

## Introduction

This is the cybergear chapter from a book that was released via the Open Gaming License (OGL). I can't actually refer to its name, since that would violate one of the terms of the OGL (you can't use trademarks), but it probably doesn't take a genius to figure it out.

It was a stand alone game, and all of the book (except the bits on character generation) were released as open content. It was also released way back in Dec of 2003, which means it's 9 months old now, and so releasing the open content in a text file probably won't hurt sales. Maybe help, since it's basically free advertising. Part of the reason I am releasing it is that the cyber rules from the "official" book on future D20 (I think I can use that version of D20, since it's the lower case that is trademarked) games

It was originally written in UK English, but I've Americanized the spellings mostly. Mostly because it made my word processor complain less.

To sum up how it works, basically, a character starts off with a Self score determined by his Charisma (I think Wisdom makes more sense, myself), and each cyber-gizmo costs a certain amount of self when installed, which reduces the score.

Cyberstuff generally comes in 4 "Grades", Alpha, Beta, Gamma, and Delta. In a reverse of the most popular Cyber game around, Alpha is the best grade and Delta is the worst (and is the standard grade).

There are 4 basic types: Cyberlimbs, which are arms, legs, or "waldos", the latter being an additional appendage stuck on somewhere; Body Mods, which are basically gizmos inside or attached to the torso or head (and includes modifications to both); Bioreplacements, which are improved body bits, organic mostly, I think; and Skillware, which basically act as skills or feats that come on a chip instead of having to be learned.

Anyway, if you like this, please consider buying the book. While it's not great, it's not bad, either. I really can't say it's worth the \$40 it cost, since most of it is from the SRD, but it's probably worth \$15-20 or so.

Don't feel obligated to, but if you like this file, you can also send me a \$1 or so via paypal via my email address [jer@connectria.com](mailto:jer@connectria.com) (you can also send comments there), it did take several hours to enter in. If you should use this file in a product, you might also send me a copy (I would also write a review. I have something like 130+ reviews on [ENWorld](#) and another 80 or so at [RPG.net](#)). In either case, I'll also send you the original Open Office file. While you can copy and paste from the PDF, I think the formatting is a bit wonky

Anyway, this whole document, except my email address and the proper names of those websites or products, is open content (as was the book I took it from, except for the rules on character generation).

Without further ado...

## **Cybergear**

It starts small. Two tiny pieces of polymer and metal embedded in the soft tissues of your ear and throat that gives you the ability to hear and send communications without a cellular phone or comlink. Then field work makes it advantageous for you to replace one eye with a micronized camera and telescoping lens. The ability to archive and recall visual and auditory input convinces you to install a small recording processor in your skull. None of this is terribly invasive and aside from a Nikonics logo on your cornea, no one can tell you even have cyberware.

Then, a firelight leaves you with enough holes in your arm to strain pasta with. It cannot be saved and you lose it at the shoulder during surgery. You have enough in your e-bank to afford a well crafted cyberlimb and walk out of the hospital with a strong, brushed gun-metal arm. Combat has become a part of your life, so you implant a targeter in the limb and run the wiring to your spine and cybereye so you can use it. A few fights later costs you the other eye, so it gets replaced as well.

By the time you have seen a year's worth of action trying to make your own way in the Sprawl, you have gone through a dozen more surgeries, replaced most of your nervous system with fast leads and microprocessors, and specialized pumps outnumber your flesh and blood organs two to one. Sometimes, you wake up in the morning and it takes you an hour to begin feeling much of anything. You start to refer your body as "meat" and you spend time each day shopping for upgrades to yourself. You wonder if you could be a little bit faster if you replaced your legs with a pair of turbine-piston constructs. Once in a while, you look at other people and wonder how they can stand to keep living without metal inside them.

That is the reality of cybergear in the dark future of the cyberpunk genre. The same miracles of biotechnology and engineering that saves lives and restores mobility to the crippled can take a normal man and turn him into a dispassionate killing machine. Player characters walk a fine line between improvement and detachment. When technology begins to invade the human body, it becomes a matter of mass and time before people become more machine than man.

The concept of cyberotechnology in this game centers around three key details: equipment, installation, and psychology.

Installation is very difficult, requiring meticulous surgery at the hands of a medical expert to stand any chance of integrating the technology with a living host. The equipment itself is much easier: cybergear can be purchased, stole, or 'harvested' from willing or not so willing donors.

Despite that complication, installation is not the hardest thing to deal with where cyberware is concerned. A person can only handle so much metal inside them before it begins to affect their personality. The loss of their bodies, piece by piece, begins to erode even the most centered of people. This exhibits itself in different ways, with reactions as varied as catatonia all the way to raving homicidal mania. Some blame the fragile nature of the human psyche, while others look to a more spiritual explanation for the madness. Whether it is the mind or the soul that suddenly snaps, the psychological effects of cybernetic psychosis can not be denied.

Still, the advantages of mechanical efficiency over the body's more mundane abilities are very appealing. The strength of steel in relation to bone leads those seeking any edge they can get to give up pieces of their humanity in a dangerous quest to become the best in their league or to rise above it into another. The lure of cybergear also cannot be denied, leading to a duality on the subject. Hate it or adore it, the machine inside is a part of the future that blurs the defining line of what it means to be human.

## **Equipment**

Machines and metal, computers and components, cybergear comes in all shapes and sizes. From full metal arms

that attach at the spine to microchips smaller than a grain of sand, these items can make all the difference in a gunfight or while running through the Web. Characters with cybergear can often perform better than those without, but they do so at the cost of their bodies and their minds. Some eschew becoming cyber all together, preferring to retain their humanity and hone their skills through hard work and discipline.

Cyberware in the Cyber game is divided into three categories; limbs, body mods, and skill wear. Limbs are any replacement or augmentation of a character's limbs, including extra limbs attached to the body in some way. Body mods are organs, muscle replacements, and anything that supplements the functions of the body or introduces new ones. Skillware modifies the way the body and mind reacts in given situations and can provide enhanced skills in a variety of fields from combat to mathematics.

What is given here is a basic description of each component and any pertinent rules governing its use. Specific data, such as the DCs involved in installing and purchasing each item, are given in the master Cybergear chart at the end of this section. Other relevant information (such as the difficulties of surgery) can be found in the Skills chapter or elsewhere in this book.

## **LIMBS**

Once, paralysis or the loss of a limb was a debilitating injury at best and immobility at worst. With the advent of automated prostheses, people who would have been confined to a wheelchair or left with limited mobility could walk and manipulate the world around them once again. The proliferation of cyberlimbs has gone far past simple replacement of lost limbs now, leading to combat efficient models and modifications for many different tasks. From power-lifting arms used in construction to surgery suite equipped hands bearing scalpels and sutures, cyberlimbs have redefined how professionals operate.

## **ARMS**

Replacing lost arms or taken on in favor of functioning ones, cyberarms can enhance strength, mount additional weapons, guide artificial hands through complex tasks, and grant their users abilities they could never do unaugmented. While most would consider a character who exchanged their arms for gears and servo motors crazy, the benefit of doing so can outweigh the cost for those dedicated or desperate enough to do so.

### **Basic Cyber Arm**

This is a set of metal and ceramic alloy pistons driven by internal motors and pneumatic pressure. A cyberarm includes a simple cybernetic hand with four fingers and an opposable thumb linked to the character's spine and motor control centers in the brain. The only advantage a basic cyberlimb possesses is its hardness rating against attacks that strike it: in all other respects, a basic cyber arm acts as a normal arm and uses the bearer's own Strength and Dexterity scores when appropriate. A cyberarm can only handle options of its own grade or lower. Thus, a Delta grade delimit cyberarm can only have Delta or Gamma grade improvements.

### **Cyber Arm Options**

**Armor:** Armor chosen for a cyberarm improves its Hardness and can be purchased by the point. The different grades of armor determine the Hardness increase offered by this option. Only Alpha and Beta grade armor can be combined with the Synthflesh option; the other two grades are simply too bulky to be covered in any realistic fashion.

**Crushing grip:** This option makes the hand and arm more powerful than a standard cyberarm, allowing the user to exert fantastic pressure on a held object or opponent. The amount of improved crushing power granted by this improvement varies with the option grade, but its practical game effect is to add a variable bonus to both Grapple checks and damage exerted in a grapple. The bonus damage added by the Crushing Grip option is always lethal, regardless of the user's intent.

**Holster:** A keyed set of a grips and pistons housed in a hollow compartment large enough to hold any Small or smaller weapon or item of equipment, a cyberarm can mount a single internal holster for every size category the

augmented character is over Small, Thus, a Medium character with a pair of cyberarms can have one holster built into each of them. The benefit of these holsters is in speed and concealment. The item contained can be accessed as if the character had the Quick Draw feat once per round and any Search check made to find the holster has a DC of 22 (this DC improves as per the grade of the modification). If a holster cyberarm is equipped with syndic-flesh, the flesh must be repaired after each use with a Medical check (DC: 15) and one hour of work before it regains its bonus.

