

13 CYBERNETIC ENHANCEMENTS

INTRODUCTION

Better living through cybernetics. That's what this PDF is all about. Well, as regards to some of the enhancements anyway. The thirteen cybernetic enhancements in this PDF have been tilted toward the lower progress levels; they are mostly PL 6. In this way, they can be used no matter what level of progress your cybernetic future campaign takes place in.

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AUTHOR'S ASIDE

I've never been one to shy away from the dark side of technology. As a result, some of the cybernetic devices in this PDF are not exactly helpful (okay, they are harmful) for the PCs. However, they are a logical progression of the technology and make for some very interesting role-play opportunities.

Especially the explosive, pain, and paralyzing implants can be used by the GM to torment the PCs; the PCs better make sure that the cybernetic enhancements they had installed aren't carrying a little something extra (especially if they were a free upgrade courtesy of a government agency).

A circular icon containing a stylized eye, located in the bottom left corner of the page.

BY MICHAEL HAMMES

ELECTRO-TELESCOPING OPTICS (PL 6)

The recipient's eyes are replaced with ocular implants that combine the distance vision capabilities of binoculars (engaged through tiny muscular-controlled servos) with night vision goggles. All of the recipient's eyes must be replaced to gain this benefit.

Benefit: Using the telescoping function reduces the range penalty for Spot checks to -1 for every 50 feet (instead of -1 for every 10 feet), but takes five times as long as making the Spot check unaided. In addition, the recipient gains darkvision out to a range of 60 feet.

Of course, the optics also function like normal eyes.

Type: Internal.

Hardness/Hit Points: -/2 (per eye).

Base Purchase DC: 21.

Restriction: None.

EXPLOSIVE IMPLANT (PL 6)

This small explosive is implanted in the recipient's body (almost always unwilling except for certain agents). The explosive can be triggered either remotely, by the recipient, or both; in any case, triggering the explosive kills the recipient instantly.

Benefit: The recipient can be killed remotely at the touch of a button, or under her own volition.

Removing such an explosive requires both a Treat Injury (surgery) check (DC 25) as well as a Demolitions check (disarm explosive device) check (DC 20) to remove safely; failure of either check by 5 or more results in the device detonating and killing the recipient instantly.

Explosive implants are used by certain government agents (to give them a means of evading capture) or on ultra-dangerous criminals (although not in democratic societies, at least not officially). They have also been placed into standard cybernetic devices as everything from a

means to ensure prompt payment for services rendered or to ensure the devices will not be used against certain parties or individuals.

Some of these devices are attached to tracking beacons and triggered when the recipient wanders too far from a certain location and/or an attempt is made to remove the tracking beacon.

Type: Internal.

Hardness/Hit Points: -/1.

Base Purchase DC: 9 (+3 with Tracking Beacon).

Restriction: Illegal (+4).

EXTERNAL TOOL KIT (PL 6)

The recipient's prosthetic arm ends in a multipurpose tool instead of a hand.

Benefit: The recipient has a variety of tools attached to a prosthetic arm. Common tools include:

Screwdriver (Regular and Cross-Tip)

Knife Blade (Dam 1d4/19-20)

Saw Blade

Scissors

Can/Bottle Opener

File

Wire Cutters

50' monofilament wire (can support up to 500 lbs.)

Flashlight

Pliers

Each tool unfolds or slides out of the prosthetic. An external tool mount can lessen the penalty for making Repair, Craft (mechanical), Craft (electronic), or Craft (structural) checks without appropriate tools to -1 instead of the normal -4. The external tool kit is useful for most tasks, as determined by the GM, but may not be useful in all situations.

Type: Internal.

Hardness/Hit Points: 10/4.

Base Purchase DC: 19.

Restriction: None.

INTERNAL TOOL KIT (PL 7)

The recipient has subcutaneous tools embedded in a prosthetic forearm or hand. The tools extend from the prosthesis and are visible when in use.

Benefit: The recipient has a variety of tools hidden under his skin. Common tools include:

Screwdriver (Regular and Cross-Tip)

Knife Blade (Dam 1d4/19-20)

Saw Blade

Scissors

Can/Bottle Opener

File

Wire Cutters

50' monofilament wire (can support up to 1,000 lbs.)

Flashlight

Pliers

Each tool unfolds or slides out of the prosthetic. There are two types of internal tool kits based on where they are located; an internal tool kit can either be located in the hand or forearm.

An internal tool kit can lessen the penalty for making Repair, Craft (mechanical), Craft (electronic), or Craft (structural) checks without appropriate tools to -1 (forearm) or -2 (hand) instead of the normal -4. The internal tool kit is useful for most tasks, as determined by the GM, but may not be useful in all situations.

Spotting an internal tool kit requires a successful Spot check opposed by the recipient's Sleight of Hand check. The tools' size (hand is Tiny, forearm is Small) applies a modifier to the Sleight of Hand check

Type: Internal.

Hardness/Hit Points: 10/2 (hand), 10/4 (forearm).

Base Purchase DC: 19 (forearm), 21 (hand).

