

Cybernetics

Replacement Parts

Replacement parts have the exact same functionality of the lost part, or limb.

Name	Tech Level	Effect/Qualities	Cost
Arm	6	Fully functional arm with equivalent natural strength. Includes Hand.	22,000
Leg	6	Fully functional leg with equivalent natural strength. Includes Foot.	20,000
Hand	6	Fully functional hand with equivalent natural strength.	15,000
Foot	6	Fully functional foot with equivalent natural strength.	10,000
Organ	6	Fully functional organ with equivalent natural capabilities.	15,000
Eye	6	Fully functional eye with equivalent natural sight.	25,000
Ear	6	Fully functional ear with equivalent natural hearing.	10,000
Jaw/Mouth	6	Fully functional jaw/mouth with equivalent natural strength.	10,000

Cybernetics Parts

Cybernetics parts not only offer the original functionality of the lost limb or organ, but offer improved usefulness.

Name	Tech Level	Effect/Qualities	Cost
Cyber Arm - Pistol	7	A replacement limb that conceals a pop-out style generic pistol, either laser or ballistic.	30,000
Cyber Arm - Arm Spikes	7	A replacement limb that conceals retractable spikes that protrude from the forearm. Damage is equal to 10d10 + Strength bonuses. This limb can be combined with the power fist below for greater damage capabilities. To hit roll against Melee Skill, bonuses should be calculated with the Maces Skill.	25,000
Cyber Arm - Wrist Claws	7	A replacement limb that conceals retractable claws that protrude from the forearm. Damage is equal to 12d10 + Strength bonuses. This limb can be combined with the power fist below for greater damage capabilities. To hit roll against Melee Skill, bonuses should be calculated with the Blades Skill.	25,000
Cyber Arm - Power Fist	7	A replacement limb that has been strength enhanced. The Strength of the blow will be equivalent to double the base listed under that character's racial profile for strength, regardless of any advancements they have earned, since that limb is gone. To hit roll against Melee Skill.	35,000
Cyber Arm - Extension	7	A replacement limb that has been modified with an elongating tentacle-like section that has been placed between the hand and forearm, allowing the arm to stretch up to 10 feet.	35,000
Cyber Hand - Tools	7	A replacement limb that has been fitted with a series of small but useful tools. These tools are built into the palm and fingers, and include; cutting/welding laser torch, screwdriver-like devices, and simple knife blades.	20,000
Cyber Hand - Lockpicks	7	A replacement limb that has been fitted with a series of concealed lockpicks.	20,000
Cyber Hand - Communicator	7	A replacement limb that has been fitted with a standard communicator.	20,000
Cyber Hand - Webbed Swimming	7	A replacement limb that has been fitted with webbing between the fingers. This effectively doubles the swimming rate. If combined with Foot Webbing will triple swim rate.	20,000
Cyber Hand - Finger Razors	7	A replacement limb that conceals small retractable blades that extend from the finger tips. Damage is equal to 5d10 + Strength bonuses. To hit roll against Melee Skill.	25,000
Cyber Hand - Knuckle Spikes	7	A replacement limb that conceals small retractable spikes that extend from the knuckles of the fist. Damage is equal to 5d10 + Strength bonuses. This limb can be combined with the power fist below for greater damage capabilities. To hit roll against Melee Skill, bonuses should be calculated with the Maces Skill.	25,000

