

# CYBERWARE

**INSTANT FUZION GAIDEN**, Revision 3.3  
by steveman

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Prosthetic replacements and bionic implants are a staple of cyberpunk and advanced science fiction settings. Hereafter called cyberware (meaning cybernetic hardware) these refer to any artificial replacements or add-ons that are implanted into the body of a character.

## CYBERWARE PERKS

The following perks should be allowed in games where cyberware is allowed. These perks cost 3 option points each, as per normal. Unless noted otherwise in an individual perk entry, they may only be purchased once each.

### PERKS

- ◆ **BIONIC SAVANT:** You have an inherent understanding of cyberware which provides you with a +3 bonus to [MENTAL+EDUCATION] and [DEXTERITY+TECHNICAL] checks to manufacture, repair, install, or remove cyberware.
- ◆ **CYBER TOLERANCE:** Increase your maximum and current cyber tolerance by 10 points. You may select this perk up to three times, increasing the bonus granted by +10 to a maximum of 30 extra cyber tolerance.
- ◆ **DATAMIND:** Your brain just "gets" computers, and benefits greatly from a neural interface. So long as you have a brainjack or similar cyberware, you have a +3 bonus to [MENTAL+EDUCATION] and [DEXTERITY+TECHNICAL] checks for any purposes that involve you using computers.

## OPTIONAL RULE: INJURIES

Cyberware is primarily used to replace injured limbs and organs, however the hit point rules as listed model a more heroic world where damage is just shrugged off with a medkit and a good night's rest. This optional rule doesn't do much to mitigate that heroic feeling of hit points, but it does give lasting consequences for letting yourself get beaten up. If you decide not to use this rule, then cyberware replacements are purely cosmetic.

When you are reduced to 0 or fewer hit points from an attack, you only die if left to bleed out over the next few hours. However, instead take an injury to one of your primary characteristics. Injuries a -2 penalty that must be healed with dedicated rest over the span of weeks (or more depending on medical technology) or repaired via cyberware.

## **CYBERWARE**

Cyberware is a catchall term for both bionic replacements restore functionality of a damaged or lost bodypart (and thus removing an injury penalty), and bionic enhancements that grant new functionality to the character or otherwise improve their abilities.

### **MANUFACTURING AND MAINTENANCE**

The creation of cyberware requires an understanding electronics, mechanics, biology, and neurology. As a result the creation process is the most involved requiring either millions of dollars worth of equipment and staff, or weeks of time. Of course, you must have access to a workshop and toolkit to do any manufacturing or maintenance on cyberware.

A lone creator (or small team) creating a piece of cyberware costs half of the price listed (rounded down to a minimum of 1 Resource Point), but takes one week of work for each RP of price reduction. *For example, creating a civilian grade limb replacement costs 1 RP and takes 1 week to create.*

Repairing damaged cyberware requires both a successful [MENTAL+EDUCATION] check and [DEXTERITY+TECHNICAL] check. The first to identify the issue and the second to actually do the work. Succeeding at either check repairs the piece in a number of days equal to the item's base RP cost. Success at both halves the time (rounded down to a minimum of 1 day). The check difficulty is Standard for most pieces, but the referee may rule more advanced cyberware is harder to fix, and that critical failures may delay or prevent repairs.

### **CYBERWARE SURGERY**

Installing cyberware requires that you simply follow the instructions and know your way around the human body and a scalpel. Of course, you need a clean area to do the work, the right tools and medicines, and time to recover.

Installing cyberware, or salvaging it from a living patient for that matter, is surgery. Cyberware surgery requires both a successful [MENTAL+EDUCATION] check and [DEXTERITY+TECHNICAL] check. The first surgery to plan out the surgery and the second to actually do the work. Succeeding at either check allows installs the piece in a number of hours equal to the item's base RP cost. Success at both halves the time (rounded down to a minimum of 1 hour). The check difficulty is Hard for most pieces, but the referee may rule more advanced cyberware is harder to install or salvage.

Surgery is traumatic to the patient's body and deals damage to them even on a surgery that went perfectly. If both checks are successful, the cyberware is installed and the patient takes a DC 2 hit. If one is failed then the hit is DC 4. If both are failed the surgery is botched, the cyberware is not installed and the patient takes a DC 6 hit. Regardless, the damage dealt ignores [DEFENSE] that comes from armor, cyberware, or other equipment.

When recovering from cyber surgery the patient's healing is halved, and is bed-ridden until their hit points are healed to above half of their maximum. As noted in the core rules, rest under a doctor's care provides more healing than bed rest at home.

