

Cyborgs Unveiled

CYBORG BODIES



MONOBE COMPANION

Developed primarily for consorts and courtesans of the decadent elite, Monobe Companion emphasises mathematically perfect shapes, instrumentally verified smoothness and a vast available supply of exquisite skillsofts. The default models are further customizable to the particular client's needs and wants.

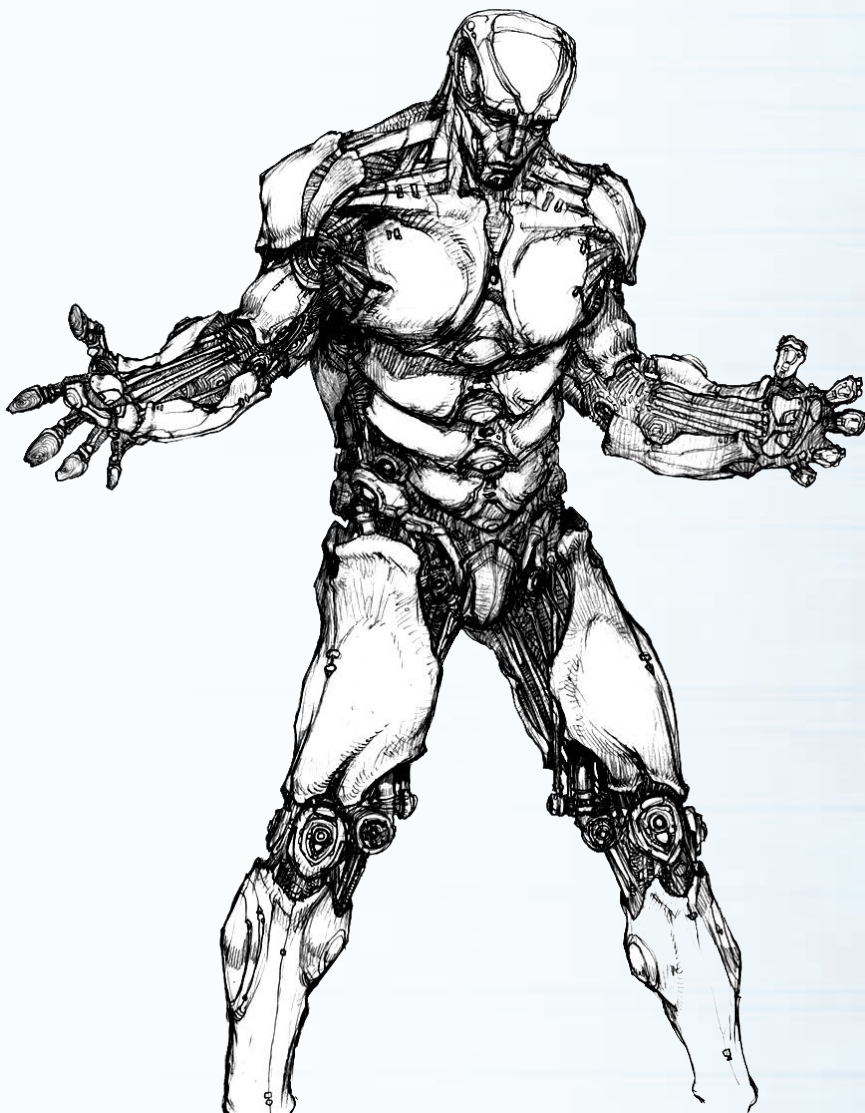
Both Petite (small) and Pin-Up (medium) models are available for wealthy clientele, but shadows and organized crime mostly see the very basic, stripped-down version of the body, which gets "stolen" from the factory with disconcerting ease and frequency.

Standard Upgrades:

Petite and Pin-Up: Cyborg Adaptation, Mechanical Arm (Full Arm) x2, Mimic Rating 3, Special Machinery, Touch Sensors, Walker.

Basic: Cyborg Adaptation, Mechanical Arm (Full Arm) x2, Walker.

