

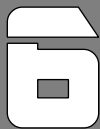
6

# Hyperspace Messenger



CYBERWARE





# Hyperspace Messenger

The Hyperspace Messenger™ is a series of very short supplements for the White Star™ role-playing game (copyright James Spahn and Barrel Rider Games). The goal is to create quality usable content which can be completely explored within the scope of only six-to-twelve pages. Although this is only the first supplement in the series, we at DwD Studios hope to release additional supplements in the years to come.

Although this supplement is designed to integrate to your White Star™ game, its concepts are fairly universal and you can, with very little effort, modify it for use in other games as well.

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**A**ll across the galaxy there is one thing in common: people. They might be big hairy ones with strength and stamina to spare. They might be small squishy ones with not a lot going for them (other than being able to reach higher levels). They might even be little green men who wield mystic powers. But wherever there are people, there arises a need to improve them.

Maybe people need improved to make it possible to exist on an alien world to do some corporation's bidding. Maybe people need upgraded to meet some military agenda. Perhaps they are trying to achieve some level of religious enlightenment they think can only be achieved through technology. Or maybe people just need improved when they lose an arm in a cantina on a backwater desert world when some old man with a star sword overzealously protects his young friend.

This supplement provides cybernetic implants designed for use in the White Star role playing game. Don't think you can just buy this stuff and add it to your inventory. The Referee may not want some of this in his game. For that reason, the implants are divided into two basic types. Bionics are light implants powered off the body's own bioelectric field. Cybernetics are the heavy implants that require their own power source. Each are divided into minor, moderate, and major grades. Referees may restrict certain types or grades of implants from his campaign.

## **IMPLANT LIMITATIONS**

Replacing a character's physiology with technological upgrades comes with a price. The body's own bio-electric field exists for a reason: the body needs it. Adding devices which draw from its reserves or interfere with its bio-electric capacity or resonance can cause normal body parts to lose efficiency or even fail. Implant too much tech and the character gets sick, or can even die.

Characters have a limit to the strength of their bioelectric field, equal to their Constitution score. A character with a Constitution score of 11, therefore, can have 11 points of implants installed.

**INSTALLED IMPLANTS** – As a character acquires implants, he keeps a running sum of all his implant points and labels this “Installed Implants” on his character sheet. If Installed Implants exceeds his Constitution, he’s dead; his body just shuts down as one organ after another painfully fails. Don’t install that much tech, it’s a stupid idea. If Installed Implants exceeds half his Constitution, he suffers from a malady known as cyber-sickness.

**CYBER-SICKNESS** – When a character suffers from cyber-sickness he must take special vitamin-iron pills daily or is fatigued (suffers -2 on all diced actions, always). He looks like hell: pale skin, dark bags under bloodshot eyes, etc. The special pills aren’t free but also aren’t expensive; characters must spend 10 credits per one-week supply to cover the cost and avoid the fatigue.

**DAMAGE TO IMPLANTS** – Implants should be listed on the character sheet with sequential numbers next to them (1, 2, 3, etc.). Whenever a character is hit with a critical hit, the player must roll d20 to see which implant was damaged. If a number is rolled which exceeds the number of implants then no implant was damaged by that critical hit. When an implant is damaged, it is unusable until it can be repaired. That might not be a big deal for some implants, but a character hit in both cybernetic legs will find it difficult to get around! Repairing an implant costs 20% of its original cost and requires special tools and knowledge. If an implant is hit a second time, it is destroyed completely and must be replaced by paying the full cost again.

## BIONIC IMPLANTS

All bionic implants found in the lists below are upgrades to a normal being. Possessing any of these makes a character better in several ways. All bionics are made of materials which cannot be detected using metal detectors or casual scanners at star ports. Detecting them requires medical scanners or other specialized gear.



**BIOCOMM**

Type: bionic, minor (normal)	Cost: 200cr	Implant Points: 1
Type: bionic, minor (holographic)	Cost: 400cr	Implant Points: 1

This is an implanted communications device similar to a common communicator in nearly all respects, but is hands-free and mentally controlled. The improved biocomm costs more and operates holographically.

**BIOLIGHT**

Type: bionic, minor	Cost: 200cr	Implant Points: 1
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This is an implanted bioluminescent flashlight emitted from somewhere on the character.

