

13 More Cybernetic Enhancements

Throughout the more than two years that Ronin Arts has been releasing Future series PDFs we have produced a small number of products devoted to cybernetics, the first of which was Michael Hammes' *Future: 13 Cybernetic Enhancements*. This PDF is a sequel to that earlier release in that it supplements and expands on the cybernetic enhancements available to players using the future SRD. The new enhancements detailed in this PDF were each designed for one of two different reasons:

1. To provide players and GMs with a completely new type of device, such as the ammo and grapple arms and the mutant detector.
2. In order to take advantage of, and build on, a part of the d20 rules that have not yet seen a cybernetic component, such as the courage implant (which brings fear resistance to cyborgs) and sleep simulator (which is designed to allow a character to automatically benefit from the effect of a full-night's rest without taking time out of the session).

As with other releases in the *Future* series, players must get the GM's permission before any of the new elements contained in this PDF may be used in a campaign.

WHAT'S REQUIRED TO USE THIS PDF?

In order to use *Future: 13 More Cybernetic Enhancements* you will need the modern and future SRDs, available free online. No other Ronin Arts products are required to use this PDF. If you would like more cybernetics options for your campaign, please consider Ronin Arts' *Future: 13 Cybernetic Enhancements* and *Future: Heroes – Cyborgs PDFs*.

FUTURE: 13 THIRTEENS

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Future: 13 More Cybernetic Enhancements

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Philip Reed has been working in the game industry since 1995. In that time he has worked for such companies as Privateer Press and Steve Jackson Games. Today Philip spends his days at home running Ronin Arts, writing and designing new games, and reading. To learn more about Philip Reed – and Ronin Arts – please visit www.philipreed.com and www.roninarts.com.

Cybernetic Enhancements

AMMO ARM (PL 6)

The recipient's prosthetic arm is transformed into an extra magazine.

Benefit: This cybernetic enhancement must be purchased for a specific type and model of weapon that requires an ammo magazine. The weapon is modified so that its magazine type becomes linked (see *Equipment* in the modern SRD); the ammo arm feeds directly into the selected weapon. (Obviously, the weapon should be carried in the hand attached to the ammo arm.) Additionally, the weapon now has a magazine load equal to its original amount plus a value determined by the following table:

Weapon Type	Ammo Multiplier
Handgun	x12 base
Longarm	x6 base

Example: A character with an ammo arm keyed to a TalMil sniper rifle now has a total ammo capacity of 105 (15 for the base + (15 x 6) = 105). An ammo arm keyed to a Falcon .45 would have a total ammo capacity of 260 (20 for the base + (20 x 12) = 260).

Type: Internal.

Hardness/Hit Points: 5/10 (magazine only).

Base Purchase DC: 25.

Restriction: Military (+3).

AQUACONVERTER IMPLANT (PL 7)

This basic cybernetic enhancement, created from a Fusion Age device, takes in water, separates its molecules into hydrogen and oxygen atoms, and then feeds the oxygen directly into the recipient, allowing the recipient to breath under water.

Benefit: The recipient can breathe in or out of water without difficulty.

Type: Internal.

Hardness/Hit Points: -/4.

Base Purchase DC: 15.

Restriction: Licensed (+1).

COURAGE IMPLANT (PL 7)

Dozens of specialized systems are implanted throughout the recipient's body – each near a major artery and two at the base of the recipient's skull – and when the recipient's body and mind begin to show the effects of fear the system immediately

CYBERNETIC GADGET: SELF-REPAIRING

This cybernetic gadget implements nanotechnology in its infancy to repair minor problems with any cybernetic device. Whenever the affected cybernetic component is damaged, the self-repairing gadget immediately issues commands to a set of nanites that move to the problem spot and begin making repairs. The gadget repairs one point of damage per minute to the affected cybernetic device.

Restrictions: None.

Purchase DC Modifier: +6.

breaks down and rebuilds the recipient's blood as it flows through each system, almost always eliminating the chemical composition that allows fear to dominate an individual.

Benefit: This cybernetic enhancement grants the recipient a +6 equipment bonus on Will saves to resist fear effects and on level checks to oppose Intimidate checks.

Type: Internal.

Hardness/Hit Points: -/6.

Base Purchase DC: 32.

Restriction: Military (+3).