**Lifters:** An enhanced set of servos and pneumatic pistons built into the load bearing structures of a cyberarm, this modification is usually made to industrial grade cyberware. The combined enhanced Strength of a set of lifters allows the bearer to lift, drag, and push far greater weight than they normally could, Lifters include a small amount of reinforcement along the spine, allowing them to support their own tremendous strength. The enhancement granted by lifters applies to lifting and hauling, not to any other aspect of the Strength score, and is dependent on grade.

**Punching:** The punching modification is a mechanical device that augments the pistons and punching surfaces of a cyberarm and hand. Often combined with a reinforced striking plate across the knuckles, punching modifications grant bonuses to the bearer's attack and damage rolls when fighting unarmed. Unless the user has a Martial Arts related feat, his unarmed damage is always considered normal, nor subdual, when he benefits from even one point of the bonus provided by this modification.

**Synthflesh:** A synthetic covering that mimics real flesh down to hair follicles and pores, this bio-organic covering even heals minor wounds through internal cell mitosis and growth. Used to disguise cyberware and lessen the psychological impact of having such items replace parts of the human body, synthflesh is a very common modification for cyberlimbs. The bonus Self points given by synthflesh grafting can only counter losses; they cannot raise the Self score above its normal maximum value.

If a character goes more than one day without getting damaged synthflesh repaired or covered up, its bonus is lost until he can have it fully replaced at its original Installation and Purchase DCs. The bonus listed is per limb and cannot be used with waldos [it can cover one, but it does not provide any Self benefit).

**Tool Set:** Various hollow sections of the cyberarm and cyberhand have been used to contain removable tools, Some of these are rechargeable powered items and gain [heir power from the arm itself, while others are mundane items useful for hundreds of different tasks. A character with a cyberarm toolset can always make mechanical or electronic related skill checks as if he had a set of appropriate tools.

**Weapon Link:** One of the most common modification in the violent age of the Cyber, a weapon link comes in two parts - an integral series of processors and sensor arrays built into the cyberarm and an input modification attached to a weapon. The Purchase DC of this item includes a single input link that can be fitted at no additional cost to any ranged weapons; additional links are bought and installed at a purchase DC of 10, When a weapon with the proper input mod is wielded by a cyberarm with a weapon link, the user gets a bonus to attack rolls that varies with the grade of the augmentation.

**Webdeck:** This integral Webdeck allows a webcrawler to enter the Web immersively without having to carry any external hardware. This modification just links a Webdeck built into the arm to the user's cerebral feed through an attachment at the spine. By itself, this mod does nothing: a user must also provide the Webdecking equipment at an additional cost. Any Webdeck can be built into a cyberarm with this augmentation, but its grade cannot exceed the grade of this modification; see the Web chapter for appropriate equipment. Once a Webdeck is built into the arm, the direct connection .supplied by this modification adds a +1 bonus to all Entry and Exit checks made by the user

## LEGS

The most common reason for cyberleg installation is the loss of of a character's natural one. Because of the difficulty in reconciling the reactions of a single cyberleg, they are usually replaced simultaneously, though this is certainly not a requirement. Because of this disparity in abilities, most leg modifications only work in pairs, this will be noted in the description of the equipment below. Unless modified, a character with cyberlegs can make no more than a double movement action during his turn - faster movement speeds are impossible.

## Basic Cyber Leg

A slaved set of pneumatic pistons with a gyroscopic equipped cybernetic foot, knee and hip actuators (assuming the entire leg is replaced, as some are simply from the knee down), a basic cyber leg merely returns mobility to a character who has suffered critical damage or loss to one or both of his normal lower appendages. By themselves, cyberlegs are not terribly efficient but they accomplish getting a character back on his feet when he otherwise would not have any.

## Cyber Leg Options

**Armor:** Armor chosen for a cyberleg improves its Hardness and can be purchased by the point. The various grades of armor determine the Hardness increase offered by this option. Only Alpha and Beta grade armor can be combined with the Synthflesh option; the other two grades are simply too bulky to be covered in any realistic fashion.

**Biofeedback, improved:** Standard cyberlegs are functional but do not respond fast enough to permit a normal movement rate at anything more than a quick walk. With this alteration, the feedback circuits and mechanisms have been upgraded to permit more rapid movement. The increase depends greatly on the grade of the improved biofeedback modification. This modification requires both legs to be replaced, it is ineffective in a single cyberleg. A character must have the alpha grade of this augmentation to mount any grade of Running Improvement.

**Hidden Weapon:** This modification hides a retractable blade (slashing) or spikes (piercing) in the knee and/or foot of the cyberleg. This modification can be activated or retracted as a free action and adds a variable level of damage to any unarmed attack made with the leg in question. This is considered an armed attack, is always normal damage (never subdual), and inflicts a damage type appropriate to the hidden weapon built into the limb.

**Holster:** A keyed set of grips and pistons housed in a hollow compartment large enough to hold any Medium or smaller weapon or item of equipment, a cyberleg can mount a single internal holster for every size category the augmented character is over small. Thus a Medium character with a pair of cyberlegs can have a holster built into each of them. The benefit of these holsters is in speed and concealment. The item contained can be accessed as if the character had the Quick Draw feat once per round and any Search check made to find this holster has a DC of 22. This DC improves as per the grade of the modification. If a leg is equipped with synthflesh, the flesh must be repaired with a Medical check (DC: 15) and one hour of work before it regains its bonus.

**Kicking:** Over-sized pistons in the upper and lower leg allow a limb with this modification to generate tremendous force in a controlled burst. Called 'kickers' because of the primary use of this power, this modification adds to the damage roll associated with any kick attack. This bonus slacks with Strength bonuses, the Hidden Weapon augmentation as noted above, and others that do not directly mimic another bonus type. The enhancement to damage rolls varies by grade.

**Leapers:** Resembling kickers and utilizing most of the same hardware, leapers create a slightly longer sustainable force that uses multiple stabilizer centers implanted in the legs and torso of the user to allow tremendous feats of leaping acumen. A set of leapers add a minimum jumping distance of 1 foot to 20 feet (depending on grade), selected by the user to any Jump check made. This extra distance is added to the end result of the roll always allowing the user to make a 20 foot leap without even making a roll if desired. A character fitted with leapers is no longer limited by height when making jump checks. This modification requires both legs to be replaced; it is ineffective in a single cyberleg.

**Rollers:** A folding net of carbide wheels on nearly frictionless bearings is fitted to the feet of any character with this modification. These wheels, when activated as a free action, give the user great speed over even terrain. This translates into a variable bonus based on grade, but only in conditions that would allow their use. Grass, rough terrain, or other impediments prevent their use, but sidewalks, streets, and other even surfaces allow their deployment freely. Every round a character uses rollers, he or she must make a Dexterity check (DC 10) or fall.

prone immediately after the planned movement. One rank in the skill Perform (skating) or five ranks in Tumble negates the need for this check. This modification requires both legs to be replaced; it is ineffective in a single cyberleg.

**Running Improvement:** By augmenting the mechanisms of the inner legs and their link to the user's spine, this modification grants the virtual equivalent of the Run feat to the user. If the user already has the Run feat, this adds a variable amount to the final movement rate. This modification requires both legs to be replaced; it is ineffective in a single cyberleg. Rollers and this modification do not stack with each other: a user with both must choose which kind of enhancement he wishes to use from round to round.

**Synthflesh:** A synthetic covering that mimics real Flesh down to hair follicles and pores, this bio-organic covering even heals minor wounds through internal cell mitosis and growth. Used to disguise cyberware and lessen the psychological impact of having such items replace parts of the human body, synthflesh is a very common modification for most cyberlimbs. The bonus Self points given by synthflesh grafting can only counter losses; they cannot raise the Self score above its normal maximum value. If a character goes more than one day without getting damaged synthflesh repaired or covered up, its bonus is lost until he can have it fully replaced at its original Installation and Purchase DCs. The bonus listed is per limb and cannot be used with waldos (it can cover one, but it doesn't provide any Self benefit).

**Tool Set:** Various hollow sections of the cyberleg have been used to contain removable tools. Some of these are rechargeable powered items and gain their power from the leg itself, while others are mundane items useful for hundreds of different tasks. A character with a cyberleg loot slot can always make mechanical or electronic related skill checks as if he had a set of appropriate tools. The greater size of the leg allows for more complicated tools to be stored, allowing this set to be specialized enough to grant a +1 circumstance bonus to the Craft skill of the user's choice while using tools from this kit.

## WALDOS

Waldos are additional limbs that can be installed along a recipient's body. These are most often used as gun mounts or as extra manipulation. Treat any waldo as an extra limb in combat, and see the Extra Limb feat for more details on how these items can be used. Without this feat, a waldo is useless to the bearer. Waldos do not come in grades; they either exist on a user or they do not.

**Gun Waldo:** Gun waldos are equipped with any medium or smaller ranged weapon and attack using the user's base attack bonus -2, assuming the character has the appropriate feat. The waldo also stores a secondary magazine for the weapon, allowing it to reload once as a standard action without the character having to dedicate an action to doing so.