## BUYING CYBERWARE

All but the most basic of medical replacements are prohibitively expensive for normal members of society, as any good cyber-doc who actually went to medical school will be charging quite the pretty penny for their work and that is on top of the listed price of the implant itself. Use the tables below to determine the total cost in RP for any cybernetics.

### READING THE CYBER-DOC TABLE

- ◆ **CYBER-DOC:** This is simple description of the general archetype of cyber-doc you're dealing with at this skill level when hiring a generic NPC cyber-doc.
- ◆ **MEDICINE:** This is the cyber-doc's [MENTAL+EDUCATION] check bonus for installing a piece of cyberwear.
- ◆ **CYBERNETICS:** This is the cyber-doc's [DEXTERITY+TECHNICAL] check bonus for installing a piece of cyberwear.
- ◆ **COST:** This is how many resource points worth of money the doctor will charge per hour of work to perform cyberware surgery - implanting or removal. This is in addition to the cost of the cyberware itself.
- ◆ **SERVICES:** This is if an average NPC cyber-doc of that tier has access to additional services to assist recovery. If there are onsite servies, the number listed is how much RP it costs to benefit from those services.

### CYBERWARE IMPLANTATION

| CYBER-DOC                      | MEDICINE | CYBERNETICS | COST    | SERVICES   |
|--------------------------------|----------|-------------|---------|------------|
| Back alley ripper-doc          | +7       | +7          | 1/hour  | No         |
| Med student who needs cash     | +10      | +5          | 2/hour  | No         |
| Junkyard engineer              | +5       | +10         | 2/hour  | No         |
| Experienced ripper-doc         | +10      | +10         | 4/hour  | Yes, 2/day |
| Public hospital                | +12      | +10         | 5/hour  | Yes, 3/day |
| Private practice cyber surgeon | +15      | +15         | 7/hour  | Yes, 4/day |
| Megacorp cyber specialist      | +20      | +20         | 10/hour | Yes, 5/day |

### CYBER TOLERANCE AND CYKOSIS

Each character has a new characteristic called Cyber Tolerance. This represents how much the biology of a lifeform can handle the attachment of machine to it before problems start occurring. As cybernetics are installed, the character loses CT as listed on the cyberware.

- ◆ **CYBER TOLERANCE** [(MENTAL+PHYSICAL)×5]: This is a measure of how well your central nervous system can handle having advanced computerized machines bolted onto it. Each piece of cyberware you have implanted reduces your cyber tolerance by the implant's degradation.

### CYKOSIS

Cykosis is a colloquial term for a blend of neurological damage and mental illnesses caused by too much cybernetic implantation. Contributing factors include the implants having a noticeably different weight and texture towards their biological counterpart, imperfect simulation of neural responses, and for many internal implants the drug cocktails that must be taken for years to prevent rejection. Symptoms include prolonged sensory dissonance,

nerve damage, and dysphoria. Cykosis manifests externally as heightened aggression and nervous ticks, a weakened immune system, and diminished senses.

Cykosis develops in three stages, based on your cyber tolerance score. Mild cykosis happens when your tolerance is reduced to below half of your maximum. Moderate when your cykosis is reduced below half of that much, then extreme when it is reduced to 0 (or less). The symptoms are described on the cykosis table.

### READING THE CYKOSIS TABLE

- ◆ **LEVEL:** This is the level of severity of the cykosis.
- ◆ **TOL. [TOLERANCE]:** This the threshold of cyber tolerance that if you are below, you have this level of cykosis.
- ◆ **SYMPTOMS:** This is the penalties caused by this level of cykosis. Symptoms do not go away when you develop cykosis further, adding up as your cykosis gets worse. A severe case of ckyosis has its listed symptoms as well as the symptoms of moderate and mild cykosis.

### CYKOSIS

| LEVEL    | TOL.      | SYMPTOMS   |
|----------|-----------|--|
| Mild     | 50%       | You suffer from a -3 penalty to parry checks, saving throws, and any skill checks related to your [MENTAL] characteristic. |
| Moderate | 25%       | Your [DEXTERITY] is halved, and you automatically fail all [MENTAL+AWARENESS] checks outside of combat.                    |
| Severe   | 0 or less | Your [MOVE] is halved, and you cannot perform any activity that requires meaningful concentration.                         |

### CYBERWARE & ELECTROMAGNETIC SHORTING

It is impossible for cyberware to be fully EM shielded. Even the highest-quality cyberware must have unshielded interfaces so they can integrate into the character's body. Characters with any amount of cybernetic implants become subject to EM Shorting. When a character with cyberware is affected by an electromagnetic pulse, they are subject to EM shorting as described below. As a character has spent more of their tolerance to cyberware, the effects of EM shorting gets more and more severe.