Monobe Companion	HANDL	ACCEL	SPEED	PILOT	BODY	ARMOR	SENSOR	AVAIL	COST
Petite	0	5/15	20	-	2	0	2	24R	180,000¥
Pin-Up	0	5/15	25	-	3	0	2	24R	200,000¥
Basic	0	5/15	20	-	2	0	2	12R	70,000¥



YNT JA-XY

One of the first cyborg bodies produced by the subsidiaries of EVO Corporation, the JA-XY stays true to the corp's policy of open-minded advancement for the benefit of the entirety of metahuman civilization, or so the corp booklets say. Fact is, the JA-XY is the first mass-produced cyborg body, designed to stand up to metahuman average (actually, it's average enough to give birth to jokes that JA stands for Joe Average, a theory supported by the designation of the sibling female-shaped model JA-XX). Thanks to cheap production, this medium-sized walker is also one of the most commonly seen cyborg bodies.

Standard Upgrades:

Assembly Time Improvement, Cyborg Adaptation, Mechanical Arm (Full Arm) x2, Touch Sensor, Walker.

YNT JA-XY	HANDL	ACCEL	SPEED	PILOT	BODY	ARMOR	SENSOR	AVAIL	COST
YNT JA-XY	+1	5/15	25	—	3	6	3	11R	80,000¥





ARES FURIOUS

The Furious is a high-threat response medium-sized body designed to be less noticeable and bulky than the Madcat. Roughly the size of a buff human, it's not as capable at kicking down walls and bursting through bunker roofs, but still sees its share of usage in military action. Rumours persist Ares offers internment into Furious cyborgs to heavily wounded Firewatch members.

Standard Upgrades:

Body Stabilizer Rating 1, Cyborg Adaptation, Mechanical Arm (Full Arm) x2, Self-Repair, Touch Sensor, Walker

Ares Furious	HANDL	ACCEL	SPEED	PILOT	BODY	ARMOR	SENSOR	AVAIL	COST
Ares Furious	+1	5/15	25	—	4	8	3	18R	120,000¥

CYBORG QUALITIES

The qualities offered give players a chance to start the game as a cyborg. However, purchasing any of these qualities does not grant the character a body, which should be purchased as equipment.

It does, however, grant the CCU, which includes an integral hot-sim modified commlink (Response 4, Signal 4), a simsense booster implant and a control rig, and also acts as a Rating 6 damage compensator and Rating 5 skillwires for the brain interred. The CCU has a Capacity of 12 for the purpose of installing further cyberware (bioware is not compatible).

It should also be noted that cyborgs have their monthly lifestyle costs increased by 8,000¥, paid by 2,000¥ weekly (the material cost of their weekly maintenance), and must possess at least Middle Necessities as a part of their lifestyle to have enough space for the maintenance facilities to be placed. The Cybertechnology Shop required must also be purchased separately for the standard 5,000¥.

An automated version of the maintenance station also exists for very lonely cyborgs, which includes an expert system capable of performing the maintenance operations without metahuman involvement. The expert system costs 1,000¥ per die to the dice pool it rolls while performing the Cybertechnology + Logic (20, 30 minutes) Test required, up to 9,000¥. During its work the cyborg is effectively helpless.

Cyborgs can use any equipment designed for metahumans, including armour. For the purposes of armour stacking, the armour built into the cyborg's body counts as natural (that is, adds its protection rating to that of worn armour).

Cyborg (50 BP)

You start the game as a cyborg, with your brain interred into the CCU. All the effects of being placed in a cybernetic body apply to you, including the rules in *Augmentation*, p.159-162, with the following additions and changes:

Adult brain: you were once an adult valuable enough for your brain to be placed in its current receptacle. You can start the game with any number of Active and Knowledge skills, as per the normal rules; and you can advance them normally with Karma.

However, any new skills you gain after character creation cannot be advanced past Rating 5, except for the skills from Cracking and Electronics skill groups.

Since being placed into the CCU is an extremely traumatic experience for an adult brain, you also start the game with Negative qualities chosen either from the list of cyborg and cyberzombie negative qualities (*Augmentation*, p.163), or any other psychological negative qualities per GM discretion, cumulatively worth no less than 20 BP. Those BP do not count against your negative qualities maximum BP limit, and do not provide you with bonus BP to be used for character generation.