**Manipulator Waldo:** Manipulator waldos are very effective at providing that 'third hand' people always seem to need in the middle of a tough project. If the character does not have the Extra Limb feat, a manipulator waldo grants a +1 circumstance bonus to any task except combat that could conceivably benefit from an extra hand (Games Master's prerogative). If the character does have the feat, this cyberlimb provides a +2 bonus instead and can even handle skill checks of DC 15 or less as a free action during the character's turn if it can conceivably be performed by a single hand (or pair of hands if the character had two).

**Melee Waldo:** Melee waldos mount a melee weapon of Medium or smaller size and wield it using the character's base attack bonus -2, assuming the character has the appropriate Extra Limb feat. Melee waldos are assumed to come with some way of storing the weapon they are fixed with and can deploy them between active and stored state as free actions. Melee Waldos cannot be disarmed; their weapons are permanently affixed and require tools and time to separate.

<b>System Name</b>	<b>Install DC</b>	<b>Purchase DC</b>	<b>Gamma</b>	<b>Delta</b>	<b>Beta</b>	<b>Alpha</b>	<b>Self Cost</b>
Basic Cyberarm /hand	12	12	-	-	-	-	2d6
Armor	12	14	+2 Hardness	+3 Hardness	+3 Hardness	+3 Hardness	1d4
Crushing Grip	13	15	+2 bonus	+2 bonus	+2 bonus	+2 bonus	1d3
Holster	14	14	Search DC 22	Search DC 24	Search DC 26	Search DC 28	1d3
Lifters	14	15	+4 Strength (Lifting Only)	+6 Strength (Lifting Only)	+8 Strength (Lifting Only)	+10 Strength (Lifting Only)	1d3
Punching	14	16	+2 Unarmed	+3 Unarmed	+4 Unarmed	+5 Unarmed	1d4
Synthflesh	15	15	+1d4 Self	+1d6 Self	+1d8 Self	+1d10 Self	-
Tool Set	14	14	Basic	N/a	N/a	N/a	1d3
Weapon Link	16	18	+1 Attack	+2 Attack	+3 Attack	+4 Attack	1d4
Web Deck	16	14	See Text	See Text	See Text	See Text	1d3
Basic Cyberleg / Foot							
Armor	12	14	+2 Hardness	+3 Hardness	+3 Hardness	+3 Hardness	1d4
Biofeedback, Improved	15	16	Can Move x3	Can Move x4	Can use the Run feat, if applicable	Can install Running Improvement	+1d4 Bonus
Hidden Weapon	14	15	+1 with any Kick Attack	+2 with any Kick Attack	+3 with any Kick Attack	+4 with any Kick Attack	1d4
Holster	14	15	Search DC 22	Search DC 24	Search DC 26	Search DC 28	1d3
Kicking	14	16	+1 with any Kick Attack	+2 with any Kick Attack	+3 with any Kick Attack	+4 with any Kick Attack	1d4
Leapers	15	16	1-5 ft bonus	1-10 ft bonus	1-15 ft bonus	1-20 ft bonus	1d6
Rollers	14	18	+10 move	+20 move	+30 move	+40 move	1d4
Running Improvement	18	18	+10 base	+15 base	+20 base	+30 base	1d6
Synthflesh	15	15	+1d4 Self	+1d6 Self	+1d8 Self	+1d10 Self	-
Tool Set	14	14	Basic	N/a	N/a	N/a	1d3
Waldos							
Gun Waldo	18	18	Basic	N/a	N/a	N/a	3d6
Manipulator Waldo	18	17	Basic	N/a	N/a	N/a	3d4
Weapon Waldo	18	18	Basic	N/a	N/a	N/a	3d6

## BODY MODS

The primary difference between body modifications is whether the device in question is an internal piece or has an external component. Cyberarmor, for example, has numerous internal couplers, but the majority of its mass is attached by these points to the outside of the body, making it an external mod. A cyberliver, on the other hand, is fully implanted and resides inside the body where the user's original liver once was, this makes it an internal mod and lessens its impact on the user's Self score.

### External Mods

External mods always have some kind of internal component that either links it to the user's cerebral processes or makes it an installed part of the body in some way. This allows the equipment to function much better than something that is merely carried and provides the stability necessary for it to perform its role in or out of combat. A character with external modifications is usually stronger, faster, or more capable than one without these wondrous devices.

The downside to external body mods is that they forever mark a user as "cybered" making it difficult for them to blend in as anything other than cyborg on the street or in the boardroom. Some 'external' modifications are actually completely internal but have such an effect on the appearance of the character that they are categorized as external as a consequence. Characters with external mods are recognized as cybered on a Spot check, DC 5. The Disguise skill and concealing clothing can modify this check, but can never improve the Spot check DC beyond 15. The character's equipment is just too distinctive to conceal more than that.

**Cyberarmor:** The implanted attachment points of cyberarmor allows the plates of this powerful defensive measure to bend and move in perfect union with the operator. No other form of armor can be worn while cyberarmor is in use, but it provides a level of defense unparalleled by anything short of full powered armor. The primary benefit of cyberarmor, even if lower grades, is that this form of defense does not come with any armor check penalties; the armor moves to keep from impeding the character in any way.

Characters wearing cyberarmor *very* distinctive and look somewhat insectile, but when the plates are detached, the links are easily concealed. The purchase DC includes both the links and the plates, while the grade determines the level of defense this modification provides. Deploying a suit of cyberarmor one full minute, while removing the plates takes twice that long. A Dexterity of 18 or better reduces these times in half.

**External Control Jack:** This is a jack, located anywhere on the user's body desired, that links his or her mind to an external device called a controller pad. These pads can operate any mechanical or electronic device rigged to accept remote access, such as a modem vehicle, a computer, or most other machines with a Purchase DC of 15 or higher. Game Masters can determine that a given device cannot be externally controlled, but most can be. This control can be exercised by an act of will at a distance determined by the grade of the modification and has a subsequently listed penalty to all of the skill check rolls involved.

**Gyromount, Integral:** The cybernetic equivalent of a suspension rig for a heavy weapon, this device actually locks into the body and is controlled through thought and body motion. Using an integral gyromount reduces Move Silently and Hide skill penalties associated with a heavy weapon to -2, allows a character's full movement rate, and imposes only a -1 penalty to the attack rolls. Higher grades of this modification reduce these penalties even further.

**Heavy Lifting Frame:** A stripped down form of battle armor that does not require a full set of links, the heavy lifting frame is mostly used in construction. It consists of a massive steel frame with sections covering the back, arms, and legs of the user and a pair of installed links at the base of the character's spine. These transmit the user's intentions to the large metal construct around him. A character with a heavy lifting frame has his listed capacity drastically increased; this multiplication occurs after any other strength augmentation the user might possess, making it even more valuable in the hands of someone with cyberarms,

**Jack-Pack:** A slender casing that rests between the user's shoulder blades and extends over the sides of the neck, this case contains a number of wires and couplers used in the commission of electronic and mechanical overrides and theft. A jack-pack is a jacker character's best friend, allowing him to hotwire and override any

kind of vehicle and security device with no need for other tools and a variable cybernetic bonus based on the grade of the improvement,

**Light Mount:** This is a strip of luminescent material mounted to the outside of a character's body, generally across the forehead. A light mount runs off of bio-energy and does not need any other power source as long as the bearer is alive. It sheds a base of 120 feet of pure white light, though a variety of filters come as standard with the device, these allow for dimming down to 10 feet of illumination and numerous colors of light including red, blue, and green.

**Magpulse Shielding:** An important modification for any character with a desire to compete in the dangerous leagues of the high tech corporations, this augmentation adds a layer of micro-fiber to the skin of the shielded location of the body. This shielding can be translucent or opaque in any color the user desires\* and does not seriously impede the character's movement. It has no ballistic value, but it does negate any form of EMP attack made against that location. In the case of a wide scale EMP blast (such as that of a grenade, cyberware in shielded locations is protected while devices in unshielded areas are affected normally.

**Nanobox:** A steel jacketed microcomputer and dissemination device located anywhere on the body the user desires, this small box holds several thousand tailored nanotech devices in a magnetic suspension. These little devices are all keyed to the user's biological code and activate when he or she falls unconscious due to damage (subdual or normal). They then release automatically and begin working to stabilize the character. This takes 1d3 rounds, during which time the character may stabilize normally. If the nanotech robots stabilize the character as opposed to him stabilizing normally, they continue to work until the character is brought to -1 hit point, after which they break down and have to be replaced before the nanobox will function again. Recharging a nanobox is a Purchase check DC of 16.

