

FYI: All Fextralife links in this document will take you to a page with heavy spoilers

Immune System Cyberware:

[Pain Editor](#) (core) - 10% Damage Reduction

[Metabolic Editor](#) or [Detoxifier](#) (core)(Detoxifier if short on eddies) - Poison immunity

Circulatory Cyberware:

[Bioconductor](#) (core) - Cyberware cooldown reduced by 30%

[Biomonitor](#) (important but not a core) - Heal if health drops to a threshold

[Bioplastic Blood Vessels](#) (important but not a core) - Out of combat regeneration

Integumentary Cyberware:

Supra-Dermal Weave (core) - Immune to bleed

[Heat Converter](#) or [Fireproof Coating](#) (core)(Fireproof if short on eddies) - Fire immunity

Subdermal Armor (optional) - + 200 armor

Skeleton Cyberware:

[Synaptic Signal Optimizer](#) (important but not a core) - Health

[Dense Marrow](#) (optional) - Melee damage

[Micro Vibration Generator](#) (optional) - Melee damage

Legs Cyberware (build dependant):

[Fortified Ankles](#) - Charged jump and fall damage reduction. Appears to be good with Hidden Dragon (perk)

Reinforced Tendons - Double Jump

Eyes Cyberware:

Kiroshi Optics MK 3 (core) - 3 mod slots

Cyberware Mods:

[Chained Berserk](#) (core) - Reduces Berserk cooldown

[Extended Berserk](#) (core) - Extends Berserk duration

[Explosive Analysis](#) (core) - Can see grenade trajectory

[Weak Spot Detection](#) (core) - +5% Chance to crit

[Trajectory Analysis](#) (optional) - +50% Headshot damage

Athletics (Body) Perks:

Anything to do with combat regeneration is optional

Steel and Chrome (core) - Melee Damage

Invincible (core) - Health

Epimorphosis (core) - Health regeneration outside of combat

Like a Butterfly (important but not core) - Dodging does not cost stamina

Steel Shell (important but not core) - Armor

Divided Attention (helpful) - Allows you to reload while sprinting

True Grit (optional) - Stamina

Soft on your Feet (optional) - Fall damage reduction

Cold Blood Perks (build specific):

Cold Blood (core)

Coldest Blood (core) - Stack increased by 1

Unbreakable (core) - Stack increased by 1

Critical Condition (core) - Increased duration

Coolagulant (core) - Stacks lost 1 at a time instead of all at once

Cold and Calculating (core) - Chance for stacks on critical hits

Defensive Clotting (important but not core) - Armor

Will to Survive (important but not core) - Resistances

Bloodswell (optional) - Stacks on low health

Rapid Blood Flow (optional) - Health Regeneration

Stealth Perks (Stealth is optional):

Hidden Dragon (build specific) - Non Lethal takedowns when landing on an enemy

Assassin (important but not core) - Increased damage to humans

Crouching Tiger (helpful) - Increased movement speed when stealth

Ghost (optional) - Less detection

Silent and Deadly (optional) - Increased damage with silenced weapons

From the shadows (optional) - Upon entering combat gained increase crit chance

Strike from the shadows (optional) - Increases crit chance when sneaking

Sniper (optional) - Increases headshot damage from bullets outside of combat

Tech Perks:

Insulation (core) - Immunity to shock

Mechanic (core and 1st perk) - Gain more components when dismantling

True Craftsman (core) - Can craft rare items

Grease Monkey (core) - Can craft epic items

Edgerunner Artisan (core) - Can craft legendary items

Cost Optimization (core) - Reduces crafting costs

200% efficiency (core) - Crafted armor are 5% better

Field Technician (core) - Crafted weapons are 5% better

Tune-Up (build/progress dependant) - Component conversion

Cutting edge (build dependant) - Further weapon improvements

Waste not want not (build dependant) - Get mods back from dismantling

More information on crafting can be found in this [Document](#)

Weapon and Armor Mods:

Any weapon mod besides Pulverize and Vendetta are fine

Fortuna (core) - +15% Crit Chance

Bulley (core) - +30% Crit Damage

Deadeye (core) - +15% Crit Chance and +30% Crit Damage

Zero Drag (core) - + Movement Speed

Armadillo (core) - Increases armor

Soft-Sole (build specific) - No noise when landing

Note: Only the Armadillo mod stacks

Builds:

These builds use the above plus the individual items, cyberware, or perks listed within the documents..

[Buzzsaw & sniper](#)

[Katana & Gun](#)

[Shotgun & Pistol/Revolver](#)

[Very Hard build](#)

Vehicles:

Mizutani Shion "Coyote" (115,000)(199 MPH, 0-60 in 3 seconds, AWD) - 2nd fastest vehicle in the game with perhaps the best handling in the game. This vehicle is fine on roads or in the dirt. Great vehicle to spend money on. There is a free version of this but it does require you to betray someone that a lot of people love

Quadra Type-66 "Javelina" (73,000)(189 MPH, AWD) - Not as fast as the "Coyote" but it is less expensive. Perhaps the most durable vehicle of the game as well. This is more of a tank than a car

Caliburn (free)(211 MPH, AWD) - There is a free version of the Rayfield Caliburn that you will get a text about (the one for 157,000). This version comes in all black and will be available after you help the certain someone mentioned above with the "Coyote". You will have to return to the cave where you help said person when the mission is complete to collect it

Yaba Kusanagi CT-3X (22,000)(189 MPH, RWD) - If you want a motorcycle instead of a car, this is a great pick. It does not have the acceleration of the Arch Nazare but it has the best top speed of any motorcycle