

METAMORPHOSIS ALPHA: CYBORG

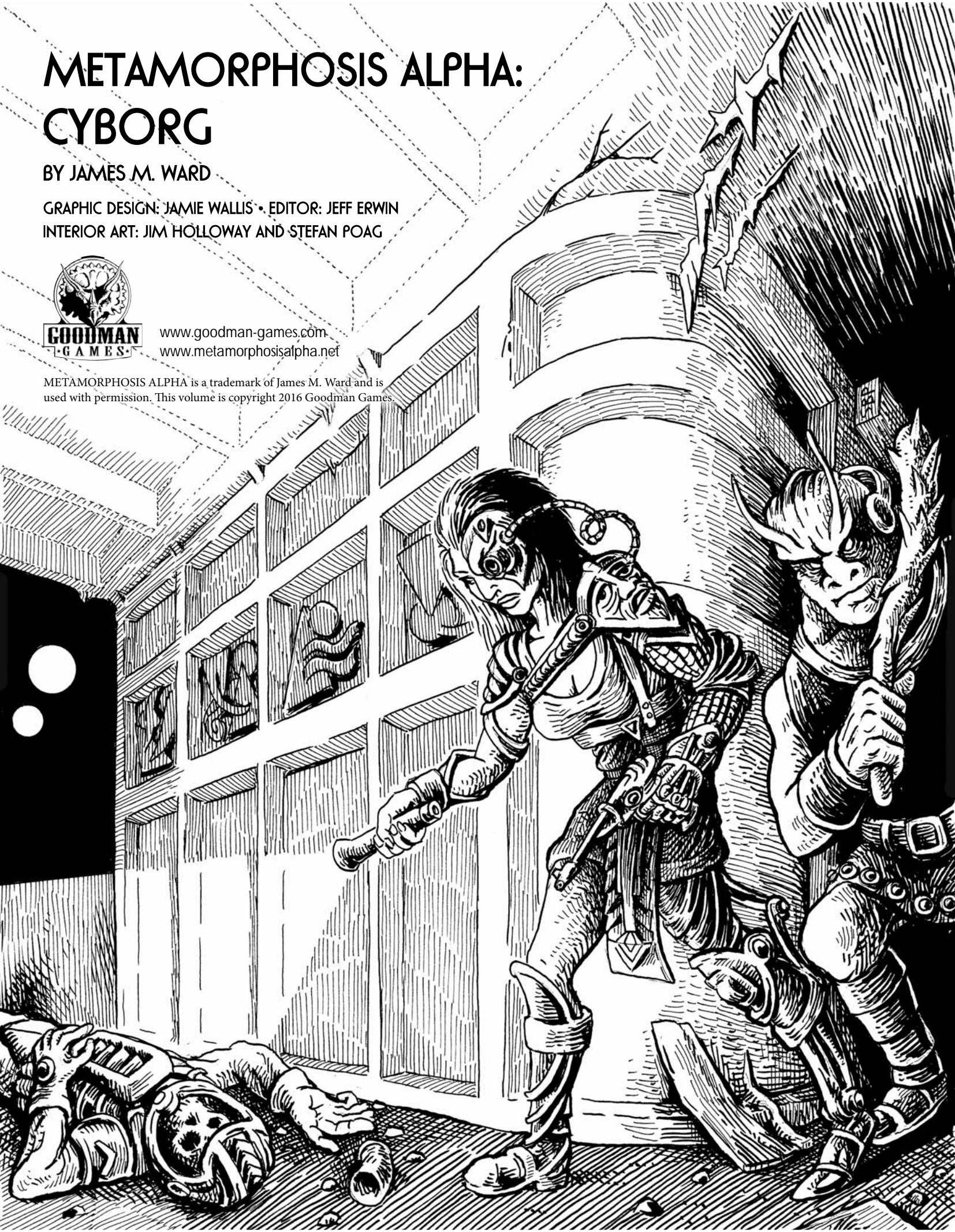
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WHAT IS A CYBORG?

A Cyborg as a player character with artificial replacement parts for parts of his body. To be transformed into a cyborg the character must go to a medical unit operated by white medic robots. The robots operate on the player character and there is a 100% chance that the operation removes body parts and replaces them with mechanical, highly useful parts.

STEP ONE

The first thing that happens is the player adds a total of 6 ability points to his existing ability scores. This is from the medical bots boosting the capabilities of the character through science. The player can add all 6 points to one statistic like Dexterity. Or, the player can mix and match totals and spread the points over two or more of the character's ability scores.

Once the player has modified his attribute scores, all of the character's abilities over 10 are points that can be turned into cyborg points. For example, a pure human character has the following scores:

Radiation Resistance – 16 (6 Radiation Resistance Cyborg Points)

Mental Resistance – 18 (8 Radiation Resistance Cyborg Points)

Dexterity – 11 (1 Dexterity Cyborg Point)

Constitution - 13 (3 Constitution Cyborg Points)

Strength – 15 (5 Strength Cyborg Points)

Leadership Potential – 0 as the character loses his potential when becoming a Cyborg

Every point used from an attribute score for cyborg points reduces that score by one point. For every ability score, there are cyborg devices that can be bought with the point system. However, those points are lost from the ability score when used for Cyborg Devices. All of these points are listed from 3d6 rolls. This does not take into account changed ability rolls from mutations or the natural abilities of a character. One would expect a mutant bear to have heightened Strength scores. A mutant raccoon would have heightened Dexterity scores.

If all the points are used, the attribute scores drop to 10 each. You cannot reduce your scores below ten to add more cybernetics.

If the character in the example used all 8 points of his Mental Resistance on devices, he would end up with a Mental Resistance score of 10. If he used all of his possible points, his new set of ability scores would be reduced to 10 in each category.

None of the equipment installed on the cyborg can be used by others. If the cyborg is destroyed, his equipment would be destroyed with him also, as the control systems on all of the devices are bonded to the mind of the cyborg alone.

