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Written for the CORPS games system by BTRC

CORPS Cybernetic Rules

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CORPS Cybernetic Rules Introduction

This file provides some examples of the types of cybernetic systems and Biotechnology implants that you can design using the excellent **CORPS** games system by BTRC. They are additional to and replace some of those given on pages 112-113 of the CORPS 2nd edition rulebook.

Please note that the inclusion of the BTRC logo on this document, and any mention of the author Greg Porter is not meant to be taken in any way as a token of this file's authenticity. It is not an authorised document for this game, simply a completely unofficial supplement developed by me for the above mentioned games system.

What are they?

Cybernetics are systems implanted in the body to augment the user. Usually bought with money rather than AP or SP, they can be a valuable addition to any character of late TL12+. Some such systems, using magical energy could be available at lower Tech Levels, depending upon the campaign style.

How do you get them?

They are implanted into the body using (typically) surgical means, which of course means you have to heal up from the surgery afterward. Typical impairment to the location the system is implanted in is shown on the table opposite, based on the AP and SP value used in the system's design. These impairments have all the usual effects and always count as 'broken bones' for healing purposes. In all cases, remember the rules on page 52 of the CORPS 2nd Edition rulebook for 'permanent injuries'. Massive invasive surgery can and often does result in some kind of permanent disability (especially with neurological or brain injuries/implants). If you get multiple systems implanted in the same location and at the same time, simply add the AP and SP in order to calculate impairment.

In addition, any system that improves Health does not do so until the surgery impairment has healed.

Example: Steel-Jack wants a Cyberarm2 fitted so the 'doc does so. It will be the equivalent of 36AP + 7SP=43 looked up on the table is a lethal Impairment of +5 to the arm (which has secondary effects on the chest as well, per the normal rules).

Nanotech Surgery

Most systems can be implanted using nano-surgeons at a cost of +5 SP/+5 Kcr Special Effect (heals as Non lethal damage). The listed 'healing time' represents the build time of the system. The nano-surgeons can only build a system at the rate your body heals because they are powered by your bioelectricity. You also don't need to worry about surgery failure etc, as it is only a Difficulty 3 task to give an injection, and since they are self motivated, if they are placed in the wrong part of the body they will move to the correct place themselves and start work.

How long does it take?

The operation will take a number of hours to complete equal to the Impairment which that operation causes.

The difficulty for the operation is equal to the Impairment value halved (with a minimum of Difficulty 1).

Should your 'doc fail his skill roll to implant the cybernetics you could be in BIG trouble!

Total AP+SP of systems implanted	Lethal Impairment To that location
1-4	0
5-9	1
10-16	2
17-25	3
26-36	4
37-49	5
50-64	6
65-81	7
82-100	8
101-121	9
122-144	10
145-169	11
170-196	12
197-225	13
226-256	14
257-289	15
290-324	16
325-361	17
362-400	18
401-441	19
442-484	20

The impairments from invasive surgery and nanotech implants is a departure from the normal CORPS rules, in that there is no maximum impairment that can be inflicted to any hit location. This is done for two reasons:

1. Massive surgery can cause much more damage to the body than a simple weapon wound. There are operations done on people today that can take *months* to recover from.
2. It is more likely for surgery to produce Physical Lim side effects than injuries do, due to the scale of disruption to the patients body. It is unfortunate but true.

For totals higher than those listed, use the following formulae:

Impairment= ((total AP+SP) ^2) -2(d)

Roll 1d10 On the table overleaf and subtract the number of points the doc failed his skill roll by to see what happens to you.

Example: Six gun Sally's doc fails the surgery roll (it was Difficulty 5) by 3. On the d10 roll she rolled 7. 7-3=4 which means her Artificial muscle implant causes permanent and unnecessary scarring.

"I'm sorry madam, but the contract clearly states that the clinic is not liable for malpractice"

What about Cyber-psychosis?

Ah yes the great myth of cyber-psychosis peddled by other cybernetics-orientated games for years.

Basically, if cybernetics sent you insane, they would be banned all over the world by the various medical councils, as no government wants "psycho's 'r' us" running around molesting the good citizens do they?

Fairs fair though— in those games they count as a limiter on the amount of ridiculously cheap cyber-ware a character can pack into his or her body. CORPS does not have this problem, as the implants are rare to get, and rather expensive when they are available. They count as the equivalent of 'magical items' in future CORPS games— which in essence they are. In a fantasy game, a glove that let you pick up 945kg would be, so why shouldn't a Cyber-arm that lets you do the same thing?

However, some Games-masters may want to have Cyber-implants cause psychological problems to their wearers. No problem simply count it as "Causes Psych Lim of same level as POW battery" which reduces the SP cost of the implant by -3SP/-3Kcr. And is only a slight adaptation of the existing power modifier.

What about 'Designer' Cyberware?

Some cybernetic systems are designed to look good, due to chromed covers, orbital crystal exteriors, fibre optic light emitters etc and some just look bad. You may modify the cost of your implant according to the table below:

Type of Implant Levels of Fame Cost

Russian implants	Infamy Level 2	-4AP/-8kcr
Middle Eastern Implants	Infamy Level 1	-2AP/-4kcr
Typical American Implants	No Levels of Fame	+0
European Implants	Fame Level 1	+2AP/+4kcr
Japanese Implants	Fame Level 2	+4AP/+8kcr
Orbital Implants	Fame Level 3	+6AP/+12kcr

1d10 roll - Effect on the patient failure margin

- 1- **Death:** You must roll less than your HLT on a single roll or die.
- 2 **Cyber-rejection:** The character's body refuses to accept the implant.
This gives the character a *Lethal Vulnerability to implants: Level 1* until the implant is removed. Any previous implants will not be affected, nor will any subsequent, just this particular one.
- 3 **Major Infection:** This reduces the character's effective HLT for healing by 4 (see page 52 of the CORPS rulebook if your effective HLT becomes negative).
- 4 **Permanent and unnecessary scarring:** This gives the character a *Level 1 Physical Lim* which modifies other people's AWR rolls when trying to remember you.
- 5 **Permanent neural or biochemical side-effects:** This is the equivalent of a *1 point Permanent Injury* (see page 52 of the CORPS rulebook).
- 6 **Chronic Pain:** This gives you the equivalent of 1 permanent 1 point non-lethal impairment to the whole body until the implant is removed.
- 7 **Operation failure:** For some reason, the implant just won't take. You are back where you started, with half the possible impairment you would have had, the implant and possibly some important piece of your anatomy missing (depending on the implant's nature).
- 8 **Minor Infection:** This reduces the character's effective HLT for healing by 2 (see page 52 of the CORPS rulebook if your effective HLT becomes negative).
- 9 **Temporary but debilitating bruising and swelling:** This is a separate non-lethal impairment equal to half the lethal impairment of the operation.

The levels of Fame are used to indicate a bonus (or penalty to a character's Looks (CORPS page 24 under Physical Ads), following the idea that the 'cooler' a person is by what they can apparently afford so some really good Orbital Cyber-ware shows sophistication over Russian clunk tech. Of course such a Fame bonus also produces infamy with others (see page 21 of the CORPS rulebook). Each category also assume some typical styles associated with them:

Russian Implants: Commonly clunky, ugly looking but efficient (take the Lada motor car, ugly as sin— but it'll start up on a -70°F Russian winter morning).

Middle Eastern Implants: Not so clunky but or ugly but lacking a certain something for sophistication.

Average American Implants: Typical for your average campaign. Many styles available, chromed, dull steel etc.

European Implants: Cooler than the states, these designers have a rep for fine precise work (especially the Swiss).

Japanese Implants: The best you can get on the planet without leaving the surface. These are light emitting, designer and so forth.

Orbital Implants: The best of the best, using technology and materials not even available yet groundside. This is where you find Orbital Crystal covers (in diamond, ruby etc) along with other fantastic looking gear.

Cyber-ware versus the Environment

Most cyberware have a few problems with the typical environment: They are susceptible by damage from water immersion, particulate matter, extreme cold and Electromagnetic pulse weapons. This is best represented in CORPS by a combination of “weaknesses that negate it” and some additional rules.

So Cyberware implanted that have access to the environment (this usually means cyber-limbs, cyber-eyes, cyber-ears etc) should realistically have the following “**Uncommon Weakness that negates it**” for Water Immersion, Particulate Matter, Extreme Cold and EM Pulse weapons, saving a total of 12SP/12kcr off the cost of the systems. And it means that the systems will only work on a 5-.The roll is made in regular intervals depending on the environment.

Effects of Water Immersion

The roll to determine if the system works or not is made every 10 minutes of exposure, even if it has previously failed a roll (this represents how the water insinuates itself into items over a period of time). A system which stops working underwater must roll 1D10 on the table opposite to see what has happened to it.

Add +1 to the die roll for each 10 minutes exposed

Add +1 to the die roll for each 15 meters of depth below the surface.

Effects of Particulate Matter

The roll to determine if the system works or not is made every hour of exposure, even if it has previously failed a roll (this represents how the dust/sand etc insinuates itself into items over a period of time). A system which stops working in dusty conditions must roll 1D10 on the table below to see what has happened to it.

Add +1 to the die roll for each hour exposed

Effects of Extreme Cold

Some cyber systems can be affected by the cold unless precautions are taken to protect the system from the freezing cold weather. Affected systems will gradually freeze up and be able to function so the roll for malfunction is made once per hour exposed, but once it fails it will not work again until

Die roll Effect of Water Immersion

1-2	You are safe for know, the implant just doesn't work
3-4	System hangs: Will not work even when no longer exposed until completely dry.
5-6	Corrupted circuitry: Will not work at all until fixed. Difficulty 7 skill roll
7-8	Severe Corrosion: Will not work until fixed. Difficulty 10 skill roll
9	Biofeedback: Causes a permanent +2 Non-lethal impairment until turned off and fixed. Difficulty 12 skill roll.
10+	Catastrophic short circuit: There are sparks everywhere and the system gives you a +4 lethal impairment then it breaks down permanently.

thawed out. In addition exposed systems get awful cold, which affects the users body around the implants, the game effect of this is each exposed system adds 1 to the exertion loss in cold environments as they gradually chill the surrounding tissue.