**CEREBRAL STABILIZER**

Type: bionic, minor	Cost: 400cr	Implant Points: 1
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This implant adds active stabilizer bands around the cerebral cortex and along critical locations in the spine and immunizes a character against saving throws to remain conscious from physical trauma.

**CLAWS**

Type: bionic, major (normal)	Cost: 600cr	Implant Points: 3
Type: bionic, major (mono-bladed)	Cost: 800cr	Implant Points: 3

Three identical blades extract from slots on the back of the hand between the four fingers with a comforting “snikkt” sound. This weapon causes 1d6 damage. The mono-bladed version costs a bit more but causes 1d6+1 damage.

**DERMAL CLIMBING PADS**

Type: bionic, moderate	Cost: 400cr	Implant Points: 2
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New follicles are installed on hands, elbows, knees, and feet which grow coarse hairs that hook onto surfaces. The hairs are split (and re-split) giving a Velcro-like effect. This allows the character to cling to most vertical surfaces, or even upside down from the ceiling. Some surfaces may require Dexterity checks to climb.

**DERMAL INFRARED TREATMENT**

Type: bionic, moderate	Cost: 400cr	Implant Points: 2
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The character’s skin is infused with a coating that masks his heat signature. This makes him invisible to infrared detection devices of all types. If reduced to half his hit points or less, his disguise is compromised until it heals and the infrared treatment re-grows.

**EIDETIC PERCEPTION**

Type: bionic, minor (normal)	Cost: 200cr	Implant Points: 1
Type: bionic, moderate (holographic)	Cost: 400cr	Implant Points: 2

This implant goes in the head, with small parts mounted behind the ear and along the skull, all just under the flesh. It is able to record what is seen by the eyes and heard by the

ears, giving all the benefits of having a portable digital camera system. The imagery and audio can be played back against closed eyes by the character, or can be wirelessly transferred to a computer system. It is an inexpensive implant but one favored by spies and journalists. The holographic version is more expensive and takes fully three dimensional recordings that can be played back and explored from various angles.

## ELECTRO-SHUNT

Type: bionic, minor

Cost: 400cr

Implant Points: 1

This implant grounds the character against electrical damage. The character is immune to electric-based stun effects. He still has to worry about other types of stun effects, but electricity is basically ignored. This implant was described in *Hyperspace Messenger* #1, but if the bionic and cybernetic rules from this supplement are used then this is considered an implant.

## FINGER BLADES

Type: bionic, minor (normal)

Cost: 200cr

Implant Points: 1

Type: bionic, minor (mono-blade)

Cost: 400cr

Implant Points: 1

Each of the character's fingertips of one hand have a tiny but effective retractable razor that can extend from under the fingernail. They can be used to scratch someone but are designed for use in thievery: they give a bonus of +1 to any roll to pick a pocket or to perform other acts the Referee permits (this bonus also applies to unarmed combat damage). The mono-blade version is more expensive and increases the bonus from +1 to +2.

## FLAMEFINGER

Type: bionic, minor

Cost: 200cr

Implant Points: 1

This is a classic fire-starting implant, spewing a flame from the pointer finger of one hand. The chemical fuel for the flamefinger fits into an internal gland-sack reservoir in the inner forearm and lasts for 1 or more years of casual use.

## GILLS

Type: bionic, moderate

Cost: 400cr

Implant Points: 2

Characters with gill implants can breathe underwater. They emit no noise and are normally undetectable - they are passive devices which take over when submersed.

## GLASS CUTTER

Type: bionic, minor

Cost: 200cr

Implant Points: 1

This is a hand implant. The index finger has a retractable cutter, and the palm of the same hand can grip glass with suction. The palm is placed against a piece of glass, and the hand is moved in a circular motion. After a few moments, a standard piece of glass can be pulled away, allowing quick (if illicit) entry into a building or vehicle. This doesn't work with armored glass, and is not designed for use as a weapon.



### INFRARED EYES

Type: bionic, moderate (one eye)

Cost: 400cr

Implant Points: 2

Type: bionic, major (both eyes)

Cost: 600cr

Implant Points: 3

The character replaces his eyes with implants that are able to see in the infrared spectrum. He can see things by the heat they give off, including seeing the footsteps of a tracked foe, or the places where a hand touched a door knob, keypad, or wall. He can even see walls, floors, etc. by the way in which their materials absorb, keep, or release heat. Additionally, the character is unhindered by smoke grenades or even complete darkness. The eyes look normal until the infra-red electronics are activated, then the pupils and irises look crimson red. If purchased as only a single eye, this becomes a moderate bionic implant.

