



INVENTED TECH UPGRADES

FUN NEW WAYS TO IMPROVE YOUR GEAR

MARCH 2026

VI.1

Writing and Design by James Hutt and J Gray • **Editing by** J Gray
Art by Hélio Frazão, Maria Trigueros, Sebastian Smzyd & Tek Tan
Art Direction by Winter Jaye • **Business Management by** Lisa Pondsmith
Media and Press Management by Rob Barefoot • **Layout by** J Gray

Copyright © 2026 by R. Talsorian Games, Inc., Cyberpunk is a registered trademark of CD Projekt Red S.A. All rights reserved under the Universal Copyrights Convention.
 All situations, governments, and people herein are fictional. Any similarities portrayed herein without satiric intent are strictly coincidental.

INVENTED TECH UPGRADES

The meet was at Kibble, Cookies, and Smash. A joint in a strip mall over on 8th Street. Close enough to walk to from my office, far enough away the odds of someone who mattered spotting us were low.

The client was already in a booth in the back, nursing a can of Smash. Finn Fisher. Regional manager for Dynalar. I passed by the bar without ordering. The Kibble smelled stale and I never drink on the job – good way to murder your wits when you need them most. Execs like this are always slippery fish, even when you’re working for them.

Especially if you’re working for them. Honest truth, I wouldn’t normally take a job like this, but I needed the eb. A badlands rockslide sent my Metrocar to the junkyard last month and payment for this gig would buy me a new one.

“Baines. Your message said you have my data?” my client grunted the words before swallowing another mouthful of yellow foam.

He was tense. Stale Kibble, Smash in a can, the faint smell of mold accenting it all ... this wasn’t his kind of hangout. Probably worried he’d get jumped as soon as he left. The superchrome plated, eight-digit cyberhand bolted onto the end of his left arm could buy someone in here a Kibble Cookie a day for a month.

I reached into my inside trenchcoat pocket and pulled out a memory chip.

“Right here,” I replied.

He stared at the chip like a dorpher needing a fix. Practically licking his lips.

“What’s on it?” he asked, voice so tight I could hear a hum in the air.

Yeah, he needed this data bad. I did my best not to smile as I began my briefing.

“I found a few Techs who meet your criteria. All specialists. All experts in upgrading technology. Guy named Never Naughty Nedd. Android Ace, over in Kabuki. Troy Gordon runs a garage in the Reclamation Zone. Netrunner-slash-Tech called Lotos, just moved into a studio apartment Downtown. Jack Sawyer. A few others.”

He reached out to grab the chip. I yanked it back.

“You know ...” I dragged out the word, prompting him to gulp down more Smash. Good. My wits were fine. I wanted his dead, “... I’d be able to provide more precise data if you’d share more about why you want it. Your initial instructions were about as clear as a windshield after a sandstorm.”

Fisher considered. Calculated. I could almost see the electrons firing through his neural link. Finally, he nodded. Decided in my favor. The Smash probably helped.

“Dynalar went all in on cyberfingers,” he pitched his voice low as he told me this great corporate secret, “and they aren’t selling. Rocklin’s interested in picking me up, but I need to bring them proof of my skills. Rocklin is all about innovation. Only, I haven’t been in a workshop for years. I don’t have anything to show them, so ...”

It all clicked into place. Fisher needed to steal someone else’s invention so his golden parachute landed him in a corner office on the Rocklin Augmentics campus. Typical corporate crap.

“Android Ace sounds like your choomba, since he specializes in cyberware upgrades, but he’s connected to the Tyger Claws,” I offered, “Best to avoid him. Lotos is independent, but with decades of experience. Could be trouble. Jack Sawyer is dating a Malour and working with Faisal. Powerful allies. Never Naughty Nedd, on the other hand? Runs out of Playland by the Sea. How tough could he be? Rumor has it he’s invented an upgrade that ensures a microwaver can’t miss.”

Fisher’s eyes lit up like Night City Plaza on concert day. He obviously studied up on perfecting his poker face during his years as an Exec, but I could read the faint crinkles in his microexpressions. Inside, he was cackling like a comic book supervillain.

“This Nedd choomba’s data is on the chip?” he asked.

I nodded and held out my hand.

“Payment first, Mister Fisher.”