Effects of Electromagnetic Pulse Weapons

When affected by EM activity you must roll the ‘only works on a’ chance every *second* of exposure. Failure means you must roll on the chart opposite to see what has happened to your implant. Bear in mind **every** implant you have should be susceptible to EMP by virtue of them being electronic devices.

Shielded Systems

Since the sample cyberware does not include these weaknesses it is assumed to be shielded from them. However you can weaken your systems to these environmental effects by simply taking the Weaknesses. As with everything else in the CORPS game the choice is yours.

General Notes

As you know from the CORPS rulebook page 112, there are

Die roll Effect of Particulate Matter

1-2	You are safe for know, the implant just doesn't work
3-4	System hangs: Will not work even when no longer exposed until completely cleaned
5-6	Corrupted mechanics: Will not work at all until fixed. Difficulty 7 skill roll
7-8	Severe Corrosion: Will not work until fixed. Difficulty 10 skill roll
9+	Catastrophic short circuit: There are sparks everywhere and the system gives you a +4 lethal impairment then it breaks down permanently.

some notes regarding standard savings for SP and money based on how much of the body the system affects. This method of designing cyber-ware uses those notes. The only real changes I have made to the existing system is allowing more powers to be available as Cybertech, based on how the player can rationalise those powers into a possible system. Remember that here is a good place for 'techno-babble' in order to justify certain powers. But then whatever works.

Implant Lists

Are organised in the same manner as the CORPS rulebook, some systems (like Cyber-arms) will have several subsystems like upper arm, elbow, shoulder, hand etc which make breaking them harder, and all cyber-ware counts as a 'tough' item.

The actual systems available begin on page 6. Have fun!.

Die Roll	Effect on the implant from EM Pulses
1-2	Implant stops working for 1d10x10 sec
3-4	Implant breaks down for 2d10 minutes
5-6	Implant breaks down for 1d10/2 hours
7-8	Implant breaks down until repaired. Difficulty 7 skill roll
9-0	Implant breaks down permanently. Your best bet here is to have it replaced as all of the electronics have been burned out. This causes you a +2 Lethal Impairment for each system affected as you get burned from the inside.

Cyber-systems Available

The following pages contain the systems commonly available in your typical late TL12 'cyberpunk' era campaigns.

Image Enhancement

This is an image enhancement system built into the eye which improves the users AWR up to a maximum POW equal to the users AWR Aptitude. *So a person with AWR 2-5 could only use a POW 1 Image Enhancement system.* ADD (AWR). Non-ranged, Self, Invisible, Constant, Conscious, Focused (Implant), Single Effect (one sense).

ITEM	AP	SP	COST	EFFECT	AV
Image Enhance 1	1	16	2kcr/16kcr	+1 AWR	4
Image Enhance 2	4	16	8kcr/16kcr	+2AWR	4
Image Enhance 3	9	16	18kcr/16kcr	+3AWR	5

Optical Readout

This displays cybernetics, weapon links, bio-monitor data etc from anywhere in the body in a display window that appears to the right of the user's vision. One system per point of POW can be displayed up to a maximum of the user's AWR aptitude at any one time.

CLAIRSENTIENCE. Non-ranged, Self, Invisible, Constant, Conscious, Focused (Implant).

ITEM	AP	SP	COST	EFFECT	AV
Optical Readout 1	1	21	2kcr/21kcr	1 system	4
Optical Readout 2	4	21	8kcr/21kcr	2 systems	4
Optical Readout 3	9	21	18kcr/21kcr	3 systems	5

Auto-chrome

This system blanks out the eyes to prevent blindness due to sudden bright flashes of light. 'skill' is equal to POW used. PROTECT. Non-ranged, Self, Visible (eye's 'chrome' out), Constant, Automatic (sudden flashes of light), Focused (Implant), Single Effect (single sense).

ITEM	AP	SP	COST	EFFECT	AV
Auto-chrome 2	4	10	8kcr/10kcr	Skill 2	3
Auto-chrome 4	16	10	32kcr/10kcr	Skill 4	5
Auto-chrome 6	36	10	72kcr/10kcr	Skill 6	7
Auto-chrome 8	64	10	128kcr/10kcr	Skill 8	8
Auto-chrome 10	100	10	200kcr/10kcr	Skill 10	10

Light Amplification

This amplifies all available light when in 'starlight' darkness, giving a bonus to AWR equal to the POW used, up to a maximum of AWR Aptitude.

ADD (AWR). Non-ranged, Self, Visible (eyes glow like a cat's), Constant, Conscious, Focused (Implant), Single Effect (on sense).

ITEM	AP	SP	COST	EFFECT	AV
Light Amp 1	1	13	2kcr/13kcr	+1 AWR	3
Light Amp 2	4	13	8kcr/13kcr	+2 AWR	4
Light Amp 3	9	13	18kcr/13kcr	+3 AWR	4

Retinal Projector

A tiny device in the eye projects subliminal patterns onto another's retina, making them susceptible to suggestion by the user's voice.

DOMINATE. Non-ranged, Self, Visible (Eyes flicker like a strobe light), Constant, Conscious, Focused (Implant), Time Multiple #1 (Continuous)

ITEM	AP	SP	COST	EFFECT	AV
Retinal Projector 2	4	36	8kcr/36kcr	POW 2	5
Retinal Projector 4	16	36	32kcr/36kcr	POW 4	6
Retinal Projector 6	36	36	72kcr/36kcr	POW 6	8
Retinal Projector 8	64	36	128kcr/36kcr	POW 8	9
Retinal Projector 10	100	36	200kcr/36kcr	POW 10	11

Thermograph/UV vision

Allows you to detect IR light and varying degrees of heat, giving you POW in AWR to 'see it'. The UV version works in the same way but applies to Ultraviolet light.

DETECT (Heat/IR or UV), Non-ranged, Self, Invisible, Constant, Conscious, Focused (Implant)

ITEM	AP	SP	COST	EFFECT	AV
Thermograph 2	4	21	8kcr/21kcr	AWR 2	4
Thermograph 4	16	21	32kcr/21kcr	AWR 4	5
Thermograph 6	36	21	72kcr/21kcr	AWR 6	7
Thermograph 8	64	21	128kcr/21kcr	AWR 8	9
Thermograph 10	100	21	200kcr/21kcr	AWR 10	11

Acoustic Enhancer

This is a hearing booster which improves the users hearing AWR by the POW used, up to a maximum of the user's AWR Aptitude.

ADD (AWR). Non-ranged, Self, Invisible, Constant, Conscious, Focused (Implant), Single Effect (one sense).

ITEM	AP	SP	COST	EFFECT	AV
Acoustic Enhance 1	1	16	2kcr/16kcr	+1 AWR	4
Acoustic Enhance 2	4	16	8kcr/16kcr	+2AWR	4
Acoustic Enhance 3	9	16	18kcr/16kcr	+3AWR	5

Level Damper

Compensates for deafeningly loud noises and sudden loud sounds. 'skill' is the POW used to defeat difficulty based on sound intensity.

PROTECT. Non-ranged, Self, Invisible, Constant, Automatic (sudden loud sounds), Focused (Implant), Single Effect (single sense).

ITEM	AP	SP	COST	EFFECT	AV
Level Damper 2	4	13	8kcr/13kcr	Skill 2	3
Level Damper 4	16	13	32kcr/13kcr	Skill 4	5
Level Damper 6	36	13	72kcr/13kcr	Skill 6	7
Level Damper 8	64	13	128kcr/13kcr	Skill 8	8
Level Damper 10	100	13	200kcr/13kcr	Skill 10	10

Stress Analyzer/Lie Detector

Detects minute changes in the vocal pitch and tone of others. It compares changes to pre-recorded parameters and tells you if the subject is lying. Must be used on a subject who is telling the truth first. POW used is the AWR for detecting lies.

DETECT. Non-ranged, Self, Invisible, Constant, Conscious, Focused (Implant)

ITEM	AP	SP	COST	EFFECT	AV
Lie Detector 2	4	21	8kcr/21kcr	AWR 2	4
Lie Detector 4	16	21	32kcr/21kcr	AWR 4	5
Lie Detector 6	36	21	72kcr/21kcr	AWR 6	7
Lie Detector 8	64	21	128kcr/21kcr	AWR 8	9
Lie Detector 10	100	21	200kcr/21kcr	AWR 10	11

Silver Tongue

This adds a harmonious subsonic tone to your voice that induces target into an almost trance-like state making them susceptible to suggestion by the user's voice.

DOMINATE. Ranged, Self, Invisible, Constant, Conscious,

Focused (Implant), Area Multiple#1 (fills hex), Area Multiple#2 (covers 2 hex radius), Area Multiple#3 (covers 4m radius), Time Multiple#1 (continuous).

ITEM	AP	SP	COST	EFFECT	AV
Silver Tongue 2	4	120	8kcr/120kcr	POW 2	10
Silver Tongue 4	16	120	32kcr/120kcr	POW 4	10
Silver Tongue 6	36	120	72kcr/120kcr	POW 6	11
Silver Tongue 8	64	120	128kcr/120kcr	POW 8	13
Silver Tongue 10	100	120	200kcr/120kcr	POW 10	14

Howling Banshee

Sonic Projector built into vocal chords and throat. Allows you to shatter glass brick, someone's face etc. POW used is lethal damage.

BLAST. Ranged, Self, Visible (Weird scream), Drain (when used above POW Aptitude), Conscious, Focused (Implant), Requires Combat skill roll (Projectile Weapons—Cybernetic weapons), Range Mod 1.