THE CYBORG POINT SYSTEM

POISON INTENSITY TABLE EXTENSION

CON SCORE	POISON INTENSITY							
	18	19	20	21	22	23	24	25
25	1d6	1d6	2d6	2d6	3d6	3d6	4d6	4d6
24	1d6	1d6	2d6	2d6	3d6	3d6	4d6	4d6
23	2d6	2d6	3d6	3d6	4d6	4d6	5d6	5d6
22	2d6	2d6	3d6	3d6	4d6	4d6	5d6	5d6
21	3d6	3d6	4d6	4d6	5d6	5d6	6d6	6d6
20	3d6	3d6	4d6	4d6	5d6	5d6	6d6	6d6
19	4d6	4d6	5d6	5d6	6d6	6d6	7d6	7d6
18	4d6	4d6	5d6	5d6	6d6	6d6	7d6	7d6

CONSTITUTION WEIGHT LIFTED

13-18	Lifts 150 pounds easily, up to 300 with effort
19	Lifts 175 pounds easily, up to 350 with effort
20	Lifts 200 pounds easily, up to 400 with effort
21	Lifts 225 pounds easily, up to 450 with effort
22	Lifts 250 pounds easily, up to 500 with effort
23	Lifts 275 pounds easily, up to 550 with effort
24	Lifts 300 pounds easily, up to 600 with effort
25	Lifts 325 pounds easily, up to 650 with effort

VACUUM OF SPACE

Cyborgs can resist the vacuum of space for up to five minutes before the cold and air pressure begins to do damage.



MENTAL RESISTANCE TABLE EXTENSION

ATTACKERS MENTAL RESISTANCE	DEFENDERS MENTAL RESISTANCE							
	18	19	20	21	22	23	24	25
25	15	16	17	18	19	20	21	22
24	16	17	18	19	20	21	22	23
23	17	18	19	20	21	22	23	24
22	18	19	20	21	22	23	24	25
21	19	20	21	22	23	24	25	*
20	20	21	22	23	24	25	*	*
19	21	22	23	24	25	*	*	*
18	22	23	24	25	*	*	*	*

DEXTERITY EXPANSIONS

DEXTERITY		MENTAL RESISTANCE	COMPLEXITY ROLL MODIFIER
18	PC's Armor Class Changes bonus 1	18	+2
19	PC's Armor Class Changes bonus 2	19	+3
20	PC's Armor Class Changes bonus 3	20	+3
21	PC's Armor Class Changes bonus 4	21	+4
22	PC's Armor Class Changes bonus 5	22	+4
23	PC's Armor Class Changes bonus 5	23	+5
24	PC's Armor Class Changes bonus 5	24	+6
25	PC's Armor Class Changes bonus 6	25	+7



RADIATION RESISTANCE EXPANSION TABLE

RADIATION RESISTANCE	RADIATION INTENSITY					
	16	17	18	19	20	21
18	6	7	D	D	D	D
19	5	6	7	D	D	D
20	4	5	6	7	D	D
21	3	4	5	6	7	D
22	2	3	4	5	6	7
23	1	2	3	4	5	6
24	-	1	2	3	4	5
25	-	-	1	2	3	4

APPLYING THE POINTS

Yes, it is possible to take duplicates of the low point things. You don't have to use up all of your Cyborg Points if you want higher scores in some attributes. If you had a Radiation Resistance of 19, you could keep all of those points to better resist radiation.

As your character's life goes forward, if you have changed your character's flesh for mechanical parts, you can't change the character's replacement parts back into a living, human form. This means you can change out your arms, but never get flesh arms back again. Using this point system you can remix and match cyborg parts in each ability score for other cyborg parts.

None of the equipment attached to a cyborg can be used by any other being. Once attached, the devices are totally under the command and understanding of the cyborg. All cyborgs can do two things at the same time. When a cyborg runs out of power, they stop and can't move (at least their replacement parts), although their mental abilities continue to function.

Extremes of heat and cold cause problems for cyborgs. Cold at 30 degrees or lower slow down a cyborg. All of the weapons a cyborg uses in the cold suffer a weapon class subtraction of one. Cold at 0 degree or lower slows a cyborg down to half speed.

Heat, as in flames striking the body, do double damage from any successful attack. Flames and heat substantially hotter than normal flames prevent systems from functioning on the cyborg so that if a cyborg has multiple weapons he can't use any of them while in the flames.

CYBORG BODY SHAPES

These cyborg attachments and alterations make utilize points from Dexterity, Constitution, or Strength.

HIT POINTS – Any one of these units adds 25 hit points to the body of the cyborg.

1 CYBORG POINT – RADIATION SHEEN

UNIT APPEARANCE – This is a fan shaped device, six inches in diameter, in a circular shape. The nozzles of the device spit out the nanobots within the presence of radiation.

UNIT OPERATION – When the device detects radiation of any intensity, it sprays out a cloud of nanobots that eat the harmful radiation. For the first five minutes of exposure, the mutant is immune to the harmful effects of radiation. With the use of multiple sheens two different bodies can be sprayed by the nanotechnology. A luminescent green glow covers the cyborg with the application of the nanobots. That glow and the resistance last for five hours.

POWER – The unit can pour out the nanobots once every sixty minutes. The nanobots take sometime to completely generate themselves. Multiple Sheens can be taken for extended time. The devices are linked so that the one-hour extensions attach to the last sheen application.

2 CYBORG POINTS – LASER SHEEN

UNIT APPEARANCE – This is a square shaped device, six inches long and three inches wide. The nozzles of the device spit out the nanobots when the sensors detect the presence of nearby laser energy.

UNIT OPERATION – When laser beams come within ten feet of the cyborg, it sprays out a cloud of nanobots that eat the harmful laser heat. For the first five minutes of exposure, the mutant is immune to any blast of laser fire. With the use of multiple sheens two different bodies can be sprayed by the nanotechnology. A luminescent crimson glow covers the cyborg with the application of the nanobots. The sheen glows and protects the cyborg for 2 hours of operation.

POWER – The unit can pour out the nanobots once every sixty minutes. The nanobots take sometime to completely generate themselves. Multiple Sheens can be taken for extended time. The devices are linked so that the one-hour extensions attach to the last sheen application.

NOTE – Any cyborg with this modification will find it impossible to fire laser-based weapons unless they deactivate it.

3 CYBORG POINTS – CENTAUR SHAPE

UNIT APPEARANCE – The lower trunk of the Cyborg's body has been replaced with a rectangular box with some type of movement operation, depending on

the Cyborg points used. The basic kit has four taloned mechanical legs. These units can run 30 miles an hour and leap over 9 feet high obstacles.

UNIT OPERATION -- There are two telescoping power tentacles perfect for lifting up to 1,000 pounds. The legs can kick to the back or rise up in the front and do 3d6 in physical damage (Weapon Class 7). There is a six-foot long storage container in the hindquarters. The armor class of the Cyborg is changed to 5 and if a shield is added the Cyborg's AC is 4. Other units can be attached and hidden in and around the storage container. A cyborg with the centaur shape modification can carry three times as much gear as a biped of the same size and Strength.