• • •

The next day, I was in the Heywood Industrial Zone, haggling with a sales rep from Yang’s Wheels over a brand new Zonda Metrocar. Fisher had liked my info

so much, he'd been generous. Paid me my going rate, plus ten percent on top. He was probably already in the process of hiring a crew of edgerunners to steal the blueprints for Nedd's invention.

Did I feel guilty about handing the guy over to a shark like Fisher?

Nah. Never Naughty Nedd could protect himself and Playland by the Sea is home turf for the Piranhas. They dislike disruptions to their income stream. Any crew employed by my former client would get their asses handed to them. After all, Finn Fisher wasn't the sort of Exec who engages the services of the shining best of the best. If he was, he would have hired Danger Gal to scout out Techs to steal from. Not a small-time gumshoe working out of Woodland Park.

Not that I'm complaining about the work. After all ... it paid for my new car.

INVENTED TECH UPGRADES

Tech Upgrades (often abbreviated as TUpS) are the result of Upgrade Expertise, a specialty of the Tech's Maker Role Ability. TUpS improve an item in one of ten ways (SEE CP:R PAGE 148). We're focusing on the final bullet point:

Install an upgrade invented by a Tech using Invention Expertise. Requires additional materials equal to the Price Category assigned by the GM when it was invented.

The key words here are "a Tech." It doesn't have to be a Player Character Tech. There are plenty of gearheads and circuit crunchers in Night City willing to sell blueprints or a kit for an upgrade they've already invented or just upgrade the item in question themselves. For a price, of course. This is the Dark Future. Free is a four letter word.

EXISTING UPGRADES

There are thousands of Techs in Night City and most (if not all) of them love to tinker with boosting technology. It is often possible to find an NPC Tech out there who has already done the work, allowing them to skip the Invention stage (and the time and cost it entails) and go straight to the Upgrade stage. This allows Player Character Techs focus on their own work instead of churning out Upgrades for allies, and offers options to Crews without a Tech on the payroll.

Gamemasters, you decide when this is the case. You also control when and how these Techs share their invented bounty. Some sell it outright, in storefronts and Night Market stalls. Others hoard their babies, only willing to share with trusted allies ... and some things just haven't been invented yet and are waiting for an enterprising Edgerunner Tech to do the job.

BUYING AN UPGRADE

There are two costs involved in installing an Invented Upgrade into an item. **Cost #1** is the same cost for all Upgrades: purchasing materials equal to the cost of the item being upgraded. **Cost #2** is unique to Invented Upgrades: materials equal to the cost assigned by the GM when the Upgrade was invented.

Purchasing an Invented Upgrade from a Tech usually works in one of two ways. First, you can hire the Tech to install the Upgrade. In that case, you drop off your item, wait the requisite amount of time (SEE CP:R PAGE 149), tender payment in the form of money, goods, or services, and pick up your newly upgraded piece of kit. GMs, unless you feel it improves the story, we suggest assuming the Tech in question automatically succeeds at installation. No need to make a Check.

Second, you can buy a materials kit from the Tech. In this case, you pay for Cost #2 right there and then, pick up the kit, and take it home, where your Crew's Tech can install the Invented Upgrade while paying Cost #1. As a bonus, if they succeed in installing the purchased Upgrade, they understand it and can install it in other items down the road. The costs don't change, but there is no longer a need to deal with an outside Tech.

LABOR FEES

Cost #1 and Cost #2 cover material costs. Does an NPC Tech also charge for labor? Probably, yes. GMs, don't worry about the Services and Entertainment table on PAGE 376 of the **Cyberpunk RED** core rulebook in this case. Instead, assume the Tech charges 50% of the total cost (Cost #1 + Cost #2) as a labor fee. This is on top of any money saved on materials due to Fixer connections or scavenging. Some Techs might set minimums. GM's decision, there.

**SURE, THE EXTRA WIRES
MIGHT BE A BIT UGLY, BUT
CHECK THE POWER BOOST!**

— NEVER NAUGHTY NEDD

INVENTED TECH UPGRADES

INVENTED TECH UPGRADE THERMOMETER

Figuring out the material cost of an Invented Upgrade can be intimidating, so we've created this guide to help figure out Cost #2 (Cost #1 should remain the cost of the item being Upgraded, in most cases). It can't cover every possible flavor of invention, though. The world of creativity is infinite. Don't be afraid to compare, contrast, and trust your gut ... and GMs, remember, you can always say "no" if you feel an invention would unbalance or harm the game.

