

## D20 Cyborgs

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### Cyborgs:

Cyborgs, in game terms, are beings that have had their biological bodies enhanced or changed by electrical-mechanical enhancements. Generally, those with low-tech limb or body replacements are NOT cyborgs, merely disabled beings with prosthetics. I will cover prosthetics as a separate section.

### Cyborg PC's:

PC's may not begin play as cyborgs. A PC may acquire cyborg interfaces and implants through normal game play via technology centers capable of doing the biomechanical enhancements required for the specific granted ability. Generally it requires the use of a specialized regen-chamber and the guidance of a cybernetic AI installation. These installations were very rare even before the end, so it is going to be even more difficult to find a working biomechanical facility in these times.

### Prosthetics:

Prosthetics are mechanical replacements for lost limbs. They provide no enhancement bonuses or abilities. They merely replace limbs that have been lost due to some physical trauma. In most cases prosthetics do not provide a complete replacement value for lost limbs. In other words, if you've lost a hand and replaced it with a hook, your not going to be able to use it like the original lost hand. In fact it only provides a marginal improvement over having NO hand.

#### Prosthetic Replacement Limbs:

Limb	#	Item	Cost	Tech	Penalty
Leg/Foot	1	Crutch	\$10	I-II	-6
	2	Peg Leg	\$20	II	-5
	3	Hollow Leg	\$40	II-III	-5
	4	Aesthetic Leg	\$150	III-IV	-4
	5	Engineered Prosthetic	\$1000	III-IV	-2
	6	Armed Leg	-	II-IV	-4
		a-pointed thrusting attack	\$100	II	-
		b-blunt bludgeoning attack	\$75	II	-
		c-mechanical spring projectile	\$200	III	-
		d-chemical projectile	\$500	III	-
Arm/Hand	1	Hook	\$10	II-III	-6
	2	Gripper Claw	\$75	III	-4
	3	Hollow Cavity	\$40	II-III	-4
	4	Aesthetic Arm	\$125	III-IV	-4
	5	Engineered Prosthetic	\$800	III-IV	-2
	6	Armed Arm	-		-4
		a-pointed thrusting attack	\$100	II	-
		b-blunt bludgeoning attack	\$75	II	-
		c-mechanical spring projectile	\$200	III	-
		d-chemical projectile	\$500	III	-

- Prosthetics that replace limbs garner no additional carry weight penalties. They do not WEIGH anything extra.
- Engineered Prosthetic Limbs allow a pc to use those limbs as natural replacements. He still has some disabling abilities associated with the limb loss. He may run, or use items with penalties. These items are high-end Tech III or Tech IV technology though purely mechanical in nature.
- Generally, a prosthetic should be a temporary solution to a missing limb. There are plenty of Tech IV technologies available that would allow a character to regenerate a lost limb, or other parts.
- Prosthetic weapons do not receive penalties for their use in combat. The penalties are for everyday tasks or skill checks.

## Cyborg Technology:

All cyborg equipment is considered masterwork material for game purposes. The precision engineering required just to make the item successfully ensures that any 'working' cyborg replacement part is going to be of master work quality.

#	Item	Cost	Weight	Ability/Bonus
1	Arm Accessory Unit, Hand	\$1,000	2lbs	A manipulative hand accessory. Mount + Hand has same bonuses and appearance as the Replacement Arm, Armored.
2	Arm Accessory Unit, Specialist Kit	\$1000+ Kit cost	2lbs	Many of the professional kits are also available as a plug in accessory unit and give the same bonuses.
3	Arm Accessory Unit, Weapon	\$2000+weapon cost	As weap	Any number of melee or ranged weapons available to pc's are also available as an accessory unit for the cyber warrior.
4	Artificial Ear, Combo	Add costs X2	.2lbs	All previous abilities and bonuses
5	Artificial Ear, Directional	\$900	.2lbs	+2 Listen-hearing normal
6	Artificial Ear, Multi-frequency	\$1,100	.2lbs	Improved frequency range-hearing normal
7	Artificial Ear, Standard	\$700	.2lbs	None-hearing normal
8	Artificial Eye, Combo	Add costs X2	.1lbs	All previous abilities and bonuses
9	Artificial Eye, Infrared	\$700	.1lbs	Improved night sight + Eyesight normal
10	Artificial Eye, Magnifying	\$600+100/X1 mag	.1lbs	Improved ranged +2 + Eyesight normal
11	Artificial Eye, Standard	\$600	.1lbs	None-eyesight normal
12	Artificial Eye, Targeting	\$800	.1lbs	+2 Combat + Eyesight normal
13	Artificial Flesh, Armored	\$5,000	25lbs	Replaces normal flesh with a nano-generated self repairing armored skin that grants a +2 natural armor bonus.
14	Artificial Flesh, Esthetic (syntheskin)	\$2,000	None	Replaces normal flesh with a nano-generated self repairing skin that gives no special bonuses. Allows sensory input where desired.
15	Artificial Muscles	\$5,000	None	Replaces musculature in limbs and grants +2 to strength and dexterity scores.
16	Body Plating	\$400/location	1'lbs	Slick metallic chrome appearance, adds +2 natural armor bonus to location and looks really techno sheik.
17	Communications Module	\$2,000	.1lbs	Internal language auto-translator. Translates both verbal communications and digital with the Input Plug.
18	Concealment Cavity	\$500	None	Simply a subdermal cavity that allows the storage and retrieval of handsized objects. Covered with syntheskin.
19	Data Module	\$1,500	.025lbs	Gain 1d10 ranks in skills or a feat. If a skill or feat has prerequisites, then the prerequisites also learned. Crafts, professions and knowledges are typical subjects.
20	Data Storage Unit	\$3,000	.1lbs	This acts as an extra memory storage unit where the memory of something can be recalled at will. Anything read or seen or done is stored here. It can store 4yrs data.
21	EndoSkeleton Implant	\$10,000	100lb	Replaces the natural skeleton of PCs. Gives a +6 bonus to saves vs any kind of blunt force trauma to the body (falls, slams, etc), also grants a +4 Natural AC bonus.
22	Environmental Input Filter	\$3,000	1lbs	Filters air of impurities and also acts as a water to air synthesizer. (breath underwater). Airborne toxins and poisons are filtered and do no harm.
23	Input Plug, Electronic	\$1,000	.1lbs	Allows data input directly to the nervous system using an internal wireless electronic interface. NOT visible externally.
24	Input Plug, Mechanical Plug	\$500	.1lbs	Allows data input directly to nervous system using a mechanical plug in the back of the neck.
25	Leg Accessory Unit, Antigrav	\$2,500	6lbs	Uses magnetic fields to propel the cyborg through the air and to hover at will. Height maximum = 20' from surface. Movement rate is same as normal.
26	Leg Accessory Unit, Hydro Propulsion	\$1,000	6lbs	Uses hydrojets to propel the cyborg through the water at his normal rate of movement.
27	Leg Accessory Unit, Jump Pulse	\$1,500	6lbs	Uses magnetic pulses to propel the cyborg greater distances than normal. +50' V and +100' H. Limited to 4/day due to stored charge buildup time.
28	Master Control Computer	\$7,000	.5lbs	Necessary for the control of any embedded cyberware. Controls all processes and interfaces between body and gear. Can take control of some body functions.
29	Metabolic Regulator	\$2,000	.1lbs	Physical abilities +4 for short periods/increased speed +10
30	Nutrient Pump	\$3,000	1.5lbs	Internal pump used to maintain internal bio/cyberware and to ensure materials for nanites regenerative abilities are available. Required for any internal bio/cyberware, such as Artificial Muscles.

