



Drug Dispenser I, II & III (Chargers)

A small injector fitted onto the circulatory and gland system, the Combat Drug dispenser shoots whatever drug you want directly into the bloodstream. These Dispenser are activated by SimNerve. Each drug has it's not effect.

Adreno - This has the effect of increasing Agility and Strength by 1 die type and +2 to recover from Shaken for 5 minutes. At the end of this period, the character suffers a one level of Fatigue for 25 minutes.

Endorpho - Releasing a dose of endorphin into the system, this drug increasing the character's Vigor by 1 die type and increases Toughness by 2 for 5 minutes. At the end of the boost period the character take a fatigue results in successive rounds.

Mind-Enhance - The Mind-Enhance releases a stimulant into that organ which raises the Smarts attribute as well as all Smarts skills by 1 die type for 15 minutes. Attempting to release a second dose of Mind-Enhancer while the first is still in effect will result in the Mind dropping by two die types. The character suffers one Fatigue result upon using the Mind-Enhance and another at the end of the fifteen minute period.

Painshield - Designed for use by corp marines (and often included with their body armor), PainShield blocks the effects of physical damage. Thus, a character who suffers *wounds* will not suffer the penalty to all skill attempts due to the effects of the PainShield, although the wound is still present. A single does of PainShield will block discomfort for 15 minutes. At the end of this time, the character will suffer a *Fatigue* result and incur all the penalties associated with the wounds he or she has suffered.

Quick-Kill - Created by a small corporation headquartered in a Inner Frontier system, QuickKill is an improved version of the best of combat drugs. It combines the effects of the Adreno and Endorpho drugs and adds in a little catalyst to create an effective the cocktail. The character injected with a dose of QuickKill gains a one die increase to all physical attributes (Strength, Agility, and Vigor) for 10 minutes. At the end of this time, the character suffers *no* ill effects.

However, if the character is injected with QuickKill again in a twenty (20) hour period, the character receives the normal bonuses, but *psyches out* - he or she becomes incredibly paranoid and very violent for twenty minutes. If a third or subsequent dose is taken within twenty-four hours of the latest dose, the effects get even worse and take longer to go away or potentially become permanent.



- **Temporary Quirk: Paranoid** - In tense social situations as well as combat, the character must roll Spirit minus 1 per dose taken or be Distracted. After 4 doses within 20 hours, this becomes a permanent Quirk.
- **Temporary Quirk: Violent** - In tense social situations as well as combat, the character will become violent with no regard to himself, possibly attacking the source of the stress. The character must roll Spirit minus 1 per dose taken or attack the perceived source of the stress and be Vulnerable while doing that. QuickKill is hard to get and is even illegal in some areas of space. However, some Consortium garrisons and some corporate troops are beginning to stock up on QK.

Cyberskeleton

These metallic or plasteel bone modifications can be purchased for the whole skeleton or in individual parts. This can be done in two ways. The traditional way is complete and total replacement. This includes Synthmuscle as organic muscle does not adhere to artificial bone well. Recovery time takes longer and there is always a chance of total rejection.

The second method is a little more modern and a little more expensive (twice the replacement method). However, recovery is much faster. Nanites are injected directly into the bone which then begin to reinforce and reorganize bone matter into a metal like substance. This process takes time, and several injections of gradually different nanites at each stage until finally the bone structure is completely reinforced.

Cyberskeletons do not increase Strength; they provide support for existing systems. Cyberlimbs and muscle combinations that add more than 1 die type to a character's Strength can only be supported with a cyberskeleton. Cyberskeleton bones are extremely hard to break - a power suit's sphincter valves won't cut through them, and neither will most weaponry.

Gamemasters should also keep in mind that there can be serious drawbacks to cyberskeletons. For example, a character is shot in the chest with a slugthrower - he need not fear that the bullet will shatter a rib, but it may ricochet off one and cause even more damage. Or, the character's muscles and tendons may be pressed and torn by the impact more than if they'd had the natural "give" of a bone. In addition, a character with a complete cyberskeleton masses 175% of his or her pre-cybered mass.



Equilibrium

Fitted in place of the inner ear, the Equilibria improves balance. Uses of Athletics (when performing balance or acrobatic related tasks), and Riding gain a +2 bonus and parry receives a +2 bonus when the Equilibria is in use.

Intradermal Plate

The most expensive and dangerous cybernetic operation is to have thick, rubbery intradermal plate installed over one's major muscles. Intradermal plate is normally installed on the chest and arms and can stop anything short of a blaster. +2 to Toughness.

Synthemuscle

Artificial tendons used to support cyber- limbs. Normal muscle would tear under the stress of cyberlimb use, but Synthemuscle can act as a shock absorber.

