

CORPORATION

Services & Amenities List v1. 1

The following pages contain all the various Services & Amenities listed in CORPORATION Supplements to date.

Thus far (December 2010) this list covers the following Books & Official Modules

Core Rules (CR)

The Eastern Bank (EB)

Machines of War (MoW)

The Dragon Awoken (DA)

Incorporated Volume I (Inc. v1)

Mind Unbound (MU)

Grab the Cache (Mod)

Signs & Portents (Articles)

List will be extended with entries in upcoming Sourcebooks.

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CR = Core Rules

EB = The Eastern Bank

MoW = Machines of War

DA = The Dragon Awoken

Inc. v1 = Incorporated Volume I

MU = Mind Unbound

ECONOMICS

United International Financing (UIF): The world bank ran by the UIG which regulates the world's currency - The Credit. Credit come in two forms, Unregistered and Registered.

Unregistered Credit (Slip Credit): Unregistered credit can be spent anywhere and is not monitored. Unfortunately, If you lose your slip credit - you lose your money. Due to security concerns some companies and services will not accept unregistered credit.

Registered Credit (Reg Credit): Registered credit is financially stable, reliable and if a credit chip is lost, it can be cancelled and replaced. On the down side Registered Credit transactions are monitored enabling the UIG to trace all financial transactions using Registered Credit. Registered Credit can be converted to Unregistered Credit with a 10% commission fee payable to the UIG. Black Market contacts will also make the conversion but charge higher fees.

Credit Chips: Credit Chips are the size of a credit card and store information concerning your credit accounts. They display balances, past transactions and other financial information.

Chip Readers: Chip readers are used to make financial transactions between two parties or to transfer money to another chip. Transactions using registered credit require the owners ID Chip is swiped as well.

Business Tax Rate: Typically around 20% (See CR pg 27)

Symbols:

¢ Equals Credit

WAGES & EMPLOYMENT

Employment / Earnings Opportunities

Corporate / Freelance Agent Compensation

Corporation Agents	Starting Pay	Compensation	Agent Bonus Pay Factors	Pay Adjust.	Description
Al-Jinn	7,000¢	700¢ (x Rank)	Mission Officer Award Bonus	Varies	of regular pay (Determination of mission success)
AMS	8,000¢	800¢ (x Rank)			
AXE	6,000¢	600¢ (x Rank)			
BobCo	7,000¢	700¢ (x Rank)	Misc. Corporate Pay		
Comoros	6,000¢	600¢ (x Rank)	W. F. Urban Assault Specialist	+10%	Bonus of normal Agent pay
Eurasian Inc.	10,000¢	1000¢ (x Rank)	Mission Officer Pay	+500¢ (x Rank)	See EB pg 11
Gemini	8,000¢	800¢ (x Rank)			
Kalari	8,000¢	800¢ (x Rank)			
Shi Yukiro	9,000¢	900¢ (x Rank)			
Takata	9,000¢	900¢ (x Rank)			
UIG	8,000¢	800¢ (x Rank)			
Western Federation	8,000¢	800¢ (x Rank)			
Freelance Agent Firms	Compensation	Description			
Wilton Securities	Varies	Ran by former E. I. employee			
Ronin Enterprises	Varies	Possibly linked to organized crime			
Dial-A-Badass	Varies	On-call armed backup for to any account-holder			
Required Licenses	Cost	Description			
Executives License (10)	5000¢	Permitted to employ one or more individuals as Agents			
Part-Time Freelance Agent (4)	2000¢	May undertake freelance work on behalf of Agent Contractors or private parties			
Freelance Agent (6)	3000¢	May undertake freelance work on behalf of Agent Contractors or private parties w/o corporate sponsorship			

UIG Employment / Service Options

Opportunity	Compensation	Description
Agent Appropriation / Impressment	Mission Specific	As needed / When required
Bounty Hunting	Varies	Kill/Capture / Marks range from minor to extreme level criminals with a zero to high threat range (See EB pg 23)
Commercial Code Inspector	30%	of the issued fine / Requires a Commercial Inspectors License (See MoW pg 21)
Pollution Control Officer	500¢ (x Rank)	Requires license (See EB pg 74)
UIG Law Officers	Varies	See CR pg 121
UIG Malenbrach Program	Varies	See CR pg 123
UIG Officers, Performance Related Pay	Varies	Common in Capital Code Zone (bonuses for arrests, convictions and executions - See EB pg 62)

Corporate Inducement

Opportunity	Compensation	Description
Agent Program	Varies	Required All Stats 5+ / Becomes a Corporate asset and elevated to Rank 1 (See CR pg 89)
Dead Soldier Enlistment	50,000¢	Cash payment (See MoW pg 145)
Corporate Advertising	100¢ (x Rank)	per mission / Place Corporate/Business Logos on worn armor, clothing and vehicles
Corporate Military Training	Varies	Must sign enlistment contract or accept an officer commission (Rank 1+ required) for a designated tour of duty
Liberty Black Cybernetics, Field Testing	-10% cost	No installation fees / Downtime pay and item discount (See MB pgs 68 and 82)
Shin-Jitsu Geographical Survey	-----	See MoW pg 101
- Earthside locations	500¢ to 10,000¢	Payable upon receipt of location information/coordinates
- Off world locations	x5 to x10	of normal costs, payable upon receipt of location information/coordinates
Tau Hades Gamma Mining Contract	60,000¢	Plus Room & Board for 6 months work (See DA pg 161)

