

## Cybernetics

Two kinds of cybernetic attachments exist: replacements and enhancements:

- *Replacements* are prosthetic or artificial units intended to replace lost limbs and damaged organs. Common replacements provide no benefits other than duplicating the essential functions of their biological counterparts and they present little strain on the beneficiary's overall well-being. In appearance, a cybernetic replacement can be recognisably artificial or virtually indistinguishable from the real thing.
- *Enhancements* bestow new abilities or improve the recipient in some fashion. Enhancements include skeletal reinforcement, subcutaneous communications hardware and weapon mounts. Some enhancements have visible external components, while others are hidden beneath the skin. Enhancements put more of a drain on the body's resources, and recipients frequently suffer debilitating physical or mental side effects.

### Alien Cybernetics

As a general rule, neither the Shi nor the Quay make use of cybernetics. The Quay prefer organic technology, and, furthermore, view lost limbs as signs of heroism in battle. To replace them would be insulting. The Shi have incredibly advanced cloning and replacement technology, overseen by their elite panacea technicians, and consider mechanical limbs or internal parts to be grotesque and primitive.

## Construction and Repair

Cybernetic attachments are complex instruments with both electrical and mechanical components. Consequently, a character must have the Craft Cybernetics feat to build a cybernetic attachment.

Repairing a damaged or non-functional cybernetic attachment requires ten hours of work and a successful Craft check (DC 25). A character needs both an electrical tool kit and a mechanical tool kit to facilitate repairs. Without one or the other, a character takes a  $-4$  penalty on the check; without both kits, the penalty increases to  $-8$ .

## Installation and Removal

Installing or removing a cybernetic attachment, regardless of whether it is a replacement or enhancement, requires a successful Treat Injury check, determined by the particular cybernetic being installed or removed. An engineer with the cybersurgery class ability (see page 37) suffers no penalty on the check; anyone else attempting it suffers a  $-4$  penalty on the Treat Injury skill check. If the character also lacks the Surgery feat, the penalties combine to  $-8$ .

Removing a cybernetic attachment without proper surgery causes lasting physical trauma to the patient's body, dealing 1d4 points of permanent Constitution damage.

To determine the exact Treat Injury DC to install or remove a given piece of cybernetic equipment, simply find the 'Treat Injury DC' entry under each cybernetic item listed below.

## Number of Attachments

Only living creatures can have cybernetic attachments. In addition, a living creature can have a maximum number of cybernetic attachments equal to one plus the creature's Constitution bonus (minimum zero). Mavericks may increase this number by one for every four character levels, starting with 1<sup>st</sup> level – a 1<sup>st</sup> level Maverick may have two plus his Constitution bonus attachments, a 5<sup>th</sup> level Maverick may have three plus his Constitution bonus, a 9<sup>th</sup> level Maverick may have four plus his Constitution bonus, and so on.

A creature may have more cybernetic attachments installed on its body than it can bear. However, the creature gains one negative level per cybernetic attachment that exceeds its maximum allowed. For each negative level, the creature takes a  $-1$  penalty on all skill checks and ability checks, attack rolls and saving throws, and loses one effective

level or Hit Die whenever level is used in a die roll or calculation.

Furthermore, the character suffers a loss of two kizen points and an effective one level reduction in the powers he can use. For example, a 9<sup>th</sup> level character with one negative level may use only 8<sup>th</sup> level or lower, kizen powers – any 9<sup>th</sup> level powers he knows are temporarily unusable.

Negative levels caused by having too many cybernetic attachments remain until the offending attachments are removed.

## Style

Cybernetic components which are externally visible can be as much a personal statement as a functional tool. Especially among Mavericks, what a cybernetic limb *looks like* is nearly as important as what it does. After all, image is everything.

A cybernetic limb can be any of the following styles or a mix of them if desired. Players who have cybernetics should describe their appearance, using the following as a guideline or starting point:

*Chrome Organic:* The limb or attachment is slick and shiny, with few or no exposed inner workings. It is moulded and shaped to follow the same contours as an organic limb, with curves approximating normal musculature, though there is no compression or extension as the limb moves. Access hatches and external jacks are kept hidden behind sliding panels.

*Chrome Inorganic:* As with chrome organic above, but the attachment is designed to look mechanical – arms and legs are smooth cylinders without false musculature, for example. Joints may be more pronounced and obvious, though still shiny and slick.

*Plastech:* The attachment is covered in hard or soft plastic, often brightly or garishly coloured. Liquid crystal displays are often embedded in the outer surface, so that the attachment may cycle through complex patterns, display stream of random letters and symbols or show tattoos or other images.

*Mechanical:* No effort is made to ‘pretty up’ the attachment. Raw functionality is the stylistic statement here. The attachment looks like unpolished metal and hatches or external jacks are obvious and uncovered. Joints are exposed and sometimes even enlarged to emphasise the mechanical nature of the limb.

*Scavtech:* The attachment looks as if it was built from random bits of junk – and it most likely was. Large portions of the inner workings are exposed. Bits and pieces may be from limbs or components of other styles – a shiny chrome shoulder and an emerald-green plastech-style hand begin and end a limb which is otherwise exposed wires and pistons. This look is the most commonly seen among Mavericks.

## Benefits and Drawbacks

Cybernetic attachments provide numerous benefits to their recipients. For example, cybernetic eyes can bestow darkvision, improve the accuracy of the recipient’s ranged attacks or emit pencil-thin laser beams. A cybernetic brain implant can improve the recipient’s response time in a crisis, protect against mind-influencing attacks or increase the flow of adrenaline throughout the body. The possibilities of cybernetic technology are endless. Although the benefits make cybernetics very alluring, the drawbacks are equally discouraging:

### Electrical Vulnerability

A creature with one or more cybernetic attachments takes 50% more damage from any attack that deals electrical damage. This vulnerability to electricity can be offset by an anti-shock implant (see Cybernetic Enhancements, below).

### Negative Levels

Whenever a creature exceeds its maximum number of cybernetic attachments, it gains negative levels until the excess attachments are removed (see Number of Attachments, above).

### Susceptibility to Attack

External cybernetic attachments are subject to attacks as if they were objects worn by their recipients.

### Massive Damage Effects

Massive damage wreaks havoc with cybernetic attachments. Whenever a creature with cybernetic attachments fails a Fortitude save against massive damage, the Games Master should roll percentile dice and consult the Massive Damage Effects table to determine what happens.

### Massive Damage Effects

d% Roll	Effect of Failed Fortitude Save
01–30	Normal effect
31–60	Attachment disabled
61–80	Normal effect and attachment disabled
81–100	Attachment damaged and side effect

*Normal Effect:* The character immediately drops to –1 hit points and is *dying*.

*Attachment Disabled:* One cybernetic attachment (determined randomly or chosen by the Games Master) ceases to function until repaired (see Construction and Repair, above). The character suffers the effects of the disability – as noted in the description of the cybernetic attachment – for as long as the attachment remains disabled.

*Attachment Damaged:* One cybernetic attachment (determined randomly or chosen by the Games Master) continues to function but develops an unpleasant side effect that persists until the attachment is repaired (see Construction and Repair, above).

*Side Effect:* The character suffers a debilitating side effect as the result of a damaged attachment. Various side effects are presented on the Side Effects table.

## Side Effects

D% Roll	Side Effect
01–08	Blurred Vision: Character suffers a 20% miss chance on all attacks.
09–17	Constant Trembling: Character takes a –2 penalty on Dexterity-based skill checks.
18–25	Cybernetic Rejection: Character suffers 1d4 points of Constitution damage per day.
26–34	Dizziness: Character takes a –1 penalty on attack rolls, saving throws, ability checks and skill checks.
35–42	Impaired Hearing: Static distortion imposes a –2 penalty on all Perception [ <i>listen</i> ] checks.
43–50	Impaired Vision: Distorted images impose a –2 penalty on Perception [ <i>spot</i> ] checks.
51–59	Insomnia: Character can only sleep for minutes at a time and gains insufficient rest to heal naturally.
60–67	Muscle Cramps: Character moves at half speed.
68–76	Muscle Fatigue: Character takes a –2 penalty on Strength-based skill checks.
77–84	Power Surge: Character is shaken for 1 round if wounded; a successful Fortitude save (DC 12) negates.
85–93	Psychosis: Character suffers 1d4 points of Charisma damage per day, lapsing into a coma if the score drops to 0.
94–100	Sensory Overload: Character is stunned for 1 round if wounded; a successful Fortitude save (DC 15) negates.

## Replacements

The most basic replacement limbs and organs do not bestow any special benefits, but they suffer the usual drawbacks (see Benefits and Drawbacks, above). More advanced replacements are built to counter certain drawbacks, as noted. They do not add measurably to the recipient's weight.

Each replacement description includes the following information:

**Benefit:** What the cybernetic replacement allows its recipient to do.

**Type:** Replacements can be external or internal. External replacements are subject to sunder attacks; internal replacements are not.

**Treat Injury DC:** The DC of the Treat Injury skill check to install or remove safely.

**Hardness/Hit Points:** The hardness and hit points of the replacement. Internal replacements do not have hardness.

**Cost:** How much the item costs to buy, exclusive of installation.

## Artificial Organ

An artificial organ fully replaces a defective or destroyed biological organ, such as a heart, lung, eye or ear.

**Benefit:** The advanced artificial organ duplicates the function of its biological counterpart and cannot be disabled if the recipient takes massive damage (see Massive Damage Effects). In addition, the advanced organ does not count toward the total number of cybernetic attachments the recipient can have before taking negative levels (see Number of Attachments, above).

**Type:** Internal

**Treat Injury DC:** 25

**Hardness/Hit Points:** –/4

**Cost:** 750 creds

## High-Function Artificial Organ

This is the pinnacle of organ replacement technology, creating organs which are demonstrably superior to their organic counterparts. They also require a steady stream of power to function, as they cannot draw power entirely from embedded batteries.

**Benefit:** The advanced artificial organ duplicates the function of its biological counterpart and cannot be disabled if the recipient takes massive damage (see Massive Damage Effects). In addition, each organ offers unique advantages, as detailed below.

*Heart:* This super-powerful pump never tires or weakens, granting a +2 on all Fortitude saves against the effects of exhaustion. It also reduces any period of fatigue by half.

*Lungs:* High-functioning lungs can store 15 minutes of oxygen, allowing the character to survive without air for a time provided there are no other hazards.

*Stomach:* A high-functioning stomach is supremely efficient at processing and storing food, halving daily food requirements. It also grants a +2 bonus on all saves against ingested poisons and food-born diseases.

*Kidneys:* These hyper-efficient toxin filters grants a +4 bonus on all saves against injected poisons and a +2 bonus on all other poison saves.

*Infra-Eyes:* These artificial eyes grant the recipient the ability to see into the infra-red spectrum out to a range of ten metres, enabling them to see living forms and other heat sources in total darkness.