ENHANCED IMMUNE SYSTEM (PL 7)

An augments system is tied to the recipient's heart and bloodstream, increasing the effectiveness of the recipient's natural ability to fight off poison and disease.

Benefit: This cybernetic enhancement grants the recipient a +2, +4, or +6 equipment bonus to resist the effects of poison and disease.

Type: Internal.

Hardness/Hit Points: -/8.

Base Purchase DC: 19 (for +2), 25 (for +4), or 31 (for +6).

Restriction: Restricted (+2).

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GRAPPLE ARMS (PL 7)

The recipient's prosthetic arm is equipped with dozens of retractable grippers that can be engaged at will.

Benefit: This cybernetic enhancement grants the recipient a +4 equipment bonus to grapple checks. If the modified character possesses two prosthetic arms, each modified with this enhancement, the total equipment bonus to grapple checks is increased to +6.

Additionally, grapple arms can be engaged to assist the character when climbing; a character equipped with grapple arms (either a single arm or both arms) gains a +2 equipment bonus to Climb checks. Possessing two grapple arms does not grant a higher bonus to Climb checks.

Type: Internal.

Hardness/Hit Points: 5/12.

Base Purchase DC: 22 (for each arm).

Restriction: Military (+3).

PHYSICAL STRESS RESISTOR (PL 7)

A nanofactory designed to create millions of nanites, each one of which bonds with and enhances the cellular structure of the recipient, is installed in the recipient's chest, making him better able to resist physical stress.

Benefit: The recipient gains a +4 equipment bonus to Fortitude saves.

Type: Internal.

Hardness/Hit Points: -/4.

Base Purchase DC: 36.

Restriction: Military (+3).

REFLEX AND WILL RESISTORS

It is obviously a simple matter to take the Physical Stress Resistor enhancement and create two new cybernetic enhancements, one each for Reflex and Will saves. I leave this simple exercise in your no doubt capable hands.

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SLEEP SIMULATOR (PL 7)

A complex computer system and modified injector unit are implanted into the recipient's body granting him the ability to forego sleep. The character does not suffer the adverse effects of lost sleep though he gains the benefits of a full night's sleep.

Benefit: This specialized injector unit is loaded with an adrenaline-like drug similar to, but more powerful than, boost. Named Suicide (see box), this powerful agent instantly floods the user's body the instant he is fatigued or exhausted, immediately eliminating the feeling and restoring his body as if he had undergone a full eight hours of rest (this includes the recovery of any lost hit points). This device is automatic and

does not require an action to activate. The system carries with it four doses of Suicide (see box for cost of replacement doses).

Type: Internal.

Hardness/Hit Points: -/4.

Base Purchase DC: 30 (Suicide doses must be purchased separately).

Restriction: Illegal (+4).

TALENT IMPLANT (PL 7)

Thanks to a chip implanted in the recipient's brain or a series of implants wired to the recipient's nervous system, the recipient gains special knowledge or some extraordinary ability.

NEW CHEMICAL: SUICIDE (PL 7)

Similar to the Fusion Age chemical Boost (see future SRD), Suicide is a drug that is both beneficial and highly dangerous. Suicide was originally created on the distant Moreau Station in order to make the genetic monstrosities borne on that dark space station even stronger, faster, and more combat-capable than genetic engineering alone would allow. A single injection of Suicide grants the character a +2 bonus to Strength and a +2 bonus on Reflex saves, increases the character's movement speed by 10 feet, increases the character's massive damage threshold by +4, and provides the character with the benefits of a full eight-hours of rest (including overcoming fatigue, exhaustion, and regaining lost hit points). Many of these effects last for 1 minute (10 rounds) while the benefits of simulated rest persist; the character will function as if he has had eight-hours of rest until such a time passes as he is naturally tired once again.

Unfortunately, the side effects of Suicide far outweigh the benefits. For one, the chemical is addictive and can alter the perceptions of a character so that he thinks he cannot live without a dose of the drug. Additionally, repeated use of Suicide has debilitating effects on the body's immune and nervous systems far more damaging than those effects of the chemical's ancestor, boost.

Each time a character uses a dose of Suicide, he has a 10% chance of suffering a -2 penalty to his Strength and Dexterity, a -1 penalty on Fortitude saves, and is nauseated. These penalties last for 24 hours.