Personal Entrepreneurship

Opportunity	Payout / Fee	Description
A. I. Genesis	Varies	See MoW pg 26 & 102
BIO Creation Operations	See Below	See MoW pg 25
Bounty Hunting	See Below	Kill/Capture / Marks range from minor to extreme level criminals with a zero to high threat range (See EB pg 23)
Business Startup	1000¢	Establishment and development of personally owned business (See EB pg 19)
- Developing your Business	Current Business Lvl (sq) x 100¢ and 1 week of downtime	
- With Business Developer Training	Current Business Lvl (sq) x 50¢ and 1 week of downtime	
Business Startup, Illegal	1000¢	Establishment and development of personally owned illegal business (See EB pg 19)
- Underworld Business	+25% profit	Requires roll on illegal events table (See EB pg 19)
Business Investments	1000¢	Investments are increased in 1000¢ increments in a Sector, Company, Organisation or Individual (See EB pg 20)
Cloning Operations	See Below	See MoW pg 24
Earn Downtime Cash	500¢ (x Rank)	As profession or freelance (See CR pg 82)
Engage in Downtime Crime	200¢	x INT + Crime XS + Contact Level + 4 for each relevant Training / Cumulative 5% chance you get caught on each successive downtime you commit a crime (See EB pg 22)
Gladitorial Pay & Fees	-----	See EB pg 74
- Magadan Colosseum Administration Fee	50¢	Non refundable
- Basic Pay	500¢ (x Rating)	-----
- Not to the death	-50% payout	-----
- Easy fight	-50% payout	-----
- Hard fight	x2 payout	-----
- Team fight	Divide winnings between players	
- Championship fight	Payout increases each round	
High Risk Work	2000¢ (x Rank)	or less / Possibility of injury and damaged cybernetic upgrades - Can spend Conviction (See EB pg 20)
Performance wages, per night	50¢	x Arts & Culture Skill level (See EB pg 11)

Bounty Hunting

Major Bounty Hunting Organizations	
Lanzas FC&D	Located in all major cities and Spires
UIG	Located in all significant habitations
Ku-Hin	Located in all AI-Jinn habitations
Gotcha!	Rotterdam Old City
WFTF	Western Federation Termination Force - Located in major Western Federation cities
Masuhara	Located in Tokyo open city

Mark / Wanted	Bounty	Description
Threat Level (Zero to High)	500¢ - 4000¢	Harmless to Elite combat skills
Criminal Status (Minor to Extreme)	x1 to x20	Infamy / Underground Status
American Underground Soldier	1000¢ +	Standing bounty (See Grab the Cache pg 20)
Children of Minerva	500,000¢	Standing bounty

Hunter Distinctions	Requirements
Experienced Bounty Hunter	Collected 10 Bounties
Veteran Bounty Hunter	Collected 30 Bounties
Elite Bounty Hunter	Collected 50 Bounties and at least 1 bounty considered a 'High Threat'

BIO Creation Costs (Illegal to create BIOs on Earth)

BIO Creation Operations	Cost	Description (See MoW pg 25)	BioSequencer	Cost
Standard BIO Lab	20,000c	Can create up to cow-sized BIOs	Hiring a Domestic BioSequencer	500c/week
Titanic BIO Lab	100,000c	Can create all sizes of BIOs	Hiring an Industrial BioSequencer	1500c/week
Primary Host Cells & Retro-Virus	1500c	non reusable	Buying a Domestic BioSequencer	50,000c
BIO DNA Starter Colonies	500c + each	Successful DNA cultures	Buying an Industrial BioSequencer	700,000c
BIO Maturation Accelerant	-----	Reduces maturation times by 50%		
- Small	500c	-----	Stock DNA (per strand)	Cost
- Medium	1000c	-----	- Common (Rat, Worm, Ant)	50c
- Large	3000c	-----	- Uncommon (Cow, Pigeon)	100c
- Huge	6000c	-----	- Rare (Iguana, Tiger, Shark)	200c
Selling BIO Creations	50%	of prices found in books for NPC BIOs	- Exotic (Velociraptor, Giant Squid)	500c

Cloning Operation Costs (Illegal to clone humans on Earth)

Cloning	Cost	Description (See MoW pg 24)
Cloning Science Lab	20,000c	Everything needed to begin creating clones
Bodypart/Tissue	Varies	-----
Cloning Growth Times		
Size	Example	Time Needed
- Tiny	Eyeball, Tongue, Finger	1 day
- Small	Lung, Liver, Heart	3 days
- Medium	Arm, Leg, Pelvis, Baby	6 days
- Large	Human, Wolf, Panther	10 days
- Massive	Elephant, Carvax, Hippo	3 weeks

EDUCATION

UIG Advocate Services

Service	Cost	Description
UIG Citizen Identification Issuance Bureau	-----	ID Chip replacements cost 500c and requires UIG sanction
UIG Instruction and Education	Mandatory	
- UIG Law Refresher Course (Yearly for 1 week)	-----	Mandatory Law Training, Required by ALL citizens for 1 week a year to avoid depersonalization

Comoros Education Services

Comoros Child Services	Cost	Description
Comoros Child Creche	Varies	Premier childcare and rearing - all stages of childhood development apply. Quality of care is dependant on financial contribution of the parents

Educational Systems	Cost	Description
General Primary Education (GPE)	Free	Standard citizen elementary or primary school paid for by the UIG
Charitable Education Systems (CES)	Free	Comoros sponsored education for the poor and needy - Outcasts and Criminals
Specialist Educational Institutions (SEI)	Exorbitant	Elite private schools and colleges only for the wealthy and gifted (Gene tailoring required at some education facilities to ensure student possesses the necessary abilities and competitiveness required to keep up in class)

Notable Educational Institutions	Cost	Description
Advani Institute	Varies	Finer arts of telepathic manipulation
Aries Institute	Varies	Cultural Education (Elite, Specialized Education)
Guevara Warfare School	Varies	Guerrilla warfare techniques
Taurus Academy	Varies	Martial Academy (Combat and Tactics - Sagittar Martial Science and Special Trainings - See Inc. v1 pg 16)