*Radio Hearing:* One or both ears can be replaced with broad frequency radio receivers, allowing the character to hear radio transmissions with no obvious external equipment.

**Type:** Internal  
**Treat Injury DC:** 25  
**Hardness/Hit Points:** -/4  
**Cost:** 1,500 creds

## High-Function Prosthetic Arm

These arms do more than merely replace an existing limb – they are superior to it, adding great strength as well as accommodating a range of add-ons.

**Benefit:** Faster... stronger... better... high-function prosthetic arms are more powerful than any flesh-and-blood limb can hope to be. They have a Strength bonus which applies when using the arm to lift objects, punch through obstacles, or hit with a melee weapon. The Games Master should judge carefully how useful having a single enhanced strength arm will be in a given situation. For example, it is very helpful when lifting an object which can be held in one hand, but much less useful for purposes of long-term encumbrance where the entire body must bear the weight carried. Furthermore, *unlike* the strength granted by the Kizen Might tree, there are no special physics-negating rules. A character who weighs 90 kilograms and who picks up an object with his prosthetic arm which weighs 200 kilograms will be unbalanced unless he is strongly braced. Large objects may fall apart under their own weight or be immobile not due to weight, but the lack of the leverage needed to lift it.

## Limb Cost

Limb Strength	Cost
+2	2,000
+4	4,000
+6	8,000
+8	16,000
+10	32,000

In addition, high-function arms may contain a number of enhancements.

*Bladed Nails:* The fingers of the arm contain retractable claws. These allow the user to do lethal damage with unarmed attacks. They may also be enhanced to contain poison reservoirs, holding four doses of a contact or injected toxin (this increases the cost by a further 200 creds). Cost: +500 creds.

*Storage:* The arm has a small storage compartment built in, which can hold one object of Diminutive size or two objects of Fine size. Cost: +100 creds

*Power Cell:* The arm contains a rechargeable power cell which can be used to power other items, such as weapons or computers. It acts as a standard power cell. Cost +200 creds

*Palm-Firing Gun:* A weapon, such as a laser or slugthrower, can be built into the arm and fired through an opening in the palm. This creates a small loss of agility in the fingers (-1 to all skill checks involving fine work, such as Sleight of Hand or Craft skills). Any small weapon can be so implanted. The weapon must be extensively trimmed down to fit in the arm – it has one-half the usual ammo capacity or shots per power cell, and may not be the subject of an engineer's mods. Cost: 3 x cost of gun.

*Detachable Hand:* The hand of the arm can be detached and remotely controlled. Micro-optic sensors in the fingers allow the user to 'see' from the vantage point of the hand, though the character must have at least one cybernetic eye to see through the hand. The hand can be controlled to a range of 100 metres. This feature is not compatible with any implanted weapons. Cost: 600 creds

*Gripping Strength:* The hand is exceptionally good at gripping. It gains +6 strength solely for purposes of maintaining a grip or dealing crushing damage on objects small enough to be gripped. This modifier applies to attempts to resist a disarm attempt. Cost: 700 creds

**Type:** External  
**Treat Injury DC:** 25  
**Hardness/Hit Points:** 8/20

## High-Function Prosthetic Legs

These legs are effectively always installed in pairs, as they are nigh-useless singly. They do not merely replace a missing limb, but provide significant enhancements to baseline organic functionality.

**Benefit:** High function legs consume few of the body's own resources, allowing the user to run 'on autopilot' without tiring. A user suffers no fatigue from prolonged marches. In addition, high-function legs can enhance speed and jumping.

### Cost By Speed

Speed	Cost
+2 metres	500
+4 metres	1,000
+6 metres	2,000
+8 metres	4,000
+10 metres	8,000

Speed increases from prosthetic legs do not stack with speed increases from the Kizen Speed tree – kizen cannot accelerate artificial limbs.

### Cost By Jumping Bonus

Jumping Bonus	Cost
+4	500
+6	1,000
+8	2,000
+10	4,000
+15	8,000
+20	10,000

Cybernetically-enhanced jumps are not limited by the size of the jumper. Further, cybernetic legs will allow the wearer to exceed normal human maximum distance and height when jumping (see page 63).

**Type:** External

**Treat Injury DC:** 25

**Hardness/Hit Points:** 8/20

## Mechanic's Grip

An additional set of arms designed to assist in working with heavy machinery.

**Benefit:** The recipient has an additional set of arms, supported by a set of struts and braces, some of which are external. The arms sprout from a backpack-like mechanism which is part of the implant. They are not designed for combat or fine work, but to provide additional gripping strength and leverage, and to assist in moving in microgravity. The additional arms can hold

onto things while the recipient keeps both hands free for fine work. The arms have Strength 25 for purposes of lifting or gripping, but Dexterity 4, making it extremely difficult to accurately fire a weapon with one of them. The recipient must specify which arms (his primary arms or the mechanics grip) are being used for a task.

**Type:** External

**Treat Injury DC:** 30

**Hardness/Hit Points:** 8/10

**Cost:** 2,500 creds

## Prosthetic Arm

A prosthetic arm fully replaces a lost or destroyed biological arm. The prosthetic arm may begin at the shoulder, elbow or wrist.

**Benefit:** The advanced prosthesis duplicates the function of its biological counterpart. In addition, this advanced prosthesis does not count toward the total number of cybernetic attachments the recipient can have before taking negative levels (see Number of Attachments).

**Type:** External

**Treat Injury DC:** 20

**Hardness/Hit Points:** 5/10

**Cost:** 500 creds

## Prosthetic Leg

A prosthetic leg fully replaces a lost or destroyed biological leg. The prosthetic leg may begin at the thigh, knee or ankle.

**Benefit:** The advanced prosthesis duplicates the function of its biological counterpart. In addition, this advanced prosthesis does not count toward the total number of cybernetic attachments the recipient can have before taking negative levels (see Number of Attachments).

**Type:** External

**Treat Injury DC:** 20

**Hardness/Hit Points:** 5/15

**Cost:** 500 creds

## Enhancements

Cybernetic enhancements are available throughout the system, but are most likely to be found on Mavericks or on certain top operatives from Earth. Unlike standard replacements, they bestow new abilities upon their recipients. Unless otherwise noted, enhancements do not add measurably to a recipient's weight.

Each enhancement description includes the following information:

**Benefit:** What the cybernetic enhancement allows its recipient to do.

**Type:** Enhancements can be external or internal. External enhancements are subject to sunder attacks; internal enhancements are not.

**Treat Injury DC:** The DC of the Treat Injury skill check to install or remove safely.

**Hardness/Hit Points:** The hardness and hit points of the enhancement. Internal enhancements do not have hardness.

**Cost:** How much the item costs to buy, exclusive of installation.

## Anti-Flare Implants

The recipient's corneas are replaced with artificial ones equipped with flare suppressors that react instantly to bright flashes of light.

**Benefit:** Blinding effects produced by bright lights have no harmful or debilitating effect on the recipient.

**Type:** Internal

**Treat Injury DC:** 10

**Hardness/Hit Points:** -1 (per eye)

**Cost:** 500 creds

## Anti-Shock Implant

This tiny implant, embedded near the recipient's brain stem, protects itself and other cybernetic hardware against electrical damage.

**Benefit:** The implant negates the recipient's special vulnerability to electricity (see Benefits and Drawbacks, above).

**Type:** Internal

**Treat Injury DC:** 10

**Hardness/Hit Points:** -1

**Cost:** 750 creds

## Anti-Stun Implant

This implant, embedded near the spine, shields the recipient's nervous system against *stunning* attacks.

**Benefit:** The recipient cannot be *stunned*.

**Type:** Internal

**Treat Injury DC:** 15

**Hardness/Hit Points:** -1/4

**Cost:** 400 creds

## Body Repair Weave

A delicate weave of subdermal biowires stimulates and repairs the body's damaged tissue.

**Benefit:** The recipient heals naturally at twice the normal rate.

**Type:** Internal

**Treat Injury DC:** 30

**Hardness/Hit Points:** -1/4

**Cost:** 400 creds

## Data Archive

A data archive is a microcomputer implanted in the recipient's skull. It contains a variety of information stored on a series of biological data chips, or biochips. This implant is often used by those who know they will be out of touch with the planetary datanets for some time.

**Benefit:** The recipient gains access to an information database that grants a +4 bonus on all Knowledge checks for a specific Knowledge skill. The information stored in the data archive may be changed whenever the character has access to the datanet, effectively swapping out which Knowledge skill the archive will affect. A data port in the back of the unit allows for the insertion of a standard interface cable (ten creds), allowing the recipient to transfer data without the benefit of a modem.

**Type:** Internal

**Treat Injury DC:** 20

**Hardness/Hit Points:** -1/2

**Cost:** 1,000 creds

## External Weapon Mount

The recipient's prosthetic arm ends in a weapon instead of a hand.

**Benefit:** The recipient has a melee or ranged weapon attached to a prosthetic arm. Attempts to disarm the recipient of the attached weapon automatically fail, though the weapon can still be attacked (like any other weapon) in an attempt to destroy it. Unlike the palm-firing gun option, this version does not allow any use of the hand or fingers, resulting in a -4 to all skill checks involving fine Dexterity. However, the weapon retains its full capacity.

**Type:** External

**Treat Injury DC:** 0

**Hardness/Hit Points:** 10/5 (mount only)

**Cost:** 200 creds

## Identity Chip

Identity chips provide identification without requiring visual recognition – high-tech ID cards function even when the wearer is unrecognisable.

**Benefit:** An identity chip functions as both legal ID and a credit card. It is normally disguised and does not reveal itself to any but specific scans. The DC is 30 for a casual Perception check on a normal cyberware scan, DC 20 if the scanner knows what he is looking for. The primary purpose is to allow an infiltrator or agent to identify

himself to security systems or important personnel of his home faction without carrying any items which might give him away.

**Type:** Internal

**Treat Injury DC:** 5

**Hardness/Hit Points:** -/1

**Cost:** 250 creds

## Initiative Implant

The initiative implant consists of a series of wires threaded around the recipient's spinal cord and attached to the recipient's nervous system. The implant stimulates faster response times.

**Benefit:** The recipient gains a +2 bonus on initiative checks.

**Type:** Internal

**Treat Injury DC:** 25

**Hardness/Hit Points:** -/10

**Cost:** 200 creds

## Injector Unit

This unit, attached to the recipient's forearm or thigh, incorporates three medical hypo-syringes. Upon command, the unit can inject any or all of the medicinal substances into the recipient's bloodstream.

**Benefit:** The injector unit has three built-in hypos and each hypo holds a single dose of a medic-made drug. As a free action during his turn, the recipient can contract his muscles to inject himself with any or all of these hypos, gaining the benefits immediately. A drained hypo can be removed and replaced as a full-round action.