### KNUCKLEPLATING

Type: bionic, minor (per fist)

Cost: 200cr

Implant Points: 1

The character's knuckles receive weighted reinforced plates which run through the hand and clamp to the top of the forearm, granting +2 to unarmed damage.

### LIGHT AMPLIFICATION EYES

Type: bionic, moderate (one eye)

Cost: 400cr

Implant Points: 2

Type: bionic, major (both eyes)

Cost: 600cr

Implant Points: 3

The character replaces his eyes with this implant and is able to adapt to a wide variety of light conditions, allowing him to see normally if there exists even a single star shining in the sky. The eyes react quickly, but flash-blindness can occur which lasts only one turn when sudden bright lights are introduced. This implant is popular among scouts, hunters, and burglars, allowing night operation without penalty. If purchased as only a single eye, this becomes a moderate bionic implant.

### LIQUIFILTER

Type: bionic, minor

Cost: 400cr

Implant Points: 1

The character receives a filter system and is practically immune to all toxins (inhaled, consumed, or injected). The character can walk unhindered through tear gas, drink gallons of alcohol, and even subsist on his own urine in the desert (ew). The filter is organic and regenerates itself over time by drawing nutrients from foods eaten. The character's skin

takes on a coloration specific to the type of chemicals being filtered, although it will return to normal over a couple of hours.

## MAGNASOLES

Type: bionic, minor

Cost: 200cr

Implant Points: 1

The bottom of the character's feet and palms of his hands are made into electromagnetic material. The character can turn on the electromagnetic feet through a mental impulse, and can turn it off similarly. Once enabled, the character can walk on or cling to any metallic surface such as bulkheads, exterior hulls of spaceships, etc. Characters with this implant cannot be disarmed if the weapon they wield is metallic.

## MAGNIFICATION EYES

Type: bionic, moderate (one eye)

Cost: 400cr

Implant Points: 2

Type: bionic, major (both eyes)

Cost: 600cr

Implant Points: 3

Popular with snipers, scouts and hunters, these implants replace the eyes of the character. These have an image processing system replacing the character's normal retina and interfacing to the optic nerve directly. The character can zoom his vision up to ten times normal to focus on things very far away or very close. Additionally, he sees a small crosshair superimposed in the center of his vision which he can move over objects in view and will know the range to the object. If purchased as only a single eye, this becomes a moderate bionic implant.

## MEDICAL DIAGNOSTIC SYSTEM

Type: bionic, major

Cost: 800cr

Implant Points: 3

This includes a powerful diagnostic system, able to detect problems with the character's body caused damage, toxins, etc. It also includes artificial glands containing necessary drugs to help manage the character's medical condition and is able to defibrillate if his heart stops. It is an effective automatic doctor system, allowing the character to regenerate 1 hit point per hour. The healing is very fast but imperfect in many ways, causing visible scarring.

**NEURALCOMP**

Type: bionic, major

Cost: 600cr

Implant Points: 3

This is a highly sophisticated bionic that allows a character to be implanted with an internal powerful microcomputer. The neuralcomp is controlled mentally, and its display is superimposed over the character's vision. Anything someone could do with a powerful computer can be done with the neuralcomp. It is equipped with an interface located in the back of the character's head under a removable patch of hair, and a wireless module to interface with other computers. When networked, provides +2 to all piloting and repair checks on starships or computer systems.



## NEURAL CHRONOGRAPH

Type: bionic, minor

Cost: 200cr

Implant Points: 1

The character who receives this implant always knows what time it is. The implant can be mentally set, reset, etc. and includes multiple internal alarms. The alarms are not audible of course, they simply stimulate the areas of the brain necessary to awaken/alert the character. The character can also time things with an internal stopwatch to surprising precision. He can issue the impulses to start the timer, to stop it, and is aware of the amount of elapsed time. The Referee may allow this character a +2 on any roll where timing is critical.

## NEURAL COMPASS

Type: bionic, minor

Cost: 200cr

Implant Points: 1

This is a simple implanted digital compass, giving the character an automatic ability to detect which direction is north. It also includes a GPS system that provides the character instinctive knowledge of location (longitude, latitude, and altitude). It can be affected by strong electro-magnetic fields.

