

Name: \_\_\_\_\_

**BODY** \_\_\_\_\_ **REF** \_\_\_\_\_ **TECH** \_\_\_\_\_ **COOL** \_\_\_\_\_ **INT** \_\_\_\_\_

**FRONTAL CORTEX**

- Axolotl
- Bioconductor
- Camillo Ram Manager
- COX-2 Cyber Optimizer
- Ex-Disk
- Kerenzikov Boost Sys.
- Mechatronic Core
- Memory Boost
- Newton Module
- Quantum Tuner
- Ram Upgrade
- Ram Reallocator
- Self-ICE

**OPERATING SYSTEM**

*Berserk*

- BioDyne
- Militech
- Moore Tech
- Zetatech

*Cyberdeck*

- Arasaka
- Biotech Σ
- Militech Canto
- Militech Paraline
- Netwatch Netdriver
- Raven Microcyber
- Tetratronic Rippler

*Sandevistan*

- Dynalar
- Militech "Apogee"
- Militech "Falcon"
- QianT "Warp Dancer"
- Zetatech

*Misc.*

- Chrome Compressor

**ARMS**

- Gorilla Arms
- Mantis Blades
- Monowire
- Projectile Launch Sys.
- Electrifying*
- Thermal*
- Toxic*
- MaxTac Mantis Blades

**FACE**

- Basic Kiroshi Optics
- Kiroshi "Clairvoyant"
- Kiroshi "Cockatrice"
- Kiroshi "Doomsayer"
- Kiroshi "Sentry"
- Kiroshi "Stalker"
- Kiroshi "The Oracle"
- Synced Faceplate

**SKELETON**

- Bionic Joints
- Dense Marrow
- Epimorphic Skeleton
- Feen-X
- Kinetic Frame
- Para Bellum
- Ram Recoup
- Rara Avis
- Scar Coalescer
- Scarab
- Spring Joints
- Titanium Bones
- Universal Booster

**HANDS**

- Ballistic Coprocessor
- Handle Wrap
- Immovable Force
- Microgenerator
- Shock Absorber
- Smart Link
- Tattoo, Tyger Claws
- Tattoo, Johnny Special

**NERVOUS SYSTEM**

- Adrenaline Converter
- Adreno-Trigger
- Atomic Sensors
- Deep-Field Visual Inter.
- Kerenzikov
- Neofiber
- Reflex Tuner
- Revulsor
- Stabber
- Synaptic Accelerator
- Tyrosine Injector
- Visual Cortex Support

**CIRCULATORY SYSTEM**

- Adrenaline Booster
- Biomonitor
- Black Mamba
- Blood Pump
- Clutch Padding
- Electromag Recycler
- Feedback Circuit
- Heal-on-Kill
- Isometric Stablizer
- Microrotors
- Second Heart
- Threatevac

**INTEGUMENTARY**

- Carapace
- Cellular Adapter
- Chitin
- Cogito Lattice
- Countershell
- Defenzikov
- Nano-Plating
- Optical Camo
- Pain Editor
- Painducer
- Peripheral Inverse
- Proxishield
- Ranguard
- Shock-N-Awe
- Subdermal Armor

**LEGS**

- Fortified Ankles
- Jenkins' Tendons
- Leeroy Ligament Sys.
- Lynx Paws
- Reinforced Tendons



NOTES:

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<b>BODY</b>	<b>Blade Runner</b>	<b>Bolt</b>	<b>Subordination</b>
<b>Painkiller</b>	<i>Going the Distance</i>	<i>Lightning Storm</i>	<b>Eye in the Sky</b>
<i>Dorph-Head</i>	<i>Opportunist</i>	<i>Internal Clock</i>	<i>Forcekill Cypher</i>
<i>Comeback Kid</i>	<i>Flash of Steel</i>	<i>Shock Value</i>	<i>Warning: Expl. Hazard</i>
<i>Speed Junkie</i>	<b>SLAUGHTERHOUSE</b>	<i>In Charge</i>	<b>Hack Queue</b>
<i>Army of One</i>	<b>Air Dash</b>	<b>CHAIN LIGHTNING</b>	<i>Feedback Loop</i>
<u><b>Fury Road</b></u>	<i>Aerodynamic</i>		<i>Data Recycler</i>
<b>Adrenaline Rush</b>	<i>Aerial Combat</i>	<b>COOL</b>	<i>Copy-Paste</i>
<i>Unstoppable Force</i>	<b>TAILWIND</b>	<b>Killer Instinct</b>	<i>Counter-A-Hack</i>
<i>Juggernaut</i>	<b>Ready Rested Reloaded</b>	<i>Quick Getaway</i>	<b>Embedded Exploit</b>
<i>Calm Mind</i>	<i>Tunnel Vision</i>	<i>Gag Order</i>	<i>Shadowrunner</i>
<b>PAIN TO GAIN</b>	<i>Spice of Life</i>	<b>Feline Footwork</b>	<i>Icepick</i>
<b>Wrecking Ball</b>	<i>Mind Over Matter</i>	<i>Blind Spot</i>	<i>Siphon</i>
<i>Breakthrough</i>	<b>Sharpshooter</b>	<i>Small Target</i>	<i>System Overwhelm</i>
<i>Kinetic Absorption</i>	<i>Shoot to Chill</i>	<i>Unexposed</i>	<i>Speculation</i>
<i>Clapback</i>	<i>Spray and Pray</i>	<u><b>Road Warrior</b></u>	<b>Acquisition Specialist</b>
<i>Fly Swatter</i>	<i>Practice Makes Perfect</i>	<b>Focus</b>	<i>Precision Subroutines</i>
<b>Quake</b>	<i>Gundancer</i>	<i>No Sweat</i>	<i>Recirculation</i>
<i>Epicenter</i>	<i>Air Kerenzikov</i>	<i>Rinse and Reload</i>	<i>No Escape</i>
<i>Aftershock</i>	<b>SALT IN THE WOUND</b>	<i>Pull!</i>	<b>Queue Acceleration</b>
<i>Ripple Effect</i>	<b>SUBMACHINE FUN</b>	<i>Head to Head</i>	<i>Live Wire</i>
<b>SAVAGE SLING</b>		<i>Deep Breath</i>	<i>Queue Prioritization</i>
<b>Die! Die! Die!</b>	<b>TECH</b>	<b>Scorpion Sting</b>	<i>Queue HACK_ROOT</i>
<i>Like a Feather</i>	<b>Glutton For War</b>	<i>Parasite</i>	<b>Overclock</b>
<i>Don't Stop Me Now</i>	<i>First Aid</i>	<i>Neurotoxin</i>	<i>Sublimation</i>
<i>Bullet Ballet</i>	<i>Transfusion</i>	<i>Accel'd Toxin Absorp.</i>	<i>Blood Daemon</i>
<b>Spontaneous Oblitera...</b>	<u><b>Gearhead</b></u>	<i>Corrosion</i>	<i>Power Surge</i>
<i>Close-Quarters Carnage</i>	<b>Health Freak</b>	<b>Deadeye</b>	<i>Race Against Mind</i>
<i>Skullcracker</i>	<i>Coming in Hot</i>	<i>California Reaper</i>	<b>Target Lock Transfer</b>
<i>Dread</i>	<i>Borrowed Time</i>	<i>High Noon</i>	<i>Terminal Velocity</i>
<i>Rush of Blood</i>	<i>Field Medic</i>	<i>Long Shot</i>	<i>Targeting Prism</i>
<i>Bloodlust</i>	<i>Demolitions Surplus</i>	<i>Quick Draw</i>	<b>QUEUE MASTERY</b>
<b>RIP AND TEAR</b>	<b>Pyromania</b>	<b>Ninjutsu</b>	<b>SPILLOVER</b>
<b>ONSLAUGHT</b>	<i>Heat Shield</i>	<i>Vanishing Act</i>	<b>SMART SYNERGY</b>
	<i>Burn This City</i>	<i>Shinobi Sprint</i>	
	<i>Flash Sale</i>	<i>Creeping Death</i>	
	<i>Friendlier Fire</i>	<i>Serpentine</i>	
<b>REFLEXES</b>	<b>TICKING TIME BOMB</b>	<b>Juggler</b>	Key:
<b>Slippery</b>	<b>License to Chrome</b>	<i>Sleight of Hand</i>	<b>TOP PERK</b>
<i>Multitasker</i>	<i>Cyborg</i>	<i>Pounce</i>	<b>Core Perk</b>
<i>Muscle Memory</i>	<i>Ambidextrous</i>	<i>Act of Mercy</i>	<i>Associated Perk</i>
<i>Power Slide</i>	<i>Built Different</i>	<i>Pay It Forward</i>	<u><b>Standalone Perk</b></u>
<i>Parkour!</i>	<i>Extended Warranty</i>	<b>NERVES OF TUNG-STL</b>	
<b>Dash</b>	<i>Doomlauncher</i>	<b>RUN 'N' GUN</b>	
<i>Steady Grip</i>	<b>EDGERUNNER</b>	<b>STYLE OVER SUBS.</b>	
<i>Can't Touch This</i>	<b>All Things Cyber</b>		
<i>Mean Streak</i>	<i>Chrome Constitution</i>	<b>INTELLIGENCE</b>	
<i>Mad Dash</i>	<i>Renaissance Punk</i>	<u><b>Carhacker</b></u>	
<b>Lead and Steel</b>	<i>Lucky Day</i>	<b>Optimization</b>	
<i>Seeing Double</i>	<i>Driver Update</i>	<i>Proximate Propagation</i>	
<i>Flash and Thunderclap</i>	<i>Chipware Connoisseur</i>	<i>Encryption</i>	
<i>Bullet Time</i>			
<i>Bullet Deflect</i>			

\* List arranged in left to right, bottom to top reading of the screen in game.