**Type:** External

**Treat Injury DC:** 5

**Hardness/Hit Points:** 2/5

**Cost:** 250 creds

## Laser Optics

The recipient's eyes are replaced with ocular implants capable of firing thin laser beams.

**Benefit:** Using laser optics is an attack action that does not provoke a free attack. A 'laser eye' deals 2d6 points of fire damage, threatens a critical hit on a natural 20 and has a range increment of eight metres. Each additional eye adds +2 to the damage roll (thus, a pair of laser eyes would deal 2d6+2 points of fire damage). A creature equipped with multiple laser eyes must fire them simultaneously at the same target. The small, recharging batteries powering this attack limit the number of times it can be used per day – a character may only attack twice in a 24-hour period with laser optics before the batteries are too badly drained to

continue to function. However, even when the batteries are drained, the character will still be able to use all other functions of the eyes.

**Type:** Internal

**Treat Injury DC:** 25

**Hardness/Hit Points:** -/2 (per eye)

**Cost:** 1,500 creds

## Luminous Skin

Special skin grafts create luminous displays on the recipient's flesh. Most recipients use it purely for decoration, but the same technology can provide a built-in chronometer.

**Benefit:** The recipient can control the brightness of the luminescence as a free action, negating it entirely if desired. At its most intense, luminous skin can illuminate squares occupied by or adjacent to the recipient. The chronometer serves the same function as a wristwatch, including date, time and alarm functions.

**Type:** Internal

**Treat Injury DC:** 15

**Hardness/Hit Points:** -/- (luminous skin ceases to function when the recipient is killed)

**Cost:** 200 creds

## Microcomputer

The recipient has a miniature computer attached to his nervous system, usually at the base of the skull.

**Benefit:** The recipient may attempt Computer Use checks as a move action, rather than a full-round action. The microcomputer reduces by half the time required to operate remotes. A data port in the back of the unit allows for the insertion of a standard interface cable (ten creds), allowing the recipient to transfer data without the benefit of a modem.

**Type:** Internal

**Treat Injury DC:** 20

**Hardness/Hit Points:** -/4

**Cost:** 1,000 creds

## Nightvision Optics

The recipient's eyes are replaced with ocular implants that enable the character to see as well in the dark as he can in the light. All of the recipient's eyes must be replaced to gain any benefit.

**Benefit:** The recipient gains darkvision out to a range of 20 metres.

**Type:** Internal

**Treat Injury DC:** 25

**Hardness/Hit Points:** -/2 (per eye)

**Cost:** 750 creds



## Rage Implant

This brain implant dramatically increases the amount of adrenaline and testosterone the recipient's body produces, temporarily boosting his strength and durability. These were developed by XeLabs and not widely distributed prior to the opening of the Mumon Rift, but elite Earther troops now receive them to help them deal with the Quay. There has been a constant black market for rage implants on the Outer Rim for a decade.

**Benefit:** The recipient can activate the implant as a free action once per day. Upon doing so, he temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution and a +2 morale bonus on Will saves, but he takes a -2 penalty to Defence.

The increase in Constitution increases the recipient's hit points by two per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. While raging, the recipient cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Acrobatics, Drive, Persuade [*intimidate*], Pilot or Ride), the Concentration skill, any abilities that require patience and concentration (including kizen abilities) or any items that must be activated to function.

The rage lasts for a number of rounds equal to three plus the recipient's (newly acquired) Constitution modifier. The recipient may prematurely end his rage.

At the end of the rage, the recipient loses the rage modifiers and restrictions and becomes *fatigued* for the remaining duration of the current encounter.

The increased Constitution triggered by the rage implant in no way obviates the negative levels bestowed for having too many cybernetic attachments.

**Type:** Internal  
**Treat Injury DC:** 20  
**Hardness/Hit Points:** -/3  
**Cost:** 3,000 creds

## Specialist Implant

Thanks to a chip implanted in the recipient's brain or a series of implants wired to the recipient's nervous system, the recipient gains special knowledge or some extraordinary ability.

**Benefit:** The specialist implant gives the recipient a feat. The recipient must meet all of the feat's prerequisites to gain its benefits. If the specialist implant is destroyed, the granted feat is lost as well. A specialist implant cannot duplicate a kizen feat.

**Type:** Internal  
**Treat Injury DC:** 25  
**Hardness/Hit Points:** -/5  
**Cost:** 1,500 creds

## Spider Legs

These replace the user's two legs with a more useful array of thin, spider-like limbs.

**Benefit:** Spider legs provide agility, balance and bracing when manoeuvring on uneven surfaces or tight tunnels. They can splay out to grip both walls of a narrow canyon in the frozen wastes of Titan or kick off from many angles in the null-G hold of a powered-down transport ship. The user gains a +2 bonus on all Acrobatics [*balance*] checks, halves the penalties for Acrobatics or Athletics checks in microgravity and gains a +2 on checks to resist being shoved backwards or knocked down. He can also support himself by splaying the legs to both sides of a narrow passage, such as a ravine or tunnel, and move at half speed in this manner.

Characters with spider legs suffer no base movement penalty from armour.

**Type:** External  
**Treat Injury DC:** 30  
**Hardness/Hit Points:** 8/20  
**Cost:** 1,200 creds

## Skill Implant

This small brain implant enables its recipient to perform a specific skill more adroitly.

**Benefit:** The recipient gains a +1 competence bonus on checks made with one class skill of his choice. Different skills require different implants and a skill implant cannot be modified to grant a bonus to another skill.

A recipient may have multiple skill implants, but each is considered a separate cybernetic attachment.

**Type:** Internal

**Treat Injury DC:** 20

**Hardness/Hit Points:** -/1

**Cost:** 500 creds

## Stabiliser

A stabiliser releases chemical coagulants into a dying recipient's bloodstream to prevent excess blood loss, effectively stabilising him. A stabiliser is usually installed near the recipient's heart.

**Benefit:** If reduced to negative hit points, the recipient automatically stabilises.

**Type:** Internal.

**Treat Injury DC:** 20

**Hardness/Hit Points:** -/3

**Cost:** 250 creds

## Subcutaneous Body Armour

Subcutaneous body armour consists of small plates of flexible armour implanted under the recipient's skin.

**Benefit:** The character gains a bonus to Damage Reduction. The bonus depends on the density of the armour: light (energy +1/impact +2), medium (energy +3/impact +5), heavy (energy +5/impact +7). This armour is easily detectable by security scanners and can be noticed with a Perception check (DC 20), as it tends to cause the skin to move oddly. Normal external armour can still be worn if a character has this implant.

Medium armour imposes a -2 penalty on the following skill checks: Athletic, Acrobatics, Escape Artist, Sleight of Hand and Stealth. Heavy armour imposes a -4 penalty on those skills. Even though the armour is internal, it still somewhat constrains flexibility.

**Type:** Internal

**Treat Injury DC:** 30

**Hardness/Hit Points:** -/varies. The armour has  $\frac{1}{4}$  the maximum hit points of the recipient.

**Cost:** 1,000 creds for light, 5,000 for medium, 10,000 for heavy

## Subcutaneous Commlink

The recipient has a small transceiver installed underneath the skin of his throat. The transceiver is connected to a tiny speaker located in the recipient's ear.

**Benefit:** The recipient may carry on conversations using the subcutaneous cell phone without raising his voice above a whisper; Perception [*listen*] checks made to hear the recipient suffer a -4 penalty. The tiny speaker implanted in the recipient's ear enables him to hear the other side of the conversation, but others cannot.

**Type:** Internal

**Treat Injury DC:** 5

**Hardness/Hit Points:** -/2

**Cost:** 500 creds

## Subliminal Vibration Voicebox

Whenever the character speaks, undetectable subsonics are added to the sound, causing subconscious shifts in mood.

**Benefit:** There are two varieties. One makes those hearing the speaker calmer and more receptive, granting a +2 bonus on all Persuasion [*diplomacy*] checks. The other causes the listeners to feel agitated and frightened, granting a +2 bonus on all Persuasion [*intimidate*] checks. A diplomat with this implant has the save DC of all of his psycholinguistics skills increased by one.

**Type:** Internal

**Treat Injury DC:** 15

**Hardness/Hit Points:** -/4

**Cost:** 750 creds

## Targeting Optics

The recipient's eyes are replaced with ocular implants that use a projected targeting reticule to improve his aim. All of the recipient's eyes must be replaced to gain any benefit.

**Benefit:** Targeting optics grant a +1 bonus on all attack rolls made with ranged weapons.

**Type:** Internal

**Treat Injury DC:** 0


**Hardness/Hit Points:** -/2 (per eye)

**Cost:** 1,000 creds

## Telescopic Optics

The recipient's eyes are replaced with ocular implants that simulate the effects of binoculars, enabling the recipient to perceive distant objects more easily. All of the recipient's eyes must be replaced to gain any benefit.

**Benefit:** Telescopic optics reduce the range penalty for Perception [*spot*] checks to -1 for every 10 metres of distance (instead of -1 for every 4 metres).



**Type:** Internal  
**Treat Injury DC:** 25  
**Hardness/Hit Points:** -/2 (per eye)  
**Cost:** 500 creds

## Treads

These replace the user's two legs with a small, sturdy set of treads.

**Benefit:** Treads grant the user exceptional balance and stability, making them perfect for navigating rocky ground such as the surfaces of many Outer Rim moons. While not as useful in microgravity as spider legs, they are even more useful on planetary surfaces. Movement is reduced by two metres, but all Acrobatics [*balance*] checks are granted a +6 bonus and terrain effects on movement are ignored – those with treads can roll over slick ice or ragged gravel with ease. However, the user cannot jump, tumble or climb.

Characters with treads suffer no base movement penalty from armour.

**Type:** External  
**Treat Injury DC:** 30  
**Hardness/Hit Points:** 9/25  
**Cost:** 600 creds

## Voice Stress Analyser

Sensors attached to the recipient's optic nerves and inner ear analyse minute physical indicators from living beings (including increased pulse galvanic skin response) and enable the recipient to better determine the emotional states of others.

**Benefit:** The recipient gains a +4 equipment bonus on all Perception [*sense motive*] skill checks.

**Type:** Internal  
**Treat Injury DC:** 20  
**Hardness/Hit Points:** -/4  
**Cost:** 500 creds

# WARS: Cybernetics

## Part 5 of the unreleased supplement, Soul and Steel. Written by Greg Lynch

Though they are only extensively practised by one faction – the Mavericks – cybernetics are an essential element of *WARS*. This chapter of *Soul and Steel* expands dramatically on the cybernetics mentioned in the core rulebook, offering whole new cybernetic systems as well as innovative enhancements to existing systems. Additionally, this article introduces an entirely new means of body modification, one that relies on genetics instead of mechanics. Known as biomodification, this technology offers entirely different abilities – and entirely different drawbacks.