**EM SHORTING:** Your cyberware stops working for 1d3 rounds, as they reboot. If you have prosthetic internal organs, you are stunned for the rolled duration. Stunned characters drop any items held in hand and lose either the movement or actions phase.

### OPTIONAL RULE: SURGERY AND SPENDING TOLERANCE

At the referee's discretion, if you are the patient of cyberware surgery, you may expend cyber-tolerance to affect the outcome of your cyber-doc's surgery checks. This is done the same way luck is spent to affect your normal checks, but is a cost on top of the normal cost for your cyberware.

*This rule helps mitigate the chance of failure, but at a cost. After all Motherfucker Matt working out of the storage unit behind the Grocery Outlet is not the amazing deal he purports to be.*

## CYBERWARE IMPLANTS

The rules as presented here present cyberware in an "off-the-shelf" and "meets regulations" standard. At your referee's best discretion, you may reduce the RP cost of cyberware by increasing its degradation. Usually increasing the degradation by 1d3 points reduces its cost by 1 RP. This only applies to the money you spend, and not anything else that is affected by the RP cost of an item.

### READING THE CYBERWARE IMPLANTS TABLE

- ◆ **IMPLANT:** The name of the cyberware implant.
- ◆ **COST:** The cost of the implant in resource points.
- ◆ **DEG. (DEGRADATION):** The cost of the implant in cyberware tolerance. When degradation is listed as an expression of dice, roll when the cyberware is implanted and that is the amount of cyberware tolerance that is lost.
- ◆ **DESCRIPTION:** A brief explanation of what the cyberware does.

### CYBERWARE IMPLANTS

| IMPLANT                         | COST | DEG     | DESCRIPTION                                 |
|---------------------------------|------|---------|---|
| Bio-filter                      | 3    | 1d3     | Filters out toxins from your blood.         |
| Bionic limb replacement (civ)   | 2    | 1       | Removes penalties for lost limbs.           |
| Bionic limb replacement (mil)   | 6    | 1d3     | Removes penalties, and enhances strength.   |
| Bionic organ replacement        | 2    | 1       | Removes penalties for lost organs.          |
| Borg-body vanity pack           | 100  | Special | Fill body pseudo-synth overhaul.            |
| Brainjack                       | 3    | 1d3     | Allows wired interface with computers.      |
| Brainjack expansion pack        | 2    | 1       | Allows for the usage of dataware.           |
| Circadian cyclotron             | 6    | 1d3+3   | Reduces need for sleep.                     |
| Combat HUD                      | 6    | 1d3     | Provides combat information in real time.   |
| Control chip                    | 10   | Special | Limits a character's actions.               |
| Cyberlung                       | 6    | 1d3     | Removes penalties, and enhances breathing.  |
| Dataware                        | 2    | 1       | Installs skills into a brainjack expac.     |
| Dermal plating                  | 3    | 1d3     | Grafted on armor.                           |
| Dragoon pattern combat legs     | 20   | 1d6+3   | Removes penalties, and enhances jumping.    |
| Gastric turbine                 | 6    | 1d3+3   | Reduces need for food.                      |
| Heart-lung regulator            | 10   | 1d3     | Controls breathing and heart-rate.          |
| Implant weapons                 | 2    | 1d3     | One of may melee weapons.                   |
| Jaw replacement                 | 2    | 1       | Removes penalty, grants bite attack.        |
| Loyalty chip                    | 6    | Special | Enforces loyalty to a person or group.      |
| Machine translator              | 10   | 1d3     | Gives real world subtitles.                 |
| Mindscrew                       | 6    | 10      | Causes pain.                                |
| Multi-spectrum vision enhancers | 2    | 1d3     | Grants infrared and light-enhancing vision. |
| Neuro-calculator                | 6    | 1d3     | Assists in mathematical calculations.       |
| Pain suppressor                 | 10   | 10      | Renders you resistant to pain.              |
| Poly-mesh bone lacing           | 6    | 1d3     | Reinforces your bones against stress.       |
| Vanity implants                 | 3    | 1       | Cosmetic alterations.                       |
| Venom sack implant              | 2    | 3       | Makes another bionic weapon venomous.       |