POWER – A fusion battery, and broadcast energy (if available) powers the unit indefinitely.

4 CYBORG POINTS – OVAL SECURITY SHAPE

UNIT APPEARANCE – The unit changes the look of the Cyborg to a perfectly smooth egg shape at six feet tall and four feet wide.

UNIT OPERATION – The unit's basic form of an egg contains inside it all the original body parts of the Cyborg. Objects, devices, and anything useful extends out of the protective shell of the Cyborg. The senses of the unit allow for 360 degrees of sensing in the visual and smell areas. The cyborg speaks from several types of communication devices. Tentacles come out instead of arms. Radar devices scan everywhere for objects and movement. The AC is 4. The unit is on grav pads that propel it up to 10 yards in the sky and 30 miles an hour with instant stopping power.

POWER – Broadcast energy is used where available. A battery pack works for 24 hours.

5 CYBORG POINTS – LIQUID SHAPE

UNIT APPEARANCE – The unit is a five-foot tall blue sphere. It rolls around with all of its equipment and vital organs inside the surface of the sphere. When the character wants to interact with its environment, devices peek out of the sphere and activate. The character can transform his shape into a blue humanoid or even a centaur-like being (as the centaur shape above, though without the AC modifications or storage space).

UNIT OPERATION – With an AC of 3, the sphere's surface is hard to puncture. The liquid form of the sphere is able to thicken on any side to make that portion even harder to penetrate. Spheres commonly use radar to identify everything. They usually use whatever the original being had for holding and using devices.

POWER – The sphere is powered by a special fusion battery, good for 300 days of constant operation.

6 CYBORG POINTS – RADIATION CANNON

UNIT APPEARANCE – The cannon is a short barreled device about the size of a basketball.

UNIT OPERATION – It generates intensity 7 radiation blasts every five minutes. Short range is 1-50 yards. The blast does a 15-foot sphere of radiation that fills an area with radiation with a half-life of 30 minutes. The beam can be fired directly or used in a nondestructive fire operation as a splash of plasma.

POWER – The unit's fission power cell is good for 10 shots.

7 CYBORG POINTS – RADIATION AUTO-REPAIR

UNIT APPEARANCE – its two robotic claws and a flesh hydro generator can manufacture synthetic organs and flesh.

UNIT OPERATION – With special nanochip parts, this unit can repair the lost hit points due to radiation damage in less than fifteen minutes. It can also replace machine parts that were damaged by radiation. The unit is good for 100 points of repair and then needs to be restocked with parts and energy.

POWER – The unit has its own fusion battery for 40 hours of continuous operation.

8 CYBORG POINTS – GRAVITATIONAL CYLINDER

UNIT APPEARANCE – The decapitated (living) head of the original body is transplanted into a bullet-proof bubble on top of the six-foot tall cylinder. Two tentacles extend up to 20 feet on the left and right side of the device. The unit floats and flies up to 40 miles an hour on a gravitational field that also lets the unit float up to 20 feet in the air.

UNIT OPERATION – This unit exists to allow the AC of the being to become 2.

POWER – The fusion generator provides enough energy for any amount of other devices for the unit.

9 CYBORG POINTS – OCTOPUS

UNIT APPEARANCE – This unit has six tentacle arms and sensing devices all over its metal body to allow it to see and operate in 360 degrees. The unit is 10 feet tall and has a bubble head in a bulletproof case at the top of the unit, where the cyborg's head is implanted.

UNIT OPERATION – The unit exists to allow it to perform six different activities including shooting. With every weapon shot in the same combat round the Weapon Class goes down one point per weapon fired including the first weapon.

POWER – The unit uses broadcast power exclusively.

10 CYBORG POINTS – WIDE FORCE FIELD GENERATOR

UNIT APPEARANCE – The unit appears as a backpack attached to the back of the Cyborg.

UNIT OPERATION – The unit generates a special 50-point sphere or wall of glowing force. When taking more than 50 points of damage, the unit is broken until repaired. The Cyborg can generate spheres from 5 yards in diameter to 15 yards. It can also generate a wall of force that fills up a space from four yards wide and tall and thick to 20 yards tall and wide.

POWER – A separate fission battery generates power for the shield. The battery works for 33 hours of continuous operation. The other devices of the Cyborg are able to recharge the fission battery.

MENTAL RESISTANCE – CYBORG HEAD DEVICES

All helms have radio wave receivers and audio sensing devices for a range of up to 50 yards. All helms have a tinting shield that prevents the wearer from being dazzled. When multiple devices are taken from the list, the extra devices appear on the simplest of helms.

HIT POINTS – Any one of these units adds 25 hit points to the body of the cyborg.

1 CYBORG POINT – LENS HEAD

UNIT APPEARANCE – The Cyborg retains all of the usual human senses. It is also able to activate a simple lens that is connected to the optic nerves. The device is four inches long and attached to the head of the Cyborg.

UNIT OPERATION – Lenses are cumulative and the cyborg can take as many as it wishes to pay for. Some of the extra lenses don't have to face forward and can be used to increase the awareness of the Cyborg in a 360-degree view. Lenses include:

Ultra-violet, allowing the Cyborg to note intensities of radiation up to 100 feet away.

Infra-red, allowing the Cyborg to note bodies of heat in the dark and hiding living bodies up to 50 feet away.

Telescopic, allowing the Cyborg to see clearly up to six miles away in unobstructed terrain.

Microscopic, allowing the Cyborg to note microscopic objects.

X-ray lens, allowing the Cyborg to see through non-steel items up to ten feet away.

Light lens, allowing the Cyborg to shine a ray of light up to 100 yards away

POWER – The body of the Cyborg powers the lenses.

2 CYBORG POINTS – LENS AND AUDIO HEAD

UNIT APPEARANCE – The Cyborg has a single lens of choice (as above) and a special audio antenna that allows the unit to broadcast the thoughts of the Cyborg. The entire package is about 9 inches long and an inch high.

UNIT OPERATION – The lens functions from one of the above choices. The communication gear works with the thoughts of the Cyborg.

POWER – The body of the Cyborg powers the device.



3 CYBORG POINTS – RAMMING HEAD

UNIT APPEARANCE – This head piece is a large silver curve of metal that extends out two feet from the head of a creature like a sagittal crest. The Cyborg's entire body is also restructured to allow the Cyborg to run at top speed and not be phased at all by ramming into an object or being.

