BY DIEGO MARTINEZ



ALL ABOUT AGENTS

YOUR BEST FRIEND IN YOUR POCKET

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HUSTLING WITH 3-PIECE

DATA

To learn more about 3-Piece, see ***Black Chrome*** (PAGE 132). To learn more about Short Circuit. check out ***CP:R*** (PAGE 312)

Hello, Hustlers! I hope every one of you sharp-dressed, sharp-eyed 'runners are staying ahead in the Time of the Red! You've navigated over to Hustling with 3-Piece, and as part of my hustle, I'm asking you to subscribe to my Garden Patch and watch this video to the end to keep my show high to feed Ziggurat's algorithms.

Now, usually, I give advice about clawing a living out of this mess of a city, but you choombas *buried* me in comments after I interviewed my husband, Brain, about the tricks and troubles of scrubbing nano-ID markers from Corporate firearms. Yeah, my boo got his handle for a reason. Anyway, you *loved* watching him geek out, and I did too, so today, I've brought him back on to tell us more about the tools of the trade. Brain chose today's topic, so we're all going to learn how we got *my* favorite tool, the Agent.

The Original

3-Piece (3P): Let's start with the surprising truth. This thing, this box that I use to run my life, that I swear does half my planning for me... is a *toy*?

Brain (B): *Was* a toy, yeah. Back in 2019, Segotari launched its new handheld console, the Segotari Agent, in Japan and Korea. Its big feature was Your Play, capable of generating new game content based on a player's skills and interests.

3P: I'm starting to see the connection. Go on.

B: Right! Your Play was powered by a self-adaptive pseudo-AI. It's the same core SAAI tech powering Agents today. Really! Thing was, the Agent's launch titles were forgettable crap. It was an interesting tech demo, but kids *hated* the games. They depended too much on generated content, most of which was boring, predictable, or... just plain *unplayably weird*.

3P: How'd it make the jump from game console to phone, then?

B: A hacker in Korea scripted a custom app–I think named after a popular TV secretary–to keep track of her schedule, crawl the NET for info, and answer instant messages. Sound familiar? People loved it. Suddenly, the Agent was selling out across Korea and then Japan. Execs couldn't get enough of it!

3P: I'm feeling a little doubt here. Say I'm a high-powered Exec in a Takanaka suit, and I tell my people, "We'll extract their lead scientist. I'll arrange the strike team." Then I yank a pastel toy from my pocket and ask it "Which wet-work assets do we have right now in Seoul?" Choomba would get laughed out of the room!

B: Yeah, the toy look had to go. Which is why Segotari pivoted hard and fast. By 2020, they started shipping the Double Agent. Same hardware, just a new outer case.

3P: Yeah, that looks as corp as you'd expect. Black plastic. Silver trim. No personality. Boring.

B: Could still run *Elflines Explosion Fantasy*, though!

The Rise and Fall

3P: Nice. So how come Segotari's such an also-ran when they had such a lead? I mean, you say "Agent," I think of Zetatech or EBM.

B: Oh, they squandered the lead–kept shipping the same cheap kiddie hardware. Meanwhile, all over the world, other Corporations scrambled and spent billions to catch the wave. By the end of 2020, every electronics firm sold something that looked pretty much like what we've got now, each running its own version of SAAI. Each Corp had their own brand but the word "Agent" stuck as a generic term.

3P: I dug up some sales figures from back in the day. These things sold like bullets in a Combat Zone!

B: Agents were the new thing. Make calls, organize life, get data from the NET on the go without needing interface plugs or a deck.

3P: My mom's boss made her buy one. I still have it–an old Microtech Dot. That was right before the 4th Corporate War kicked off.

B: Yep, another twist to the story. Millions of Agents rolled out of factories, containers loaded on ships, and then the war shut it down. Whole shiploads got parked in warehouses or on docks to make room for weapons and milspec gear.

3P: And then the NET collapsed.

B: Yeah. Moment of silence, please.

3P: Between that and so many Corps imploding, there just wasn't a point. "Agent, remind me to hunt some rats for dinner tonight."

B: Agents had decent power for portable systems, but unless you had your own stored data or could build your own network, nobody needed one.