Bad adaptation typical for adult brains turned cyborg also affects your movement coordination and fine motor skills, incurring a -1 dice pool modifier to non-skillwire based Combat, Physical, and some Technical skills (those based on physical rather than mental activity).

Child brain: once a child grown by a megacorp on some forbidden installation, you were interred into the CCU in your formative years, when you had accumulated enough skills to be useful, but hadn't lost the plasticity of the brain needed to adapt to your new environment. No Active skill you possess can be raised past Rating 5, except for the skills from Cracking and Electronics skill groups.

You start the game with Negative qualities chosen either from the list of cyborg and cyberzombie negative qualities (*Augmentation*, p.163), or any other psychological negative qualities per GM discretion, cumulatively worth no less than 10 BP, which represent the impact your upbringing had on your psyche. Those BP do not count against your negative qualities maximum BP limit, and do not provide you with bonus BP to be used for character generation.

Clone brain: destined to be a jarhead since before the day you were born, you don't know much about the world outside your CCU. You start the game with no Knowledge skills (except for your Native Language), and no skill at character creation can be raised past Rating 3. Neither can any skill be raised past Rating 5 after character creation, except for the skills from Cracking and Electronics skill groups.

You also start the game with Negative qualities chosen either from the list of cyborg and cyberzombie negative qualities (*Augmentation*, p.163), or any other psychological negative qualities per GM discretion, cumulatively worth no less than 20 BP, representing the problems you have interacting with normal metahumans or the accumulated glitches in your training routines. Those BP do not count against your negative qualities maximum BP limit, and do not provide you with bonus BP to be used for character generation.



CYBORGS IN SOCIAL SITUATIONS

Just as SURGED face extreme reactions for their vastly changed outlooks, so do cyborgs in obviously synthetic bodies. Most people in the seventies consider them freaks, and so the cyborgs suffer -3 dice pool modifier on most Social Skill Tests not performed over the Matrix, but enjoy a +2 dice pool modifier to Intimidation Tests. There are, however, both rabid technophobiacs and technophiles out there, who may display vastly different reactions!

However, as a result of your supreme adaptation, you gain a +1 dice pool modifier to the majority of Active Tests that depend on finer motor control and precise movement, such as Attack Tests, Defense Tests, Infiltration Tests, et cetera.

Adapted to CCU (20 BP)

Despite being interred into the CCU as an adult, you've managed to adapt to your current state no worse than much younger brains. You do not get the usual penalty on physical actions adult brains get.

This quality is a part of the optional rules.

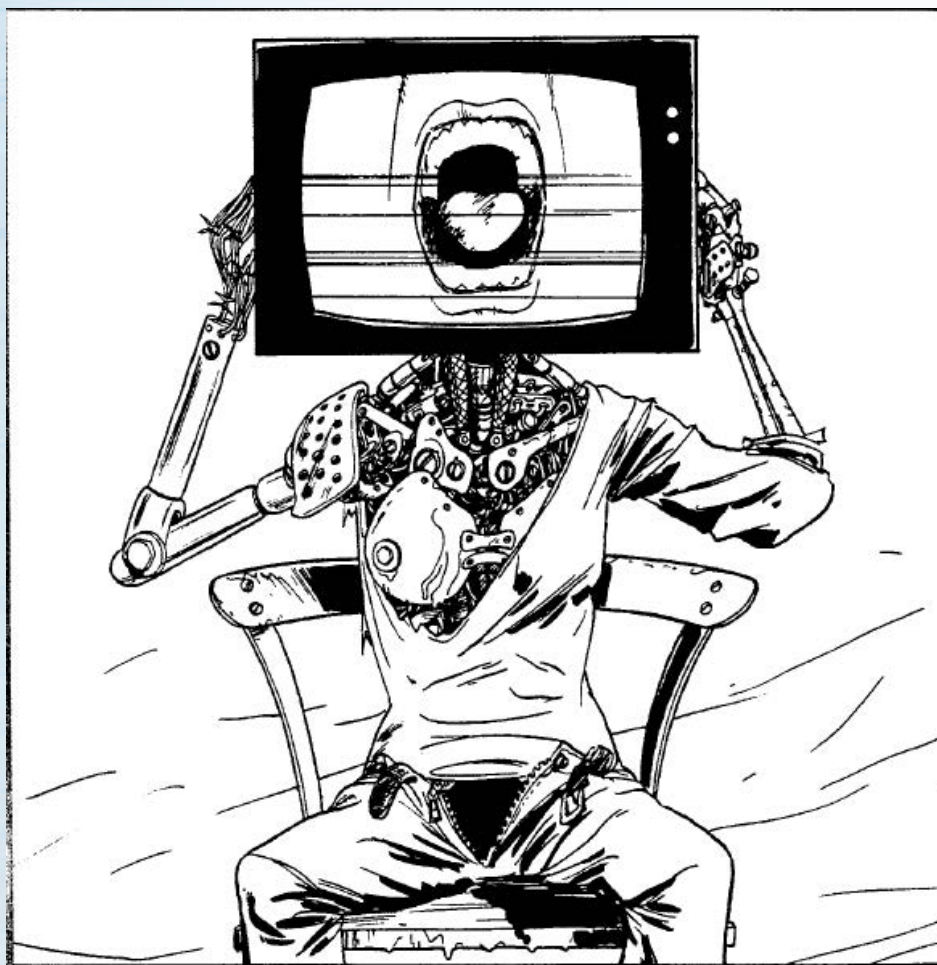
Flexible System (10 to 20 BP)