**Omnijoints:** Omnijoints are a mechanical replacement of all the joints in the character's neck, torso, waist, and limbs, This occurs as a complete set and can occur even to artificial limbs with no detrimental effects to the devices involved, Omnijoints have a much greater range of movement granting a +5 cybernetic bonus to Escape and Tumble checks. Higher grades of this modification grant an increased bonus due to their superior design,

**Pursuit Body:** This modification requires that a character select the omni Joints modification before its acquisition. Building on the modifications of that design, the pursuit body optimizes the user's physical frame for speed and reaction time by planing down exposed surfaces, reinforcing the hips and lower spine for a faster run speed, and letting the user react to a more rapid world view. This is an invasive procedure and the surgery DC is extremely high. A character can only attempt to receive the pursuit body modification once every six months; if the surgery check fails, the character suffers a permanent loss of 1d2 Dexterity points.

A character with a pursuit body loses 2d20 pounds of body weight, gains a +2 cybernetic bonus to Initiative checks, receives a +10 feet to his base movement rate, and benefits from a virtual Run feat. If the character already has or later gains the Run feat from any other source, he gains a new movement mode as long as he is bearing a Light burden or less.

Pursuit mode - this mode lets the character run at x6 the movement rate for up to 1 minute per Constitution point.

**Ramming Plates:** A huge array of steel and polycarbonate plates built into the shoulders of the character with this modification, ramming plates make the Bull Rush and Charge combat actions even more effective, A character with ramming plates can inflict 1d6+ Strength bonus bludgeoning damage in addition to any other effect or attack that occurs during a Bull Rush or Charge attack. At high grades of quality, this augmentation also adds to the attack roll of a Bull Rush. At the character's option, this modification can include spikes or blades that change the bonus damage type to piercing or slashing at no additional cost.

**Stealth Body:** This modification requires that a character select the omnijoints modification before its acquisition. As opposed to the pursuit body (which this modification can be combined with), the stealth body is optimized for espionage and evasion. All of the drawbacks with a failed installation of a pursuit body augmentation also apply to this alteration, including the six month waiting time between attempts.

A character with this modification benefits from the ability to make a normal movement without suffering penalties to their Move Silently and Hide checks, gains a +5 cybernetic bonus to Move Silently and Hide checks, and can attempt a normal Hide and Move Silently checks while climbing at normal speed. This body also grants a +2 cybernetic bonus to Dexterity checks made for any act of balance or grace and makes the character 50% resistant to detection by infrared sensors.

**Wings, Magnetic:** An example of ultra-high tech, cutting edge cybernetics, these 'wings' are actually a series of extending vanes bearing numerous electromagnetic vectored generators. Quite impressive looking when deployed, they fold against the back of the user like an over sized backpack when not in use. These vanes vaguely resemble black panelled metal wings with gaps between the struts and angling thrusters at every major apex. In order to carry magnetic wings, a character must also purchase magpulse shielding for their legs and torso: otherwise, the system shorts itself out before every attempted use.

The flight granted by magnetic wings is very impressive, allowing a user to move at a rate of 150' per round (no 'run' or faster thrust possible) with the capacity to hover and power dive (for a +4 to attack rolls and double damage on a charge attack) being granted at higher grades of quality.

<i>System Name</i>	<i>Install DC</i>	<i>Purchase DC</i>	<i>Gamma</i>	<i>Delta</i>	<i>Beta</i>	<i>Alpha</i>	<i>Self Cost</i>
Cyberarmor	15	16	+ 6 Defense	+ 8 Defense	+ 10 Defense	+ 12 Defense	1d6
External Control Jack	15	15	-4, 50 ft range max	-2, 150 ft range max	-1, 250 ft range max	-0, 350 ft range max	1d3
Gyromount, Integral	16	16	Basic	-1 to skills	-0 to skills	-0 to skills and attack rolls	1d4
Heavy Lifting Frame	14	16	x2 lift	x3 lift	x4 lift	x5 lift	1d2
Jack-Pack	16	18	+1 bonus	+2 bonus	+3 bonus	+4 bonus	1d4
Light Mount	12	10	Basic	150 ft light	200 ft light	250 ft light, can use as a flasher	1d2
Magpulse Shielding	15	18	Basic	N/a	N/a	N/a	1d6 per
Nanobox	19	20	Basic	Responds in 1d2 rounds	Responds in 1 round	Instant Response	1d4
Omnijoints	20	18	Basic	+6 Bonus	+8 Bonus	+10 Bonus	2d6
Pursuit Body	22	20	Basic	+3 to Init	+4 to Init	+5 to Init	3d6
Ramming Plates	14	14	Basic	+1 to Bull Rush Attacks	+2 to Bull Rush Attacks	+3 to Bull Rush Attacks	1d8
Stealth Body	22	20	Basic	+4 to Dex Checks	+6 to Dex Checks	+8 to Dex Checks	3d6
Wings, Magnetic	20	24	N/a	Basic	Power Dive	Hover	2d6

## INTERNAL MODS

Internal modification have very little, if any, effect on the outward appearance of a character, this makes it easier for a human being to adjust to the presence of these devices within his or her body. It also raises the difficulty of the surgery required to implant and connect these items, as they must not only function properly as

cybergear but do so in a way that does not compromise the health of the patient in the process, this increase in difficulty is usually negligible and is included in the listed Surgery DC but as the number of internal devices increases in a single patient, the ability of that character's body to cope with the additional stress diminishes.

This is handled in game by adding a cumulative +1 to the DC of every internal modification added after the first. If a Surgery check is ever failed while implanting an internal mod, the patient suffers d4 permanent hit point loss. The device in question's installation can be attempted again, but if it Tails a second time, the patient loses another 1d4 permanent hit points and may not receive any further internal modifications\* The character's body has reached its physical limit.

Internal modifications are divided neatly into two categories-sensory options and bio-replacements. Sensory options cover the usual array of senses (sight, sound, smell, taste, and tactile) and provide new forms of detection ability through the use of specialized hardware. Bio-replacements involve the body's normal organs, new ones designed to improve the performance of the character in some way, and provide access to capabilities the human body does not normally possess.

### **SENSORY OPTIONS**

In the dark world of the future, the ability to see, hear, or feel one's surroundings so well that navigation becomes possible through sound alone, and turn off the ability to feel pain can be as valuable as a magazine full of armor-piercing bullets. It is also a horrible truth that the many biological and chemical weapons of the future make the need for eye and ear replacements common enough that the most basic form of these options has become a typical sight in most urban sprawls. Cybereyes may have given sight to the blind but the System itself is usually responsible for taking sight from them in the first place.

#### **Cybernetic Optics (Cybereyes)**

The basic system provides full color monocular or binocular vision (depending on whether one or both eyes have been replaced) in a typical field of vision. This is a rough equivalent of normal human vision and does not provide any bonuses or impose any penalties to the user. If only one eye is replaced, certain options below are not applicable (as seen in the descriptive text).

**Amplified Vision:** A character with amplified vision can purchase this option for one or both cybereyes at no additional cost; the modification is completely internal and interfaces with whatever hardware is available. A character with amplified vision sees colors in sharper relief and can make fine details better than normal. This translates to a -K2 cybernetic bonus to all Spot and Search checks made when sight is the key determining factor for success (Games Master's discretion). A character with amplified vision may not benefit from it and flare compensation in the same round: the latter supersedes it on any round when it activates.

**CatMag Sight:** This allows the character to see variations in magnetic fields and provides a form of penetrating vision if the character concentrates on an object long enough. With practice and concentration, a character with CatMag (which must be present in both eyes for the ability to properly triangulate) can see through one inch of soft material (cloth, wood, flesh) each round up to 1 foot of obstruction. This can extend to harder surfaces (stone, metal, bone, etc.), but only in 1/4 inch increments and only up to three inches total.

Each round spent doing this is a full round action that does not allow any movement and requires a separate Spot check (DC: 15 for soft material, 20 for hard). A failed check halts the penetration at its current level and causes CatMag to fail in the next round. CatMag can only be used once, success or not, every ten minutes, making this a very intensive and time-consuming operation. CatMag only comes in Alpha grade cyberware: it is too complicated to be built at a lower grade.

**Flare Compensation:** Polarized lenses are built into the user's eyes, both of which must be cybernetic for this to be of any use. These lenses are retracted under normal circumstances and automatically slide into place as soon as a set of light detectors in the eye pick up the beginning edge of a blinding pulse of radiance. These lenses grant a +2 cybernetic bonus to the saving throw against any blinding effect based on light and halves the duration of any blindness that successfully occurs from the same source,

**Infrared:** A complex set of infra-receptors are slaved to the optic nerve inside the user's cybereye(s). These receptors can pick up even trace amounts of heat and display it in a special viewing mode the character can activate as a free action on his turn. This mode, which shows heat as bands of variegated colors, can add a H-1-4 cybernetic bonus to Spot, Search, or tracking checks whenever heat is a factor. The exact bonus is up to the Games Master, but these eyes are very useful for determining if someone has been in a location within the past few minutes, whether a fire is raging outside a closed door, or in many other useful situations.

**Macro-Micro Vision:** Several refracting lenses and electronic image treatment microprocessors grant the user the ability to see alternately up close and far away images with great clarity. These lenses vary in magnification and image quality, but they all provide several benefits to their user. Each grade of magnification quality applies a +1 bonus for the purpose of offsetting range penalties to melee attacks and Spot checks only. Other visual bonuses are determined on a case-by-case basis with the Games Master.