UNIT OPERATION – The ramming unit does 5d6 in damage to living beings and 50 points of structural damage to nonanimate targets. The restructuring of the body adds 50 hit points to be Cyborg and one better level of AC to whatever the Cyborg ends with after restructuring.

POWER – There is no power for this unit.

4 CYBORG POINTS – SLUG PROJECTOR HEAD

UNIT APPEARANCE – The helm (affixed to the cyborg's skull) is flanked by a snub-nosed slug projector.

UNIT OPERATION – The unit holds a ten round magazine of special projectiles that each does 15 points of subdual damage in a short range of 10 yards. When the points of subdual add up to the current hit points of the victim that victim is turned unconscious for 1d4 hours. The rounds have no effect on a creature with a carapace or metal armor totally covering their bodies. The wearer can give an audio command and the slug projector aims itself at suggested targets. The unit fires one shot a melee round. It aims with a weapon class of 4.

POWER – This is a self-contained weapon that powers itself via shells.

5 CYBORG POINTS – LASER PROJECTOR HEAD

UNIT APPEARANCE – The helm has a laser generator on the top. This helm itself is almost indivisible on the head of the user.

UNIT OPERATION – The wearer tells the laser unit what he wants to strike. The unit is self-aiming and fires a shot every melee turn for 20 shots before needing a hydrogen energy cell. The unit strikes for 9d6 in damage up to 20 yards away. It has a 360-degree of fire at a Weapon Class of 3.

POWER – 20 shots, hydrogen energy cell

6 CYBORG POINTS – SONIC HEAD

UNIT APPEARANCE – A cone can spin 360 on the head of the helm wearer.

UNIT OPERATION – The cone delivers a sonic attack at 45% of the front of the cone lip. The attack does 7d6 points of damage to anything from two inches to 10 feet in front of the wearer without missing. The cone also puts out all normal fires the sonics can affect within the same range.

POWER – 20 shots, powered by two hydrogen energy cells

7 CYBORG POINTS – COMPUTER HACK HEAD

UNIT APPEARANCE – This is a silver skullcap. When the unit is in operation the device extends three slim tentacles and interfaces with the computers in the area.

UNIT OPERATION – The unit is designed to contact computers and interface with the logic circuits. Given time the device can take over robot operations as well as computer systems. The tentacles can sense computer operation in a 10-yard area.

POWER – Powered by the cyborg systems.

8 CYBORG POINTS – ROBOT HEAD/COMPUTER RECEIVER

UNIT APPEARANCE – The helm adds a robotic head to the shoulder of the wearer. The silver head has a pair of optic lenses, several different types of sensing equipment, and a radio mouthpiece.

UNIT OPERATION – The unit provides several detection pieces that allow for the detection of living and cybernetic units. The head has human intelligence and is used to advise the cyborg. The unit has all of the human senses and can pick up radio waves as well as spot infrared images. In the case of a cyborg with a body like a sphere or a blue fluid state the robot head acts like a fake dominant head and seemingly perfect target. Striking the head doesn't slow the cyborg down a bit.

POWER – The head is powered by the other cyborg energy systems.

9 CYBORG POINTS – FORCE FIELD HELM

UNIT APPEARANCE – The helm appears to be a white crystal shaped around the cyborg's head or part of a discolored patch on a cyborg without a head.

UNIT OPERATION – It generates a 100-point force field that stops all physical attacks on the cyborg. The force field diminishes as strikes hit the field. Repairs need to be made on the force field to bring it back to the 100 point total. The generated field extends 5 inches away from the body of the cyborg at all times.

POWER – The crystal powers itself from solar energy and an hour of exposure powers the crystal for 9 hours of operation.

10 CYBORG POINTS – ENERGY ABSORBING HELM

UNIT APPEARANCE – The unit is an unbreakable spider-silk thin mesh that flows over the body of the cyborg.

UNIT OPERATION – The mesh uses the air and minerals from the ground to repair the nanobots making the mesh. As energy of all types, except radiation, strikes the mesh it transfers that energy into power for the cyborg. The unit can take 75 points of total energy damage before it has to shut down and repair itself for four hours.

POWER – The cyborg can provide power for the unit and power flows into the fibers every time the cyborg takes an energy hit.

DEXTERITY – CYBORG LEG DEVICES

All of these units provide for some type of mobility. They also add other devices like weapons to the Cyborg unit.

HIT POINTS – Any one of these units adds 25 hit points to the body of the cyborg.

1 CYBORG POINT – MOVEMENT LEGS

UNIT APPEARANCE – These appear as thin metal legs. Two, four, or six legs can be supplied depending on the configuration of the cyborg. There can be other devices attached to the cyborg legs depending on the configuration of the cyborg.

UNIT OPERATION – These types of legs move the cyborg at speeds up to 60 kilometers an hour. They allow for a leap of 20 meters at need. Falling from heights over 60 meters will cause serious damage to the legs. There are always two special slug projectors built into the legs. These projectors are WC 4; fire a 10 point subduel round, with a short range of 50 meters. The units are aimed by cyborg systems and the master cyborg doesn't need to concentrate on the aiming. This means the cyborg can, for instance, run towards or away from whatever is shooting at it, and if the target is in range the leg weapons will fire without a thought from the body of the cyborg.

POWER – These units are powered by the rest of the cyborg's systems.

2 CYBORG POINTS – DETECTOR LEGS

UNIT APPEARANCE – These legs are thicker than the first unit. Several antenna and other cone-like shaped devices continually operate from these legs.

UNIT OPERATION – These legs move the cyborg at speeds up to 120 kilometers an hour. They allow for a leap of 50 meters at need. Falling from heights over 150 meters will cause serious damage to the legs. The unit detects the following in a 100-meter range: infra-red images, all radiation intensities, movement of all types, audio noises in a 360 degree area, and hydrogen energy cells in use in devices. The cyborg receives a heads-up read-out of these in their mind's eye.

POWER – The units are powered by the systems of the cyborg.

3 CYBORG POINTS – QUICKNESS UNITS

UNIT APPEARANCE – These units are fiber bundles of clear wire powered by a separate fusion generator. They resemble glowing twisted bands of rope when in operation.

UNIT OPERATION – These legs move the cyborg at speeds up to 180 kilometers an hour. It allows for a leap of 75 meters at need. Falling from heights over 350 meters will cause serious damage to the legs. Laser and black ray energy fire actually restores hit points to this type of cyborg instead of damaging them. The black ray and lasers add in 30 points of healing energy with every shot.