Resurrection

3P: So, when the world started recovering, how'd they come back? I mean, the Old NET's still dead, right?

B: Well, unlike old cyberdecks, Agents didn't use the Ihara-Grubb protocols. Without a neural interface, there just wasn't a need, and it saved all the manufacturers a few bucks and memory units to kludge their way around it. That makes Agents flexible. Plenty of Techs built comm chips to link them to their own local Net Architectures already, so when Ziggurat started the first CitiNets in the '30s, it didn't take long for smart people...

3P: ... including you...

B: ... including me–thank you, babe–to make CitiNet protocol chips and slot them in. A SAAI is adaptable enough to handle the new streams easily.

3P: If you watched our previous 'casts about salvaging, you already know how a prewar cache of Agents is one of the best scores you can land. Always in demand and easy for a Fixer to move in bulk.

B: And they're not just salvage anymore, either. Agents were one of the first things the Neocorps started producing when they re-opened their factories.

3P: Now, you've upgraded my Agent and kept it up to date and loaded with the best apps, but it's still prewar tech. Do these new ones have features you won't find on a good salvaged model?

B: It depends on who makes it. Rocklin's got some cool things coming, but there are also companies like Mediaware pumping out cheap crap for quick profits. Best advice? Talk to your favorite Tech before dropping serious cash on anything.

The Wrap-Up

And that's all for today, Hustlers! If you join our Premium Patch, you can watch an extended version of this interview, in which Brain discusses his favorite Agent models and must-have apps and accessories in more depth.

And if you don't have a great Tech in your circle to help you shop for Agents, come by Short Circuit in Little Europe. You can make a new friend or two there over drinks! Show the bartender our code 3PHUSTLE53 for this month's free cocktail. We're calling it the Brain Teaser and it is delicious!

Until next time, try not to go broke on the streets of Night City.

What's an Agent?

Part phone. Part portable computer. All necessity. Your Agent serves as your primary means of communication with the outside world, a major entertainment source, and it coordinates your life, to boot! It makes and takes your calls, handles your messages, filters your news, tracks your tasks, orders your groceries, and even keeps your clothing selection stylish and shiny-chrome. Edgerunners love their Agents; many treat them like best friends (or even lovers). Fixers, especially live and die by them. Which is why getting caught hacking someone else's Agent is a good way to get shot.

Smart Enough

The more you use an Agent, the better it gets at predicting your wants and needs. The Self-Adaptive AI (SAAI, pronounced "sigh") inside an Agent isn't actual artificial intelligence, but its capable algorithm-driven learning routine for responding to input and managing/presenting data can feel pretty close. Each model comes with some basic personality templates, allowing you to choose from different voice types, vocal and psychological quirks, and accents, but you can download new ones directly from the Data Pool. The cost ranges from 10eb (Cheap) to 100eb (Premium) depending on the quality and popularity of the personality template. A general rule of thumb: the sexier the personality, the more expensive it is.

Communications Hub

Your Agent can handle all your communications: voice, video, email, and instant messaging. It can even create and send messages using a simulation of your voice, face, and syntax to help screen your calls or handle low-priority exchanges. When communicating locally, your Agent connects to CitiNet via wireless access, paid as part of your Lifestyle (**SEE CP:R PAGE 377**).

To communicate long-distance, your Agent connects to WorldSat's cellular network, which charges by the minute or the message, depending on the method used.

Second Brain

Your Agent learns and stores your schedule and contacts, including your day-to-day preferences. It can also search the Data Pool in an attempt to find contact and other personal information for anyone you ask it about. Its SAAI prompts you about important or interesting events related to you and your contacts (*Your friend EZ-8 is launching a new album tonight at the Atlantis. Should I purchase a ticket?*) and can even automatically send gifts to loved ones if you forget.

Doorway to the Data Pool

Finding information in the Data Pool usually means sifting through mountains of garbage to find a few gems. Agents excel at turning a request for information into a useful summary by crawling the Data Pool and doing some of the filtering for you. Your Agent also helps you access a wide range of entertaining Data Pool content, including text, audio, video, holo, and games. It can cast or download files for you to peruse later. As it learns your preferences, it finds new content automatically and reminds you of old favorites you've forgotten.