Micro mode is a little more complicated, and does not provide a technical in game benefit beyond a +1-4 bonus to Search checks when minute vision would be of great aid (up to the GM). Other benefits are up to the Games Master, but may include a circumstance bonus to Craft checks based on fine work or professions aided by having a self-based microscope constantly on hand.

**Optivisual Newsfeed:** The Optivisual News Feed, or Optinet as the corporation that governs its standard programming calls it, is a scrolling set of textual and picture data streams constantly changing to provide updated news and information to the user. A small piece of hardware is needed to decrypt the stream, hence the need for a cybernetic augmentation to cybereyes. But once it is active, the information continually appears in the user's field of vision unless squelched as a free action. If the user only has one cybereye, the other must be closed or covered to concentrate on the images enough to understand them.

The Optinet stream is a useful collection of news and weather items by itself, but it can also be hacked on a client side basis by any webcrawler (Computer Use DC: 15) to accept text and image data from another source. In this way, the feed can become a very useful method of communication. An Optinet stream is also keyed to audio, though only a character with at least one cyberear can pick up the audio commentary. This commentary can also be hacked to provide an excellent source of one-way total communication.

**Rangefinding:** Rangefinding is a modification for a pair of cybereyes that can accurately pinpoint the exact distance and direction to any object looked at. By itself, this is merely interesting information, but in conjunction with a ranged weapon, it grants the user the ability to completely discount the first range increment penalty of any weapon he is holding. Other benefits come as a case-by-case basis from the Games Master.

**Tracking/Targeting Vision:** Moving objects in the user's field of vision are tagged by the T/TV unit and surrounded by a corona of useful data such as direction, velocity, and probably trajectories of motion. This information is updated forty times a second, allowing the user to accurately predict how and where any moving object he can see will move. T/TV requires the rangefinding option listed above to function properly and, when operational, negates a variable amount of any visible target's Dodge and/or Reflex bonus to their Defense Value.

The bonus listed by grade for this augmentation is treated as a penalty to the target's DV, but it cannot reduce that value by more than the target's total Reflex and Dodge bonuses. A character can negate a number of target's bonuses in this way equal to his or her Intelligence modifier, to a minimum of one target at a time. Switching targets is a free action that can only be taken at the beginning of the user's turn.

#### **Cybernetic Audio (Cyberears)**

The basic auditory system implanted when a character gets cyberears allows for a range of hearing in all directions roughly equivalent to human ears. Neither subsonic or supersonic ranges are included in the basic package, even at the highest grades. Like all basic systems, the grade of the improvement determines the highest grade of modification possible as secondary add-ons.

**Directional Hearing:** The hearing of the user of this modification can accurately gauge direction and distance of incoming sounds with a much greater degree of success than an unaugmented person has. This allows the user to lower Listen DC to oppose Move Silently checks by a variable amount and reduces the attack bonus

gained by attackers charging him to H instead of -1-2. Directional hearing also lets a character keep track of multiple opponents and- at its highest grades, reduces the flanking bonus given 10 multiple attackers surrounding him. An alpha system subtracts 2 from flanking bonuses, but the character is still flanked for purposes of other special rules involving flanking,

**Hyperacuity:** Hyperacuity makes a character's hearing more sensitive across the auditory spectrum. It allows a limited capacity to hear in the subsonic and supersonic ranges and makes even the faintest noises more audible. This all culminates in a variable bonus to Listen checks made for any purpose and it allows the character to use communicators set to broadcast in the sub- and supersonic range of hearing, Hyperacuity cannot be used during the same round as Protected Audio: the latter supersedes Hyperacuity on any round in which it activates.

**Parabolic Hearing:** By spending one round focusing on a distant conversation or source of sound (up to 800 feet away at the best possible grade), the character can hear that conversation as if he were standing right next to the source itself. This is mostly adjudicated by the Games Master, but it should be of great use to a sniper, during surveillance, or for any variety of long range espionage. The practical game benefit is to negate the -1 per 10 foot range penalty to Listen checks, but only in one direction and only after a one round delay.

**Protected Audio:** Like flare compensation for the ears, protected audio makes it very difficult to deafen or stun the character with this modification through sound waves or any application of sonic energy. The character gains a variable bonus to saving throws against any adverse effect (other than direct damage) from a sonic source and halves the duration of any effect that does occur.

### **Tertiary Senses (Touch, Smell, and Taste)**

While the two main senses, sight and hearing, are the primary locus of cybersense technology, the other three are far from ignored. A character without the ability to smell or taste is not truly impaired, which has limited the impetus to develop cybernetic replacements for these senses, but they do exist as specialized systems available in a small or dedicated market to consumers looking to enhance, replace, or augment their olfactory or culinary abilities.

Touch is effectively another matter. The link between the nervous system and the rest of the human body is a complex and important one. It lies at the heart of all cybernetic interaction between the host body and mechanical devices. Replacing a lost sense of touch is a relatively simple matter in the era of Cyber , but cyberotechnology has expanded past this basic need into a variety of specialty devices. The most common is the Milspec Kill Switch, a spinal gate that blocks nerve impulses past a certain amplitude. The practical upshot of that system is an inability to feel pain- quite the benefit for a cyberwarrior.

**Cybernetic Smell/Taste:** The links between these two senses are such that it is generally easier to replace both at the same time. While individual systems do exist, they are installed simultaneously so often as to only warrant one entry here. If one is installed without the other, the remaining natural sense is all but ruined in any case, so both become a necessity over time (1-3 months before the complete failure of the unaugmented sense in cases of one being upgraded to a cybernetic system before the other). In all cases, a basic cybernose/tongue (or cyberpalette, as it is often called) mimics the replaced sense with roughly 95% accuracy in all cases with the built-in ability to neutralize a given taste or odor instantly (free action) if desired. This allows a character with a cybernetic sense of smell to block out up to 100 predefined smells and tastes (such as a cologne or a specific person's body odor) at any given time.

**Cybernetic Touch:** Cybernetic touch is a complex procedure that can be as 'simple' as recreating the nerve impulse wall between the nervous system and the spine through the implantation of booster chips or as difficult as the recreation of the patient's nerve endings and pathways through nanosurgery and a one month period of full recovery. In any case, no matter how severe the original damage, it is possible to return the patient's sense of tactile input to nearly full use through some kind of advanced cybernetics. Basic cybernetic touch systems come with no options, but for a character with leprosy or severe burns, a normal sense of touch is all the benefit they could want.

**Automask:** A set of nasal filters and an inner throat block make up the automask system. These activate immediately upon the detection of a gas or liquid that is not a breathable medium entering the character's system. Together, they provide a variable bonus to saving throws against such attacks and effects. Characters

with an automask also suffer half the duration of any air- or waterborne effect that does get past this defense. In addition, an automask contains one hour of concentrated air in the eventuality of the character needing to breathe in an hostile environment (room full of tear gas, underwater, etc.)

**Chem Sniffer:** A chemical sniffer is a specific piece of olfactory cybernetics that can detect a gas or airborne pathogen as small as five parts per million just by breathing. This has no detection roll directly, though the information it returns to the character may require a Medical, Craft, or Profession check of the appropriate sort to understand, Chem sniffers cannot be used at the same time as an automask; the latter supersedes this piece of equipment in any round it activates,

**Joy Button:** A fetishist's dream come true\* the joy button is an expensive specialty modification listed here to show the kinds of things cybernetics can accomplish for those with enough money or imagination to desire such things. At the push of a button, located anywhere on the user's body (and generally found in some strange places), all the character's pain sensations are turned into pleasure. The more intense the pain, the more visceral the pleasure. In some cities, this modification led to such outlandish and dangerous behavior by its users that it has been banned outright, but those with the right connections can still find it for an exorbitant price.

**Kill Switch:** Operating on the same principle as the joy button augmentation, this system is the direct result of military experimentation with cybernetics at the turn of the century. The kill switch, as military scientists have dubbed it, allows the user to turn his sense of pain on and off at will. This can be dangerous if used for long periods of time, as the body uses pain to send warning to the human body, but during intense situations, it can be very useful.

A kill switch, when active, negates one damage point of every attack suffered [as a form of stackable Damage Reduction that funds tons against any kind of assault, not just physical]. Higher grades of kill switches also mitigate how trauma is distributed to the body, turning some of each attack into subdual damage instead. This system, at its higher grades, is very effective at creating an unstoppable killing machine that does not feel pain and cannot be stunned by anything short of catastrophic damage.

**Oral Poly-Chromatograph:** Physically resembling a small second throat located under the tongue, this is a miniature chromatograph- a valuable piece of chemical analysis hardware. Usable by simply letting a small amount of liquid or solid material rest against this secondary opening long enough for a sample to be taken (one full round), the poly-chromatograph will analyze its structure and return a detailed reading on the sample's chemical and/or biological makeup. A cut-off switch can turn the character's sense of taste off while doing this and anything ingested specifically to take a sample cannot run the risk of poisoning or infecting the character due to chemical safeguards built into the mouth.