ACCOMMODATION

Lodging, Domestic

Spire (Safe and secure with amenities)	Cost	Mumbai Domestic Accomodations		Rent	Buy
Apartment, small, Spire (1 month)	600¢	Bedsit		70¢ a week	70,000¢
Apartment, medium, Spire (1 month)	1000¢	Studio Flat		100¢ a week	150,000¢
Apartment, large, Spire (1 month)	2500¢	Standard Flat		150¢ a week	200,000¢
Apartment, luxury, Spire (1 month)	5000¢	Large Flat		200¢ a week	280,000¢
Room in an underswell (1 month)	80¢	House, 3 Bedroom		300¢ a week	500,000¢
Spire accomodation (purchase)	Not for Sale				
		Accomodation Traits	Multiplier		
UIG (Safe, secure and spartan)	Cost	Desirable Area	x2		
Apartment, small (1 month)	300¢	Best area	x3		
Apartment, medium (1 month)	600¢	500 metres up	x2		
Apartment, large (1 month)	900¢	1000 metres up	x3		
Apartment, luxury (1 month)	1200¢	Amazing View	x2		
		Secure Building	x2		
House in an Old City (purchase)	10,000¢ +	Luxury Building	x2		
House in cleaned environment (purchase)	500,000¢ +	Commercial / Shop	x3		
Hong Kong Spire Complex (See DA pg 142)					
Facilities	Cost	Description			
Northern Spires	+20%	Caters to criminals, extra rent pays bribes for protection			
Southern Spires	Discount Rent	Mandatory education classes (1+ hours daily) / (Attending additional classes gives a greater discount (up to -50%))			
Lodging, Offworld	Cost	Description			
Vastaag, Cerulea Retirement Colony	1,000,000¢	Live out your final days in peace and serene happiness			
Dreddoth Mining Colony, Low housing	Free	Abandoned Tunnels			

Facilities, Personal Use

Facility	Cost	Description
Complex of buildings	5 Million ¢	Business office, lab or workshop.
Laboratory / workshop rental (typical)	200¢ a day	Basic equipment and supplies allowing you to conduct your work
Laboratory / workshop rental (advanced)	1000¢ a day	High tech apparatus with A. I. assist.

Lodging, Commercial

Facility	Cost	Description
Arman, The Stack Hotel, 1 night (prefab)	30¢	Cramped, unsecured and dirty room with plastic sheets (See EB pg 84)
CCWC Resident, 1 day (short term)	200¢	For up to 6 days / Comoros Centre for World Culture (See EB pg 52)
CCWC Resident, 1 week (long term)	1000¢	Must take up appropriate role / Comoros Centre for World Culture (See EB pg 52)
Mumbai Hotel Room, 1 night (Rathole)	50¢	See MU pg 130
Mumbai Hotel Room, 1 night (Basic)	100¢	" "
Mumbai Hotel Room, 1 night (Pleasant)	200¢	" "
Mumbai Hotel Room, 1 night (Luxury)	800¢	" "
Mumbai Hotel Room, 1 night (Excelsior)	2000¢ +	" "
Tamazali Resort, 1 week	1000¢ and up	10,000 of the wealthiest non-spire citizens / Choose from an apartment, maisonette or villa (See Inc. v1 pg 100)
Typical Hotel room, 1 night (cheap)	40¢	Watch out for roaches, feral spawn and roaming crack whores
Typical Hotel room, 1 night (good)	100¢ and up	Includes auto-bar and vid entertainment
Typical Hotel room, 1 night (luxury)	600¢ and up	Concierge and amenities.
Typical Hotel room, 1 night (premier)	1500¢	Large decadent suite, waiters, pool, gym etc
Typical Hotel room, 1 night (VIP suite)	4000¢	12 rooms, private security, servants, etc.
Vastagg, Hotel Room, 1 week (low key)	100¢	Small, cheap unassuming room
Vastaag, Illustra Hotel, 1 night (low end)	5000¢	The Sky is the limit
Vastaag, Illustra Hotel, 1 night (high end)	100,000¢	The Universe is the limit
Vastagg, Illustra Hotel, 1 week (unlimited use)	1,000,000¢	Unlimited use of all facilities including food, drink, travel, substances, man-hunting, personal services and accomodation in the famous Illustra Hotel

FOOD & DRINK

Restaurant Services	Cost	Description
Meal in a cheap restaurant for 1	15¢	-----
Meal in an average restaurant for 1	20¢	-----
Meal in an expensive restaurant for 1	50¢ to 60¢	-----
Meal in an opulent or exotic restaurant for 1	100¢ to 500¢ +	-----
Real beef steak	300¢	-----
Huang's Bar and Grill	20¢	Thermonuclear Buffet (See EB pg 87)
Shanghai Noodle House	From 1¢ +	Delicious food and a nexus for underground activity / Advert- "Every kind of noodle for every kind of customer"
FuBarr, American style bar franchise	Varies	Open to all Agents - Almost UIG Free (See DA pg 150)

Alcoholic Beverages	Cost	Description
Drink in an average bar	3¢ to 150¢	-----
- S'alcohol	3¢ to 5¢	S'wine, S'beer, S'whisky
- S'alcohol - Bobco Booze "Bob"	Varies	Comes in cider, lager, mint and more... (See Inc. v1 pg 46)
- Arman Old City Typical Club Drink	10¢	Miscellaneous cocktail of S'alcohol and miscellaneous drugs
- Alcohol	50¢	Authentically produced alcohol
- Fine Alcohol	150¢	Premier Champagne, Single Malt Scotch

Miscellaneous Foodstuffs	Cost	Description
Soft Drink (1 bottle)	1¢ to 2¢/each	S'cola, Nebulon Fizz, Water, S'orange Juse
Nutritional Bar	10¢/each	Contains 1000 calories (See Agent Nutrition in MoW pg 131)
Multymeal, Conana	1¢/each	Contains 500 calories (See DA pg 37)
Multymeal, Egg-U-Like	1¢/each	Comes in multiple flavors (Advert - 'An Egg-u-like a day keeps advanced cellular mutagenesis away')
Multymeal, Smork Smoothie	1¢/each	-----
Multymeal, Rattachino	1¢/each	-----
Multymeal, Snouties	1¢/bag	-----
Multymeal, Smorkies	1¢/bag	-----
Multymeal, Betterbeef	Varies	Synthetic beef
Multymeal, Smork Chops	Varies	Synthetic pork
Multymeal, Carbo-Hi-Great!	Varies	Synthesized carbohydrate