31	Power Supply	\$3,000	10lbs	Powers all hardware attached to the body. Required for any electro-mechanical cyber device such as Power Arm.
32	Regenerative Nanite Population	\$5,000	None	An injectable population of nanites that self replicate and are programmed to maintain the hosts body. Regenerates damage, heal +6/day and regain lost body parts. Requires the Nutrient Pump.
33	Replacement Arm, Armored	\$4,000	6lbs	Slick metallic chrome appearance +2 grip strength, +2 punch damage
34	Replacement Arm, Mount	\$1,000	4lbs	Simply an integrated mount for cyberware accessory units. This unit has no 'hands' or way to manipulate objects on it's own.
35	Replacement Arm, Normal	\$2,000	3lbs	No penalties for use, touch sensitive, esthetic natural appearance.
36	Replacement Leg, Armored	\$5,000	20lbs	Slick metallic chrome appearance, +5 speed/leg, +10' V and +20' H jump distance
37	Replacement Leg, Mount	\$1,500	14lbs	An integrated mount for cyberware accessory units. This unit allows alternative propulsion of movement means with accessories but no movement without.
38	Replacement Leg, Normal	\$2,500	10lbs	No penalties for use, touch sensitive, esthetic natural appearance.
39	Replacement Organ	\$1,000	None	Replaces an existing or damaged organ.
40	Sensory Module	\$2,000	1lbs	This module uses advanced field detection and reading technologies to detect external sensory input, +4 Listen, Spot checks, +2 dodge/defend.
41	System Filter	\$4,000	3lbs	Filters the blood stream and filters out toxins of all sorts and some bacteriological and viral intruders. Gain +4 on all saves vs toxins, radiation and diseases. Progressive damage = ½
42	ForceField Generator	\$4000	2lbs	A 20 point forcefield is generated from this internal or external device.

It is most likely that PC's will, by adventuring, locate a facility that is capable of performing the necessary alterations on them to become cyborgs. The prices are included in the above table merely to provide a frame of reference for relative value. The probability that a facility or whoever runs the facility, accepting 'money' is low indeed. The PC's may have to fulfill a request or barter in some way to receive the desired alterations. If it is an ancient installation, the controlling AI may be insane or dysfunctional and unable to immediately oversee the transformation process. Make it difficult, make it worth it....

It is recommended that receiving these alterations be highly regulated by the GM, as they potentially run the risk of providing players with a means of making super beings. You may want to attribute experience point costs to some or all of the alterations in addition to 'monetary' costs.

### Exoskeleton:

Since exoskeletons do not fit within the framework of any of the previous sections and yet is related, I will cover them within their own section.

Exoskeletons are external devices that are 'worn' and that enhance the physical characteristics of the wearer. Generally they make you stronger, jump farther or able to move quicker. The military was fond of using these for their special forces when full mobile battle suits were not appropriate.

Some of the most common exoskeletons:

Name	Bonus/Ability	Notes
EXO mark I	+1 St / +10' V +20' H jump	Metal tinker toy construction
EXO mark II	+2 St / +10' V +20' H jump	Metal tinker toy construction
EXO mark V	+4 St / +20' V +40' H jump / +10 move	Armorlon or Hercuweave jumpsuit
C-1100 Loader	+10 St	Commercial exoskeleton, nearly a Vehicle really. Used for moving cargo.

Only ballistic cloth armor types may be worn under an exoskeleton.

Exoskeletons are typically noisy, cumbersome affairs. Opposing encounters gain a +2 on their spot checks and the pc suffers a -1 Dex while wearing an exoskeleton.

It typically takes about 10 minutes to don or remove an exoskeleton.