Justifiers RPG:

CyberMedTech SourceBook

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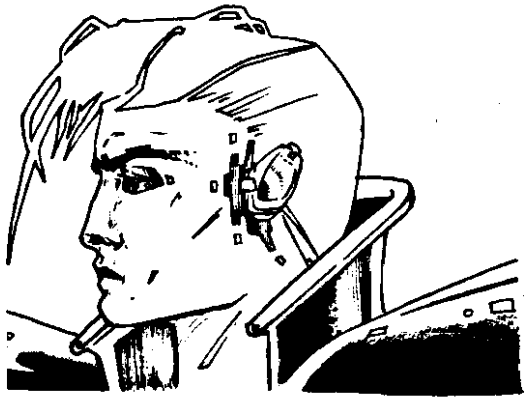

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CYBERMEDTECH

INTRODUCTION

Welcome to Cybermedtech, the second sourcebook for the **Justifiers RPG**. It focuses on the newest and fastest growing of the corps, **Cybermed**™,and the various conflicts that are being caused due to their actions. This book also includes new rules for cybernetics, and how to effectively use them in any GM's campaign.

This book opens in 2316, and the chaotic state of the universe is growing. New corps are formed daily, while others succumb to the vicious business life of the universe or are absorbed by the larger corps. The "Big 9" corporations are starting to rival the power of the major corps, and several armed clashes have occurred between the older corps and the new mavericks. The hierarchy of STPD Engineering has collapsed completely, and colony after colony is falling to its competitors. Over sixteen new worlds have been discovered, but exploration is hampered by the formation of a "Beta Rights" movements and the general strike of all augmented humans. And something unexpected; reports are circulating about another spacefaring race.

All you need to use this book is the Justifiers RPG and a few friends. While the Corporate Sourcebook is not required, its use in the game will add depth and realism to the campaign.

CYBERMEDTECH

The base philosophy of what would later influence the formation of the Cybermed corporation was created on Earth in the late twentieth century. As health care was getting more expensive, many medical personnel were pressed to provide quality care at reasonable prices. When the collapse of the last governments put an end to the institution of subsidized medicine, many doctors continued to provide services for free, often becoming wandering medics in return for a meal and a place to sleep. Unfortunately these people were in the minority.

The vast majority of the doctors that survived the shake-up on Earth did so by charging outrageous prices for medical care. They soon became known as Butchers, these private doctors were only affordable by the rich while the common man suffered.

It was in the early twenty-first century that several doctors got together and decided to form the first Medical cooperative. Armed with all the medicine they could carry (and with the largest caliber weapons they could find), these "Medicos" wandered the land, offering quality medical care for a small yearly payment, often as foodstuffs or professional expertise that the Co-ops lacked. When they started to gain a following for their quality work at somewhat reasonable prices, the Butchers got mad.

Drawing on the resources of the rich that they catered to, the Butchers struck back with a vengeance, often killing a patient who showed signs of Medico work. There was one case where an entire village in central Idaho (Old United States, North America) was exterminated for refusing to pay a Butcher to treat them, claiming they belonged to the Co-op. Things started to look bleak for the Medicos, who refrained from violence (unless their target was a Butcher), until they did something nobody expected. They signed a contract with the Terran Trade Alliance, Inc.

TTA quickly moved in to stop the violence. With a force only dwarfed by that which was fighting the new mobsters in South America, the corp hunted down the Butchers and dealt with them. The public, grateful for the help, then insisted that the corp install some sort of controls on ALL medical personnel to prevent a repeat of the late twentieth century.

Figuring that they could always weasel out of the contract later, the Medicos signed, and all was quiet for a while. For the next two centuries the Medicos worked for all corps, some even contracting out to several different corps in their lifetimes. There was complaining, especially when a Medico was forced to patch up wounded men in the middle of a hostile takeover, but for the most part everyone was happy. Then came the turbulent 24th century.

As hostile takeovers became more frequent and the risk to life and limb more severe, many doctors became unhappy with their lot in life. While mortality rates of the medical personnel skyrocketed, many doctors began to grumble that it was high time they bailed out of their contracts. Low pay combined with high risks was making the medical profession unappealing to young professionals, who frequently turned to the safety of the Nuclear Warhead Disarming teams for a career. Slowly, quietly, many dissatisfied doctors began to garner support from friends in the corps.

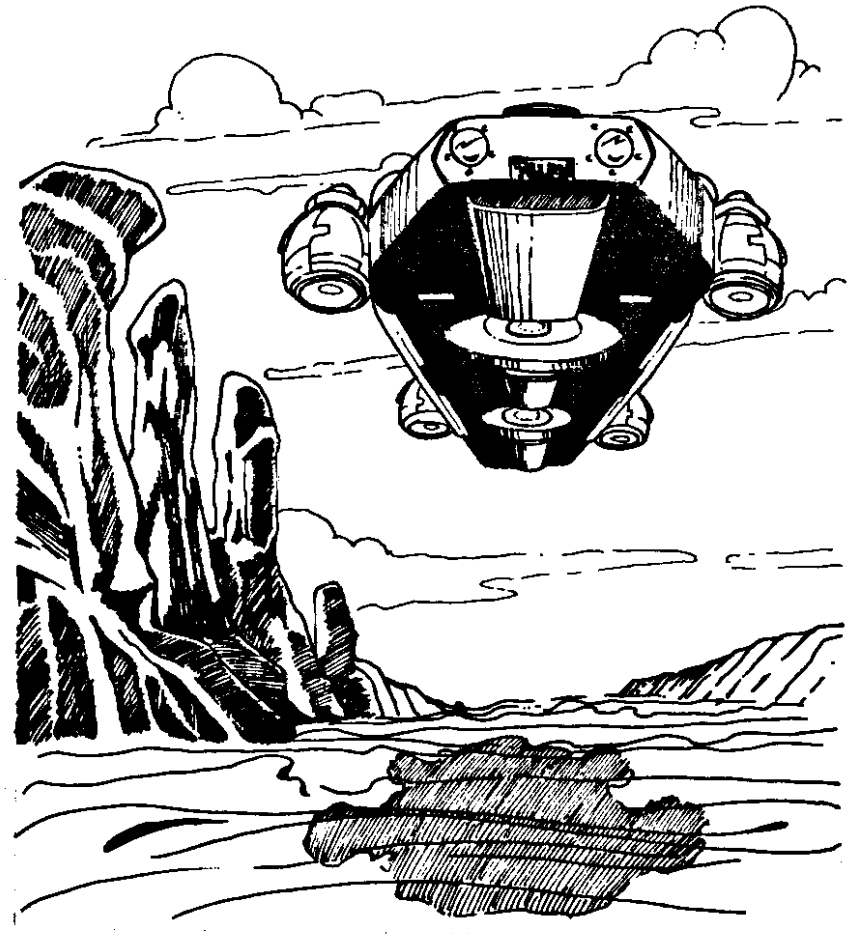
The first hint that something was wrong was when TTMS noticed that someone had waylaid six transmatt shuttles loaded with medical supplies. While investigating the thefts, the TTMS intelligence team ran into a team from Enclave, Ltd. who were investigating a similar type of theft from their corp. After the shooting died down, both teams compared notes and decided that this was getting weird. A check through contacts found that each corp had lost a like number of medical supplies and equipment due to theft, except STPD Engineering (which nobody really cared about anyway). Things got really complicated when STPD accused the other corps of raiding their staging point and stealing twelve portable transmatts.

Suspecting organized crime, the corps tightened the screws on the mobsters. The mobsters got upset (after all, someone was making a profit and it wasn't them) and sent out agents of their own to find the culprits. While the corps were chasing the mobsters and the mobsters were chasing ghosts, the doctors-turned-thieves gathered all personnel

who could be trusted and simultaneously deserted their corps at 12:00 A.M. on December 31, 2314.

This upset the corps to no end. Having lost valuable supplies to a group of renegade medics, they spent billions of C's trying to find these deserters, who for all intents and purposes had fallen off the face of the universe. When the cost for the search reached the cost of the items stolen, the operation was halted and the renegades written off.

At 12:01 A.M. on January 1, 2316 a new corporation appeared on the Free Terran Stock Exchange. Called Cybermed, they dealt exclusively in medical operations, hiring out to anyone as free-lance medical personnel. While the prices were ruinous, their care was the best to be had and the corp was deemed " . . . an asset to the universe in general and to the medical profession in specific." *(Actual quotation from the head of the TTMS Public Relations Office).*



TIMELINE

1997 Collapse of the last Earth governments. Medicine now available only to the rich.

1998 Formation of the first Medical cooperative.

1999 TTA signs an agreement with the personnel at the Medical Co-ops, assists in wiping out the private practices.

2077 The Cetan Rebellion. Tau Ceti Prime takes half the TTA medical branch with them when they declare independence. First medical personnel killed in front-line fighting in the twenty-first century.

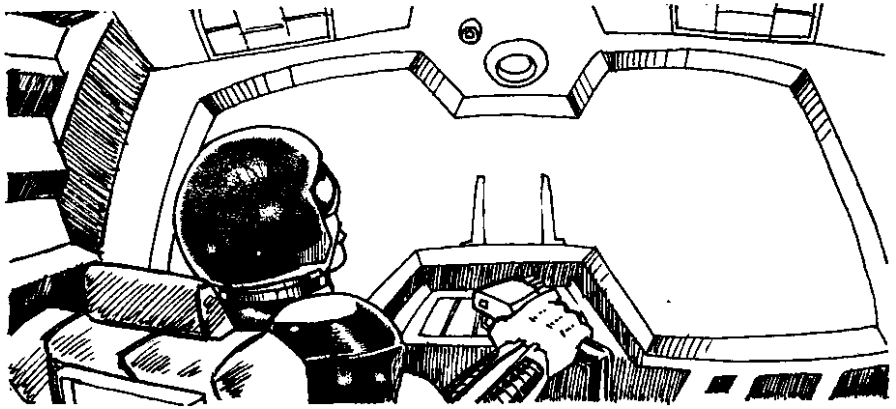
2155 The GWA forms, recruits some medical personnel from the existing Corps. Doctors at the forefront of research into Alpha-Humanoids.

2281 Corporation medical personnel are again at the forefront as they participate in the advancement of Beta-Humanoid development.

2305 The Second Inter-corporate War. The high point of this year are the actions of Dr. Simon Bolivar Francs, MD. While acting as chief doctor on a medical team participating in a hostile takeover on the planet Sigma, Dr. Francs refused to treat a wounded man until a full release form was signed. The patient did, and Dr. Francs was later able to use the contract to successfully sue the corp's offices with the check, his ground car was destroyed by a low-yield demolition device. Dr. Francs was believed to have been killed in the explosion, although no body was ever found.

2314 Over half of the medical personnel from each corp vanish mysterious-
ly on New Year's Eve. An ensuing search turns up no clues as to their whereabouts.

2316 The Cybermed Corporation bursts onto the scene. Immediately signs year-long contracts with every corp, starts to serve in the ever increasing number of hostile takeovers.



STRUCTURE

Cybermed is set up differently than the other corporations in existence. As most of the executive positions are filled with renegade personnel from the other corps, they keep a low profile and little is known about them. While their structure is similar to that of the other corps, there are vast differences in some areas.

EXECUTIVE OFFICERS

There are 21 executive officers, all major stockholders controlling 51% of the corp's stocks between them. These people decide all major policies and give the final approval to any contracts that are proposed. All have an equal vote in all matters, with a vote on an issue continuing until a clear majority is the victor.

There is no CEO per se, all the executives act as the corp's leaders. Each executive office holder has an Administrative Assistant working immediately under them. These people serve as the contacts between the execs and the rest of the corp. In some situations they are granted limited decision-making powers. They are answerable only to the execs.

After a contract is undertaken the execs assign a Sveep to oversee the project. No Sveep is given control over more than one project at a time, the feeling being that the Sveeps can maximize their potentials *(and corporate profits)* by concentrating on only one contract at a time. They are empowered to pull 20 medical teams out of the corporate resource pool to work on a project, overdraws being answerable to the corporate execs.

In control of no more than 30 medical teams are the Veeps *(think of them as the colonel commanding a battalion)*. They are often quite near the conflict, overseeing the actual operations and assigning certain personnel to certain places. As the Cybermed teams are independent from the forces they are contracted out to, the Veeps can frequently be found in the corporation's field headquarters, acting as a liaison between the corp and Cybermed.

Each team is run by a full surgery doctor and is made up of no less than six trauma medics and 20 support personnel. These people are usually split up between three Hov-MASH vehicles and acting as a full unit. Frequently (but not always) there is also an administrator who acts as a liaison between the team and any forces they meet.

There is also a rather small intelligence division located at the corp's secret headquarters. (The doctors that deserted had to do something with the few intelligence agents that came along.) This section doesn't really do much, mostly just checking possible recruit's backgrounds and the occasional assassination to enforce the contracts. The rest of the time they find a vacant warehouse or gymnasium and engage in a bit of Australian Rules Football; with no padding and using knives (just to keep their reflexes sharp).

Designer's Note:
There are no union members in the corporation. The technological background and expertise required to serve in a Cybermed medical team are so advanced that the "common" 24th century man can barely comprehend.

THE DEAD MAN'S CORPS

This is the corporation's specialized security team that guards the various bases that are owned by Cybermed. It received its name because all its members are dead in the eyes of the universe.

During many of the hostile takeovers that the corp has supplied medical services to, there were many seriously injured soldiers on both sides that wanted to desert, going anywhere but back to the corp that was responsible for their conditions. The doctors kept a careful watch on these men and, if they possessed skills that the corp could use, communicated their findings to the administrators back home. The administrators, lacking decent numbers of soldiers and with the other corps breathing down their necks, decided to recruit these persons.

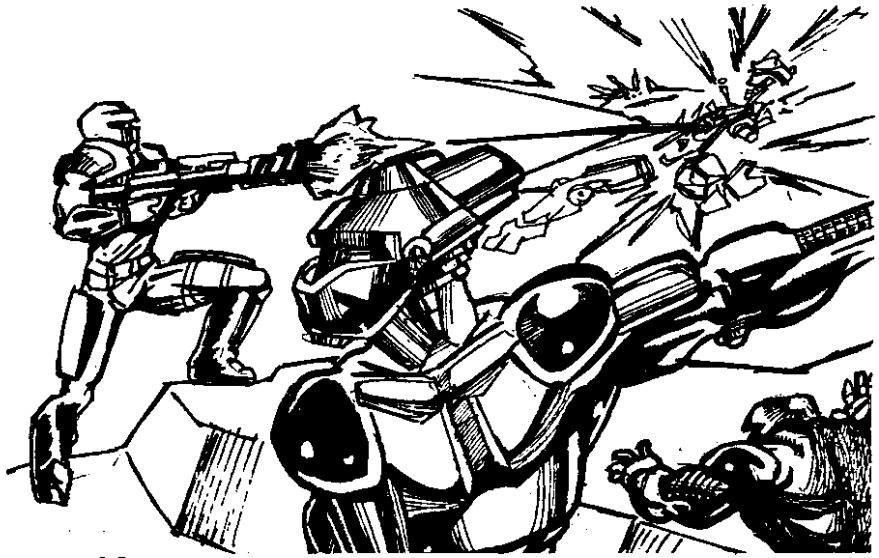
After making sure that these men were not corporate spies, the corp contacted each in turn, usually having one of their idle intelligence agents posing as a wounded comrade. They told the men that they were defecting to another corp, and that their life would be on easy street after that. Almost to a man the recruits wanted to come along.

A little bit of quick doctoring, a lot of spurious paperwork, and the recruits became killed in action. Cybermed then smuggled them to a secret medical facility to begin repairs. As most of the soldiers were seriously injured and many faced a sedentary lifestyle they were given the option to receive extensive cybernetic replacements. Those that didn't accept became the administrators of the new division. The rest became cyborgs.

As a result, Cybermed now has an elite group of cyborg security personnel that keep a very low profile in the universe. Most are cyborged within inches of their lives, as much as possible while retaining some free will. These are the super-commandos of the corp, never mentioned outside high level command meetings and the R&D department. Indeed, many in the corp do not even know of the Dead Men's existence. These people act as troubleshooters in the corp's bases, providing security and generally keeping things quiet. When not on duty they amuse themselves by sparring with the intelligence agents and practice, practice, practice! All are fanatically loyal to the corp.