MISCELLANEOUS SERVICES

Service	Cost	Description
Haircut (expensive)	100¢	Stylish, impressive cut (+1 to Attitude skill checks - GMs call when applies)
Eurasian Family Services	Free Item	with application & approval (Advert - Choose from a 10c Gift Certificate, Plastic Clock or Smoothie Maker) (See EB pg 87)

TRANSPORTATION

Travel Modes

Mode	Cost	Description
Car Hire (1 day)	-----	See CR pg 153 & Inc. v1 pg 83
- Class A	400c	Sports Car / Luxury Car
- Class A (with driver)	500c	" " "
- Class B	60c to 100c	Typical Modern Car / SUV
- Class C	30c	Older Car / Small Car
- Class D	10c	Crap Car / Motorbike
Charter Boat (1 day)	500c	-----
Charter Plane (1 day)	1000c	-----
Helicopter / Shuttle hire (1 day)	600c	-----
Shuttle travel on Earth (basic - 1 person)	1c per 10 miles	-----
Shuttle travel on Earth (luxury - 1 person)	1c per mile	-----
Orbital Shuttle, Commercial	450c	Round trip / Fees are often refunded with substantial purchase of goods & services (10,000c + / See MoW pg 118)
Orbital Shuttle, Private	2000c	Round trip / Fewer questions asked by the authorities
- Layover	500c	per day (Will wait for you)
Use of a Skybridge, Self-drive (each way)	200c	No speed limit
Use of a Skybridge, Express lane (each way)	1000c	Locked in auto transport
World View Orbital Cruiser	-----	E. I. FarDrive Pleasure Ship (See CR pg 185)
- Luxury Cruise (1 person)	20,000c/month	All inclusive including a stop off at Vastaag
- Basic passage to Vastaag (1 person)	1000c	No frills, steerage class quarters and accomodation
Private trip around the Solar System	100Kc to 1Mc	Varies according to where you want to go and what you want to see
Generic Equipment Teleportation (GET)	4000c/month	The illegal Tien Sing GET Station allows teleportation of living beings / 30% chance of death (See MoW pg 135)
Teleportation	Varies	Instantaneous travel (See CR pg 155)

Parking

Service (1 day)	Cost	Description
Automobile	-----	(See Magadan Spire - EB pg 72 for an example location)
- Budget	5c	A good hike / 5km from the spire
- Standard	10c	A little closer / 1km from the spire
- Premium	100c	A few minutes walk / Within the spire grounds
- Elite	250c	A short stroll / Complimentary shuttle to doorside

Miscellaneous Fees & Services

Service / Item	Cost	Description
Paracane Fuel	1c/litre	See DA pg 93
- Fillup, Motorbike	5c	750 mile range (Typical)
- Fillup, Car	10c	1000 mile range (Typical)
- Fillup, Van	15c	1050 mile range (Typical)
- Fillup, Lorry (truck)	30c	1500 mile range (Typical)
Parking Fines	50c +5c	per 15 minutes past time limit
Speeding fine	150c +10c	per 5mph/kph over speed limit
Towing & Impound Fees	75c +25c	per day vehicle is impounded
Vehicle Upgrades	Varies	See CR pg 56, DA pg 92 & Inc. v1 pg 42

ENTERTAINMENT

Activity/Enterprise/Expense

Activity (Magadan Spire & other fine locations)	Cost	Description (See EB pg 72)
Air-Adventure	400¢/day	Piloting, aerobatics, simulated dog fight
Amusement/Theme Park (1 person day pass)	50¢	Ride the rides, see the shows, play the games
Auto-Adventure	200¢/day	Off-roading, circuit racing, everything auto
Cultural Tour	20¢	View the treasures within!
Culture Class	200¢/day	Learn to draw, cook, write, perform etc.
Holosuite (hard ion)	100¢/hour	Indulge your fantasies and hobbies
Ocean Tour	150¢/day	Tour the coast on our military spec cruiser
Pool and Beach	400¢/day	Relax by our giant pool complete with beach
Spa	350¢/day	Spend a day at a 'totally for you' Health Spa
Sports	50¢/day	Train and compete at a variety of sports
Tour the Grounds	30¢	Travel the exotic gardens on a guided tour
Visit the Colosseum	Event Prices	Visit the Colosseum, make a bet, see some blood
	Event Prices x2	Exclusive Gladiatorial Games
Visit the Weltball Arena	Event Prices	Amateur League Games
	Event Prices x2	Pro League Games
Event Prices	-----	Sporting, Concert, Gladitorial, Theater, Playhouse
- Budget	50¢	Budget seats
- Standard	80¢	Standard seats
- Premium	200¢	Premium seats

Vice Entertainment

Activity	Cost	Description
Gambling	-----	See EB pg 66
- Gambling and Gaming Training	Varies	See EB pg 11
- God of Gamblers Training	Varies	See EB pg 11
- Gambling, Weltball	Winnings	See CR 159
Visit a Fleshal Bar	Varies	Flesh - Machine Erotica (See CR pg 187)

Communications & Information

Product / Service	Cost	Description
Transmitted Entertainment License	200¢	Annual fee payable to the UIG Broadcast Billing Company
S-Chip Programs	-----	-----
- Bright & Sunny Media Streamcatcher	150¢ +30¢	per month / 'Fun-on-the-Run' shows, movies, music & games (See MoW pg 100)
- Encyclopedia Maxima	300¢	See MoW pg 99
- Office Assistant	50¢	See MoW pg 100
- Psyche Out 6.0	1200¢	See MoW pg 100
- S-Chip, Music	5¢ to 10¢/each	Listen to music from your favorite artists