ITEM	AP	SP	COST	EFFECT	AV
Howling Banshee 1	25	17	50kcr/17kcr	DV 1/5 Max. POW 5	6
Howling Banshee 2	81	17	162kcr/17kcr	DV 2/9 Max. POW 9	10
Howling Banshee 3	169	17	338kcr/17kcr	DV 3/13 Max. POW 13	14

Boosted reflexes

Allows you to fully co-ordinate your body and balance.

Adds to AGL Attribute.

ADD(AGL). Non-ranged, Self, Invisible, Conscious, Drain (when used above POW Aptitude), Focused (Implant),.

ITEM	AP	SP	COST	EFFECT	AV
Boosted Reflexes 1	4	18	8kcr/18kcr	AGL+1/+2 Max. POW 2	4
Boosted Reflexes 2	36	18	72kcr/18kcr	AGL +2/+6 Max. POW 6	7
Boosted Reflexes 3	100	18	200kcr/18kcr	AGL+3/+10 Max. POW 10	11

Cortex Bomb

You have explosives packed around your cerebellum which are triggered when you die so you 'go out with a bang'. Being an Explosive the DV listed is *Both* Lethal and Non-lethal.

BLAST. Non-ranged, Self, Visible (explosion), Constant, Automatic (upon death), Focused (Implant), Special Effect (DV is Non-lethal as well), Special Effect (Bomb Area effect, see CORPS page 70). Power Multiple#1-#3.

ITEM	AP	SP	COST	EFFECT	AV
Cortex Bomb 1	1	100	2kcr/100kcr	POW 1, DV 8	10
Cortex Bomb 2	4	100	8kcr/100kcr	POW 2, DV 16	10
Cortex Bomb 3	9	100	18kcr/100kcr	POW 3, DV 24	10
Cortex Bomb 4	16	100	32kcr/100kcr	POW 4, DV 32	11
Cortex Bomb 5	25	100	50kcr/100kcr	POW 5, DV 40	11

Programmed Responses

This initiates a set action or series of actions automatically upon a preset condition being met. *E.g. someone pulls a gun—you draw and fire at them, you're out past your bedtime—you return home.* Once active, you have no control until the actions are completed. POW denotes systems effect so it's best to buy it at a level equal to your WIL so it is an automatic success.

One set of actions and condition can be implanted for each point of POW Aptitude doubled.

DOMINATE. Non-ranged, Self, Visible (actions initiated), Constant, Automatic (when preset condition is met), Focused (Implant).

ITEM	AP	SP	COST	EFFECT	AV
Programmed Responses 2	4	15	8kcr/15kcr	POW 2	4
Programmed Responses 4	16	15	32kcr/15kcr	POW 4	5
Programmed Responses 6	36	15	72kcr/15kcr	POW 6	7
Programmed Responses 8	64	15	128kcr/15kcr	POW 8	9
Programmed Responses 10	100	15	200kcr/15kcr	POW 10	10

Laser Finger

A cybernetic finger replacement which houses a tiny laser. BLAST. Ranged, Self, Visible (light beam), Drain (when used above POW Aptitude), Conscious, Focused (Implant), Requires a Combat Skill (Projectile Weapons—Cybernetic Weapons), Range Modifier 2.

ITEM	AP	SP	COST	EFFECT	AV
Laser Finger	9	17	18kcr/17kcr	DV1/3 Max. POW 3	5

Cybernetic Hand Weapons

These are edged weapons housed in the arm, hand or fingers. Normally retracted, they extend for use in combat. Data is for one implant (one hand, one arm etc).

Knuckle Blades are 2cm blades

Scratcher Nails are 4cm finger blades

Wolvers are 50cm blades housed in the forearm

Rippers are 7cm finger blades

Elbow Spurs are 50 cm blades housed in the elbow

Arm Barbs are installed on the outer edge of the forearm and consist of 1x20cm blade, 1x15cm blade and 1x10cm blade giving it a look similar to Batman's gauntlets.

BLAST. Non-ranged, Self, Visible (blades), Constant, Conscious, Focused (Implant), Special Effect (retractable), Requires a combat skill (Melee Weapons—Cybernetic Weapons)

Mono edged versions are available (special effect—Armor Piercing) for +5 SP/+5kcr.

ITEM	AP	SP	COST	EFFECT	AV
Knuckle Blades	1	20	2kcr/20kcr	STR +1 Lethal	4
Scratcher Nails	1	20	2kcr/20kcr	STR +1 Lethal	4
Wolvers	9	20	18kcr/20kcr	STR +3 Lethal	5
Rippers	4	20	8kcr/20kcr	STR +2 Lethal	4
Elbow Spur	9	20	18kcr/20kcr	STR +3 Lethal	5
Arm Barbs	9	20	18kcr/20kcr	STR +3 Lethal	5

Cyber-Whip

A 4m long alloy whip housed in the forearm with a barbed tip to rip into opponents.

BLAST. Non-ranged, Self, Visible (whip), Constant, Conscious, Focused (Implant), requires a Combat Skill (Melee Weapons—Cybernetic Weapons), Backfires (if fails to hit). Area Multiple#1 (2m range), Area Multiple#2 (4m range).

ITEM	AP	SP	COST	EFFECT	AV
Cyber-whip	1	45	2kcr/45kcr	STR+1 Lethal	7

Cyber-snake

AI computer assisted weapon, comprising of little more than a flexible drill that shoots forth from the users body (usually housed in the mouth, palm, navel, anus or sexual organs). It makes it's own separate attacks once activated.

BLAST. Non-ranged, Self, Visible (slimy snake thing), Constant, Conscious, Focused (implant), Requires a Combat Skill (Melee Weapons—Cybernetic Weapons), Foci (AWR 4, AGL 6, Melee weapons 4, *Cybernetic Weapons* +2, *Cyber-snake* +1. 52AP, 17SP)

Cyber-conda's use above data but add Area Multiple#1 (2m range). +32 SP/+32kcr

Cyber-serpent uses above data but add Area Multiple#1-#2 (range of 4m). +64SP/+64kcr

Cyber-dragon uses above data but add Area Multiple#1-#3 (range of 8m). +96SP/+96kcr

Mono-edged versions are available for all of the above variants Special Effect (Armor Piercing) for +5SP/+5kcr for the cyber-snake. Cyber-conda version is +10SP/+10kcr.

Cyber-serpent version is +15SP/+15kcr. Cyber-dragon version is +20SP/+20kcr. This takes into account the base cost and Area Multiples Cost Modifiers.

ITEM	AP	SP	COST	EFFECT	AV
Cyber-snake 2	56	32	112kcr/32kcr	Lethal DV 2. POW 2	9
Cyber-snake 4	68	32	136kcr/32kcr	Lethal DV 4. POW 4	10
Cyber-snake 6	88	32	176kcr/32kcr	Lethal DV 6. POW 6	11
Cyber-snake 8	116	32	232kcr/32kcr	Lethal DV 8. POW 8	12
Cyber-snake 10	152	32	304kcr/32kcr	Lethal DV 10. POW 10	13

Cyber-limbs

An electromechanical replacement for the whole arm or leg. They are bought to add to the user's STR. ADD(STR). Non-ranged, Self, Visible (mechanical arm or leg), Drain (POW), Conscious, Focused (Implant), Single Effect (One arm).

ITEM	AP	SP	COST	EFFECT	AV
Cyber-limb 1	4	10	8kcr/10kcr	STR+1/+2 Max. POW 2	3
Cyber-limb 2	36	10	72kcr/10kcr	STR +2/+6 Max. POW 6	6
Cyber-limb 3	100	10	200kcr/10kcr	STR +3/+10 Max. POW 10	10

Note that, by adding a Special Effect (+5SP/+5kcr), the limb can be made to inflict *Lethal* damage based on the modified STR.

Body Plating

Armoured plates grafted to the body. While technically not cybernetics it is included in such lists for most games, so it will be here as well.

By default this assumes, full body coverage. If you want decreased coverage reduce the SP and cost by the area covered (See overall note 3, page 112 of the CORPS rulebook)

ARMOR. Non-ranged, Self, Visible, Constant, Automatic, Focus (Implant)

See opposite for the chart for this item.

Implanted Armor

This is armor placed under the skin to protect the body. Due to the fact it is placed under the skin the armor is all applied as blunt trauma.

The AV is equal to the POW Aptitude since it is invisible. By default this assumes, full body coverage. If you want decreased coverage reduce the SP and cost by the area covered (See overall note 3, page 112 of the CORPS rulebook)

ARMOR. Non-ranged, Self, Invisible, Constant, Automatic,

Focus (Implant).

ITEM	AP	SP	COST	EFFECT
Body-plating 1	1	15	2kcr/15kcr	AV 1/0
Body-plating 2	4	15	8kcr/15kcr	AV 1/1
Body-plating 3	9	15	18kcr/15kcr	AV 2/1
Body-plating 4	16	15	32kcr/15kcr	AV 2/2
Body-plating 5	25	15	50kcr/15kcr	AV 3/2
Body-plating 6	36	15	72kcr/15kcr	AV 3/3
Body-plating 7	49	15	98kcr/15kcr	AV 4/3
Body-plating 8	64	15	128kcr/15kcr	AV 4/4
Body-plating 9	81	15	162kcr/15kcr	AV 5/4
Body-plating 10	100	15	200kcr/15kcr	AV 5/5

ITEM	AP	SP	COST	EFFECT
Implant Armor 1	4	18	8kcr/18kcr	AV 0/1. POW 2
Implant Armor 2	36	18	72kcr/18kcr	AV 0/2. POW 6
Implant Armor 3	100	18	200kcr/18kcr	AV 0/3. POW 10
Implant Armor 4	196	18	392kcr/18kcr	AV 0/4. POW 14
Implant Armor 5	324	18	648kcr/18kcr	AV 0/5. POW 18

VR Jack

This lets the user see, hear and feel electronic communications within a computer system. Has an effective AWR equal to the POW used.

Typically has a 1m cable to plug into the computer system. CLAIRENTIENCE. Non-ranged, Self, Visible (Interface cable), Constant, Conscious, Focus (Implant), Limited Effect (Computer Systems only).