## REFLEX IMPLANT

Type: bionic, moderate

Cost: 600cr

Implant Points: 2

This implant is very invasive. The character's own central nervous system gets replaced with parallel lines, and certain key nerves are completely replaced. This upgrade to the character's natural electrical network improves his Armor Class by -2[+2], and provides +2 to initiative rolls and movement rates. This is the basic model of Reflex Implant and requires no additional energy source to use. Characters with this implant often jittery.

## SKELETAL AUGMENTATION

Type: bionic, major

Cost: 800cr

Implant Points: 3

This implant is a gradual replacement of a character's entire skeletal system. When the procedure is complete, the character's skeleton is replaced with a highly durable material. It is much stronger than bone and gives the character some advantage. Characters with skeletal augmentation can add +1 to any unarmed attack damage. Additionally, he takes only half damage from any physical bludgeon damage or great falls.

## SMUGGLING COMPARTMENT

Type: bionic, minor

Cost: 200cr

Implant Points: 1

This implant replaces a large area of meat and muscle with a concealed body cavity with durable lining. A closeable door is covered with flesh. It is the ideal smuggling compartment. A character can conceal a small item (no larger than a knife or perhaps a rolled up piece of paper, etc.) within the smuggling compartment and it will be hidden from view.

**SYNTH EYES**

Type: bionic, minor (one effect)	Cost: 200cr	Implant Points: 1
Type: bionic, moderate (variable)	Cost: 400cr	Implant Points: 2

The character has lenses implanted over both his eyes which will tint to act like sun glasses. Additionally, the lenses can be commanded to cause creative effects on the appearance of the eyes. For instance, the character might change his eyes to appear completely white, devoid of iris or pupil, or to glow. Although none of this affects the vision capabilities of the character, they are all fun to role-play. Creative use of synth-eyes during intimidation, seduction, or other social interaction rolls might allow a +1 or +2 to that roll. If purchased with the ability to simulate only one effect on impulse then it is considered a minor bionic implant.

**SYNTH FLESH**

Type: bionic, minor (one effect)	Cost: 400cr	Implant Points: 1
Type: bionic, moderate (variable)	Cost: 600cr	Implant Points: 2

The character receives networks of synthetic gland implants all over the body, wired back to a central implant. The character can modify his skin pigmentation to match any possible skin color of the same species. The color change takes about one minute and causes the top layer of skin to flake off. A character can cause artistic shapes to appear on their newly grown skin, normally tattoos or birthmarks, but can also make leopard spots, tiger stripes, etc. This implant provides a +2 bonus to any checks to disguise or hide. If purchased with the ability to simulate only one other effect on impulse then it is considered a minor bionic implant.



**SYNTH HAIR**

Type: bionic, minor (one effect)	Cost: 200cr	Implant Points: 1
Type: bionic, moderate (variable)	Cost: 400cr	Implant Points: 2

The character's head of hair is made bald by surgical removal of all follicles. New follicles are implanted which generate synthetic hair made of special fibrous circuitry. The character can cause his hair to straighten, wave, curl up, or take on an appearance similar to being dirty or frizzy. The implanted synth-hair can be commanded to be any reasonable length or to change color. The hair change takes about a minute. It is helpful for facilitating quick disguises or for getting ready quickly for a night on the town. Synth-hair, if cut or damaged, can grow back but it takes several weeks for the synthetic fibers to be regenerated.

naturally. If purchased with the ability to simulate only one other effect then it is considered a minor bionic implant.

## TALON

Type: bionic, minor

Cost: 200cr

Implant Points: 1

A 12" single hook-like bladed weapon extracts from a hardened skin slot in the back of the hand. The talon is made from a durable material and can cut through many materials, including body armor. This weapon causes 1d6 damage.

## UNIVERSAL TOOLKIT

Type: bionic, moderate

Cost: 400cr

Implant Points: 2

This places many types of versatile tools at the character's disposal: built into his hands, fingers, arms, etc. Although unobvious, they are not totally concealed without loose clothes. The character is always assumed to have a toolkit with him.

## UNISOLVE SPRAY

Type: bionic, moderate

Cost: 400cr

Implant Points: 2

The character's body receives tiny spray nozzle emitters on the under-side of the wrists on one arm. A network of tubing connects the emitter to a spray system located in the character's thigh where synthetic glands exist which contain a natural universal solvent spray. The spray can dissolve just about any adhesive in one round, and can even dissolve most solid materials given enough time (hours to days).