Location / Getaway Spots

Vastaag Resort (See CR pg 185)		
Facilities	Cost	Description
Vastagg, Hotel Room, 1 week (low key)	100¢	Small, cheap unassuming room
Vastaag, Illustra Hotel, 1 night (low end)	5000¢	The Sky is the limit
Vastaag, Illustra Hotel, 1 night (high end)	100,000¢	The Universe is the limit
Vastagg, Illustra Hotel, 1 week (unlimited use)	1,000,000¢	Unlimited use of all facilities including food, drink, travel, substances, man-hunting, personal services and accomodation in the famous Illustra Hotel
Cerulea Retirement Colony (30 years)	1,000,000¢	Live out your final days in peace and serene happiness
Cyberia (1 week)	Varies	A dark sprawling metropolis, anything goes including drugs, prostitution and fleshal
Europa City (1 week)	Free	Initial port of call to Vastaag / Entry is free after 1000¢ passage fee
Isla Viva Vacation (1 week)	1000¢	For nature lovers, peaceful bio-forms abound
Jungle continent of Jictar (1 week)	1000¢/30,000¢	Basic Pass / All inclusive ticket with hunting
Land of Worlds (1 week)	500¢	Amusement Park for family escapism
Paradise Isle Vacation (1 week)	1000¢	No technology allowed
Thenika	Off limits	Security and Mechtronic Nerve center of Vastaag

Comoros Centre for World Culture (See EB pg 52)		
Facilities and Custom	Cost	Description
Disable Weapon (Cybernetic and Biotech)	250¢	No weapons allowed in Centre
Period Dress	150¢ +	Era specific costume rental
Spectator, 1 day visit	120¢	-----
Resident, 1 day (short term)	200¢	For up to 6 days
Resident, 1 week (long term)	1000¢	Must take up appropriate role

Xing Gong Orbital (See DA pg 139)		
Facilities	Cost	Description
Gambling Sector	Free Drinks	-----
- The Golden Pot Casino	Varies	-----
- Jimmy Ya's Card House	Varies	-----
- Red Knives!	Varies	-----
Nightclub Sector	Varies	-----
- Absolut Zero	Varies	-----
- Huokang (The Fire Pit)	Varies	-----
- The Red Petal Lounge	Varies	-----

The Anzeiger Orbital (See MoW pg 118)		
Facilities and Custom	Cost	Description
Clientele	Free services	Food, drink and a small room for rest
Clientele, VIP	Free services	Luxurious accomodations, food, drink, entertainment and weapons testing
AMS Shuttle & sleeping pod	-----	-----
Private Shuttle	2000¢	-----
- Layover	500¢/day	-----

Dreddoth Mining Colony, Mars (See CR pg 190)		
Facilities	Cost	Description
Dreddoth, Low housing	Free	Abandoned Tunnels
Dreddoth, Entertainment	Varies	The Clamps (Anything and everything goes pleasure district)

Seoul Interchange (See MoW pg 115)		
Facilities and Custom	Cost	Description
Facility Entrance Fee	Free entry	for anyone of 'citizen' status
Black Auction Room Catalogue	1000¢	-----
Black Auction Room Fee	10%	of items sale price

Arman Old City (See EB pg 84)		
Facilities	Cost	Description (See EB pg 84)
The Stack, Prefab Hotel	30¢/night	Cramped, unsecured and dirty room with plastic sheets
Arman Old City Club Entry	Free Entry	-----
- Typical Club Drink	10¢	Miscellaneous cocktail of S'alcohol and drugs
Club Vchera (Yesterday) Fighting Pits	Free Entry	Viewers encouraged to make bets
- Club Vchera Typical Fight payout	50¢	to fighter
- Club Vchera Augmented Fighter payout	d10 x100¢	to fighter

Zaliv Old City (See EB pg 90)		
Facilities and Custom	Cost	Description
Oriental Palace Gambling House	20¢	Entry Fee
Little Tokyo Bar	-----	-----
- Karaoke Contest Winner Payout	100¢, a bottle of Wakkanai Sake and a night pass to the Gold Doubloon	
Gold Doubloon	Varies	Popular Zaliv Old City Brothel

Cairo Old City (See MU pg 121)		
Facilities and Custom	Cost	Description
The Old Quarter	-----	Demodernized district
- Ali's Chips and Sauce	Varies	Get your gadgets fixed and drink
- The Sphinx	-----	Neutral Zone Bar for Agents, Criminals, UIG, ect.
- The Three Kings Inn	Varies	Luxurious Old Cairo hotel
The Docks (Workshops)	-----	Traditional crafts and trades
- Amir Jadine - Master Gunsmith	Varies	Kinetic weapon smith extraordinaire
- Leka's Ancient Artefacts	Varies	Relics, bits and baubles
The Temple District	-----	District of a Thousand Minarets
- Church of the Bloodstained Hand	-----	Small Dog eat Dog / Survival of the Fittest cult
- Church of the Keeper	-----	Order of True Faith headquarters and primary place of worship
The Historic Quarter	-----	Rebuilt section of the city / Most authentic Old World architecture containing old-world style palatial houses

Skybridge Cityport of Mumbai (See MU pg 127)	Cost	Description
Cohaagen's Bar	Varies	A favorite hang-out of Mumbai's cyber-criminals
Bharat District Sky-Plaza	21,000¢	Annual membership fee / Business hub and home to affluent residents and minor corporations
The Wall Market	Varies	2km long flea market / Can find just about everything...for the right price
Moon Star District	Varies	"Pan-futuristic, post-modern, neo-industrial cyberpunk vibe" Cyber-culture nexus of the city filled with WDN bars, cafes, tech-stores and night clubs

Focus Domes (See MU pg 138)	Cost	Description
The Meditation Dome (Dhyana)	-----	Psi meditation dome
The Teaching Dome (Śiksana)	-----	Comoros Agents only
The Trial Dome (Pariksana)	-----	Evaluates and assesses Telepathic skills