ITEM	AP	SP	COST	EFFECT	AV
VR Jack 2	4	13	8kcr/13kcr	AWR 2	4
VR Jack 4	16	13	32kcr/13kcr	AWR 4	5
VR Jack 6	36	13	72kcr/13kcr	AWR 6	7
VR Jack 8	64	13	128kcr/13kcr	AWR 8	9
VR Jack 10	100	13	200kcr/13kcr	AWR 10	10

Flash Pak

This cyber-optic system creates a nasty high-intensity flash bright enough to overload other people's optic nerves. SUBTRACT(AWR). Ranged, Self, Visible (flash), Drain (POW), Conscious, Focus (Implant), Limited Effect (Blind). Time Multiple#1-#3 (Affected target will be blind for 15 seconds)

Auto-chrome is a good defence, using it's skill with the

AWR reduction as Difficulty. Sunglasses have 'skill' 1 for normal, 3 for dark shades, 5 for mirror-shades and 7 for Polychromatic shades.

ITEM	AP	SP	COST	EFFECT	AV
Flash Pak 1	4	52	8kcr/52kcr	-1/-2 Max AWR	4
Flash Pak 2	36	52	72kcr/52kcr	-2/-6 Max AWR	7
Flash Pak 3	100	52	200kcr/52kcr	-3/-10 Max AWR	11

Micro-vision

This cyber-optic improves your AWR when looking at things close up.

ADD(AWR). Non-ranged, Self, Invisible, Constant, Focus (implant), Single Effect (one sense).

ITEM	AP	SP	COST	EFFECT	AV
Micro-vision 1	1	16	2kcr/16kcr	+1 AWR (x10mag)	4
Micro-vision 2	4	16	8kcr/16kcr	+2 AWR (x100mag)	4
Micro-vision 3	9	16	18kcr/16kcr	+3 AWR (x1000mag)	5
Micro-vision 4	16	16	32kcr/16kcr	+4 AWR (x10kmag)	5
Micro-vision 5	25	16	50kcr/16kcr	+5 AWR (x100kmag)	6

Telescopic Vision

This cyber-optic improves your AWR when looking at objects at a distance.

ADD(AWR). Non-ranged, Self, Invisible, Constant, Focus (implant), Single Effect (one sense).

ITEM	AP	SP	COST	EFFECT	AV
Telescopic vision 1	1	16	2kcr/16kcr	+1 AWR (x5mag)	4
Telescopic vision 2	4	16	8kcr/16kcr	+2 AWR (x7mag)	4
Telescopic vision 3	9	16	18kcr/16kcr	+3 AWR (x10mag)	5
Telescopic vision 4	16	16	32kcr/16kcr	+4 AWR (x15mag)	5
Telescopic vision 5	25	16	50kcr/16kcr	+5 AWR (x20mag)	6

Lockdown

This sensory device and internal computer co-ordinates with hearing and vision to show a graphic picture of a bullets trajectory over the users vision and places a rectangle in the location of the firer. POW is AWR of system.

Use the spotting rules (CORPS page 90) and since you are using *both* vision and hearing you use the *seeing* difficulty which is lower and use modifiers from *both* vision and sound

tables.

DETECT (Gunfire). Non-ranged, Self, Invisible, Constant, Conscious, Focus (Implant), Single Effect (one sense).

ITEM	AP	SP	COST	EFFECT	AV
Lockdown 2	4	16	8kcr/16kcr	AWR 2	4
Lockdown 4	16	16	32kcr/16kcr	AWR 4	5
Lockdown 6	36	16	72kcr/16kcr	AWR 6	7
Lockdown 8	64	16	128kcr/16kcr	AWR 8	9
Lockdown 10	100	16	200kcr/16kcr	AWR 10	11

AI Companion

This is an Artificial Intelligence wired into the user's mind and body. When he or she is rendered unconscious or when desired, this AI takes control. It is designed like an ordinary character, but only requires AWR and WIL Attributes. The user may communicate with the device at will merely by thinking. POW denotes effect so it is best to buy it at *Automatic* success level.

The GM runs the AI like an NPC. It is active all the time but only takes control when needed or when agreed. Suggested Psych Lim for the AI is Loyalty to user at Level 5+. Excess AP and SP modifies the cost of the implant. This implant is also known as 'Friendly Possession'.

DOMINATE. Non-ranged, Self, Visible (skills etc the character shouldn't have), Constant, Conscious, Focus (Implant)

TELEPATHY. Non-ranged, Self, Invisible, Constant, Conscious, Focus (Implant), Single Effect (only with user and implanted AI).

Foci (AP150, SP 100, POW=items, mental stats bought from AP, Skills bought from SP).

ITEM	AP	SP	COST	EFFECT	AV
AI Companion	154	134	308kcr/134kcr	POW 2	17
AI Companion	164	134	328kcr/134kcr	POW 4	17
AI Companion	186	134	372kcr/134kcr	POW 6	18
AI Companion	214	134	428kcr/134kcr	POW 8	18
AI Companion	250	134	500kcr/134kcr	POW 10	19

Artificial Muscle

Implanted to make you stronger. By default this assumes, full body coverage. If you want decreased coverage reduce the SP and cost by the area covered (See overall note 3, page 112 of the CORPS rulebook).

Recalculate body mass based on the Maximum STR bonus halved and added to your normal STR. *E.g. STR 7 with Artificial Muscle 2 would normally weigh 105kg. Adding +3 to 7 gives STR 10 so he or she would weigh a hefty 150kg! And look like a walking tank.*

ADD(STR). Non-ranged, Self, Visible, Conscious, Drain

(when used above POW Aptitude), Focused (Implant).

ITEM	AP	SP	COST	EFFECT	AV
Artificial Muscle 1	4	18	8kcr/18kcr	STR+1/+2 Max. POW 2	4
Artificial Muscle 2	36	18	72kcr/18kcr	STR +2/+6 Max. POW 6	7
Artificial Muscle 3	100	18	200kcr/18kcr	STR+3/+10 Max. POW 10	11

Nano-surgeons

These are tiny little robots that scurry about inside you, helping to heal wounds and so on.

ADD(HLT). Non-ranged, Self, Invisible, Automatic, Constant, Focused (nano-robots)

ITEM	AP	SP	COST	EF-FECT	AV
Nano-surgeons 1	1	18	2kcr/18kcr	+1 HLT	4
Nano-surgeons 2	4	18	8kcr/18kcr	+2 HLT	4
Nano-surgeons 3	9	18	18kcr/18kcr	+3 HLT	5
Nano-surgeons 4	16	18	32kcr/18kcr	+4 HLT	5
Nano-surgeons 5	25	18	50kcr/18kcr	+5 HLT	6

Smart Link

Allows user to plug into 'smart' weapons, vehicles and other devices, controlling and communicating with them.

Wireless Smart Links have no interface cable as data is transferred in some other manner are Invisible (+6SP/+6kcr). DOMINATE. Non-ranged, Self, Visible (interface cable), Constant, Conscious, Focus (implant), Single Effect (compatible devices only).

TELEPATHY. Non-ranged, Self, Visible (interface cable), Constant, Conscious, Focus (implant), Single Effect (compatible devices only).

ITEM	AP	SP	COST	EFFECT	AV
Smart Link 2	4	30	8kcr/30kcr	POW 2	5
Smart Link 4	16	30	32kcr/30kcr	POW 4	6
Smart Link 6	36	30	72kcr/30kcr	POW 6	8
Smart Link 8	64	30	128kcr/30kcr	POW 8	9
Smart Link 10	100	30	200kcr/30kcr	POW 10	11

Cyborg Body/Rebuild

This is where the subjects brain is removed from the body and placed into a life support unit which is then hooked up to run a robot body. This unit contains oxygenated nutrients and offers virtual immortality as long as the nutrient is renewed once per year.

These Cyborg bodies are damaged as items with subsystems. Any Physical Ad, Psych Lim etc can be included, modifying the cost as appropriate and Fame can be included to represent that 'sexy robot styling' i.e. attractiveness. Cyborg bodies do not heal they must be *repaired*, which is

why they have no HLT attribute. The user's brain retains all mental attributes as well as HLT as it is needed for mental exhaustion and sleep calculation.

PROTECT (hostile environments). Non-ranged, Self, Visible, Constant, Automatic, Focused (Cyborg body), Special Effect (does not need to eat, drink or breathe) Foci (The cyborg body has the following abilities: Limited Immortality, Special Effect—Unarmed Combat inflicts *Lethal* damage) The physical stats of the cyborg body are shown on the table below and the POW for Protect is 5.

ITEM	AP	SP	COST	EFFECT	AV
Cyborg Body 1	275	20	550kcr/20kcr	STR/AGL 17 10, POW 5	17
Cyborg Body 3	363	20	726kcr/20kcr	STR/AGL 19 12, POW 5	19
Cyborg Body 5	467	20	934kcr/20kcr	STR/AGL 22 14, POW 5	22
Cyborg Body 7	587	20	1.174mcr/20kcr	STR/AGL 24 16, POW 5	24
Cyborg Body 9	723	20	1.446mcr/20kcr	STR/AGL 27 18, POW 5	27
Cyborg Body 11	875	20	1.75mcr/20kcr	STR/AGL 30 20, POW 5	30
Cyborg Body 13	1043	20	2.09mcr/20kcr	STR/AGL 32 22, POW 5	32
Cyborg Body 15	1227	20	2.454mcr/20kcr	STR/AGL 35 24, POW 5	35
Cyborg Body 17	1427	20	2.854mcr/20kcr	STR/AGL 38 26, POW 5	38
Cyborg Body 19	1643	20	3.286mcr/20kcr	STR/AGL 41 28, POW 5	41
Cyborg Body 21	1875	20	3.75mcr/20kcr	STR/AGL 43 30, POW 5	43

Taste/Smell Enhancer

Improves your sense of taste and smell. Note that this implant affects both of these senses as they are linked together anyway—really it should be called Chemical Sense. ADD (AWR). Non-ranged, Self, Invisible, Constant, Conscious, Focused (Implant), Single Effect (two senses).