POWER – A separate fusion generator powers these units.

4 CYBORG POINTS – TENTACLES

UNIT APPEARANCE – Three to eight tentacles flow from the body of the cyborg. Each tentacle is thick and can extend from one meter to nine meters in length.

UNIT OPERATION – These legs move the cyborg at speeds up to 100 kilometers an hour. It allows for a leap of 10 meters at need. Falling from heights over 150 meters will cause damage to the legs. Tentacles can grab and crush objects or manipulate things like hammers, clubs, and pliers.

POWER – The units are powered by the systems of the cyborg.

5 CYBORG POINTS – DEFENSIVE ARMOR ARCS

UNIT APPEARANCE – Two to six replacement robotic legs are covered in shells of armor, increasing the armor class of the cyborg by two points.

UNIT OPERATION – These legs move the cyborg at speeds up to 70 kilometers an hour. It allows for a leap of 10 meters at need. Falling from heights over 50 meters will cause damage to the legs.

POWER – This unit takes no power to operate.

6 CYBORG POINTS – FORCE FIELD ARCS

UNIT APPEARANCE – The units present large shields of force across any number of legs the cyborg requires to move.

UNIT OPERATION – These legs move the cyborg at speeds up to 70 kilometers an hour. It allows for a leap of 10 meters at need. Falling from heights over 50 meters will cause damage to the legs. The unit also

powers a 50-point force shield that stops all sorts of energy weapons. As the weapons do damage to the shield those points are lost until the shields are repaired.

POWER – The unit's force fields are powered by a separate fusion battery good for 100 hours of operation.



7 CYBORG POINTS – 4D PROJECTORS

UNIT APPEARANCE – These metal legs are equipped with holographic generators.

UNIT OPERATION – Twenty images are pre-programmed to be projected by the unit. These projections can have audible aspects so that a roaring creature can be projected in the face of the victim. The units have a range of 40 yards. The images can be changed by recording creatures or objects in the environment. A special setting allows the cyborg to lean against a wall of some type and a hologram simulates the wall and allows the cyborg to stand invisibly against the wall. Naturally, all of the images are line of sight from the legs of the cyborg.

POWER – The unit is powered by other energy devices of the cyborg.

8 CYBORG POINTS – ANTI-GRAV PODS

UNIT APPEARANCE – Balancing beams of energy cause the cyborg to rise six feet in the air.

UNIT OPERATION – These legs move the cyborg at speeds up to 70 kilometers an hour. They allow the cyborg to fly through the air up to 200 meters in the sky. Hovering is possible. The unit can also carry its own weight in other objects or passengers.

POWER – The unit is powered by other devices in the cyborg.

9 CYBORG POINTS – PLASMA EMITTERS

UNIT APPEARANCE – The unit supports as many legs as is necessary for its body form. Two of the legs have plasma emitters capable of shooting plasma in a 360-degree arc.

UNIT OPERATION – These legs move the cyborg at speeds up to 70 kilometers an hour. The plasma weapons have a short range of from 1-15 meters at a Weapon Class of 6. The plasma blast does 30 points of damage per strike. Ten bolts can be fired in a 60 minute time from the body of the cyborg.

POWER – The device is powered by a proton energy cell holding 40 shots of plasma before it needs to be replaced.

10 CYBORG POINTS – PAIN RAY PULSARS

UNIT APPEARANCE – It appears as a black golf ball on one of the metallic legs of the cyborg.

UNIT OPERATION – These legs move the cyborg at speeds up to 90 kilometers an hour. They can leap up to 25 meters in the air. They can fall from a height of 50 meters with no harm. In a 360 degree angle the unit emits a gray-colored ray with a weapon class of 3 and a short range of 10 yards. The ray causes 15 hit points of damage and if it strikes the victim must fall to the ground from excruciating agony. The pain ray has no effect on robots.

POWER – It has its own hydrogen energy cell power source for 10 shots before needing replacing.

CONSTITUTION – CYBORG CHEST DEVICES AND POINT COSTS

HIT POINTS – Any one of these units adds 10 hit points to the body of the cyborg.

1 CYBORG POINT – AIMERS

UNIT APPEARANCE – The unit appears as a very small luminescent green bubble implanted into the cyborg's chest.

UNIT OPERATION – The unit is attuned to any ranged weapon type and betters the weapon type weapon class by one. Multiple aimers cannot be placed on the same weapon.

POWER – There is no power requirement with this device.

2 CYBORG POINTS – ENERGY PULSE PROJECTOR

UNIT APPEARANCE – The projector is a ten-inch long cylinder with a magazine of ten plasma bubbles.

UNIT OPERATION – The project affixes to the chest of the cyborg and can fire in a 180 arc from the center of the chest. It has a Weapon Class of 3 with a short range of 1-40 yards. The weapon splashes a nano-mixture of plasma over a target. The plasma reacts with a

target and dissolves materials for 30 points of damage. The body of the cyborg generates ten new applications of plasma automatically when the fifth shot of plasma is used in the magazine of the weapon.

POWER – There are no power needs for this device.

3 CYBORG POINTS – GRENADE GENERATOR

UNIT APPEARANCE – The chest unit is a short barrel, with most of the device inside the chest of the cyborg.

UNIT OPERATION – With a Weapon Class of 3, the unit can fire two fragmentation grenades per combat round. Inside the chest of the cyborg there is a magazine that can hold up to 20 fragmentation grenades. The unit fires in a 180-degree arc from the front of the chest. Short range is 1-45 meters.

POWER – There are no power needs for this device.

4 CYBORG POINTS – RADIATION NEGATRON

UNIT APPEARANCE – The chest unit is a 9-inch circle on the chest of the cyborg. It blasts out a ten-meter sphere of nanobots that negate a large area (between 1 to 30 meters) of radiation for five hours.

UNIT OPERATION – The chest unit can generate one nanosphere every ten minutes. Any radiated area the nanobots touch has its radiation muted and made harmless for up to five hours. The unit fires in a 180-degree arc from the front of the cyborg. When faced with the possibility of radiation damage the cyborg can shoot itself and nearby allies with the negating nanobots.

POWER – The unit uses the power systems of the cyborg for operation.

5 CYBORG POINTS – NANOSPHERE GENERATOR

UNIT APPEARANCE – The unit never appears on the body of the cyborg.