MEDICAL CARE

Medical Services

Surgery	Cost	Description
Cosmetic (Superficial Scarring)	200¢ to 600¢	Heals minor scarring and bleeding wounds (See Inc. v1 pg 9)
Professional	30¢ per HP	Healing
Street Doctor	15¢ per HP	Healing, Less than ideal conditions
Professional	600¢	Reattach Limb
Street Doctor	200¢	Reattach Limb, Less than ideal conditions
Blackdrop Scald (Radioactive ash)	1000¢	and 2 weeks of anti-oncogen tablets
Hegner Virus (Parietal Lobe Repair)	3000¢	Heals neural damage caused by the Hegnar Mind Virus (See MoW pg 99)

Genetic and Miscellaneous Medical Services	Cost	Description
A. I. Protocol, Medical	4000¢	Heals a number of HP equal to it's A. I. level (See MoW pg 113)
Biokinetic Recovery	Varies	Heals Severe Permanent Wounds and DNA irregularities (See Inc. v1 pg 9)
Gene Therapy	500¢ to 2000¢	Heals Permanent Wounds, DNA irregularities and superficial scarring (See Inc. v1 pg 9)
Genetic Repair, Metahuman Gene Cleansing	1500¢ to 3000¢	per session. / Free if employed by a corporation (See EB pg 26)
Genetic Repair, OGT Alpha gene-shift	1000¢	per point of ability damage and 1 week of downtime (See EB pg 27)
Genetic Repair, Genetic Cascade Syndrome	1000¢	per point of ability damage and 1 week of downtime (See DA pg 40)
Medical, Cybernetics Installation Fee	10% item cost	Can save the 10% fee if you fit it yourself
Medical, Psychiatry (Immersion Psychosis)	Varies	Requires a minimum of 1 week (See Inc. v1 pg 24)
Medical, Gigatherian Necrosis (Disease)	1000¢	Drains Endurance (See EB pg 116)
Medical, Kidbitu (Disease)	200¢	2 day course of antibiotics (See Cult of Christmas Mod - Inc. v1 pg 96)
Medical, Sludge Lung (Disease)	600¢	4 day course of antibiotics
Medical, Multymeat, Egg-U-Like	1¢ each	Comes in multiple flavors / +2 to resist mutagenesis and toxins (Considered 1 potency less)

Pharmaceutical & Nanite Treatments	Cost	Description
Medical, K&M Anagathic Nanite Implant	20,000¢/year	Rejuvenates and reduces aging (See MoW pg 80)
Medical, Histonamide agent	100¢/month	Accelerated blood clotting agent
Medical, Two Snakes R-Drug	400¢/month	A cellular reconstruction drug, allows regeneration of organic tissue
Medical Two Snakes Compound 'H'	1000¢/dose	Allows severed organic surfaces to be reattached

Active Naninium Infestation (See MoW pg 89)	Cost	Description
Bone Infestation	2000¢	-----
Cardio Infestation	600¢ + 1000¢	-----
Muscular System Infestation	4000¢	-----
Nervous System Infestation	8000¢	-----
Immunity System Infestation	10,000¢	-----
Foreign Material - Flesh Fusing	12,000¢	-----
Mind Infestation	Irreversible when conversion is complete	

Resurrection, Agent/Citizen Backup

Psych Matrix Services	Cost	Description
Initial Psyche Matrix Recording	40,000c	For initial recording (See MoW pg 106)
Annual Storage Fee	10,000c	Psyche Matrix storage and handling

Vectors and Modification	Cost	Description
Vector, Original Body	Free	Client's Body if intact
Vector, Clone	60,000c	Clone of Client
Vector, Clone with Physical Stat Retention	+ 2000c to 10,000c	
Vector, Immobile Electronic	3000c / Free	Only free if supplied by client
Vector, Mobile Electronic	5000c / Free	Only free if supplied by client
Vector, Donor Body	1000c / Free	Only free if supplied by client
Augmentations	Full Cost	No 10% discount if Itoma performs the surgery
Gender Swap	Free	Depends on choice of vector

Sponsor Cost Share	Cost	Description
Corporate Sponsor	-5000c/rank	Corporation cost share
Corporate Sponsor, Cybernetic Refit	-10,000c/rank	Corporation augmentation cost share
UIG Sponsor	-5000c/rank	UIG cost share

Cost Modification	Cost Adj.	Description
Client Discount, Services Rendered	Varies	Backup may be provided in return for services rendered
Client Discount, Experimental Method	Varies	(%) Discount is equal to chance of mishap
Client Discount, Medical Curiosity	-10% to -50%	For interesting client cases, i. e. irregular mental faculties, a new Telepathy
Client was a Genius	+1000c	Intelligence 10+ / +1% error chance
Client was a Telepath	+1000c	Has the Telepath Training / +2% error chance
Client was an Advanced Telepath	+1000c	Has over 20 points in Telepathic Skills / +3% error chance
Client had Psychological Scarring	+1000c	Has experienced an extremely traumatic event / +7% error chance
Client was A.I. Bonded	+1000c	Internal A.I. was self-aware / +8% error chance
Client was an Addict	+1000c	Patient was addicted to something / +5% error chance
Client had a Mental Disorder	+1000c	Autism / Dyslexia / Narcolepsy etc / +10% error chance
Client had a Minor Mental Disorder	+500c	Stress / Anxiety / Anger Issues / +1% error chance
Client had a Psychiatric Disorder	+1000c	Psychotic / Schizophrenic / +10% error chance
Telepathic Memory Retention	+1%	per point of Telepathics possessed