ITEM	AP	SP	COST	EFFECT	AV
T/S Enhancer 1	1	18	2kcr/18kcr	+1 AWR	4
T/S Enhancer 2	4	18	8kcr/18kcr	+2 AWR	4
T/S Enhancer 3	9	18	18kcr/18kcr	+3 AWR	5

Oxygen Extractor

Enhances the lung's ability to absorb oxygen from the air. This system activates when your HLT drops to your HLT Aptitude through exertion and adds its bonus to your *current* HLT, effectively removing the previous exertion loss and giving you a bit more to burn.

ADD (HLT). Non-ranged, Self, Invisible, Constant, Automatic, Focused (Implant), Single Effect (boosts HLT for exertion purposes only).

The chart for this item follows overleaf.

ITEM	AP	SP	COST	EFFECT	AV
Oxygen Extractor 1	1	13	2kcr/13kcr	+1 HLT	3
Oxygen Extractor 2	4	13	8kcr/13kcr	+2 HLT	4
Oxygen Extractor 3	9	13	18kcr/13kcr	+3 HLT	4
Oxygen Extractor 4	16	13	32kcr/13kcr	+4 HLT	5
Oxygen Extractor 5	25	13	50kcr/13kcr	+5 HLT	6

Bio-status Monitor

This monitors your bodily functions and vital signs. It has it's own output monitor but may be linked to other implants. This shows pulse, respiration, brainwaves, blood sugar, temperature, cholesterol, calories, menstrual cycle, blood routing, foreign substances, interferon, blood cell count etc, all in a handy output. A medic can add the POW Aptitude of this implant to their skill when treating a character with this implant.

DETECT (Vital signs/bodily functions). Non-ranged, Self, Invisible, Constant, Automatic, Focused (Implant), Single Effect (Life signs), Special Effect (helps medical skills).

ITEM	AP	SP	COST	EFFECT	AV
Bio-monitor 2	4	18	8kcr/18kcr	AWR 2, Skill +1	4
Bio-monitor 4	16	18	32kcr/18kcr	AWR 4, Skill +1	5
Bio-monitor 6	36	18	72kcr/18kcr	AWR 6, Skill +2	7
Bio-monitor 8	64	18	128kcr/18kcr	AWR 8, Skill +2	9
Bio-monitor 10	100	18	200kcr/18kcr	AWR 10, Skill +3	11

Reality Matrix

This system records and transmits all sensory data, brainwaves, thoughts, emotions, sensory impressions, etc to a remote server. This is used often for Special Ops personnel as well as 'reality TV' stars. A viewer will feel exactly like the recorder did provided they have a VR jack plugged into the viewing unit. It can be played back on an ordinary TV but you lose all the feelings and emotional data. The remote servers are always waiting for transmission, so Telepathy is km.

This implant has made mega stars out of so called 'dream-runners' willing to risk their necks to record the latest thrill. Of course snuff, pornographic etc versions are available for those willing to deal with the 'exotic VR shop'.

DETECT (Sensory/brainwaves etc). Non-ranged, Self, Invisible, Constant, Conscious, Focused (Implant), Special Effect (records data).

TELEPATHY. Non-ranged, Self, Invisible, Constant, Conscious, Focused (Implant), Single Effect (Transmission only).

The table for this item is found opposite.

Sub-dermal Timepiece

This is a watch implanted under the surface of the skin on

ITEM	AP	SP	COST	EFFECT	AV
Reality Matrix 2	8	42	16kcr/42kcr	AWR 2, POW 2	6
Reality Matrix 4	32	42	64kcr/42kcr	AWR 4, POW 4	8
Reality Matrix 6	72	42	144kcr/42kcr	AWR 6, POW 6	10
Reality Matrix 8	128	42	256kcr/42kcr	AWR 8, POW 8	12
Reality Matrix 10	200	42	400kcr/42kcr	AWR 10, POW 10	15

the wrist, arm or back of hand. It allows you to detect time, so in some campaigns it may allow you to pick up 'time holes' and other time based phenomena as well as simply telling you what time and day it is.

DETECT (Time). Non-ranged, Self, Visible, Constant, Automatic, Focused (Implant).

ITEM	AP	SP	COST	EFFECT	AV
Sub dermal Time-piece 2	4	15	8kcr/15kcr	AWR 2	3
Sub dermal Time-piece 4	16	15	32kcr/15kcr	AWR 4	5
Sub dermal Time-piece 6	36	15	72kcr/15kcr	AWR 6	6
Sub dermal Time-piece 8	64	15	128kcr/15kcr	AWR 8	8
Sub dermal Time-piece 10	100	15	200kcr/15kcr	AWR 10	10

Reflex Co-ordinator

Fully co-ordinates your body. This is a constant AGL addition.

ADD (AGL). Non-ranged, Self, Visible, Constant, Automatic, Focused (Implant).

ITEM	AP	SP	COST	EFFECT	AV
Reflex Co-ordinator 1	1	15	2kcr/15kcr	+1 AGL	4
Reflex Co-ordinator 2	4	15	8kcr/15kcr	+2 AGL	4
Reflex Co-ordinator 3	9	15	18kcr/15kcr	+3 AGL	5
Reflex Co-ordinator 4	16	15	32kcr/15kcr	+4 AGL	5
Reflex Co-ordinator 5	25	15	50kcr/15kcr	+5 AGL	6

Brain Enhancer/Rewire

Rewires and improves synaptic connections in the brain to improve your intelligence etc.

ADD (AWR). Non-ranged, Self, Invisible, Constant, Automatic, Focused (Implant).

The table for this item is found opposite.

Skill Implant

This implant provides the user with extra skills (SP) and takes over the body to perform the skills subject to the user's

ITEM	AP	SP	COST	EFFECT	AV
Rewire 1	1	18	2kcr/18kcr	+1 AWR	4
Rewire 2	4	18	8kcr/18kcr	+2 AWR	4
Rewire 3	9	18	18kcr/18kcr	+3 AWR	5
Rewire 4	16	18	32kcr/18kcr	+4 AWR	5
Rewire 5	25	18	50kcr/18kcr	+5 AWR	6

commands. The SP provided by this implant may NOT be used to improve skills known by the user, the SP may only be spent to buy skills built into the item, and the default is 10 skills contained within the item.

DOMINATE. Non-ranged, Self, Invisible, Constant, Conscious, Focused (Implant), Single Effect (User only and only for skill use).

Foci (Extra SP for skills programmed into implant).

ITEM	AP	SP	COST	EFFECT	AV
Skill Implant 2	4	56	8kcr/56kcr	POW 2, 40 SP	8
Skill Implant 4	16	176	32kcr/176kcr	POW 4, 160 SP	14
Skill Implant 6	36	376	72kcr/376kcr	POW 6, 360 SP	21
Skill Implant 8	64	656	128kcr/656kcr	POW 8, 640 SP	27
Skill Implant 10	100	1016	200kcr/1.016mcr	POW 10, 1000 SP	33

Wetware

A data storage device with a dedicated data-jack for input/output. This is used by Data Couriers who carry secret or private cargo. For a literary example see *Johnny Mnemonic*. Since this is computer memory you can link a computer to the implant by the data-jack for legitimate download or for hacking attempts.

PROTECT. Non-ranged, Self, Invisible, Constant, Automatic, Focused (Implant), Single Effect (data is shielded from radiation/EMP). Foci (has 'skill' for storage capacity bought using SP. (Skill ^2)x 5 Gigabyte is capacity of system. Difficulty to 'hack' into the implant for illegal download is skill+6.)

The chart for this item is shown opposite.

Chemical Analyzer

This cybernetic implant will identify inhalant, ingested and injected chemical substances when they are sampled into it. DETECT (Chemicals). Non-ranged, Self, Invisible, Constant, Conscious, Focused (Implant).

The chart for this item is shown opposite.

Radar/Sonar Sense

This device allows the user to detect objects. Movement, direction of travel, distance etc. Sonar version can only be used underwater.

DETECT. Ranged, Self, Invisible, Constant, Conscious,

ITEM	AP	SP	COST	EFFECT	AV
Wetware 1	16	19	32kcr/19kcr	POW 4, Skill 1, Capacity 5Gb	6
Wetware 3	16	27	32kcr/27kcr	POW 4, Skill 3, Capacity 45Gb	7
Wetware 5	16	43	32kcr/43kcr	POW 4, Skill 5, Capacity 125Gb	8
Wetware 7	16	67	32kcr/67kcr	POW 4, Skill 7, Capacity 245Gb	9
Wetware 9	16	99	32kcr/99kcr	POW 4, Skill 9, Capacity 405Gb	11
Wetware 11	16	139	32kcr/139kcr	POW 4, Skill 11, Capacity 605Gb	12

ITEM	AP	SP	COST	EFFECT	AV
Chemical Analyzer 2	4	20	8kcr/20kcr	AWR 2	5
Chemical Analyzer 4	16	20	32kcr/20kcr	AWR 4	6
Chemical Analyzer 6	36	20	72kcr/20kcr	AWR 6	7
Chemical Analyzer 8	64	20	128kcr/20kcr	AWR 8	9
Chemical Analyzer 10	100	20	200kcr/20kcr	AWR 10	11

Focused (Implant), Single Effect (Radar/Sonar only).

ITEM	AP	SP	COST	EFFECT	AV
Radar/Sonar 2	4	19	8kcr/19kcr	AWR 2	5
Radar/Sonar 4	16	19	32kcr/19kcr	AWR 4	6
Radar/Sonar 6	36	19	72kcr/19kcr	AWR 6	7
Radar/Sonar 8	64	19	128kcr/19kcr	AWR 8	9
Radar/Sonar 10	100	19	200kcr/19kcr	AWR 10	11

Sexual Filter

This screens sperm/ovum cells with DNA check to allow only perfect cells through. This is an implant for females only and also functions as a contraceptive (since it can block some or all of the sperm or ova). When set as a contraceptive it does not prevent the menstrual cycle, it simply neutralises the ova *before* it reaches the womb.

