# RIFTS®

# Bionics Sourcebook

By Kevin Siembieda

# Warning!

## Violence, War, Magic & the Supernatural

**The fictional world of Rifts®** is violent, deadly and filled with supernatural monsters. Other-dimensional beings often referred to as "demons," torment, stalk and prey on humans. Other alien life forms, monsters, gods and demigods, as well as magic, insanity, and war are all elements in this book.

Some parents may find the violence, magic and supernatural elements of the game inappropriate for young readers/players. We suggest parental discretion.

Please note that none of us at Palladium Books® condone or encourage the occult, the practice of magic, the use of drugs, or violence.



**Dare to imagine the impossible, and make it come alive.**

# Palladium Books® Presents:

# Rifts®

# Bionics Sourcebook

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# Rifts® Bionics

## Why a Bionics Sourcebook?

We decided to do a **Rifts® Bionics Sourcebook** for a couple of reasons.

One, bionics was supposed to be included in the *Rifts® Game Master Guide* only we ran out of space, and the bionics section had to be left on the cutting room floor. Even at 9 point type and 352 pages, we couldn't squeeze in bionics.

Two, I had thought up a bunch of new cybernetic and bionic gizmos I knew gamers would enjoy.

Three, a large number of fans have requested a book devoted to bionics and cyborgs.

Since we aim to please, and half the material had already been complied for the G.M.'s Guide, we decided to gather the data, add a bunch of new and expanded material, and present it as its own "sourcebook."

So here it is.

Yes, a lot of the material is reprint, but like the **Rifts® G.M. Guide** and **Book of Magic**, the idea is to *gather* the majority of pertinent cybernetic material under *one* cover for the convenient and easy use of Game Masters and Players alike.

To spice things up, there is good amount of *new* and expanded material – new cybernetics, bionics and gizmos, as well as additional information about the Cyborgs, City Rats and cybernetics of Rifts Earth.

We hope you find this book a fun and valuable resource. Enjoy.

*– Kevin Siembieda, 2002*

# Cybernetics of Rifts Earth

## A historical perspective

Cybernetic mechanisms can be traced as far back as the 20th Century, but genuine advances in bionics for medical, military and commercial use did not become widespread until the late 21st Century. It was during the Golden Age of Man, preceding the Great Cataclysm, that bionics exploded into the forefront of international society. It was during the so-called "Golden Age" that scientific achievement became the new high-tech "boom." During this period, some kind of new breakthrough, discovery or revolutionary application of science or technology seemed to top the headlines every week – sometimes every day. The science "boom" created an enthusiasm and optimism that seemed electric. The media covered every new innovation and turned scientists and innovators into the new superstars of the era. This, in turn, motivated sponsors and businesses to pay big bonuses to encourage researchers to take greater risks, be more innovative and to beat the competition with new breakthroughs. Entire brain trusts worked to develop (and announce) new ideas before anyone else, and companies were constantly out to trump each other. It all created an atmosphere of raw excitement and wonder.

Top on the list of new scientific achievement was *human augmentation*, for it captured the imagination of most every man, woman and child around the world. With interest so high, developments in human augmentation expanded at a geometric rate. Not just in medicine and methods that healed the sick and made the crippled walk again, but technology that reversed or slowed the aging process and, in many cases, created "superhumans." Men and women who were stronger, faster, smarter, and more beautiful than the normal Joe.

The race to create the ultimate superhuman launched entire companies and new areas of research. Genetic engineering led the pack, capturing and holding the imagination of most people. But there were other areas of research that also captured the imagination and media limelight: M.O.M. technology (brain implants responsible for the Crazy O.C.C.) and "chemical augmentation therapy" (the Juicer creation process) were the two most notable. Robotics and powered armor suits also garnered intense interest, though they were considered to be in a different category than breakthroughs that physically improved the human body.

However, of all the other areas in human augmentation, *bionics* and *cybernetics* are what captured the hearts and minds of people worldwide.

All areas and applications of *cybernetics* seemed to thrill and tantalize people in every walk of life. Bionics, heavy cybernetics typically applied to military and human augmentation, was especially thrilling. Exactly why bionics captured the human imagination to such a degree is unknown. Perhaps it was generations of reading science fiction novels and comic books or watching sci-fi films and animation, or just humankind's affection for machines and weapons. Whatever it was, there was something seductive, powerful and intoxicating about *bionics*. The very idea instilled one with a visceral gut satisfaction about giving an ordinary human machine parts to make him more than human – perhaps even superhuman. The reason may have been as simple as the fact that machines are the product of human ingenuity, a tangible product designed and built by the hands of humans. Additionally, machines always represented strength, power and endurance, so to be a cyborg meant being bigger and stronger. Lastly, electronics and machines may simply have been easier to understand and accept. Everybody knew and understood machines, while genetic engineering was a lot of incomprehensible mumbo jumbo, which, to some, seemed more like magic than science, and seemed to defy the laws of nature and god. Ah, but a robot arm or leg or heart – that was something a person could see, touch and understand. Take out the broken flesh and blood part and put in a superior machine part. Now, that was something anybody could understand. The fact that a *cyborg* or M and M (Machine Man) could be made to be more powerful than an ordinary man was the frosting on the cake. Machines equaled strength, endurance and power. People loved it.

## Pop-Cybernetics in Pre-Rifts society

The popularity of cyber-augmentation meant that *cybernetics* (medical, light implants, and consumer available augmentation) and *bionics* (heavy cybernetics often restricted to military applications) were eagerly accepted by the public, while other, more exotic (if only because they were new) types of augmentation were viewed with some measure of skepticism, fear and resistance. As a result, the public screamed for cybernetics to be made available to them.

In the age before the Great Cataclysm, an entire subculture of cybernetic adoring people coveted cybernetics, implants and bionics, both legal and illegal. Some people used the "body machines" to alter their appearance. They sought to be more than human, or saw implants, spikes, mechanical fins, spines and doodads as a way to make themselves look more unique and exotic in ways similar to the tattoos and body piercings of the 20th and 21st Centuries. These people embraced the idea that they could "improve" and "modify" their ordinary bodies. As a result, body piercing was joined with horns, fins, spikes, eyebrow and forehead ridges, reshaped skulls, pointed ears, and even mechanical crests of feather-like blades or plates like the crown of a bird or the mane of a lion. These cosmetic "implants" went beyond piercings because many could move or fan out as if a living part of the body, and reflected the wearer's mood. Similar moving spines, spikes, fins and crests that could open and close, fan out or lay flat, or retract could be attached to the hands, arms, shoulders or spine as well as the head and face.

Most cosmetic cybernetics were for appearance, but other implants like clock calendars, headjacks, gyro-compasses, bio-computers, special optics and such, offered minor forms of enhancement or special features that people enjoyed having. Of course, illegal cybernetics offered a much greater variety, and provided features useful in crime, like concealed finger lock-picks, and/or incorporated real blades, spikes and other weaponry, many retractable or concealed within an artificial hand or body part.

Even among the civilian population, a growing number of people were willing to sacrifice their own puny legs, arms, or hands for mechanical ones that never suffered fatigue, and which promised increased endurance, precision and/or robotic strength. A surgeon with a bionic hand, for example, could be equipped with special sensors, optics, laser finger, scalpel and other artificial constructs right in the cybernetic or bionic hand to make his work that much more precise, quick, easy and risk free for the patient. Images from mini-cameras built into a bionic finger, tool or transmitted by nano-machines inside the body could be relayed directly to a bionic eye, or up-to-the-second sensor readings could be audibly transmitted to a bionic ear or displayed on a HUD style system on a bionic eye, goggles or monitor. Modular interchangeable systems, mainly for hands, arms and eyes, provided even greater versatility as the surgeon, technician or worker could "pop-off" one bionic hand (or eye) and snap in another that was more appropriate for the task at hand (no pun intended).

**The military applications** were even more spectacular. Cyborg soldiers meant human intelligence, intuition, reason and experience inside the body of a mechanically augmented human – an M & M, machine man, or what would become known as a *Headhunter* on current day Rifts Earth. The military could go farther than that, however, and create a hulking robotic body with little more than a human brain and living blood coursing through its Mega-Damage body. Both forms of cyborgs could run at speeds to keep pace with a hover car, fight for hours with minimal fatigue, endure environments that ordinary soldiers could not, and punch with the force of a jackhammer. The cyborg soldier could also carry heavy weapons beyond the capabilities of ordinary men and women. Weapons that normally required a two- or three-man team or mounting on a vehicle. In addition, most cyborgs could be equipped with an array of extra features and built-in weapons and gizmos that made them a walking arsenal. In the field of combat, a cyborg had a tremendous advantage over ordinary soldiers.

All of this helped to make cybernetics and bionics become a worldwide obsession during the Golden Age, with frequent innovation, advancements and unique implementation. Regardless of other forms of augmentation that emerged later, cybernetic systems remained the most favored and accepted form of augmentation. There were those who would argue that astonishing advancements in genetic engineering, cloning and related areas in genetic research and medicine were superior (though cut short by the Coming of the Rifts), but none had more favor among the public than bionics.

# After the Great Cataclysm

Even after the Great Cataclysm and throughout the devouring Dark Age when much of the pre-Rifts science, technology and history was forever lost, *bionics* not only survived, but thrived. Bionics and cybernetic systems became the great equalizer in a wild and dangerous time of constant chaos. Cyborgs were one of the few human forces that could handle supernatural threats and cope with magic. Meanwhile, because bionics was so widespread and firmly embraced, even in the carnage of the Great Cataclysm, the technology for it, and even complete manufacturing facilities, survived the annihilation and degeneration into barbarism. Thus, cybernetics and bionics would play a huge role in humankind's survival, and become a signification part of post-Cataclysm society. In places like *Russia*, bionics would become so ingrained in society and everyday life, that everyone accepts it, many have some number of implants or cybernetics, and half of the military troops are cyborgs.

# Availability

When the Dark Ages ended and large communities began to reform, the sale, use and availability of bionics and cybernetics often fell under the control (or at least regulation) of the local governing power. The larger and more technologically and sociologically advanced the community, the more likely that the "government" would control availability, and the more likely that *bionics* would be relegated to "official" military/defensive use. Such are the common restrictions and edicts of "civilization." Bionics simply represent a force that if left unchecked and unregulated could threaten the leadership and balance of power at most large communities. Thus, advanced, civilized city-states and nations like the *Coalition States* closely monitor, control and usually limit the availability of cybernetics, while bionics is

exclusive to the government and military for the defense and greater good of the people.

Elsewhere, outside the Coalition States and other communities with similar restrictions on cybernetics, the availability of *bionics* varies widely from place to place.

**Most rural and wilderness communities** lack the knowhow, technology, and manufacturing capabilities to make, repair, or install even the simplest cybernetic system. Some rural communities even regard cybernetics and bionics to be unnatural and to be avoided, though most will welcome cybernetic strangers passing through their community. Consequently, unless the rural community caters to mercenaries and adventurers, and happens to be fortunate enough to have cybernetic manufacturing or repair facilities, availability is *zero*.



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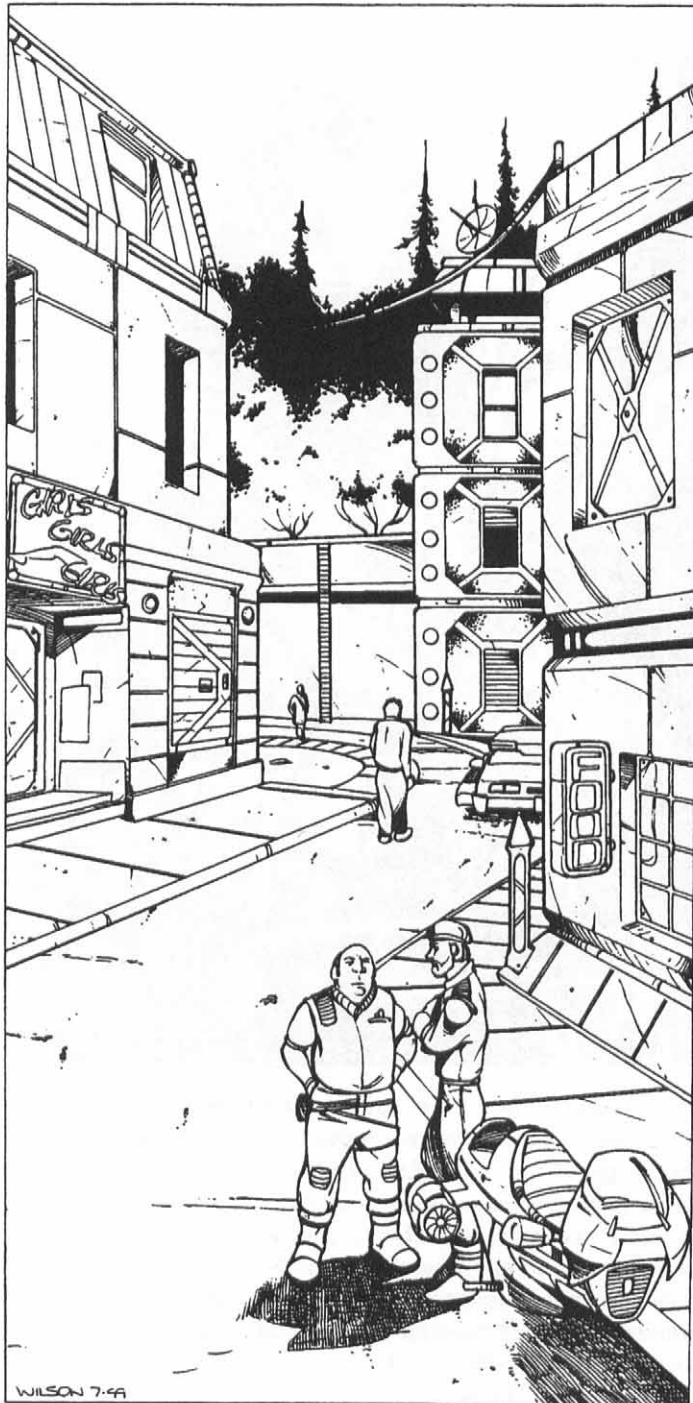
**In a game context, the availability of cybernetics and bionics** can be restricted as little or as much as the Game Master deems to be fair and reasonable. As a general rule of thumb, it is fair to assume that bionics are seldom available in rural and wilderness communities, and are mainly found in large, industrial and high-tech cities and towns, especially places that cater to soldiers, mercenaries and adventurers.