## UNIVERSAL TRANSLATOR

Type: bionic, moderate

Cost: 600cr

Implant Points: 2

This implant goes in the throat and ear canal. It is programmed with all known languages in the galaxy. When exposed to a new language for 24 hours, it begins to build a translation database to allow basic communication. Full communication like that of a native speaker occurs after 7 days of exposure.

## CYBERNETIC IMPLANTS

Cybernetics are implants just like bionics. However, they are far more invasive, replace more of the body, or require so much power that the body cannot itself support it. Note that not all cybernetic implants are compatible with one another. For instance, can a robotic arm and an integrated firearm work together? It is up to the Referee to approve any implant combinations affecting the same body part.

## BIOBATTERIES

Type: cybernetic, minor

Cost: 500

Implant Points: 2

Type: cybernetic, moderate

Cost: 1000

Implant Points: 3

Type: cybernetic, major

Cost: 2000

Implant Points: 4

All cybernetic implants require a power source to function. Biobatteries are implants that serve as power sources to other implants, and recharge automatically. A minor biobattery

is needed to power any number of minor cybernetic implants. A moderate biobattery is needed to power any number of moderate and minor cybernetic implants, etc. A character with a major biobattery can power all his cybernetic implants from that one power source.

**ACTIVE RADAR**

Type: cybernetic, minor	Cost: 1000	Implant Points: 2
Type: cybernetic, moderate	Cost: 2000	Implant Points: 3
Type: cybernetic, major	Cost: 4000	Implant Points: 4

The character can send out radio signals which bounce off things and return. The signal is analyzed by internal circuitry and software and its results are 3D-modelled into the image processing center in the brain. The character becomes a living, walking, active radar imaging system. He instinctively knows the topography of his surrounding area, the layout of any building he's in. He knows the location, size, shape, and telemetry of all physical objects within range. His sonar can be flash-blinded by sudden powerful sonic noises. The maximum range of the active sonar helps define the power requirements of this implant:

- **Minor:** 1 mile radius outdoors or a small office building or home
- **Moderate:** 10 mile radius outdoors or a large office complex or mansion
- **Major:** 100 mile radius outdoors or a skyscraper, building complex, etc.

**ELECTRICAL DISCHARGE**

Type: cybernetic, minor	Cost: 1000	Implant Points: 2
Type: cybernetic, moderate	Cost: 2000	Implant Points: 3
Type: cybernetic, major	Cost: 4000	Implant Points: 4

Great capacitive storage devices are implanted in the character's torso, with anode and cathode components routed to his hands. The character can discharge energy from his biobattery in one of two ways. He can discharge it in a bolt all-at-once to damage or stun a foe at range, or discharge it in a slow bleed to give off an electromagnetic aura to affect electronics in a radius.

- **Minor:** bolt causes 1d6 damage up to 10' range; or can paralyze one target who fails a saving throw; affects electronics in a 5' radius.
- **Moderate:** bolt causes 1d6+2 damage up to 30' range; or can paralyze a target (saving throw -2); affects electronics in a 10' radius.
- **Major:** bolt causes 2d6 damage up to 60' range; or can paralyze (saving throw -4); affects electronics in a 20' radius.

**ENVIRO-SYSTEM**

Type: cybernetic, minor	Cost: 1000	Implant Points: 2
Type: cybernetic, moderate	Cost: 2000	Implant Points: 3
Type: cybernetic, major	Cost: 4000	Implant Points: 4

The character with this implant is able to enter unusual environments safely. For a minor implant he's able to go into all temperature/climate extremes most planets have to offer.

For a moderate implant, the character's system is sufficiently sealed that he can go without breath for ten hours, double that if he wants to be fatigued. For a major implant - the character can do a spacewalk naked.

**INTEGRATED FIREARM**

Type: cybernetic, minor	Cost: 1000	Implant Points: 2
Type: cybernetic, moderate	Cost: 2000	Implant Points: 3
Type: cybernetic, major	Cost: 4000	Implant Points: 4

The character has a firearm or blaster pistol or rifle implanted into his body. It may or may not be totally concealable. Ammunition must be supplied normally.

- ▶ **Minor:** Treat in all respects like a standard slug-throwing firearm which is undetectable when retracted and usable when extracted.
- ▶ **Moderate:** The weapon is the statistical equivalent of blaster pistol. It is retractable but can be detected with many types of weapon scanning technology.
- ▶ **Major:** This is a monster of a weapon, treated as a blaster rifle. It fully replaces the skeletal system of an arm. The arm's elbow is still bendable, and there exists a prosthetic hand that has normal (if numb) functionality, but when the weapon is activated the wrist bends back fully and the rifle extends. This is impossible to conceal except under a heavy jacket or coat.