PROTECT (Offspring from genetic damage), Non-ranged, Self, Invisible, Constant, Conscious, Focused (Implant), Special Effect (Can also act as a contraceptive).

ITEM	AP	SP	COST	EFFECT	AV
Sexual Filter	16	26	32kcr/26kcr	POW 4	6

Sexual Weapons

These are a group of weapons designed to go into the tongue, or the penis and find use with certain assassins all over the world.

Snake's Kiss: A tongue implant housing 2x15cm long mono-wires which audibly hiss when triggered. Only usable in the same hex.

Hornet's Sting: A penis implant housing 2x15cm long mono-wires which audibly hiss when triggered. Only usable in the same hex.

BLAST. Non-ranged, Self, Visible, Constant, Conscious, Focused (Implant), Special Effect (Armor Piercing), Requires a Combat skill (Melee Weapons—Cybernetic Weapons).

ITEM	AP	SP	COST	EFFECT	AV
Snake's Kiss/ Hornet's Sting	36	20	72kcr/20kcr	Lethal DV 6	7

Shanghai Surprise

A vaginal or anal implant which houses a mono-edged jaw set up that bites objects placed within....Damage is applied to the location or item within (usually the groin). Originally designed as a rape defence it has found use as an assassins weapon in some areas.

This design cam from a role-playing session for Cyberpunk 2020 when a player wanted a rape defence for her female character, so the GM designed it—however she used it to kill off a notorious gang leader...CHOMP!!

BLAST. Non-ranged, Self, Invisible, Constant, Conscious, Focused (Implant), Special Effect (Armor Piercing)

ITEM	AP	SP	COST	EFFECT	AV
Shanghai Surprise	36	26	72kcr/26kcr	Lethal DV 6	7

Grind Cutter

These are supersonic, whip-like vibro cutters built into the fingers of the hand. Up to 5 can be used at once and it emits a high pitched whine as it moves.

Inspired by Yukito's Battle Angel Alita, Gunnm and Battle Angel series of manga and anime. These products are all registered trademarks of Viz Graphic novels and all rights are reserved.

BLAST. Non-ranged, Self, Visible, Constant, Conscious, Focused (Implant), Special Effect (Armor Piercing), Requires a Combat Skill roll (Melee Weapons—Cybernetic Weapons), Target Multiple#1-#3 (you may attack up to 5

ITEM	AP	SP	COST	EFFECT	AV
Grind Cutter	49	140	98kcr/140kcr	STR+7 Lethal Damage	13

targets in the same round), Area Multiple#1-#3 (8m range).

Cellular Skill Implant

This is a fully cellular interface allowing access to hundreds of skill databases anywhere in the world without the expense and hassle of pre-programmed skill implants. It connects to the database and downloads the required skill directly to

your implant.

Cellular Databases are always waiting for receiving so Telepathy range is in km.

This is similar to the part in The Matrix where Trinity gets the Helicopter Piloting skill downloaded into her net persona—except this applies to real people in the real world. This is handy to give your character the skills of another profession when deemed necessary *during* an adventure. TELEPATHY. Non-ranged, Self, Invisible, Constant, Conscious, Focused (Implant), Single Effect (data receiver only).

DOMINATE. Non-ranged, Self, Invisible, Constant, Conscious, Focused (Implant), Single Effect (User only and only for skill use).

Foci (Extra 21 SP used only on downloaded skills in the 4:2:1 format as given in CORPS page 8).

ITEM	AP	SP	COST	EFFECT	AV
Cellular Skill Implant 2	8	47	16kcr/47kcr	POW 2. One skill.	7
Cellular Skill Implant 4	32	68	64kcr/68kcr	POW 4. Two skills.	10
Cellular Skill Implant 6	72	89	144kcr/89kcr	POW 6. Three skills.	13
Cellular Skill Implant 8	128	110	256kcr/110kcr	POW 8. Four skills.	15
Cellular Skill Implant 10	200	131	400kcr/131kcr	POW 10. Five skills.	18

Biotechnology Rules

This is an additional section which covers the creation, implantation etc of biotech implants designed to augment the user in some way.

Virtually *every* system listed under Cybernetics are available as Biotech at a cost of +3SP/+3kcr as they are *Inherent* rather than Focused like Cyber-ware (This is due to the fact they are made of O-Type tissue which is genetically neutral and over time absorbs the host DNA to become part of the body). They also have no AV as they become part of the host organism being organic matter.

See pages 2-3 in this document for notes on healing times etc, the options listed there (Surgery and Nanotech) are available as is the option below:

Viral DNA Rewrite

This is an injection into the pineal gland of a subject with a strain of viral DNA. This DNA alters the DNA 'template' of the body to include the modifications desired and involves no surgery at all. The healing time still applies as if it were surgery as this represents how long it takes the body to 'grow' the modifications. It also costs +10AP/+20kcr as it is 'Inheritance' see CORPS page 23 when it is passed onto your children. This is also described as Trans-genetic Integration.

Polymorphic DNA

Any implant that is 'Visible' can at a cost of +10SP/+10kcr be made of *Polymorphic DNA*. This means the implant is **Invisible** and effectively not there until activated (being

stored in the body tissues). Once activated look up the total AP+SP on the chart opposite to see how long it takes to 're-grow' and become usable.

As you can see this can take a while for really complex implants, but then the body does need time to alter itself.

How Do I Get Them?

Unlike Cybernetics which can only be purchased using money, Biotech can be purchased using AP and SP in order to represent genetic modification which can be done by your parents while you are still in the womb (they pay the Cr cost to have the modifications done, but you pay the AP/SP). In addition *Viral DNA* Biotech can be passed on to your children as it changes the DNA 'template' of your body. Modifications which are gained before play and afterward do not need a 'POW' battery they can be made to work from the users HLT Attribute if desired.

Implant Lists

The actual Implant lists begin on page 16 and are organised in a similar manner to those in the CORPS rule book (page 112-113).

AP+SP OF BIOTECH ITEM	RE-GROW TIME
1	1 Action
2-4	1 Second
5-9	2 Seconds
10-16	5 Seconds
17-25	10 Seconds
26-36	20 Seconds
37-49	1 Minute
50-64	2 Minutes
65-81	5 Minutes
82-100	10 Minutes
101-121	20 Minutes
122-144	1 Hour
145-169	2 Hours
170-196	5 Hours
197-225	10 hours
226-256	1 Day
257+	2 Days

Biotechnology Implants Available

This covers items available from late TL 12+.

Disease Guard

Renders you immune to any disease known to nature. PROTECT. Non-ranged, Self, Invisible, Constant, Automatic, Inherent.

ITEM	AP	SP	COST	EFFECT
Disease Guard	25	23	50kcr/23kcr	POW 5

Acid Producers

Makes user's saliva acidic with a DNA specific bio-acid. User is unaffected by the acid and he may spit it at people. BLAST. Ranged, Self, Visible, Constant, Conscious, Inherent, Requires a Combat skill (Projectile Weapons—Bio-weapons), Range Mod 1, Time Multiple#1-#3 (one hit 'burns' for 15 seconds)

ITEM	AP	SP	COST	EFFECT
Acid Producers	4	88	8kcr/88kcr	Lethal DV 2

Wings

These can resemble leathery bat wings, insect wings or feathery avian wings. Turn mode is AGL or flying skill level. Wingspan is Height x1.5. TELEKINESIS. Non-ranged, Self, Visible, Constant, Conscious, Inherent, Single Effect (Flight only), Requires Flying skill, Power Multiple#1-#2.

ITEM	AP	SP	COST	EFFECT
Wings 2	4	39	8kcr/39kcr	POW 2. Effective STR 8
Wings 4	16	39	32kcr/39kcr	POW 4. Effective STR 16
Wings 6	36	39	72kcr/39kcr	POW 6. Effective STR 24
Wings 8	64	39	128kcr/39kcr	POW 8. Effective STR 32
Wings 10	100	39	200kcr/39kcr	POW 10. Effective STR 40

Muscle Enhancer

This boosts muscle growth to make you stronger. Remember to recalculate body mass based on the new STR attribute. ADD(STR). Non-ranged, Self, Visible, Constant, Automatic,

ITEM	AP	SP	COST	EFFECT
Muscle Enhancer 1	1	18	2kcr/18kcr	+1 STR
Muscle Enhancer 2	4	18	8kcr/18kcr	+2 STR
Muscle Enhancer 3	9	18	18kcr/18kcr	+3 STR
Muscle Enhancer 4	16	18	32kcr/18kcr	+4 STR
Muscle Enhancer 5	25	18	50kcr/18kcr	+5 STR

Inherent.

Spurs/Claws

Wicked bone protrusions on the heels or toes. Can be retracted when not in use. Used by some martial artists when kicking to rip opponents apart.

BLAST. Non-ranged, Self, Visible, Constant, Conscious, Inherent, Requires Combat Skill (Unarmed Combat or Martial Arts—Biotech Weapons).

ITEM	AP	SP	COST	EFFECT
Spurs/Claws	4	18	8kcr/18kcr	STR+2 Lethal Damage

Anomaly Scanner

This sensory organ scans another (within the same hex) for genetic anomalies (Physical Lims, Vulnerabilities etc) and informs the user. Mostly used as a 'mate' scanner to determine if a potential partner has any problems.

For a literary example see species 2 when Sil scans the various men for their suitability.

Difficulty to detect the anomalies is 10 minus the square root of the AP or SP value of the defect. *Eg the difficulty to detect a 10AP Physical Lim is $10 - 3(\text{the square root of } 10) = \text{Difficulty } 7$.*

If it is a visible problem you don't need this implant—just your eyes!

Note that this does not tell you what the problems are, only that there is on (or more). If you do want to specific add 2 to the Difficulty.

This is most often used on a whole body scan so for Difficulty calculation, use the total AP/SP gained from such limitations.