Weapon Systems, Ranged

Cybernetic weaponry is normally concealed beneath syntheflesh or included with a cybernetic arm or leg. It is triggered through impulses sent from the brain via SimNerve. Most Cyber weapons are highly illegal in Imperial space.

Cyber-weapon Scope

Upon SimNerve command, the scope switches view to that of a Cyber-eye. When combined with LED, EyeHUD or a similar system, the scope allows the view to be windowed on the display. This allows the user to aim around corners while only exposing the weapon to potential hostile fire. Cyber-eye, SimNerve, EyeHUD or other "full screen" display systems are required. A neural jack-interfaceable gun is also required. The Cyber-weapon scope isn't itself cyberware and its connections work through existing cyberware, so it doesn't carry a cyber rating or an installation difficulty.

Enforcer

A powerful submachinegun fitted into the forearm, the Enforcer is one of the more



impressive slugthrowers currently available for subdermal use. The firing port is concealed in the heel of the hand and is fired by bending the hand back. Firing takes place at a mental command relayed via SimNerve.

Damage	Range	AP	ROF	Shots	Price	Notes
2d6+1	20/40/80	2	3RB only	12	12500	3RB

Neutrino Nullifier

Based upon the principles of the neutron bomb, this is the preferred weapon of cyberware thieves. Not only does it cause a considerable amount of damage, it leaves non-organic materials unharmed - thus making cyberware easy to recover.. Because there are no magazines, it draws energy directly from power cells or ESN.

Damage	Range	AP	Shots	Price	Notes
4d6	15/30/60	4	20	20000	

Rocket Digits

These mini-projectiles replace the last segment of the finger. Rockets fire from the fingertips either singly or in groups, and explode on impact. The rockets are only accurate for four meters. Characters can replace one or more fingertips at a cost of 700 credits each, but the basic firing and interface unit must be purchased to operate. Rockets are illegal cybertech on planets which forbid weaponry.

Damage	Range	AP	Shots	Price	Notes
2d8	25/50/100	2	1 per finger	700 per SBT	

Serpent

A small-caliber slugthrower that can be concealed in the wrist. It is a favorite among cyberweapons as it is easily concealed by syntheflesh and does not place the strain on the arm that larger weapons do.

Damage	Range	ROF	AP	Shots	Price	Notes
2d6	12/24/48	1	2	3	2400	



Sonic Disruptor

This arm-mounted energy weapon fires a low-level sonic beam that resonates clean through a target. It is easily concealable, but it draws a lot of power. [In ESN-systems, the user suffers three stunned results and a power cell is drained 200 days.]

Damage	Range	ROF	AP	Shots	Price	Notes
3d8	25/50/100	1	2	30	20000	

Weapon Systems, Melee

Body Club

A Body Club usually replaces an arm or leg. The Body Club is a club that replaces a arm or leg, with a mace-like end to it on the hand or foot. The Club is electrified so it can act as a stun baton. A power battery is implanted in the arm, as well as insulation to protect the user. Damage Strength+2d6. Provides 20 hits before needing to be recharged.

Claws

Long, lethal blades, claws are stored in the forearm and spring from the top of the wrist. Combat with claws is considered melee, with them doing Str+1d8 damage. Cyber ratings given are for one set of claws. They also can be electrified for an additional 1d6 damage, holds ten charges and takes 30 min to recharge.

Fangs

Sharp, plasteel replacements for the canine teeth, these can be either solid or hollow and filled with drugs or acid. Strength +1d4

Razortips

Thin daggers that extend from fingers or toes upon mental command. They average two centimeters in length, but larger and smaller daggers are available. Razortips do a Strength+1d4 damage in melee combat.

Razorwire

Stored in the wrist, razor wire can be snapped at an opponent with a sharp movement of the



forearm. Up to two meters long, razor wire does STR+2d4 damage. If the *Fighting* check critically fails, the razor wire snaps back on its wielder and does normal damage.

Spit Venom

Venom is a sac of toxin implanted in the roof of the mouth with a pressurized projection system which enables the user to spit a venom at an opponent at close range. Part of the installation process is getting a vaccine/antidote treatments at the same time. The toxin is gradually introduced into the user's body to build up the immunities. This only has a limited time affect, so it is always advisable to have a dose of the anti-dote with you, in case of leakage.

Available Toxins

Dufuss: Dufuss reduces the Smarts attributes by 1 die type within 10 seconds of skin contact. Over the next hour, this attribute drop by another -1 every 15 minutes. During that time, the character is in a Distracted state. Dufuss is not fatal, but recovery takes 4 to 6 weeks. The antidote is usually in a liquid form and removes the toxin's effects immediately upon ingestion. Cost: 600 (Antidote: 750).

