

Savage CYBERPUNK

A cybernetic enhancement costs \$1000, giving a base bonus plus a special enhancement of player's choice (see below). Second enhancement increases the cost to \$5k, and third to \$25k.

As powerful enhancements, each cyber causes -1 CHA and costs an edge. A cyber can be taken without using an edge but it then reduces amount of Bennies by 1. Zero Bennies means cyberpsychosis (GM handles details of this). A character can get 1 standard cyber/rank for no (money) cost during character creation. To make cyber common, divide cybernetics cost by 5.

Enhancements:

Looks natural. (notice -2 check to realize if interacting). Additional picks increase penalty.

Anything fitting. Let the player choose something that gives him benefit (+1 attack, +2 non-attack bonus or something else – wall climber, oxygen reserves) related to the cyber.

***Cheap cyber** has base cost of \$400. If you roll trait roll of 1 on an action benefitting from any feature of the cyber, it malfunctions, ceases to function etc – details are determined by GM.*

THE CYBER:

Cybernet implant: Default for all non-poor people – no edge required. Allows access to cybernet & enhanced reality. Various chips and additional devices (like corporation connect links & data libraries) can be attached. The 'screen' is fed straight to the brain via nerve channels of eyes.

The system understands mental commands an small gestures, making it possible for people do live G search in the net. Almost everything today has a tiny chip added to it, allowing it to project itself to cybernet; Web pages are tagged on reality, so a toy store for example could have a web site where all the tagged toys are visible for web browsers, and physical toys have info tags that real-world visitor can read.

Breather: Immune to smoke and poisonous gases that need to be inhaled to work. +2 to notice rolls to taste. If cybernetic implant, can do analysis from tasted or smelled things.

Ears: Radio hearing and sending, +2 notice(hearing), +2 vs flashbangs.

Eyes: Recording, IR, telescope, microscope, quite about everything. +2 vs flashbangs. Second eye gives +1 to shooting and notice when using both, and the other eye is detachable (works as camera)

Exoskeleton: +2 Strength checks, +1 toughness.

Immortality -kit: Nanobots give slow regeneration and +2 vigor vs poison/disease.

Limb: +2 to Str checks on that limb. 2 legs gives +4 to jump, each cyberleg increases maximum jumping distance by 2". Example enhancements: secret locker, toolkit, weapon mount etc.

The limb is considered to have trait d12+2 instead of the bonus if doing something without need of other body (eg. crushing something in the cybernetic arm's fist).

The limb has armor 4 but is disabled from 1 wound targeted to it (or rolled on the cripple table).

Neural accelerator: +2 Agility checks. -2 Charisma instead of -1.

Pothead: +4 armor to head (AP less than 4 is ignored); -2 Charisma instead of -1. Also, d6 damage or +2 to agility trick when headbutting.

Toughened skin: +2 armor everywhere, stacks.

Steel skin: +2 more armor everywhere (AP less than 4 is ignored), stacks. -2 Cha instead of -1, -1 speed. *Requires toughened skin.*

Weapon implants: +d8 damage on unarmed damage, doesn't stack with martial arts. User isn't considered to be armed when defending.

HACKING

There's no need for separate hacking rules after Dramatic tasks came out. Easy hacking can be done with simple Knowledge(hacking) checks, more complicated as dramatic tasks – with resisting hacker(s) making contested rolls if needed.

Enemy may attempt to do all kinds of harm when fighting against a hacker. You may choose or roll randomly what defender does to a failing hacker, one roll per each point by which the last roll fails. Winning the last roll with a tie also allows defender to cause one harmful option of choice!

1 **Track hacker's physical location**

2 **Send a virus** to cause all kinds of trouble

3 **Scorch hacker's computer** (1h and repair roll at -2 is needed, or at -4 without extra parts. Hard drive still working)

4 **Create a back door** on hacker's computer

5 **Scorch hacker's brain:** 3d6 damage, +d6 for extra pick!

6 **Sending believable false data** (reroll on tie)

7 **Corrupt hacker's drive.** Repair -4 and 1h required to access data, -2 with superior tools.

8 **Damage hacker's Cybernet implant** (trait roll 1 causes seizures (=shaken) for 12 hours.

9 **Illusion:** Make hacker believe he's still safely completing his task while delaying him. Notice -2 roll after every d6 minutes.

10 **Roll twice more** (can't be chosen)