

# DWEOMERPUNK CYBERNETICS

**B/X ESSENTIALS**  
Compatible Product

**CROSSPLANES**  
GAME STUDIO



# DweomerPunk

## B/X Essentials + CyberPunk

by Mark Craddock



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# Preface

The World's First RPG is a game I truly love and B/X Essential's treatment of it has quickly become my favorite version. I've always enjoyed the cyberpunk genre and even though there is a venerable game that mixes elves, dwarves, magic, and cybernetics, it has never had rules that I've enjoyed. For years, I've thought to myself, "Why isn't anyone mixing the the World's First RPG and cyberpunk in the OSR?"

Well, here is the beginning of my answer to that question. This supplement, which covers cybernetics, is the first of several that will allow the mixing of B/X Essentials and CyberPunk. Additionally, I've worked up a unified take on B/X Essentials called B/X Ascending, and there is an Appendix which converts the appropriate cybernetics to that revision.

Cheers,

Mark



# CYBERNETICS

All sentient creatures have a **Soul Rating** of 7. Each major cybernetic upgrade lowers a creature's Soul by an amount specified in its description. A spellcaster cannot cast a spell higher than their Soul Rating (round down), e.g., if a magic-user has a Soul Rating of 5-1/2, it is rounded down to 5, and they cannot cast 6th level spells.

If a sentient creature's Soul Rating reaches 0, they will die within 10 minutes.

Unless stated otherwise within the description of a piece of cyberware, their bonuses do not stack, nor can they be bought multiple times.

**Body Sculpt:** Cosmetic surgery allows -2 to morale checks of those you encounter (see **Other Combat Issues in B/X Essentials: Core Rules, p24**)(10 gp; Soul Reduction 2).

**Cybernetic Ear:** Hear Noise with a 2-in-6 chance. If you have a Listening At Doors chance, it increases to 3-in-6 (25 gp; Soul Reduction 1/2).

## Enhancements

- **Cosmetic Modification:** Customization of the ear (5 gp).

- **Sound dampener:** +2 on saving throws against deafness (5 gp).

**Cybernetic Eyes:** Detect Secret Doors with a 2-in-6 chance. If you have a Listening At Doors chance, it increases to 3-in-6 (25 gp; Soul Reduction 1/2).

## Enhancement

- **Cosmetic Modification:** Customization to the eyes (5 gp).

- **Flash Dampener:** +2 on saving throws against blindness (5 gp),

- **Nightvision:** Infravision to 60' (see **Light, Vision, and Visibility in B/X Essentials: Core Rules, p16**). If you are a dwarf or elf your infravision increases to 90' (10 gp).

- **Telescopic Vision:** Your line of sight is doubled (5 gp).

**Cortex Bomb:** When you die or you activate this device, your skull explodes dealing 3d6 damage to any creature within 15 feet and killing you (25 gp; Soul Reduction 2).

**Cybernetic limbs:** Clearly artificial (15 gp; Soul Reduction 1 per limb) or natural looking (25 gp; Soul Reduction 1 per limb).

## Enhancements

- **Finger Compartment:** Storage in the last knuckle of a finger (5 gp).

- **Finger Pistol:** 1d4+1 damage (Missile 5'-10'/11'-30'/31'-50', Reload) (5 gp).

- **Smartgun Link:** +1 to hit with linked firearm (15 gp).

- **Retractable Climbing Spikes:** Climb Sheer Surfaces at 87% (25 gp).

- **Hand Blades:** Retractable blades built into your hands and arms that deal 1d4 damage (10 gp).

- **Runner's Legs:** Your speed increases by 30' (10') to a max of 60' (20') (25 gp per 30' [10']).

- **Hydraulic Legs:** The distance you can jump is doubled. (20 gp).

**Dermal Armor:** -1 bonus to AC to a max of -2 (30 gp per -1/ Soul Reduction 1 per -1).

## Enhancements

- **Flesh Compartment:** Storage in your torso for a pistol-size item (5 gp).

**Endurance Enhancement:** +2 to Death and Poison saving throws (25 gp; Soul Reduction 1).

**Filtration System:** You are amphibious (25 gp; Soul Reduction 1).

**Muscle Weave:** +1 to melee damage to a max of +2 (35 gp per +1; Soul Reduction 1 per +1).



**Skull Computer:** Acts as radio, telephone, and personal computer that is web enabled (10 gp/ Soul Reduction 1/2).

**Enhancements**

- **Skill Download:** You may have one of the following at a time: +1 to hit with a specific weapon, proficiency with a specific type of armor, +1 with a particular ability check, or gain a thief ability at level 1 (25 gp).

- **Chip Reader:** Input/output slot (2 gp).

- **Synthport:** Port for musical instruments. Wired port (2 gp). Wireless (4 gp).

- **Vehicle Control Link:** +2 to ability checks to pilot a vehicle or drone (25 gp).

**Synapse Enhancement:** +1 to hit with ranged weapons (25 gp; Soul Reduction 1).

**Wired Reflexes:** +2 to Dragon Breath saving throws and if the optional individual initiative is being used, +1 on initiative rolls (see **Basic Combat Procedure** in **B/X Essentials: Core Rules**, p22 ) (25 gp; Soul Reduction 1).

**Voice Modulation:** You may alter the sound of your voice to gain a +1 or a -1 to morale checks of those you encounter (10 gp; Soul Reduction 1/4).





# APPENDIX:

## Cybernetics

### Conversions for B/X Ascending

**Body Sculpt:** Trained Skill Saving throw to sway the reactions those you encounter (10 gp; Soul Reduction 2).

**Cybernetic Ear:** Hear Noise with a 15+ on 1d20. If you are an elf, your Listening At Doors chance increases to 12+ on 1d20. (25 gp; Soul Reduction 1/2).

**Cybernetic Eyes:** Detect Secret Doors with a 15+ on 1d20 chance. If you are an elf, your chance increases to 12+ on 1d20. (50 gp; Soul Reduction 1/2).

#### Cybernetic limbs Enhancements

- **Retractable Climbing Spikes:** Climb Sheer Surfaces at 4+ on 1d20 (25 gp).

**Dermal Armor:** +1 to AC to a max of +2 (20 gp per +1/ Soul Reduction 1 per +1).

**Voice Modulation:** +1 to Trained Skill Saving throw when you attempt to sway the reactions of those you meet (10 gp; Soul Reduction 1/4).





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