EQUIPMENT SERVICES

General Services

Service	Cost	Description
AMS Lifetime Coverplan	10% / 20%	Cost of weapon / Cost of plasma weapons (See MoW pg 46)
Bulk Buy Contracts	Varies	Allows individual purchase discounts as applicable / Example- Y&S - Al-Jinn 'Ripjack' Bulk Buy contract (See EB pg 47)
Depletable Toolkit, Restocking	Varies	Available at appropriate spire stores or appropriate retail outlet / Note max stock limits allowed (See EB pg 38)
- Car Thieves	1000c	Maximum Stock 5,000c (See EB pg 38 for skill conversion bonuses)
- Medical	3000c	Maximum Stock 10,000c (See EB pg 38 for skill conversion bonuses)
- Cybernetics	5000c	Maximum Stock 20,000c (See EB pg 38 for skill conversion bonuses)
- Nanotech	10,000c	Maximum Stock 20,000c (See EB pg 38 for skill conversion bonuses)
- Mechtronics	4,000c	Maximum Stock 10,000c (See EB pg 38 for skill conversion bonuses)
Product Warranty	Varies	Guaranteed for (X) years. Often excludes Agents and UIG customers depending on item / company policy
Scavenger Training	50%	Add appropriate loot / May add 50% of item's value to Toolkit stock (See EB pg 12)
Selling Surplus Equipment	-----	Resell services available at many fine corporate stores or local shops
- Quick sale	33%	of item value to seller
- Negotiation, use of skills	40% to 60%	of item value to seller
Tech Support	20c/month	per item supported

Equipment Improvement, Repair and Maintenance

Service	Cost	Description
Commercial Equipment Repair	5%	of items cost / Item is usable but loses 1 condition level. May be improved (See CR pg 31)
Satellite Maintenance	d4 x10,000c	per year / Requires a Satellite License (See MoW pg 21)

Substandard Equipment (See CR pg 30 & 82)	Cost	Description
- Perfect	100%	Condition 10, Cost to improve is 20% of item's new value
- Fine but pre-owned	90%	Condition 9, Cost to improve is 10% of item's new value or 5% if you do it yourself
- No faults but badly kept	80%	Condition 8, " " "
- Has been patched up	70%	Condition 7, " " "
- A neglected old weapon	60%	Condition 6, " " "
- A weapon with a minor fault	50%	Condition 5, " " "
- A weapon with damage	40%	Condition 4, " " "
- Damaged, dirty and old	30%	Condition 3, " " "
- Seriously damaged	20%	Condition 2, " " "
- Hand made / barely works	10%	Condition 1, " " "

Superior Equipment (See CR pg 82)	Cost	Description
- Standard/Perfect	Normal Cost	Cost to improve is 20% of item's new value
- Fine	x2	" " "
- Exceptional	x3	" " "
- Custom	x4	" " "
- Masterbuilt	x5	" " "
- Superior	x6	" " "
- Elite	x7	" " "
- Outstanding	x8	" " "
- Famous	x9	" " "
- Legendary	x10	" " "
- Artifact	x11	" " "

Ion Weapon Material Cost (See MoW pg 13)	Cost	Description
Light Weapons	5000c	Materials needed to create Ion Weapons
Tactical Weapons	10000c	" " "
Heavy Weapons	20000c	" " "

Improving Ion Weapons	Cost	Description
Improving Ion Weapons, Self	5000c	per condition level, Must be a Swordsmith (See CR pg 112)
Improving Ion Weapons, NPC	10,000c	per condition level, Must be a Swordsmith (See CR pg 112)

Equipment Reverse Engineering	Cost	Description
Standard Cost Items	x2 Item Cost	for item deconstruction (See MoW pg 13)
Priceless Items	3D4 x10,000c	for item deconstruction and reverse engineering of 'Priceless' items (See MoW pg 13)

Cybernetics	Cost	Description
Periodic Maintenance	10%	Total value of all cybernetics / Required every 7-15 sessions (-5% cost if a Cybernetics & Robotics check is made)
Minor Repair	10%	of new price
Moderate Repair	50%	of new price
Heavy Repair	75%	of new price
Low Quality	Varies	Chance of malfunction (See MB pg 62)
Improvement	Varies	Cost to improve is 20% of item's new value / You can save 10% if another player (PC) does the work
Field Testing	-10% cost	No installation fees / Downtime pay and item discount (See MB pgs 68 and 82)
Sales Incentive	Free Install	Installation is free on all purchases over 20,000c / Offered by some distributors
Neural Jack Software Replacement	500c	See MoW pg 100

Miscellaneous Equipment Costs

Generic Equipment Teleportation (GET)	Cost	Description
(GET) Tag	-----	See MoW pg 134
- Standard	300c	Adhesive coin-sized device
- Biomechanical	700c	Subcutaneous microchip
- Neuromechanical	1000c	Subcutaneous microchip implanted in skull
(GET) Item Storage	-----	See MoW pg 135
- Size 1, Small	500c/month	Keys / Ammo Clip / Chip Scanner
- Size 2, Medium	1000c/month	Tactical Firearm / Briefcase / Packed Lunch
- Size 3, Large	2000c/month	Heavy Firearm / Suitcase / Old Television
- Size 4, Huge	5000c/month	Motorbike / Murder Class Droid / Bubble Car
- Size 5, Enormous	10,000c/month	4x4 Truck / Garden Shed / Caravan

Neuroprogramming (See MoW pg 102)	Cost	Description
Computer (Neurocoding)	1,000,000c +	If you buy it yourself
Neuroprogramming Computer Rental	-----	-----
- Fully Static programming space	150c / program level / month	
- Partially Dynamic programming space	250c / program level / month	
- Fully Dynamic programming space	500c / program level / month	
- Corporate Computers	+20% cost	Fewer questions asked
- Black-Market Computers	+50% cost	No questions asked but requires a contact (Criminal Hacker) at contact level 8+
Neurocode Languages (See MoW pg 102 - 103)	-----	-----
- Cogito v5.0	15,000c	Basic language used to train neuroprogrammers
- Preceptor v7.0	20,000c	Tool of choice for creating Task Chip and Buzz Chip programs
- Tensai v4.2	35,000c	Professional flexible Neurocode
- Asimov v3.5	50,000c	Optimises A.I. design
A.I. Genesis	as per rental	See MoW pg 27
- Commercial A. I. Training	1000c	per point of XP (See MoW pg 26)
Cyrebrum Custom A. I. Personality	4000c	See MoW pg 109
Task Chips	2000c	Set at level 10
Process Chips	2000c	Level 1 Skill
	4000c	Level 2 Skill
	8000c	Level 3 Skill
	20,000c	Level 4 Skill
	40,000c	Level 5 Skill
	60,000c	Level 6 Skill
	80,000c	Level 7 Skill
	120,000c	Level 8 Skill
	150,000c	Level 9 Skill
	200,000c	Level 10 Skill