**Cities and towns that cater to mercenaries and adventurers.** Even the smallest and most crude and basic of these roughneck "soldier towns" usually offer at least one slipshod Body-Chop-Shop or Cyber-Doc who can install, remove, repair and upgrade most types of *cybernetics*. A rudimentary facility is also likely to be able to repair basic bionic systems, but may not be able to remove or install new bionics nor perform partial reconstruction or full conversions.

Most communities that cater to soldiers, mercenaries and other men-at-arms (bandits, scouts, Juicers, etc.) will have one major, dominant bionics facility (maybe even a factory making parts) and 1D6+2 smaller, but well-equipped Body-Chop-Shops, all, or most, of which are capable of performing any and all bionic reconstruction, conversions, repairs, modifications and upgrades. They may even offer "local specials." A **local special** can be one or two areas of specialization that means this particular town can create or install a specific bionic element for cheap (40-50% less than most anywhere else) or offers some unique bionic or cybernetic system, weapon or feature. This special bionic item may be a *modified version* of something that already exists (for example, a weapon that does more damage but has a shorter range, or vice versa), or something of their own design (this is the Game Master's opportunity to introduce his or her own cybernetic or bionic creations into the game). However, a unique, local bionic item is likely to cost 10% to 200% more than a common, standard item, though it may well be worth the cost.

In addition, *new and used bionics* and cybernetics can, as a rule, be bought, sold or traded without questions asked at these military camps, even with bits of flesh still attached to used parts. This means Cyber-Snatcher gangs typically operate in and around the community, so 'Borgs and partial 'Borgs need to be wary of strangers in dark alleys or who spend time "eyeballing" (watching) them. Ironically, most members of Cyber-Snatcher gangs are full conversion cyborgs, Headhunters or partial cyborgs themselves, but they are wicked miscreants and psychopaths who have no regard for life, other than their own, and make a living "acquiring" bionics and implants – more often than not by killing some unsuspecting soul and hacking them out of his still warm, dead body. Cyber-Snatchers are bottom-feeders even among the other thieves and cutthroats of Rifts Earth society.

Note: These military and adventurer oriented towns also usually have one to several garages and repair facilities for robots and vehicles, as well as weapons dealers, armorers and other goods and services for men-at-arms, adventurers and explorers, including a Juicer and/or Crazies creation facility, magic shop, etc. Note that most places either have a Juicer facility or a Crazies' M.O.M. conversion facility, not both.

**The "typical" city or city-state.** An ordinary, typical city that does not specifically cater to warriors and adventurers is likely to restrict *bionics* exclusively to government and mili-

tary/police and limit the availability of *light cybernetics*. Visiting full conversion cyborgs, Headhunters, and other augmented individuals are as welcomed as anybody else, provided they behave themselves, but *bionics* can NOT be bought, sold, upgraded or installed in these places. At least not legally.

Though they may try to close them down as quick as they find them, most cities will have as few as 1D4 Body-Chop-Shops to as many as 1D6+6 operating within their fine community. The larger number typically applies to communities with corrupt, poor or impotent governments who either turn a blind eye to the illegal goings on or are too poor or ineffective to stop it. Such cities are also likely to have rampant crime, powerful crime syndicates, a strong presence by the Black Market, Cyber-Snatchers, thieves, bandits, cults and street gangs in control of parts of the community.

Cities with strong, moral leadership usually try to enforce the laws and probably restrict the availability of bionics to governmental and military/police use, if they condone the use of bionics at all. Cities that lean toward *magic* may not encourage or want high-technology or science. Cities with people who lean toward pacifism or, by contrast, lean toward Juicers or Crazies or power armor and robots for protection may reject or have no use for bionics. Still, there is likely to be one or two illegal Body-Chop-Shop operations located on some dark street or back alley.

Note: While bionics and other forms of augmentation are most common in advanced and older cities, they may be found in low-tech, impoverished and agricultural based communities. However, such operations are typically Black Market or other criminal operations working illegally on the Q.T. (quiet). The Black Market and traffickers of illegal goods, cybernetics, weapons and other technologies, may select an otherwise low-tech, poor, or quiet, peace-loving and law abiding city or town as a base of operations because of location (near a crossroads, another city, war zone, lake, etc.), where traffic or current politics makes it a viable marketplace for bionics and/or other tech contraband.

Moreover, the larger or older a city is, the more likely it is there will be a secret and more expansive criminal underside to it. Of course, on Rifts Earth, especially in North America, any community that has been in existence for more than 70 years is old. The tiny handful that are older than that are considered positively ancient and super-rare. Even places like Dunscon and others within the Magic Zone are relatively new, have known great strife or been obliterated and rebuilt many times, usually under new leadership and new residents with each new incarnation.

**The 'Burbs.** The 'Burbs, particularly the Chi-Town 'Burbs, are a unique case. Here the lines between legal and illegal, and sometimes, good and evil, are blurred. All manner of people, human and nonhuman, live in this bizarre, lawless no-man's zone under the shadow of the Coalition States' greatest city. The tendrils of the Black Market are found everywhere, even in the Old Towns, and numerous unsavory characters, crooks, freebooters, thieves, vagabonds and lowlifes visit, hawking forbidden goods and stolen promises. Not surprisingly, fully equipped Body-Chop-Shops are found tucked away throughout the 'Burbs, often in places one would never imagine. So is the occasional Juicer and Crazy creation facility, magic shop, and smuggler's den offering all manner of illegal, strange or exotic contraband. However, like most people and places in the 'Burbs, these are often transient facilities forced to move every few months to avoid detection by CS troops. Others are destroyed (by the CS, a rival, or unhappy client) and replaced by someone new a few months later.



**Kingsdale, a Mecca of augmentation technology.** Kingsdale warrants specific mention because it is a high-tech kingdom that has grown into the capital of bionics and Juicer augmentation technologies. Here cybernetics and chemical augmentation are out in the open, available to anybody with the desire and necessary cash to buy what they want. Not only is the kingdom a place where bionics can be purchased and installed, but it has formidable bionics manufacturing facilities and some of the most skilled Cyber-Docs in the country. This has made Kingsdale known as a friend to cyborgs, Juicers, mercenaries, war-

riors and adventurers, but the place goes beyond the easy classification of being a "soldier's town," for it is much, much more.

Kingsdale is a study in contradiction. On one hand it is a genuine center of civilization and technology in the Missouri-Arkansas wilderness, on the other hand, men-at-arms of every stripe are welcome and Kingsdale is a known a manufacturer of Juicers, Headhunters and full conversion cyborgs. In keeping with its contrary nature, the city-state is a place of peace, learning, and medicine, with hospitals, a college, and everyday folk who shun violence and dream of freedom and peace. Yet, Kingsdale's main source of wealth and protection comes not from peaceful pursuits in medicine, schooling or electronics, each of which it *is* known for, but from the manufacture of bionics, cyborgs and Juicers. It even offers M.O.M. conversions (Crazies), though the number of Juicer and bionics facilities far outnumber Crazy operations. Naturally, Kingsdale also offers scores of repair shops, garages, arms dealers, resale shops, pawnshops and an entertainment district second to none.

Despite the vast numbers of Juicers, Headhunters and 'Borgs who come to (and are created at) Kingsdale, there is prevailing law and order. This is due, in part, to the fact that most visiting warriors respect the rulers of Kingsdale and/or feel beholden to the kingdom because it shows them respect, kindness and acceptance. Besides, for many (at least a quarter at any given time), Kingsdale is their birthplace – figuratively speaking, that is, for Kingsdale is likely to be the location where one became a cyborg, Juicer or Headhunter. In fact, while the police are generally fair and evenhanded, most troublemakers are curbed by their fellow men-at-arms who enforce the laws and will of Kingsdale before the authorities are needed to intercede. Another factor to this amicable coexistence is that the rulers and people of Kingsdale regard the outcasts and enemies of the Coalition States to be their potential friends and allies. Thus, characters on the run from the Coalition can usually find a haven at this kingdom, especially if they abide by the rules and stay out of trouble. This sentiment has given birth to a good-sized D-Bee population (all citizens of equal standing with humans) as well as the acceptance of magic and its practitioners, including dragons and other creatures of magic. Consequently, Kingsdale is a sanctuary for adventurers, 'Borgs, Headhunters, Juicers, Crazies, Rogue Scholars, scientists, sorcerers, and outcasts who either share the kingdom's noble and free spirit, or who can manage to control their evil and base nature while visiting.

Availability of bionics: 100% – virtually every type of bionic and cybernetic system known to North America can be found here at Kingsdale. Some Triax and experimental items too (another opportunity for G.M.'s to introduce their own creations). However, Splugorth Bio-Wizardry and the use of symbiotes are illegal. Because bionics is openly available to anybody who can afford it, there are no illegal Body-Chop-Shops nor any market for Cyber-Snatchers (who, incidentally, are regarded as murderous scum in Kingsdale). City Rats, Headhunters, 'Borgs, Juicers and Crazies are seen everywhere in town.

Note: In addition to its own standing army of Headhunters, full conversion 'Borgs and Juicers, there are thousands of men-at-arms, adventurers, heroes and ordinary people who would rise to Kingsdale's defense.

**Northern Gun and Manistique.** Though Kingsdale is often called the Mecca or Kingdom of Augmentation Technology, mainly because bionics and other forms of augmentation are available to anybody, no place in North America manufactures and sells more bionics and cybernetics than Ishpeming, better known as *Northern Gun*, with neighboring Manistique Imperium right behind it. Both are located in the upper peninsula of Northern Michigan and offer augmentation in most of the cities that are part of the Northern Gun industrial complex, however, as manufacturers, they ship their cybernetics all over the country to other nations, cities, towns, and mercenary companies. There was a point when they would sell to absolutely anybody, with the Black Market network being one of their biggest clients. However, since their alliance with the Coalition States, Northern Gun and Manistique have kowtowed to CS demands and now restrict their operations to avoid selling to people and organizations the CS considers to be "rebel forces." That having been said, Northern Gun and Manistique have simply become much more discreet to keep the CS happy, but still do considerable amounts of business with independent kingdoms and the Black Market through legitimate dealers who serve as a front for the crime syndicate (who in turn sell to mercenary companies and others whom the CS finds undesirable).

**The Black Market** sells bionics and contraband wherever and whenever it can. At least 75% of all Body-Chop-Shops are owned and operated by the Black Market.

The Black Market has a strong presence in the 'Burbs, quietly running money changing and money laundering operations, Body-Chop-Shops, weapons dealers, smuggling rings (CS weapons, magic items, bionics, ancient artifacts, books and similar *contraband* outlawed by the CS), drug cartels, secret libraries (outlawed by the CS), gambling, prostitution, and racketeering, as well as some legitimate businesses, including vehicle garages and repair shops, among others. The Black Market has its tentacles in most major operations in the 'Burbs, criminal and legitimate, but its presence is subtle, below the surface, making waves only when the prize or the potential loss or threat are great enough. Consequently, the Black Market cares only about the "big picture" and big operations, ignoring smalltime crooks, pawnshop operators, visiting merchant traders, independent thieves, mercenaries, City Rats, 'Borg mercenaries, Juicers, assassins and other "private contractors." In fact, the Black Market will often employ private contractors such as cyborgs and adventurers to cover the trail to themselves and to avoid losing its own operatives.

The Black Market is "connected," which means it also buys and sells information, and can set one up with the place to go, or person to talk with, to get bionics, drugs, contraband, falsified documents, or work as a mercenary or henchman for a crime lord. It can also hook up prospective clients looking to get bionics or other augmentation with those willing to sponsor the conversion process – i.e., pay for it in exchange for years of service or the successful performance of a special (often deadly) mission.

