

Cybernetics/Bionics

Limb/Body Implants

Bionic Arms (2): P.S.: 14 (Augmented). P.P.: 20.

Modular Forearm Housing (Left Arm): A bionic housing that enables the character to use a variety of interchangeable forearms. Cost: 8,000 credits.

- **Regular Cybernetic Forearm & Hand**
- **Tool Mechanic's Arm:** A mechanical hand and arm. The hand contains a fingerjack, fingertip screwdrivers with changeable heads, finger pliers, tiny lights built into each fingertip, plus a laser cutter finger with 6 foot (182 cm) beam, which can be adjusted to do 1D6x10 S.D.C. damage, one M.D., 1D4 M.D. or 1D6 M.D. There is also a small retractable drill in the middle knuckle. The arm portion has a pair of retractable, folding, multi-jointed, three-fingered robot arms. They can hold and assist during repair and each mini-arm can also be fitted with special tool heads. These include a light drill, light sander/buffer, screw driver, cutting blades, wire cutters, pliers/clamp, needle-nose pliers (fingers actually), flashlight, and hammer. Several are stored in the arm (often in a housing similar to a forearm weapon mounted on the arm) and additional ones can be carried in a tool kit, backpack or leg compartment. Reach is two feet (0.6 m) beyond the normal hand. Cost: 190,000 credits.

Mekanical Cutter Weapon/Utility Arm (Right Arm): Three tentacles slide out of their forearm compartment. One has a Vibro Knife on its tip (1D6 M.D.) and the other two have lasers. They can be used for construction and repair or as weapons. They are also handy in cutting the cyborg out of restraints and cutting through undergrowth. As prehensile mechanical limbs, they can also wrap-around and hold or carry items weighing less than 120 lbs (54 kg), as well as strike and entangle opponents. The weapon makes for large, oversized forearms but retains fully articulated hands.

Primary Purpose: Anti-Personnel/And-Vehicle

Damage: *Lasers (2):* 1D6 or 2D6 M.D. each. *Vibro-Knife:* 1D6 M.D. *Whip Attack:* 2D6 S.D.

P.S. & P.P. Equivalents: 12

M.D.C.: 15 each tentacle; can only be targeted by making a called shot at -3 to hit; no such penalty for hand to hand combat.

Bonuses: +1 attack per melee round and +1 to parry per set of tentacles (2 max.; one per arm).

Range: *Lasers:* 1,200 feet (366 m), *Vibro-Blade:* Three feet (0.9 m) long.

Rate of Fire: Each tentacle attack counts as one melee attack/action.

Payload: Lasers are effectively unlimited, because they draw on the cyborg's power supply.

Cost: 250,000 credits per arm (three tentacles each).

Reinforced Metal Bones: The subject's bones are replaced with a humanoid skeleton made of M.D.C. materials. The character doesn't have M.D.C. himself, but can take a tremendous amount of physical punishment without fear of breaking his bones. Note that while this character does not have to worry about broken bones from falls, knockdown attacks, or getting rammed or thrown from a moving vehicle at high speeds, he must still worry about internal injuries, brain damage, and damage to any flesh he may still have. Full conversion cyborgs need metal bones and framework to support their heavy weapons and external body armor, but even those with an M.D.C. outer covering will likewise endure cosmetic damage (scuffs, dings, and dents).

Bonuses: +2 S.D.C. damage bonus to punch attacks due to the hardness of the metal bones. Plus, while flesh can be cut, the M.D.C. metal bones will stop any S.D. attack that pierces the flesh, including vibro-blades.

Cost: 400,000 credits if the bones are replaced in a predominately flesh and blood partial 'Borg (it is actually a more complex and time consuming surgery to replace real bones with synthetic ones), but only 150,000 credits in a full conversion cyborg.

Bionic Weapons

Forearm Particle Beam Blaster (Right Arm): Damage: 6D6+6 M.D. Rate of Fire: Each blast counts as one melee attack/action. Range: 1,000 feet (305 m). Payload: 10 blasts per e-clip (an e-clip port can be part of the basic system). Unlimited if tied to the 'Borg's power supply. Cost: 80,000 credits.