### Optional Rule: Recovery Time

Despite the vast amount of medical knowledge available in the Solar System of *WARS*, having one's legs replaced with treads is hardly an outpatient procedure. Every enhancement, be it biomodification or cybernetics, requires a certain amount of time for the recipient to heal.

Often, this time can be passed over within the context of a campaign. The Games Master can easily tell the players that a certain amount of time has elapsed since one of the Player Characters purchased an enhancement of some kind, and that character is now fully healed and able to use the enhancement.

On the other hand, sometimes the rest of the universe refuses to abide by the Player Characters' timetable, and they find themselves having to act before they are

truly ready. In the case of a Player Character who has just received a biomod or cybernetic enhancement, this can make things a little dicey.

Any biomod or cybernetic enhancement with a Treat Injury DC of 10 or less may be considered outpatient surgery. Within an hour or two of receiving the enhancement, the Player Character is fully healed and ready for action. For higher Treat Injury DCs, significantly more recovery time is required.

For cybernetic enhancements, every five points of Treat Injury DC above 10 takes one week of hospital care (or two weeks of light activity) for recovery. During that time, the new cybernetic enhancement may not be used without running great risk of damaging the new system. Any time the character engages in strenuous activity using the new cybernetic enhancement, he essentially risks massive damage (see the *WARS Roleplaying Game* core rulebook). For every round in which the new enhancement is used, the Games Master should roll percentile dice. On a result of 25 or less, the Games Master should roll on the Unrecovered Effects table.

### Unrecovered Effects

d% Roll	Effect
01–30	Character wounded
31–60	Attachment disabled
61–80	Character wounded and attachment disabled
81–100	Attachment damaged and side effect

If the new biomod or cybernetic enhancement is also the character's means of locomotion (such as spider legs or treads), he may not even engage in light activity at first. He must have bed rest and hospital care for the first half of the total recovery time before his body has healed to the point he can move around with his new appendages. Even then, he may not move faster than his base movement without risking damage.

*Character Wounded:* The character immediately suffers 2d10 hit points of damage.

*Attachment Disabled:* One cybernetic attachment (determined randomly or chosen by the Games Master) ceases to function until repaired (see the *WARS Roleplaying Game* core rulebook). The character suffers the effects of the disability for as long as the attachment remains disabled.

*Attachment Damaged:* One cybernetic attachment (determined randomly or chosen by the Games Master) continues to function but develops an unpleasant side effect that persists until the attachment is repaired (see the *WARS Roleplaying Game* core rulebook).

*Side Effect:* The character suffers a debilitating side effect as the result of a damaged attachment. Various side effects are presented on the Side Effects table.

Biomodifications are not subject to the same kind of failure cybernetic systems are, but using them before the recipient has recovered is not without danger. Biomods take twice as long to heal as cybernetic systems, meaning every five points of Treat Injury DC above 10 takes two weeks of hospitalised care (or four weeks of light activity) for recovery.

If the biomod is used during that time, it has a chance per use to cause damage or be damaged, as the biomod has not yet healed. The Games Master should roll percentile dice and consult the following table.

## Unrecovered Biomod Effects

d% Roll	Biomod Effect
1–25	Biomod works normally
26–50	Biomod works normally, but recipient is wounded
51–75	Biomod is damaged, recipient is wounded
76–95	Biomod is badly damaged, recipient is wounded
96–100	Biomod is ruined

*Biomod Works Normally:* The recipient has dodged a bullet – this time. The biomod works with no ill effects.

*Recipient is Wounded:* The recipient of the biomod takes damage from trying to employ his unhealed enhancement in combat. He suffers 1d6 points of damage (Damage Reduction does not apply) per classification of the biomod. For example, a minor biomod would inflict 2d6 points of damage directly to his hit points, while an extreme biomod would inflict 4d6.

*Biomod is Damaged:* Employing the biomod in combat has damaged it, and it must be healed. The Games Master should roll 1d10. The result is the

## Side Effects

d% Roll	Side Effect
01–08	Blurred Vision: Character suffers a 20% miss chance on all attacks.
09–17	Constant Trembling: Character takes a –2 penalty on Dexterity-based skill checks.
18–25	Cybernetic Rejection: Character suffers 1d4 points of Constitution damage per day.
26–34	Dizziness: Character takes a –1 penalty on attack rolls, saving throws, ability checks and skill checks.
35–42	Impaired Hearing: Static distortion imposes a –2 penalty on all Listen checks.
43–50	Impaired Vision: Distorted images impose a –2 penalty on Spot checks.
51–59	Insomnia: Character can only sleep for minutes at a time and gains insufficient rest to heal naturally.
60–67	Muscle Cramps: Character moves at half speed.
68–76	Muscle Fatigue: Character takes a –2 penalty on Strength-based skill checks.
77–84	Power Surge: Character is shaken for 1 round if wounded; a successful Fortitude save (DC 12) negates.
85–93	Psychosis: Character suffers 1d4 points of Charisma damage per day, lapsing into a coma if the score drops to 0.
94–100	Sensory Overload: Character is stunned for 1 round if wounded; a successful Fortitude save (DC 15) negates.

amount of time (in 5% increments) that must be added to the biomod's healing time. For example, if a biomod requires 10 weeks to heal, and the Games Master rolls an 8 on the d10, it takes 40% longer to fully heal and so won't be fully healed for 14 weeks.

*Biomod is Badly Damaged:* As Biomod is Damaged, plus all elapsed recovery time for the biomod is erased. The character must begin healing all over again.

*Biomod is Ruined:* The damage to the biomod is simply too great. It cannot be healed. If the character still wants it, he must start all over again (beginning with paying for a whole new biomod).

## Biomodification

*'My eyes are those of the eagle. My strength is that of the gorilla. My heart is that of the... uh... I'm not sure. I think the doc said it was some kind of lizard?'*  
—Franklin 'Furman' Jollington, Maverick

Though biomodification is not truly related to cybernetics, as it is a wholly organic process (as much as anything which involves the infusion of animal DNA into a human can be called organic), both technologies are concerned with the augmentation and customisation of the human body. Biomodification is a new technology offered in *Soul and Steel*.

Biomodification is another technology whose use is constrained more by social factors than by scientific limitations. The technology has long existed to create many and varied breeds of man, custom fit to any environment, but a certain innate revulsion has always prevented this from occurring. When the technology first came into existence in the latter days of the old Earth nations, many treaties were signed agreeing to ban any attempts to create soldiers infused with such non-human genes. Despite the dissolution of the old governments and the rise of the CGC, these treaties have yet to be broken, even with the grip of war tight about the Solar System.

The CGC does maintain a small stock of custom germlines and well-hidden bases filled with artificial wombs should it ever see a need to embark on such a program, and many medical corporations have similar, private, facilities, but none have been activated on a large scale. Persistent rumours that the most powerful families on Earth do indulge in modification of their own offspring have yet to be proven true. The Gongen, for their part, have some similar facilities, but the primary focus of these is to develop means to fight genetically modified troops if they are ever called upon to do so. The Gongen themselves would never submit to any of the procedures listed below, as there are few ways to bring oneself more into disharmony with nature than blatantly flaunting her design.

Only on the Rim is 'bodyhacking' not considered the act of a raving lunatic, and some Mavericks take as much glee in modifying their DNA as they do in tacking on a cybernetic arm or modding their handgun. Some of the wildcatters and hermits on the Rim have been altered to live in various environments, capable of surviving in thin air, no gravity or high radiation. Others have chosen post-natal modification for either

functionality or show, ranging from photosynthetic skin to enhanced musculature and healing.

The extrasolar Shi are masters of this art, though it is the kind of thing they prefer to apply to their slaves, believing themselves to be the pinnacle of evolution, and thus incapable of being improved.

Like cybernetics, each biomodification requires a Treat Injury skill check to install into a living being. Failure in this skill roll reduces the recipient's Constitution score *permanently* by one for every five points by which the roll was failed (rounding up). Thus if the person attempting the biomodification failed his Treat Injury skill check by 13, the recipient of the failed attempt would suffer three points of permanent Constitution loss.

Unlike cybernetics, biomodifications are classified according to the extremity of the change to the organism. These classifications are:

- **Extreme:** The biomodification fundamentally alters the organism in several severe ways, changing such things as the organism's size, shape and even basic attributes. The biomod suites are excellent examples of this.
- **Major:** The biomodification makes one massive alteration to the organism. Muscle Enhancement and Synapse Augmentation are good examples of this category.
- **Minor:** The modification is remarkable, but not overly intrusive. Examples of this include Claws and Enhanced Hearing.
- **Trivial:** The most inconsequential of genetic changes fall into this category. Examples include Eye Colour and Hair Colour.

Each biomodification description contains the following information.

**Benefit:** What the biomodification allows its recipient to do.

**Type:** The extremity of the biomodification.

**Treat Injury DC:** The DC of the Treat Injury check to install or remove safely.

**Cost:** How much the modification costs to buy, exclusive of installation.

## Limits on Biomodification

The technology behind biomodification has been around at least as long as cybernetics (indeed, it is a simple application of this technology that prevents the cybernetics recipient's body from rejecting the metal and plastic implants) but it is far more dangerous.

Biomodification is not as simple as cybernetics. While the second involves only adding artificial enhancements to a human body, the first involves tinkering with the incredibly complex genetic code of a human being, adding, subtracting and modifying

## New Feat: Genetic Manipulation

Your medical skill and knowledge of anatomy allow you to do more than mere surgery, you can manipulate the genetic structure of living organisms.

**Prerequisites:** Knowledge (earth and life sciences) 6 ranks, Treat Injury 8 ranks, Surgery

**Benefit:** You may use the Treat Injury skill to perform biomodification without penalty.

**Normal:** Characters without this feat lack the necessary knowledge to perform biomodification.



genes to produce the desired results. Over time, repeated tinkering can lead to alarmingly dangerous consequences.

There is no real limit on the number of biomodifications a single person may have – he is not at risk of gaining negative levels like a cybernetics addict might. He is, however, at risk of something potentially worse, and certainly more permanent.

A recipient may have one biomod without incident. However, for every modification of he adds after the first, he must succeed on a Fortitude saving throw. The DC for this saving throw is 15 for minor modifications, 25 for major and 35 for extreme. If he succeeds, the modification is added to his genetic code and life continues. If he fails, however, his genetic code is becoming too scrambled. Though he keeps the modification, his Constitution is permanently lowered by one point. His genetic code is simply so traumatised by repeated tinkering that his health has become impaired as a result. Not even removing the modification that put him over the edge can bring it back.

Biomods with the trivial rating are not mentioned above simply because they are so trivial. A character may have as many of them as he wishes with no fear of any ill effects.

## Biomod Suites

The following modifications are uncommon even in the Outer Rim, and all but unknown elsewhere. Though these suites are capable of causing impressive changes in the recipient's body, it should be noted that these changes are not permanently encoded on the recipient's DNA. Though he will have the abilities granted by the biomod for the rest of his life, they are not truly part of his genetic structure. If he ever has, they will be genetically normal human children.