**Places where bionics and cybernetics are *known* to be available:**

● Africa: Phoenix Empire only. Fair to poor availability.

● Archie-Three is not a place but a *machine entity/life form* with a secret, pre-Rifts, underground manufacturing complex in

Aberdeen, Maryland and a public "front" operation in New Cedarville, Northern Michigan. Mainly robots are manufactured at the Aberdeen compound, but bionics and cybernetics can be repaired and replaced at the Michigan facility and new bionics manufactured as a special order. Archie has been known to experiment with bionic systems at the Maryland compound (see James T in **Rifts® Sourcebook One**) and has in-depth knowledge of bionics and robotics.

• Arizona: Kingdom of Arzno. Fair to good availability. Specializes in Techno-Wizardry.

• Atlantis: Earth and Kittani bionics. Excellent availability. Offers Bio-Wizard augmentation too.

• Australia: Fair to good at the tech-cities only.

• Brodkil Empire: Gets its bionics from Mindwerks (Angel of Death in Poland), and some from the New Phoenix Empire and Atlantis. Bionics are exclusive to Brodkil and Gargoyles.

• 'Burbs: Most 'Burbs around large Coalition cities.

• Canada: Free Quebec. Good to excellent availability.

• Canada: Iron Heart 'Burbs. Good to excellent availability.

• Canada: Lazlo. Fair to good availability, but TW items are more common.

• Canada: Montreal, the Pirate City. Fair to good availability.

• Canada: Cyber-Horsemen of Ixion. Excellent availability if one desires to become a cyber-centaur. Otherwise poor, the Ixion people *may* agree to repair or upgrade cybernetics and, occasionally, bionics for those they consider their allies, friends or trusted visitors, but rarely sell bionics to outsiders unless willing to become a Cyber-Horseman.

• Canada: Old Bones. Excellent availability.

• Coalition 'Burbs. Good to very good availability, with scores of cut-rate (the worst) Body-Chop-Shops as well as a number of excellent Body-Chop-Shops and a few underground clinics. A full 70% are Black Market operations, 10% Northern Gun, 9% independently owned operations and 1% Titan Industries.

• Coalition States. Excellent availability of cybernetics to its *citizens* for medical applications and legal cybernetic cosmetics and minor enhancement. Bionics are relegated to military and government use exclusively, and most Black Market cybernetics, disguises and weaponry are illegal. Bionics and other illegal cybernetics *may* be available in the 'Burbs around CS cities and sometimes in the bowels of the cities' lowest levels.

• Colorado Baronies. Fair to poor availability, because the Baronies tend to focus on Mining 'Borgs and mining related bionics only, and specialize in Techno-Wizardry.

• Federation of Magic, but only here and there, and usually poor quality. Bionics, Juicer and Murder Wraith Juicer augmentation are available at the city of Brass. Good availability.

• Federation of Magic: Stormspire specializes in Techno-Wizardry, but also offers some conventional cybernetics and bionics. Fair availability. It also has Juicer and Dragon Juicer augmentation capabilities.

• Gargoyle Empire: Gets its bionics from the Phoenix Empire or Atlantis, and exclusive to the Brodkil and Gargoyle races.

• Germany: Triax Industries. Excellent availability.

• Japan: Excellent availability at the tech-cities only.

• Lazlo, City of Magic, see Canada. Fair to good availability.

• Maryland: The Republicans, a mysterious closed society, were said to use bionics, but they seem to have vanished and are believed wiped out by Shemarrians.

• Mexico & New Mexico: Reid's Rangers. Fair to poor availability, provided one can find the main Rangers' camp and is willing to go under the knife of Doc Reid.

• Mexico: Ciudad Juarez. Fair to poor availability.

• Michigan: Northern Gun and Manistique Imperium cities and towns. Excellent availability.

• Michigan: Titan Robotics, New Cedarville, Upper Michigan. This is *Archie-Three's* secret robotics and bionics manufacturing "front." Good to excellent availability. Archie has considered putting recording and tracking devices into his bionic components but has NOT yet done so. He fears because bionics are examined and handled more than robots, they are more likely to be discovered, and he doesn't want that. Good to excellent availability.

• Missouri: Kingsdale, the Mecca of Augmentation technology. Excellent availability.

• Northern Gun, see Michigan. Excellent availability.

• Poland: Mindwerks, provided one can find one of the Angel of Death's secret compounds and be willing to subject himself to her whims.

• Poland: Tarnow Kingdom. Fair to poor availability.

• Russia: Good to excellent availability among the domains of the *Warlord Camps*, none to poor elsewhere.

- **South America:** Widely scattered among some of the high-tech cities and kingdoms. Fair to poor availability. More common at the Silver River Republics and Republic of Colombia, though both tend to restrict bionics to military and government use.
  - **Texas:** CS Lone Star Complex, but restricted to research and military use only.
  - **Texas:** New El Paso. Good to excellent availability. Offers M.O.M. conversions too.
  - **Texas:** Los Alamo. Fair to good availability.
  - **Texas:** Pecos Empire and various outlaw towns scattered throughout Lone Star.
  - **Triax:** See Germany.

**Note:** There are other places in North America and elsewhere in the world, but these are the most well known.

# Notable Cyber-O.C.C.s

By Kevin Siembieda

## Cyber-Doc O.C.C.
### Player character & NPC

Thanks to *bionics* being illegal to the public in many places, bionic augmentation has gone underground, and is often available only through underworld sources like the Black Market and independent entrepreneurs. This means there are seldom any industry standards for quality, and the buyer gets whatever service and quality are available. Consequently, many are the horror stories of bionic Body-Chop-Shops that are more like butcher shops, and which earn the profession of *Cyber-Doc* a bad reputation.

In the broadest sense of the word, a Cyber-Doc is any doctor, surgeon, or scientist who specializes in cybernetics and/or bionics. However, the term "Cyber-Doc" has come to refer to the notorious underworld figure found in the Down Side, 'Burbs and underworld of most cities. A character who is often seen as a self-serving illegal doctor who works outside the law for his own profit.

The Cyber-Doc is a cybernetics doctor who offers his illegal services on the Black Market, much like the old abortion clinics of 1950s and 60s America. The Doc can be a well trained, well meaning, cybernetics physician or he can be an opportunist or a butcher. Since the operations are illegal, the patient has little say about the success or failure regarding the outcome of surgery. Because medical treatment and authorized implantation are generally reserved for the military, political leaders, and the wealthy, both are scarce and insufficient for the poor and ordinary folks. Thus, in the Down Side and 'Burbs, illegal clinics are in unbelievably high demand. Cyber-Docs can be found all over the place, if you know where to look.

The incredible demand for cybernetic augmentation has spawned unthinkable clinics known as "Body-Chop-Shops." They are often filthy and crude facilities operated by the most nefarious malefactors one can find. The proprietors of these "Chop-Shops" pay fair prices (20% to 40% of list), no questions asked, for cybernetics and bionic prosthetics, implants, and organs. This has led to the creation of grisly criminals called Cyber-Snatchers. Fiends who will assault, and often kill an individual to steal an artificial limb or implant for resale at a Body-Chop-Shop.

**In a player's context**, the Cyber-Doc O.C.C. player character is a Medical Doctor and specialist in the cybernetic sciences. He or she is *not* one of the disreputable doctors who butcher or blackmail people in some darkened alleyway. The character is a healer who uses his unique skills to help the less fortunate and/or to empower freedom fighters, mercenaries or adventurers. The Cyber-Doc is versed in all aspects of cybernetics, skin grafting, organ transplant, artificial organ replacement, robot prosthetics, implants, internal medicine, neurology, and cybernetic mechanics. Because the focus of a Cybernetics Doctor is surgery and grafting cybernetics to living tissue, the doctor is not as expert in recognizing and treating more mundane disease/illnesses as the Medical Doctor (M.D.), but is trained in the medical sciences. This character can replace a heart or implant cybernetic devices, service and attach prosthetics, repair and even build and modify existing artificial parts, provided the facilities, equipment, and materials are available.

Often the Cyber-Doc O.C.C. is a wandering surgeon helping those he can along his travels – enabling the crippled to walk, the blind to see and maimed to feel again, all through the wonders of bionics and cybernetics. Some join up with rebels and adventurers to oppose tyranny or to explore new places and discover new people. The character can be a soft-spoken pacifist or a gun-toting adventurer. The exact disposition and combat orientation of the character will depend on the desires of the player and the types of adventures he is a party to. The Cyber-Doc player character is usually considered a rogue, malcontent and probably a dangerous criminal, if he is practicing medicine without local government authorization, especially in the Coalition States. However, to those in the wastelands, the Cyber-Doc or any man of medicine is a godsend. In 109 P.A., in the aftermath of Tolkeen's fall, Cyber-Docs are in high demand to give the maimed and injured a new lease on life via cybernetic medicine. The Coalition Army knows this, and has made a point to track down rebel field hospitals and gun down all "criminals and rebels" present.

**Attribute Requirements:** I.Q. 11 or higher and a P.P. 12 or higher. A high M.E. is also helpful but not mandatory.

**Note:** The Cyber-Doc suffers a penalty of -30% when dealing with extremely alien physiology and/or alien cybernetics.

**O.C.C. Skills:**

Literacy (+40%)

Spoken Language: Native tongue and one additional of choice (+20%).

Basic Mathematics (+30%)

Advanced Mathematics (+10%)

Medical Doctor (+5%)

M.D. of Cybernetics (+10%)

Pathology (+10%)

Biology (+20%)
Chemistry (+10%)
Computer Operation (+5%)
Pilot Automobile (+6%)
W.P. Knife (Special bonus of +1 to strike).
Hand to Hand combat can be selected as an "O.C.C. Related" skill as follows: Basic counts as one skill selection, Expert as two, Martial Arts three or Assassin counts as four (4) skill selections.

**O.C.C. Related Skills:** Select 10 other skills, but at least two must be selected from Technical. Plus select two additional skills at level three, and one at levels 6, 9, and 12. All new skills start at level one proficiency.

Communications: Radio Basic only.
Domestic: Any.
Electrical: Any (+5%).
Espionage: None.
Mechanical: Any (+5%).
Medical: Any (+10%).
Military: None.
Physical: Any, excluding Wrestling and Acrobatics.
Pilot: Any (+5%).
Pilot Related: Any (+5%).
Rogue: Streetwise and Palming only.
Science: Any (+5%).
Technical: Any (+10%).
W.P.: Any.
Wilderness: Hunting and Skin Animals only (+5%).

**Secondary Skills:** The character also gets to select six Secondary Skills from the list above, excluding those marked "None." These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All Secondary Skills start at the base skill level.

**Standard Equipment:** Two surgical gowns, dozen pair of disposable surgical gloves, one pair of reusable surgical gloves, surgical kit (includes scalpels, clamps, suture, needles, etc.), medical kit (first-aid kit, bandages, antiseptics, protein healing salve, aspirin, painkiller, antibiotics, hypodermic gun, stethoscope, pen flashlight, hand-held blood pressure machine (computerized), thermometer, six unbreakable vials, and other basic items), IRMSS/robot micro-surgeon kit, portable compu-drug dispenser, and portable laboratory.

The traveling Cyber-Doc is likely to carry some sort of weapon(s), particularly if his travels carry him through the wilderness and wastelands; select one automatic weapon and one Mega-Damage energy weapon, both have 1D4 extra ammo clips. The doc is also an expert with a knife/scalpel and is likely to carry several combat knives and perhaps a sword, in addition to his surgical knives. Mega-Damage body armor can be of any type although light varieties will be preferred.

The character's vehicle can be just about any kind of non-military ground vehicle; player's choice. Like all **Rifts®** characters, he can use most types of weapons and wear body armor (except during surgery).

**Money:** A city doctor starts with 4D4x1000 in credit, the *wandering Cyber-Doc* will have 6D6x100 in credits and 2D6x1000 in Black Market saleable items (probably cybernetics). This money can be used to purchase specific weapons and equipment when the character is created or later, if the opportunity arises.

**Cybernetics:** The Cyber-Doc, unlike the Body Fixer, sees cybernetics and augmentation of the human body as a good and wondrous thing. Consequently, there is nothing wrong with implants and they are likely to have cybernetic implants for themselves. Whether the character has cybernetic implants/body parts is left up to the player. If the decision is yes, the Cyber-Doc can select 1D4+2 mechanisms from any of the cybernetic categories, excluding: the multi-optic eye (though other bionic eyes are acceptable), disguises, and oxygen cell. A sensor and/or surgical hand are common bionic augmentation for the surgeon, but is usually limited to one limb.

# City Rat O.C.C.s – Defined

Most gamers don't think of the City Rat as a cybernetic O.C.C., but they are. They use a variety of cybernetic implants to distinguish themselves and to aid them as street level information brokers. Some bands of City Rats also use cosmetic cybernetics as "gang colors," e.g. everybody in that particular group has a similar type of fin, spike, or blade design.