Cyber Leg - Extension	7	A replacement limb that has been modified with a elongating tentacle-like section that has been placed between the foot and leg, allowing the leg to stretch up to 10 feet.	35,000
Cyber Hand - Webbed Swimming	7	A replacement limb that has been fitted with a webbing between the fingers. This effectively doubles the swimming rate. If combined with Foot Webbing will triple swim rate.	20,000
Cyber Eye	7	A replacement eye that contains a datajack for and datascreen for reading information this can be used to connect to remote sensors, targeting computers, and decks. The eye also gives a +15 to awareness checks relating to sight. This is required for the enhancements that are listed below.	25,000
Cyber Eye - Flash Protection	7	An enhancement to a cyber eye, that completely protects from flash blinding.	+10,000
Cyber Eye - Retinal Crosshairs	7	An enhancement to a cyber eye, that overlays the data from a targeting computer. This is required if the cyber eye is to be used with a targeting computer, otherwise the eye will simply display the field of vision from the weapon.	+10,000
Cyber Eye - Retinal Duplicator	7	An enhancement to a cyber eye, that allows a image of someone's retinal patterns to be uploaded and duplicated onto the users eye.	+175,000
Cyber Ear	7	A replacement ear that contains a datajack for remote sensing, and doubles awareness check with hearing things. This is required for the enhancements that are listed below.	25,000
Cyber Ear - Sonic Protection	7	An enhancement to a cyber ear, that protects from stun damage from sonic weapons. Stun grenades and similar are no longer effective.	+10,000
Cyber Jaw/Mouth - Fangs	7	A replacement jaw/mouth that has fangs attached to the mandible. A bite will do 5d10 plus Strength Bonuses, and may be combined with the power jaw below for extra damage. To hit rolls against Melee Skill.	25,000
Cyber Jaw/Mouth - Power Jaw	7	A replacement jaw that has been strength enhanced. The Strength of the bite will be equivalent to double the base listed under that characters racial profile for strength, regardless of any advancements they have earned, since that jaw is gone. To hit roll against Melee Skill.	25,000
Cyber Face - Psyber Trace Set	7	A set of sub-dermal implants around the skull that allows the individual to use a trace set for Psyber connecting to computers, decks and terminals. This is absolutely required for the use of tracesets. The technology of this implant is rather simple, due to the fact that traceset technology is constantly being upgraded, and the last thing you want stuck in your brain is outdated tech. Due to this fact the entire technology part is placed in the removable traceset, and not in the implants.	30,000
Cyber Face - Holo Disguise	7	A set of sub-dermal implants around the face, that contort the appearance at will, allowing the individual to take on the guise on another individual, that is uploaded into it.	175,000
Cyber Face - Dermal Tattoo	7	A set of sub-dermal implants around the face that allows the individual to form creative and artistic temporary tattooing on the individual face.	40,000
Cyber Spine - Increased Reaction A	7	A replacement spine that bolsters the reactions speeds (IN) and reflexes (RF) of the individual. The bonus is +5. All increased reactions cyber can be identified by white web-like patterns that are just under the skin.	50,000
Cyber Spine - Increased Reaction B	7	A replacement spine that bolsters the reactions speeds (IN) and reflexes (RF) of the individual. The bonus is +10	75,000
Cyber Spine - Increased Reaction C	7	A replacement spine that bolsters the reactions speeds (IN) and reflexes (RF) of the individual. The bonus is +15	100,000
Cyber Spine - Increased Reaction D	7	A replacement spine that bolsters the reactions speeds (IN) and reflexes (RF) of the individual. The bonus is +20	125,000
Cyber Spine - Sensory Relay	7	A component that is attached to the spine that transmits sensory information to friendly communications, or computers. Transmits full video, audio, health information, etc. Was originally designed for scouts to transmit recon information.	30,000

Cyber Spine - Force Field Generator A	7	A component that is attached to the spine that generates a small force of 500 points.	80,000
Cyber Spine - Force Field Generator B	7	A component that is attached to the spine that generates a small force of 1000 points.	160,000
Cyber Muscles A	7	A replacement set of muscles to the individual that has increased strength characteristics. Strength is increased by +10% of that races base score, any enhancements gained through experience are lost, since those muscles are no longer there. All cyber muscles can be identified by the ridge lines along the limbs in the skin.	30,000
Cyber Muscles B	7	A replacement set of muscles to the individual that has increased strength characteristics. Strength is increased by +25% of that races base score, any enhancements gained through experience are lost, since those muscles are no longer there.	60,000
Cyber Muscles C	7	A replacement set of muscles to the individual that has increased strength characteristics. Strength is increased by +35% of that races base score, any enhancements gained through experience are lost, since those muscles are no longer there.	90,000
Cyber Muscles D	7	A replacement set of muscles to the individual that has increased strength characteristics. Strength is increased by +50% of that races base score, any enhancements gained through experience are lost, since those muscles are no longer there.	120,000
Cyber Skin - Dermal Armor A	7	A replacement skin that is woven with ceramic and armor pieces to increase the Toughness (TN) of the individual. TN is equal to 150. All Dermal Armor can be identified by the stiff skin, that makes facial expressions very difficult. A metallic meta-virus hardens the skin into a carapace.	30,000
Cyber Skin - Dermal Armor B	7	A replacement skin that is woven with ceramic and armor pieces to increase the Toughness (TN) of the individual. TN is equal to 250.	45,000
Cyber Skin - Dermal Armor C	7	A replacement skin that is woven with ceramic and armor pieces to increase the Toughness (TN) of the individual. TN is equal to 350.	60,000
Cyber Sense - Basic Set	7	A set of sensors linked to the individual that give them the following sensing abilities; telescopic, electromagnetic, infra-red, thermal detection, light-intensifying, and ultraviolet. All sensor sets can be identified by ridgelines from the temples down to the back of the skull.	30,000
Cyber Sense - Advanced Set	7	A set of sensors linked to the individual that give them the basic set plus the following sensing abilities; bio-hazard, bio sensor, id computer, sonar (50m), transmission scanner, and motion tracking.	60,000
Cyber Organ - Blood Detox	7	A replacement organ that destroys toxins, drugs, poisons, alcohols, unhealthy contaminants within to individual. Anything that is consumed or injected is ineffective against the individual, this however does not include airborne contaminants, see below.	30,000
Cyber Organ - Air Purifier	7	A replacement organ that destroys airborne toxins, drugs, poisons, alcohols, unhealthy contaminants within to individual. Anything that is breathed or inhaled is ineffective against the individual, the character however still needs air to breathe it simply cleans it.	30,000
Cyber Organ - Air Supply	7	A replacement organ that has a sealed air supply that allows the individual to breathe, when no air is available, such as underwater, for up to a hours.	30,000
Cyber Organ - Water Re-breather	7	A replacement organ that allows the individual to breathe underwater indefinitely.	30,000
Cyber Organ – Contraceptive	7	A replacement organ that serves as a method of birth control, as well as battling STDs.	30,000