

New Biotech for **SPACEMASTER**

By Elton Robb

Here some new Biotech Items for Spacemaster campaigns.

NEURAL SYNAPTIC ENHANCEMENT (Tech Level 19)

This is a brain enhancement. New “white” and “gray” matter is grown from the subject’s own genetic material. The results are implanted on both the left side and the right side of the cerebral cortex, along with increased ridges and furrows. This often results in the subject’s better use in making calculations, better articulated language, and stronger, vivid imaginations.

The drawbacks often include increased vivid dreaming, and if psychoactive drugs are taken or if the character is schizophrenic, more powerful hallucinations are also the result. *Game Mechanics:* This biomodification gives a stat bonus of +2 to both Reasoning and Intuition.

NEO-MEMORY ENHANCEMENT (Tech Level 19)

As above, except that the neurons are grown directly in the Hippocampus using drugs and especially retroviral infection. This not only cures Dementia, but increases memory: both recall and retention. The result is increased short term memory and significantly increased long term memory. *Game Mechanics:* This biomodification gives a Stat bonus of +2 to Memory.

BODY SCULPTING (Tech Level 19)

“Want a better, newer you?”

A full body enhancement, body sculpting takes plastic surgery to the genetic level. Here, an average overweight man that looks like Homer Simpson can have their body altered. It’s going from Homer Simpson to somebody like Brad Pitt or Arnold Swartzenegger. Homer can also look like Britney Spears if he really wanted to. Body Sculpting is a radical change that has the potential of altering *everything* about the character. Sex, body type, hair color, age, skin color, muscle mass, fat tissue, height, you name it. The masters of Body Sculpting can do it. *Game Mechanics:* The effects of this biomodification vary, totally. GMs should use their discretion.

BIO-ELECTRIC MUSCLES (Tech Level 19)

Another full body enhancement, Bio-Electric Muscles is based off of the electric eel’s ability to generate large amounts of electricity. It’s like having microelectric generators in your body, thousands of them. Only the microgenerators are the skeletal muscle cords. The result is increased electrical generation by the body to power Cyberware. Still, it isn’t enough to power a laser, but a built-in submachine gun would definitely be possible. *Game Mechanics:* the Character has an effective electric touch that generates an “A” electrical critical to a foe he touches. To bad, though, the character can never be a computer technician again, since his touch can permanently damage a computer’s parts.

NEW CYBERNETIC BIOMODIFICATION TABLE

Name	Difficulty	Tech Level	CIRS Impact	Talent Pt. Cost	Price
Neo-Memory Enhancement (S)	C	19	.5	5	30,000 credits
Neural Synaptic Enhancement (S)	H	19	.5	5	40,000 credits
Body Sculpting (S)	C	19	varies	10	50,000+ credits
Bio-Electric Muscles (S)	H	19	d10/5	15	20,000 credits