Individual City Rats use *cybernetics* and *bionics* in subtle ways. Though a City Rat may have a bionic hand or limb, most prefer minor augmentation and cybernetic implants and avoid *partial "bionic" reconstruction* or *full conversion*. In this regard they are more like their pre-Rifts ancestors who used cybernetics to make a personal statement rather than for significant augmentation. That having been said, City Rats take the use of cybernetics beyond mere cosmetics and vanity, and into the underworld of computer hacking, crime and information brokering. Most City Rats tend to use implants and cybernetics for the practical and covert purpose of seeking, stealing, selling and trading information. Most have a head and/or finger jack for quick and easy computer interfacing, bionic ear augmentation to eavesdrop on conversations and a host of other audio, optical and sensory enhancements to help the Rats engage in surveillance and intelligence gathering. Finger cameras, grappling hook wrist launchers, and cyber disguises are all part and parcel in the City Rats' campaign on the street.

These streetwise and savvy characters may often seem like annoying punks and loiterers, but few know the streets and back alleys of their hometown better than a City Rat. Furthermore, a good City Rat always has his eyes, ears and sensors open and vigilant for clues and hints of things "going down" on the street. Consequently, they are among the first to know that a Coalition raid or purge is brewing, that a new shipment of designer drugs have hit the street, or that a mage, mercenary or adventurer group is in town stirring up trouble or looking for revenge. A good City Rat knows who is looking for hired guns or thieves or mages, and with whom to make contact to get a mercenary a job. They know most fences, smugglers and spies, and who those individuals *really* work for, and whether or not they can be trusted. City Rats try to intercept and unscramble coded radio transmissions and jack into the computers of unattended vehicles, robots and personal computers as well as eavesdrop on

conversations to learn secrets and broker them on the street. They don't consider this stealing ("stealing" is such a harsh word), City Rats prefer to think of it as "acquiring" or "procuring" and piecing together potentially valuable information. Life on the streets is all most City Rats know, and information (who just arrived in town, what or who he is after, where he is staying, who would pay to know this info) is a valuable commodity if one knows when and to whom to sell it to. Trading information and the occasional stolen goods, is how a City Rat survives and has fun. Information also makes them powerful, for often a City Rat will uncover matters of life and death. Thus, life as a City Rat is high risk and deadly.

Despite their adept skills and knowledge of the streets, most City Rats rarely make a fortune as spies, extortionists or information brokers, though many do make a handsome living and love what they do. Most are young, 12 to 25 years old, and are "in it" for the excitement and adventure. These pseudo-intellectual, thrill-seeking hackers and streetwise punks live for the adrenaline rush of covert adventures and the challenge of unraveling secrets and staying one step ahead of their enemies. It makes them feel important, powerful and respected. It is also a hobby (most would say "lifestyle") filled with peril and offers a rather short-lived career. Most City Rats start in their early teens, but 70% are retired or _dead_ before the age of 26!

# City Rat Archetype O.C.C.

All City Rats are the denizens of the city. They exist in most urban environments, but they absolutely thrive in the 'Burbs and the lower levels, tunnels, and sewers of Chi-Town, Iron Heart and other mega-cities of the Coalition States, the New German Republic, Mexico and Japan. Most have never been beyond the city limits and have no desire to go adventuring beyond the urban sprawl. These are "city folk" through and through. They know little about the outside world except what they read or hear on the street, and view it as wondrous, scary, and alien, but most of all, a place not for them. Their world is the rumbling and bustling city streets. Their secret havens, hideouts and lairs are the shadowy dark places that other city dwellers have forgotten about or fear to enter. City Rats love the acrid mix of smells that is the living city: machine oil, vehicle exhaust, booze, and perspiration of the thronging multitudes. They are not afraid of the city's dark corners or its vermin. They know the back streets and, often, the alleys, sewer systems, and access tunnels in the belly of the beast that is the city. Know them better than the average citizen knows the highways and avenues. City Rats pride themselves on their knowledge of the streets and the inner highways of access tunnels and passageways that most people forget even exist below the surface. To the Rats, it is like traveling through the belly of a great living beast, for that is what the city is to them, a living, growing, changing environment full of life and excitement. Especially if one knows where to look, and City Rats know.

In the fortress cities modeled after _Chi-Town_, those who live in the lower levels of such a metropolis are generally nicknamed "Down Siders," but "City Rat" is a designation for a Down Sider "troublemaker."

The career of a City Rat is a _way of life_ rather than a occupation. A life style glamorized (and lived) as a sort of swashbuckling streetwise hacker who travels the undercurrents of the city streets and the electronic super-highway with equal ease. It is a life of self-made intrigue, exploration, spying and thievery (of data if nothing else). City Rats are usually young men and women in their teens or twenties who walk on the wild side. They crave adventure and find it by bucking the system and dodging the law. A City Rat may be an idealistic rebel who seeks reform and justice in a corrupt and unjust society, or a simple thrill seeker who finds excitement and romance in the dark underbelly of the city and the subculture of the street scene. Many City Rats are computer hackers and information brokers, while others are little more than beggars and thieves, all surviving by the seat of their pants. The individual's exact orientation and skills typically reflect his alignment, ideals, ethics, and goals.

## Changing Careers

Theoretically, a City Rat can be any age, and there are those in their 30s, 40s, and 50s, a few even older than that. However, such people of "experience" are the exception (1%) rather than the rule, and usually function as the heads of gangs and other or-



ganizations, or as mentors to young City Rats. Truth be told, most City Rats retire after 1D4+4 years on the street. Those who don't, either get themselves killed (41%), imprisoned (25%) or just disappear (15%; presumed dead or on the run) sometime in the next three years. That's how rough it is as a City Rat.

**When a City Rat retires**, he changes his occupation. The "retired" City Rat usually gives up prowling the streets for something less adventurous and with a regular paycheck. Retirement typically comes at the ripe old age of 20-25. Those who persist in the City Rat life style beyond this age usually run out of luck and come to a tragic end (see above) within a matter of a few years.

Areas of work that appeal to an ex-City Rat include communications, computers, mechanical or electrical engineering, repair and anything having to do with technology or information. Typical O.C.C.s include the *Professional Thief, Bandit/Raider, Smuggler, Safecracker, Spy, Gambler, Operator, Rogue Scholar, Rogue Scientist, Headhunter* (any, but most likely the Techno-Hound) and *Vagabond*. And to a much less likely degree, *Police Officer or Sheriff/Lawman, ISS Specter, Military Specialist, Military Intelligence, Military Communications or Technical Officer, Assassin, Cyber-Doc* and *Preacher*.

**Rules for the O.C.C. Switch.** To be an effective City Rat, the character must live on and know the streets every day. Things change quickly on the streets, so a City Rat who has given them up becomes out of touch and dangerously antiquated in a matter of 1D4+1 months. He is still Streetwise and savvy, and still excellent with a computer, but he has lost his edge and is slow and uninformed compared to active City Rats and criminals. And once one retires, he can *NEVER* go back.

Step One: Penalties: All Military, Espionage and Rogue skills acquired as a City Rat are -20% after 1D4+1 months, and never improve unless the same skill is taken in the new O.C.C. If the same skill is chosen as part of the new O.C.C., there is no -20 penalty, but adjust the skill to use the bonus from the new, current O.C.C., not that of the City Rat.

These redundant skills are frozen at the City Rat level and do NOT increase until the new O.C.C. reaches the same level of experience. Skills begin to increase starting with the next level beyond the one that was frozen. For example, if the City Rat was fourth level, duplicated skills in the new O.C.C. are frozen at 4th level proficiency until the character reaches 4th level in the new O.C.C., finally, when the character's current O.C.C. goes to 5th level, so do the old City Rat skills that were duplicated in the new O.C.C.

When a skill bonus is available in the new O.C.C., use the higher of the two bonuses, NOT both. So if the City Rat O.C.C. bonus was higher, use it. If the new O.C.C. is higher, use that one instead.

Step Two: All other skills are frozen. The old skills not duplicated by the new O.C.C. remain frozen forever at whatever level the City Rat was when he retired. They never increase, but will, within a few years, decrease.

Step Three: Losing Touch: Skills that are not repeated in the new O.C.C. will diminish with time. After two years, reduce all old City Rat skills not duplicated by the new O.C.C. in *half!* For example, the character may remember how to ride a motorcycle or hack into a computer, but he is very rusty and uncertain of himself, so while he can still do the skill, he does it poorly. After this point the skills leftover from youth never decrease or increase.

Step Four: Losing Connections: As things change on the street, the ex-City Rat loses his old connections. Should he ever try to get back in contact with a one-time City Rat, an old con-

tact person or client, fence, and so on, the character finds most of them (80%) are gone – some dead, others in prison, others retired like himself, and some just gone into thin air. The 20% that are still in operation *may* be friendly or hostile depending on how they last parted company, and depending on what turns their own lives may have taken. Misfortune may have made an old comrade bitter and cruel, or treacherous and evil incarnate (not to be trusted). Likewise, those characters and villains who have *replaced* the old contacts may be trouble waiting to happen if a City Rat tries to resume his old ways or to beg a favor.

Step Five: Haunted by the Past: Old habits die hard and old friendships, contacts and enemies die harder. Thus, the retired City Rat *may* be approached by an old comrade or criminal associate looking to him for "one last favor" or worse, trying to leverage or blackmail the character into doing something illegal or dangerous. Similarly, an old enemy or rival may try to hurt the character in his new life out of revenge, or in an attempt to force the ex-Rat into helping or serving him in his current (most likely criminal or evil) endeavors, or to extort money out of him ("Pay up or I reveal your criminal past and ruin you").

## City Rat Archetype O.C.C.

**Note:** This is the streetwise punk who has more guts than brains and is out for fun and adventure as much as anything else – whatever that may be. Stats for several other "types" of City Rats, including the Hacker, follow.

**Alignment:** Any, but typically Unprincipled, Anarchist, Miscreant or Aberrant.

**Attribute Requirements:** Generally the City Rat is fast, clever and agile, but there are no real requirements other than an I.Q. 10 or higher to be a hacker, P.P. of 10 or higher to be a thief, I.Q. 10 and P.P. 14 or higher to be an assassin, P.S. of 14 or higher to be a hero or thug/muscle man.

**O.C.C. Skills:**
  Literate in Native Language (+15%)
  Streetwise (+20%)
  Pilot Motorcycle (+15%)
  Pilot Automobile (+10%)
  Math: Basic (+10%)
  Running
  W.P. one of choice.
  Hand to Hand: Basic, but it can be upgraded to Hand to Hand: Martial Arts (or Assassin if an evil alignment) at the cost of one "O.C.C. Related" skill.

**O.C.C. Related Skills:** Select 10 other skills, but at least three must be selected from *Physical* skills and two from *Rogue* skills. Plus select two additional skills at levels 3 and 6, and one at levels 9 and 12. All new skills start at level one proficiency.
  Communications: Any (+10% to Radio: Basic and Surveillance Systems/Tailing only).
  Cowboy: None.
  Domestic: Any (+5%).
  Electrical: Basic only (+5%).
  Espionage: None.
  Mechanical: Automotive only (+10%).
  Medical: First Aid or Paramedic (+10%), but the Paramedic skill counts as two skill selections.
  Military: Any.
  Physical: Any, (+5% where applicable).

Pilot: Any ground vehicles, Jet Pack, Robot Basic Combat (+10%), but no aircraft or boats.

Pilot Related: Any.

Rogue: Any (+15%).

Science: Mathematics: Advanced and Chemistry only.

Technical: Any (+10%).

W.P.: Any.

Wilderness: None.

**Secondary Skills:** The character also gets to select 10 Secondary Skills from the list above, except none from Physical or those listed as "None." Physical skills must be selected from O.C.C. Related choices. Select an additional four Secondary Skills at level five. These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All Secondary Skills start at the base skill level.

**Standard Equipment:** Two sets of "working colors," one set that is either gang colors or what is considered to be a fashion statement and one set used for casual wear or disguise. Most City Rats tend toward the color black and leather, chains, high boots, gloves, and sometimes a cape or cloak. He or she also has a fashionable wardrobe of other clothing for play and entertainment located in a tiny apartment in the worst part of town.

Other equipment includes an S.D.C. knife (1D6 S.D.C.), handgun (3D6 or 4D6 S.D.C. damage), an M.D. energy pistol (typically does 2D6 or 3D6 M.D.) and two E-Clips, plus a flashlight, 900 pound (405 kg) test strength nylon cord/rope, a grappling hook, RMK/Robot Medical Kit ("Stitcher"), PDD/Pocket Digital Disc player and recorder, personal items such as wallet, comb, hat, etc.

The vehicle is a motorcycle (player's choice of type; no hovercycles).

Mega-Damage body armor can be of any "common" type from homemade to Plastic Man and even light to medium Coalition military armor (probably stolen or traded for on the Black Market). Undoubtedly, the armor will be personalized with gang colors, designs, slogans, repainted and altered for "style."

Note: A *thief* will have lock picking tools, pry bars, and glass cutter, as well as a set of conventional tools. *An assassin* will have a bolt action rifle and an energy rifle with four extra E-Clips. *A hacker* will have a portable, hand-held, computer and a full-size computer and printer.

**Money:** Start with 6D6x100 credits for additional purchases, and a Black Market item of some kind worth 3D4x1000 credits.