UNIT OPERATION – It generates a fist-sized sphere that floats on an anti-gravity ray. The sphere has the visual and audio senses of a human and can travel at the will of the cyborg up to 150 meters away from the body of the sphere generator. At all times what the

sphere senses the cyborg senses. The cyborg can generate up to three of the spheres at the same time. They operate for 90 minutes and then turn to calcium dust.

POWER – The sphere has its own power source good for 90 minutes.

6 CYBORG POINTS – SYSTEMS DETECTOR

UNIT APPEARANCE – This appears as a dust cloud that floats on the wind in the area.

UNIT OPERATION – The cloud can expand up to a ten by ten meter area. It is totally dependant on the breezes of the area. Whatever touches this field of dust is detected and basic information concerning its nature (organic or mechanical nature, inorganic, size, movement, sounds, appearance) is transmitted the cyborg. The cloud functions for 12 hours. The cyborg can generate four of these every eight hours. The data is sent to the cyborg generator up to five miles away.

POWER – The dust has internal power systems.

7 CYBORG POINTS – FLYING

UNIT APPEARANCE – There is no visible device.

UNIT OPERATION – Gravitron rays project from the body of the cyborg allowing it to fly up to 50 kilometers an hour. The rays also allow the cyborg to rise up into the sky as high as it wants to go. The unit can carry up to twice as much as the cyborg's weight and still remain aloft. Safety features of the unit will not allow it to fly when the cyborg cannot see where it is going.

POWER – A fission power systems charges the energy needed to fly.

8 CYBORG POINTS – SONIC CANNON

UNIT APPEARANCE – The cannon is a small sphere than can move around the body of the cyborg to fire in any direction.

UNIT OPERATION – Weapon Class 4, a short range of 1-30 meters, and the weapon does 25 points in sonic damage. This wave of sonic power can also put out all types of normal fires.

POWER – The cyborg's own body powers this unit for 1 shot every three melee rounds.

9 CYBORG POINTS – PLASMA CANNON

UNIT APPEARANCE – The cannon is a dark blue crystal sphere 9 centimeters in diameters. The crystal can move about the cyborg's body to shoot in any direction.

UNIT OPERATION – The unit can shoot a plasma blast every three melee rounds. With a Weapon Class of 6, the device does 20 points of damage to a target. The unit can shoot a short range blast at 1-75 meters.

POWER – The unit uses the energy of the cyborg to generate and fire plasma.

10 CYBORG POINTS – REGENERATION

UNIT APPEARANCE – There are no visible devices in this feature.

UNIT OPERATION – The unit generates nanobots to repair devices on the cyborg. It repairs at the rate of 5 hit points a minute using plasma nanobots.

POWER – The cyborg's other power systems activate this device.

STRENGTH – CYBORG ARM DEVICES

HIT POINTS – Any one of these units adds 30 hit points to the body of the cyborg.

1 CYBORG POINT – SLUG PROJECTOR

UNIT APPEARANCE – One arm holds a slug projector assembly. Inside the arm is a space for a 6 shot magazine.

UNIT OPERATION – With a Weapon Class of 5 and a short range of 1-25 meters, the shot does 10 points of subdual damage. The unit fires one shot per combat round.

POWER – There is no power system to this unit.

2 CYBORG POINTS – SHOT GUN PROJECTOR

UNIT APPEARANCE – One arm holds a shotgun projector assembly. Inside the arm is a space for a 5 shot magazine.

UNIT OPERATION -- With a Weapon Class of 6 and a short range of 1-15 meters, the shot does 15 points of physical damage. The unit fires one shot per combat round.

POWER – There is no power system to this unit.

3 CYBORG POINTS – LASER PISTOL

UNIT APPEARANCE – One arm holds a specially designed laser pistol.

UNIT OPERATION – With a Weapon Class of 6, the unit does 40 points of damage with a short range of 1-24 meters. The unit fires 4 shots from a hydrogen energy cell placed in the same arm.

POWER – The unit uses a hydrogen energy cell designed to pop up in the arm when it has expended its power.

4 CYBORG POINTS – LASER RIFLE

UNIT APPEARANCE – One arm holds a specially designed laser rifle.

UNIT OPERATION – With a Weapon Class of 6, the unit does 50 points of damage with a short range of 1-60 meters. The unit fires 3 shots from two hydrogen

energy cells placed in the same arm.

POWER – The unit uses two hydrogen energy cells designed to pop up (and be replaced) in the arm when they have expended their power.

5 CYBORG POINTS – REPAIR UNIT

UNIT APPEARANCE – The unit appears as a large, gloved fist on the end of one arm.

UNIT OPERATION – The unit is capable of repairing (using nanobots) 20 points of damage on the cyborg or any other mechanical device. This repair works on wires and microchips and not plates of armor. New replacement parts can be scavenged from other devices taking 15 minutes for the repair unit to work through another device scavenging for new parts.

POWER – The unit uses power from the cyborg to perform.

6 CYBORG POINTS – DISRUPTOR PISTOL (METAL & PROTEIN)

UNIT APPEARANCE – The unit appears as a black crystal tube along the forearm of the cyborg.

UNIT OPERATION – The pistol has a weapon class



of 7. Range is an important factor to the amount of damage the weapon does.

Short Range 1-30 meters – 100 points on flesh and 75 points on metal

Medium Range 31-75 meters – 80 points on flesh and 50 points on metal

Long Range 76 – 120 meters – 50 points on flesh and 30 points on metal

POWER – The weapon uses 3 hydrogen energy cells for 5 shots.

7 CYBORG POINTS – PARALYSIS DART RIFLE

UNIT APPEARANCE – The unit appears as a long white crystal tube along the forearm of the cyborg.

UNIT OPERATION – The unit has a clip of ten darts manufactured by the body of the cyborg at the rate of 5 darts in 60 minutes. It has a Weapon Class of 5. The paralysis dart acts like intensity 11 poison in the body of the victim. Short range is 1-60 yards. One dart can be fired per combat round.

POWER – There is no power necessary in the action of this weapon.

8 CYBORG POINTS – DETACHABLE ANTI-GRAV APPENDAGE

UNIT APPEARANCE – It appears to be a powerful mechanical arm. It detaches from the body of the cyborg, and is in complete control as it flies from the body of the cyborg.

UNIT OPERATION – The arm is under the visual control of the cyborg. It has an AC of 6 and can take up to 33 hit points of damage before it fails to function. The anti-grav unit can lift up to 100 kilograms of weight. It can operate up to 75 meters from the cyborg and is capable of fine motor control.

