



SAVAGE CYBERWARE

A Netbook by Pythagoras (<http://www.hardpoints.de>)

1 Introduction

This document extends the cyberware found in the *Sci Fi Gear Toolkit*. Ownership of this supplement is warmly recommended and no information from this book is reprinted.

2 Cybersenses

- **Basic Eyes:** Basic cybereyes allow the installation of visual options. There is no limit on the number of options possible.
- **Nightvision:** This option for cybereyes includes IR, low light enhancement and other modifications that allow the owner to see well at night.
- **Antidazzle:** The owner is immune to flash bang grenades and similar optical attacks.
- **Cyberaudio:** A basic package of artificial inner ears that can be equipped with a number of options.
- **Subsonic:** The owner is able to hear sounds in the subsonic range.

3 Neuralware

Neuralware is any kind of cyberware that directly interacts with the nervous system of the user.

- **Interface Plugs:** These connectors to the nervous system allow the user to directly control devices such as smart guns, vehicles etc. Any device specifically designed to be controlled via interface plugs grant a +1 to the relevant skill checks. Such devices cost 25% more than their regular equivalents.
- **Painblocker:** The character may switch off his pain receptors. Ignore any penalty due to wounds or fatigue.

4 Limbs

Besides the typical cyber arms and legs there are quite a few options available to the style-conscious cyberpunk.

- **Toolhand:** There are different versions of this cyberhand, e.g. repair tools, surgical equipment etc. Each tool hand halves the penalty for lacking proper tools for one specific skill. Also, the tools are immediately available to use, requiring no action to ready.

5 Miscellaneous

This section includes everything not fitting into the other sections.

- **Dermal Plating:** Powerful armour is attached to the user's body. Each level of plating grants a +2 armour bonus. Above level 1, it is not possible to wear additional armour over the plating.
- **Monofilament:** Housed inside an artificial finger, this monofilament whip uses the detachable fingertip as a counterweight. The weapon deals 2d6 melee damage and has an AP factor of 3. However, on a miss, there is a 1 in 4 chance that the wielder hurts himself. Clearly, this is no weapon for the faint!

Implant	Cost	Trauma	Effect
Cybersenses			
Basic Eyes	\$500	1	Allow the installation of special options.
Nightvision	\$1500	1	No penalty for darkness
Telescopic	\$500	0	Owner does not need binoculars
Camera	\$500	0	Allows taking 100 pictures or 15 minutes of film
Antidazzle	\$1000	1	Immune to flash bangs
Cyberaudio	\$800	1	Allows the installation of special options
Subsonic	\$200	0	Hear sounds in the subsonic range
Sound Recorder	\$250	0	Allows the recording of up to 5h of sound
Neuralware			
Interface Plugs	\$500	1	Allows the operation of external devices
Painblocker	\$2000	2	No penalty from wounds or fatigue
Limbs			
Toolhand	\$500	0	Halves penalty for inadequate tools
Miscellaneous			
Dermal Plating	\$1000/1vl.	1/1vl.	+2 armour per level.
Monofilament	\$750	1	Deals 2d6 damage, AP 3, risk of hurting oneself