Heat/Cost	Example Effects (GMs: Feel free to create your own or adjust this chart)
Diablo 5,000eb+ <i>(Super Luxury)</i>	<ul style="list-style-type: none"> • Similar in effect to another Super Luxury item. • Anything that improves a STAT (except MOVE). • Increased ROF with a manageable downside.
Extra Hot 5,000eb <i>(Luxury)</i>	<ul style="list-style-type: none"> • Increases ROF with significant downsides. • Upgrade that partially simulates or grants a Role Ability. • Upgrade that reproduces an effect found only in Borgware.
Hot 1,000eb <i>(Very Expensive)</i>	<ul style="list-style-type: none"> • Increases Skills in a manner that stack with existing Skill increases. • Increases MOVE by 1. Doesn't stack with any other MOVE increases. • Lessens the danger of a dangerous game mechanic (such as addiction). • Universally useful defensive upgrade Straightforward offensive upgrade with a downside that improves a weapon's power to the level of a 5,000eb weapon. • Combines the benefit of two Medium/Mild Invented upgrades in a single upgrade with an added downside. • Improves the existing slots on an item by two with an additional downside.
Medium 500eb <i>(Expensive)</i>	<ul style="list-style-type: none"> • Situational defensive upgrade . • Improves Skills in a manner that does not stack with existing Skill increases. • Primarily economic upgrades, such as lowering the time to repair an item, or lowering the amount of bullets it requires to make use of Autofire. • Straightforward offensive upgrade that improves a weapon's power to the level of a 1000eb weapon. • Situational weapon upgrade that improves a weapon's versatility in combat, some examples of which include improving its ability to be concealed, altering its Range Table, or duplicating the effect of an Underbarrel weapon. • Weapon upgrade that improves the capacity of a weapon where extremely reduced capacity is not its main downside. • Weapon upgrade that reduces but does not fully remove one of a weapon's downsides, such as lessening a high BODY requirement, turning an extra punishing jam to a typical one, or making extreme ammunition inefficiency more efficient. • Give an Exotic weapon without attachment slots two attachment slots. • Combines two less powerful items into a single item.
Mild 100eb <i>(Premium)</i>	<ul style="list-style-type: none"> • Upgrade that provides flavor or a minor situational benefit. • Upgrade that provides a benefit to fashion or fashion-related. • Skill Upgrade that is useful in a specific situation that is unlikely ever to reoccur.

EXAMPLES OF INVENTED TUPS

From this point on, we're showing off the work of six Night City Techs. For each, we've included three Invented Tech Upgrades they're capable of installing for clients. To help you better parse how we priced things, we've also included the entry on the Invented TUp Thermometer that best suits the Tech Upgrade.

ANDROID ACE

Owner of Cyborg Station in Kabuki, Android Ace specializes in upgrading whatever chrome you install to go so far beyond the baseline specs that you might as well be sporting a new model.

▶ DOUBLE CHIP

Upgrade DV: DV24

Cost #1: Cost of most expensive component Skill Chip

Cost #2: 1,000eb

Thermometer: Increases Skills in a manner that does not stack with existing Skill increases.

Lot of wasted space on Skill Chips. If you know what you're doing, you can take the components of two and install them into a new chip, capable of giving you the benefit of both.

Invented Tech Upgrade. Double Chip combines two Skill Chips into a single item with a Humanity Loss of 7 (2d6). When slotted into a Chipware Socket, the user gains the benefit of both component Skill Chips. If the two component Skill Chips were made for the same Skill, the user gains that Skill at a +4 instead of a +3. The two component Skill Chips must be acquired separately before being combined.

▶ FOUNDATIONAL TUNING

Upgrade DV: DV24

Cost #1: Cost of item being upgraded

Cost #2: 1,000eb

Thermometer: Lessens the danger of a dangerous game mechanic (such as addiction).

When you buy a piece of cyberware off the shelf, the Ripperdoc doesn't bother to properly tune it to your body. With a few adjustments, it'll slide in like a hot knife through butter. Probably a bad metaphor. The point is, your body suffers less shock when the chrome is installed.

Invented Tech Upgrade. Foundational Tuning can be installed into any non-borgware cyberware that has Option Slots or accepts Cyberfingers. The Humanity Depression (the amount Maximum Humanity is reduced by for the purposes of regaining Humanity) of all options installed in cyberware with Foundational Tuning is reduced by 1.