If the character uses the drug again before recovering from these penalties there is a 25% chance that the character will be rendered unconscious for 2d12 hours (not even another dose of Suicide can awaken the character). Even if the character manages to remain conscious the Strength, Dexterity, and Fortitude penalties stack. For purposes of determining effect, characters under the effect of boost or Suicide that are injected with a dose of the other treat the new dose as another dose of the original chemical that affected them. (So, for example, those under the effects of boost that take Suicide treat the Suicide as boost.)

Purchase DC: 12.

Restriction: Illegal (+4).

Benefit: The talent implant gives the recipient a single talent from any talent tree, regardless of whether or not he belongs to a class that includes that talent tree. The recipient must meet all other prerequisites of the talent to gain its benefits.

Example: A character without the Fast Hero class, but with a talent implant, would be able to select Evasion as his talent because the talent requires no other prerequisites than the selection of the Fast Hero class. The character could not select Defensive Roll or Opportunist, though, because those talents require Evasion as a prerequisite. If the character already had Evasion, either through another talent implant or some other means, then he would be able to select any talent that has Evasion as a prerequisite.

If the talent implant is destroyed, the granted talent is lost as well.

Type: Internal.

Hardness/Hit Points: -/5.

Base Purchase DC: 28.

Restriction: Military (+3).

MUTANT DETECTOR (PL 8)

This device, implanted in the recipient's brain and the palm of one hand, allows the user to scan the genetic makeup of anyone that he touches (palm to bare skin, most frequently during a handshake). The enhancement is programmed to almost instantly compare the genetic structure of the target to a database of known species and can alert the user to the exact mutations possessed by the target (if any).

Benefit: Scanning a target's genetic structure requires direct contact with the target's bare skin for a minimum of three seconds. After that point the system requires a single round to process the data and convey the result to the user.

Type: Internal.

Hardness/Hit Points: -/2.

Base Purchase DC: 35.

Restriction: Military (+3).

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MUTATION IMPLANT (PL 8)

Created on Moreau Station, the mutation implant is a series of chips that are installed into the recipient's body. These chips, as well as a small number of implants wired to the recipient's nervous system and any appropriate cosmetic modifications, grants the recipient a small number of special abilities that mimic known genetic mutations.

Benefit: The mutation implant gives the recipient any number of mutations as long as their total cost does not exceed 4 mutation points. A character equipped with a mutation implant may not take mutation drawbacks in attempt to gain more beneficial mutations from the enhancement.

If the mutation implant is destroyed, the granted mutations are lost as well.

Type: Internal.

Hardness/Hit Points: 2/10.

Base Purchase DC: 35.

Restriction: Illegal (+4).

PIERCING OPTICS (PL 8)

The recipient's eyes are replaced with ocular implants that allow the recipient to see through solid objects. Through a combination motion-sensor data, gravity fluctuations, ambient light penetration, x-rays and ultraviolet light, heat and infrared signatures, sound waves and sonar, and other sensory inputs, this cybernetic enhancement provides the affected character with an accurate computer-rendered image of what lies beyond intervening objects.

Benefit: The recipient may, as a free action, activate the optic's sensors and see through a wall, floor, object, or creature at a range of up to 100 feet. The optics can penetrate 6 inches of metal (except lead, which it cannot see through) and 1 foot of other materials, including concrete, wood, and plaster.

Type: Internal.

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

Base Purchase DC: 22.

Restriction: Restricted (+2).

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TALENT PLEXUS (PL 8)

This unit, implanted in the recipient's brain, allows multiple talent implants to function as a single cybernetic attachment (see Talent Implant, above).

Benefit: The recipient may have up to four talent implants attached to the talent plexus, and together they are treated as a single cybernetic attachment. However, if the talent plexus is destroyed, all of the attached talent implants are destroyed as well.

Type: Internal.

Hardness/Hit Points: -/4.

Base Purchase DC: 30 (does not include talent implants).

Restriction: Military (+3).

MUTATION PLEXUS (PL 9)

This unit, implanted in the recipient's brain, allows multiple mutation implants to function as a single cybernetic attachment (see Mutation Implant, above).

Benefit: The recipient may have up to four mutation implants attached to the mutation plexus, and together they are treated as a single cybernetic attachment. However, if the mutation plexus is destroyed, all of the attached mutation implants are destroyed as well.

Type: Internal.

Hardness/Hit Points: -/4.

Base Purchase DC: 40 (does not include mutation implants).

Restriction: Illegal (+4).

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