There were early experiments with writing the changes created by a biomod suite into the individual's inheritable genetic code, and the altered genes were indeed passed along to the children. However, something always went wrong along the way. Whether the altered human mated with a normal human, or with another human with the same alterations, the resulting child was always either stillborn (most often the case) or so warped and deformed it could not survive. Multiple attempts to solve the problem all failed, but there are rumours that XeLabs Venus has taken up the challenge again, and are working to create whole new breeds of humanity to fight the extrasolar menaces of the Quay and the Shi.

## Biomodifications

Biomodification	Type	Treat Injury DC	Cost
Gender Change	Varies	Varies	Varies
Eye Colour	Trivial	20	500 creds
Fangs	Trivial	20	1,000 creds
Hair Colour	Trivial	20	500 creds
Pupil Alteration	Trivial	30	1,250 creds
Skin Pigmentation	Trivial	25	1,500 creds
Claws	Minor	25	2,000 creds
Claws, Retractable	Minor	25	4,000 creds
Enhanced Hearing	Minor	25	5,000 creds
Facial Reconstruction	Minor	30	6,000 creds
Improved Healing	Minor	25	3,500 creds
Low-Light Vision	Minor	25	1,750 creds
Poison Sac	Minor	30	4,500 creds
Double-Jointing	Major	30	10,000 creds
Fur	Major	30	14,000 creds
Muscle Enhancement	Major	Varies	Varies
Pheromone Production	Major	25	12,000 creds
Scales	Major	35	16,000 creds
Synapse Augmentation	Major	40	Varies
Batboy Suite	Extreme	30	40,000 creds
Bruiser Suite	Extreme	40	85,000 creds
Frame Alteration	Extreme	40	20,000 creds
Martian Suite	Extreme	35	70,000 creds
Rock Monkey Suite	Extreme	35	15,000 creds
Simulacrum	Extreme	40	95,000 creds

## Batboy

This suite of modifications is so named because some of the core DNA was taken from bats, though the final result includes enhanced vision as well as hearing.

**Benefit:** The character's senses are dramatically heightened. He gains a +4 on all Perception (*spot* and *listen*) checks, as well as low-light vision and hearing which extends somewhat into the ultrasonic range. His ears are dramatically enlarged, and he suffers a -2 penalty on saves against effects which do damage to senses, such as blinding lights.

**Type:** Extreme Biomodification

**Treat Injury DC:** 30

**Cost:** 40,000 creds.

## Bruiser

The Bruiser genemods were first given to miners working in the harsh environments of Titan and Ganymede, then fell out of favour for many years until revived in the last few years by several bands of Accord thugs.

**Benefit:** A bruiser looks almost inhuman, as he is covered with a thick, calloused hide and has a muscular structure closer to that of a gorilla than a man. Bruisers have +2 Strength, gain a +2 on all saves against radiation and have Damage Reduction energy 1/impact 2, but suffer from a -2 to Dexterity and Charisma. In addition, armour and clothing must be modified to fit their distorted frames, increasing costs for such items by 25%.

**Type:** Extreme Biomodification

**Treat Injury DC:** 40

**Cost:** 85,000 creds.

## Martian

The character is adapted to thin or no air and low temperatures – conditions which were common on the planet that was known as Mars at the time this suite was first developed. However, these conditions are also very common in the Outer Rim, and most of those who choose to undergo these modifications find

them useful despite never getting within ten light-minutes of Gongen.

**Benefit:** A character with this suite of biomods has enlarged and hyper-efficient lungs, allowing them to store up to a half hour of air in internal pockets. In addition, the character's skin is modified to radiate very little body heat and his metabolism 'throttled up' to generate a good deal of internal warmth. This allows him a +4 to all Fortitude saves against environmental cold effects, and he can ignore the harmful effects of cold entirely until the temperature drops to below zero degrees Celsius. On the down side, he is sensitive to inhaled gasses, suffering a -2 to all saves against them, and is likewise prone to suffering from excessive heat, with a -2 on all saves against environmental heat effects and fire damage.

**Type:** Extreme Biomodification

**Treat Injury DC:** 35

**Cost:** 70,000 creds.

## Rock Monkey

Despite the ubiquity of the GRAV drive, much of the Outer Rim exists in a state of perpetual microgravity. This suite was developed nearly 100 years ago for the use of the first colonists to the distant Rim. The rock monkey suite of genetic modifications has become less popular as artificial gravity has become commonplace, but is still occasionally selected by those who intend to spend a great deal of time in the microgravity environment of distant moons.

**Benefit:** Rock monkeys are thin and spindly, with broad, splayed feet ending in elongated toes. They have inner ear and stomach modifications which make them immune to nausea and dizziness. They suffer no penalties for activities in microgravity and, while in such a state, have a +2 bonus to all Dexterity-based skills. However, they have a -4 modifier to Strength and suffer a -2 modifier to all Fortitude saves when in any gravity above one-quarter Earth normal.

**Type:** Extreme Biomodification

**Treat Injury DC:** 35

**Cost:** 15,000 creds.

## Individual Mods

In truth, the full biomod suites are very rare. Most Mavericks who choose to pursue biomodification prefer to follow the path of simple, individual mods. Many of the advantages of cybernetics can also be had via biological engineering. Mavericks may purchase biological modifications which give the same benefits as most cybernetic components, with the following rules:

- The cost is increased by 25%. Biological modifications are not obvious on scanners, cannot be attacked or removed and suffer no vulnerability to electricity.
- Biomods and drugs often interfere with one another. Each biomod after the first reduces the number of drugs the character may safely use at any one time by one. See Medic in the *WARS Roleplaying Game* core rulebook for more information on drugs.
- Each biomod after the first reduces the healing done by the medic's rapid healing ability by one Healing level. Thus, someone with three biomods would recover two less points of damage from Rapid Healing I, four less points of damage from Rapid Healing II and so on.
- Games Masters exercise final discretion over which cybernetic implants are available as biomods. For the most part, this is a simple matter of common sense. For example, no form of biological manipulation is going to create targeting optics or a set of treads. However, external plating is relatively easy to create with biomods.

## Other Individual Mods

In addition to the emulation of cybernetics, biomodification is able to accomplish some things no amount of machinery ever could. Unlike the extreme changes wrought by a biomodification suite, these mods may or may not be written into the individual's genetic code to be passed down to his children. However, all such 'inherited' mods are recessive genes, meaning the child will not possess the trait unless both parents have the same mod.

### Claws

Drawing from the genetic code of innumerable predators from Earth, this biomod changes the subject's fingernails into sharp, elongated claws.

**Benefit:** These claws make an effective weapon, but prove a hindrance to manual dexterity. The recipient suffers a -2 penalty on any skill checks involving fine manipulation.

**Type:** Minor Biomodification

**Treat Injury DC:** 25

**Cost:** 2,000 creds

### Claws, Retractable

Borrowing from the genetic code of the great cats, retractable claws offer a superior (and more expensive) alternative to normal claws.

**Benefit:** Instead of sprouting from the fingertips like normal claws, retractable claws grow inside the hand itself. When unsheathed, the claws protrude from narrow cavities between the knuckles, to a length of five centimetres. When not in use, the claws disappear back into the hand. Sheathing and unsheathing the claws is a free action which does not provoke a free attack. The statistics of the claws are given on the following chart:

**Type:** Minor Biomodification

**Treat Injury DC:** 25

**Cost:** 4,000 creds

### Double-Jointing

Taking advantage of a fairly common human genetic trait, this biomod spreads it throughout the body.

**Benefit:** Each of the recipient's joints become double-jointed. This increased mobility grants the recipient a +4 bonus on all Athletics (climb), Escape Artist and Technical skill check rolls.

**Type:** Major Biomodification

**Treat Injury DC:** 30

**Cost:** 10,000 creds

### Enhanced Hearing

Compared to most other mammals, humans have very poor hearing. This biomod borrows from animals with a keener auditory sense to make up what humans lack.

**Benefit:** The recipient gains a +2 bonus to all Perception (listen) skill check rolls.

**Type:** Minor Biomodification

**Treat Injury DC:** 25

**Cost:** 5,000 creds

### Eye Colour

This biomod simply changes the genes that determine the eye colour of the recipient, replacing them with any colour the recipient desires, even those that do not occur naturally, such as red or black.

**Benefit:** Although it is used by some to add an extra touch to a disguise (mimicking the eye colour of the person they are attempting to impersonate), the eye colour biomod is mostly a matter of style, not substance. Once established, the eye colour cannot be changed again without another biomodification procedure.

**Type:** Trivial Biomodification

**Treat Injury DC:** 20

**Cost:** 500 creds

### Facial Reconstruction



This biomod alters the genetic coding that governs facial appearance.

**Benefit:** The recipient's facial appearance is changed to new specifications. Particularly popular with people who are, for whatever reason, on the run, this biomod can also be used to enhance personal appearance (granting a +2 bonus to Persuasion (bluff) and Persuasion (diplomacy) skill checks) or even to emulate another individual's facial features. This last use requires a DNA sample from the individual to be emulated. This use is never quite perfect (due to cranial differences between individuals) but will add +4 to the Persuasion (disguise) skill check to impersonate a particular individual. Possession of this biomod is illegal on Earth and Gongen.

**Type:** Minor Biomodification

**Treat Injury DC:** 30

**Cost:** 6,000 creds

### Fangs

Just as most predators have claws, so too do they have fangs. A particular favourite of Maverick predators, this biomod adds an extra air of menace to any pirate or mercenary of the Rim.

## Biomod Weapons

Weapon	Type	Damage	Type	Crit.	Size	Weight	Faction	Cost
Biomod Claws	Melee	1d4	Impact	20	Small	—	Maverick	2,000 creds
Biomod Claws, Retractable	Melee	1d4	Impact	20	Small	—	Maverick	4,000 creds
Biomod Fangs	Melee	1d2	Impact	20	Small	—	Maverick	1,000 creds

**Benefit:** A recipient of the fangs biomod gains a +2 circumstance bonus to any Persuasion (Intimidate) skill checks made. He may also use the fangs as an attack, but unless he is grappling his target, such an attempt provokes a free attack. A character who uses his fangs to make a bite attack may only apply half his Strength modifier to the damage roll.

**Type:** Trivial Biomodification

**Treat Injury DC:** 20

**Cost:** 1,000 creds

### Frame Alteration

One of the most extensive biomods available outside of the biomod suites, frame alteration actually reforms the skeleton, musculature, nervous system and circulatory system of the recipient.

**Benefit:** The recipient's height and/or weight may be changed by up to 25%. This does not allow a character to change from size Medium to size Small or Large, but does allow him to dramatically alter his appearance. This biomod is rarely applied, and when it is, it is usually on someone who is using it as only part of a greater (and long term and very elaborate) disguise. This biomod trait is not inheritable.