▶ ROCKET RUNNER

Upgrade DV: DV24

Cost #1: Cost of item being upgraded

Cost #2: 500eb

Thermometer: Increases MOVE by 1. Doesn't stack with any other MOVE increases. The GM halved Cost #2 because the user must install two for it to function.

Skate Feet increase your speed, but only for longer distances. Unless, that is, you install Rocket Runners. They use burst jets to propel you forward in short blasts. Good for crossing a field of battle quick.

Invented Tech Upgrade. Must be installed in a Skate Foot. Increases MOVE by 1 for Move Actions when paired in two separate Skate Feet installed in two separate Cyberlegs. Each Rocket Runner must be purchased and installed separately. Cannot be installed in cyberware-equivalent gear like Cyberchairs.



INVENTED TECH UPGRADES

JACK SAWYER

An up-and-coming weaponsmith currently assisting Faisal. She's also a top pool player at Greta's. Rumor has it she's dating Marie-Louise Malour, granddaughter of the legendary weaponsmith Eran Malour.

▶ COMBINED UNDERBARREL

Upgrade DV: DV21

Cost #1: Cost of most expensive component attachment

Cost #2: 500eb

Thermometer: Combines two less powerful items into a single item.

Sure, the idea isn't new, but I've perfected the process. Two underbarrel attachments optimized and miniaturized to occupy the same space beneath your favorite longarm.

Invented Tech Upgrade. Combined Underbarrel combines two Underbarrel Attachments into a single item. The new item takes up the same attachment slots as the component attachment with the highest slot cost. When using the Combined Underbarrel Attachment, the user chooses which component function to deploy. Ammunition (if any) for each function must be purchased and loaded separately. Can only be installed in a firearm capable of accepting both component Underbarrel Attachments. The two component Underbarrel Attachments must be acquired separately before being combined.

▶ COUNTERWEIGHT SYSTEM

Upgrade DV: DV21

Cost #1: Cost of item being upgraded

Cost #2: 500eb

Thermometer: Weapon upgrade that reduces but does not fully remove one of a weapon's downsides, such as lessening a high BODY requirement, turning an extra punishing jam to a typical one, or making extreme ammunition inefficiency more efficient.

I'm in good shape, but my dates usually prefer sleek and svelte over tall and hulking, so I won't be installing a Linear Frame anytime soon. When I want to shoot guns that outclass my capacity to hold them steady, I install a counterweight system.

Invented Tech Upgrade. Must be installed on a weapon. The Counterweight System lowers any BODY requirement to wield or utilize a weapon or a weapon's functions by 3.

▶ OPTIMIZED POPUP

Upgrade DV: DV24

Cost #1: Cost of item being upgraded

Cost #2: 1,000eb

Thermometer: Improves the existing slots on an item by two with an additional downside. The GM decided the opposite of this effect (reducing the number of slots an item occupies) was an equivalent cost.

Must have taken apart a hundred cyberarms before I perfected this trick. It uses the same optimization strategy as my Combined Underbarrel, but applies it to cyberlimbs and pop-ups.

Invented Tech Upgrade. Must be installed on a Cyberarm. The Optimized Popup rebuilds a Cyberarm so it can accept a single ranged popup weapon without it costing any Option Slots. The popup weapon must be purchased separately and cannot be fitted with any attachments that take weapon Option Slots except for a Smartgun Link. Its Humanity Loss is unchanged. Cannot be installed in cyberware-equivalent gear like a Battleglove.

LOTOS

Still mysterious, despite decades in the field, Lotos is a Netrunner who combines elegance and fashion with technology to create gorgeous works of hacking-focused art.

▶ FUNCTION DRIVER

Upgrade DV: DV17

Cost #1: Cost of item being upgraded

Cost #2: 500eb

Thermometer: Unique concept, priced by GM decision based on existing cyberdecks.

This was one of my first upgrades, darling. A little tinkering project to improve the efficiency of my deck.

Invented Tech Upgrade. Must be installed on a cyberdeck. Upgrades a cyberdeck, allowing it to install a single 1 slot, non-Black ICE program without it costing a slot. While installed, this program can be derezzed, but it cannot be destroyed by a program effect. The program benefiting from Function Driver must be acquired separately.

► NETSUIT INSULATION

Upgrade DV: DV21

Cost #1: Cost of item being upgraded

Cost #2: 500eb

Thermometer: Situational defensive upgrade.