**REFLEX IMPLANT - IMPROVED**

Type: cybernetic, moderate	Cost: 2000	Implant Points: 3
Type: cybernetic, major	Cost: 4000	Implant Points: 4

Like the bionic implant, this is a replacement for the body's central nervous system, as well as a speed-up of his brain's cognitive reaction-time centers. It also replaces tendons and other connective tissues, and lubricates the joints synthetically. It is an overall improvement of the body's ability to coordinate movement and react quickly. A character cannot have more than one type of reflex implant - so if he already has a bionic lesser version, he upgrades that to a cybernetic version if he wants to improve it, eliminating the bionic one he had from his character sheet. Characters with reflex implants are often jittery, jumpy, and nervous-looking, and must be role played that way.

- ▶ **Moderate:** -3[+3] to AC, +3 to initiative rolls, and movement rate.
- ▶ **Major:** -4[+4] to AC, +4 to initiative rolls, and movement rate.

**ROBOTIC ARMS**

Type: cybernetic, minor	Cost: 1000	Implant Points: 2
Type: cybernetic, moderate	Cost: 2000	Implant Points: 3
Type: cybernetic, major	Cost: 4000	Implant Points: 4

The only reason a character would want a robotic arm is for the added strength it provides (or to replace a missing limb). The Strength provided only applies to uses of the arm such as lifting, climbing, swinging, punching, wielding weapons, etc.



- **Minor:** All robotic parts are hidden from view. These look like normal human muscular arms and give an arm Strength of 14 and an unarmed damage value of 1d6.
- **Moderate:** If not concealed with long sleeves onlookers will notice irregular protrusions. These give an arm Strength of 16 and an unarmed damage value of 1d6+1.
- **Major:** All robotic parts are obvious, the character looks like he has cyborg arms. These give an arm Strength of 18 and an unarmed damage value of 1d6+2.

### ROBOTIC LEGS

Type: cybernetic, minor	Cost: 1000	Implant Points: 2
Type: cybernetic, moderate	Cost: 2000	Implant Points: 3
Type: cybernetic, major	Cost: 4000	Implant Points: 4

Robotic legs make the character able to run faster and leap higher and further than those with normal legs. They can be used to replace normal legs which are lost by damage, or can simply help make a character better:

- **Minor:** Movement rate is +2, but out of combat can accelerate to approximately 30 miles per hour. The character can leap 15 feet high and 30 feet distance with a running start. The legs look like normal human legs, indistinguishable from a human.
- **Moderate:** Movement rate is +4, but out of combat can accelerate to approximately 60 miles per hour. The character can leap 30 feet high and 60 feet distance with a running start. Concealed only with loose fitting long pants.
- **Major:** Movement rate is +9, but out of combat can accelerate to approximately 90 miles per hour. The character can leap 45 feet high and 90 feet distance with a running start. These legs are completely robotic, they don't even try to look natural and cannot be concealed.

**ROBOTIC TORSO**

Type: cybernetic, major	Cost: 4000	Implant Points: 4
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The character’s abdomen, chest, and shoulders are all replaced with robotic equivalents. His internal organs are all replaced with bio-mechanical recreations which are quite efficient. This is often done in conjunction with robotic arms and legs, but need not be; the robotic torso grafts to other biological body parts well. The character with this upgrade never tires, needs no sleep, and can hold his breath for up to an hour. Subtract 1 from any damage caused to this character.

**SUBDERMAL PLATING**

Type: cybernetic, minor	Cost: 1000	Implant Points: 2
Type: cybernetic, moderate	Cost: 2000	Implant Points: 3
Type: cybernetic, major	Cost: 4000	Implant Points: 4

Just beneath the character’s skin is implanted layers of overlapping dense material, armoring the character. Organic in nature, the body will regrow damage to plating just as a fingernail eventually regrows when cut.

- **Minor:** This is completely hidden from view. Considered Light Armor.
- **Moderate:** Obvious unless hidden in baggy clothes. Medium Armor.
- **Major:** Impossible to conceal. Character looks metal. Heavy Armor.