Device Manager

Using the AltLink short-range wireless protocol, Agents can connect to a wide range of other devices, from printers and refrigerators right up to sex toys, drones, and cyberware. Some modern vehicles come standard with a one-way AltLink data feed to report on performance and malfunctions. You can even connect to other Agents to directly transfer files or money or communicate over limited distances (20 m/yds with line of sight).

Through AltLink, your Agent can monitor and manage your household gear and supplies, warning you when you're low on something or even ordering more. It can display, record, or download from other devices—even cyberware like your MicroVideo or Biomonitor. If you can find a device's AltLink connection, your Agent's SAAI can probably work with it.

Many users transfer images and video from their Agents to screens or virtuality goggles. Trendsetters use them to download new styles and patterns to their TechHair. Some Solos link their Agents to their Biomonitors to create game-like "damage displays" on their Chyron's HUD. There are even Garden Patches focused on Nomads driving modified vehicles remotely with an Agent, though these often end with expensive crashes.

Accessories for Even More

Most Agents come standard with certain basics: screen, simple speaker, microphone, camera, accessory and power ports, and AltLink short-range wireless. More expensive models come with more, like built-in flashlights, stereo hi-fidelity speakers, or even holo-projectors. Agents customized for specific fields, like construction, medicine, or technical work, might come equipped with built-ins specific to those tasks, like laser surveying tools or a rudimentary MedScanner. Be careful, though. With a few exceptions, the accessories built into Agents are usually of lower quality than standalone versions of the same tool. Rockers and Medias buy external mics and connect them by AltLink or cables, and Techs buy separate Techscanners. A good rule of thumb is a separate device always does better than the one crammed into your Agent.

Killer Apps

Agents are useful straight from the box because of SAAI, but the right apps boost their power exponentially. Basic apps like email and messaging clients come on every Agent (or download automatically when you first connect to a CitiNet) courtesy of Ziggurat. Other apps are available for free or cash via a Fixer or the Data Pool. A competent Tech can also write custom apps for specific purposes. With the right apps, your Agent can be a game console, a writing desk, a video studio, or even a cheap security system.

Input and Output

Most Agents accept touchscreen and audio commands. A few even have mini-keyboards for more precise input. For output, they usually use a display and speaker, but more expensive models might display visual data an onboard holo-projector. All Agents can connect to external devices for input or display via a direct wire connection or AltLink.

Internal Agents

Why carry when you can implant? Internal Agents connect as an option to your Cyberaudio Suite. A basic install outputs only audio by default, though

you can connect the Agent to Cybereye's Chyron for video output. An internal Agent responds primarily to spoken commands, though you can subvocalize them for privacy. They lack most accessories, as there's little need for a holo-projector or flashlight inside your skull.

Internal Agents run apps just like other Agents, though many won't work properly without at least visual output, and others require an external touchscreen or other physical controller. Of course, internal Agents can use AltLink to connect to external devices. It isn't uncommon for an Internal Agent user to carry an external budget Agent around for easy input and display.

AGENTS IN YOUR GAME

As a Gamemaster, you can use Agents to drive plot, shift narrative, and build the world around your Players.

Beloved Friends

The way Agents learn from and interact with their users can lead to Players getting as attached to their mobile devices as they would an organic NPC. In other words, don't skimp on the Agents. Ask your Players about their personalities and roleplay them out to encourage world-building and character development at the table.

Out of Service Blues

In the real world, network access is so ubiquitous that people take it for granted, but things are different in Night City. Service is spotty or nonexistent in plenty of places, including shielded buildings, underground spaces, and the Hot Zone. Unpredictable communication blackouts (see the ***Night City Weather*** DLC) add to the pressure. You can make a dead spot a key plot point, but you can also use service dropouts to create atmosphere.

Gotta Have that Upgrade

Agents, their accessories, and upgrades make tempting rewards to entice Edgerunners onto a mission. A new app nobody has, a really kickin' AltLink speaker system, or some custom specialist Agent as good as its rep suggests? Any of those could make a worthwhile payoff. You could also create a storyline around an annoying mystery glitch or virus infecting Agents all over the city. Is it a bug? Is it a hack? Whose fault is it?

Don't Hurt My SAAI!