**Cybernetic Implants:** The City Rat Archetype starts with 1D4+1 cybernetic implants. It is entirely up to the player to decide whether his or her character has *any* implants, and if so, which ones. This initial implant selection is restricted to *common, Commercial,* and *Black Market cybernetics* excluding cyber-armor, the sensor hand, radio supplements to the Headjack, and the multi-optic eye, at least to start. These items, excluding cyber-armors, may be acquired later. Exactly how much cybernetics a City Rat may acquire depends on the individual and his success on the street (i.e., what can he afford). Otherwise, all other cybernetics are fair game. This character is likely to add to his cybernetic augmentation throughout his life, but tends to avoid bionics unless necessary for medical reasons or comparatively minor.



# Hero City Rat

## City Rat Archetype O.C.C. —Variant

The Hero Rat is generally an *anarchist* in the full sense of the word. He sees himself as a self-styled vigilante and swashbuckler who protects the weak and helps the poor of the city. He operates beyond the law and believes that boundaries are made to be stepped over and rules to be shattered. Whether he is a thief who plunders a corrupt government and/or the wealthy (a la a self-serving Robin Hood who steals from the rich and gives to the poor; himself included), or a computer hacker who craves to know things (just to know what is forbidden or secret because it is forbidden or secret), or a rebel who believes it is his duty to make people stop and think about their lives and/or injustice by

disrupting their lives (reveal embarrassing facts about government leaders, programs or laws, has skirmishes with law enforcers, engages in vandalism or sabotage, spray paints thought provoking slogans, etc.), the Heroic City Rat revels in his perceived image of being a self-made, swashbuckling hero or anti-hero. This character may also fight crime or plunder criminal and Black Market operations, again, usually to the benefit of others. The boldest Hero City Rats may steal from or undermine a gang fleecing or terrorizing a neighborhood, or even take physical action to stop a crime or protect an innocent bystander or to save a cat stuck at the top of a telephone pole.

The Hero can spot a drug dealer, Black Market runner or Cyber-Snatcher from a thousand feet (305 m) away and the Hero Rat knows the advantages and dangers offered by other denizens of the streets, such as the Cyber-Doc, Body-Chop-Shops, gamblers, bounty hunters, gang-bangers, and criminal operations. The character, like most City Rats, knows all the dark corners of "his" (or her) city, and that means every street curb where drugs, crime and trouble goes down regularly, including gang territories, blind pigs, smuggling operations, secret meeting places and drop-offs, secret Body-Chop-Shops and other people and places where illegal activity (CS operations too) take place. Since the Hero Rat works outside the law, the police and other authorities are, in effect, his enemies too, so he also knows about their methods, procedures and operations. Just as he can spot a drug dealer, gangster, thug or adventurer at a distance, the Hero Rat can just as easily identify an undercover cop, mercenary, bounty hunter, assassin or spy snooping around.

Whether a brigand or a hero, the City Rat is always a cocky, freewheeling scoundrel, bold, and macho. He or she is as conscious of personal image and goals as what's happening on the street. The "image" of the City Rat as a clever, resourceful, successful, and connected individual one can trust with a secret, is a powerful tool and one of the character's strengths. It gets him (or her) in and out of places few others could gain access to. Even if that image is more flash and bluster than substance. This also means City Rats often become overconfident, and tend to be attracted to glamour, wealth, fame, secrets and danger like moths to a flame. Which is why they are wise to retire early.

A child of the city and technology, the City Rat subjects his body to cybernetic enhancement, usually in the area of implants, not prosthetics or bionics. Most of these irrepressible rogues are extremely literate and versed in computers, with only a few illiterates, who put their money on cybernetics, their verbal skills and quick thinking.

City Rat Archetype with a heroic bent.

# Other City Rats

The City Rat Archetype O.C.C., presented on the previous couple of pages, first appeared in the **Rifts® RPG**, but depending on the "Rat's" choice of skills and anarchist or criminal pursuits, the character will earn him or herself a more distinctive "tag" (name) on the streets. Each of the following City Rat "variant" O.C.C.s represents a *specific* and *specialized* type of City Rat with his own orientation and specialization on the street. Each can be considered a specialized City Rat O.C.C. unique to the other.

# Hack Rat O.C.C.

Arguably the most "hooked in," independent and successful information brokers in the 'Burbs and big cities, are the *Hack Rats* – computer whiz kids, hackers, snoops, thieves and information dealers. Information in the 'Burbs can be a valuable commodity and Hack Rats specialize in finding, selling, trading and disseminating it.

Hack Rats are City Rats who specialize in computer operation, programming and hacking. They also usually know communications skills and *may* run a pirate television or radio station (the smallest operations are limited to only a 1D6 mile/1.6 to 9.6 km range, while the larger and better equipped ones can broadcast for up to 60 miles/96 km). Others organize a grapevine style rumor mill or information brokerage business. Some may also engage in extortion and target one or more groups (the authorities, a particular corporation, or whomever they despise) with a smear campaign on the streets, online through rumors and with false evidence, frame jobs and media manipulation. Many Hack Rats also have some skill in picking locks and breaking and entry (prowl, climb, etc.).

If one is looking to bypass an alarm system, or engage in industrial espionage, stealing secrets, electronic vandalism, hacking into a computer system, or disseminating information, the Hack Rat is the guy. This character also knows a great deal about the politics, corruption and criminal operations of the city – a Hack Rat is an information broker who knows a little bit about most everything, and a great deal about several specific things in particular.

Unlike other City Rats who typically run in a gang of other City Rats and anarchists, the Hack Rat is more secretive and may work alone under a secret alias, or deal only with a small group (never more than a dozen, usually half that) of trusted friends or associates. Contacts in the "real world" may never actually know the Hack Rat's real identity or ever see his or her face.

**Alignment:** Any, but typically Unprincipled, Anarchist, Miscreant or Aberrant.

**Attribute Requirements:** I.Q. 10 or higher, a high M.A. and P.P. is also helpful, but not a necessity.

**O.C.C. Skills:**
Literate in Native Language (+30%)
Math: Basic (+20%)
Basic Electronics (+15%)
Electronic Countermeasures (+15%)
T.V./Video (+20%)
Computer Operation (+20%)
Computer Programing (+20%)
Computer Hacking (+15%)
Computer Repair (+10%)
Cyberjacking (+6%)
Streetwise (+12%)
Pilot Motorcycle (+10%)
Pilot Automobile (+5%)
Running
W.P. one of choice.
Hand to Hand: Basic, but can be upgraded to Hand to Hand: Expert at the cost of one "O.C.C. Related" skill. No other Hand to Hand skills are available to the Hack Rat.

**O.C.C. Related Skills:** Select 10 other skills, but at least two must be selected from *Communications* skills and two from *Rogue* skills. Plus select one additional skill at levels 4, 8, 12, and 15. All new skills start at level one proficiency.

Communications: Any (+10%).

Cowboy: None.

Domestic: Any.

Electrical: None, other than the O.C.C. skills above.

Espionage: Disguise (+10%), Intelligence (+10%) and Forgery (+5%) only.

Mechanical: Basic Mechanics and Automotive only.

Medical: First Aid or Paramedic (+10%), but the Paramedic skill counts as two skill selections.

Military: None.

Physical: Any, (+5% where applicable).

Pilot: Any conventional ground vehicles, including Hover Vehicles and Jet Packs, but no robot: basic combat or aircraft.

Pilot Related: Any.

Rogue: Any (+5%).

Science: Any (+5%).

Technical: Any (+10%).

W.P.: Any, except Heavy Weapons: tends to lean toward light, concealable energy weapons.

Wilderness: None.

**Secondary Skills:** The character also gets to select five Secondary Skills from the list above, except none from Physical or those listed as "None." Physical skills must be selected from O.C.C. Related choices. Select an additional Secondary Skill at levels 2, 4, 8 & 12. These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All Secondary Skills start at the base skill level.

**Standard Equipment:** Two sets of "working colors," one set is gang colors or what is considered to be a fashion statement and another for work on the street (mostly casual wear). Most Hack Rats tend toward slick, futuristic or tech styles with a lot of chrome and silver wristbands and ornamentation, high-gloss metallic boots, gloves that look more like high-tech gauntlets, and jump suits and long coats are all part of their style (unless undercover and trying to look inconspicuous). The character is also likely to have a wardrobe of other clothing for play, travel and entertainment located in a large apartment cluttered with spare computer and electronic parts, cameras and broadcasting equipment. The apartment could be located almost anywhere, often in one of the nicer, quieter parts of town where nobody would expect a City Rat to be operating. If the character has a broadcasting station, it will be located away from his home.

Other equipment includes an S.D.C. knife (1D6 S.D.C.), an M.D. energy pistol (typically does 2D6 or 3D6 M.D.) and two E-Clips, plus a flashlight, pen flashlight, RMK/Robot Medical Kit ("Stitcher"), PDD/Pocket Digital Disc player and recorder, portable field computer with pistol grip, hand-held palm computer (backup), long and short-range ra-

dio, short-range communicator, language translator, laser distancer, notebook and 1D4 pens, 1D4 pocket scramblers and tracer bugs, plus personal items such as wallet, comb, hat, sunglasses, etc.

The vehicle is a motorcycle or standard, compact automobile (player's choice).

Mega-Damage body armor can be of any "common" type from homemade to Plastic Man and even light to medium Coalition military armor (probably stolen or traded for on the Black Market). Undoubtedly, the armor will be personalized, repainted and altered for "style."

**Money:** Starts with 1D4x1000 credits available for additional purchases, plus a Black Market item or bit of valuable information of some kind worth 3D4x1000 credits.

**Cybernetic Implants:** The Hack Rat starts with a *Universal Headjack and Ear Implant, Gyro-Compass, Clock Calendar*, and *radio scrambler*, plus two *cybernetic implants* or *cosmetic cyber-features* of choice. Exactly how much cybernetics a Hack Rat may acquire depends on the individual and his success on the street (i.e., what can he afford). All other cybernetics are fair game for this character, and he is likely to add to his cybernetic augmentation throughout his life. A Hack Rat may even consider a cybernetic sensor hand or bionic hand or bionic hand and forearm with additional sensors and/or weapons. May consider other bionics, but nothing radical unless necessary for medical reasons. The Hack Rat likes his humanity and has no desire to become a man machine.

**G.M. Note:** The Hack Rat and other City Rat characters can be an ideal way to draw player characters into mysteries, intrigue and trouble in city environments. These are the guys and gals who will know about strange happenings, underworld or CS operations, rumors and secrets. Use them as a foil to adventure.

# Maze Rat O.C.C.

*"Maze Rats"* or *"Runners"* are usually young City Rats or Rats in training who know the streets, alleys, access tunnels, sewers, rooftops and hiding places like the back of their hand. They know the quickest and safest (as well as the longest and most perilous) routes throughout the 'Burb or city they inhabit. Their intimate knowledge of the streets (typically specializing in 1D4+2 different communities) means they know "everybody" in the 'hood, and are willing to make "deliveries" from one person to another. These "deliveries" may include anything from drugs and contraband (outlawed books and magic, included) to money, information and ordinary, hand-delivered letters. There is no postal delivery system in most of Rifts Earth, the CS 'Burbs included, so Maze Rats fill the void as messengers and mail delivery people for hire. And cheap too. As little as a credit or two, or a bit of food, soft drink or candy, if a simple delivery, 10-60 credits for something that is contraband or in a dangerous part of town (120-250 if the CS may try to stop or capture the delivery).

These youngsters (most are under the age of 18) are bold, cocky, arrogant and fast on their feet in every sense of the word (quick thinking and fast running). Many seem nearly fearless, willing to accept any challenge or dare, while others are more careful, even suave and sophisticated, adding a little finesse and smooth-talking to get them into places they shouldn't be allowed (a high M.A. of 14 or more should suggest one of these smooth-talkers).

**Alignment:** Any, but typically Unprincipled or Anarchist.

**Attribute Requirements:** Speed of 14 or higher (this may be the Speed Factor number after skill bonuses from Aerobics and Running, but most Maze Rats have a Speed of 20 or higher). A good M.A. and P.E. are helpful, but not required.

**O.C.C. Skills:**
Literate in Native Language (+15%)
Computer Operation (+15%)
Radio: Basic (+10%)
Surveillance Systems/Tailing (+15%)
Streetwise (+10% in general – special: another +10% to the 1D4+2 communities the Runner knows especially well, i.e., his territory).
Streetwise: Drugs (+10%)
Bicycling (+16%)
Pilot Motorcycle or Automobile (+10%; pick one)
Math: Basic (+10%)
Aerobic Athletics
Running
Climbing
W.P. Blunt
W.P. one of choice.
Hand to Hand: Basic, but it can be upgraded to Hand to Hand: Expert at the cost of one "O.C.C. Related" skill. No other Hand to Hand upgrade is possible for this character.