Restriction: None.

PAIN IMPLANT (PL 6)

This electronic receiving device is implanted near the brainstem and causes excruciating pain to the recipient when triggered.

Benefit: The recipient is debilitated with pain when the device is triggered.

Such a device is usually triggered remotely, either by a manually operated remote or by transmitters that turn the receiver on whenever the recipient enters (or leaves) the transmitter's range.

Removing such device requires a Treat Injury (surgery) check (DC 25) to remove. Particular ruthless GMs will have the device trigger (see the results below) if this check is failed by 5 or more.

Explosive Implants are occasionally tied to Pain Implants as a secondary backup and to keep them from being tampered with. Tracking Beacons find a use as well, serving as triggers for the pain implant should the recipient move too far away.

Whenever the pain implant is triggered, the recipient's pain center is stimulated. The resulting pain is so acute that the recipient is effectively helpless (Dexterity 0, lying on the floor and writhing in pain begging for it to stop, etc.) as long as the pain implant is active.

At the GM's option, the recipient may be allowed a Fortitude saving throw (for those "tough" guys, DC 20). Success means that the recipient is not helpless. However, he is still unable to attack, cast spells, use psionic powers, or do anything else requiring attention or concentration; he can only take a single move action per turn.

In addition to this all-or-nothing function, many pain implants are built with rheostats, allowing a variable amount of pain to be introduced to the recipient. This goes from a warning tingle all the way up to paralyzing pain; a popular stop in between is noticeable pain (-2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks).

Pain implants that trigger long enough (usually 1d4 + the recipient's Constitution modifier rounds) cause the recipient to pass out from neural overload. Continued stimulation (usually 1d4 + the recipient's Constitution modifier minutes) causes permanent damage, the recipient suffers 1 point of permanent Constitution damage for every additional minute until death.

Pain triggers are popular in securing criminals, even in democratic societies. They have also been placed into standard cybernetic devices as a means to ensure the devices will not be used against certain parties or individuals.

Type: Internal.

Hardness/Hit Points: -/1.

Base Purchase DC: 9 (+3 with Tracking Beacon, +3 with Explosive Implant).

Restriction: Military (+3).

PARALYSIS IMPLANT (PL 6)

This electronic receiving device is implanted near the top of the spinal column and when activated causes the recipient to lose control of her voluntary muscle functions.

Benefit: The recipient is paralyzed when the device is triggered.

Such a device is usually triggered remotely, either by a manually operated remote or by transmitters that turn the receiver on whenever the recipient enters (or leaves) the transmitter's range.

Removing such device requires a Treat Injury (surgery) check (DC 25) to remove. Particularly ruthless GMs will have the device trigger if the check is failed by 5 or more and/or have permanent damage caused to spinal cord resulting in permanent paraplegia or quadriplegia.

Explosive implants are occasionally tied to paralysis implants as a secondary backup and to keep them from being tampered with. Tracking beacons find a use as well, serving as triggers for the paralysis implant should the recipient move too far away.

Whenever the paralysis implant is triggered, the recipient's neural connection with the spinal cord is blocked. As a result, the recipient can no longer control her body from the neck down, rendering them paralyzed (temporarily quadriplegic, unable to physically move or act from the neck down, helpless with effective Dexterity and Strength scores of 0). The recipient remains paralyzed until the paralysis trigger ceases functioning.

Paralysis triggers are popular in securing criminals, even in democratic societies.

They have also been placed into standard cybernetic devices as a means to ensure the devices will not be used against certain parties or individuals.

Type: Internal.

Hardness/Hit Points: -/1.

Base Purchase DC: 9 (+3 with Tracking Beacon, +3 with Explosive Implant).

Restriction: Military (+3).

SECRET COMPARTMENT (PL 7)

A secret compartment capable of holding very small items is inserted into the body. The compartment is usually concealed near a body cavity (i.e. the roof of the mouth, the interior of the nostril).

Benefit: The recipient is able to hide items of Fine size (usually data storage devices) in the compartment. Such a compartment is difficult to locate, requiring a thorough body search to find (assume Search DC 30).

Type: Internal.

Hardness/Hit Points: -/1.

Base Purchase DC: 8.

Restriction: None.

SUBCUTANEOUS DIGITAL AUDIO PLAYER/RECORDER (PL 6)

The recipient has a small data storage device installed underneath her skin, usually in the neck. A tiny speaker and microphone is located in each of the recipient's ears.

Benefit: The recipient is able to listen to, and record, hundreds of digital recordings without anyone else being aware of the fact that she is doing this. Audio playback at a normal volume causes the recipient to suffer a -2 penalty to any Listen checks, with higher volumes increasing the penalty.

Type: Internal.

Hardness/Hit Points: -/2.

Base Purchase DC: 19 (+2 with subcutaneous cell phone).

Restriction: None.

SUBCUTANEOUS DIGITAL AUDIO/VIDEO PLAYER/RECORDER (PL 7)

The recipient has a small data storage device installed underneath her skin, usually at the base of the skull. A tiny speaker and microphone is located in each of the recipient's ears and one eye is replaced with camera optics.