Agents are Dark Future technology running on jury-rigged wireless networks. There's no automatic cloud backup–meaning all the complex files of rule structures, learned behaviors, preferences, and customizations that make each Agent unique are in the physical device's onboard memory and nowhere else. That makes an Agent a potential target or hostage.

I Have a Bad Feeling

Sometimes, you want to save Edgerunners from bad luck or a single bad decision. Agents aren't true AIs, but they watch for patterns and know how to make suggestions. An Agent is a GM's chance to offer a bit of out-of-game advice in-game no matter where the Crew is holding up. For example, an Edgerunner's Agent could plausibly chirp out, "Hey, boss–I've noted that three out of five times that you've visited Totentanz, you've made a Trauma Team call within thirty minutes of arriving. Should I book you an advance appointment?" to warn against starting yet another brawl in the middle of Maelstrom territory.

HACKING AGENTS

The art of hacking communication devices and networks goes back over two centuries to the days of telegraphs and wires. With each new advance in communications, hackers have adapted, developing new techniques and new technology. That tradition hasn't changed in the Time of the Red, where many of Night City's citizens rely on Agents to not only get and send word but to manage their daily lives.

The Hack

In theory, anyone can hack an Agent, but the Role Abilities of Netrunners and Techs do improve the chances of success.

Hacking an Agent requires a Breacher (**SEE PAGE 7**), a specialized device designed specifically for the task. The hacker must be within 20m/yds (10 squares) of the Agent and have line of sight on either it or the Agent's user. An Agent can be hacked if it is in a pocket or bag, but not if it is behind a wall or cover. Only external Agents can be hacked using this method. Neither Internal Agents nor disposable cellphones can be hacked via a Breacher.

The Hack Check

To hack an Agent, a hacker must succeed at an Electronics/Security Tech Check to bypass the device's security. The Check takes 1 minute and the DV depends on the quality of the Agent. In general, the more expensive the Agent, the better its security protocols. If the hacker gains the proper security information via other means (social engineering, for example), they receive a +2 to the Check. If the hacker fails the Electronics/Security Tech Check, the Agent's SAAI detects the attempted intrusion and alerts its user at the halfway mark of the Check (30 seconds in).

Assume an Agent is Standard Quality unless otherwise stated.

Hacking an Agent: Remote

Agent Type	DV to Hack
Poor Quality	17
Standard Quality	21
Excellent Quality	24

Implanting a Command

Once the hacker has bypassed security, they can implant a command in the target Agent without a Check. The length of time required to implant a command depends on the complexity of the function the Agent is being ordered to undertake. Only one command can be implanted per hack. To implant another command, the hacker must rehack the Agent.

Implanting Commands on an Agent

Command Type	Examples	Time Needed
Activate a Basic Function	Emit a notification tone. Activate the Agent's flashlight. Mute an Agent. Turn the Agent off.	3 seconds (1 Round)
Activate a Core Function	Run an app. Place a call. Upload/download a file.	1 minute (20 Rounds)
Activate a Secure Function	Change the login credentials to lock a user out. Order the Agent to send location data to the hacker's Breacher for 24 hours. Order the Agent to transmit CitiNet interactions/phone calls to the hacker's Breacher, allowing them to observe/listen to interactions for 24 hours. Installing a backdoor, allowing the hacker to automatically succeed at any hacking attempts performed in the next 24 hours.	5 minutes (100 Rounds)

Hacking an Agent: An Example

*Grease and Redeye are sitting in the lobby of the Highcourt Plaza Hotel. Grease needs to sneak into the elevator and ride it up to the 14th floor in order to speak to a Fixer known as the Gentleman, but the lobby guard is alert and watching for trouble. To distract the guard, Redeye attempts to hack into their Agent. The GM determines the guard is carrying a Poor Quality Agent, making it DV17 to hack. Thanks to a Crunch Whistle (***SEE PAGE 7***) installed on her Cyberdeck, Redeye's Player adds their Interface (4) to the Electronics/Security Tech base (11) and 1d10 roll (4) for a total of 19. Success! All Redeye wants is to distract the guard, so they activate a basic function, commanding the Agent to ring with a priority tone. The whole process takes exactly 1 minute (to defeat the Agent's security) and 3 seconds (to implant the command). The guard looks down to check their Agent, and Grease slips by and into the elevator.*