## CYBERWARE DESCRIPTIONS

- ◆ **BIO-FILTER:** The implant filters toxins out of your blood, rendering you resistant to drugs and diseases. This functions as a +6 bonus to saving throws made against drugs, poisons and venoms, and diseases.
- ◆ **BIONIC LIMB REPLACEMENT (CIV):** Civilian grade limb replacements are a medical treatment for lost or heavily damaged limbs that are too far gone to be regrown.
- ◆ **BIONIC LIMB REPLACEMENT (MIL):** Military grade limb replacements have a reinforced frame and utilitarian carbon-fiber casing. Without a poly-mesh bone lacing the limb has the same functionality as civilian replacement, except that it is also highly resistant to damage (if attacked directly, it has a + 15 [DEFENSE] bonus), and increases your DC with unarmed strikes by +1.
- ◆ **BIONIC ORGAN REPLACEMENT:** Any organ except for the brain can be replaced with a synth-skin coated bionic replacement. This allows a character who has lost an organ to live normally, and be mildly more resistant to diseases that would normally affect that organ (+1 bonus to saving throws, not cumulative for multiple organs).
- ◆ **BORG-BODY VANITY PACK:** Cyberware of questionable ethics, this implant is more of a full-body overhaul. It replaces the top layer of flesh with a plasticized synth skin, which includes seams and metallic lining where appropriate, and heavy tattooing including warning labels and serial numbers. The borgbody vanity pack also includes synthetic hair, and if desired any sort of cosmetic reconstruction. There is a large illegal market for control chip equipped bodyborgs.

As a bodyborg your maximum cyber tolerance is cut in half, however the degradation from all other cyberware you have is cut in half (to a minimum of 1 per item) and you don't feel the symptoms of mild or medium cykosis. Without extensive medical inspection you appear to be a synth and even read as one by at low-level scanning. Finally, if you are EM shorted, you are knocked unconscious for 1d6 minutes.

- ◆ **BRAINJACK:** Microcomputers installed into your brainstem that allow direct instantaneous interface with tablets, phones, and computer terminals. Brainjacks grant you a +3 bonus to any [MENTAL]-based skill checks to use computers.
- ◆ **BRAINJACK EXPANSION PACK:** An expansion on the brainjack microcomputer that allows the installation of up to three micro SD cards containing dataware. You may have multiple expansion packs, each one providing three slots.
- ◆ **CIRCADIAN CYCLOTRON:** A network of control chips and synthetic glands assists your sleeping by cycling portions of your brain allowing you to be somewhat asleep at all times. You suffer a -1 penalty to all [MENTAL]-based skill checks, but need only two hours of sleep per 48 hour period.
- ◆ **COMBAT HUD:** An ocular overlay that assists in combat via a targeting reticle, rangefinder, and threat assessment readout. It can outline targets in limited vision areas, and gives you a readout of other implants you have. Multiple combat HUDs do not have an added effect and can cause migraines. The implant may be placed onto an existing eye or cybernetic one. It provides you with the *Analyze Enemy* perk, and silhouettes your target when making ranged attacks.
- ◆ **CONTROL CHIP:** No one ever truly chooses to have a control chip implanted into their head. In fact it is only ever legal as a punishment for violent high crimes. Control chips have all the same effects as loyalty chips and mindscrews (both

described below) and can be loaded with a number of command words that trigger compelled actions.

The control chip enforces loyalty, and can be activated via verbal or wireless commands to generate migraines. It also has a library of commands where if the command is given, you are compelled to perform or are immediately barred from an action. This can include one-to-one control via a computer terminal.

There is no degradation if a character is superstitiously equipped with a control chip. However, if any commands are given via the implant you suffer 10 degradation immediately as the control wreaks havoc on your nervous system.