**Type:** Extreme Biomodification

**Treat Injury DC:** 40

**Cost:** 20,000 creds

### Fur

Humans, with a few exceptions, have very little body hair when compared to other land-based mammals. By replacing a few key genes, this modification is able to give a human a thick coat of fur all over his body.

**Benefit:** The recipient's fur coat is able to keep him warm in the cold conditions found throughout the Belt and Outer Rim. He gains a +4 bonus to saves against cold. However, it may also keep him *too* warm, causing him to suffer a -2 penalty to saves against heat. The fur can be of any colour the recipient desires, and may have any naturally-occurring pattern he wishes. The colour and pattern can be changed later with the hair colour biomod. This biomod trait is not inheritable.

**Type:** Major

**Treat Injury DC:** 30

**Cost:** 14,000 creds

### Gender Change

Another extensive biomod, this changes the recipient into the opposite gender.

**Benefit:** The recipient of this biomod becomes a member of the opposite gender. This biomod has two options: cosmetic and complete. A cosmetic

change means the individual appears to be of the opposite gender, but cannot reproduce that way. A complete change means the individual becomes a fully-functional member of the opposite gender. Usually, recipients will also undergo frame alteration. This biomod is rarely applied, usually only to those truly committed to maintaining a disguise (obviously it removes the -2 modifier for impersonating the opposite sex) or to those who simply desire it. The cosmetic version of this biomod can also be used to render the recipient truly neuter if desired.

**Type:** Major Biomodification for cosmetic, Extreme Biomodification for complete

**Treat Injury DC:** 30 for cosmetic, 35 for complete

**Cost:** 10,000 creds for cosmetic, 15,000 for complete.

### Hair Colour

This biomod simply changes the genes that determine the hair colour of the recipient, replacing them with any colour the recipient desires, even those that do not occur naturally, such as blue or green.

**Benefit:** Although it is used by some to add an extra touch to a disguise (mimicking the hair colour of the person they are attempting to impersonate), the hair colour biomod is mostly a matter of style, not substance. Once established, the hair colour cannot be changed again without another biomodification procedure. Of course, this biomod does nothing to change the colour of existing hair – only new hair growth will be affected.

**Type:** Trivial Biomodification

**Treat Injury DC:** 20

**Cost:** 500 creds

### Improved Healing

This biomod enhances the body's natural healing abilities.

**Benefit:** The recipient of this biomod will heal twice as quickly as normal.

**Type:** Minor Biomodification

**Treat Injury DC:** 25

**Cost:** 3,500 creds

## Low-Light Vision



Using the genetic code of any one of a number of nocturnal animals, the recipient's eyes are altered by dramatically increasing the number of rods in the retinas.

**Benefit:** The recipient gains low-light vision.

**Type:** Minor Biomodification

**Treat Injury DC:** 25

**Cost:** 1,750 creds

## Muscle Enhancement

This biomod triggers rapid cell division in the recipient's muscles, making the muscles longer and denser and increasing the strength of the recipient proportionally.

**Benefit:** There are three levels to this biomod. The first level increases the recipient's strength by +2, the second by +4 and the third by +6. The most any recipient's strength can ever be increased with

biomods is +6. These biomods also have the effect of making the recipient more and more bulky, depending upon the level chosen. At the first level, the recipient merely appears to be in extremely good shape, leaning toward musclebound. By the third, he is a hulking brute.

**Type:** Major Biomodification

**Treat Injury DC:** 30 for +2, 35 for +4, 40 for +6

**Cost:** 15,000 creds for +2, 25,000 creds for +4, 40,000 creds for +6

## Pheromone Production

All human beings produce pheromones. This biomod simply ramps up production dramatically.

**Benefit:** The recipient produces a large amount of pheromones, making him or her more attractive to the opposite sex. All Persuasion (diplomacy) skill checks made against a member of the opposite sex receive a +4 bonus. Members of the opposite sex also suffer a -2 penalty to any Will saving throws made against effects such as *fascinate* when the character with the pheromones is responsible for the effect. However, the pheromones only extend outward 4 metres from the recipient's body.

**Type:** Major Biomodification

**Treat Injury DC:** 35

**Cost:** 12,000 creds.

## Poison Sac

All but useless unless the recipient has the claws, retractable claws or fangs biomod, this modification draws on the genetic code of some of Earth's most poisonous reptiles.

**Benefit:** There are two kinds of poison sac biomod – the kind designed to work with claws and the kind designed to work with fangs. Both offer the same benefit, the ability to inject poison along with a claw or bite attack. The claw version, which is smaller

because it must fit inside the hand, produces enough poison for two attacks every day, while the fang version produces enough poison for four attacks.

The poison produced is only effective if introduced directly into the bloodstream. It has a Fort save DC of 11 and the primary and secondary damage is 1d6 Con.

**Type:** Minor Biomodification

**Treat Injury DC:** 30

**Cost:** 4,500 creds.

## Pupil Alteration

While the eye colour biomod changes the colour of the iris, this biomod changes the shape of the pupil. By using the genetic code of an animal found in nature, the recipient's pupil can be altered to mirror that of the chosen animal, such as the eyes of a cat or a snake.

**Benefit:** None. This biomod is a choice of style, not substance.

**Type:** Trivial Biomodification

**Treat Injury DC:** 30

**Cost:** 1,250 creds

## Scales

For those seeking a truly inhuman appearance, this is the biomod of choice. It causes the recipient's skin to be replaced with a sinuous coat of scales, like that found on a fish, lizard or snake.

**Benefit:** The recipient of this biomod gains a +2 bonus to any Persuasion (intimidate) skill checks, as well as Damage Reduction energy 0/impact 1. The scales may be of any colour the recipient desires. This biomod trait is not inheritable.

**Type:** Major Biomodification

**Treat Injury DC:** 35

**Cost:** 16,000 creds.

## Skin Pigmentation

This biomod simply changes the genes that determine the skin colour of the recipient, replacing them with any colour the recipient desires, even those that do not occur naturally, such as blue or green.

**Benefit:** Although it is used by some to add an extra touch to a disguise (mimicking the skin colour of the person they are attempting to impersonate), the skin colour biomod is mostly a matter of style, not substance. Once established, the skin colour cannot be changed again without another biomodification procedure.

**Type:** Trivial Biomodification

**Treat Injury DC:** 25

**Cost:** 1,500 creds

## Simulacrum

This technology was developed by Xe-Labs but, ostensibly, never put into practice by the corporation. The purpose of this biomod is to completely alter one human to make him a near-perfect match for another. Possession of this biomod is illegal on Earth and Gongen.

**Benefit:** The recipient becomes a near-perfect double of the copied individual, taking on that individual's Strength, Dexterity and Constitution ability scores. As frame alteration is by definition a part of this process, the copied individual must be within 25% of the recipient's height and weight. A DNA sample of the copied individual is required for this biomod. Simulacrum makes it nearly impossible to tell the difference between the copied individual and the recipient. It is an all but perfect disguise, making it impossible for anyone to recognise the recipient as his original self or recognise that he is not the copied individual. Only those most intimate with the copied individual, those who are aware of his slightest mannerisms, have any chance to recognise the simulacrum for what he is.

**Type:** Extreme Biomodification

**Treat Injury DC:** 40

**Cost:** 95,000 creds.

## Synapse Augmentation

This biomod speeds up the recipient's nervous system, allowing him to react faster and improving his overall agility.

**Benefit:** There are three levels of synapse augmentation. The first grants the recipient a +2 bonus to Initiative and a +1 bonus to Dexterity. The second grants a +4 bonus to Initiative and a +2 bonus to Dexterity. The third grants a +6 bonus to initiative and a +4 bonus to Dexterity.

**Type:** Major Biomodification

**Treat Injury DC:** 40

**Cost:** 15,000 creds for level one, 30,000 creds for level two and 50,000 creds for level three.

## Cybernetics

This section of *Soul and Steel* expands on the cybernetic items listed in the core rulebook for WARS. Cybernetic items are generally divided into Replacements and Enhancements.

## Replacements

The most basic replacement limbs and organs do not bestow any special benefits, but they suffer the usual drawbacks. More advanced replacements are built to counter certain drawbacks, as noted. They do not add measurably to the recipient's weight.

Each replacement description includes the following information:

**Benefit:** What the cybernetic replacement allows its recipient to do.

**Type:** Replacements can be external or internal. External replacements are subject to sunder attacks; internal replacements are not.

**Treat Injury DC:** The DC of the Treat Injury check to install or remove safely.

**Hardness/Hit Points:** The hardness and hit points of the replacement. Internal replacements do not have hardness.

**Cost:** How much the item costs to buy, exclusive of installation.

## Replacements

Name	Type	Treat Injury DC	Hardness/Hit Points	Cost
Artificial Organ *	Internal	25	-/4	750 creds
Artificial Organ, High Function *	Internal	25	-/4	1,500 creds
Mechanic's Grip *	External	30	8/10	2,500 creds
Prosthetic Arm *	External	20	5/10	500 creds
Prosthetic Arm, High Function *	External	25	8/20	Varies
Prosthetic Leg *	External	20	5/15	500 creds
Prosthetic Leg, High Function *	External	25	8/20	Varies

\* Complete statistics for this cybernetic item can be found in the *WARS Roleplaying Game* core rulebook.

## High-Function Prosthetic Arm Enhancements

These are all available enhancements for a high-function prosthetic arm.

## High-Function Prosthetic Arm Enhancements

Enhancement	Additional Cost
Bladed Nails *	+500 creds
Dart Finger	+350 creds
Detachable Hand *	+600 creds
Explosive Finger	+250 creds
Finger Light	+50 creds
Gripping Strength *	+700 creds
Heavy Hand	+400 creds
Lightning Fist	+300 creds
Magnetic Palm	+500 creds
Multiple Joints	+1,000 creds
Palm-Firing Gun *	3 x cost of weapon
Power Cell *	+200 creds
Storage *	+100 creds
Vibroblade	+700 creds

\* Complete statistics for this cybernetic item can be found in the *WARS Roleplaying Game* core rulebook.

### Dart Finger

One of the fingers of the cybernetic hand is able to fire a tiny, gas-propelled dart. The dart may be tipped with poison. Cost: +350 creds. Additional darts and gas propellant can be purchased for 15 creds each. Reloading the dart finger is a full-round action.

### Explosive Finger

One of the fingers of the cybernetic hand houses a small amount of explosive. This finger may be detached and thrown like a grenade. The standard explosive finger emulates a fragmentation grenade (see S&P Roleplayer issue 41) in all respects, though the Games Master may allow other models to be available (no doubt at an increased price). Cost: +250 creds (per finger)

### Finger Light

It will never stop a charging Quay in its tracks, but sometimes a little light is worth more than the best weapon. This modification houses a miniature flashlight in the tip of one of the cybernetic hand's fingers. It creates a beam of light 10 metres long and one metre wide. Cost: +50 cr. An alternate version of this modification is available that uses infrared light instead of visible light. This version costs +150 cr.