Each soldier has received extensive cyborging, many with concealed weapons in their attachments. Each loves life, and lives it to the fullest because they realize that tomorrow may be their last days. With most being former marines and justifiers, they are used to combat and will not hesitate to pound a hostile force into jelly. They act like over-exuberant teenagers, and that combined with their training and firepower makes them a force to be reckoned with.

Designer's Note: In the short history of the corp there has only been one time that the Dead Man's Corps has been called on to defend an area. On May 16, 2316 a platoon of ARIES Marines from STPD Engineering staged a raid on a Cybermedtech staging platform, a space station orbiting beyond Terra's heliopause. Using stolen transmatt codes the entire unit blind beamed into the staging area and proceeded to secure the it The Dead Men at the base, numbering only sixteen, counterattacked using the base's security system. When the smoke finally cleared, all the attackers were dead. The Dead Men then staged a counterattack on STPD's staging platform, killing all STPD personnel and trashing a supply depot. STPD Engineering's copies of the codesdiappeared in the battle, and he other corps, have decided to steer clear of Cybermed bases.



MINDWARPS

These are the psionic personnel working for Cybermed. This division is the smallest, because psionics are rare in the first place and Cybermed is a small corp in the second. These persons are volunteers for a special project involving the study of the effect of cybernetics on psionic powers.

Some of these persons also work as an assassination squad for the corp, combining the high technology of cybernetics with the mystical properties of psionics to create a deadly force. They have yet to miss a target.

CONTRACTS

The contracts that Cybermed enters into are special. Contracting out to any corp that can meet their prices, the execs at Cybermed use a combination of excellent work, high technology, peer pressure and "strongarm" tactics to enforce their goals.

When entering a contract with another corp, Cybermed agrees to act as an independent medical team for the corp for a period of no more than one year, the contract renewable after an extensive bargaining session. The contract has the clauses that Cybermed will give one month's warning period before the end of the contracted time, and during the contracted time all medical teams used in the conflict will be independent units under the direction of the Cybermed liaison. In addition, the medical teams can refuse orders from any personnel from any other corp at any time. This results in the immediate termination of the contract if the corp wishes and the forfeiture of all money due to Cybermed for the remainder of the contracted period. The medical teams are warned that this is a last-ditch maneuver, to be used only if there is no other choice. Also, the medical teams will not act as the aggressor. They will only use their weapons in a defensive mode.

The enforcement of their contracts is no difficult feat for the corp. Their work is second to none, the doctors being among the best in the galaxy. A recent rumor (that Cybermed encourages to no end) is that a doctor from a medical team actually brought a TTMS Sveep back from the dead after a shuttle accident. In fact, many mercenary units will refuse to fight unless a Cybermed team is nearby.

The technology is the best that the universe has to offer, most of it designed by the doctors themselves.

The corp has so many different allies among the various corps in the universe that they are able to use peer pressure to enforce their goals. If one corp gets Cybermed upset, that corp can easily earn the animosity of the other corps (which is nothing new).

And finally, the corp is so strong that it can just withhold certain practices from reaching a corp, causing the offending corp to fall behind its opponents in the area of medical technology. This can be devastating.

WHAT'S REALLY GOING ON?

Now we get down to the real nitty gritty of Cybermed, all the secret stuff that "man was not meant to know." Where they are, what they want, and how they do it are all detailed here.

Several people in various corps would love to get their hands on the Cybermed organization. This is prevented by several different tactics. The first is that the corp itself holds 51% of its own stock, making a takeover by stock market virtually impossible. The second is that no one knows who the execs are. These people are so well hidden that even the intelligence branches of the major corps can't ferret them out. And lastly, no one knows where the corporate headquarters is. This is because it is hidden in plain sight.

Back when the rebellious medics left the various corps, they had to find a place to hide out so they could organize and form their own corp. They needed a *(Dum-de-dum-DUM!)* secret base, a place to stash all their loot and a place to do secret research. They looked at several different plans, rejecting all for one reason or another. (The plan that the forces of Cybermed stage their own hostile takeover and "steal" a corp's colony was shot down immediately at a combination dinner and organizational meeting. The person who suggested it was hit over the head with a loaf of Italian bread and called "dimwit" for the rest of the discussion.)

It was finally decided that the best place for the corporate headquarters was in a place no one would ever think to look. The requirements for the base was for it to be located on a terrestrially kind world, but with sufficient population to allow the corporate employees to "blend in" with a crowd. The only planet that allowed this was Earth. So, on March 16, 2315 the corp staged a secret invasion of the island of Sri Lanka.

Under cover of darkness the corp's heavy hitters seized control of the government offices, military bases and communication systems and by morning held the island. The Sri Lankans were given a choice; go about their business as if nothing had happened or get out. As most of the population was sick of being under TTMS rule (the grandfather of all corps had felt no great need to develop this island) most of the population obeyed. The few holdouts were never heard from again.

The corp then secretly recruited over twenty thousand Sri Lankans to their cause, and under cover of darkness proceeded to build an underground headquarters. The excuse for this sudden construction was the replacement of a centuries old sewage system in the capital city of Colombo, and a new system was actually installed; right above the heads of the workers digging the base. TTMS never even noticed the extra tons of dirt being dumped in the Indian Ocean. Within a year both the base and the new sewage system was in place, and Cybermed was in business.

The twenty thousand workers were paid extremely large sums of money after construction and told to make themselves and their families very scarce. All did, a good chunk of them migrating to the outer colony worlds, and as a result few people actually know what is beneath the city. Many remember the odd events of March 16, but they really have no idea just what happened. They keep their mouths shut because the corp pays a yearly kickback to the government to insure security and keep things quiet. Sri Lanka is starting to boom.

The only access to the base is through a transmatt station and only if the person knows the correct transmatt codes to get through. There is no "walk-in" entrance to the base, all people and equipment brought there having to go through the staging platform that has the tightest security of all. There has been only one successful breach of security in the history of the base, and that was rapidly quelled.

The base is constructed underground, consisting of a transmatt station, a few R&D labs, and the corporate headquarters. These headquarters also include living quarters for the executives and the base's few permanent residents. While the base is not totally self-supporting it is fairly close, and enough persons around the universe working for Cybermed have access to transmatt stations to make supply quite easy. The other corps don't know it, but much of the supplies that the main base consumes comes directly from their own supply warehouses.

What they want is twofold; they want to advance the cause of beta rights, and they want to make a whole lot of money. All of the people involved with Cybermed are basically mercenaries at heart, the corp's execs put them all to shame, but very little of the money goes to the execs themselves, much of it going to support the scattered and growing beta rights groups around the universe.

Because most of the execs are retired\escaped betas, they know just how bad their lives really are. So they want to give betas equal rights,

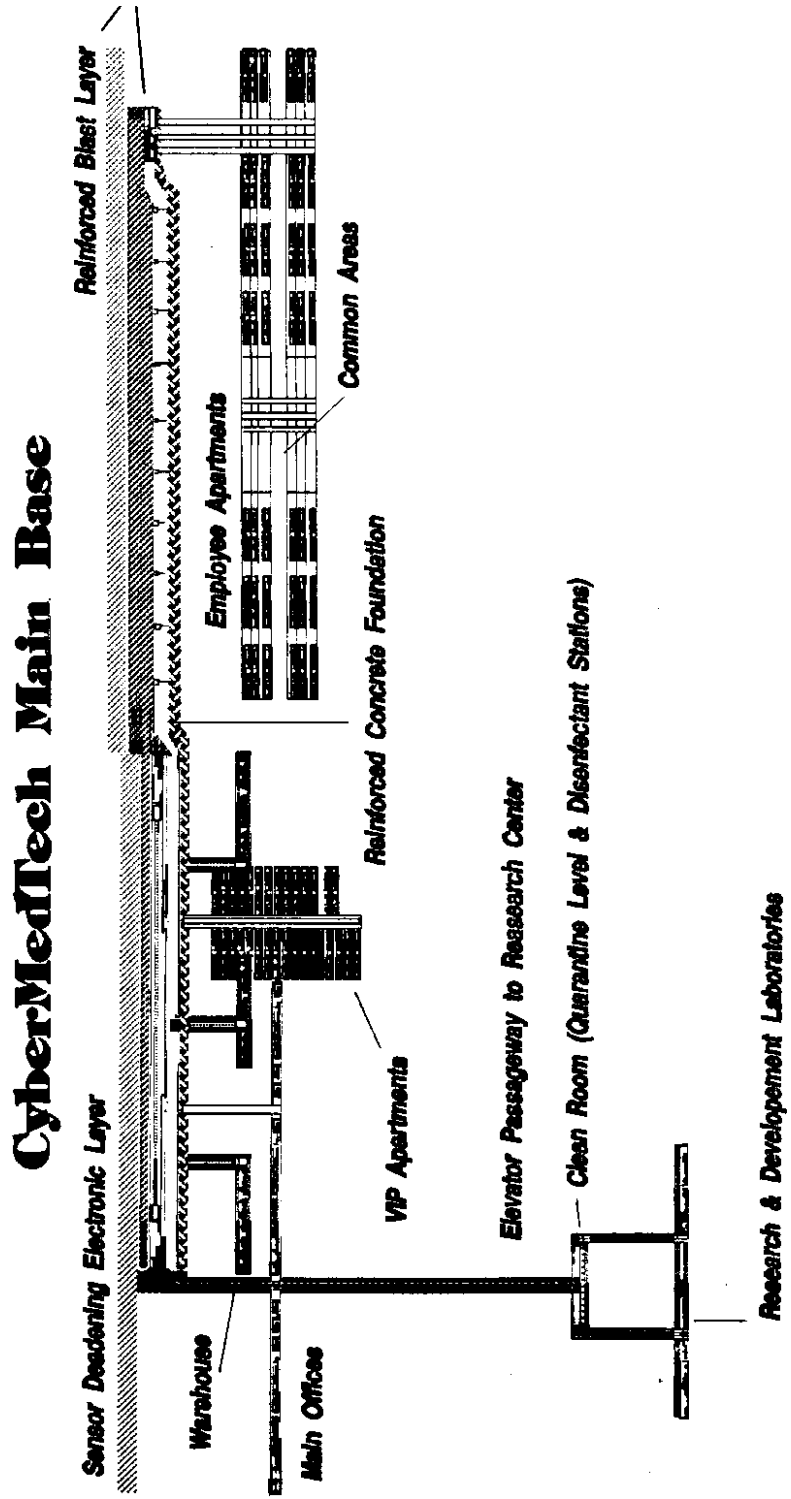
elevating them to the status as humans instead of being second-class citizens. This has led to the start of a sort-of " underground railroad" , with the corp helping escaped betas reach the beta colonies. They also provide support for the colonies, giving them free medical help and assisting in making their lives easier. This is tough, because the other corps want to keep the betas in their places. To this end the corp has begun to eploy a number of prfessional smugglers, the number has risen in the last couple of years till they are second only to organized crime in this activity.

BASE DESCRIPTION

The Cybermed headquarters on Sri Lanka are located approximately five hundred meters under the capital city of Colombo. It consists of five different sections, each with its own special function and all accessed through a security station connecting the sections with long horizontal and vertical tunnels. Vertical tunnels are equiped with high speed elevators and emergency stairways to facilitate trtavel between sections.

The upper portion of the base, inlcuding the staging platform is built into softer surrounding earth and supported by a layer of reinforced concrete. The entire base is protected from above by a blast layer or carbide reinforced concrete and a sensor deadening layer that makes the base's electronic emmisions impossible to detect.

The R&D section (see page 21) includes a quarantine area thatbathes the visitor to special disinfectant radiations, and liquids to prevent the spread of bactiological and viral infections. This "Clean Room" is situated so that anyone entering, or leaving, the facility has to pass through it. In addition the whole section can be sealed by special blast doors controled from the security station above.



STAGING PLATFORM

The only access to the base is through a transmatt on the staging platform. This platform is featureless cavern five hundred meters in diameter and twenty meters high (shaped like a disk). The walls, floor and ceiling are perfectly smooth, and other than the transmatt itself and a door leading north there is only a small pylon with a ten figure keypad on it near the transmatt.

The emptiness of this platform is not what it seems, though. To start with, the entire surface of the cavern can be made frictionless, an automatic security procedure unless the proper keycode is entered on the pylon within five minutes of beaming in through the transmatt. In addition to the surfaces there are twelve areas arranged along the wall near the ceiling that are pop-up particle cannons. These are controlled through the security station right outside the door.

Also hidden are six large cargo elevators leading to the warehouses of the base, each only accessible through the keypad and each travelling through fifty meters of vacuum until opening into an airlock that restricts access further into one of the six warehouses. Each warehouse is little more than a huge vault stuffed to the rafters with supplies, weapons and foodstuffs, except that security makes this place tighter than a bank vault. From the platform, an invader would never even know of the warehouse's existence unless specifically informed by someone who knows.

SECURITY STATION

This is a command center that is manned 24 hours per day by no less than six of Cybermed's special security personnel. It has security cameras in all areas of the base, and there is a link to the staging platform itself that registers when it is being used and *(generally)* what is coming through *(i.e., how many things are coming through and the size of each)*. There are 12 computer stations with each hooked up to seperate particle beam cannons. The cannons are equipped with cameras and laser targeting beams with computer interface to deal with invaders.

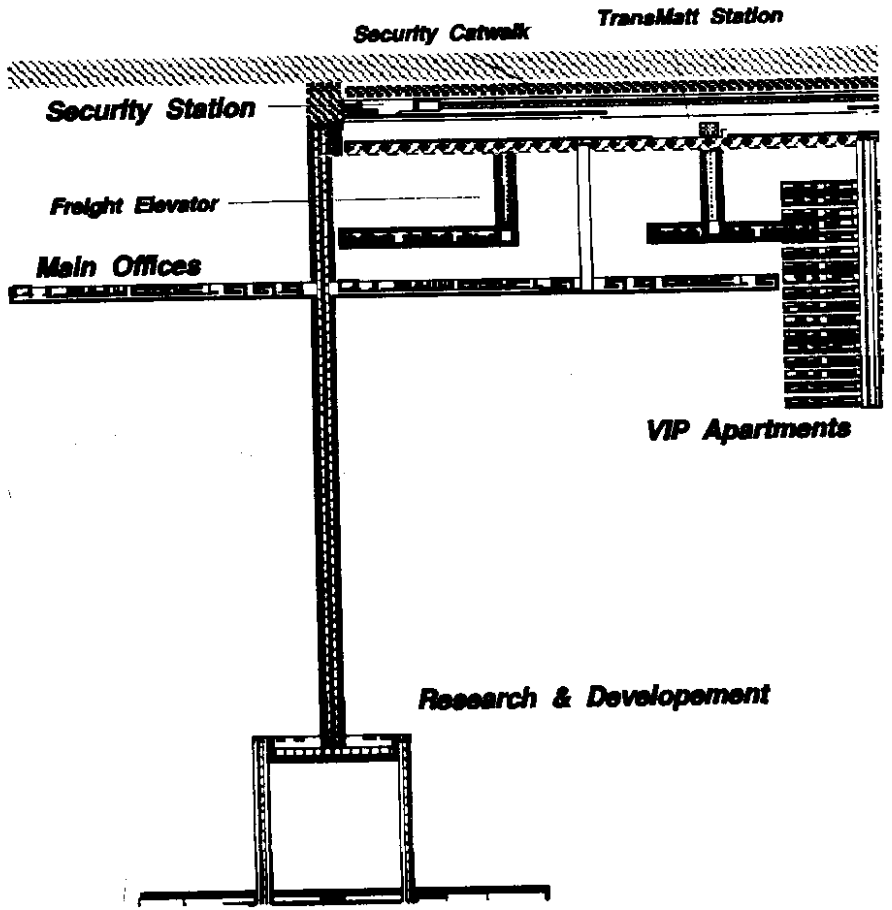
Also on duty here is a guard who's psionic powers are danger sense and precognition. Her job is to inspect V transmatt loads before they arrive and be on the lookout for dangers.