DETECT. Non-ranged, Self, Invisible, Constant, Conscious, Inherent.

ITEM	AP	SP	COST	EFFECT
Anomaly Scanner 2	4	24	8kcr/24kcr	AWR 2
Anomaly Scanner 4	16	24	32kcr/24kcr	AWR 4
Anomaly Scanner 6	36	24	72kcr/24kcr	AWR 6
Anomaly Scanner 8	64	24	128kcr/24kcr	AWR 8
Anomaly Scanner 10	100	24	200kcr/24kcr	AWR 10

Horns

These skull mounted horns may be ram, bovine, 'devil' type etc. They add to your affective STR for head-butts (CORPS 2nd Edition page 55).

ADD (STR). Non-ranged, Self, Visible, Constant, Automatic, Inherent, Requires Combat Skill (Unarmed Combat or Martial Arts—Biotech Weapons), Single Effect (Head attacks only).

ITEM	AP	SP	COST	EFFECT
Horns 1	9	10	18kcr/10kcr	+3 STR
Horns 2	36	10	72kcr/10kcr	+6 STR
Horns 3	81	10	162kcr/10kcr	+9 STR

Nematocyst

This shot glass sized implant incorporates a 1m long strand of coiled muscle tissue tipped with a razor sharp bone sliver. This explosively uncoils through a slit in your skin and strikes your target. Often used with a dedicated Martial Arts. BLAST. Non-ranged, Self, Visible, Constant, Conscious, Inherent, Requires Combat Skill (Unarmed Combat or Martial Arts—Biotech Weapons).

ITEM	AP	SP	COST	EFFECT
Nematocyst 2	4	19	8kcr/19kcr	Lethal DV 2
Nematocyst 4	16	19	32kcr/19kcr	Lethal DV 4
Nematocyst 6	36	19	72kcr/19kcr	Lethal DV 6
Nematocyst 8	64	19	128kcr/19kcr	Lethal DV 8
Nematocyst 10	100	19	200kcr/19kcr	Lethal DV 10

Needle-skin Quills

Modifies selected hair follicles on one location to produce sharp needle-like spines for combat or fashion. These can be pulled out and used as a weapon. They are 2-7cm long and re-grow like hair when used.

BLAST. Non-ranged, Others, Visible, Constant, Conscious, Inherent, requires Combat Skill (Melee Weapons—Biotech Weapons).

ITEM	AP	SP	COST	EFFECT
Needle-skin Quills	1	24	2kcr/24kcr	Lethal DV STR +1

Anti-freeze Bio-construct

This is a chest gland which maintains the body with a supply of meta-glycogen to regulate body temperature when in a cold environment.

THERMOKINESIS. Non-ranged, Self, Invisible, Constant, Automatic, Inherent, Single Effect (heat only).

ITEM	AP	SP	COST	EFFECT
Anti-freeze Bio-construct	4	18	8kcr/18kcr	+10°C. POW 2

Ileocecal Siphon

This is coiled around the large intestine and reduces the amount of water in the user's bodily waste, recycling it to keep you alive longer.

ADD(HLT). Non-ranged, Self, Invisible, Constant, Automatic, Inherent, Single Effect (only adds to HLT for avoiding dehydration. CORPS 2nd Edition page 94).

ITEM	AP	SP	COST	EFFECT
Ileocecal Siphon 1	1	17	2kcr/17kcr	+1 HLT
Ileocecal Siphon 2	4	17	8kcr/17kcr	+2 HLT
Ileocecal Siphon 3	9	17	18kcr/17kcr	+3 HLT
Ileocecal Siphon 4	16	17	32kcr/17kcr	+4 HLT
Ileocecal Siphon 5	25	17	50kcr/17kcr	+5 HLT

Nictating Membrane

A second transparent 'eyelid' which allows you to see clearly underwater and provide some protection against certain liquids and gases.

PROTECT. Non-ranged, Self, Visible, Constant, Automatic, Inherent, Special Effect (No AWR penalties underwater), Single Effect (Eyes only).

ITEM	AP	SP	COST	EFFECT
Nictating Membrane	9	18	18kcr/18kcr	POW 3

Methuselah Strand

A viral strand that keeps the user young and it repairs/prevents cell damage due to radiation.

PROTECT. Non-ranged, Self, Invisible, Constant, Automatic, Inherent
Foci (Permanent Immortality 100AP).

ITEM	AP	SP	COST	EFFECT
Methuselah Strand	116	21	232kcr/21kcr	POW 4

Neo Appendix

A specially activated version of your natural one (which was deactivated by evolution) enabling your body to digest cellulose. By allowing to eat more plant based materials it means you survive longer before starving to death. ADD (HLT). Non-ranged, Self, Invisible, Constant, Automatic, Inherent, Single Effect (only adds to HLT for purposes of avoiding starvation. CORPS 2nd Edition page 93).

ITEM	AP	SP	COST	EFFECT
Neo Appendix 1	1	17	2kcr/17kcr	+1 HLT
Neo Appendix 2	4	17	8kcr/17kcr	+2 HLT
Neo Appendix 3	9	17	18kcr/17kcr	+3 HLT
Neo Appendix 4	16	17	32kcr/17kcr	+4 HLT
Neo Appendix 5	25	17	50kcr/17kcr	+5 HLT

Neo Lungs

The evolved lung is not a very efficient system—it only utilises 17% of the oxygen inhaled at any one time. These lungs improve the flow patterns of inhaled air, making them more circular and thus increasing the amount of oxygen your body can take in. The increased oxygen flow means you can hold your breath longer.

ADD (HLT). Non-ranged, Self, Invisible, Constant, Automatic, Inherent, Single Effect (adds to HLT for the Pressure rules CORPS page 82).

ITEM	AP	SP	COST	EFFECT
Neo Lungs 1	1	17	2kcr/17kcr	+1 HLT
Neo Lungs 2	4	17	8kcr/17kcr	+2 HLT
Neo Lungs 3	9	17	18kcr/17kcr	+3 HLT
Neo Lungs 4	16	17	32kcr/17kcr	+4 HLT
Neo Lungs 5	25	17	50kcr/17kcr	+5 HLT

Poison Glands

Genetically engineered glands grafted into the body to produce poison. Normally this means your whole skin is poisonous, you even sweat poison. If you want it limited to certain areas on the body reduce the SP and Cost by the area (see overall note 3, page 112 of the CORPS rulebook). The basic power structure is given below:

PROTECT (vs. poison produced by this gland), Non-ranged, Self, Invisible, Constant, Automatic, Inherent.

VARIES (see below), Non-ranged, Self, Invisible, Constant, Automatic, Inherent, Requires a POW vs. HLT task to be successful. Time Multiple#1-#4 (damage taken over 1 minute).

The *Actual Power* used depends on the type of poison the gland produces:

POISON TYPE	SP/COST	NOTES
Non-Lethal Toxin	-25SP/-25kcr	BLAST Power, Single Effect (Non-Lethal Damage)
Lethal Toxin	0/0kcr	BLAST Power
Hallucinogen	-25SP/-25kcr	DOMINATE Power, Single Effect (Mental Illusions for target)
Paralysis Toxin	0/0kcr	SUBTRACT (AGL)
Anti-Psi Toxin	0.0kcr	BLOCK.

I'm sure other examples spring to mind after reading the examples above. Enjoy!.

ITEM	AP	SP	COST	EFFECT
Poison Glands 2	13	121	26kcr/121kcr	Protect@POW 3, Poison at 2 POW
Poison Glands 4	25	121	50kcr/121kcr	Protect@POW 3, Poison at 4 POW
Poison Glands 6	45	121	90kcr/121kcr	Protect@POW 3, Poison at 6 POW
Poison Glands 8	73	121	146kcr/121kcr	Protect@POW 3, Poison at 8 POW
Poison Glands 10	109	121	218kcr/121kcr	Protect@POW 3, Poison at 10 POW

Bio-pouches

Using Liposuction and cosmetic surgery techniques you can hide items in a pouch within your own flesh, with only a scar or wrinkle to show the pouch entry. Due to space restrictions, these can only be placed in the Abdomen, A Breast (for females) or a Buttock.

The maximum size of gear you can conceal is equal of the POW of the implant. This can of course be used for weapons if you wish.

SUBTRACT (AWR). Non-ranged, Self, Invisible, Constant, Automatic, Inherent, Single Effect (only affects AWR for the Hiding Things rules CORPS page 89—and only the POW Aptitude reduces the AWR of the searcher). Special Effect (Storage space within the body).

ITEM	AP	SP	COST	EFFECT
Bio-pouch 1	1	21	2kcr/21kcr	Size 1. Searchers AWR -0
Bio-pouch 2	4	21	8kcr/21kcr	Size 2. Searchers AWR -1
Bio-pouch 3	9	21	18kcr/21kcr	Size 3. Searchers AWR -1
Bio-pouch 4	16	21	32kcr/21kcr	Size 4. Searchers AWR -1
Bio-pouch 5	25	21	50kcr/21kcr	Size 5. Searchers AWR -1
Bio-pouch 6	36	21	72kcr/21kcr	Size 6. Searchers AWR -2

Enhanced Mitochondria

These are enhanced versions of the structures in your cells that convert food to energy, thus giving you more energy to burn—enhancing your stamina.

ADD (HLT). Non-ranged, Self, Invisible, Constant, Automatic, Inherent, Single Effect (only adds to HLT for exertion purposes. CORPS page 83).

ITEM	AP	SP	COST	EFFECT
Enhanced Mitochondria 1	1	17	2kcr/17kcr	+1 HLT
Enhanced Mitochondria 2	4	17	8kcr/17kcr	+2 HLT
Enhanced Mitochondria 3	9	17	18 kcr/17kcr	+3 HLT
Enhanced Mitochondria 4	16	17	32kcr/17kcr	+4 HLT
Enhanced Mitochondria 5	25	17	50kcr/17kcr	+5 HLT

Optimised Bronchia

This rebuilds the oxygen exchangers in your lungs to dump more oxygen into your blood more efficiently!. It adds to your HLT for exertion purposes.