**O.C.C. Related Skills:** Select eight other skills, but at least two must be selected from *Physical* skills and two from the *Rogue* skill category. Plus select one additional skill at levels 3, 6, 9 and 12. All new skills start at level one proficiency.
Communications: Any (+5%).
Cowboy: None.
Domestic: Any (+5%).
Electrical: Basic Electronics only.
Espionage: Disguise, Escape Artist and Imitate Voices only (+5%).
Mechanical: Basic Mechanics and Automotive only (+10%).
Medical: First aid only (+5%).
Military: None.
Physical: Any, (+5% to Gymnastics and Acrobatics, +10% to Prowl).
Pilot: Any ground vehicles (+5%); no Robot Combat, aircraft or boats.
Pilot Related: None, except Read Sensory Equipment.
Rogue: Any.
Science: Mathematics: Advanced only.
Technical: Any (+5%).
W.P.: Any, except Heavy Weapons of any kind.
Wilderness: Land Navigation only (+5%).

**Secondary Skills:** The character also gets to select six Secondary Skills from the list above, except none from physical or those listed as "None." Physical skills must be selected from O.C.C. Related choices. Select an additional Secondary Skill at levels 4, 8 and 12. These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All Secondary Skills start at the base skill level.

**Standard Equipment:** Two sets of "working colors:" one is gang colors or what is considered to be a fashion statement and the other set clothing suitable for running (may include jogging clothes, shorts and a T-shirt, or baggy pants with a lot of pockets and a tight shirt). Most Maze Rats tend to avoid leather and heavy clothes except for partying. The character will also have a modest wardrobe of fashionable clothing for play and entertainment (including doo rags/bandanas/scarves, wristbands, and fancy running shoes) located in a tiny apartment in the worst part of town.

Other equipment includes an S.D.C. knife (1D6 S.D.C.), blackjack or club (1D6+1 S.D.C.), a small Vibro-Knife (1D4 M.D.), an M.D. energy pistol (typically one that does 2D6 or 3D6 M.D.) and two E-Clips, plus a flashlight, 1D6+4 pairs of excellent quality running shoes, a pair of high-top boots, two canteens, a backpack, small satchel, PDD/Pocket Digital Disc player and recorder, short-range radio or communicator (to get messages for new pickups), sunglasses, air filter, note pad and pen/marker, and personal items such as wallet, comb, hat, etc.

Vehicles: One heavy-duty bicycle and either a used motorcycle or automobile (player's choice of type; no hovercycles).

Mega-Damage body armor can be of any "common" type of light or medium armor from homemade to Urban Warrior and even light Dog Boy Riot control armor repainted and altered for "style," or a New West style M.D.C. long coat.

**Money:** Start with 2D6x100 credits available for additional purchases, and a Black Market item or bit of information of some kind he has is worth 1D4x1000 credits.

**Cybernetic Implants:** The Maze Rat starts with a Clock Calendar, Gyro-Compass, Speedometer, two inexpensive cybernetics of choice and an elaborate cosmetic crest of feathers, blades, spikes or fin on the top of the head. All other cyber-

netics are fair game, except this City Rat is comparatively young and poor, so the character's options are limited. Avoids bionics unless necessary for medical reasons or is comparatively minor.

# Pack Rat O.C.C.

*"Pack Rats"* just don't collect and horde bits of seemingly minor or worthless information and items, but also gather and work in close-knit groups or "packs." Such packs are always at least *half* City Rats, but may include D-Bees, thieves, spies, mages or just about anybody committed to the "pack." Most are close friends who work as a team for their own common agenda, often just to find stuff out, spray paint walls ("tagging"), petty theft, causing mischief and having fun at the expense of others. Working as a team makes them highly effective. The average size of a "pack" is 1D4+4 members. Groups seldom exceed 20 members.

Pack Rats can read and write, work computers and love to collect data, especially rumors and secrets. They'll collect and file even information that seems trivial and unimportant, and are good at putting seemingly unrelated pieces of info together to make a picture. However, they are, generally, less educated, less organized and less disciplined than many of the other City Rat O.C.C.s. For one thing, their top priority is having fun and partying down. For another, they are more *rough and tumble*, actively engaging in physical crimes of vandalism, purse snatching, mugging, rolling drunks, robbery (particularly credit cards and computer files), breaking and entry and snooping around. They see themselves as the "kings of the streets," and because of this, they tend to disregard the turfs of other, more openly violent, street gangs. Consequently, Pack Rats often have more enemies than other Rats, and regularly clash with gang

members, criminal organizations (actually individuals in the organization that they take a dislike to) as well as the police and, sometimes, local businesses and residents.

As a rule, Pack Rats make their "lairs" in abandoned buildings, forgotten subterranean chambers and in low-rent buildings (apartments, lofts, houses) where the rent is cheap and the landlord doesn't care if the place is trashed by the inhabitants. Additionally, all or most of the "pack" share the same abode, so their domicile is a flophouse for them all or the majority. Sometimes the leader or a couple will live in their own place nearby. Likewise, the pack generally does things together as a group or in splinter groups of 3-6 members. Rarely do one or two go off on their own.

**Alignment:** Any, but typically Anarchist (40%), Miscreant (40%) or Diabolic (15%); 5% other.

**Attribute Requirements:** None per se, though P.S. or P.E. is usually 14 or higher. A high P.P. and Speed are helpful too, but not required.

**O.C.C. Skills:**
Literate in Native Language (+10%)
Computer Operation (+10%)
Computer Programing (+10%)
Streetwise (+15%)
Streetwise: Drugs (+10%)
Find Contraband, Weapons & Cybernetics (+12%)
Recognize Weapon Quality (+15%)
Pilot Motorcycle or Hovercycle (+6%; pick one)
Pilot Truck or Automobile (+10%; pick one)
Math: Basic (+10%)
Body Building & Weight Lifting
Running
W.P. two Ancient of choice (typically W.P. Knife and W.P. Blunt or Chain).
W.P. one Modern Weapon of choice.

Hand to Hand: Basic, but it can be upgraded to Hand to Hand: Expert at the cost of one "O.C.C. Related" skill or to Martial Arts or Assassin (if evil) for the cost of two skills.

**O.C.C. Related Skills:** Select nine other skills, but at least two must be selected from *Physical* and three from the *Rogue* skill Category. Plus select one additional skill at levels 3, 6, 9 and 12. All new skills start at level one proficiency.
Communications: Any (+10%).
Cowboy: None.
Domestic: Any (+5%).
Electrical: Basic and Computer Repair only (+5%).
Espionage: Detect Ambush, Escape Artist, Intelligence and Interrogation Techniques only (+5%).
Mechanical: Basic Mechanics and Automotive only (+10%).
Medical: First Aid and Brewing (+10%) only.
Military: Camouflage, Military Etiquette, and Recognize Weapon Quality only (+10%).
Physical: Any.
Pilot: Any ground vehicles (+5%); No Robot combat, aircraft or boats.
Pilot Related: Any.
Rogue: Any (+10%).
Science: Mathematics: Advanced only.
Technical: Any (+5%; +10% to Computer, Salvage and Research skills).
W.P.: Any.
Wilderness: None.

**Secondary Skills:** The character also gets to select five Secondary Skills from the list above, except none from Physical or those listed as "None." Physical skills must be selected from O.C.C. Related choices. Select one additional Secondary Skill at levels 2, 4, 8 and 10. These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All Secondary Skills start at the base skill level.

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**Standard Equipment:** Two sets of "working colors," one is gang colors and the other is what passes for a fashion statement. Most Pack Rats like leather, dark clothing, chains, studs, spikes, collars and wristbands. The character also has a modest wardrobe of fashionable clothing for play and entertainment located in a small apartment in a poor part of town or derelict building considered the "group" home.

Other equipment includes one weapon for each W.P. plus three E-Clips for each weapon. Other items include a flashlight, a large backpack, large bag or satchel, small bag, utility belt, canteen or whiskey flask, PDD/Pocket Digital Disc player and recorder, portable computer, binoculars, short-range radio or communicator, and personal items such as wallet, comb, sunglasses, etc.

Vehicles: One used M.D.C. motorcycle or hovercycle (-20% of its M.D.C.), and a beat up M.D.C. car or truck (-50% of its M.D.C.). A vehicle that can carry several people, like a truck or van, is important for "group" gatherings.

Mega-Damage body armor can be of any "common" type from homemade to Plastic Man and light or medium armor of any kind repainted and altered for "style."

**Money:** Starts with 4D6x100 credits available for additional purchases, and a Black Market item or bit of information of some kind worth 1D6x1000 credits.

**Cybernetic Implants:** The Pack Rat starts with a Clock Calendar and 1D4+1 Black Market cybernetics of choice. Those who can afford it *will* consider getting a bionic eye and/or a bionic hand or hand and forearm. Cyber-disguises and cosmetic cybernetics are also popular among this group. All other cybernetics and minor bionics are fair game.

# Gutter Rat O.C.C.
## Typically a *villain* Character

*"Gutter Rats"* is the slang designation for the most violent and criminal oriented City Rats. These are Rats whose skills focus predominantly on breaking and entry, stealing, spying, mugging, and fighting. They are generally the meanest and most ruthless of the City Rats. Those who retire as Gutter Rats usually graduate to a life of crime, with roughly 20% becoming Cyber-Snatchers, 15% Assassins, 10% Headhunters, 5% becoming full conversion 'Borgs and 2% becoming Crazies (the rest are any criminal O.C.C. or evil character).

Villainous Gutter Rats are the street scum that prey on innocent people and run schemes and rackets to get what they want regardless of who gets hurt. These are the bandits, assassins, drug dealers, gang members, and truly vicious streets criminals. Bullies and brutes who think power is the ability to hurt and humiliate those weaker than they, and who use their wits and wiles to cheat, hurt and destroy their fellow man. With the exception of the Roof Rat, most City Rats and even Aberrant evil gangsters avoid these dregs of society. Since many Gutter Rats are antisocial or sociopaths, a good number are brooding lone-wolves who keep to themselves and don't so much associate with others as lord over a band of subservient underlings.

**Alignment:** Anarchist (15%), Miscreant (40%), Diabolic (40%), or Aberrant (5%).

**Attribute Requirements:** None per se, though a high P.S., P.P., and/or P.E. is common. Meanwhile, budding young criminal masterminds and assassins will have a high I.Q. and/or M.A. that is usually 14 or higher. A high P.P. and Speed are helpful too, but not required.

**O.C.C. Skills:**
Literate in Native Language (+10%)
Computer Operation (+15%)
Computer Programing (+10%)
Streetwise (+20%)
Streetwise: Drugs (+15%)
Find Contraband, Weapons & Cybernetics (+20%)
Recognize Weapon Quality (+15%)
Interrogation Techniques (+10%)
Pilot Hovercycle or Hovercraft (+10%; pick one)
Math: Basic (+10%)

Athletics, General
Body Building & Weight Lifting
Running
W.P. Ancient: Two of choice (one is typically W.P. Knife).
W.P. Modern Weapons: Two of choice (one is typically W.P. Energy Pistol).
Hand to Hand: Expert, but it can be upgraded to Hand to Hand: Martial Arts or Assassin for the cost of one "O.C.C. Related" skill.

**O.C.C. Related Skills:** Select seven other skills, but at least two must be selected from *Espionage* and two from the *Rogue* skill category. Plus select one additional skill at levels 2, 5, 9 and 13. All new skills start at level one proficiency.
Communications: Any (+10%).
Cowboy: None.
Domestic: Any.
Electrical: Basic and Computer Repair only (+5%).
Espionage: Any.
Mechanical: Basic Mechanics and Automotive only (+10%).
Medical: First Aid and Brewing (+5%) only.
Military: Recognize Weapon Quality, Demolitions and Demolitions Disposal only (+5%).
Physical: Any.
Pilot: Any ground vehicles (+5%); no Robot Combat, aircraft or boats.
Pilot Related: Any.
Rogue: Any (+10%).
Science: Mathematics: Advanced only.
Technical: Any (+5%; but Law, Gemology, Jury-Rig and Cyberjacking are +10%).
W.P.: Any.
Wilderness: None.

**Secondary Skills:** The character also gets to select four Secondary Skills from the list above, except none from Physical or those listed as "None." Physical skills must be selected from O.C.C. Related choices. Select one additional Secondary Skill at levels 2, 4, 8 and 10. These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All Secondary Skills start at the base skill level.

**Standard Equipment:** Two sets of "working colors," one is gang colors and the other is what passes for a fashion statement. Most Gutter Rats like leather, dark clothing, chains, and death images. The character also has a modest wardrobe of fashionable clothing for play and entertainment located in a small apartment in a poor part of town or derelict building.

Other equipment includes one weapon for each W.P. plus three E-Clips for each. Other items include a flashlight, a sleeping bag, large bag or satchel, small bag, utility belt, canteen or whiskey flask, PDD/Pocket Digital Disc player and recorder, portable computer, binoculars, short-range radio or communicator, and personal items such as wallet, comb, sunglasses, etc.

Vehicles: A new hovercycle or hover car (probably stolen).

Mega-Damage body armor can be of any "common" type from homemade to Plastic Man and light or medium armor of any kind repainted and altered for "style."

**Money:** Starts with 4D6x100 credits available for additional purchases, and a Black Market item or bit of information of some kind worth 1D4x1000 credits.