- ◆ **CYBERLUNG:** A reciprocal filtration system integrated into a bionic lung replacement. It keeps your blood oxygenated longer than normal lungs, and assists in filtering out airborne toxins. You can hold your breath for a number of minutes equal to your current hit points, and have a +2 bonus to saving throws vs. airborne diseases and gas-based attacks/hazards.
- ◆ **DATAWARE:** Micro SD cards containing a library file about one subject, intended for use with a brainjack and expac. Installing a piece of dataware takes about a minute, and can be hot-swapped on the fly (no cycling the brainjack needed). Each dataware card provides a +3 bonus to all skill checks related to a specific topic. *For example, dataware about automatic rifles provides its bonus to-hit, to [MENTAL+EDUCATION] checks involving history and lore, and [DEXTERITY+TECHNICAL] to maintain, repair, or craft that kind of firearm.*
- ◆ **DERMAL PLATING:** A coating of plasticized synthskin provides protection from harm, granting you a +[PHYSICAL] bonus to your [DEFENSE]. This is not considered a bonus from armor worn.
- ◆ **DRAGOON PATTERN COMBAT LEGS:** Individually, one of these specialized combat legs act as a bionic limb replacement (military). However, if both legs are installed and the character has poly-mesh bone lacing, they grant significantly more benefits than just bionics; The legs increase your [MOVE] by +2, double your jumping distances on top of that, and allow you to make a special pounce attack allows you to jump over all terrain under 1m in height when performing Body Check actions.
- ◆ **GASTRIC TURBINE:** An energy-generating turbine integrated into a bionic stomach replacement, it greatly enhances the efficiency of the early stages of digestion. It reduces your necessary food intake by half.
- ◆ **HEART-LUNG REGULATOR:** A network of control chips attached to various organs within your chest, this implant regulates your heart rate, blood pressure, breathing, and blood oxygenation levels. It keeps your heart rate stable and dopes your blood with oxygen during intense visitations. You are immune to heart-rate based lie-detectors, and have a +3 bonus to your initiative checks.
- ◆ **IMPLANT WEAPONS:** The character is fitted with an array of retractable blades, needles, spikes, etc. These equip the character with powerful close-combat weapons that can be called or hidden in an instant. You are armed with a concealable weapon [melee, MP 3, CD 3] that when not in use can only be detected via scanning.
- ◆ **JAW REPLACEMENT:** In addition to the expected benefits of a bionic organ replacement for the jaw, this synthskin coated metallic jawbone also allows you to bite really hard. It provides you with a bite attack [melee against grabbed targets, MP 3, DC 3]
- ◆ **LOYALTY CHIP:** Corporate entities and criminal organizations often use loyalty chips to ensure their agents never turn traitor. They are a purpose built low-cost

alternative to a control chip. The chips ensures the character never performs actions that would directly harm the employer, character, or group that had the chip implanted.

The chip bars you from doing anything that would harm the group or individual who had you implanted with the chip. You may be able to perform some sort of mental gymnastics and semantic wordplay to work their way around the chip.

There is no degradation if a character is superstitiously equipped with a loyalty chip. However, if your actions are obviously impacted by the implant you suffer 3 degradation immediately as the method the chip uses to limit your actions damages your nervous system.

- ◆ **MACHINE TRANSLATOR:** A series of microcomputers mounted in various spots near the eyes and ears, it piggybacks on your hearing and hijacks your vision. It translates any heard language into one loaded into its system. An installed brainjack grants you a very high level of customization over your translations including color-coded languages for people, other fonts, and even other cosmetic effects (such as using symbols to denote non-linguistic verbal cues).

The implant is loaded with a single language. However, if you have a brainjack you can change it out in about 5 minutes with a computer terminal. If you have a brainjack expansion pack you can load multiple languages at once.

- ◆ **MINDSCREW:** A simple brain chip that gives you migraines imposing a penalty on all [MENTAL]-based skill checks. The severity can be tuned from -1 to -9, which is done via a wireless controller.
- ◆ **MULTI-SPECTRUM VISION ENHANCERS:** Ocular implants that provide vision that reaches into the infrared spectrum and real-time light-enhancement. This provides you the *night vision* perk as well as the ability to see heat signatures out to 20 meters (even through thin or soft material walls).
- ◆ **NEURO-CALCULATOR:** A microcomputer implanted into your brain that assists in mathematical calculations. It provides you with the *lightning calculator* perk and allows you to read machine language and code as if it were a normal language-based text.
- ◆ **PAIN SUPPRESSOR:** A microcomputer installed in your brain deadens or disconnects your pain receptors. It provides you with the *high pain threshold* perk, and reduces pain-based penalties by half.
- ◆ **POLY-MESH BONE LACING:** A latticework of non-reactive carbon-metallic fibers that are grown around your bones as a reinforcing net. Poly-mech bone lacing grants you a +1 bonus to [DEFENSE] and may be a prerequisite for many other cyberware implants.
- ◆ **VANITY IMPLANTS:** Anything from color changing irises and hair, to video-tattoos, and retractile sunglasses. Vanity implants serve little practical advantage, but can be hella cool. The implant doesn't really do anything, but under the right circumstances might give you a +1 bonus to certain [MENTAL]-based skill checks related to social interaction. *For example, you could have resizable bust and hips, allowing you to tailor your body shape to match the exact tastes of your partner (or mark).*
- ◆ **VENOM SACK IMPLANT:** Using a microsynthesizer that creates a venomous fluid from your won bodily waste, this increases the damage class of your implant weapons or jaw replacement by +1 (chosen at the time of implanting, multiple venom sacks affect different weapons).