ADD (HLT). Non-ranged, Self, Invisible, Constant, Automatic, Inherent, Single Effect (only adds to HLT for exertion purposes. CORPS page 83).

ITEM	AP	SP	COST	EFFECT
Optimised Bronchia 1	1	17	2kcr/17kcr	+1 HLT
Optimised Bronchia 2	4	17	8kcr/17kcr	+2 HLT
Optimised Bronchia 3	9	17	18 kcr/17kcr	+3 HLT
Optimised Bronchia 4	16	17	32kcr/17kcr	+4 HLT
Optimised Bronchia 5	25	17	50kcr/17kcr	+5 HLT

Dog Breath

Small gland linked to nervous system and grafted into the back of your throat. It allows you to exhale a cloud of knockout gas onto someone in the same hex.

BLAST. Non-ranged, Self, Invisible, Conscious, Drain, Inherent, Single Effect (Non-lethal damage), Special Effect (Causes no impairment only a knockout roll at listed damage value).

See overleaf for the chart for this item.

ITEM	AP	SP	COST	EFFECT
Dog Breath 1	4	21	8kcr/21kcr	DV 1/2 max. POW 2
Dog Breath 2	36	21	72kcr/21kcr	DV 2/6 max. POW 6
Dog Breath 3	100	21	200kcr/21kcr	DV 3/10 max. POW 10

Tailored Pheromones

Altered versions of natural pheromone glands to produce a variety of reactions depending on what you buy.

DOMINATE. Non-ranged, Self, Invisible, Constant, Conscious, Inherent, Single Effect (Only causes one mental/emotional state: Passion, Love, Lust, Gullibility, Confusion, Anger, Fear, etc). Time Multiple#1-#6 (each use lasts for 20 minutes if successful).

ITEM	AP	SP	COST	EFFECT
Tailored Pheromones 2	4	133	8kcr/133kcr	POW 2
Tailored Pheromones 4	16	133	32kcr/133kcr	POW 4
Tailored Pheromones 6	36	133	72kcr/133kcr	POW 6
Tailored Pheromones 8	64	133	128kcr/133kcr	POW 8
Tailored Pheromones	100	133	200kcr/133kcr	POW 10

Glycogen Banks

Modified liver tissue near the major muscle groups that act as glycogen sponges—providing lots more energy to your muscles.

ADD (HLT). Non-ranged, Self, Invisible, Constant, Automatic, Inherent, Single Effect (only adds to HLT for exertion purposes. CORPS page 83).

ITEM	AP	SP	COST	EFFECT
Glycogen Banks 1	1	17	2kcr/17kcr	+1 HLT
Glycogen Banks 2	4	17	8kcr/17kcr	+2 HLT
Glycogen Banks 3	9	17	18 kcr/17kcr	+3 HLT
Glycogen Banks 4	16	17	32kcr/17kcr	+4 HLT
Glycogen Banks 5	25	17	50kcr/17kcr	+5 HLT

Cerebral Enhancement

Enhances the pineal gland to produce more NSC (Natal Stimulation Compound) which enhances brain growth and boosts your overall intelligence.

ADD (AWR). Non-ranged, Self, Invisible, Constant, Automatic, Inherent, Single Effect (does not enhance perception related abilities).

ITEM	AP	SP	COST	EFFECT
Cerebral Enhancement 1	1	16	2kcr/16kcr	+1 AWR
Cerebral Enhancement 2	4	16	8kcr/16kcr	+2 AWR
Cerebral Enhancement 3	9	16	18kcr/16kcr	+3 AWR
Cerebral Enhancement 4	16	16	32kcr/16kcr	+4 AWR
Cerebral Enhancement 5	25	16	50kcr/16kcr	+5 AWR

Arterial Pumps

Reinforces the muscle tissue of the arteries to increase their pumping action and accelerate blood flow through the body to give you the aerobic performance of an Olympic athlete. **ADD (HLT).** Non-ranged, Self, Invisible, Constant, Automatic, Inherent, Single Effect (only adds to HLT for exertion purposes. CORPS page 83).

ITEM	AP	SP	COST	EFFECT
Arterial Pumps 1	1	17	2kcr/17kcr	+1 HLT
Arterial Pumps 2	4	17	8kcr/17kcr	+2 HLT
Arterial Pumps 3	9	17	18 kcr/17kcr	+3 HLT
Arterial Pumps 4	16	17	32kcr/17kcr	+4 HLT
Arterial Pumps 5	25	17	50kcr/17kcr	+5 HLT

MetaHEME Hemological Replacement

Replaces the haemoglobin molecules in the blood with the MetaHEME molecule. This has a greater oxygen attraction than the haemoglobin so it boosts your athletic ability/performance.

ADD (HLT). Non-ranged, Self, Invisible, Constant, Automatic, Inherent, Single Effect (only adds to HLT for exertion purposes. CORPS page 83).

ITEM	AP	SP	COST	EFFECT
MetaHEME Hemological Replacement 1	1	17	2kcr/17kcr	+1 HLT
MetaHEME Hemological Replacement 2	4	17	8kcr/17kcr	+2 HLT
MetaHEME Hemological Replacement 3	9	17	18 kcr/17kcr	+3 HLT
MetaHEME Hemological Replacement 4	16	17	32kcr/17kcr	+4 HLT
MetaHEME Hemological Replacement 5	25	17	50kcr/17kcr	+5 HLT

Toxin Screen

Sensory tendrils in the stomach detect ingested poisons and remove them by reflex vomiting. A bit messy but better than being dead!

PROTECT. Non-ranged, Self, Invisible, Constant, Automatic, Inherent.

ITEM	AP	SP	COST	EFFECT
Toxin Screen	25	23	50kcr/23kcr	POW 5

Secondary Gut

A secondary stomach chamber that empties into the small intestine in response to hunger. Adds to your survival time for starvation.

ADD (HLT). Non-ranged, Self, Invisible, Constant, Automatic, Inherent, Single Effect (only adds to HLT for

purposes of avoiding starvation. CORPS 2nd Edition page 93).

ITEM	AP	SP	COST	EFFECT
Secondary Gut 1	1	17	2kcr/17kcr	+1 HLT
Secondary Gut 2	4	17	8kcr/17kcr	+2 HLT
Secondary Gut 3	9	17	18kcr/17kcr	+3 HLT
Secondary Gut 4	16	17	32kcr/17kcr	+4 HLT
Secondary Gut 5	25	17	50kcr/17kcr	+5 HLT

Endoskeleton Rebuild

Reconstructs and relocates the skeletal anchor points of your muscles further away from the joints for enhanced leverage and strength performance.

ADD (STR). Non-ranged, Self, Visible, Constant, Automatic, Inherent, Special Effect(Improves STR but body weight is not affected).

ITEM	AP	SP	COST	EFFECT
Endoskeleton rebuild 1	1	23	2kcr/23kcr	+1 STR
Endoskeleton rebuild 2	4	23	8kcr/23kcr	+2 STR
Endoskeleton rebuild 3	9	23	18kcr/23kcr	+3 STR
Endoskeleton rebuild 4	16	23	32kcr/23kcr	+4 STR
Endoskeleton rebuild 5	25	23	50kcr/23kcr	+5 STR

Sunscreen

Protects you from sunburn/skin cancer by causing your skin cells to manufacture an enhanced form of melanin that visibly darkens your skin (like photo-chromatic lenses) when needed and reverting to normal when not needed.

PROTECT (vs. sunburn/UV cancers). Non-ranged, Self, Visible, Constant, Automatic, Inherent.

ITEM	AP	SP	COST	EFFECT
Sunscreen	9	18	18kcr/18kcr	POW 3

Secondary Gills

This is an osmotic membrane in flow channels located in slits between the ribs to maximise gas exchange with water passing through the mouth. By slightly reducing excess lung capacity and installing a secondary tracheal valve you are able to breathe underwater for an indefinite period.

PROTECT (vs. drowning). Non-ranged, Self, Visible, Constant, Automatic, Inherent.

ITEM	AP	SP	COST	EFFECT
Secondary Gills	9	18	18kcr/18kcr	POW 3

Aquatic Webbing

Custom designed bones and skin lines are used to elongate your digits and create a frog-like membrane between them. This increases your swimming speed as, in addition it makes slight changes to your body shape to enhance your speed (slightly raised section along spine for rudimentary fins and alteration of body cross-section for better water

displacement).

Only Webbing 6+ alters the body shape and Webbing 8+ includes biotech 'aqua jets'.

TELEKINESIS. Non-ranged, Self, Visible, Constant, Conscious, Inherent, Single Effect (water only), Requires Swimming skill, Power Multiple#1-#2.

ITEM	AP	SP	COST	EFFECT
Aquatic webbing 2	4	39	8kcr/39kcr	POW 2. Effective STR 8
Aquatic webbing 4	16	39	32kcr/39kcr	POW 4. Effective STR 16
Aquatic webbing 6	36	39	72kcr/39kcr	POW 6. Effective STR 24
Aquatic webbing 8	64	39	128kcr/39kcr	POW 8. Effective STR 32
Aquatic webbing 10	100	39	200kcr/39kcr	POW 10. Effective STR 40

Super-spine

This rebuilds the spine and ribcage with a tougher and more flexible version that enhances agility to a tremendous degree.

ADD(AGL). Non-ranged, Self, Invisible, Constant, Automatic, Inherent, Foci (provides Physical Ad: Contortionist).

ITEM	AP	SP	COST	EFFECT
Super-spine 1	6	21	12kcr/21kcr	+1 AGL
Super-spine 2	9	21	18kcr/21kcr	+2 AGL
Super-spine 3	14	21	28kcr/21kcr	+3 AGL
Super-spine 4	21	21	42kcr/21kcr	+4 AGL
Super-spine 5	30	21	60kcr/21kcr	+5 AGL