**Cybernetic Implants:** The Gutter Rat starts with 1D4+2 Black Market cybernetics of choice plus limited forms of bionic augmentation such as one or two bionic eyes and/or a bionic hand and arm, or bionic leg with concealed compartments and weapons. Cyber-disguises, and bionic head, jaw and lung augmentation are also appealing. Any cosmetic cybernetics will be ugly or frightening. All other cybernetics and minor bionics are fair game.
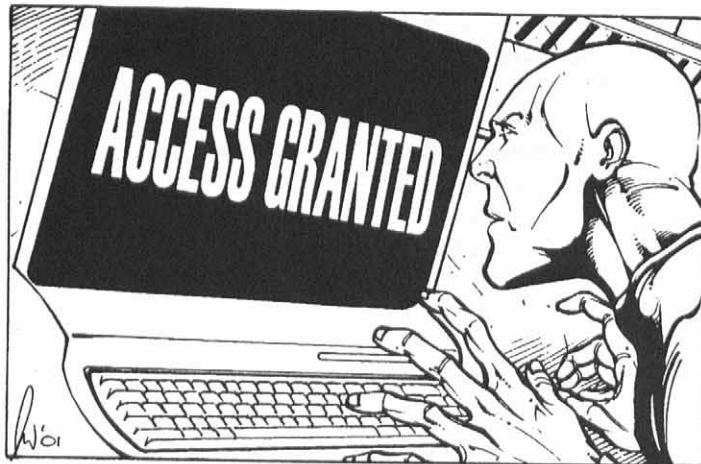


# Roof Rat O.C.C.
## May be a treacherous player character or a *villain* Character

*"Roof Rats"* or *"Rat Finks"* are City Rats who work alone or in pairs and are known to lurk around spying on everybody from criminals and CS spies to mercenaries, adventurers and fellow City Rats. They sell that information to local gangs, crime lords, the Black Market, rival factions and/or agents of the Coalition States. Basically, these "snitches" will sell out anybody and sell anything they can to whomever they can to turn a credit or save their own skin. Consequently, they are considered to be honorless scum and the lowest of the low, even lower than Gutter Rats and Cyber-Snatchers. They are generally hated by everybody, including other City Rats and even Gutter Rats, who think Roof Rats give them all a bad name. As pariahs, they keep to themselves and have no loyalty to anybody except themselves and their one or two low life partners. Typically work as pairs, sometimes trios.

These bottom feeders are well acquainted with the dark side of the city and associate with other low lives such as junkies willing to sell their own mother for a fix, drug dealers, slavers, Body-Chop-Shop Cyber-Docs of ill-repute, Cyber-Snatchers, murderers, CS spies and assassins, and other backstabbers, turncoats, and evildoers such as Witches, Necromancers, the Minions of Splugorth, supernatural fiends and despicable creatures most other people refuse to do business with. Their association with such foul beings only confirms the Roof Rats' perception that life is a grim struggle and the world a dark, ugly place where one survives through acts of cruelty, treachery and betrayal. The most annoying Roof Rats are brazen weasels who make no bones about what they do and flaunt their acts of treachery like a badge of honor. Some Roof Rats hitch their wagons to a particularly powerful crime lord, demon or evil

mage (or the CS), and serve their master as a loyal henchman as long as their association with the individual is rewarding for them. When dissatisfied, the Roof Rat cuts out or betrays his master to find a new patsy.

Roof Rats often retire to become a Professional Spy, Smuggler, Assassin, Bounty Hunter, Headhunter or other criminal O.C.C.

**Alignment:** Anarchist (20%), Miscreant (50%), or Diabolic (30%).

**Attribute Requirements:** None per se, though a high I.Q. and M.E. are suggested.

**O.C.C. Skills:**
- Literate in Native Language (+10%)
- Computer Operation (+10%)
- Computer Programing (+5%)
- Radio: Basic (+15%)
- Surveillance Systems (and tailing, +20%)
- Performance (+15%)
- Disguise (+15%)
- Streetwise (+15%)
- Piloting: One of choice, excluding robots, military vehicles and aircraft.
- Math: Basic (+20%)
- Acrobatics (+10%)
- Climbing (+10%)
- Running
- W.P. Ancient: One of choice.
- W.P. Modern Weapons: One of choice.
- Hand to Hand: Basic, but it can be upgraded to Hand to Hand: Expert for the cost of one "O.C.C. Related" skill or Assassin for the cost of two.

**O.C.C. Related Skills:** Select seven other skills, but at least two must be selected from *Communications* and two from the *Rogue* skill category. Plus select one additional skills at levels 2, 5, 9 and 13. All new skills start at level one proficiency.
- Communications: Any (+10%).
- Cowboy: None.
- Domestic: Any.
- Electrical: Basic and Computer Repair only (+5%).
- Espionage: Imitate Voices and Impersonation, Intelligence and Tracking (+10%).
- Mechanical: Basic Mechanics and Automotive only (+10%).
- Medical: Paramedic and Brewing (+10%) only.
- Military: Camouflage, Demolitions, and Find Contraband only (+5%).
- Physical: Any.
- Pilot: Any ground vehicles (+10%); no robots, aircraft or boats.
- Pilot Related: Any.
- Rogue: Any (+10%).
- Science: Mathematics: Advanced only.
- Technical: Any (+5%, but Cyberjacking is +10%).
- W.P.: Any; except Heavy Weapons.
- Wilderness: None.

**Secondary Skills:** The character also gets to select four Secondary Skills from the list above, except none from Physical or those listed as "None." Physical skills must be selected from O.C.C. Related choices. Select one additional Secondary Skill at levels 2, 4, 8 and 10. These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All Secondary Skills start at the base skill level.

**Standard Equipment:** Most Roof Rats like jump suits, leather, dark clothing, gaudy jewelry, and things that are repulsive to the average person. The character also has a modest wardrobe of fashionable clothing for play and entertainment located in a small apartment in a poor part of town or derelict building he considers to be his home or secret lair.

Other equipment includes one weapon for each W.P. plus three E-Clips for each modern weapon. Other items include a flashlight, a sleeping bag, large bag or satchel, small bag, utility belt, canteen or whiskey flask, PDD/Pocket Digital Disc player and recorder, portable computer, binoculars, short-range radio or communicator, and personal items such as wallet, comb, sunglasses, etc.

**Vehicles:** A new hovercycle or hover car (probably stolen).

Mega-Damage body armor can be of any "common" type from homemade to Plastic Man and light or medium armor of any kind repainted and altered for "style."

**Money:** Starts with 4D6x100 credits available for additional purchases, and a Black Market item or bit of information of some kind worth 1D4x1000 credits.

**Cybernetic Implants:** The Roof Rat starts with one Multi-Optic Eye and 1D4 Black Market cybernetics of choice. This miscreant longs for limited forms of bionic augmentation such as another bionic eye and/or a bionic hand and arm tricked out with a finger gun, finger camera, Fingerjack, Razor Fingernails, Garrote Wrist Wire or climb cord and a few other goodies. Cyber-disguises, optics, audio enhancements, and bionic head, jaw and lung augmentations are also appealing. May also desire cosmetic cybernetics. All other cybernetics and minor bionics are fair game.

# Cyber-Snatcher O.C.C.
## A *villain* Non-Player Character

Cyber-Snatchers are murderers and cutthroats who kill people for their cybernetics and bionics, carving them out of their victims' still warm bodies. These immoral, cruel monsters target partial cyborgs and individuals with cybernetic implants and/or prosthetics, including City Rats and Headhunters and sometimes full conversion cyborgs in distress, and then mug them, taking the cybernetics. Stealing cyber-implants and bionics – machine augmentation surgically attached to the body – means ripping, cutting or hacking them out of their victim! A process that maims or kills ninety-nine out of a hundred victims.

When these ghoulish miscreants aren't hacking up new victims, they are busy getting drunk or high, gambling or starting bloody fights. Cyber-Snatchers are junkies and psychopaths who see violence as the solution to every problem. Somebody disrespects you, beat, torture or kill 'em. Somebody threatens you, jump 'em and maim or kill 'em. Somebody makes you mad, beat 'em to a pulp, torture 'em (or a loved one) or kill 'em. Um, you can see the nasty pattern. Cyber-Snatchers are bullies and madmen who love dishing out pain and suffering. Many are outright sadistic. Acts of cruelty, brutality, intimidation and

murder make them feel strong and powerful. Without it, they are nothing.

Cyber-Snatchers can run in pairs and small gangs of 3D4, seldom larger. They *may* be affiliated with a larger street gang, death cult, or Necromancer who *may* offer their "associates" limited protection and assistance. However, even most Black Market operatives and Coalition soldiers loathe these mad dog killers. Headhunters, 'Borgs, Cyber-Knights, Juicers and Crazies absolutely despise Cyber-Snatchers, and many will dispatch them over the slightest provocation.

**Alignment:** Diabolic (50%), Miscreant (45%) and Aberrant (5%). There is nothing redeeming about these fiends. They are evil through and through, and have no regard life other than their own. They see kindness and decency as a joke, and despise beauty. They kill people wantonly, and victims left alive are usually an accident. Only Cyber-Snatchers who are Aberrant *may* have some twisted justification for what they do and may prey only upon specific targets (i.e., Coalition soldiers or CS citizens, D-Bees, Splugorth minions, etc.), usually out of some misguided sense of justice or revenge.

**Attribute Requirements:** None per se, though a high P.S. and P.P. are suggested.

**O.C.C. Skills:**

Only 01-30% of all Cyber-Snatchers are Literate in their Native Language (+10%) and are usually ex-Gutter or Roof Rats.

Radio: Basic (+10%)

Tracking (+10%)

Prowl (+10%)

Interrogation Techniques (+10%)

Streetwise (+10%)

Streetwise: Drugs (+10%)

Piloting: One of choice, excluding robots, military vehicles and aircraft.

Body Building & Weight Lifting

Running

Boxing or Wrestling (pick one).

W.P. Knife plus one Ancient Weapon of choice (typically sword or Battle Axe).

W.P. Modern Weapons: Two of choice.

Hand to Hand: Expert, but it can be upgraded to Hand to Hand: Assassin or Martial Arts for the cost of one "O.C.C. Related" skill.

**O.C.C. Related Skills:** Select seven other skills, plus select one additional skill at levels 3, 6, 9 and 12. All new skills start at level one proficiency.

Communications: Any (+10%).

Cowboy: None.

Domestic: Any.

Electrical: Basic and Computer Repair only (+5%).

Espionage: Intelligence and Detect Concealment only (+10%).

Mechanical: Basic Mechanics and Automotive only (+10%).

Medical: Paramedic and Brewing (+5%) only.

Military: Recognize Weapon Quality and Find Contraband only (+5%).

Physical: Any.

Pilot: Any ground vehicles (+5%); no robots or aircraft.
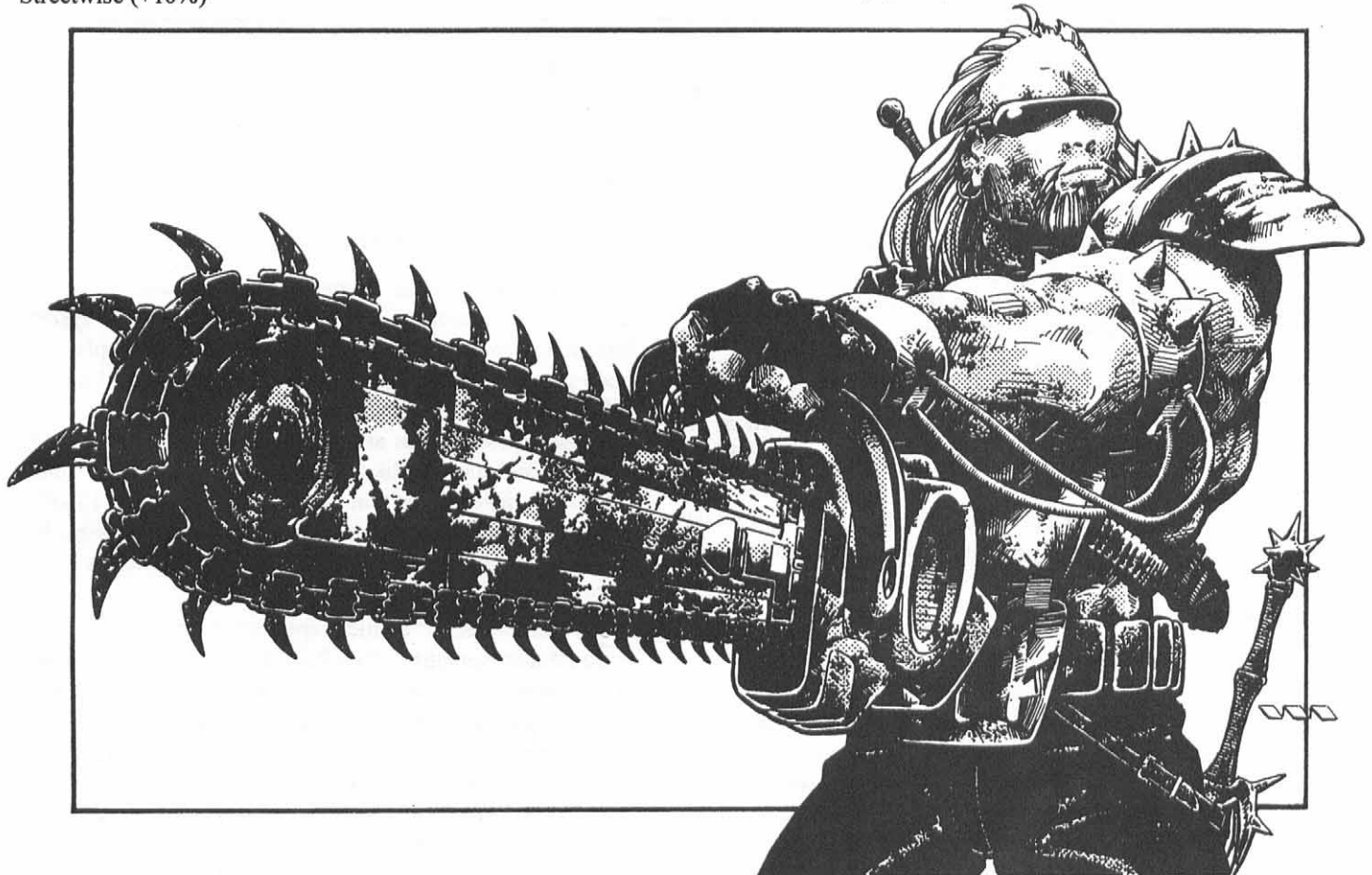
Pilot Related: Any.