Hellhounds! I loathe the little bastards, but I detest the inelegant thickness of insulated wiring in my deck. Better to update my netsuit to avoid the hazard of catching on fire, don't you think?

Invented Tech Upgrade. Must be installed on a Bodyweight Suit or similar armor. Netsuit Insulation provides the user with the benefits of Insulated Wiring (SEE CP:R PAGE 208). This benefit does not take up the suit's Hardware-only Option Slot.

► SUPER SLIDE

Upgrade DV: DV24

Cost #1: Cost of item being upgraded

Cost #2: 1,000eb

Thermometer: Universally useful defensive upgrade.

True Netrunners refuse to be limited by ... well ... limits. Upgrade your deck. Upgrade your gear. Upgrade your hardware. Upgrade your programs. Upgrade it all!

Invented Tech Upgrade. Must be installed on a Speedy Gonzalez or Worm Program. When the program upgraded with Super Slide is activated, the user can Slide twice per Turn.

NEVER NAUGHTY NEDD

Never Naughty Nedd loves two things: pushing the boundaries of weapontech and movies. He finds both at the GunMart Museum of Movie Weapons, which he runs in Playland by the Sea.

► EXPERIMENTAL LOAD

Upgrade DV: DV21

Cost #1: Cost of most expensive component ammo

Cost #2: 500eb

Thermometer: Unique concept, priced by GM decision.

You'll love this. Just like Boss-bo used in Never Die Never 3. Take a little bit of white phosphorus, shape it just so. Stuff it in the right casing and boom! Armor chewing, burning ammo. Wicked, huh?

Invented Tech Upgrade. Experimental Load combines two types of non-smart, non-explosive ammo into a single item. Due to the overloaded nature of the ammunition, the user takes a -4 to Attack Checks made with it. Targets hit with an Experimental Load suffer the effects of both component ammo types. Any weapon loading an Experimental Load must be capable of shooting both component ammo types. Grenade and rocket ammunition cannot be modified into an Experimental Load. The cost is per set of 10.

► STUN BUNNY

Upgrade DV: DV21

Cost #1: Cost of item being upgraded

Cost #2: 1,000eb

Thermometer: Combines the benefit of two Medium/Mild Invented upgrades in a single upgrade with an added downside.

Got this idea from an old anime. Gun Bunny's signature weapon did it all. Perforated bads. Shocked bads. Knocked out electrical systems. Whatever she needed to defeat the enemy. I personally think it should be installed in a Hello Cutie, but I'll put it in whatever gun you want.

Invented Tech Upgrade. Must be installed in a firearm. In addition to its normal function, the firearm can now be used as either a Microwaver (SEE CP:R PAGE 348) or Stun Gun (SEE CP:R PAGE 349). Attack Checks are made with the Skill appropriate for the base weapon, but use the Pistols Range Table. The Microwaver and Stun Gun modes draw power from the same 8-shot capacity, easily rechargeable (1 hour) battery pack. Extra battery packs are 50eb (Costly).



INVENTED TECH UPGRADES

▶ VORPAL COATING

Upgrade DV: DV24

Cost #1: Cost of item being upgraded

Cost #2: 1,000eb

Thermometer: Straightforward offensive upgrade with a downside that improves a weapon's power to the level of a 5,000eb weapon.

Got a chance to backwards engineer an Arasaka Weeping Reaver, not long ago. Gave me some ideas on how to integrate the technology into other weapons. I install this on your blade and it'll ruin someone's day for sure.

Invented Tech Upgrade. Must be installed on a bladed Melee Weapon. When this weapon inflicts a random Critical Injury, the user rolls twice on the appropriate Critical Injury table and keeps their favored result for the victim to suffer.

TROY GORDON

Troy Gordon's garage is the kind of place you want to visit if you're looking to turn your vehicle into a proper tank. You can find it in the Reclamation Zone.

▶ FLASHBULB BEACON

Upgrade DV: DV21

Cost #1: Cost of item being upgraded

Cost #2: 500eb

Thermometer: Situational weapon upgrade that improves a weapon's flexibility in combat, some examples of which include improving its ability to be concealed, altering its Range Table, or duplicating the effect of an Underbarrel attachment. The GM decided this was the equivalent of adding an Underbarrel to a weapon, even if the item isn't one.

Making your ride bigger, badder, and nastier? Then you've got room for the high capacity battery you need to run a flashbulb beacon. You'll love this baby. We mount it on top of your car and you can aim it, flash it, and blind someone.