Your brain is versatile enough, and your cyborg body sufficiently flexibly designed, to accept and control modifications similar in functionality to standard metahuman implants. The 10 BP version of the quality only lets you have a number of implants that amounts to the standard 6 Essence, since every system can only be modified this far. The 20 BP version removes this limitation.

Both versions of the quality are parts of the optional rules.

CYBORG NEGATIVE QUALITIES

Most cyborgs suffer psychological disorders as frail flesh stains being bound to cold machine. While those traits are reasonably contained with the cyborgs still employed with their megacorp since the corps try to preserve their investments, in the rare cyborgs in the shadows, they are often direly pronounced. A cyborg's psyche is a toxic mix of corporate programming and failsafes (Evil Twin, Flashbacks, Judas, Mysterious Implant, or even Cranial Bomb), failures of mind struggling to prevail over bounding matter (Amnesia, Bi-Polar, Cyberpsychosis, Liar, Mental Handicap, TLE-x and others aplenty), and all kinds of other unpleasantness (up to and including Addictions to the most vile substances known to mankind). Many cyborgs are hardly aware of the world around them (Uneducated, Illiterate or Incompetent), much less capable of normal metahuman interaction (Uncounth). And of course, hardly any out-of-corp cyborg doesn't make Enemies with Records on File out of his erstwhile employers.



CYBORG ALTERNATIVE RULES

Cyborg Implants: The most obvious and the most game-changing alternative rule for cyborgs (as well as for AIs) would be allowing their cybernetic bodies to accept modifications similar in function to metahuman implants. While that does raise a few questions of believability, primarily because of the research times involved, they can be waved aside when compared to times required to produce all the skillsofts specifically for the cyborg bodies, which are canonically already developed. This ruling resolves such otherwise complicated matters as cyberguns hidden in cyborg limbs, or sensor suite loadouts. A cybernetic body can accept either a number of implants amounting to the standard 6 Essence (representing the complexity of overmodifying any system), or any number of implants at all. Alternatively, cyborg bodies can be only made upgradeable this way after the cyborg character purchases the quality Flexible Design, since that represents a major increase in a cyborg's abilities.

Cyborg Headware: It stands to reason to suppose any headware, be it cybernetic or especially biological, can be still used by the disembodied brain of the cyborg. However, this also increases a cyborg's abilities noticeably.

Adult brain adaptation: It makes sense to give the adult brains confined within the CCU a chance to buy off the penalty affecting the majority of their actions by purchasing a quality, Adapted to CCU, which represents the long-term adaptation no doubt happening. It especially makes sense when compared to the pools a rigger (another adult) would get jumped into the very same cybernetic body.