POWER – A hydrogen energy cell operates the unit for 90 minutes of constant operation.

9 CYBORG POINTS – SPECIAL EXPANDING SHIELD

UNIT APPEARANCE – An iris shield comes out of the fist of the cyborg. It floats in front of the cyborg and can expand from 1 meter to ten meters in a circle.

UNIT OPERATION – The coating on the shield allows it to ignore any type of energy damage. The metal of the iris can take 45 points before needing repair. The unit coordinates with the body of the cyborg to not be in the way of any ranged attack the cyborg can make. After the shot, the shield unit floats in front of the cyborg making a protective barrier. The unit provides an Armor Class of two.

POWER – The unit is powered by a fusion energy cell for 9 hours of constant operation.

10 CYBORG POINTS – EBONY DEATH RAY

UNIT APPEARANCE – A black crystal ball, the size of a man's fist, floats at the right side of the cyborg.

UNIT OPERATION – The sphere fires a black ray. The Weapon Class is 2 and short range is 1-9 yards. At a touch on flesh, the weapon influences the target like an infusion of intensity 11 poison into the body. The weapon can fire one ray every ten minutes.

POWER – A fusion battery powers the unit for 15 shots.

LEADERSHIP POTENTIAL –

There are 0 Leadership Potential-based cyborg attachments as a character loses any potential when they become a Cyborg.

ANY ABILITY

Additional Devices using any combination of points from ability scores.

HIT POINTS – Any one of these units adds 25 hit points to the body of the cyborg.

1 CYBORG POINT – UNATTACHED WIZZER

UNIT APPEARANCE – A fist-sized sphere floats off the right shoulder of the cyborg. A micro-sharp blade spins in the middle of the sphere.

UNIT OPERATION – The blade is made to impact a target and do 19 points of damage in a combat round. It has a Weapon Class of 3 and a range of 100 meters from the body of the cyborg. Graviton rays keep the unit in the air. The cyborg needs a clear line of sight from the unit to the target. The cyborg can operate up to three of these at the same time.

TIME – A hydrogen energy cell powers the unit for 2 hours of operation.

2 CYBORG POINTS – UNATTACHED SPHERE

UNIT APPEARANCE – A 19 centimeter steel sphere floats in the air above the shoulder of the cyborg. The cyborg can only use one of these at a time.

UNIT OPERATION – The unit is made to explore areas around the cyborg. It has the senses of a human plus infrared capabilities. It has an armor class of 2 and 30 hit points. The sphere is able to push or pull things up to fifty pounds using a tractor device. If it is trying to pull things from a foe, if the foe rolls their strength or more on three dice the attempt does not work. The unit has a range of 250 meters.

TIME – The unit uses a hydrogen energy cell for 6 hours of operation.

3 CYBORG POINTS – UNATTACHED ELECTRO MAGNETIC FLOATER

UNIT APPEARANCE – This is a silver, one meter long oval that flies around the cyborg or the cyborg uses for a flying device that he stands on and floats through the air.

UNIT OPERATION – The unit can carry three times the weight of the cyborg. It can be used to carry equipment for the cyborg or for the cyborg to use to fly. It can operate up to 100 meters from the cyborg. It can take orders from the cyborg and move through complex narrow spaces away from the cyborg.

TIME – A fusion energy cell powers the floaters

for 8 hours of constant operation. (Yes, I know it's hard to find fusion energy cells on the *Warden*.)

4 CYBORG POINTS – LASER FLOATER RIFLE

UNIT APPEARANCE – A small one meter long platform floats high above the cyborg. There are a series of holes on the platform. On top of the platform is a laser energy system.

UNIT OPERATION – The cyborg picks a target within fifty meters from the cyborg. The platform hovers over the target and fires a laser. The Weapon Class is 4, the damage is 20 points per melee round, the Armor Class is 3, and the platform takes up to 55 points of damage before falling from the sky.

TIME – The unit uses broadcast energy.

5 CYBORG POINTS – SECURITY FLOATER

UNIT APPEARANCE – This circular unit is a meter in diameter with a series of antennae on the top.

UNIT OPERATION – The unit guards the cyborg and whatever else the cyborg wishes to keep safe. When in operation the unit flies ten meters off the ground and circles in a 100-meter circular pattern around the cyborg. The unit senses movement and contacts the cyborg. It is capable of firing an arc of electricity at dangerous beings. The arc has a weapon class of 3, a maximum range of 90 meters, and does 25 points of heat damage. The unit has an armor class of 4 and 50 hit points. A flaw in the unit's programming doesn't allow it to recognize hostile vegetation as a possible threat.

TIME – The unit uses broadcast energy.

6 CYBORG POINTS – ALL PURPOSE ANTI-GRAV SHIELD

UNIT APPEARANCE – A cube one-meter square floats ten meters in front of the cyborg.

UNIT OPERATION – When attacked, the cube emits a five meter long, wide, and tall anti-grav shield. The shield absorbs any kinetic weapon blasts aimed at the cyborg. Missiles aimed at the cyborg are halved in their damage as they pass through this shield. The unit itself

has an Armor Class of 4, 35 hit points, and detection devices to constantly keep it in front of the cyborg.

TIME – The unit uses broadcast energy.

7 CYBORG POINTS – HOLOGRAM FLOATERS

UNIT APPEARANCE – Three fist-sized spheres of steel float in a triangular pattern above the head of the cyborg.

UNIT OPERATION – The cyborg orders the spheres to take images of up to four different things the cyborg sees in the course of his adventures. The cyborg may purge a hologram file to make room for a new one as needed. There is no limit to the type of images captured and an image of an item, object, or creature may be up to 20 meters tall and 15 meters wide (from ants to a mutated Tyrannosaurus Rex, for example). Things like creatures, walls, fires, and the like can be stored in the memory of the spheres. Once stored, the units can duplicate these images up to 50 yards away from the cyborg. The units also store sound with the image. Walls can be shown that block the view of potential enemies or hide a group of cyborg allies. The spheres become part of the image and are invisible from view, but not invisible to infrared detection.

TIME – Each sphere is powered by a hydrogen energy cell for 10 hours of constant operation.

8 CYBORG POINTS – ARMED SEARCH FLOATER

UNIT APPEARANCE – An egg-shaped device, this unit is a meter long and appears to be made of steel. It floats above the head of the cyborg and reacts at the direction of the cyborg and no other. The three weapon barrels stick out of the sides of the unit. A radar antenna rotates from the top of the unit.