Somynde: Upon skin contact, the victim suffers -2 to Strength and -1 to Smarts. Within 10 minutes, the victim loses another -2 to Strength and -1 to Smarts as well as a Fatigue. This continues every 10 minutes until the victim falls unconscious. Unless an antidote is applied, the victim will fall into a coma and eventually die. The antidote stops the progression of Attribute loss, then enables recovery at +1 per hour for each Attribute. The antidote works on skin contact. Cost: 1200, (Antidote: 1800).

Scud: Scud attacks the victim's central nervous system. Within 5 seconds of skin contact, the victim must make a Vigor check or takes a 2 *wounds*. If the roll succeeds, then the victim takes a 1 *wound* instead. Another check should be made every minute. Immediate treatment is necessary to avoid death. The antidote works on skin contact, removing one wound level per hour. Cost: 2400 credits, (Antidote: 3200 credits - or more, depending on desperation, and how well the victim gets along with his traveling companions!).

Subdermal Implants

HeadButt Subdermal Plate: The Subdermal HeadButt plate gives a +3 on Fighting strikes when using the head.



Subdermal blocking plates: These are placed on the blocking areas of the arms and legs. They add +2 to *Parry*.

Subdermal Knuckles: These are plasteel implants which cover the knuckles and the back of the hand and add +2 damage to punches.

Subdermal Knuckles: Subdermal implants have been adapted to the feet, providing +2 damage to kicks.

Flex Subdermal: Upon SimNerve command, the plates will harden. Any subdermal implant can be upgraded to Flex. This option reduces noticeability until fighting. Then, once the fight is over, the plates will return to their original flexible state. Very Difficult to detect on active search while flexible.

Armor & Armor Systems

Mini-shields

Recently developed, these hand/body mini-shields are activated by SimNerv command. Upon activation, the shields spring open. In appearance and shielding capability, they are like insect carapaces. In normal use, these appear to be merely skin-grafted decorations. Mini-shields are usually placed on wrists, ankles, and the chest or torso. +2 Impact or physical / +1 energy.

Electro-Magnetic Pulse Shielding

In general, cyberware is installed with a basic level of interference shielding. Still, this shielding level is designed only to handle ambient interference levels. For protection against concentrated electromagnetic fields or pulses, EMP shielding is required. The EMP shielding comes in degrees of effectiveness. All EMP Shielding levels increase the difficulty of attempts to shut down or damage the protected electronics.

Level I System Toughness +3

Level II System Toughness +6

Level III System Toughness +9



Prosthetics & Cyberlimbs

Prosthetics are very big sellers, both through legitimate outlets and street surgeons. These fully functional arms and legs range from the top-of-the-line models - constructed of high quality plasteel and lined with SimNerve to relay sensations - to the cheapest units, made of metal and unable to feel anything. The latter are often constructed haphazardly and are too bulky to cover convincingly with syntheflesh.

Prosthetics are used to replace lost hands, arms or legs. Often, mercenaries, corp marines or adventurers in need of an edge will have a limb cut off and replaced with something cyber. All prosthetics require SimNerve running between limb and brain for purposes of control, as well as Synthemuscle to prevent bones from cracking due to stress.

Note: Strength and Agility bonuses are for actions using the affected limb. For example, a Cyberleg of Strength + 1 doesn't apply if the character is crushing a can with her hand. However, Strength bonuses to the foot being used would be applicable. Gamemaster's discretion as to whether any bonus applies in a given action.

Sheaths

Special features that can be added to cyberlimbs for an additional cost, sheaths are concealed compartments that can be used to hold weapons or other small items. They are normally concealed under syntheflesh and can be opened only through a mental signal from the arm or leg's owner (unless, of course, the cyberlimb is damaged).

Cyberhand

These can be attached to normal arms or fitted on to cyberarms. Base-line models are simply metallic or plasteel hands, while more advanced units can have tools or weapons included in the digits. A basic replacement (no attribute bonus) hand can be purchased for 3000 credits. Cyberhand can provide bonuses to Strength and/ or Dexterity as listed in the charts. The basic replacement Cyberhand is necessary before adding options. The cost for a base cyberhand with is 3000 credits. Its Cyber Strain rating is 1.



Cyberhand Chart

Strength	CR	Cost
+2	+1 per bonus	+2500
+ 1 die type	+1 per die	+3000
Agility	CR	Cost
+2	+1 per bonus	+3000
+ 1 die type	+1 per die	+4500

Cyberhands Modules

Options can be added to the standard cyberhand.

Tool Hand

Personal interchangeable digits for a basic cyberhand mount. Favored by techies for delicate work. Adds +3 on all Repair skills. Hand can include Cutters, ratchet attachment (self-sizing), micro-torch, probe electronics.