The Limitations

If a user suspects their Agent has been hacked, they (or anyone they allow) can attempt to detect the infiltration via an Electronics/Security Tech Check made against a DV equal to the initial Check to bypass the Agent's security. Even if they don't detect the infiltration, the user can always choose to perform a system reboot. This requires 5 minutes, disconnects the hacker's Breacher from the Agent if still connected, and eliminates any ongoing commands they might have implanted. This can be done at any time, even after the hack is completed. Discovering an Agent has been hacked does not reveal the hacker's identity or whereabouts.No command implanted by a hacker can last more than 24 hours.

Physical Access

Direct, physical access to an Agent simplifies the job, making it easier to hack. A hacker who can physically interact with an Agent does not need a Breacher to break in, although they can still use one, and faces a lower DV on the Electronics/Security Tech Check.

Hacking an Agent: Physical Access

Agent Type	DV to Hack
Poor Quality	15
Standard Quality	17
Excellent Quality	21

New Gear

Breacher

Cost: 500eb (Expensive)

A specialized tool designed for hacking Agents.

An Agent upgraded with special hardware and software used to hack other Agents remotely. Breachers can only be used for hacking and will not function as a normal Agent, nor can it be hacked like one.

Crunch Whistle

Cost: 100eb (Premium)

A modern take on an ancient hacking tool.

***Cyberdeck Hardware Option**. A Crunch Whistle connects a Netrunner's Cyberdeck to a Breacher, allowing them to add their Interface Rank to Electronics/Security Checks made to hack Agents.*

Popular Apps

Ask Alex Anything

Cost: 0eb (Free)

From Ziggurat. The most popular netcrawler round, Ask Alex Anything comes installed on all Agents (or downloads automatically the first time it connects to a Ziggurat-run CitiNet). An Agent's SAAI engine plugs directly into Ask Alex Anything to compile its reports or hunt for information.

***App**. Allows a user to search for and display data from the local CitiNet.*

BabelChat

Cost: 0eb (Free)

From Ziggurat. The most popular text and instant messaging app, partly because it's pre-installed on all Agents. Users can spend money on additional themes, emotes, and camera effects.

***App**. Allows user to send text messages and exchange instant messages or video chats with other users.*

BangMe!

Cost: 10eb (Cheap)

From Eurobank. Still paying for things with actual bills? Bang 'em your money instead! Open your Agents, agree on an amount, then trade cash with a tap! BangMe! is available in all Oasis stores.

***App**. Allows money transfers, either to a business's BangMe!-equipped pay point or between two Agents with the app installed.*

Big SAAI

Cost: 100eb (Premium)

From Ziggurat. This add-on enhances your Agent's SAAI, improving results and speed. It also tracks your Agent usage and quietly reports on you to Ziggurat.

***App**. While installed, your Agent grants you a +3 to Library Search instead of +2.*

Brainwasher

Cost: 50eb (Costly) per month

From No/Brainer (a division of Gunmat). This SAAI-powered therapy app claims to be as good as any licensed professional. Brainwasher provides rudimentary talk therapy but cannot prescribe the Biotechnica medications or braindance chips that make modern therapy so effective. Its user agreement is abnormally long and notably does not mention anything regarding data privacy.

App. *If a user spends at least one hour a day with the app for seven days immediately prior to entering therapy (**SEE CP:R PAGE 229**), roll 1d10. On an even result, the user completes therapy a day early due to improved insight into their mental health. On an odd result, therapy requires an extra day because "insight" gained by the app blocks progress.*

Elflines Online Elftracker

Cost: 50eb (Costly)

From Segotari. Obsessive players connect their ELO account to this app to check or show off their elf's stats, trade items, organize raids, keep up with chat, and possibly track down that doomba who PK'd you and return the favor in real life.

App. *Users with an Elflines Online account can view their elf's stats, arrange trades, and participate in elfline chat rooms.*

The Garden

Cost: 0eb (Free)

From Ziggurat. Ziggurat's most popular app after Ask Alex Anything, the Garden allows users to view and share content via the local Data Pool (**SEE CP:R, PAGE 280**). Almost anyone who wants social visibility has a personal Garden Patch, and the majority of Night City's citizens use the Garden to keep up with friends and trends.