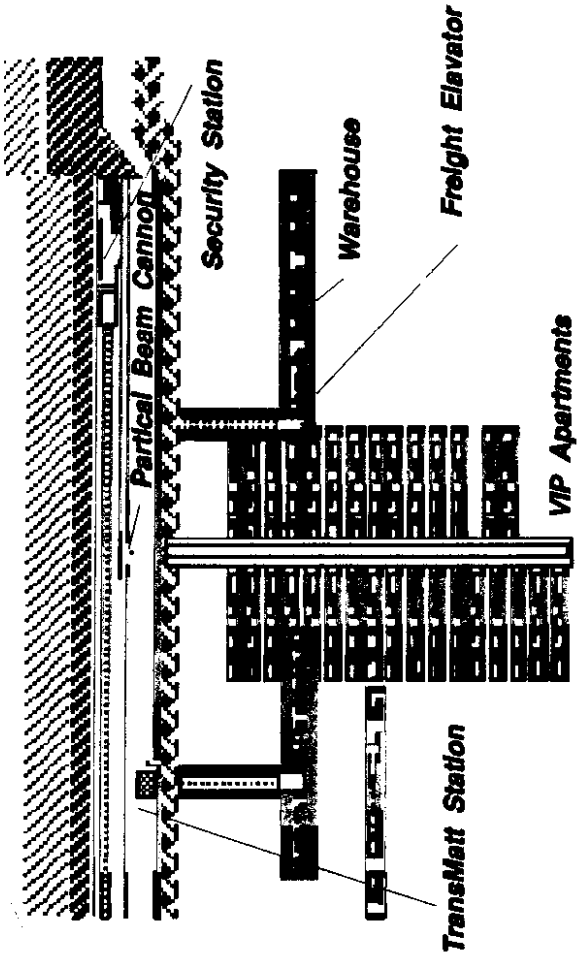
CONNECTING TUNNELS

Each of the four connecting tunnels leads to a common area that is overlooked by the security station. This area is a 50 meter diameter disk with appropriate waiting couches and the occasional potted plant. Security here is identical to that in the transmatt platform, except that the frictionless surfaces are controlled by the security station. Also here are several partitioned areas (still in view of the security guards) that double as informal meeting rooms for visiting guests. The individual tunnels are 500 meters long with security doors that can be dropped by the security station every 50 meters. These doors are one meter thick carbide armor requiring 1000 points of damage before

being breached. Also, each individual 50 meter section can be flooded with knockout gas that is *(you guessed it)* controlled by the security station. And as if that weren't enough, the walls and floors of each 50 meter section has camouflaged anti-personnel mines that can be detonated from any security station.

At the end of each tunnel there is a common room with similar security features as the one off the staging platform, with the exception that there is no personnel on duty.



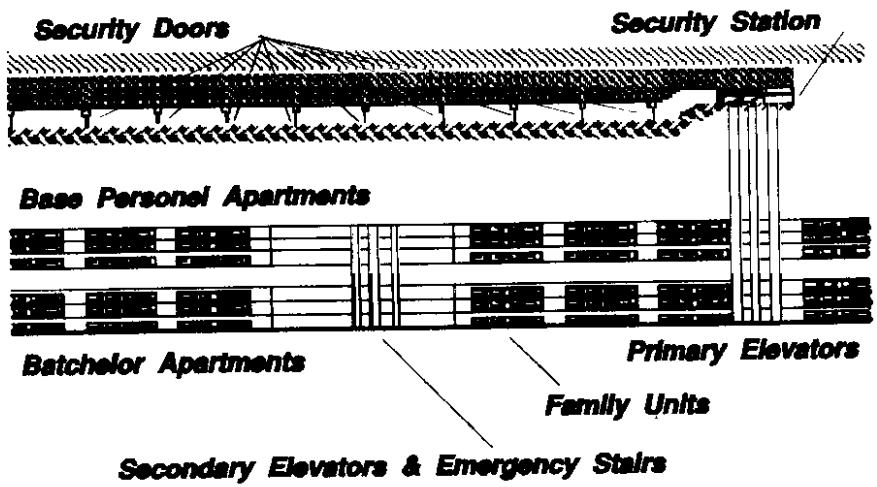


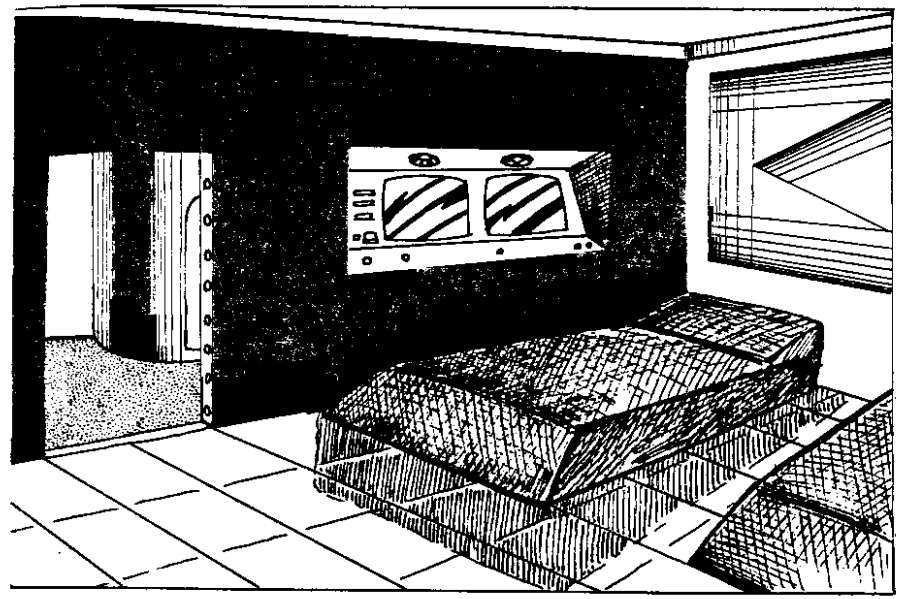
These are the living quarters of the individual personnel that reside here and comprise the base's permanent staff. This section consists of two sections of three levels, each level a disk 500 meters in diameter and three meters in heighth. All are connected by elevators leading to a large common room and there are extensive fire and safety control safeguards installed. Each level can be sealed with bulkheads similar to the ones in the tunnels and is home to 100 persons.

The living quarters to the left are the individual bachelor's quarters. This is where the single base personnel have their apartments, usually two per room. Each room has a keycard lock that is keyed to the employees' identification card. The rooms are spartan if unoccupied, usually just two beds, two chairs, two desks, two closets and a bathroom, but occupied apartments have more homey touches, depending on the occupants.

The levels to the right are the family dwellings. Each is approximately the size of three combined bachelor apartments and is more plush in their interior decor. Each has a common room with three doors leading off of it, two leading to bedrooms and one leading to the bathroom. These are all occupied by families.

Each level has a community room in the center of the level. This is where the various inhabitants of the level go the mingle with their co-workers. This is also where meals are served. A large kitchen is off to one side. The entire area can be converted to a recreation area or for other entertainment purposes in ten minutes.





LIVING QUARTERS (EXECUTIVES)

These are is the living quarters of the executives of Cybermed. There are 25 disks connected by an elevator, each disk 50 meters in diameter and three meters high. Each level (one through 21) is inhabited by one executive, any significant others, and a small personal staff. The levels are decorated to suit the individual, but each has the basics of a bedroom, a kitchen and a bathroom. Individual details are left to the GM. *(Note that levels 22 through 25 are unoccupied. These are used when high level Cybermed field executives come calling.)*

COMPANY OFFICES

This section is where the corporate executives conduct their day to day business. This levelis 500 meters in diameter and three meters high, arranged in a series of offices and meeting rooms. Each office is home to one executive or high-ranking Cybermed officer, and each has a secretary's cubicle just inside the door. The meeting rooms are large and spacious, having a desk with computer inserts connecting to the base's mainframe and many chairs. This is where executive have their power meetings.

RESEARCH & DEVELOPMENT

This section is after a double length tunnel for reasons of safety. This is where the corporation conducts its research into the medical field. Each lab is separated from the others by a 20 meter tunnel from the common room/security post, and each is individually sealed. It is left to the GM to determine the individual contents of each lab.

WHO THEY ARE

In this section are some select corporate executives, and a bit of their background is given to give the GM an insight into the workings of the corp.

Dr. Simon Bolivar Francs

Gorilla-Beta Executive, Cybermed

CON 90	STR 100	DEX 85	IQ 115
WIS 102	AGL 77	PRZ 24	MS 300
BOD 35	RES 64	SPEED 41	

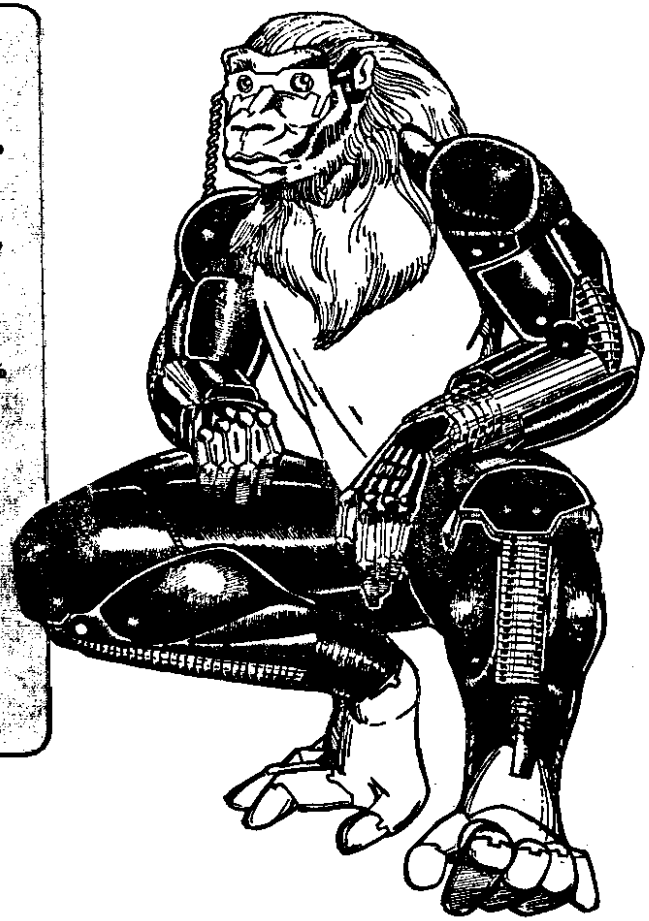
BASE TO STRIKE 28% DAMAGE BONUS 10

SPECIAL ABILITIES: Cybernetic Eyes with the Works
Cybernetic Arms with targeting link
Cybernetic Legs

NATURAL WEAPONS: 1 Bite (large)

Skills

Pharmacology	95%
Pathology	90%
Med Tech Ops	100%
Internal Med	99%
Surgery	85%
Trauma Treat	110%
Psychology	25%
Orthopedics	75%
Cybernetic Tech	95%
Adv First Aid	107%
Administration	84%
R\W Latin	75%
R\W Native	95%
Speak Latin	75%
Speak Native	95%
Beam Weapons	85%
Computer Ops	75%
Civil Law	95%
Criminal Law	75%
Corp Structure	85%
Corporate Law	85%



Personal Data

Contrary to popular belief, Dr. Francs did not die as a result of the assassination attempt on his life, but instead escaped with severe injuries. Contacting friends in various corps, he used advanced experimental cybernetic technologies to gain a new life. He is the mastermind and cheif finacier behind Cybermedtech.

Jackson VanDerHoff

Polar Bear-Beta Executive, Cybermed

CON 86	STR 82	DEX 5	IQ 88
WIS 60	AGL 72	PRZ 11	MS 210
BOD 40	RES 66	SPEED 42	

BASE TO STRIKE 2% DAMAGE BONUS 8

SPECIAL ABILITIES: Cybernetic eyes with IR filter
Cybernetic arms with targeting link

NATURAL WEAPONS: 1 Large Bite
2 Large Claws

Skills

Corp Structure	95%
Civil Law	85%
Criminal Law	85%
Corporate Law	88%
P Weapons (H)	65%
Anthropology	75%
Archeology	85%
Cryptology	99%
History	85%
Instruction	75%
Linguistics	100%
Psychology	85%
Sociology	70%
R/W Native	100%
Speak Native	100%
Speak English	100%
Speak Japanese	100%
Speak Arabic	100%
Speak Cetan	100%

Personal Data

Jackson used to be a full-bird colonel in the TTMS Justifier program. After seeing more than one native race being ground under in the rush to exploit the planet he became disillusioned. He made his buy-back and disappeared into the wilds of Dragonrok. Dr. Francs found him alive and well two years later, busy eating the carcass of the dragon he had just killed. He was recruited and became head of the legal department. Jackson is also a polyglot who speaks a little of every language he has ever heard.

Dr. Serena

Fox-Beta Executive, Cybermed

CON 81	STR 65	DEX 97	IQ 86
WIS 33	AGL 118	PRZ 93	MS 175
BOD 33	RES 40	SPEED 62	

BASE TO STRIKE 32% DAMAGE BONUS 7

SPECIAL ABILITIES: Cybernetic eyes with zoom lenses
Cybernetic arms
Cybernetic hands with surgical tools

NATURAL WEAPONS: 1 Small Bite

Skills

Pharmacology	98%
Pathology	88%
Med Tech Ops	107%
Internal Med	68%
Surgery	99%
Trauma Treat	85%
Psychology	45%
Orthopedics	68%
Cybernetic Tech	105%
Adv First Aid	75%
Weapons(Hand)	68%
Corp Structure	65%

Personal Data

Dr. Serena is the former head of United Industries cybernetic medicine department. After deciding that she could make her way better in a corporation that was more medically oriented, she defected with most of her staff to head Cybermed's cybernetic research department. She is heavily into beta rights, and is known to actively support the beta colonies in their endeavors to remain free. She is capable of extreame violence in the defense of her beliefs.

Hendrix

Mantis-Beta Executive, Cybermed

CON 41	STR 36	DEX 78	IQ 53
WIS 33	AGL 15	PRZ 70	MS 135
BOD 26	RES 31	SPEED 49	

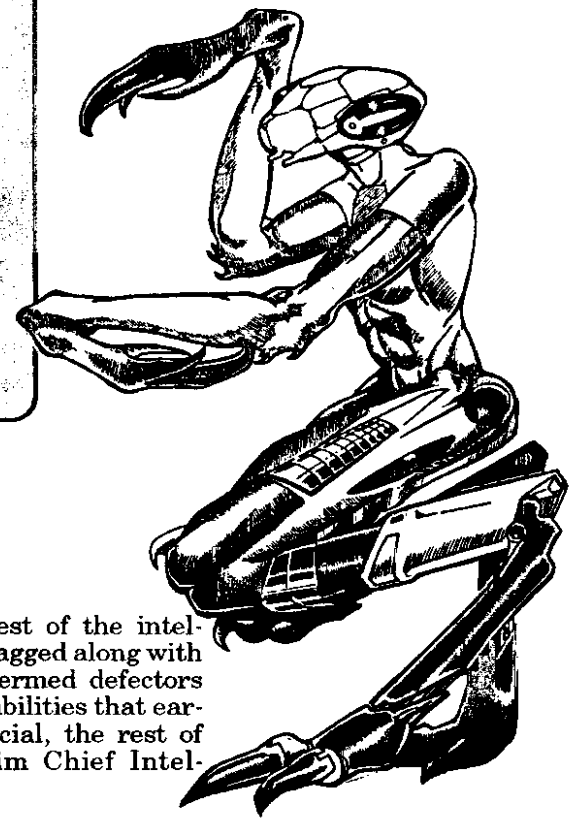
BASE TO STRIKE 12% DAMAGE BONUS 4

SPECIAL ABILITIES: Cybernetic legs with thrusters
Cybernetic eyes with the Works
Cybernetic ears with amplifying

NATURAL WEAPONS: 1 Small Bite

Skills

Adv. Martial Arts	
Smuggling	98%
Beam Weapons	65%
I/P Weapons	65%
H Weapons (A)	88%
H Weapons (T)	75%
Disguise	45%
ECM	89%
Surveillance	79%
Security Systems	98%
Subduing	85%
Interrogation	90%
Tracking	86%



Personal Data

Hendrix was the best of the intelligence agents that tagged along with the rest of the Cybermed defectors so, having no other abilities that earmarked him as special, the rest of the execs made him Chief Intelligence Officer.

He does his work with diligence, often with a zeal he reserves for the Australian Rules Football matches he is wont to set up. He has found a natural sparring partner in Lewella Colby, although the two disagree on how the corp is to survive.