**Scent Analyzer:** Also called one half of the "hound dog" system, the scent analyzer can take in olfactory input and match it against a huge database of possible results (including anything the character has smelled before). This information can be very useful if determining a specific character's prior presence, the brand of a cigar butt, or any thing else discernible by scent alone. Variations in sample quality and background interference make this device 90% accurate under normal circumstances, and a failed check cannot be retried using the same sample or any similar sample in the same basic area (120 foot distance, for instance).

**Tracker:** The other half of the "hound dog", a tracker system must be linked to a scent analyzer for it to be of any use. If it is installed alone, it is effectively non-operational. Used in conjunction with the latter equipment, this allows a character to track by scent, granting the character with it a virtual form of the Track feat. If this system is used in conjunction with actually having the Track feat, it grants a +4 bonus in any situation where scent could be used to locate or continue trailing a target. The tracker modification to a cybernose cannot be used if scent is not a factor in establishing a lock on a target at all,

**Vibration Sense:** A tactile modification, vibration sense cannot be active at the same time as a joy button or a kill switch. While it is on, the character's sense of touch becomes extremely acute. It allows him to sense motion through wind currents and even the presence of light against the skin when he cannot see it. This gives the virtual equivalent of the Blind-Fight feat and characters get no bonus to attack rolls or the use of special abilities dependent on them flanking you. The downside to this system is the acuity of this extreme sense of touch causes an additional 1d4 points of subdual damage every time you are injured for any reason

<i>System Name</i>	<i>Install DC</i>	<i>Purchase DC</i>	<i>Gamma</i>	<i>Delta</i>	<i>Beta</i>	<i>Alpha</i>	<i>Self Cost</i>
Basic Cybereye	12	12	-	-	-	-	1d6
Amplified Vision	15	15	Basic	+3 Bonus	+4 Bonus	+5 Bonus	1d3
CatMag Sight	19	20	N/a	N/a	N/a	Basic	1d4
Flare Compensation	14	13	Basic	+3 Bonus	+4 Bonus	+5 Bonus	1d2
Infrared	14	14	+1 bonus	+2 bonus	+3 bonus	+4 bonus	1d3
Macro-Micro Vision	15	16	+1 bonus	+2 bonus	+3 bonus	+4 bonus	1d2
Optivisual News Feed	12	14	Basic	N/a	N/a	N/a	1
Rangefinding	14	15	Basic	N/a	N/a	Discounts the first 2 ranges	1d2
Tracking / Targeting	16	18	- 1 negation	- 2 negation	- 3 negation	- 4 negation	1d3
Basic Cyberear	14	12	-	-	-	-	1d4
Directional Hearing	15	14	-1 to Listen DCs	-2 to Listen DCs	-3 to Listen DCs, -1 to Flanking Bonus	-3 to Listen DCs, -2 to Flanking Bonus	1d3
Hyperacuity	15	15	+1 to Listen	+2 to Listen	+3 to Listen	+4 to Listen	1d3
Parabolic Hearing	15	16	250 ft range	500 ft range	650 ft range	880 ft range	1d3
Protected Audio	14	13	+2 bonus	+3 bonus	+4 bonus	+5 bonus	1d2
Cybernetic Smell / Taste	14	12	-	-	-	-	1d3
Automask	14	14	+1 bonus	+2 bonus	+3 bonus	+4 bonus	1d2
Chem Sniffer	14	16	1 minute analysis time	6 round analysis time	3 round analysis time	1 round analysis time	1d3
Poly - Chromatograph	16	18	1 minute analysis time	6 round analysis time	3 round analysis time	1 round analysis time	1d6
Scent Analyzer	15	17	Basic	92% success	95% success	100% success	1d4
Tracker	16	16	Basic	+5 bonus	+6 bonus	+8 bonus	1d4
Cybernetic Touch	16	14	-	-	-	-	1d6
Joy Button	15	15(20)	Basic	N/a	N/a	N/a	1d6

<i>System Name</i>	<i>Install DC</i>	<i>Purchase DC</i>	<i>Gamma</i>	<i>Delta</i>	<i>Beta</i>	<i>Alpha</i>	<i>Self Cost</i>
Kill Switch	15	16	Basic	1 damage converted	3 damage converted	5 damaged converted	1d6
Vibration Sense	22	20	N/a	N/a	N/a	N/a	2d6

## BIO-REPLACEMENTS

While the introduction of new or replaced senses is a very common form of internal modification, this category of cyberware goes far beyond those procedures. Bioreplacement is the second most common augmentation done to the human body in the dark future, with limb reconstruction being the first.

Between new livers replacing those riddled from decades of drinking to vocoders giving speech to those who might have lost it to a stray bullet or throat cancer, bioreplacement can work miracles of modern medicine with far less recovery time than standard organ and tissue transplants.

Bioreplacement can also improve on what is already there in a patient. Synthetic muscles can make a character considerably stronger, which a suite of additional organs can make him almost impossible to keep down in a fight. Nanowire spools laid along all the major nerve junctions can increase reaction speeds to near instantaneous degrees. If there is a function of the body that cannot be improved, enhanced, or replaced by cyberotechnology, there is certainly a laboratory somewhere working on making it happen.

**Artificial Digestion:** Consisting of a modification or outright replacement of the stomach and intestines, the artificial digestion system is sometimes referred to as a "starver" augmentation. With the hyper-efficient functions of this system, a character can go for up to one full week without food or water without suffering any effects from starvation or thirst. If a character does have adequate food and water, the digestive capabilities of this system keep the body fueled enough to double the total number of the points regained from each day of rest. This is calculated after the effects of medical care, if any.

**Artificial Liver:** An artificial liver is a very valuable commodity in the dangerous world of Cyber. In addition to keeping a character from suffering any adverse effects from overindulgence of alcohol or ingested drugs unless he wishes to. In addition to this, a character with an artificial liver never suffers the secondary effect of any poison and gets a variable bonus to the initial save against any toxin, depending on the grade of the cyberliver.

**Artificial Lungs:** Artificial lungs continue the normal respiration of a character and provide two other special benefits. The first is the ability to survive for up to six hours on a stored pair of air cylinders that recharge over six days of normal breathing (one hour each day). This allows a character to be in a vacuum or underwater and still breathe freely. The second advantage is a gained immunity to inhaled poisons: the filters in the system keep such toxins from affecting the character at all.

**Blood Gate:** This is a dissemination system that places drugs and chemicals into the bloodstream of the character by mental command, external activation, or through a timer system. Anything listed in the Narcotics chapter can be introduced through a blood gate in whatever dosage the user desired.

Blood gates are also equipped with a filter system that keeps unauthorized agents out of the bloodstream; this provides a +2 to all secondary Fortitude saving throws necessitated by poisons or diseases of any kind, Higher grades increase this bonus,

**Body-Comp:** This body augmentation implants the various components of a super computer through the open spaces of the human body, lying its output to the user's mind and its input parameters through numerous ports secreted around the body. This includes optic, audio, and tactile information; the user scans documents by looking at them\* types by miming doing so in the air. and hears auditory information and feedback in his inner ear. A body-comp is automatically capable on taking its user into the Web immediately. Other information is

dependent on which system takes advantage of the body-comp's links. The Webdeck system is purchased separately out of the Web chapter. A body-comp link can only support systems of its own grade or lower

**Bone Sheaths:** This modification attaches resistant materials to the character's bones, making them difficult to break and more capable of bearing heavy loads. By itself, bone sheaths have a negligible effect (they reduce the amount of damage a character takes in a grapple or during a vehicle crash), but as part of a more complicated procedure, they can combine to impart great strength upon the user. See the Spinal Reinforcement and Muscular Grafting options below for more details,

**Integral Targeting:** By grafting the character's vision, body kinesthetic senses, and reactions together with a subprocessor capable of collating all of the information that occurs in combat with higher cognitive functions, an integral targeting computer grants greater accuracy to any of the character's ranged, unarmed, and melee attacks. This system cannot be used in conjunction with a weapon targeter of any kind; the superior system in use at any given time takes precedent. The grade of system determines the bonus involved with using integral targeting.

**Muscular Grafting:** By interlacing resistant materials with a high tensile strength into the character's musculature, this augmentation makes it possible for a user to exert great force during melee and unarmed combat. By itself, this system improves the die code a character inflicts in unarmed combat and adds a bonus to melee weapon damage. This system is even more impressive when combined with bone sheaths and spinal reinforcement; see the latter modification below for more details,

**Nanowire System:** The premiere combat modification for the modern age, nanowire systems overlay a transmission line network over the character's main nervous system nodes. When impulses begin in the character's nerves, these lines carry the signal faster and more accurately than the user's normal nervous system. This can be very disorienting at first, but users get used to the improved reaction speeds in time. The nanowire system adds to the character's Initiative and Defense Value scores, as it increases how fast the user can react to danger. This modification stacks with the Pursuit Body augmentation.