App. *Grants the user access to Garden content. Users with Garden accounts can also comment, post, and edit their own content.*

Work you fucking useless piece of plastic or I swear to Blackhand I'll haul you into the Hot Zone, find an open nuclear reactor, and dump you into the damn fuel core!

— You (Probably)
yelling at your Agent

HusTool

Cost: 20eb (Everyday)

From No/Brainer (a division of Gunmart). Everyone needs extra cash. HusTool lets you do odd jobs whenever you have a spare hour. Just hit the big PAY ME button to get an errand: delivering takeout, humping a sofa up some stairs, or driving someone a short distance (if you have a vehicle). Easy money!

App. *Each errand takes half an hour to complete and pays 20eb. Roll 1d10. On a 1, the errand goes sour (customer's not there, the restaurant is closed, and so forth) and the user spends the time but doesn't get paid. On a 10, the user finishes the gig but encounters trouble. Roll on the appropriate Encounter Table for the area and time of day (**SEE CP:R PAGE 417**) to determine what kind.*

Roach Race

Cost: 20eb (Everyday)

From CDP S. A. The sidescrolling arcade hit makes the jump to your Agent! Play a glitchy digital horse as it races through fantasy landscapes, fleeing its white-haired rider, evading monsters, jumping obstacles, and eating carrots. Players can pay extra for different skins of the main character, including a hilarious stuffed unicorn.

App. *A pixel-art video game from Poland.*

WatchBox

Cost: 50eb (Costly)

From No/Brainer (a division of Gunmart). WatchBox uses your Agent's existing sensors to cheaply secure whatever room the Agent is currently in. It's easy to evade, but better than nothing.

App. *When the user sets the Agent in the center of a room and activates WatchBox, it spends 5 minutes assessing the room, which must be no bigger than 20m/yds by 20m/yds (10 squares by 10 squares) in size. Afterward, so long as the Agent isn't moved, any loud noise, flash of bright light, or movement by people not in the space during the assessment detected triggers a loud audio alarm. WatchBox doesn't work on Internal Agents. Intruders who succeed at a DV13 Stealth Check do not trigger the alarm.*

ZPost

Cost: 0eb (Free)

From Ziggurat. ZPost manages email. It has decent features and (probably) isn't being remote monitored.

App. *Enables the user's Agent to send, receive, read, and organize email and attached files.*

A SELECTION OF AGENTS

EBM PiR2

Cost: 500eb (Expensive) • **Install**: Mall

Humanity Loss: 3 (1d6)

EBM's version of the basic Internal Agent improves reliability without increasing the risk of migraines.

Cyberaudio Option. *Excellent Quality Internal Agent.*

Mediaware BrainGen

Cost: 50eb (Costly) • **Install**: Mall

Humanity Loss: 3 (1d6)

A discount Agent, cheaply made but readily available. Rumors of security exploits allowing direct access to a user's brain are unsubstantiated and considered libelous by the company.

Cyberaudio Option. *Poor Quality Internal Agent.*

Raven Microcybernetics Drake

Cost: 100eb (Premium) • **Install**: Mall

Humanity Loss: 3 (1d6)

A common model of Internal Agent, with no stand-out features but no great weaknesses.

Cyberaudio Option. *Standard Quality Internal Agent.*

Rocklin Augmentics Neuron

Cost: 1,000eb (Very Expensive) • **Install**: Mall

Humanity Loss: 3 (1d6)

A post-war design just hitting the market, Rocklin's Neuron uses revolutionary new technology to project video directly via the user's optic nerve, eliminating the need for cyberoptics.

Cyberaudio Option. *Excellent Quality Internal Agent. Displays visual output into user's field of vision even if they do not have Cybereyes with Chyron installed.*

Segotari Double Agent

Cost: 50eb (Costly)

The classic, with its peak 2020s styling: black clamshell case with a brushed finish and abstract silver circuit patterns. Feels cheap because it is cheap.

A Poor Quality Agent with a touchscreen and audio for input, and a second display-only screen and speaker for output. Onboard accessories: camera, microphone.