### Heavy Hand

This modification to a high-function prosthetic arm allows the recipient to emulate the effects of a gravity club (see S&P Roleplayer issue 40) with a brawling attack. The hand's unarmed damage is increased to 1d10. Heavy hand requires an additional power source for the gravity attack (Type II Utility Power Cell). Cost: +400 creds

### Lightning Fist

This modification to a high-function prosthetic arm allows the recipient to emulate the effects of a stun stick (see the *WARS Roleplaying Game* core rulebook) with a brawling attack. The attack does regular unarmed damage, plus an additional 1d6 points of nonlethal damage if the target fails a DC 12 Fortitude save. Lightning fist requires an additional power source for the stunning attack (Type II Utility Power Cell). Cost: +300 creds



## Cybernetic Weapons

Weapon	Type	Damage	Damage Type	Crit.	Range/ Spaces	Ammo	RoF	Mag.	Size	Faction	Cost
Dart Finger	Firearm	1d4	Impact	19-20	4metres/2	Dart	SS	1	Fine	Maverick	350 creds
Vibroblade	Melee	1d6+1	Impact	19-20/x3	—	Type II Utility Power Cell	—	20	Small	Maverick	+700 creds

### Magnetic Palm

The palm of the cybernetic hand can be magnetised at the owner's whim. The magnetism is equal to Strength 20, and allows him to move hand over hand in a microgravity environment at his normal movement speed. Both arms must have this enhancement for it to function. Cost: +500 creds

### Multiple Joints

This modification is applied to the hand portion of the cybernetic arm. Instead of the usual two joints per finger (one for the thumb) that humans have, this hand offers three joints for every finger and two for the thumb. Each joint is capable of 180 degrees of movement. This increased mobility grants the recipient a +2 bonus on all Athletics (climb), Escape Artist and Technical skill check rolls. Cost: +1,000 creds

### Vibroblade

The forearm of the cybernetic arm houses a vibroblade, which can be extended through the back of the cybernetic hand and wielded as a melee weapon. The vibroblade is slightly longer than a vibrodagger, granting it greater damage. The weapon deploys quickly and easily, allowing the recipient to use the Quick Draw feat (should he have it). Cost: +700 creds.

### Enhancements

Cybernetic enhancements are available throughout the system, but are most likely to be found on Mavericks or on certain top operatives from Earth. Unlike standard replacements, they bestow new abilities upon their recipients. Unless otherwise noted, enhancements do not add measurably to a recipient's weight.

Each enhancement description includes the following information:

**Benefit:** What the cybernetic enhancement allows its recipient to do.

**Type:** Enhancements can be external or internal. External enhancements are subject to sunder attacks; internal enhancements are not.

**Treat Injury DC:** The DC of the Treat Injury check to install or remove safely.

**Hardness/Hit Points:** The hardness and hit points of the enhancement. Internal enhancements do not have hardness.

**Cost:** How much the item costs to buy, exclusive of installation.

### Air Filtration

This enhancement can only be added to a pair of high-function artificial lungs. The lungs are made even more efficient, able to eliminate inhaled poisons and other gasses before they can infiltrate the recipient's bloodstream.

**Benefit:** Air filtration gives the recipient a +6 bonus on all saving throws against an inhaled poison's effects. If the first saving throw (against initial damage) fails, however, the recipient gains no bonus to the second saving throw. By that point the poison has already bypassed the lungs' air filtration. Additionally, the air filtration system makes the high-function lungs even more efficient, effectively doubling the amount of time the character can survive without breathable air.

**Type:** Internal

**Treat Injury DC:** 25

**Hardness/Hit Points:** —/4

**Cost:** 1,250 creds

### Bliss Implant

Originally developed by CISyn as a means of controlling dangerous and extremely violent criminals, the bliss implant, upon activation, will supercharge the recipient's production of endorphins and dopamine, rendering him passive and receptive to suggestion. The bliss implant (as originally built) cannot be activated by the recipient, but is instead activated by a remote transmitter (a tiny device the size of a postage stamp with a 100m range). Some people have had the bliss implant modified so it can be turned on and off by the recipient, but doing so is dangerous – many of these people have become hopelessly addicted to the use of the implant. Known as 'Blissers', they can sometimes be found wandering the abandoned tunnels and corridors of places like Ceres Station and Titan Station, their faces dazed masks and their eyes

## Enhancements

Name	Type	Treat Injury DC	Hardness/ Hit Points	Cost	Name	Type	Treat Injury DC	Hardness/ Hit Points	Cost
Air Filtration	Internal	25	-/4	1,250 creds	Laser Optics *	Internal	25	-/2 (per eye)	1,500 creds
Anti-Flare Implants *	Internal	10	-/1 (per eye)	500 creds	Low-Light Vision	Internal	20	-/2 (per eye)	Varies
Anti-Shock Implant *	Internal	10	-/1	750 creds	Luminous Skin *	Internal	15	-/-	200 creds
Anti-Stun Implant *	Internal	15	-/4	400 creds	Microcomputer *	Internal	20	-/4	1,000 creds
Bliss Implant	Internal	20	-/3	1,750 creds	Nervous System Enhancement	Internal	35	-/10	Varies
Body Repair Weave *	Internal	30	-/4	400 creds	Nighvision Optics *	Internal	25	-/2 (per eye)	750 creds
Brain Bomb	Internal	20	-/5	500 creds	Pain Implant	Internal	20	-/3	2,500 creds
Co-Pilot Enhancement	Internal	25	-/2	1,000 creds	Private Viewscreen	Internal	20	-/2 (per eye)	250 creds
Combat Analysis Package	Internal	25	-/4	1,500 creds	Quick Step	Internal	25	-/10	Varies
Data Archive *	Internal	20	-/2	1,000 creds	Rage Implant *	Internal	20	-/3	3,000 creds
Dead Man Switch	Internal	0	-/4	750 creds	Rangefinder	Internal	20	-/2 (per eye)	600 creds
Endurance Implant	Internal	20	-/1	500 creds	Specialist Implant *	Internal	25	-/5	1,500 creds
External Plating	External	25	-/varies	Varies	Spider Legs *	External	30	8/20	1,200 creds
External Weapon Mount *	External	0	10/5 (mount only)	200 creds	Skill Implant *	Internal	20	-/1	500 creds
Eye Sheath	External	10	15/5	500 creds	Sobriety Switch	Internal	25	-/1	750 creds
GPS Implant	Internal	10	-/1	100 creds	Stabiliser *	Internal	20	-/3	250 creds
Identity Chip *	Internal	5	-/1	250 creds	Subcutaneous Body Armour *	Internal	30	-/varies	Varies
Initiative Implant *	Internal	25	-/10	200 creds	Subcutaneous Commlink *	Internal	5	-/2	500 creds
Injector Unit *	External	5	2/5	250 creds	Subliminal Vibration Voicebox *	Internal	15	-/4	750 creds
Interlink Unit	Internal	20	-/2	200 creds	Targeting Optics *	Internal	0	-/2 (per eye)	1,000 creds
Internal Gyroscope	Internal	20	-/3	750 creds	Telescopic Optics *	Internal	20	-/2 (per eye)	500 creds
Iris Pigmentation Implant	Internal	10	-/1 (per eye)	100 creds	Treads *	External	30	9/25	600 creds
Juice Implant	Internal	20	-/1	1,000 creds	Voice Stress Analyser *	Internal	20	-/4	500 creds

\* Complete statistics for this cybernetic item can be found in the *WARS Roleplaying Game* core rulebook.

long devoid of any glimmer of thought. Of course, another danger for those who have a self-activated bliss implant installed is that the surgeon might not remove the implant's receiver, meaning it can still be remotely activated.

**Benefit:** A character under the effect of a bliss implant must make a Will saving throw (DC 20) every round or be *fascinated*. Even obvious threats will not automatically break the effect. However, the effects of the brain chemicals this implant produces also dull any pain the character experiences – he will only take half damage from any non-lethal attack.

**Type:** Internal

**Treat Injury DC:** 20

**Hardness/Hit Points:** —/3

**Cost:** 1,750 creds

## Brain Bomb

Hardly the kind of thing anyone would choose to install into their own body, the brain bomb is the ultimate means of coercion. It is a tiny amount of polymer bonded explosive implanted inside the recipient's skull and rigged with a detonator. The detonator may be timed, radio activated or any other means of detonation the installer may dream up. If the recipient does not do as the installer (or the installer's employer) wishes, the explosive is set off. The amount is small enough that it causes no collateral damage in the immediate area (aside from a dull popping noise), but it is more than enough to utterly destroy the recipient's brain. Brain bombs are almost always rigged to detonate on any attempt at removing them, but this may be bypassed with a Demolitions skill check roll (DC 30).

**Benefit:** None to the recipient.

**Type:** Internal

**Treat Injury DC:** 25

**Hardness/Hit Points:** —/5

**Cost:** 500 creds.

## Co-Pilot Enhancement

Cybernetics allow pilots to do something they have longed for for centuries – become part of their ship. This enhancement (and a interlink unit or microcomputer) allows the pilot to plug himself into his ship's computer, decreasing reaction time and increasing his skill. A co-pilot enhancement does not allow the pilot to simply sit back and direct his ship with his mind, but it does tie him in to the ship's systems. This enhancement has its limits, however, and may not be used on any ship larger than Gargantuan. Beyond that, there is simply too much for a pilot to be able to keep track of.

**Benefit:** Grants recipient a bonus of +4 on all Drive and Pilot skill checks.

**Type:** Internal

**Treat Injury DC:** 25

**Hardness/Hit Points:** —/2

**Cost:** 1,000 creds.

## Combat Analysis Package



The combat analysis package consists of two components, one for installation into a cybernetic eye, one for installation into the recipient's brain itself. It

contains a sophisticated logic processor designed to watch and analyse the movements of an opponent, looking for established patterns of body language and posture.

**Benefit:** After analysing the movements of an individual for two combat rounds (during which time the owner of the combat analysis package may act normally), the package is able to begin predicting the movements of that opponent. This gives the recipient of the combat analysis package a +1 bonus on all attack rolls made in unarmed or melee combat (the package cannot help with ranged combat).

**Type:** Internal

**Treat Injury DC:** 25

**Hardness/Hit Points:** —/4

**Cost:** 1,500 creds.

## Dead Man Switch

One or more of the recipient's replacement limbs contains a nasty surprise for anyone attempting to salvage it. The limb contains one kilogram of polymer bonded explosive, set to detonate one minute after the owner of the limb dies. The resulting explosion will deal 6d6 impact damage to everything within a five-metre radius. Some owners of cybernetic limbs prefer to have this feature installed in a detachable hand (see the WARS Roleplaying Game core rulebook) allowing them to use the bomb as a last ditch weapon.