Benefit: The recipient is able to listen to, view, and record, hundreds of digital audio and visual recordings without anyone else being aware of the fact that she is doing this.

Audio playback at a normal volume causes the recipient to suffer a -2 penalty to any Listen checks, with higher volumes (or concentrating to locate a specific recording or part in a recording) increasing the penalty.

Video playback occurs through the eye camera optics and causes the viewer to suffer a -2 penalty to any Spot checks (or greater if concentrating on locating a specific recording or portion of a recording).

Type: Internal.

Hardness/Hit Points: -/2.

Base Purchase DC: 21 (+2 with subcutaneous cell phone, +3 with walkie-talkie, +2 with nightvision optics, +4 with electro-telescoping optics).

Restriction: None.

SUBCUTANEOUS WALKIE-TALKIE (PL 6)

The recipient has a small transceiver installed underneath the skin of his throat. The transceiver is connected to a tiny speaker located in the recipient's ear.

Benefit: The recipient may carry on conversations using the subcutaneous walkie-talkie without raising her voice above a whisper; Listen checks made to hear the recipient suffer a -4 penalty. The tiny speaker implanted in the recipient's ear enables her to hear the other side of the conversation, but others cannot. While listening to the conversation, Listen checks suffer a -2 penalty.

The walkie-talkie is a high-end model that allows the programming of fifty different frequencies from thousands of choices—making it likely that the character can find a frequency that's not being used by anyone else within range. It has a range of 15 miles.

Type: Internal.

Hardness/Hit Points: -/2.

Base Purchase DC: 19.

Restriction: None.

SUICIDE BOMB IMPLANT (PL 6)

The recipient has a trigger and a large amount of explosives implanted in his body.

Benefit: The recipient is able to blow him and others nearby up, causing damage 4d6 points of damage in a 20-foot burst radius.

A suicide implant can be triggered remotely, using a transmitter, or manually by the recipient (through a remote, or a button beneath the skin, or even a ripcord coming through the skin).

Removing such device requires a Treat Injury (surgery) check (DC 20) as well as a Demolitions (disarm explosive device) check (DC 10) to remove. Failure of either check by 5 or more causes the device to explode with the listed damage.

Explosive implants are occasionally tied to suicide implants as a secondary backup and to keep them from being tampered with; if the explosive implant is set off, the suicide bomb implant is also triggered unless it was disarmed first. Tracking beacons find a use as well, serving as triggers for the suicide implants and triggering them when the recipient reaches a certain location.

Type: Internal.

Hardness/Hit Points: -/1 (trigger only).

Base Purchase DC: 10 (+3 with Tracking Beacon, +3 with Explosive Implant).

Restriction: Illegal (+4).

TRACKING BEACON (PL 6)

This small microchip is implanted in the recipient's body (unwilling subjects usually have it placed near the brain or heart). The tracking beacon sends out a pulse every second that can be detected by a sensor attuned to the beacon's frequency.

Benefit: The recipient (willing or unwilling) can be detected at up to a 500-mile radius (including by GPS satellites). Some of these devices have explosive implants attached to them that are triggered if an attempt is made to remove the tracking beacon and/or the recipient strays too far from a certain location (pain and paralysis implants are used for this as well).

Type: Internal.

Hardness/Hit Points: -/1.

Base Purchase DC: 9 (+3 with Explosive Implant).

Restriction: License (+1).

ULTIMATE TOOL KIT (PL 8)

The recipient's has a set of custom-designed (the GM and/or player are encouraged to design such a kit) subcutaneous tools embedded in a

prosthetic forearm or hand. The tools extend from the prosthesis and are visible when in use.

Benefit: The recipient has a variety of tools hidden under his skin. In addition to the common tools listed in the external and internal tool kits, the following are possible:

Electrical tool kit

Mechanical tool kit (w/ power tools)

Search-and-Rescue kit

Surgery Kit

In addition, because the tools are self-powered, the following are possible:

Plasma torch

Full Computer Interface with microcomputer

Rotary Saw

Power Drill

Grapple gun with grapple tag, 100 feet of thin Duracable (holds up to 1,000 lbs.), and powered winch (raises 30 feet per round).

Each tool unfolds or slides out of the prosthetic. There are two types of ultimate tool kits based on where they are located; an ultimate tool kit can either be located in the hand or forearm.

An ultimate tool kit located in the hand can only have 1 kit (i.e. full electrical tool kit or full mechanical tool kit or search-and-rescue kit) in addition to the tools.

An ultimate tool kit located in the forearm can have up to 4 kits in addition to the listed tools.

Spotting an ultimate tool kit requires a successful Spot check opposed by the recipient's Sleight of Hand check. The tools' size (hand is Tiny, forearm is Small) applies a modifier to the Sleight of Hand check.

Despite its name, an ultimate tool kit may not be useful for all tasks as determined by the GM.

Type: Internal.

Hardness/Hit Points: 10/2 (hand), 10/4 (forearm).

Base Purchase DC: 24 (either).

Restriction: None.

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