Wyzard Technologies Merlyn

Cost: 1,000eb (Very Expensive)

People wear a Merlyn to be seen wearing a Merlyn. The dense little wrist-mounted Agent and its flashy holo-display show that you care about taste.

An Excellent Quality Agent that straps to the wrist like a watch. Touchscreen and audio input. Holographic and speaker output. A user adds +1 to Wardrobe and Style Skill Checks when visibly wearing a Merlyn. Onboard accessories: camera, flashlight, microphone.

Zetatech Grade A

Cost: 100eb (Premium)

One of the most ubiquitous Agent models. Unobtrusive. Effective. Rectangular. Available everywhere.

A Standard Quality Agent with a single touchscreen for input and output, a microphone for audio input, and a speaker for audio output. Onboard accessories: camera, flashlight, microphone.

Zetatech Grade A-Plus

Cost: 500eb (Expensive)

An upgraded version of the Grade A.

A Standard Quality Agent with a single touchscreen for input and output, a microphone for audio input, a speaker for audio output, and holo-projector for additional visual output. Onboard accessories: camera, flashlight, microphone.

New Gear, Apps, and Agents

DATA

Check each item's full description for additional rules and information.

Name	Description & Data	Cost
Ask Alex Anything	App. Allows a user to search for and display data from the local CitiNet. From Ziggurat.	0eb (Free)
BabelChat	App. Allows user to send text messages and exchange instant messages and video chats with other users. From Ziggurat.	0eb (Free)
BangMe!	App. Money transfer app from Eurobank.	10eb (Cheap)
Big SAAI	App. Enhances an Agent's SAAI, increasing the bonus it grants to Library Search to a +3. From Ziggurat.	100eb (Premium)
Brainwasher	App. A SAAI-powered therapy app. Could increase or decrease the amount of time therapy takes. Cost is per month. From No/Brainer.	50eb (Costly)
Breacher	An specially upgraded Agent used for hacking other Agents. Otherwise does not function as an Agent.	500eb (Expensive)
Crunch Whistle	Cyberdeck Hardware Option. Links Netrunner's Breacher to their Cyberdeck, allowing them to add their Interface Ranks to an Electronics/Security Tech Check when hacking an Agent.	100eb (Premium)
Elflines Online Elftracker	App. Connects to a user's Elflines Online account for data access and elfline chat. From Segotari.	50eb (Costly)
The Garden	App. Grants the user access to the Garden for perusing and sharing content. From Ziggurat.	0eb (Free)
HusTool	App. Earn small amounts of cash in exchange for performing small tasks. From No/Brainer.	20eb (Everyday)
Roach Race	App. A sidescrolling video game about a horse. From CDP S.A.	20eb (Everyday)
Segotari Double Agent	Poor Quality Agent.	50eb (Costly)
WatchBox	App. Can watch a space and sound an alarm if specific conditions are met. From No/Brainer.	50eb (Costly)
Wyzard Technologies Merlyn	Excellent Quality Agent in the form of a watch-like device.	1,000eb (V. Expensive)
Zetatech Grade A	Standard Quality Agent.	100eb (Premium)
Zetatech Grade A-Plus	Excellent Quality Agent.	500eb (Expensive)
ZPost	App. Email app from Ziggurat.	0eb (Free)

New Cyberware

Name	Type	Install	Description & Data	Cost	HL
EBM PiR2	Cyberaudio Option	Mall	Excellent Quality Internal Agent.	500eb (Expensive)	3 (1d6)
MediaWare BrainGen	Cyberaudio Option	Mall	Poor Quality Internal Agent.	50eb (Costly)	3 (1d6)
Raven Microcybernetics Drake	Cyberaudio Option	Mall	Standard Quality Internal Agent.	100eb (Premium)	3 (1d6)
Rocklin Augmentics Neuron	Cyberaudio Option	Mall	Excellent Quality Internal Agent. Connects directly to the optic nerve for visual output.	1,000eb (V. Expensive)	3 (1d6)

DATA

Check each item's full description for additional rules and information.

INSTALL THE SMARTEST PROGS MADE BY THE NERDS



NO/ BRAINER


BRAINWASHER


HUSTOOL


WATCHBOX