Lewella Colby

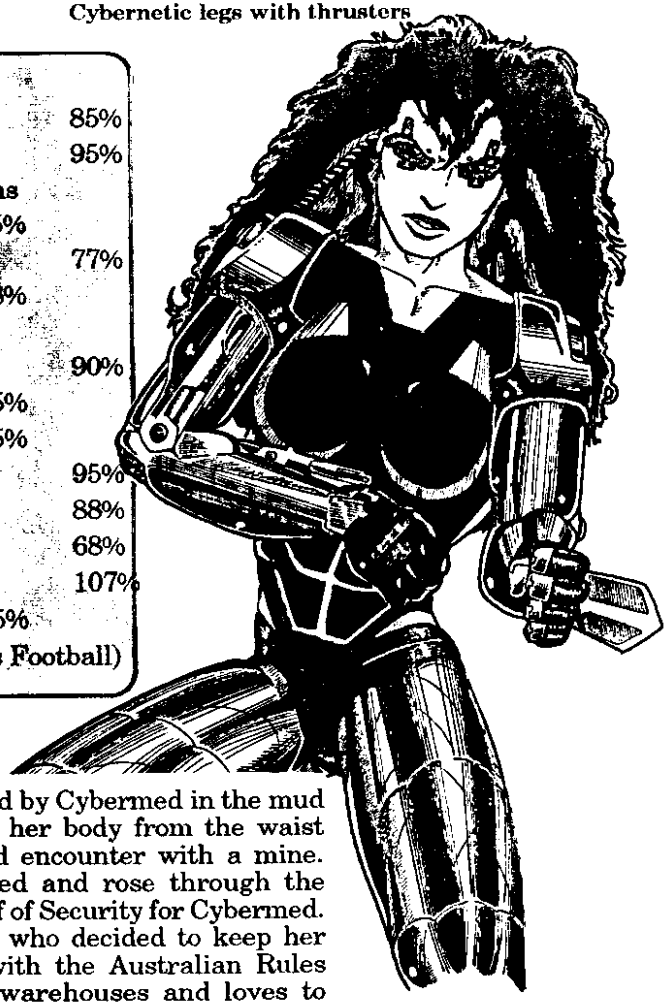
Human Executive, Cybermed

CON 88	STR 90	DEX 71	IQ 70
WIS 80	AGL 83	PRZ 76	MS 225
BOD 35	RES 43	SPEED 25	

BASE TO STRIKE 30% DAMAGE BONUS 9

SPECIAL ABILITIES: Cybernetic eyes with the Works
Cybernetic arms with targeting link andplaser in right arm, machete in left
Cybernetic legs with thrusters

Skills	
B Weapons	85%
P Weapons (H)	95%
Projectile Weapons (R&S)	85%
P Weapons (H)	77%
P Weapons (S)	68%
Adv Martial Arts	
Demolitions	90%
Subduing	25%
Interrogation	85%
Sec Systems	95%
H Weapons (A)	88%
H Weapons (T)	68%
Surveillance	107%
Sports (Australian Rules Football)	65%



Personal Data

Lewella was found by Cybermed in the mud on Ymir missing her body from the waist down after a bad encounter with a mine. She was recruited and rose through the ranks to the Chief of Security for Cybermed. She was the one who decided to keep her team in shape with the Australian Rules Football in the warehouses and loves to argue with Hendrix. Both feel that theirs is the more important branch, and are frequently duelling to find out which is better. She is also the only human in a position of power in the corporation.

Hannover Smith

Owl-Beta Executive, Cybermed

CON 42	STR 119	DEX 82	IQ 95
WIS 72	AGL 66	PRZ 54	MS 204
BOD 26	RES 49	SPEED 35/90	

BASE TO STRIKE 27% DAMAGE BONUS 12

SPECIAL ABILITIES: Cybernetic eyes with IR/UV filters
Cybernetic heart

NATURAL WEAPONS: 1 Small Bite
2 Large Claws

Skills	
Pharmacology	65%
Pathology	67%
Med Tech Ops	85%
Internal Med	45%
Surgery	85%
Trauma Treat	95%
Psychology	65%
Orthopedics	65%
Cybernetic Tech	89%
Adv First Aid	75%
Adv Navigation	99%
Hover Craft	74%
Aircraft/Sub	87%
Air2Air Combat	85%
Combat Driving	75%
V Mount Weaps	65%
Meteorology	54%
G Vehicle Tech	45%
Aircraft Tech	85%
Adv Zero-G	94%
Public Speaking	98%

Personal Data

He is one of six people in the universe to work for multiple corps. He began as a TTMS Justifier pilot, earned his buy-back and hired onto United Industries as a field doctor. He then joined Cybermed at the request of his old friend Dr. Francs to head Public Relations. He travels with the only six security personnel who are not MIA in a hostile takeover, all of their cybernetics heavily disguised. He is old and yet still spry, and is one of the better pilots in the universe.

Philco

Colonel Wolf-Beta Cmdr. Cybermed Forces, TTMS

CON 50	STR 67	DEX 90	IQ 78
WIS 92	AGL 82	PRZ 83	MS 224
BOD 23	RES 45	SPEED 47	

BASE TO STRIKE 30% DAMAGE BONUS 7

SPECIAL ABILITIES: Cybernetic eyes with the Works
Cybernetic arm
Cybernetic hand with surgical tools

NATURAL WEAPONS: 1 Large Bite

Skills	
Admin	87%
Pharmacology	88%
Pathology	76%
Med Tech Ops	95%
Internal Med	64%
Surgery	106%
Trauma Treat	95%
Psychology	88%
Orthopedics	78%
Cyber Tech	65%
Adv First Aid	90%
B Weapons (H)	65%
Projectile Weapons (R&S)	54%

Personal Data

Philco was a former TTMS justifier who made his buy-back and retired to the beta colony of Tatterdemalion. After deciding that he got a bum deal he signed up with the Cybermed corporation and, because of his contacts in TTMS, was assigned the post of commander for the Cybermed forces working for the corp. He does his job well, and doesn't take any crap from the corporate executives he deals with. He has a secret passion for shotguns and violence, and secretly wishes he was out with the troops instead of being stuck in TTMS headquarters.

CYBERNETICS

This section will provide advanced rules for cybernetics, concentrating on their obtaining, use and problems to the lifeform who wishes it. The GM can use some, none or all of these as he sees fit.

In the 24th century, cybernetics is the study of how mechanical and electrical processes can be used to replace biological functions. With its roots back in the artificial organ experiments of the mid- to late-twentieth century, this field of study has grown slowly but steadily over the past 400 years. While a lifeform can get by without the aid of cybernetics, the odds of living past 100 years (barring accident or homicide) are better with their inclusion.

It was in the early 23rd century that cybernetics really took off. Several doctors and scientists had succeeded in creating a mechanical/biological computer chip that could be implanted in the brain of a person. As the skill in mapping the parts of the brain grew and the chips grew smaller, it was found that when an implanted chip was hooked up to a mechanical device the brain would automatically "translate" electrical impulses from the device and could broadcast "orders." When microtechnology and fission power was thrown into the game the state in which you could actually "rebuild a man" was born.

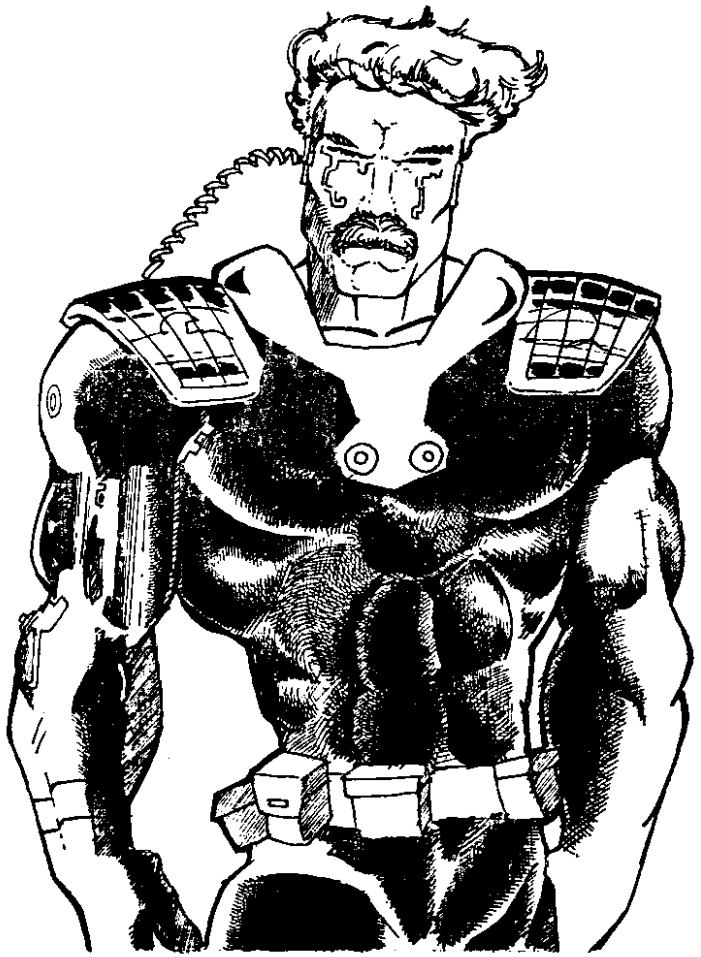
There are several problems inherent in this system, though. It was found that while you could theoretically increase a person's intelligence with the inclusion of "data mech/bio chips," the reality was quite different. Often there would be no symptoms at first, with the user able to perform the new skill at any level. However, after continual usages the data from the chip and the actual life memories of the user conflicted, creating a "feedback" that ultimately caused a sensory overload and created a state that is similar to schizophrenia. If the data chips are removed immediately the user will recover, otherwise the user's state will grow worse each hour and transmute into a form of catatonia, where the only action the user is able to perform is the data contained on the chip. Ultimately, death will result.

Another problem is the reduction of a person's "attractiveness," or charisma. While it is possible to disguise the cybernetic limb or organ so that it is indistinguishable from the real thing, others meeting the user can somehow subconsciously sense that this person is not right. The more extensive the cybernetics, the greater the degree of "wrongness." This is reflected in the loss of PRZ whenever a new cybernetic device is added to the user. This loss only comes into play when the character is meeting someone face to face. For recorded mediums use the character's original PRZ in the case of disguised cybernetics.

Then, there is the loss of "soul," or willpower as a cybernetic device is added. The user just loses some integral part of his essence, the larger the replacement the greater the loss. If too much of the user's natural body parts are replaced, the user loses all free will, and can be ordered around like a robot. This is reflected in the loss of WIS.

Finally, there is the sensitivity of the cybernetic addition. While it is true that cybernetic replacements are sturdier than the original organs, they are subject to different rules on their survival. A cybernetic addition can't be removed without seriously disrupting the constitution of the user (d20 CON loss; note that if an addition is removed and another installed, there is no effect), if severely damaged can cease functioning altogether (see PARTS), and if subjected to an electromagnetic pulse (like from a nuclear blast) will short out and cause severe damage to the user (d20 CON loss, 2d20 WIS loss and 3d20 IQ loss automatic). In addition, the user will show up on electromagnetic scans, metal detectors and x-rays like a beacon.

Cybernetic parts can survive in the depths of space for ten minutes without protection. After this time the lubrication in the part freezes and the part must be scrapped.



BASIC RULES FOR CYBERNETICS

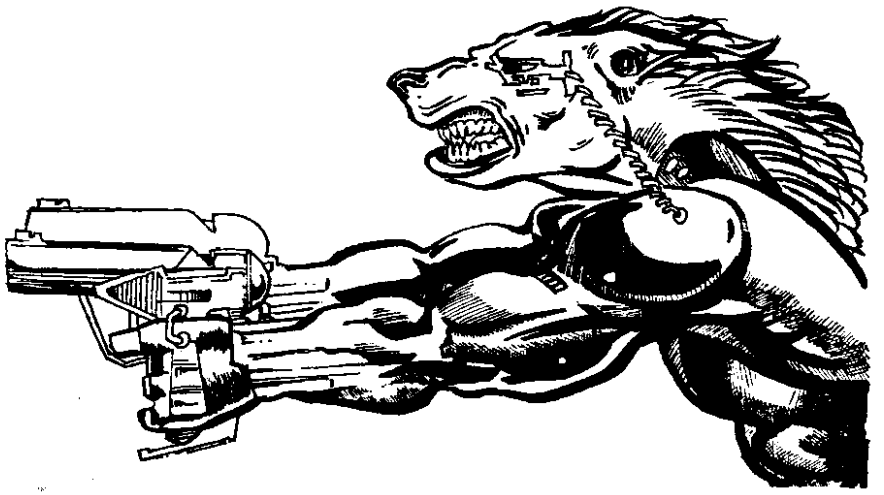
1. You cannot use any datachips with skills on them. If you do, you stand a good chance (90%) of going crazy and dying.

2. If the amount of your cybernetics ever reduces your WIS to or below zero, your character becomes a robot and is taken out of the game to be run as an NPC by the GM.

3. If the amount of your cybernetics ever reduces your PRZ to or below zero, your character goes insane and must be destroyed as he is a homicidal threat to the community.

4. There is no way to hide cybernetics on a medical scan. You can fool metal and weapons detectors such as those used by customs.

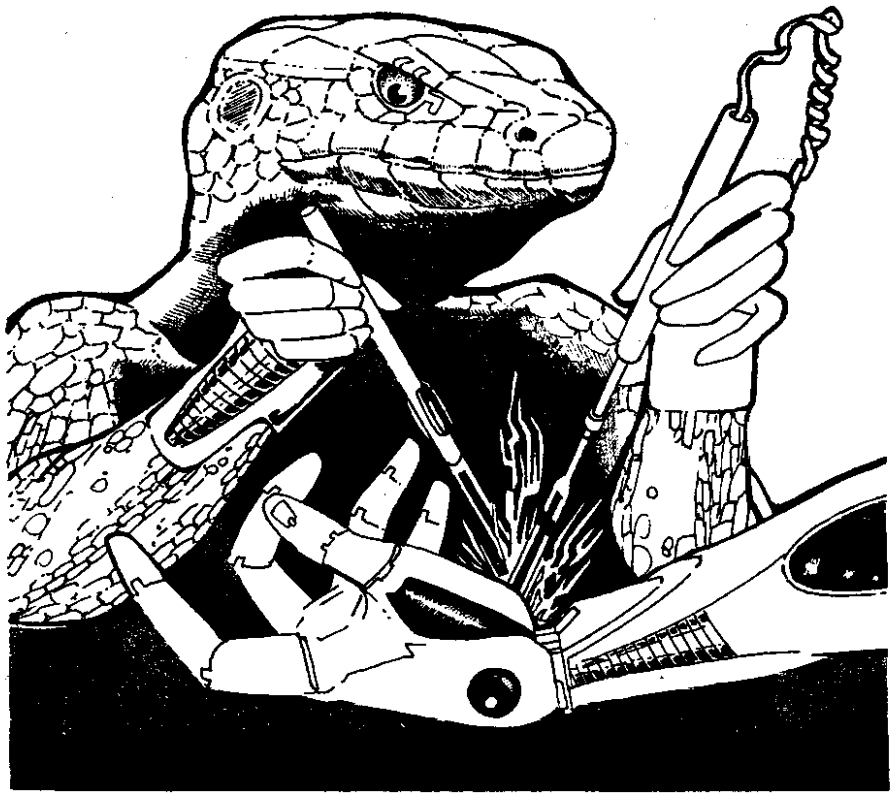
5. These rules were put into effect to make cybernetics an unwanted but necessary part of 24th century life. While a character may not want them, someday there might be a pressing need for them. It makes for poor game balance if any character with enough money can pop into a hospital and emerge six months later as the Terminator.



OPERATIONS

Replacing a bodily function with a cybernetic equivalent is a long and complicated process involving time, money and resources. You don't just pop into the local hospital and check out one hour later with a new leg. Each cybernetic addition requires an extensive operation, at least six hours in length. Recovery takes time too, as does learning to use your new addition effectively. In general, the GM should roll a D20 twice and add one to the number. This is the number of days until the character is able to participate in normal activities again.

Also, you can't install a cybernetic addition between two organic organs. If you want to replace an arm, you also have to replace the hand.