Flame Thrower Chemistry (See MoW pg 18)	Cost	Description
Improvised Napalm	30c	Can mix up your own fuels
Sticky Napalm	+10c	Mixture variation
Super-oxidising Napalm	+10c	" " "
Atomising Napalm	+10c	" " "

Ammunition Smith (See EB pg 14 for rules)	Cost	Description
	-----	Requires 1 Hour/1000c of ammo
Crude	x1.2 normal cost	Kinetic Bullets / Arrows / Bolts / Napalm
Basic	x1.5 normal cost	Basic - Smart Clip / Rocket / Dart / Rail Gun Round
Advanced	x2 normal cost	Advanced - Energy Cell / Plasma Shuriken Clip
Elite	x3 normal cost	Ion Shuriken, Phase Bullet, Nano Needle

CRIMINAL SERVICES

Criminal Activities

Black Market	Typical Cost	Description
Visit a Fence (buying illegal items)	x3 to x10	of normal costs (rare, hard to find items in high demand)
- Cartridge Ammo	5/10/15¢/each	For old school weaponry (Light/Tactical/Heavy) / (See New Kowloon entry - DA pg 149)
- Kokuri (Drug)	15¢/dose	See New Kowloon entry - DA pg 149
- Resonance Material	5000¢/kg	for Light, Tactical and Heavy weapons / (See New Kowloon entry - DA pg 149)
- Warren (Local Area) Map	100¢ to 1000¢	See New Kowloon entry - DA pg 149
- Zip Gun	10¢	See New Kowloon entry - DA pg 149
Neuroprogramming Computer Rental	+50% cost	225¢ - 750¢ / program level / month / Requires a contact (Criminal Hacker) at level 8+ (See Mow pg 103)
Street Credit Conversion	20% +	Commission charge to convert registered credit to unregistered credit

Miscellaneous Crime/Illegal Service	Typical Cost	Description
Shanghai Noodle House	Varies	Noodle bar & nexus for underworld activity; food, criminals, information, under-the-counter goods
Ai-Jinn backed charity racket	Varies	Typically 75% of donated credits goes towards purchase of armaments and drugs
Gambling and Gaming	Stakes vary	See EB pg 11 & 65
Hire a Grinder (Illegal Rank Acquisition)	x2 bounty	payout to Grinder for collecting the bounty
Hire a Hub Operative (Jacks)	100¢ x/mission	(d10 + Corporation Knowledge) Payout to Hub Operative
Hire a Redman (Illegal Licenses)	x1 to x3 cost	of License +1000¢ handling fee. Need link to Criminal World (See DA pg 20)
Hire a Smeak Radio Operator	5000¢	Consultation Fee (See MoW pg 139)
Hire a Cyber Criminal (Hacker)	Varies	See MU pg 131
Engage in Downtime Crime	200¢	x INT + Crime XS + Contact Level + 4 for each relevant Training / Cumulative 5% chance you get caught on each successive downtime you commit a crime (See EB pg 22)

Meth/Drug Lab	Cost	Description (See DA pg 58)	Snelling Drug Labs	Cost	Description (See DA pg 136)
- Lab Setup	1500¢	-----	Snelling Specialist Nutrient	100¢/month	-----
- Raw Material Cost	100¢	-----	Snelling Tank	100¢	-----
Profit Potential	100¢	per point of XS on the roll	Harvesting the Product	Varies/doses	-----

Car Theft	Cost	Description	Bypassing Weapon ID Chip	Cost	Description (See MoW pg 137)
Depleteable Car Thief Toolkit	1000¢	Maximum Stock 5000¢	Cheap	300¢	d6 hours wait time
Cheap and Old vehicles	None	Steal in 1 round	Standard	800¢	d20 +5 hours wait time
Typical vehicles	- d10 x10¢	in stock (Steal in d2 rounds)	Advanced	1500¢	d2 days wait time
Secure vehicles	- d10 x100¢	in stock (Steal in d4 rounds)	Elite	10,000¢	1 week wait time
Time	x2 credits	in stock (Steal in 1 round)			

Underground Cyberneticist	Cost	Description (See MoW pg 12)	Off-World People Trafficking	Cost	Description (See DA pg 136)
Immuno-suppressant & antibiotics	100¢	Prevents rejection	Close to Earth (Moon, Orbitals)	5,000¢	Passage off-Earth
Cybernetics Installation Fee	10%	Cyberneticist's take	Sol System (Mars, Venus)	20,000¢	" " "
			Further, Deep Space	100,000¢ +	" " "

Underground Status

Rank	US Points	Title	Crime	Status Points	Crime	Status Points
1	10	Soldier	Murder		Assassination	
2	25	Hood	UIG Officer	Rank x2	Easy Target (Level 0 to 1)	1
3	45	Felon	Important Official	5	Basic Target (Level 2 to 10)	2
4	70	Crook	Outcast	1	Moderate Target (Level 11 to 20)	3
5	100	Fugitive	Citizen	2	Hard Target (Level 21 to 30)	4
6	135	Racketeer	Agent	Half Level	Elite Target (Level 31+)	5
7	175	Mobster	Criminal	Underground Status		
8	220	Gangster				
9	270	Wiseguy	Robbery	Status Points	Selling Contraband	Status Points
10	325	Kingpin	Small (10¢ to 100¢)	1	Small deal (Less than 100¢)	1
			Medium (101¢ to 5,000¢)	2	Moderate deal (101¢ to 5,000¢)	2
			Large (5,001¢ to 20,000¢)	3	Big Deal (5,001¢ to 100,000¢)	3
			Severe (20,000¢ +)	4	Wholesale (More than 100,000¢)	5
			Fights	Status Points		
			Fair Fight	1		
			Hard Fight	2		
			Outclassed	3		
			Badly Outclassed	4		