Magic/Illusion

Magic options adds +3 to *Thievery* when attempting sleight-of-hand. Compartments and such allow sleight of hand and less legal pursuits.

Artist Kit

These spray or liquid painting digits used by artists are comprised of small cylindrical canisters of paint mounted with mini-sprayer or pressure brush. Available for most species with identifiable digits.

Medic Hand

Adds +3 on Science (Medicine) and/or First Aid skills, which include pulse rate, injection system, and a cleansing system for wounds, burns, etc.



Cyberarms

Cyberarms, always include the cyberhand of the same cyber rating. The basic cyberarm (+0 Strength/+0 Agility) costs 4000 credits and has a 1 cyber rating. In order to use a cyberarm rated at +2 to Strength/Agility or above, synthemuscle is required. This reflects the extra body strength required to compensate for motions of the arm. Beyond one die type increase, one Must have cyberskeleton to be able to support modifications of this level without taking damage.

Strength	Cyber Rating	Cost
+2	+1 per bonus	+4000
+1 die type	+1 per die	+6000
Agility	Cyber Rating	Cost
+2	+1 per bonus	+4800
+1 die type	+1 per die	+6000

Cyberarm Modules

Brodie, McGinley and Furtherman are fully committed (or at least should be committed) to the belief that the handshake is not dead. Every deal should be closed with one. Why? Well, how else are you going to get up close and personal to use these wonders of hand destruction?

Cutting Edge

Many manufacturers have developed cyber-hands that opens up to reveal a miniature buzzsaw. This saw can be used to cut through wood, plasteel locks, and even flesh, the latter being its most helpless victim. Because they are difficult to detect or remove, these are illegal on most Core Worlds. Strength + 2d6+2 Damage

Finger Venom

A small gas nozzle may be placed in a fingertip or on the back of a punk's hand that can be triggered to release a small amount of gas. Gas cartridges can be purchased to cause effects anywhere from sleep to acidic burn to nausea (to simple blinding, small paint spray or fog cloud).

- Sleep gas: Vigor check or unconsciousness for five minutes.



- Acid: damage value 3d6.
- Nausea: Vigor check or vomiting for three rounds (Stunned).
- Blinding: Vigor check or Distracted for five minutes.

Shockfist

Part of the hand's power cell energy is diverted into an electrical attack. Targets must roll Vigor - 2 vs. electrical attack or be Stunned.

RamFist

A high-compression gas cartridge can be loaded into the base of the RamFist hand replacement. When the gas is released (when you hit somebody), the hand extends at high velocity. Up to ten punches may be made from a single gas cartridge. This adds 2d6 to any unarmed Fighting attack.

Cyberlegs

Cyberleg installation includes one foot of the same cyber rating and adds level. The basic cyberleg (+0 to Strength/+0 to Agility) costs 6000 credits, and has a cyber rating of 1. In order to use a cyberleg rated at +2 or above, synthemuscle is required. This reflects the extra body strength required to compensate for motions of the leg. Cyberlegs can increase one's running speed and jumping ability. Beyond one die type increase, one Must have cyberskeleton to be able to support modifications of this level without taking damage.

Cyberleg Chart

Strength	Cyber Rating	Cost
+2	+1 per bonus	+2000
+1D	+1 per die	+6000
Agility	Cyber Rating	Cost
+2	+1 per bonus	+4800
+1D	+1 per die	+6000



Cyber Foot/Leg Modules

These are produced by independent corporations that have been specializing in footwear since the early days.

Rollerboys

Extendable wheels can be dropped down from the base of these foot replacements that increase a user's speed. Adds +2 to Pace when running or walking while on flat surfaces, increase by 1 while downhill, and reduce by 1 while going uphill. Not useful in difficult terrain. Requires use of *Athletics*.

Rocketeers

A series of gas nozzles placed along the bottom and back can be used to give limited flight capabilities. One gas cartridge will last one hour. Accelerations of 5, Top Speed of 20. Jumping increases 50 feet vertical limit, 120 feet horizontally. They are usable only by people with the Piloting skill and, even then, at -2 to the roll.

Clampons

These are extendable spike footwear. The foot replacements will help mountain climbers, runners, and cat burglars hold on even the slickest surfaces. It adds +3 to *Athletics* skill checks on nonstandard surfaces.

Magnetics

Primarily for marines and mercs that spend a lot of time in low to zero G environments, these foot replacements generate a low-grade magnetic field which secures a person to magnetic surfaces such as ship hulls. However, they have become popular within the thieves and heist underground. While secured, the character can not fall prone and a person's resistant Strength for pushing or pulling is increased by +3. Note: Plasteel is considered magnetic. Add +3 to *Athletics* skill checks on nonstandard surfaces.

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