**Benefit:** None, other than ensuring that the cybernetic limb cannot be salvaged.

**Type:** Internal

**Treat Injury DC:** 0 (installed in pre-existing cybernetic limb, but does require a Demolitions skill check roll DC 15)

**Hardness/Hit Points:** —/4

**Cost:** 750 creds

## Endurance Implant

Tied directly into the adrenal system, the endurance implant is designed to keep its recipient on his feet and moving, no matter how fatigued his body may be.

**Benefit:** Every activation of the endurance implant allows a *fatigued* character to ignore his *fatigue* for one hour. During that time, he will suffer none of the penalties of being *fatigued*. He may activate the implant as many times in a row as his Constitution modifier (for example, a character with a Constitution modifier of +3 may use the implant three times (three hours) in a row). However, when the effects of the endurance implant wear off, the character is *exhausted*.

**Type:** Internal

**Treat Injury DC:** 20

**Hardness/Hit Points:** —/4

**Cost:** 500 creds.

## External Plating



More effective and less expensive than subcutaneous body armour, external plating is also more cumbersome and far more obvious. External plating consists, literally, of plates grafted onto the body

of the recipient. Those people with this cybernetic enhancement are often called ‘crabs’ because of the hard, chitinous shell they sport.

**Benefit:** The character gains a bonus to damage reduction. The bonus depends on the density of the armour: light (energy +2/impact +2), medium (energy +5/impact +5), heavy (energy +7/impact +9). This armour is easily detectable by security scanners and is difficult to conceal from visual detection. Light plating will be noticed with a Perception (spot) skill check DC 10, Medium plating with DC 5 and Heavy cannot be concealed at all. Normal external armour can still be worn if a character has this implant, with all concurrent penalties for layering armour.

Light plating imposes a –2 penalty on namely Athletic, Acrobatics, Escape Artist, Sleight of Hand and Stealth. Medium plating imposes a –4 penalty on those skills, and restricts a character’s maximum Dexterity bonus to +4. Heavy plating imposes a –6 penalty on those skills and restricts a character’s maximum Dexterity bonus to +2.

**Type:** External

**Treat Injury DC:** 25

**Hardness/Hit Points:** —/varies. The armour has ¼ the maximum hit points of the recipient.

**Cost:** 750 creds for light, 4,000 for medium, 8,500 for heavy.

## Eye Sheath

Those who do not wish to say farewell to their own eyes but still want the benefits of cybernetics might consider the eye sheath instead. Formed of ballistic polymer (clear, shaded or mirrored at the recipient’s request) the eye sheath is a shell surgically implanted in the skull around the eyes.

**Benefit:** Many of the enhancements available for cybernetic eyes may be installed in the eye sheath

instead, including combat analysis package, private viewscreen, rangefinder, targeting optics and telescopic optics. An anti-flare feature (identical in function to an anti-flare implant) comes standard with the eye sheath. Laser optics, low-light vision and nightvision optics may not be installed in an eye sheath

**Type:** External

**Treat Injury DC:** 10

**Hardness/Hit Points:** 15/5

**Cost:** 500 creds.

## GPS Implant

The recipient has a tiny GPS receiver implanted into his skull. The implant is tied into his optic nerve and constantly displays his precise position in tiny red letters in the upper right of the recipient’s field of vision.

**Benefit:** On any planet or moon that is GPS-enabled (Earth, Gongen, Titan), the recipient always knows exactly where he is.

**Type:** Internal

**Treat Injury DC:** 10

**Hardness/Hit Points:** —/1

**Cost:** 100 creds.

## Interlink Unit

An interlink unit is a small cable port located behind the recipient’s ear. By itself, it is of little use to the recipient. However, it does allow him to make use of several other enhancements (such as the co-pilot or the private viewscreen) without needing a microcomputer implant as well.

**Benefit:** Less expensive than a microcomputer.

**Type:** Internal

**Treat Injury DC:** 20

**Hardness/Hit Points:** —/1

**Cost:** 200 creds.

## Internal Gyroscope

An internal gyroscope is tied directly into the recipient's inner ear, improving balance dramatically.

**Benefit:** An internal gyroscope enhances the subject's natural balance and virtually eliminates the dizziness. The recipient gains a +2 bonus to all Acrobatics, Operate Jetpack, Pilot and Extra-Vehicular Activity skill checks.

**Type:** Internal

**Treat Injury DC:** 20

**Hardness/Hit Points:** —/3

**Cost:** 750 creds.

## Iris Pigmentation Implant

This tiny implant stimulates the gland that controls eye colour in humans, allowing the recipient to change his eye colour almost at will by mentally activating the implant. Altering the colour of the iris takes 1d4 minutes to complete. The standard implant comes with more than three dozen pre-programmed colours.

**Benefit:** Although it is used by some to add an extra touch to a disguise (mimicking the eye colour of the person they are attempting to impersonate), the iris pigmentation implant is mostly a matter of style, not substance.

**Type:** Internal

**Treat Injury DC:** 10

**Hardness/Hit Points:** —/1 (each eye)

**Cost:** 100 creds.

## Juice Implant

An enhanced version of the endurance implant, the juice implant allows a character to keep acting normally, even when he is exhausted.

**Benefit:** Every activation of the juice implant allows an *exhausted* character to ignore his *exhaustion* for one hour. During that time, he will suffer none of the penalties of being *exhausted*. He may activate the

implant as many times in a row as his Constitution modifier (for example, a character with a Constitution modifier of +3 may use the implant three times (three hours) in a row). However, when the effects of the juice implant wear off, the character takes 1d10 nonlethal damage for every activation of the implant. If the character is merely *fatigued* when he activates the implant, the juice implant essentially acts as an endurance implant, though it doubles the length of time the character may act normally.

**Type:** Internal

**Treat Injury DC:** 20

**Hardness/Hit Points:** —/1

**Cost:** 1,000 creds.

## Low-Light Vision

This enhancement may be performed on a pair of cybernetic eyes or on natural ones. In a cybernetic eye, this is merely a matter of increasing the sensitivity of the eye. In a natural eye, this enhancement involves increasing the number and receptivity of rods in the retina.

**Benefit:** The recipient gains low-light vision (see the WARS Roleplaying Game core rulebook)

**Type:** Internal

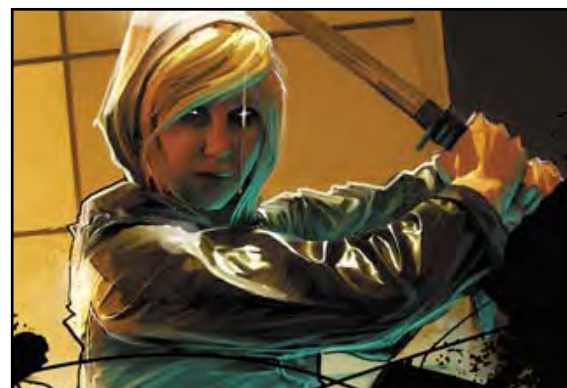
**Treat Injury DC:** 20

**Hardness/Hit Points:** —/2 (per eye)

**Cost:** 500 creds for enhancement of cybernetic eyes, 1,000 creds for enhancement of natural eyes.

## Nervous System Enhancement

Far more invasive and far more expensive than an initiative implant, nervous system enhancement is also far more effective. Part biological and part technological, nervous system enhancement boosts neurotransmitter levels in the body's natural tissue while replacing other portions of the nervous system with high-speed data cabling. The result is a character far faster than any normal human.



**Benefit:** There are three levels of nervous system enhancement. The first grants the recipient a +2 bonus to Initiative and a +1 bonus to Dexterity. The second grants a +4 bonus to Initiative and a +2 bonus to Dexterity. The third grants a +6 bonus to initiative and a +4 bonus to Dexterity.

**Type:** Internal

**Treat Injury DC:** 35

**Hardness/Hit Points:** —/10

**Cost:** 10,000 creds for level one, 18,000 creds for level two and 30,000 creds for level three.

## Pain Implant

The polar opposite of the bliss implant, the pain implant stimulates the central nervous system of the recipient, causing him agonising pain. The pain implant cannot be activated by the recipient, but is instead activated by a remote transmitter (a tiny device the size of a postage stamp with a 100m range). There are rumours, generally assumed to be true, that some Maverick gang leaders, as well as the intelligence arms of both the Earther and Gongen governments, have installed pain implants and bliss implants together into subjects they particularly wish to break, subjecting them to alternating punishment and reward stimuli as part of an ongoing brainwashing process.

**Benefit:** A character under the effect of a pain implant is a person in utter agony. If he wishes to take action of any kind, he must succeed with a Will saving throw (DC 20). Even then, he is still considered to be nauseated.

**Type:** Internal

**Treat Injury DC:** 20

**Hardness/Hit Points:** —/3

**Cost:** 2,500 creds.

### Private Viewscreen

This enhancement requires a interlink unit or microcomputer and at least one cybernetic eye. It allows the recipient to display information, holovids or anything else loaded into the microcomputer on the lens of the cybernetic eye, meaning only he will be able to see what is displayed.

**Benefit:** The recipient can view information securely in any setting.

**Type:** Internal

**Treat Injury DC:** 20

**Hardness/Hit Points:** —/2 (per eye)

**Cost:** 250 creds.

### Quick Step

For those who want increased speed without giving up their natural legs, this enhancement is the perfect solution. By enhancing the musculature and nervous system of the legs, the recipient gains a naturally longer and faster stride, increasing his base movement rate.

**Benefit:** The quick step enhancement gives the recipient a faster base movement rate. Although this is a reconfiguring, not a replacement, of the recipient's natural legs, he still cannot stack this enhancement with abilities from the kizen speed tree.

**Type:** Internal

**Treat Injury DC:** 25

**Hardness/Hit Points:** —/10

**Cost:** 2,000 creds for +2 metres, 4,000 creds for +4 metres.

### Rangefinder

This cybernetic enhancement may be applied to a natural eye or pre-existing cybernetic one. It determines the exact distance to a target and displays that distance in metres in tiny red numbers in the upper left of the recipient's field of vision.

**Benefit:** A character using a rangefinder decreases the penalty to his attack roll for firing at targets beyond his weapon's basic range by 1 point per range increment.

**Type:** Internal

**Treat Injury DC:** 20

**Hardness/Hit Points:** —/2 (per eye)

**Cost:** 600 creds.

### Sobriety Switch

This enhancement must be added to the liver. It enhances the blood-cleaning process dramatically, filtering out alcohol in a matter of minutes.

**Benefit:** Using a sobriety switch will enable the recipient to clean all the alcohol from his system in 2d6 minutes. Activating this device will also allow a second saving throw against the effects of any ingested or injected poison.

**Type:** Internal

**Treat Injury DC:** 25

**Hardness/Hit Points:** —/1

**Cost:** 750 creds.