**Neural Booster:** A series of intellect increasing microchips and memory acquisition and retention cells, this modification is very dangerous as it requires brain surgery, but those who undergo the procedure gain a serious benefit in the form of an increased Intelligence attribute. This does not retroactively give the character skill points for their previously earned class levels, but it does add to any further skill gains,

**Redundant Biosystems:** A suite of extra organs that can take over life support functions when necessary, redundant biosystems can be purchased numerous times to make the character very difficult to kill. A single character can have up to 1d6+2 redundant biosystems; this number is rolled for each character the first time he has a redundant biosystem installed and cannot be changed by any means. Each biosystem adds a bonus to the character's Constitution score dependent on its grade. All biosystems in a character must be of the same grade as they are not inwardly compatible with each other.

Every biosystem after the first has its Install DC raised by +1 in addition to any other modifiers. Once a character has two biosystems installed, he benefits from a virtual Endurance feat. If a character has as many biosystems as he can bear installed, he gains a special resistance to critical damage. This percentage is based on the grade of the redundant biosystems and is listed on the following chart. A resisted critical hit is treated like a normal attack and does damage accordingly.

Grade of Biosystems	Chance to Resist Critical
Gamma	10%
Delta	25%
Beta	35%

Grade of Biosystems	Chance to Resist Critical
Alpha	50%

**Reflex Enhancement:** Operating on the same basic system as nanowire, this modification builds upon it to install accelerator gates at the character's spinal connections to force the user into even quicker actions. A character with a reflex enhancement has a chance each round of taking *an* extra partial action; this chance is determined by the system's grade. While reflex enhancement can only be installed in a character with a nanowire system, it can be of an inferior grade to the nanowire if desired. It cannot be of a superior grade, because it depends on the nanowire system for its transmission lines.

**Skinweaving:** The final word in personal defense, skinweaving places strips of ballistic material under the epidermis of a character, making him very difficult to injure. This imparts Damage Reduction of a variable amount to the character; this value stacks with any other form of Damage Reduction. This can result in an armored character being relatively easy to hit but very hard to injure.

**Spinal Reinforcement:** This augmentation replaces the lower spine, sections of the column, and its connection points at the shoulders and skull with polycarbonate structures. This makes the user more resistant to severe damage, as the spine is almost impossible to break. In game terms, this makes the character immune to the Death by Massive Injury rule and adds a variable amount to opposed Grapple checks because the user cannot be pinned as easily.

If the character also has the bone sheath and muscular grafting augmentations, these systems combine to add a direct bonus to the character's Strength. This value is determined by the average grade of the systems, rounded up, as if each grade was worth one point up to 4 points for an Alpha system. The bonus is applied to the character's base Strength and is given in the following chart,

Average Grade of	Bonus to Systems Strength
Gamma	+2
Delta	+4
Beta	+6
Alpha	+8

**Vocoder:** This system replaces the majority of the character's voice box and lower throat with a mechanical equivalent. In its gamma grade form, this voice is very electronic and fake sounding. Higher grades are more natural sounding, with Beta and Alpha grades able to be adjusted to sound like any voice imaginable. A character with an Alpha grade vocoder can adjust it so accurately as to provide a +2 cybernetic bonus to Disguise checks when voice would be a factor.

**Will Barrier:** A set of cut-off circuits and a full microprocessor suite are wired into the user's brain, making it impossible for his willpower to buckle under pressure after a certain point. This can have some interesting role-playing ramifications such as hard-headedness or an unrelenting stubborn streak, but its game effects are set - a virtual Iron Will feat that stacks with the feat of the same name if it is already possessed or later gained.

A will barrier is based on memory and cognitive recognition sequences, which makes it easier for the character to both learn from experience and remember past incidents. This both tempers the will and makes the mind more able to cope with changing stimulus. This translates as a bonus to the Wisdom score of the recipient at higher grades.

System Name	Install DC	Purchase DC	Gamma	Delta	Beta	Alpha	Self Cost
Artificial Digestion	22	14	Basic	+1 extra day	+2 days	+ 3 days	1d3
Artificial Liver	22	13	+1 to Saves	+2 to Saves	+3 to Saves	+4 to Saves	1d3

<i>System Name</i>	<i>Install DC</i>	<i>Purchase DC</i>	<i>Gamma</i>	<i>Delta</i>	<i>Beta</i>	<i>Alpha</i>	<i>Self Cost</i>
Artificial Lungs	21	15	Basic	+1 extra hour	+2 hours	+3 hours	1d4
Blood Gate	20	14	Basic	+3 total	+4 total	+5 total	1d3
Body-Comp	20	12	See text	See text	See text	See text	1d4
Bone-Sheaths	24	15	-1 to damage	-2 to damage	-3 to damage	-4 to damage	1d2
Integral Targeting	23	17	+1 to attack	+2 to attack	+3 to attack	+4 to attack	1d8
Muscular Grafting	23	16	Unarmed 1d6 or +1	Unarmed 1d8 or +1	Unarmed 1d10 or +2	Unarmed 1d12 or +2	2d4
Nanowire System	25	17	+1 to scores	+2 to scores	+3 to scores	+4 to scores	3d6
Neural Booster	24	18	+1 Intelligence	+2 Intelligence	+3 Intelligence	+4 Intelligence	2d6
Redundant Biosystems	18	14	+2 Constitution	+4 Constitution	+6 Constitution	+8 Constitution	1d3 per
Reflex Enhancement	22	15	Extra Action Chance 25%	Extra Action Chance 50%	Extra Action Chance 75%	Extra Action Chance 90%	2d6
Skinweaving	22	14	DR 2/-	DR 3/-	DR 5/-	DR 7/-	1d6
Spinal Reinforcement	21	13	+1 to Grapple	+2 to Grapple	+3 to Grapple	+4 to Grapple	1d4
Vocoder	20	12	False Voice	Basic Voice	Adjustable	+2 to Disguise	1d4
Will Barrier	23	18	Iron Will	+2 Wisdom	+4 Wisdom	+6 Wisdom	1d8

## SKILLWARE

One of the most impressive things cybernetics can do goes far beyond replacing parts of the human body or adding new organs. Through the mapping of the brain, nanotechnologists have found ways to encode thoughts and reactions onto magnetic mediums and impart them back into the mind of someone who did not originate them. In other words, what exists in one mind can be copied and shared with others. There are many variations of this technology, but the masses call these devices "skillware"

Skillware comes in to basic styles, chipsets and biowire. Physical skills and anything requiring bodily movement requires a layer of biowire to show the muscles and bones of the user how to act during the completion of the imparted talent. This can be a complicated procedure, but the biowire only needs to be laid once as it carries through the entire body of the recipient and can be reused by any kind of kinetic skill program, Biowire skills still have a chip that carries their basic instruction sets; this requires the same skillslot installation as noted below.

### ARTIFICIAL SKILLS

A character can benefit from these items by gaining virtual ranks in a given skill or the use of a feat they otherwise do not possess. These ranks and Feats overwrite anything of the same time that character might already have; they do not stack in any way, A Games Master might also rule that certain feats cannot be granted in this way. It is recommended that Endurance and Toughness cannot be imparted through skillware, as these are innately tied to the overall physical condition of the character.

A chipset or biowire skill is effectively differentiated only by its existence as a mental or physical skill. Any skill based off Strength, Constitution, or Dexterity requires the installation of biowire in addition to a skillslot rig; Intelligence, Wisdom, and Charisma based skills do not. Feats are intensive enough that they always require a biowire unless the Games Master rules otherwise.

Although a character can have a skillslot rig installed with up to six slots, he or she can only benefit from one virtual feat and one virtual skill plus one of either type per point of positive Intelligence modifier. This simulates the limits of the human mind to assimilate all of this external information into any kind of useful whole. Thus, a character with a 12 Intelligence could chip in a Combat Reflexes feat, a delta grade Tumble skill

set (3 ranks), and a Weapon Focus (Wyvern-X pulse rifle) feat with his + 1 Intelligence modifier

It takes a standard action to pull a chip out of a skillslot rig and the same to install a new one. New skills and feats 'chipped in' take effect instantly and do not require any extra time to upload. Skillsets and feats cannot be left off in the skillslot rig; if they are in a rig, they try to take effect. If a character has more skillsets and/or feats in their skillslot rig than they can use, none of them operate.

### Acquiring Skillware

The same rules for grades of cyberware apply to getting varying qualities of skillware. Characters can only use grades of skillware that are equal to or less than the grade of their biowire and skillslot rigs; an alpha Bluff chip does a character no good if he only has a delta grade skillslot rig. Accordingly, a character cannot use any grade of physical skill chip if he does not have biowire installed.

**Biowire:** Comprised of a coil of nanofine wire that lays around the body's major motion centers and runs through the extremities, biowire guides the user through the complex physical movements associated with skills he or she does not normally possess. Once a character has biowire installed, every action feels slightly odd to them- this explains the Self cost associated with the procedure.

At the user's option, biowire can be luminescent, showing patterns through the skin whenever the character is using a skill or feat chip. This is purely cosmetic and has no rules impact at all. As a matter of style, many gunners in the sprawl like the digital look of a brightly glowing set of biowires, but others prefer subtlety and hide their systems accordingly.