UNIT OPERATION – The unit is self-aware and can make judgment calls based on the programming and instructions the cyborg gives it. Its main purpose is to move far ahead of the cyborg and watch for dangerous situations. At night it acts like a guardian and scans a 100-meter circle around the camp of the cyborg. The unit sweeps the area and informs the cyborg of everything moving in a 75-meter area all around the cyborg. The unit has an Armor Class of 4, 90 hit points, and the Weapon Class for each of the weapons is 5. The

laser inflicts damage at 20 points a melee round at a short range of 1-30 meters. The paralysis dart has a magazine of ten darts manufactured by the body of the cyborg at the rate of 5 darts in 60 minutes. The paralysis dart acts like intensity 11 poison in the body of the victim. Short range is 1-60 yards. One dart can be fired in a combat round. The sonic attack cone delivers a sonic attack at 45% angle in front of the cone lip. The attack does 7d6 points of damage to anything from two inches to 10 feet in front of the wearer without missing. The cone also puts out all normal fires the sonics touch in that same range. The unit has a design flaw and it does not recognize plants of any type or smaller animals as possible dangers no matter how the cyborg tries to program the firing system.

TIME – The unit uses broadcast energy.



9 CYBORG POINTS – EXPLOSIVE CREATOR

UNIT APPEARANCE – The unit is a small two-meter long vehicle with four knobby tires and a base with a device on a platform.

UNIT OPERATION – The unit can roam up to 100 meters in any direction from the cyborg. It fires a softball sized plasma projection using indirect fire. It has a Weapon Class of 5, does 45 points of damage, and short range is 1-25 yards. The unit can take 50 points of damage, has an Armor Class of 4, and has an artificial intelligence that allows for free action and independent targeting for the unit based on targeting commands from the cyborg. For example, if the cyborg orders the unit to shoot at any wolfoid it detects, the cyborg can be doing something else while the unit fires. The unit can fire plasma shots every fourth melee round.

TIME – The unit uses broadcast energy.

10 CYBORG POINTS – NANO-FOLLOWER

UNIT APPEARANCE – A cloud of thick black dust forms a sphere one meter tall. It rolls behind the cyborg and moves at the command of the cyborg.

UNIT OPERATION – The dust consists of thousands and thousands of flying nanobots. When the swarm takes damage it is able to restore itself by leeching the minerals in the area after two hours time. It has an Armor Class of 4. It has its own (distributed) artificial intelligence allowing it to be as intelligent as a human. The unit is given orders by the cyborg, and then carries out those orders to the best of its ability. The unit at full size has 50 hit points. The unit can assume the rough outlines of any animal or humanoid shape. It can generate nanobot arms up to ten meters long with an effective Strength of 10. It has the normal senses of a human. It has the ability to communicate through radio waves (a transceiver is built into the cyborg's body for inaudible communications).

TIME – The nanobots leech power from the cyborg and can run 9 hours for a given charge. If the nanobots do not recharge by returning to the cyborg in that time, they become inert until the cyborg moves within 5 meters of the nanobot 'dust'.

Examples of Cyborgs that can be used by players or gamemasters to make characters:

LASER CYBORG

PURE HUMAN

Leadership Potential – $8 = 0$

Becoming a cyborg strips away all Leadership Potential.

Radiation Resistance – $17 + 6 - 8 = 15$

The "6" additional points for becoming a cyborg are being added to the Radiation Resistance making a new total of 23. The 8 points from additional devices for the Armed Floater are subtracted from Radiation Resistance for a final total of 15.

Mental Resistance – $18 - 5 = 13$

Mental Resistance loses 5 points for the Laser Head for a final total of 13.

Dexterity – $15 - 4 = 11$

Dexterity loses 4 points for the additional devices Floater Rifle for a final total of 11.

Constitution – $17 - 7 = 10$

Constitution is loses 7 points for the aimers needed for each weapon to have them shoot more accurately for a total of 10.

When creating a cyborg, no attribute can go below 10.

Strength – $18 - 7 = 11$

Strength loses 7 for the arm pistol and rifle for a total of 11.

180 hit points are added to the characters hit point total.

(7 Constitution) Seven Aimers /70 hit points

(5 Mental Resistance) Laser Projector Head /+25 hit points

(3 Strength) Arm Laser Pistol /+30 hit points

(4 Strength) Arm Laser Rifle /+30 hit points

(4 Additional Devices) Laser Floater Rifle /+25 hit points

(8 Additional Devices) Armed Search Floater /+25 hit points

DEFENSIVE CYBORG

STARTING STATISTICS:

Bearoid

Radiation Resistance – 16

Mental Resistance – 16 (18)

Dexterity – 16

Constitution – 16

Strength – 16 (18)

MUTATIONS

Heightened Strength – Increases strength number

Heightened Intelligence – Increases intelligence number

POINTS USED	CYBORG DEVICE / HIT POINTS
(1 Radiation Resistance)	Radiation Sheen /+25 hit points
(2 Radiation Resistance)	Laser Sheet /+25 hit points
(9 Mental Resistance)	Force Field Helm /+25
(5 Dexterity)	Defensive Armor Arcs /
	+25 Also a bonus 2 on Armor Class
(6 Dexterity)	Force Field Arc /+25
(4 Constitution)	Cyborg Radiation Negatron /+10
(6 Strength)	Two Laser Pistols /+60
(7 Extra Devices)	Hologram Floater /+26

Five extra cyborg points were put in Dexterity and one was put in Mental Resistance. The subtractions turn every score to 10. 220 points are added to the hit point total.

ATTACK CYBORG

STARTING STATISTICS:

Android

Radiation Resistance – 18

Mental Resistance –18

Dexterity – 18

Constitution – 18

Strength –18

POINTS USED	CYBORG DEVICE / HIT POINTS
(10 Radiation Resistance)	Wide Force Field Generator /+25
(10 Mental Resistance)	Energy Absorbing Helm /+25
(8 Dexterity)	Anti-grav Pods /+25
(10 Constitution)	Regeneration /+10
(1 Strength)	Slug Projector /+30
(7 Strength)	Paralysis Dart Rifle /+30

The cyborg points were placed 2 in Radiation Resistance, 2 in Mental Resistance, and 2 in Constitution. All of the ability scores are reduced to 10 each. The android gains 120 hit points.

Note that androids, including cyborg androids, only live for 365 days before reverting to gel.