PARTS

In this section are the new cybernetic additions that can be had. Each consists of a description, followed by price, BOD points and PRZ/WIS loss. Note that each part is supplied power with its own microelectric atomic fission power plant.

BOD is the body points of the part, the amount of damage that the addition can take before becoming unoperational. This is modified by armoring. If the part takes the full amount of damage then there is a 10% chance of having a nuclear spill from the power plant with 10 rad radiation damage.

PRZ/WIS loss is the amount that each stat is reduced by due to the inclusion of the cybernetic addition into the character. For example, 5/5 means lose 5 PRZ and 5 WIS.

After certain additions there are variants that can be purchased by users. These are dealt with in the same way as regular additions.

• FRAME

Let's face it, with the addition of a cybernetic replacement the character is going to take some damage.

To this end, the damage is offset with the inclusion of a full body frame that is able to withstand the forces that the cybernetics places on the body. It doesn't matter if you can lift a shuttle with your new cybernetic arm, the force will still rip the arm right off your body.

This is a requirement for any and all cybernetics, and its cost is added onto the price of the new addition.

As the frame is an integral part of the user, its hit points are that of the user. Includes mounts and conductors for future cybernetic additions.

Cost	1,000,000C
BOD	Special
PRZ/WIS Loss	5/0

• ARMORING

The addition is encased in a thin layer of carbide armor (just underneath the skin in the case of disguised cybernetics) that automatically adds 50 BOD to the addition.

This cannot be used on certain additions (such as eyes and ears), but can be installed over non-cybernetic limbs (in a sense reenforcing the bones and muscles of the treated area). The PRZ/WIS Loss is one-time only. If the character comes back for more armor then there is no effect.

Cost	10,000C per addition
BOD	50
PRZ/WIS Loss	10/0

• DISGUISING

Most cybernetic additions can be disguised to appear as though they are natural organic parts of the creature. This helps to offset the loss of PRZ that the character has when receiving cybernetic additions. This disguising will help the character to fool metal or cybernetic detection equipment but it will not stand up to a medical investigation.

Cost	10,000C per addition
BOD	0
PRZ/WIS Loss	-3/1 (adds to *PRZ* per part)

• HEART

This addition increases the user's CON +20, and is hooked up to a series of filters that give an additional +10 versus poisons.

Cost	10,000C
BOD	20
PRZ/WIS Loss	2/1

• LUNGS

With increased oxygen extraction devices, this addition can be sealed and allow the user up to ten minutes of fresh air. Also includes filtration units so that the user is immune to airborne pollens. Allows user free activity in thin atmospheres without the use of air tanks. Must be replaced as a set.

Cost	20,000C
BOD	20 each
PRZ/WIS Loss	5/2

• GILLS

These are a special set of cybernetic lungs that can extract oxygen from water and otherwise act just like the normal cybernetic lungs. The character is no longer able to exist out of the water. Primarily used for people who are to spend their entire lives underwater for some reason or another.

Cost	50,000C
BOD	20 each
PRZ/WIS Loss	5/5

• AMPHIBIOUS

The cybernetic lungs can operate on both land and sea. There is a tiny computer lodged in the throat that detects the PRZ of water in the lungs and switches the lungs to gill-mode. When the computer detects air it switches to lung-mode.

Cost	100,000C
BOD	20 each
PRZ/WIS Loss	5/7

• DIGESTIVE TRACT

The user's entire digestive tract is replaced with a more efficient cybernetic model.

Can extract nutrients from any edible source, including plants, trees and dirt. Includes filtration units for any poisons and impurities.

Cost	50,000C
BOD	40
PRZ/WIS Loss	5/5

• KIDNEYS

Act as super-blood filters. Gives a +40 to saves versus poisons.

Cost	100,000C
BOD	10 each
PRZ/WIS Loss	2/2

• EYES

Both eyes absolutely must be replaced at the same time when purchasing this option. Because of the difference between the cybernetic additions and the originals, only replacing one will cause migraine headaches *(no one is really sure why). These act the same as normal eyes, with no special functions.*

For Both	
Cost	50,000C
BOD	10
PRZ/WIS Loss	5/5

• INFRARED FILTERS

The eyes can be equipped with special lenses that see the heat given off of objects. Allows the user to differentiate between degrees of heat, but the entire world appears as blobs of colors, the darker, the cooler.

Cost	10,000C
BOD	0
PRZ/WIS Loss	1/0

• ULTRAVIOLET FILTERS

The eyes can be equipped with lenses that enhance ultraviolet radiation and amplifies it, allowing the user to see in the dark. Note that if indoors or underground these filters are useless. The entire world appears in shades of green.

Cost	10,000C
BOD	0
PRZ/WIS Loss	1/0

• DUAL FILTERS

The eyes can be equipped with both IR and UV filters, and is able to switch between all three views of the world instantly *(IR, UV and normal views).*

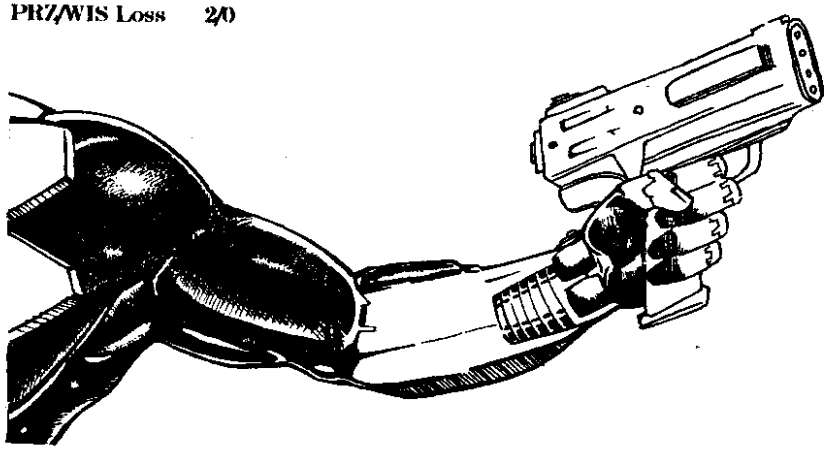
> **Note** that for some reason this option can also tap into and see any object's electromagnetic signature *(or Aura)*. This allows people and objects to be absolutly identified, as no two "EM" signatures are ever the same.

Cost	25,000C
BOD	0
PRZ/WIS Loss	2/0

• TARGETING COMPUTER

The eyes can be equipped with microminiature targeting computers that lock on to any moving object and track it through the range of the user's vision. Objects tracked show up centered on crosshairs in the user's field of vision.This option can also be hooked up to a cybernetic arm to provide weapon tracking. When hooked up provides an automatic +40 to hit with ranged and thrown weapons.

Cost	30,000C
BOD	0
PRZ/WIS Loss	2/0



• DISPLAY

The eyes contain a display that appears in the lower right hand corner of the character's field of vision. Wired to a microcomputer, this option constantly displays a preset time and date, and can scroll radio messages from any radio source that the character can receive.

Addition includes the wiring of an antenna throughout his cybernetic frame. A stripped-down unit only displays time and date. Both can be programmed to act as a stopwatch. Resetting these only requires a thought from the user.

With Antenna

Cost	150,000
BOD	0
PRZ/WIS Loss	7/3

Without Antenna

Cost	50,000
BOD	0
PRZ/WIS Loss	3/0

• X-RAY VISION

Great for those practical jokers who delight in telling the team what type of underwear the females are wearing.

This option can also be amped up to see through organic objects. Lenses are defeated by heavy metals, those of the density of lead or higher.

Also useful for doctors who can see into a patient without the need for large optical equipment. The only drawback is that these lenses just cannot be disguised, and the user's eyes tend to glow with a soft orange light when these are used.

Cost	50,000C
BOD	0
PRZ/WIS Loss	2/0

• ZOOM LENSES

Any eyes can be equipped with zoom lenses that act as 20x binocular magnification. Range is two kilometers.

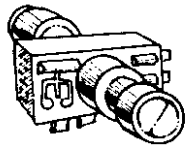
Cost	15,000C
BOD	0
PRZ/WIS Loss	1/0

• CAMERA

The character's eyes act as tiny cameras with the picture being stored digitally in a tiny data chip. This unit also includes a computer jack at the base of the characters skull that can be used to download the pictures into a computer memory bank.

> **Note** that the jack can only be used to download information. For an additional 250,000C the character can be linked up with a radio that can broadcast moving pictures to a recording unit.

Cost	150,000C
BOD	0
PRZ/WIS Loss	3/0



• THE WORKS

(Optically Speaking)

A character can buy cybernetic eyes with all of the above options. These are expensive and normally limited to those who deal in military operations or justifying worlds.

This always includes the antenna and computer link for the display, and the radio for broadcasting data.

For Both	
Cost	800,000C
BOD	10
PRZ/WIS Loss	12/5

• EARS

The character has cybernetic replacements for his ears installed. These can hear about as well as normal ears and resemble them except for the earlobes.

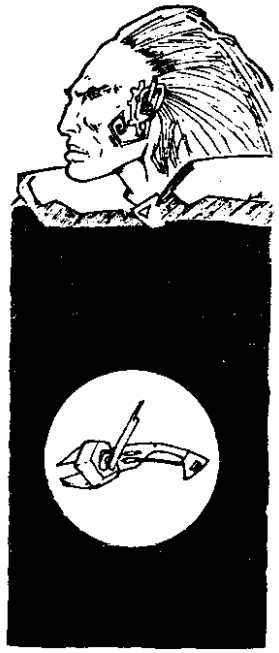
For Both	
Cost	25,000C
BOD	10
PRZ/WIS Loss	7/5

• AMPLIFICATION

The ears can be amplified so that they can hear anything said over a kilometer distant and add +65 to all tracking skills.

Special automatic cutoff switches are installed to prevent damage from loud noises close by.

Cost	25,000C
BOD	0



• RADIO RECEIVER

The ears are equipped with a receiver that can translate radio waves and transmit them audibly to the user.

Receiver can be hooked up to the display antenna in the cybernetic display, otherwise the character must spend and additional 100,000C for the antenna.

Cost	75,000C
BOD	0
PRZ/WIS Loss	3/0

• SENSOR PACKAGE

This option is a tiny computer analyzer implanted into the bridge of the character's nose with leads to his nasal passages.

This device detects the presence of biological and chemical hazards that are nearby, and can also record and store different scents to be referenced in the future. Even minute traces of any substance with an odor can be identififed. However, players should be aware that many toxic substances are ordorless. This package raises all tracking skills +10.

Cost	100,000C
BOD	1
PRZ/WIS Loss	5/5

• RADIO

The character has a short-range communication device installed under his voice-box that has a range of two kilometers and can only be used for audio broadcast. Note that actual verbalisation is not required, but that sounds near the character are not picked up by the communicator. is not required and that the character automatically broadcasts an identification signal when used. Antenna for the display is identical and can be used.

Cost	150,000C
BOD	5
PRZ/WIS Loss	5/5

• LOCATION REGULATOR

A microminiature computer that can record information from the user's eyes and project a small map with the user's current position in crosshairs. Also includes a scanner that detects magnetic north. Can only be used with the cybernetic eyes and display.

Cost	500,000C
BOD	1
PRZ/WIS Loss	5/5

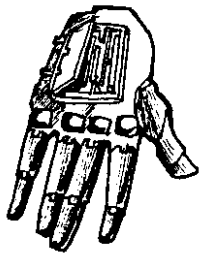
- **HAND**

This is the same as the one presented in the Justifiers RPG book.

Cost	50,000C
BOD	75
PRZ/WIS Loss	5/5

- **TOOL STORAGE**

This option allows for the installation of up to five small tools that can be extended. Includes conventional lock pick tools, surgical tools and small construction tools (screwdrivers, a small file, etc.) Note that the PRZ loss is a total of five maximum and minimum no matter how many tools are installed.



Cost	10,000 per finger
BOD	0
PRZ/WIS Loss	5/0

- **CLAWS**

The fingers of each hand can have retractable claws installed that act as Large Claws.

These are kept razor sharp by the inclusion of a sharpener that is automatically used whenever the claws are retracted and they never corrode.

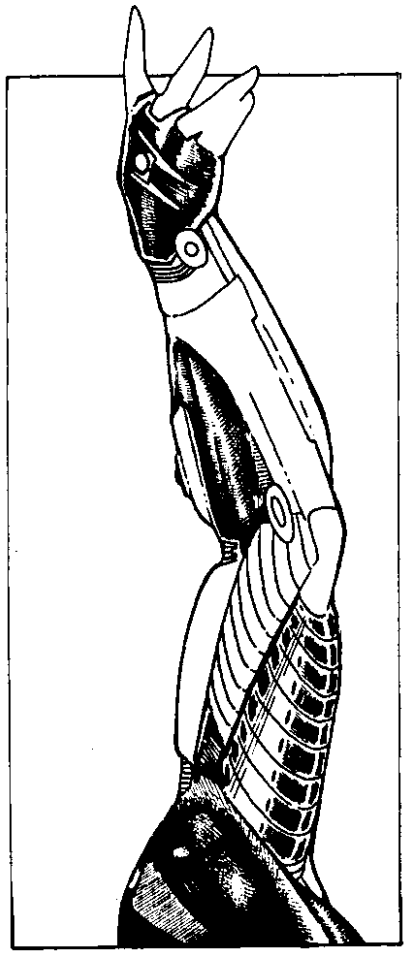
The disadvantage is that if they take their BOD in damage they are broken and replacements must be installed before continuing.

Cost	10,000 per hand
BOD	10
PRZ/WIS Loss	5/5 per hand

- **ARM**

This is the same as the one presented in the Justifiers RPG book.

Cost	75,000C
BOD	75
PRZ/WIS Loss	10/10



TARGETING LINK

The arm can be hooked up to cybernetic eyes that have the targeting computer installed.

Wherever the character looks, that is where the arm and anything held will point towards.

This gives a +30 to hit with ranged weapons and also provides a +10 with thrown weapons.

> **Note** that character can only use this option on targets in his field of vision.

Cost	150,000C
BOD	0
PRZ/WIS Loss	5/5

WEAPONRY

The arm can be equipped with one built-in weapon that acts a normal ranged weapon. Only beam weapons can be installed, projectile weapon ammunition requiring too much space to be practical. These weapons can only be used with the targeting link and targeting computer, making them rather rare and expensive. They can only be fired 100 times before their power plant is expended and a minor 20 minute operation is needed to recharge. These weapons are concealed in a pop-up fashion and are subject to the normal limitations for beam weapons.

Stopper

This weapon is the same as the one presented in the Justifiers RPG book.

Cost	150,000C
BOD	20
PRZ/WIS Loss	5/5

Laser

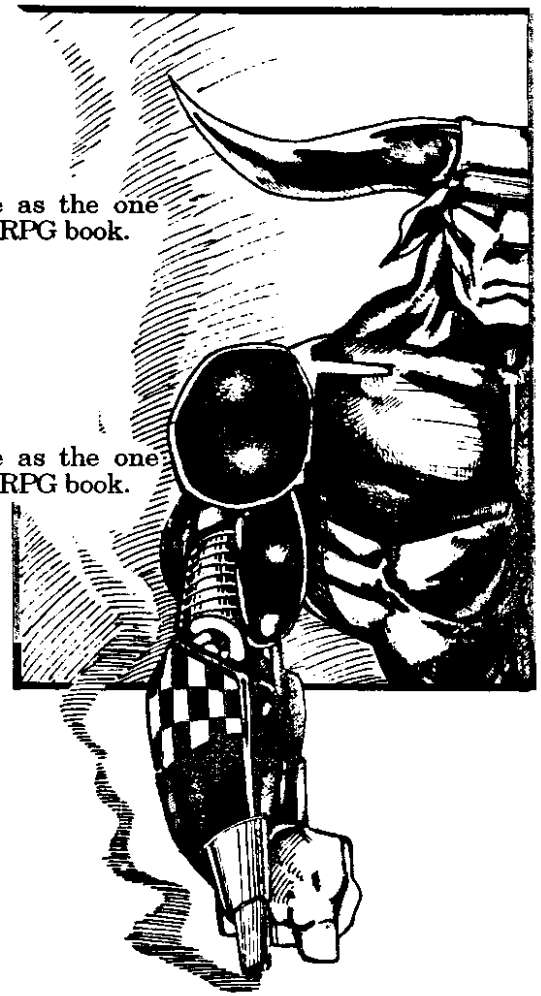
This weapon is the same as the one presented in the Justifiers RPG book.