**Skillslot Rig:** The heart of the skillware system, this mounts to the back of the diameter's skull and holds a variable set of plugs for the acceptance of skill and feat chips. This unit usually has a retractable cover to keep the chips safe while in use; this opens and closes by silent mental command as a free action, Skillslot rigs can be covered with a synthflesh flap that even incorporates hair, but this is cosmetic only and has no benefit to a user's Self points.

**Skill Chip:** These small elongated pyramids hold the encoded equivalent of years of skill training that becomes part of a user's mind once installed. This system has become so commonplace that gamma level skill chips can be found almost anywhere. Burned out ones are often used as jewelry, as are useful ones as it is an easy way to carry and hide them until they need to be accessed. Any skill can be boiled down into a skill chip, but the most common are Knowledge skills and others that cannot be used untrained.

**Feat Chip:** These are much like skill chips, though the heavier reliance on instinctive level information tends to make them more complex in design and slightly longer. Feat chips can carry any feat listed in this book and any other approved for campaign use by the Games Master, although he has final authority over what can and cannot be encoded on a feat chip. A user must still obey prerequisites for feats, either through other chips or actually possessing the prerequisites in question.

<i>System Name</i>	<i>Install DC</i>	<i>Purchase DC</i>	<i>Gamma</i>	<i>Delta</i>	<i>Beta</i>	<i>Alpha</i>	<i>Self Cost</i>
Biowire	16	15	-	-	-	-	2d4
Skillslot Rig							
- 2 Slot	15	14	-	-	-		1d6
- 4 Slot	16	16	-	-	-	-	1d6
- 6 Slot	17	18	-	-	-		1d6
Skill Chip	N/a	14	2 ranks	3 ranks	4 ranks	5 ranks	N/a
Feat Chip	N/a	14	-	-	-	-	N/a

## **PURCHASING CYBERGEAR**

Gamma cybergear is available in so many locations and so many different distributors (some of whom are legal, others whom most assuredly are not) that it is assumed to be available whenever a Player Character wishes to acquire it. Higher grades of cyberware are not so easy to come across. It can be assumed that if a character can meet the DC of a delta grade item, he can find a dealer willing to part with the component. This kind of search takes 1d4 hours.

Beta grade cyberware is usually top-shelf equipment and only available in more upscale markets or through protected sellers on the black market Jackers (essentially Charismatic Heroes) with the right talent tree abilities can find these items, as can corporates with the right contacts. Otherwise, a character must make a Gather Information check with a DC equal to the basic Purchase DC of the item to come across one for sale.

At the Games Master's option, this may just locate an item of the appropriate type, actually getting it will be up to the Player Character himself to arrange.

Alpha grade cyberware is state of the art and almost always found in a new, unused condition in the possession of its creator or manufacturer. Getting alpha grade cyberware should always require a Gather Information check as per beta hardware, even for characters with the appropriate abilities and contacts, and may involve an adventure of its own just to gain it. Alpha cyberware is the top of the line in its type and never comes easily or cheaply to those who desire it.

Regardless of what it takes to get a piece of cyberware, its Purchase DC incorporates all of the basic fees involved in getting the item and paying for its installation. At the Games Master's prerogative, this value may not have to be paid by the Player Character wishing the item, but this should only be waived if the character went to a lot of trouble to get the item and has a contact (or other Player Character) willing to perform the installation.

If an item does have to be paid for in full, the Purchase DC is increased by the grade of the cybergear involved. Gamma gear is at the listed DC, while Delta grade items are at +2 to that value. Beta grade cybernetics are at +4 and Alpha, when they are available for purchase, weigh in at a hefty +6 to the basic Purchase DC.

## **INSTALLATION**

Once a piece of cyberware has been obtained through purchasing, theft, or whatever other means are at the character's disposal, it has to be installed before it can function. Cyberware installation is one part surgery, one part mechanical engineering, and one part bio-science. Anyone with basic medical training and mechanical aptitude can attempt to install a piece of cyberware, but most recipients are going to want someone with a little more experience to put them under the knife. (Hi, Dr. Nick!)

The installation process is fairly straightforward and assumes that the proper facilities are available. This includes surgical equipment, life support machines, and mechanical adjustment devices. If these are not present, items with an install DC of 18 or higher cannot be installed at all and all other attempts are at a -4 improvised penalty. To install an item, the "physician" must have ranks in the Medical, Craft (mechanical), and Craft (electronic) skills. A character can lack one of the Craft skills, but it imposes a -2 penalty to all installation checks.

The Install DC listed for each component is based on a gamma grade (or the lowest quality available for that component as listed on the chart). Every grade above this adds +2 to the DC. Every other factor of the installation dependent on the Install DC uses this increased value when dealing with a piece of cybergear of delta or higher quality,

Surgery time equals the Install DC of the component divided by 4 in hours. This can be reduced by one hour for every -2 penalty the installing character wishes to impose on the skill check, up to a minimum of one hour. Recovery time is twice the final surgical time and is always assumed to occur without complications. The Games Master can impose other restrictions as per his discretion, but the basic system assumes that if the installation is successful that recovery occurs normally.

There is a certain amount of assimilation that occurs with any new cybernetic system. A character, once he is out of recovery, must make an Intelligence check equal to the Install DC of the component (or 2t), whichever is lower). This check can be repeated for every four hours dedicated to learning the new device.

Until this check is made, the component acts as one grade of quality lower than its normal value. If the component is originally of gamma grade, it does not function effectively for anything but life support purposes until the check is passed. Once the intelligence check is made, the component functions normally from then on. (Certain systems are completely autonomic and the Games Master can determine that some, like artificial digestion, require no assimilation check.)

## THE SELF SCORE

Cybernetics take a heavy toll on the psyche. The bearer losing a piece of one's body and having it replaced by cold, unfeeling metal can wear on the sanity of any character, much less one steeped in violence and taught to live as a paranoid constantly in fear of the System and what it can do. As such, cybergear can chip at the wall that keeps a character's mind and soul intact, driving him ever closer to a psychotic break of some kind.

In the Cyber game, this erosion of the psyche is represented by the Self score, a statistic directly determined by a Player Character's Charisma attribute. As the Self score is depleted by cybernetic gear, the Charisma score it is linked to diminishes as well, reducing any bonus the character might enjoy to social skills and bringing him ever closer to a psychosis of some kind. There are ways to stem this slow descent into madness, but nothing can completely immunize a character to the loss of his vital essence. If a character is going to look for the benefits of cybernetics, he will have to learn to cope with its drawbacks.

The Self score loss associated with any given piece of hardware is listed in the charts above and is taken directly from the character's Self soon as installation is complete. A character cannot benefit from therapy (see the Medical (psychology) skill) for one full day after the installation of any given piece of cybernetics, which leave ample opportunity for a character to suffer a psychotic break before he can seek professional help.

A Games Master can impose any system for psychosis and phobias desired for characters suffering a loss of Self, but this book assumes a basic system that reduces the character's Charisma score by degrees and causes a loss of that character to the Games Master as a cyber-zombie (a mindless Non-Player Character who considers itself a true machine and has no compassion or conscience) if the Self score ever reaches 0.

A character loses a point of Charisma whenever their Self score falls below the listed Self value for Charisma as given in the Ability Score section of this book. Effectively, Self must always be above this minimum value listed for each Charisma point, reducing the latter value if it declines. For example, a character with a 115 Self score (Charisma 14) loses his left arm and gets a cybernetic replacement. It costs him 2d6 Self. If the roll is 6 or more, this will take him below the 110 minimum for a 14 Charisma and he will lose a point, going down to 13.

Self losses from systems that could occur twice to cover double installations (i.e. cybereyes, arms, legs, or cyberears) only occur once whether the system is installed in one item or both. The only exceptions are the eyes, ears, arms, and legs themselves. The self loss listed is per item in this case. Remember that some cybernetics require installation in two items as opposed to just one.

<i>Charisma</i>	<i>Self</i>
3	1
4	5
5	10
6	20
7	30
8	40
9	50

<i>Charisma</i>	<i>Self</i>
10	60
11	75
12	90
13	100
14	110
15	125
16	160
17	180
18	200
19	220
20	250
21	280
22	310
23	330
24	360
25	400

Some alternate Self methods:

1) Level based - instead of being based on Charisma (or any attribute), characters get a fixed amount per level.

a) 20 Self per level. This allows low level characters to get a fair amount of cyber, and can steadily increase it as they level up.

b) Use a character's level in place of Charisma. Thus a 3<sup>rd</sup> level character would get 1 self, a 4<sup>th</sup> level character would have 5. This makes cyber rare for lower level characters, but very possible for higher level characters.

2) BPM based - this requires a beat counter. Basically, each character picks a theme song. You then count the BPM of that theme song. The result is how much self they get.

3) Quiz based - you come up with a test, like the one in that movie, which tells people from humans. The better they do on the test, the more self they have.

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