**TARGETING SYSTEM**

Type: cybernetic, minor	Cost: 1000	Implant Points: 2
Type: cybernetic, moderate	Cost: 2000	Implant Points: 3
Type: cybernetic, major	Cost: 4000	Implant Points: 4

This implant is a targeting computer that places a crosshairs in the character’s field of view, moved independent of the movements of his eyes. Factors range, wind currents, gravity, etc. and feeds information to the character’s arm, hand, and wrist muscles to target what is being focused on with the crosshairs. Complex ricochet shots can be calculated and attempted.

- **Minor:** adds +1 to hit.
- **Moderate:** +2 to hit, +1 to damage.
- **Major:** +3 to hit, +2 to damage.

<b>BIONIC IMPLANTS</b>	<b>GRADE</b>	<b>#</b>	<b>COST</b>
Biocomm, normal	MIN	1	200
holo	MIN	1	400
Biolight	MIN	1	200
Cerebral Stabilizer	MIN	1	400
Claws, normal	MAJ	3	600
mono-blade	MAJ	3	800
Dermal Climbing Pads	MOD	2	400
Dermal Infrared Treatment	MOD	2	400
Eidetic Perception, normal	MIN	1	200
holo	MOD	2	400
Electro Shunt	MIN	1	400
Finger Blades, normal	MIN	1	200
mono-blade	MIN	1	400
Flamefinger	MIN	1	200
Gills	MOD	2	400
Glass Cutter	MIN	1	200
Infrared Eyes, one	MOD	2	400
pair	MAJ	3	600
Knuckleplating	MIN	1	200
Light Amplification Eyes, one	MOD	2	400
pair	MAJ	3	600
Liquifilter	MIN	1	400
Magnasoles	MIN	1	200
Magnification Eyes, one	MOD	2	400
pair	MAJ	3	600
Medical Diagnostic System	MAJ	3	800
Neuralcomp	MAJ	3	600
Neural Chronograph	MIN	1	200
Neural Compass	MIN	1	200
Reflex Implant	MOD	2	600
Skeletal Augmentation	MAJ	3	800
Smuggling Compartment	MIN	1	200
Synth Eyes, one effect	MIN	1	200
variable	MOD	2	400
Synth Flesh, one effect	MIN	1	400
variable	MOD	2	600
Synth Hair, one effect	MIN	1	200
variable	MOD	2	400
Talon	MIN	1	200
Universal Toolkit	MOD	2	400
Unisolve Spray	MOD	2	400
Universal Translator	MOD	2	600

# = Implant Points.

Cannot have more total Implant Points than your Constitution score.

If you have more than half your Constitution score worth of implants, you suffer from Cyber-sickness (-1 to all rolled actions) unless you take vita-salt pills daily. 10cr for 1 week supply.

<b>CYBERNETIC IMPLANTS</b>	<b>GRADE</b>	<b>#</b>	<b>COST</b>
Biobattery	MIN	2	500
	MOD	3	1,000
	MAJ	4	2,000
Active Radar	MIN	2	1,000
	MOD	3	2,000
	MAJ	4	4,000
Electrical Discharge	MIN	2	1,000
	MOD	3	2,000
	MAJ	4	4,000
Enviro-system	MIN	2	1,000
	MOD	3	2,000
	MAJ	4	4,000
Integrated Firearm	MIN	2	1,000
	MOD	3	2,000
	MAJ	4	4,000
Reflex Implant	MOD	3	2,000
	MAJ	4	4,000
Robotic Arms	MIN	2	1,000
	MOD	3	2,000
	MAJ	4	4,000
Robotic Legs	MIN	2	1,000
	MOD	3	2,000
	MAJ	4	4,000
Robotic Torso	MAJ	4	4,000
Subdermal Plating	MIN	2	1,000
	MOD	3	2,000
	MAJ	4	4,000
Targeting System	MIN	2	1,000
	MOD	3	2,000
	MAJ	4	4,000



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ALSO INCLUDED IS SOME LITE RULES ON LIMITING IMPLANTS, CYBER-SICKNESS, AND HOW IMPLANTS CAN GET DAMAGED BY CRITICAL HITS FROM OPPONENTS! AND THIS IS A NEAT WAY TO THROW POWERFUL ENEMIES AT YOUR CHARACTERS WITHOUT THOSE PLAYERS BEING ABLE TO LOOT THE BODIES AFTER THE ENCOUNTER AND BECOME THEMSELVES UNSTOPPABLE.

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