Cost	250,000C
BOD	20
PRZ/WIS Loss	5/5

Blaster

This weapon is the same as the one presented in the Justifiers RPG book.

Cost	350,000C
BOD	20
PRZ/WIS Loss	7/7



Plaser

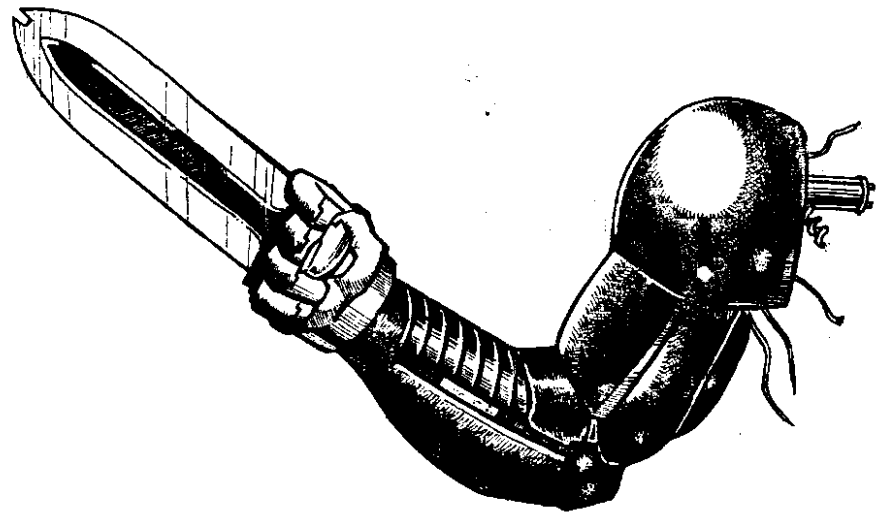
This weapon is the same as the one presented in the Justifiers RPG book.

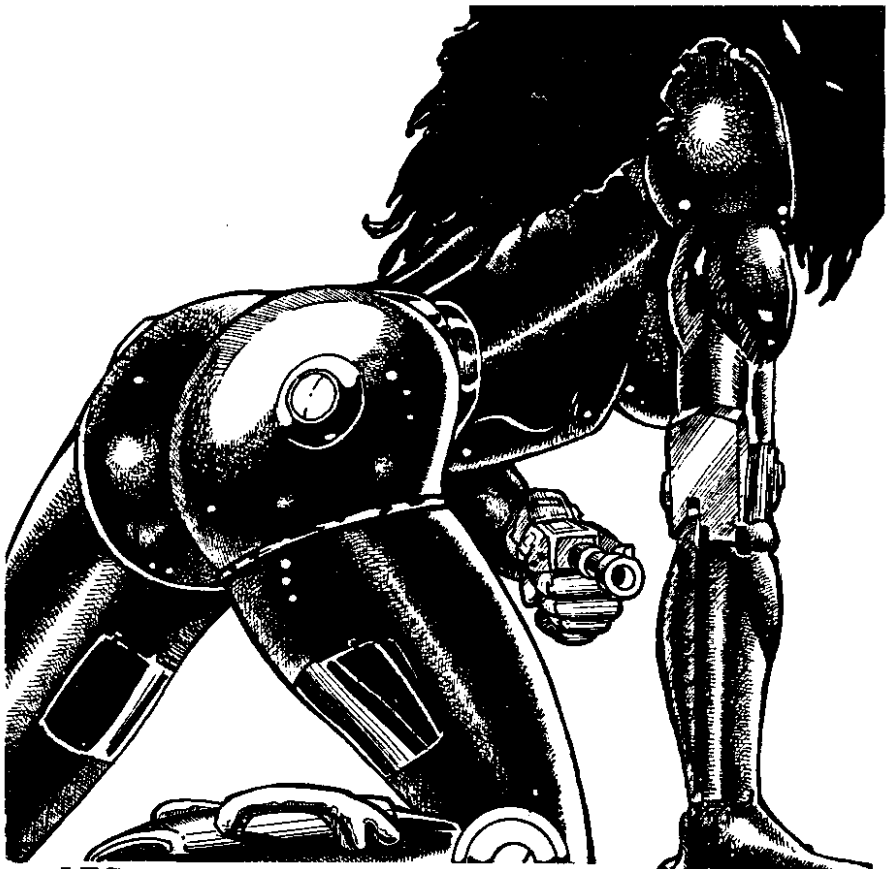
Cost	500,000C
BOD	30
PRZ/WIS Loss	10/10

Machette

The cybernetic arm, instead of a beam weapon, can be equipped with a machette that is retractable (extends out of the back of the wrist and past the hand) and acts just like a normal short sword.
This can be used in close combat and is subject to the same advantages and restrictions as the retractable claws in the hand.

Cost	10,000C
BOD	50
PRZ/WIS Loss	5/5





- **LEG**

This is the same as the one presented in the Justifiers RPG book. Note that two are required for the character to run at speed 50.

Cost	100,000C
BOD	75
PRZ/WIS Loss	10/10

- **Thrusters**

The cybernetic leg has a thruster installed in it that will provide ten seconds of burn that enables a character to fly over objects. The character can move 20 meters for every second of burn that is used. When all ten seconds are used the character must get a replacement fuel tank for the thrusters. Note that the character must have both legs replaced by cybernetic ones to be able to use this.
Character must roll under his agility to land properly, otherwise he falls. Use falling rules described in the Justifiers RPG book.

Cost	200,000C
BOD	10 each
PRZ/WIS Loss	5/5

- **Foot**

The character has a cybernetic foot that resembles a normal foot in every way. It has no special properties.

Cost	25,000C
BOD	75
PRZ/WIS Loss	5/5

- **Anchors**

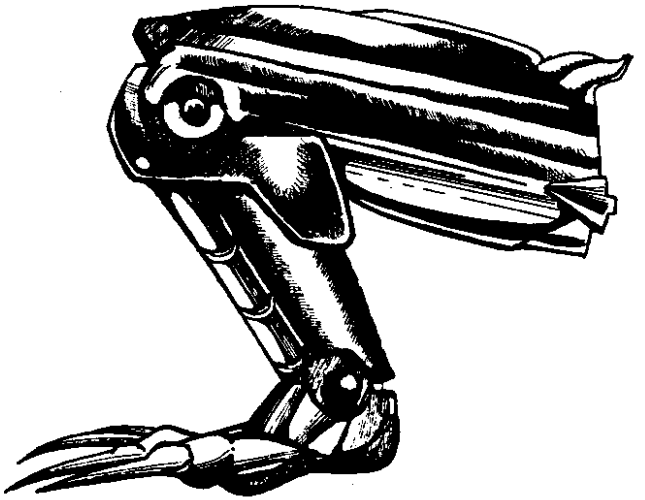
The foot is equipped with five spikes that anchor the cybernetic part to whatever it is touching. Note that any boots in the way are destroyed. The character can retract these anchors at any time.

Cost	50,000C
BOD	20 each
PRZ/WIS Loss	5/5

- **Claws**

These are identical to the claws on the cybernetic hand except that these extend out of the toes. +10% for climbing.

Cost	10,000 per hand
BOD	10
PRZ/WIS Loss	5/5 per foot



- **Enhanced Foot**

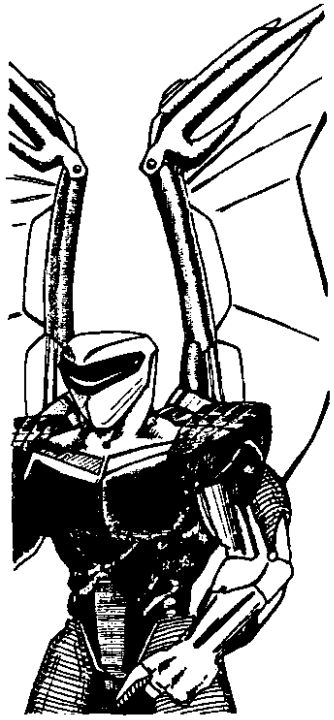
Instead of a cybernetic part resembling a foot, the character has an additional hand installed at the end of his legs. Drawbacks are that the character must replace both feet, can only move 3/4 of his speed and must have extensive reworking of his inner ear to maintain balance. Advantages are any in the cybernetic hand, plus the use of two additional hands when needed.

Note that to fire ranged weapons the character must have cybernetic legs hooked up to a targeting link.

Cost	**100,000C**
BOD	**75 each**
PRZ/WIS Loss	**15/10**

- **WINGS**

The character is equipped with detachable wings hooked up to servomotors in his shoulder blades. When not wearing the wings the character has a distinct hunchback. It takes ten minutes to hook up and activate the wings. The character is able to glide for d10 minutes per kilometer of height, can use wings to actually fly (wings flap) for one hour before energy is exhausted. Gliding uses no energy. Includes small computer that hooked up to a cybernetic eye with an infrared filter, can detect thermal to gain altitude while gliding.



Cost	**1,000,000C**
BOD	**100**
PRZ/WIS Loss	**15/5**

- **FINS**

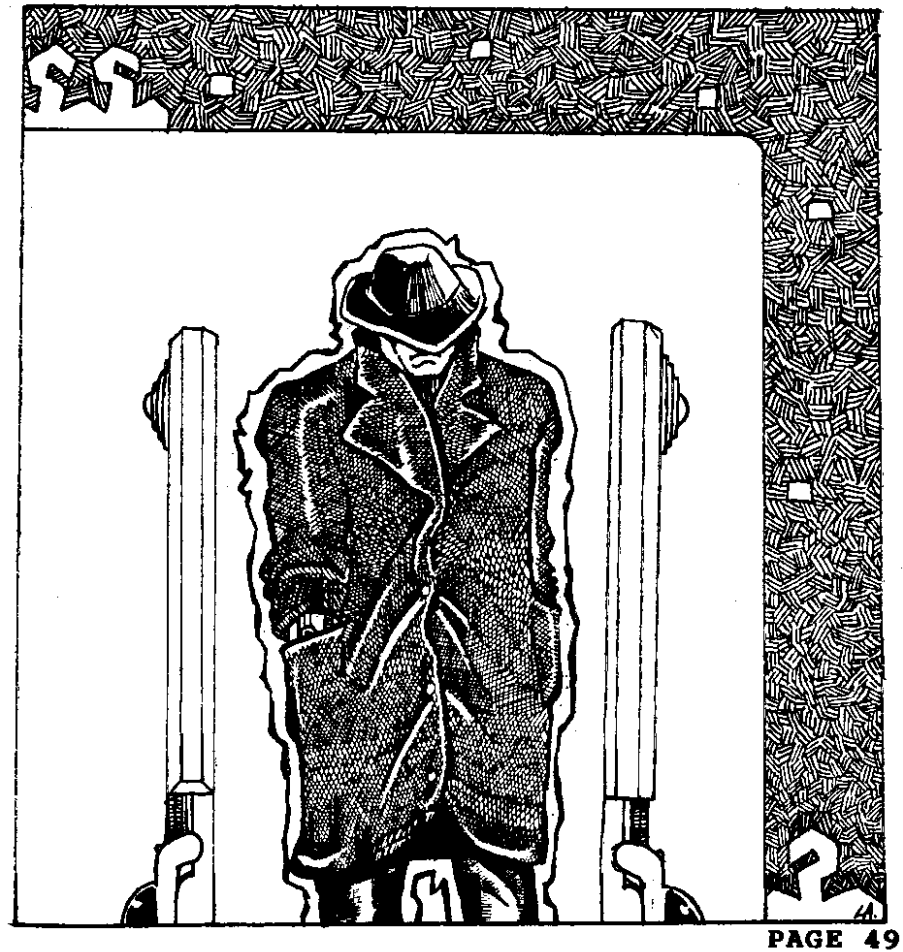
The hands and feet of the character are equipped with fins. This includes webbing between the fingers and toes, the inclusion of two small fins on the sides of the character's chest under each arm and the installation of a larger fin on the character's back. The enable the character to swim at his normal speed. Note that the character cannot have both wings and fins.

Cost	**500,000C**
BOD	**100 for large fin**
PRZ/WIS Loss	**15/5, 20 for the other two**

- **JAMMING DEVICE**

The character has implanted in his body a device that will trick the computers of metal detectors and weapons scanners into thinking that the user is just an ordinary humanoid. Note that for this device to do its job properly any cybernetics that the user has must be disguised. Useful to cyborg assassins.

Cost	100,000 C.
BOD	Not Applicable
PRZ/WIS	Loss 0/3



ROBOTS

Though robots are rare in the Justifiers universe they are slowly becoming more prevalent as time goes on because of the high cost of beta technology. As a rule, anything that a human or beta can do can also be done by robots.

Robots in the corporation first started gaining popularity during the middle of the 20th century when it was discovered that they could do the work that humans did, only cheaper and better. Starting out as bulky fixed machines that did repetitive work nonstop, as the technology grew they became smaller, more specialized and in some cases mobile. As they took over more and more aspects of heavy industry they began to squeeze out the workers who had fallen behind in the technology.

The corporations loved the robots because they could do the work with a high degree of precision and they demanded none of the benefits that the workers did. The robots were not paid, did not need holidays, lunch hours, coffee breaks, or health and medical insurance and generally were more reliable than the humans, who were either shunted off to other jobs or fired altogether. Bad blood began to form.

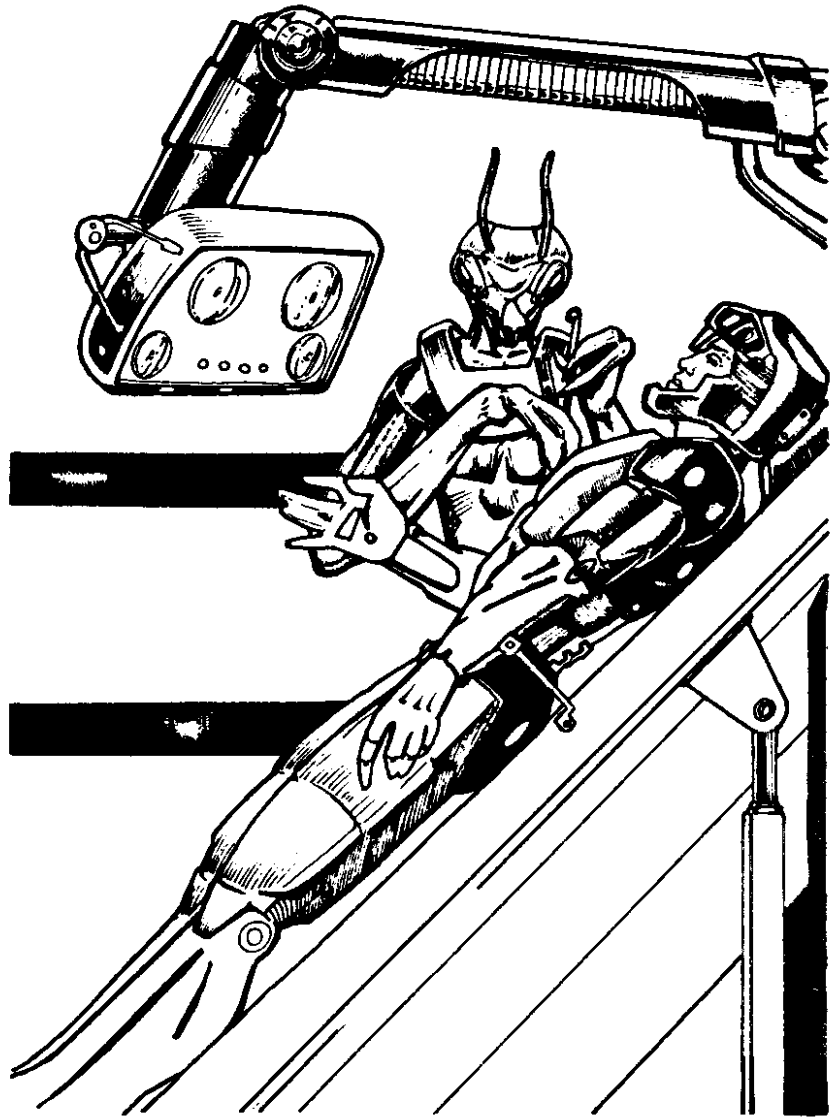
When the governments of the world collapsed, many corporations lost billions overnight and shut down their factories. This left many robots idle, frequently becoming little more than heaps of rusting metal and electronics that were scavenged by the survivors of this dark time. When the corps began to rise again, they salvaged what they could of the old technology and began building upon it.

