATION

### Invited Guests

KAM      Kephalos

### Posts/Files tagged with "Augmentation":

\* Cybertech      \* Nanotech  
\* Biotech      \* Medtech  
\* Genetech      \* The Cutting Edge  
[\[More\]](#)

CONTINUE

ADVANCED  
SEARCH

SAVE

# ... STITCHES AND SPARE PARTS ...

Two things you learn fast in this business—the quickest way to guarantee you'll get a call is to light up a butt or grab some stuffers, and the worse the weather, the more calls you're gonna get.

I was eating and Gonzo was having a smoke, so of course we got two calls. Two clients, same place. The AR showed location, best route, ETA, and all the vitals the DocWagon bracelets could grab. Didn't look good—Lone Star chatter hinted at a firefight at an Aztechnology facility. Dangerous, sure. But that's why the initials on our jackets said HTR—High Threat Response.

We didn't run sirens—it wouldn't have done any good—but we made good time despite the heavy rain. The drill was to grab 'em, stuff 'em in the wagon, and get the hell out before things started shooting at us. Treatment came later, since the facilities in the rig were better than the field kits anyway.

This one was bad, I could tell right away. It looked like a miniature warzone, with bodies strewn all around—sec guards and shadowrunners—stepped out near a troll body riddled with bullets, his face blown out, rain spattering his 'rins. Beyond, a guard missing the left side of his head was draped grotesquely over a parked car. From far off, sirens meant the imminent arrival of either the Star or more corpsec—bad news either way. My commlink homed in on our two clients and I quickly relayed the information to Gonzo's AR. "Get her!" I barked, pointing at a moaning female ork curled into a fetal position near the outside of the fence, her leg a twitching mass of blood and sparking wire. "Leave the dwarf. Nothing we can do."

"What that fuck?" he protested. "He's right *there!*" He gestured madly at the huddled form of our second client, just on the other side of the fence. Above him, the jaguar-head Aztechnology logo gleamed in the driving rain.

"Get your ass over here *now* and help me! You forget your training already? Extraterritoriality. We can't go in there and you know it!"

For a split-second Gonzo hesitated, just idealistic enough that he still thought we could buck the system to save a life. We could have saved the guy, too—we both knew it. But extraterritoriality is a harsh master, and anybody who flouts it gets hung out to dry. Way of the world, *omae*. Hell, even our ork client was going to have to deal with it—the Azzies knew we had her, and they'd be filing extradition papers within an hour.

"Fuck!" Gonzo yelled in frustration, then pelted over and joined me at the ork's side. We hustled her onto the stretcher and into the back of the wagon.

"Get this thing turned around," I ordered. "I'll be there in a minute." Without waiting for an answer, I glanced toward the approaching sec-team and then hurried over to another body slumped nearby. A few deft cuts and I was done. Hey, he wasn't a client, he was dead anyway, and you can't let 'ware like that go to waste—not on what they're paying us. I ducked low and headed back to the rig at a run.