Invented Tech Upgrade. Must be installed in a Heavy Chassis Vehicle Upgrade. As an Action, the user can force a target with functional meat eyes or cyberoptics within 50 m/yds to make a DV15 Resist Torture/ Drugs Check. No Check is required for this Action. If

the target fails, they suffer the Damaged Eye Critical Injury for 1 minute. Sufficient protection, such as an Anti-Dazzle Cybereye option, protects against this effect. The Flashbulb Beacon can be operated by a vehicle's driver or someone in the front passenger seat.

▶ METALGEAR® COATING

Upgrade DV: DV24

Cost #1: Cost of item being upgraded

Cost #2: 1,000eb

Thermometer: Universally useful defensive upgrade. Because of the high increase of upgrade, the GM also required a downside to keep Cost #2 down.

Moving up in the world, huh? Bigger jobs, nastier enemies? You'll need to update the armor on your ride, then. It'll slow you down a bit, but layering on my secret recipe will keep you alive when the gangs decide to put down the plinkers and pull out the boomers.

Invented Tech Upgrade. Must be installed in Armored Chassis Vehicle Upgrade. The vehicle's Speed (Combat) is reduced by 5 MOVE. The SP rating of the Armored Chassis is increased by +3.

▶ SELF-DRIVING VEHICLE

Upgrade DV: DV24

Cost #1: Cost of item being upgraded

Cost #2: 1,000eb

Thermometer: Unique concept, priced by GM decision. The GM decided it was equivalent to adding an Imp Demon to a NET Architecture.

Look, you seem like a chill person, so I think I can trust you with this secret. Yeah, I've taken an SAAI out of an Agent and trained it to operate a vehicle. The thing's pretty damn good at it, too. You want me to install it in your ride?

Invented Tech Upgrade. Must be installed in a Communications Center Vehicle Upgrade. The onboard Agent's SAAI is now capable of operating the vehicle on its own. When doing so, it has an effective Skill Base of 10.

TWEAK

A sarcastic Tech with more tools than tact, Tweak operates Byte & Switch out in North Heywood. She specializes in no questions asked repair and upgrade jobs.

INVENTED TECH UPGRADES

▶ CALIBRATED MEDSCANNER

Upgrade DV: DV21

Cost #1: Cost of item being upgraded

Cost #2: 500eb

Thermometer: Situational defensive upgrade.

Yeah, I've heard of Bodyweight. Fuck 'em. Their machines are way bigger than they need to be. Hand over your Medscanner. I can pump it up to pinpoint the ouchies as good as any of their shit. Better, even!

Invented Tech Upgrade. Must be installed in a Medscanner. When using a Calibrated Medscanner to guide the injection of Speedheal into a patient, treat the patient's BODY as +3 for the purposes of recovering HP.

▶ SHREDDING AX

Upgrade DV: DV17

Cost #1: Cost of item being upgraded

Cost #2: 100eb

Thermometer: Upgrade that provides flavor or a minor situational benefit.

You're one of those, huh? Want to strut your stuff on The Street as well as the stage? I think you'll look like an idiot, but if you want to chop up people with your guitar, that's your business. Give it here.

Invented Tech Upgrade. Reinforces and adds a sharp edge to an electric guitar, keytar, or similar instrument. The item is now both a musical instrument and a Heavy Melee Weapon. If added to a KillStrom Power Chord (SEE HOPE REBORN+ DLC), it functions as a Very Heavy Melee Weapon instead.

▶ SUPERSCANNER

Upgrade DV: DV21

Cost #1: Cost of item being upgraded

Cost #2: 500eb

Thermometer: Situational weapon upgrade that improves a weapon's flexibility in combat, some examples of which include improving its ability to be concealed, altering its Range Table, or duplicating the effect of an Underbarrel weapon.

Okay, this? This I can get behind. Never trust a Techscanner out of the box. Hell, if you call yourself a Tech and you haven't upgraded your scanner? You ain't worthy of the name.

Invented Tech Upgrade. Must be installed in a Techscanner. An attacker can use a Superscanner to guide a Microwaver or similar weapon as part of an Attack Check made against a single target. This Attack Check is made with a -4 penalty. If the attack is successful, the user chooses which cyberware is disabled on the target, not the GM. Only non-foundational cyberware can be disabled in this way.