Determined not to make the same mistakes as their ancestors, the corporations built the robots specifically for the jobs, looking toward the unemployed human populations as a last resort. This created cadres of highly trained men running only one section of robots who were doing the actual labor. Mankind in general found that to succeed in the workplace he must have the knowledge to repair and direct the vast armies of robots that were forming.

In the mid 21st century there was tragedy. A small branch of TTA that was in charge of building household robots for civilian use was put under the command of an experimental AI, or artificial intelligence. It was felt that with the intelligence of the "think tank" that entire legions of robots could be put to work and ignored until needed. The experiment was a disaster.

The artificial intelligence decided it could do a better job without human command at all, so it revolted. Directing the robots under its command to modify the household robots for heavy combat it sent its legions out to seize control of TTA. Only the direct interdiction of the factory by TTA marines and the destruction of the AIs by nuclear munitions was able to put down the revolution of these metallic invaders. A wave of anti-robot sentiments followed, and most of those in use were shut down and scrapped, human workers taking their place.

Now in the 24th century robots are beginning to make a slow but steady comeback. Although only in limited use by the largest corporations, they are gaining a following as they take over the ultra-dangerous jobs that were done by humans decades ago. Some are even beginning to squeeze the betas out of their jobs.



Tri-Vid Flashback

September 17th, 2046 - In a pitched battle that lasted nearly six hours, units of the TTA marines finally broke through the defensive perimeter around the Robo Domestix manufacturing plant and succeeded in destroying the experimental PAL-9000 artificial intelligence unit, ending the week long "Robo Uprising." This brings to an end an experiment that seemed to have almost unlimited potential. Ten days ago, the PAL-9000 unit was given complete control over operations at Robo Domestix, TTA's domestic and household robot manufacturing division. It was hoped that PAL could make the automated factory concept a reality. It brought instead fear and death.

For the first few hours, PAL-9000 operated perfectly. Then without warning, the machine turned on its creators. The entire research and development staff of Artificial Solutions, the division of TTA that designed and built PAL, were the first victims of the chaotic computer. PAL immediately began to redesign the household robots it was to have manufactured, giving them the weaponry necessary for conquest. On the morning of September 10th, the inhabitants of nearby Mt. Clemens township awoke to the sounds of destruction as redesigned household robots rained death from above. Over 200 residents were slain before this first assault could be repelled.

Psychologists have watched in consternation as citizens throughout corporate space have retaliated against innocent robots. The worst example of this was the " Perth Amboy Massacre." Hundreds of robots were needlessly demolished by roving mobs. These same psychologists have voiced concern over the long term effects of such robophobic behavior.

DESIGN

Robots are always designed in a non-humanoid fashion. Remembering the revolt of the robots two centuries ago, a sort of paranoia has gripped the corps, causing them to build the robots as alien as possible and dependent on humans for their survival. Each has a destruct mechanism somewhere on their hulls that can be easily reached if the radio destruct mechanism fails to short out their electronic brains. All robots are kept away from knowledge of combat, weapons, and the ideas of freedom and self-worth.

It was also found during the research of robots that the so called "Asimov Three Laws of Robotics" were insufficient to protect humankind. Anyone with sufficient knowledge of computers and programming could alter the robot's memory to make it harm humans, ignore humans, and generally be a pain. The robot revolt in the 21st century proved that to be a fact.

To design a robot simply create it in the same way as one would create a character, only differing the skill acquisition. All stats are at an even 50, with specialized functions requiring higher stats added as needed. Skills are installed on a "need-to-know" basis, and a robot is never given access to combat or weaponry data. Programming is seldom combined on one machine, so as to limit the amount of knowledge that each machine is given. Their cost is calculated the same way as a buy-back.

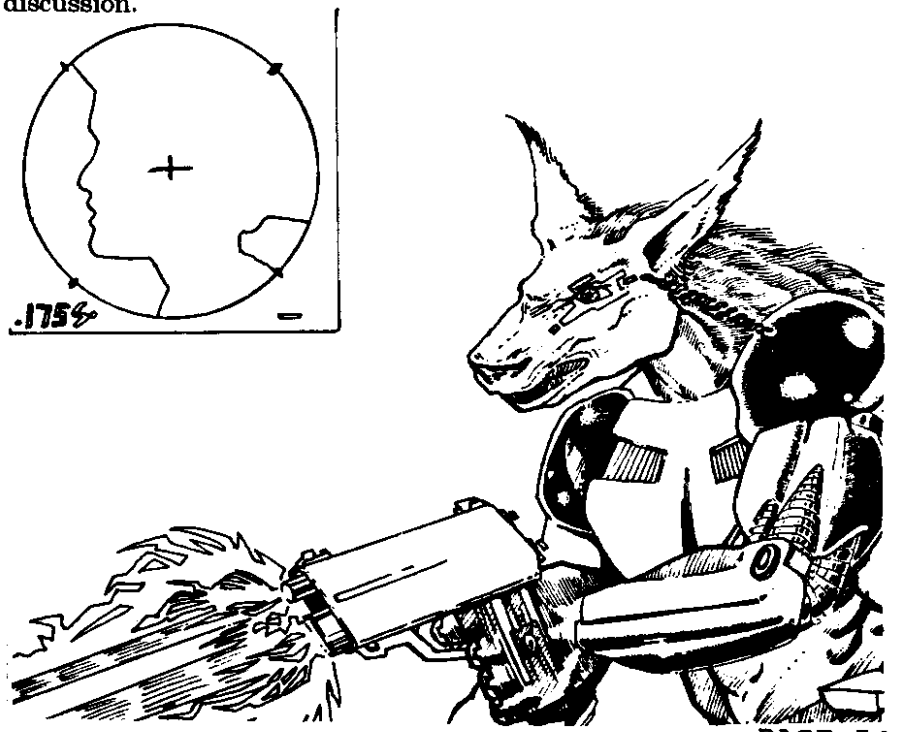
ARTIFICIAL INTELLIGENCE

Artificial intelligences are very rare in the justifier universe, partially because they are horrendously expensive to build and maintain, but mostly because the corporations are scared of another robot uprising and don't want anything around that is smarter than they are.

The few that are built and maintained are in the hands of the largest corps, and those have tight reigns kept on them at all times. They are all immobile, built to assist researchers in the various R&D labs of the corps. All have an "around the clock" guard on them, with orders to shoot to destroy if the AI gets uppity.

AIs are built by increasing the memory on a computer until it rivals that of humans, then adding a series of programs that imitates the human logic, reason and emotional capabilities. When hooked up to a library, these machines swallow all the information they can, each bit going through the programs to be analyzed and sorted, then stored. When the amount of data is sufficient, the computer gains a "self-awareness" and can make decisions for itself. Any attempt at outside interference will irreparably damage the computer.

These things are never given access to any sort of mobility or manipulators, instead They have to give directions to human operators. This prevents the AI from moving into an area of knowledge that it is not supposed to.Under no circumstances are AIs given access to robots. All the corps are adamant on this, and there is no room for discussion.



PLAYER CHARACTER CORPORATIONS

So, the players have made their buy-back, have left the corporation and are now sitting in a bar on the beta colony of Sentinel wondering what to do with their millions in the bank. Should the GM just scrap all the old characters and announce to the players that a new campaign and new characters are starting next week?

No, now the players can enter into a new branch of the Justifiers universe. They can form their own corporation. Unfortunately, this is often easier said than done. New corporations are formed daily, and the survival of the players depends of a few things.

1. What Their Corporation Does.

It doesn't matter how good your marketing branch is, a corporation that only sells left-handed smoke shifters or counts rocks is going to fail. For the new corp to survive it must provide a service to the universe that the other corps don't provide, or a service at a price undercutting the other corps. This can earn the ire of the corp that is being undercut.

2. How Their Corporation Does It.

The characters must provide a way for them and their employees to get to their work site, do their job and then return. It is a pipe dream to rely on the goodwill of the other corps; they only want to swallow up the fledgling corp themselves. The character's corp must be self-reliant, and it has to get there fast.

3. Who Are Their Contacts, And What Are They Thought Of.

To succeed in the business world the character's corp must have contacts, and it is important for the contacts to be friendly. If the players play fair in business, so then will most of their contacts and competitors. If the players become galactic mercenaries and sell out to the largest sum of money, they will very quickly earn the animosity of the universe at large.

It is without a doubt that the player characters are going to have to rely on someone during the initial years of their corp's existence. They would do best to cut a deal with a larger corp, providing some service the corp needs for free while still maintaining their freelance status and enjoying the protection of the corp.

Some ideas for player character corporations are listed below.

1. Become freelance Justifiers.

Granted, while no beta in his right mind would become a justifier again so soon after reaching his buy-back, this is probably the easiest way to survive. All the corps are short on justifiers, and successful ones can hire out to do the job. The characters provide the equipment, the corp provides the shuttle and the transmatt. Dangerous, but lucrative.

2. Become salvage specialists.

On many inhabited worlds there are literally tons of old junk just laying around for the taking. These range from old satellites and junked robots to entire justifier shuttles and interplanetary spacecraft. Often transport of the salvaged items is a problem that is not easily fixed. Some other salvage companies might take offense at the characters entering the field. Safer than justifying, but less lucrative.

3. Become mercenaries.

Lets face it, in this enlightened era of hostile takeovers and corporate warfare, fighting men are always in short supply. The characters can become mercenaries and fight the good fight for lots of money. Unfortunately, many mercenaries are not well thought of, and frequently have people shooting back at them. Safer than justifying, but the pay sucks.

> **Note** that the second that a character's corporation completes its first successful contract of whatever it does, it can sell stock on the Free Terran Stock Exchange. This can provide backing for the characters as they continue to let their corp grow. They must be careful though, not to lose control of their own corp through a stock battle.

THE FREE TERRAN STOCK EXCHANGE

The Free Terran Stock Exchange is where all the stockholders purchase the stocks that make them money. It is included to add a little window dressing in any campaign.

The beginnings of the FTSE were formed in the early twenty-first century by the combined remnants of the New York, American, Japanese and London Stock Exchanges. All were just barely recovering from the collapse of the old Earth governments, they decided to form a stripped down, more streamlined version of the now dead and quite unwieldy financial markets. Thus, the International Stock Exchange, or ISE, was born.

At first all they did was control who bought the TTA stock, that being the only dominant stock-bearing corporation in existence at the time. This all changed in 2077 with the Cetan Rebellion. Now there was a second corp trying to wrest power from TTA, and managing to hold its own. TTA decided to pressure the ISE into denying the existence of the rebel corp.

This tactic failed miserable. In the interim between the rebellion and the TTA demands, many stockholders in TTA decided that they could get twice as rich if they invested in Tau Ceti Prime also. Also figuring that one corp would destroy the other quite soon, and if they sat on the fence they could be on the winner's side in the end. They turned the tables on TTA, using their shares in the corp to force a peace between the two warring factions. While both sides grumbled, the ISE changed its name to the Free Terran Stock Exchange and opened the floor to any stocks and any investors.

The rules and regulations of the FTSE have changed very little over the past two hundred plus years. They state that:

1. *Any corp that can hold its own against the big boys can sell shares of stock on the exchange.*

2. *Anybody who can afford it can buy shares on the exchange.*

3. *It is illegal to use inside information to advance a select group of investors without the knowledge of the rest of the exchange (If you are going to cheat, let everyone know you are going to cheat and let them have a chance to cheat you back).*

These loose and fluid rules have led to many a fortune won or lost overnight..

There has been only one change in the rules over the existence of the FTSE and that was the addition of a clause. Number 2a), which states:

"Artificial life forms and those without terrestrial ancestry (Beta-class life formsand aborigines) are not considered to be human beings, and thus created by another terrestrial life-form can be considered to be without soul. Therefore, they cannot share the same rights as a natural human being would enjoy."

Translated, it says that the corps own the betas, and they cannot own stock. Even betas who have completed their buy-back cannot purchase stock, but there is one loophole to this rule.

The FTSE doesn't try too hard to see which investor is a human and which is not, so if you can keep your identity a secret, you can own stocks. This has led to the odd practice of having entire blocks of stock owned by a ten-digit string of numbers that are unknown to anyone because the only contact the broker has with the investor is by letter, phone, fax or computer link.

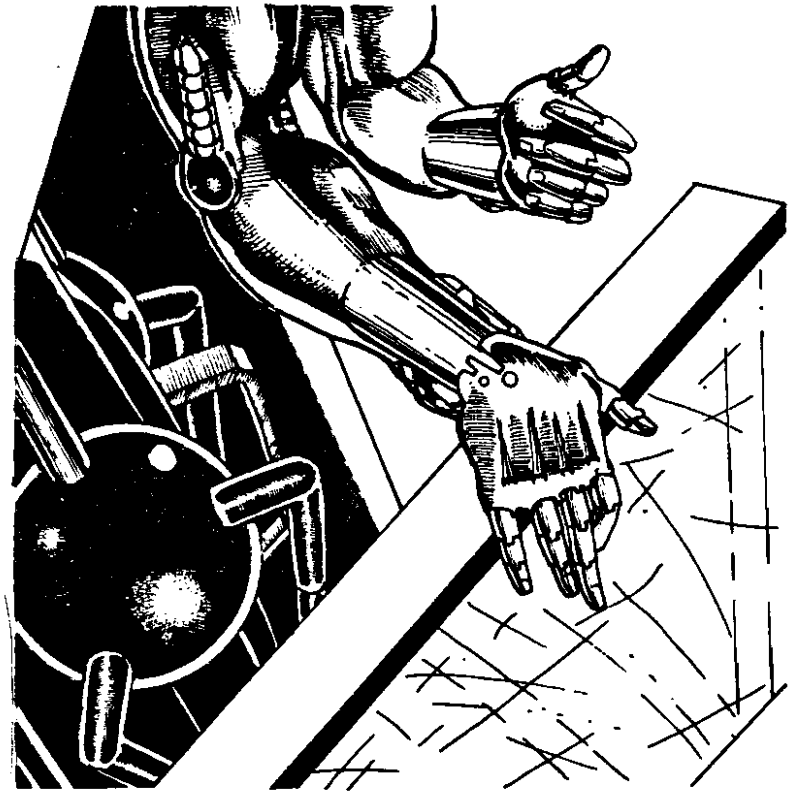
HOW TO RUN A UNIVERSAL STOCK EXCHANGE

This is actually easier than it sounds. Before the start of the game the GM should take a blank sheet of paper and write down the names of all the corporations that are to sell stock. The GM then rolls D100 for each corporation. The rolls are modified below:

If corporation is a major corp (ex. TTMS)	+30
If corporation is a minor corp (ex. ARIES One)	+10
If corporation is a very small corp	-10
If corporation is new on scene	-20
If corporation has undergone recent upheaval*	-40

**Recent upheaval means that the corp has undergone restructuring, has lost a colony world or three to a rival or has lost many employees, those sorts of events.*

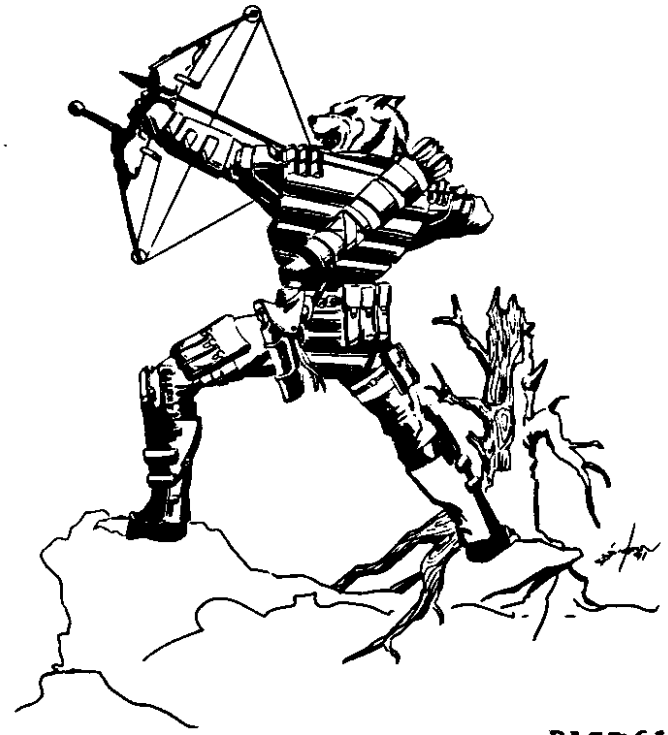
The number the GM has rolled including modifiers is the relative worth of the corporations stock in Cs. No stock can be less than one and no stock can be more than two hundred *(a level amount that causes all stocks of the corp in existence to halve their value and double the number available; a "two-for-one" trade of stocks).*



Then, for each week of game time the GM rolls a D10 and modifies the roll by the following modifiers:

The corp recently opened a planet for colonization	+3
The corp recently opened a planet for mining	+2
The corp recently justified and claimed a planet	+1
The corp lost a justifier team on an unknown world	-1
The corp lost a mining post or research base	-2
The corp lost a minor colony	-4
The corp lost a major colony	-7
Smaller corp bested larger corp	+2
Larger corp bested smaller corp	+1
Larger corp lost to smaller corp	-4
Smaller corp lost to larger corp	-2
Large corp vs. large corp	+/-1
Small corp vs. small corp	+/-1

If the number is less than five then the stock loses money. If the number is greater than five then the stock gains money. Roll another D10 to see the amount in Cs that the stock changed. Note that some player actions many affect the stock of their corporation.