Sensors

Modular Eye Socket (1; Right Eye): Also known as the Multi-System Eye Socket. The eye socket is designed to allow the wearer to remove his artificial eye and replace it with any eye that is made to fit the universal modular housing. Modular eyes can be swapped as needed or desired. Cost: 100,000 credits for the modular socket housing, and 10,000 credits per eye to fit it with modular capabilities for interchangeable use (fits the socket like a glove and can be popped in and out with ease). Bio-System eyes do not work in this

housing, only mechanical types.

- **Super Telescopic Eye:** Has six different magnifications, from 10x to 50x, and filters to reduce glare. Range: 5,000 feet (1,524 m). Cost: 20,000 credits (38,000 for a pair).
- **Macro Lens Eye:** 2x to 8x magnification. Range: 3 feet (0.9 m). Cost: 10,000 credits.
- **Thermo-Imager Eye:** This artificial eye simulates normal human vision with the added feature of an optical heat sensor. The lens converts the infrared radiation of warm objects into a visible image. The character with thermo-imaging is able to see heat as represented by bands of color and can see in darkness, shadows, and through smoke. Perfect 20/20 vision. Range: 3,000 feet (914 m). Cost: 12,000 credits.
- **Targeting Display Eye:** Imposes cross-hairs on a target, adding a bonus of +1 to strike with any ranged weapon. Same bonus whether one or two eyes. Cost: 4,000 credits.
- **Wide-Angle Vision:** A wide-angle lens system that gives the character 180 degrees of peripheral vision. Ideal for field conditions, making ambushes, sneak attacks and surprise attacks from the sides impossible to spring on him. Bonuses: It also equates to bonuses of +1 on initiative and +1 to dodge. This feature can be included with other optic or multi-optic bionic eyes. Range: 1,000 feet (305 m). Drawback: The eye must be obviously mechanical and protrudes from the eye socket; reduce P.B. by 10%. Cost: 60,000 credits.

Clock Calendar: An internal device that keeps continuous track of the exact time, down to the 100th of a second, as well as the calendar date. Cost: 200.

Gyro-Compass: A device that can be implanted almost anywhere on the body. It enables the 'Borg to always locate north and the other directions, as well as up and down. Ideal for pilots of aircraft and power armor, as well as underwater operations. Cost: 600 credits.

Universal Headjack: This is a special connector or "jack" that is built into the robot's head, usually at the base of the head or behind the ear (the Headjack is easily concealed behind hair or folds of skin). Enables the 'Borg to plug into audio, sensory, robot, and computer equipment, including most communications equipment, radios, video systems, radar, detection/warning devices, microphones, surveillance systems, and more conventional items like CD players, televisions, disc recorders, and so on. The Headjack receives transmissions from the device that's plugged into it and transmits them to the 'Borg. The character can see and hear audio and video information from the device without needing external equipment.

The basic system can be upgraded to include a built-in radio receiver and transmitter which will allow the 'Borg to receive and send radio transmissions as if he were using a walkie-talkie. It is so effective that the 'Borg can transmit a whisper, or the voices of other people within six feet (1.8 m) of him. Range: 3 miles (4.8 km). Cost: 16,000 credits, in addition to the basic Headjack system.

Surveillance Ear (1; Right Ear): This is an ear accessory that can be combined with a Headjack, Ultra-Ear, Amplified Ear, or most bionic and cybernetic ear implants. The surveillance ear can be tuned to listen to a specific, hidden listening device ("bug"), as well as to work something like a stethoscope or parabolic dish with which the character can press his ear to a wall or door to hear a muffled but relatively clear conversation on the other side. The eavesdropping character can hear 2D6+80% of the conversation clearly, can tell how many people are speaking, etc. However, if listening intently, the character is unlikely to hear or notice somebody sneaking up on him (-2 to initiative; opponents are +10% to prowl).

Combat Computer: This is a marvel of computer miniaturization and human/machine integration. The combat computer, using whatever sensors and sensory abilities at the 'Borg's disposal, gathers and analyzes data and sends it to the brain of the cyborg, where it is translated to enhance the character's reflexes and response time. Bonuses: +1 to initiative, +1 to dodge, +1 to disarm, +2 to pull punch, and +2 to roll with impact. Cost: 150,000 credits.

Cyberlink Vehicle Interfacing: A cybernetic interfacing system (fingerjack, headjack, etc.) that allows an individual partial or full conversion cyborg to link to computers and computerized machines (including most Russian vehicles) to send and receive digital information. For example, being cyberlinked to a vehicle means the cyborg pilot instantly knows the speed, velocity and direction the vehicle is travelling, engine performance, system failures, any stress on or damage to the vehicle (engine, wheels/tires, body, weapon systems, etc.), and anything else monitored, managed or controlled by an on board computer and sensors. He can also access and control many of the vehicle's systems, like steering, accelerator, brake, engine, thermostat, radar, radio/communications, special optics, any video camera systems, HUD, weapons and other features.

The big advantages from this link are an instantaneous feed of information, as close to absolute control over the vehicle as is humanly possible, which, in turn, enables the driver to respond more quickly and to use equipment or weapons built into the vehicle with a thought — no need to glance away or use the hands. Thus, the driver can keep his hands on the wheel and eyes on the road while using the interface to access, open and use computerized systems, fire weapons without touching the trigger, punching a button, or using a computer keyboard, etc. The cyborg, in effect, becomes the vehicle, or, perhaps more to the point, the vehicle becomes an extension of his own mind and mechanical body!

Note: Most Russian cyborgs have one or two cyberjacks which come standard with their conversions, as do most 'Borgs across the planet. The finger and headjack are most common.

Limitations of the Cyberlink Interface:

1. While vehicle-linked in this way, the cyborg may not take any action other than piloting and using the vehicle. To exit the vehicle or to take some other action inside the vehicle, he must break the link and return to what might be considered "manual" piloting. When manual piloting resumes, all Cyberlink bonuses instantly end, and he and his associates (if any) are limited to their own training and skills.

2. This link and union between man and machine is only possible with small and comparatively simple vehicles like motorcycles, automobiles, construction vehicles, hovercycles, hover cars, and flying wings, including such vehicles as the Bushbike, Steppe Motorcycle, War Chariot, Landflier, Wingrider and Assault Hoversled. It cannot usually be used to pilot and command all features of large and complex combat vehicles (see #3).

3. The Cyberlink can be used with large and sophisticated military vehicles such as tanks, aircraft, ships, and giant robots, but only in a limited way. In this circumstance, the cyborg can only jack into one particular aspect of the vehicle, i.e. one specific weapon (with its related computer-targeting), or one specific computer, or the communications system (radio and sensory systems), or the specific piloting of the vehicle, and so on.

Cyberlink Bonuses and Special Abilities:

- +1 on initiative when linked to a vehicle.
- +1 to strike when using the vehicle or built-in weapon.
- +1 to dodge when linked to a vehicle.
- +1 melee action/attack when linked to a vehicle. This extra action involves the use of the vehicle, i.e. one extra evasive action, trick maneuver, blast from a vehicle weapon, etc.
- The Cyberlink gives the cyborg a base skill of 45% to pilot *any* small one- or two-man vehicle. Taking formal training in Piloting Skills improves the character's mastery over a specific class or type of vehicle (use the skill level instead of the base of 45%), and, in this case, provides a bonus of +10% to that particular piloting skill.
- The cyborg can also "tweak" the vehicle's speed, increasing its normal maximum speed by one percentage point equal to his I.Q. Thus, a cyborg with an I.Q. of 8 can increase the speed by 8%; a character with an I.Q. of 12 by 12%, and so on. This increased speed can be maintained for three minutes per M.E. point.

Cost: 250,000 credits.