Example

The GM decides to create his very own FTSE. He gets out a sheet of paper and starts work on the following corps;

Corporation Rolls:

TTMS	59
STPD Engineering	89
Enclave, Ltd.	16
Aries One	90
Artco	41
Phil's Shuttle Salvage	20

The following modifiers are applied:

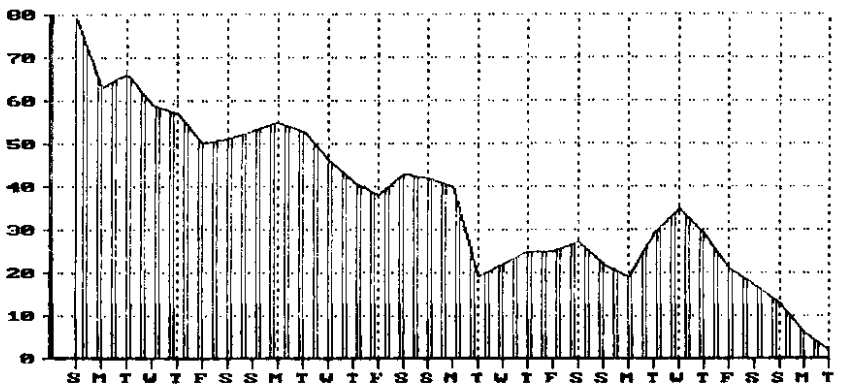
TTMS:	Major corp	(+30)	
STPD:	Major corp	(+30),	recent upheaval (-40)
Enclave:	Major corp	(+30)	
Aries:	Minor corp	(+10)	
Artco:	Minor corp	(+10)	
Phil's:	New corp	(- 20),	small corp (-10)

. . .so the modified rolls are as follows:

Corporations Value:	
TTMS	89 C
STPD Engineering	79 C
Enclave, Ltd.	46 C
Aries One	100 C
Artco	51 C
Phil's Shuttle Salvage	1 C

Copy this and give it to your players for a ready-made stock sheet! Won't they be pleased?!?

STPD ENGINEERING - DAILY CLOSING VALUE
December, 2316



For the first week of stock activity the following modifiers in our example apply:

TTMS:	Opened world for colonization *(+3)*
	Justified/claimed one world *(+1)*
	Lost team on another *(-1)*
	Bested STPD *(+1)*.
STPD:	Lost a major colony *(-7)*
	Lost team on justification *(-1)*
	Lost to larger corp *(-1)*
	Lost to smaller corp *(-4)*.
Enclave:	Opened world for colonization *(+3)*
	Justified/claimed one world *(+1)*.
Aries:	No significant activity.
Artco:	No significant activity.
Phil's:	Bested STPD *(+2)*
	Justified/claimed one world *(+1)*
	Bested Joe's Shuttle Emporium *(another smaller corp, +1)*.

After week one the numbers now stand at:

Corporation	Rolls	Mod	End	Change
TTMS	6	+4	10	+1
STPD Engineering	3	-13	-10	-1
Enclave, Ltd.	10	+4	14	+1
Aries One	8	0	8	+9
Artco	9	0	9	+3
Phil's Shuttle Salvage	8	+4	12	+7

And, finally, here is how the stock market looks at the end of the first week:

Corporations	Value
TTMS	90 C
STPD Engineering	78 C
Enclave, Ltd.	47 C
Aries One	109 C
Artco	54 C
Phil's Shuttle Salvage	8 C

These results can be interpreted in any way the GM sees fit, from just giving general events to providing actual game scenarios. And the human members of the team can own the stock *(along with any betas who know how to keep their mouths shut)* and follow its progress in between missions.

CAREER CLASSES

EMR TECHNICIAN

The EMR Technician is one who specializes in the rescuing of persons from life-threatening situations and the application of stabilizing medicine to allow a patient to be transported to better facilities. Each tech is well versed in Emergency Medical Care and Piloting. These persons are most likely to be found in civilized areas.

EMR TECHNICIAN
(Minimum Attribute scores: IQ-75 WIS-65 DEX-75)

CORP-SEC BASIC TRAINING

Trauma Treatment	**25%**
Pharmacology	**25%**
Med Tech Ops	**20%**
First Aid	**65%**
Advanced First Aid	**20%**
Pilot Vehicle	
(Choose Type)	**25%**

NEW SKILLS

- **CORPORATE LAW**

The knowledge of law and how it applies to the corporate life, holdings, takeovers, etc. This can also be used to determine liability for corporate damages, reduction of buy-backs and other types of intra-corporate conflict.

- **SALVAGING**

The knowledge of how to go about dismantling a piece of equipment and restoring the parts for resale. Also, this can be used to determine the approximate value of any old equipment that can be repaired.

- **SCROUNGING**

The art of searching for a specific item for use or resale. Also can be used to determine where to look for the item(s).

CYBERMED SHUTTLE

The cybermed shuttle is a state of the art interplanetary shuttle designed to safely land on a planet's surface and still retain enough fuel to take off again. This shuttle sacrifices cargo space for specially fitted boosters and the necessary fuel. to power them. These are in addition to the standard reactor powered engines.

Its interior layout is similar to the basic Justifiers shuttle, with the following exceptions:

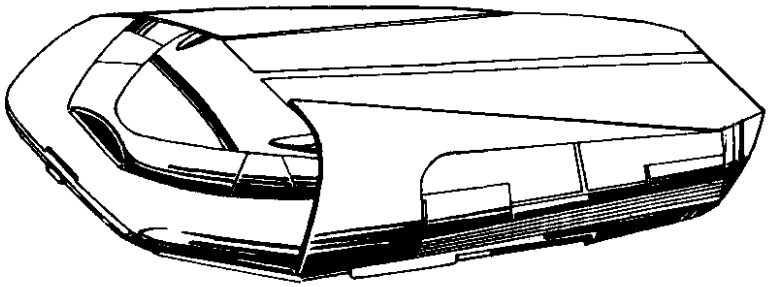
The rear cargo area (lower deck, section H) is now given over to fuel for the auxillary boosters.

There is no Nuclear Weapons locker, this has instead been converted to a storage area for drugs that are either too unstable, addictive or valuable to be stored in Sick Bay.

The Sick Bay area has been extended into what would normally be the Mess/Briefing room . The onboard mess has been relocated to the lower deck and is attached to the kitchen by a special dumb waiter.

Each shuttle is equiped with sufficient supplies to ensure operation at maximum efficiency as either a spacegoing ambulance or on site medical aide station. While this variation in design limits severely limits available storage area, it maximizes the ship's ability to be used as a portable hospital.

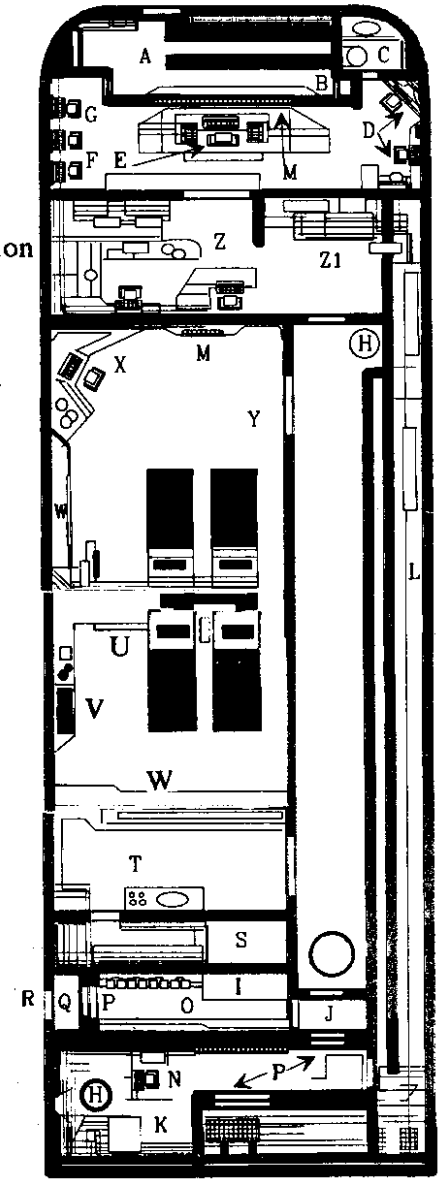
Designer's Note:
The GM should be aware that the available space for personal equipment on board one of these shuttles is at a premium. Characters should be limited to absolute nesseceties while serving aboard. Also, GMs should be aware of the ambiance aboard a CyberMed shuttle. Military discipline is not as rigorously enforced, and the feeling is more like that in a MASH unit.

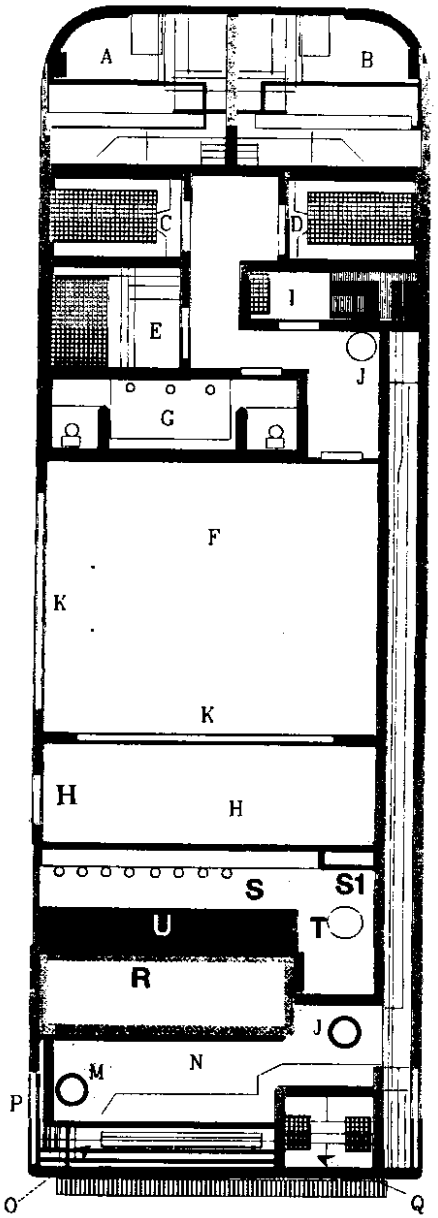


THE SHUTTLE (interior)

Upper Deck

A	Armory
B	Special Drug Locker
C	Bridge Head
D	Communications Station (Satellite and Intercom)
E	Pilot's Station
F	Auxiliary Engineering Station
G	Security Station
H	Ladder Down
I	LIfe Support Systems
J	Radiation Decontamination
K	Engineering & Main
L	Power & Wiring Trunk
M	View Screens
N	Main Engineering Station
O	E-Suit Lockers
P	Blast Doors
Q	EVA Airlock
R	EVA Hatch
S	Food Storage
T	Galley
U	Trauma Treatment
V	Diagnostic Computer
W	Medical Stores
X	Main Medical Computers
Y	Sick Bay
Z	Computer & Main Library
Z1	Computer Main Memory





Lower Deck

A	Port Sensors
B	Starboard Sensors
C	Port Batteries
D	Starboard Batteries
E	Water Pumping & Filtration
F	Cargo Bay
G	Main Head & Showers
H	Cargo Bay
I	Electrical Monitoring & Main Circiut Breakers
J	Crew Entrance & Ladder Up
K	Cargo Doors
L	Power & Wiring Trunk
M	Ladder Up
N	Lower Engineering
O	Main Generators
P	Reactor Vent
Q	Reactor Core
R	Auxiliary Fuel
S	Mess
S1	Dumb Waiter
T	Ladder Up

Character Sheet Addendum

On the next page you will find a character sheet addendum for use by players' whose characters have a number of cyber-replacements. This sheet allows to track the location and function of all their cybernetics at a glance. It is especially useful for players whose characters have multiple internal implants or a variety of weapon implants.

Each location of a cybernetic replacement can be recorded in the corresponding section, and weapons location and damages can be recorded at the bottom of the sheet. You may want to record weapons locations in both places. It can be easy to forget eactclty what you have where until you get used to the character. Permission to photocopy for personal use, photocopy at 130% for a full size character sheet.

Character Sheet Addendum

Head

Right Arm

Torso

Left Arm

Right Hand

Left Hand

Right Leg/Foot

Left Leg/Foot

Weapon	Location	Damage

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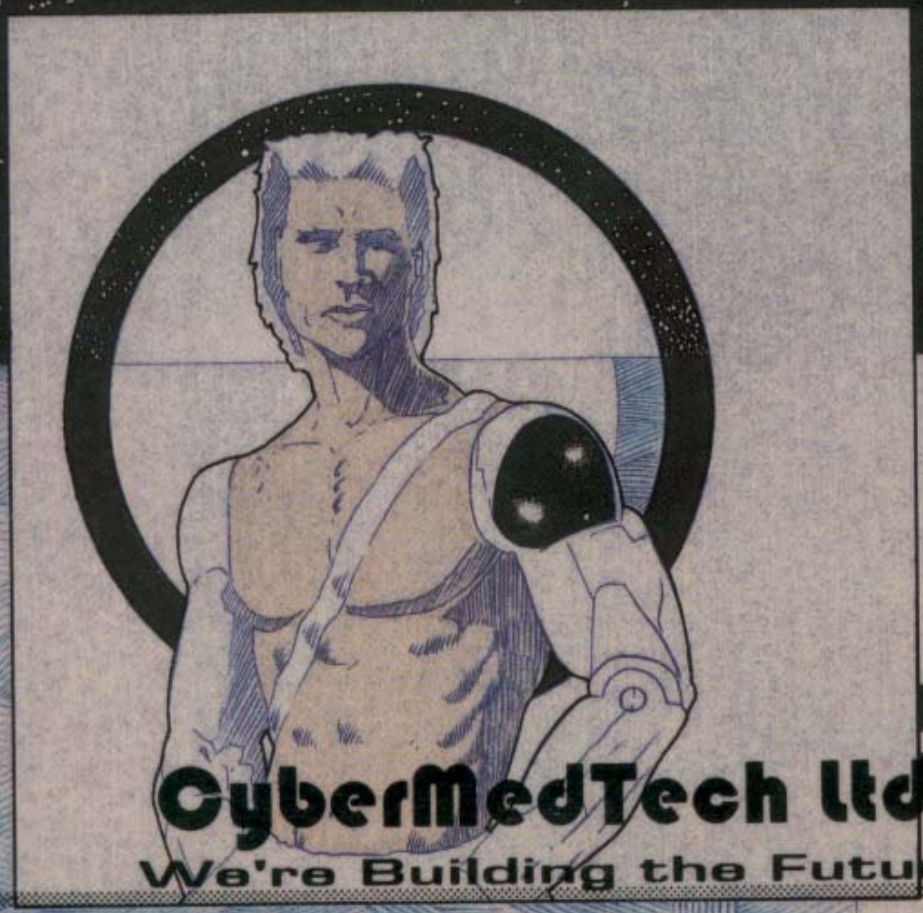

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