Rogue: Any (+5%).

Science: Biology only.

Technical: Any (+5%).

W.P.: Any.

Wilderness: None.

**Secondary Skills:** The character also gets to select four Secondary Skills from the list above, except no Physical or those listed as "None." Physical skills must be selected from O.C.C. Related choices. Select one additional Secondary Skill at levels 2, 4, 8 and 10. These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All Secondary Skills start at the base skill level.

**Common Cyber-Snatcher Weapons** include *M.D. chainsaws* (4D6 and 5D6 M.D.), *Neural-Mace* (see CS weapon of the same name), *Vibro-Blades* (from small to large; usually carries a knife and a sword or axe), *Laser Scalpels* (1D6 to 2D6 S.D.C.), *Wilk's Laser Wand* (with five settings: 1D4, 1D6, 2D6, and 4D6 S.D.C. or one M.D. point) and *Plasma or Laser Torches* (typically has 4-5 settings that inflict 1D4, 1D6, 2D6 and 4D6 M.D.). May also use Techno-Wizard or alien technology (usually stolen off the corpse of one of their victims).

**Standard Equipment:** Cyber-Snatchers like high-top boots, long coats, air force style caps, stylish sunglasses, leather, metal bracelets and wristbands, and cybernetics. The character also has a modest wardrobe of fashionable clothing for play and entertainment located in a small apartment in a poor part of town or derelict building he considers to be his home or the "gang" lair.

Other equipment includes a flashlight, binoculars, passive nightvision goggles (or gun scope), a sleeping bag, two large sacks, a large satchel, backpack, utility belt, canteen or whiskey flask, short-range radio or communicator, air filter, and personal items such as wallet, comb, sunglasses, etc.

**Vehicles:** A new hovercycle or motorcycle (probably stolen), at the G.M.'s discretion. Many Cyber-Snatchers waste their money and can't afford to buy a vehicle. Besides, prowling gin joints and back alleys, and lurking in shadows requires foot power.

Mega-Damage body armor can be of any "common" type from homemade to medium or heavy armor of any kind repainted and altered for "style."

**Money:** Starts with 4D6x100 credits available for additional purchases, and a Black Market item or bit of information of some kind worth 1D4x1000 credits.

**Cybernetic Implants:** Ironically, Cyber-Snatchers rather fancy cybernetics and will have 1D4 implants (conventional or Black Market). However, they get bionics and prosthetics only if they need them for medical reasons.

# Cybernetics

With rare exception, **cybernetic devices** are light mechanical prosthetics, implants and minor forms of mechanical augmentation. They include prosthetic limbs and internal organs used in medical procedures as replacements/substitutes for natural body parts lost or damaged through injury or disease. Thus, commercial cybernetic devices, artificial arms and legs, cybernetic (i.e. mechanical) ears (effectively a hearing aid built right into the ear to restore hearing), eye implants to restore vision, and so forth, as well as minor enhancements like the clock-calendar or gyro-compass, and cosmetic modifications to look different, are all considered to be *cybernetics*. Likewise, a tracking device, tracer bug, radio receiver, identification insert, and scores of other implants and miniature systems surgically inserted or attached to the physical flesh and blood body typically fall into the *cybernetics* category.

Cybernetics should not be confused with *Bionics*, in which the human body is not merely repaired by artificial systems, but has been augmented – improved – and largely replaced by bionic machine parts.

## Bionics

In the world of **Rifts®**, *bionics* are "bio-mechanical" weapons and combat systems. They are usually heavy and invasive mechanisms designed for the specific purposes of war and *augmentation* – to make the living subject/recipient beyond the normal range of human capability. Thus, a prosthetic arm with a Physical Strength of 16 or greater, or extendible Vibro-Blades, an energy weapon built into the fingers or forearm, and other mechanical "augmentation" above and beyond the normal mortal range is *bionic*. A person with bionics has, to some degree, undergone a "conversion" that puts that person on the path of becoming more machine than man.

## The *difference* between cybernetics & bionics

Confusion between "cybernetic" and "bionic" arises from the fact that bionics *are* advanced *cybernetic systems* – bio-mechanical devices that connect to and/or replace living body parts with machine parts to make the individual more powerful, faster, stronger, etc. Like medicinal and commercial cybernetics, these devices are designed to respond to neurological impulses and function like an actual human organ or limb. The distinction, however, is that *bionics* (at least on Rifts Earth) has come to mean those bio-mechanical devices that significantly *augment/enhance* performance above and beyond the "normal" or "average" human spectrum.

**For example:** A "bionic" replacement arm is likely to have extraordinary strength with a P.S. rating in the twenties, while a "cybernetic" one seldom exceeds a P.S. of 10. A pair of bionic legs are likely to enable the recipient to run as fast as a horse or even a speeding automobile up to 120 mph (192 km), while "cybernetic" legs seldom have a Spd greater than 10. Likewise, many cybernetics, especially prosthetics, are made of S.D.C. materials and made to look as *lifelike* as possible, while combat oriented *bionics* are usually made of M.D.C. material and are

deliberately made to look machine-like and menacing. Meanwhile, the cybernetic arm has only a maximum P.S. of 10, because the typical citizen only has a P.S. of 8-10. Of course, to a person who has lost an arm, a cybernetic replacement of almost any P.S. is wonderful. For warriors and adventurers seeking to achieve *superhuman* augmentation, they must turn to *bionics*.

**Bionics** are almost always designed for combat, war or for heavy, backbreaking work (e.g., the Mining 'Borgs of the New West) or environments inhospitable to ordinary humans. With that in mind, bionics are almost always performed on perfectly healthy physical subjects who willingly sacrifice their living body to become a synthesis of *man and machine*. In fact, bionics is so advanced on Rifts Earth that **full cyborg conversions** create walking, thinking armored powerhouses that are more machine than flesh and blood. Robot-like constructs with an internal system of living organs and blood that keeps a *humanoid brain* alive inside the powerful, robotic shell! In these cases, the mechanical cyborg body is a receptacle for the living, thinking brain. In most cases, "full conversion" means 75% to 90% of the once human body is replaced by machine parts that can take Mega-Damage, last longer and do not fatigue or succumb to illness. Partial bionic reconstruction means 25% to 50% of the living body has been replaced with bionics parts.

**The trade off** of one's humanity, however, can be terrible. For one, physical sensations, particularly the tactile sense of touch, are greatly diminished. Even the very best bionic sensor systems are not the same as human physicality. Losing the sense of touch by a significant degree creates a certain level of sensory deprivation and helps to sever a cyborg's ties to humanity (and sometimes, his sanity). This also means physical skills requiring touch and dexterity are also diminished. **Note:** Typically a -15% skill penalty to things like pick pockets, safe cracking, art, etc. May include a similar penalty to prowl if one or both legs are bionic or cybernetic. The sense of touch for bionic systems is usually only at around 20-35% of normal, with Bio-Systems as high as 56%.

Further psychological effects include full conversion cyborgs coming to believe themselves to be indestructible supermen, or superior to mere flesh and blood humanoids, or that because they are bigger, stronger, etc., it is their responsibility to protect (or subjugate) those who are weaker than they. Others forget their humanity and lose the ability to empathize with the human condition, making them indifferent to, or intolerant of, human weakness. Some become anti-social or even sociopaths, however, a surprisingly small percentage (5-10%) succumb to this. Full conversion cyborgs are much more likely to become thrill seekers who hunger for combat and adventure, and become frustrated and bored with ordinary life in the mundane world. After all, there is little room for a "superman" in the ordinary humdrum of everyday life.

## Player Characters and Cybernetics

Any character can get and use cybernetics. Some characters like the Headhunter, City Rat and Cyber-Doc have limited cybernetics to begin with. Others can add them later. There are few O.C.C.s entirely opposed to using cybernetics for medical purposes. However, players should be aware that the incorporation of cybernetics means altering the character's physical body by removing part of the living body and replacing it with a *mechanical substitute*. Even the best mechanisms are not the same as the original physical body, and despite the obvious enhanced abilities, the character is forever changing his body; for better or worse. What is done is done, and he or she will have to live with it for the rest of their lives. While many individuals, like the Cyber-Doc and Headhunter, love cybernetic enhancements and are delighted to have them (and want more), others may regret their decision later in life.

Beings who are obviously brimming with cybernetic implants or who are recognized to have 20% or more artificial body parts are commonly called "modified men" or "M & Ms." There is some degree of prejudice toward M & Ms for a number of reasons. One is that many, especially the simpler peasant folk, see cybernetics as *unnatural* and Modified Men as inhuman or even monsters. They cannot bring themselves to trust a Modified Man nor to feel comfortable with one in the village. Others see M & Ms as either the decadent rich, criminal rich, or mercenaries, all of which are viewed with suspicion. Lastly, there is a growing movement toward *naturalism*. Unless the cybernetics are needed strictly for medical reasons, naturalists believe that the use of cybernetics is an offense to the flesh and god, and look upon Headhunters, Cyborgs and Modified Men with disdain and loathing.

Of course, others, especially those in high-tech cities, the 'Burbs and soldier towns see nothing wrong with mechanical enhancement. Cybernetics is widely accepted, not to mention commonplace, especially in the Coalition States, Free Quebec, the New German Republic, Atlantis, Western Russia and parts of Japan. Furthermore, many wilderness explorers and most men of arms see cybernetics and bionic augmentation as necessary and wonderful.

# Cybernetics Systems

There are five major classifications of cybernetics:

**Medical cybernetics** is the science of bio-mechanics, in which electronics and mechanical systems are integrated with biological systems; i.e., a mechanical heart is placed in a living being as a substitute for his irreparably damaged or diseased flesh and blood organ. An ordinary person living on Rifts Earth is likely to have no more than 1-3 cybernetics systems, usually for medical reasons, and none of which provide superhuman abilities.

**Commercial Implants & Minor Augmentation:** Those generally available to the public.

**Cosmetic Cybernetics:** Bio-mechanical additions used to change one's appearance. Those who use them believe the cybernetics make them more exotic and attractive – the latter is a matter of contention among conservative members of society who see them as disturbing, rebellious and ugly.

**Illegal or Black Market cybernetics** are largely nonintrusive implants and additions that provide a very limited

level of augmentation or capabilities above and beyond the norm. Most are small, minor additions or forms of augmentation like finger razor blades, boosted ability to see or hear, or an implant like the clock calendar or speedometer.

**Bionics:** Advanced bio-mechanical enhancements designed for augmentation and combat.



# Medical Cybernetics

**Medical: Blood Analysis/Tox-Screen:** Special sensors and implants in the hand enable it to do a basic screen for 60 common toxins and blood anomalies (i.e., too much or too little insulin, sugar, cholesterol, white and red cell count, poison, etc.). The subject's blood to be tested must physically touch the area of the hand (may be a particular finger or area of the palm) to do the analysis. Can also indicate whether the sample is of a human, animal, D-Bee or unknown (alien) blood type. Cost: 30,000 credits.

**Medical: Epidermic Analyzer:** Molecular analyzers in the hand identify and measure the amount of salt, sugar and powerful enzymes or chemicals by touching a person's skin and/or perspiration. It can also measure the patient's body temperate by touch (touch for 30 seconds). Cost: 35,000 credits.

**Medical: Epidermal Temperature Gauge:** Basically the hand or a specific finger can take a person's body temperature by simply touching the subject on the neck, head or armpits. Cost: 1,000 credits.

**Medical: Laser Scalpel Finger:** One of the fingers is really a laser scalpel used for surgery. Maximum damage is 1D4 S.D.C. points of damage. It is not a Mega-Damage weapon. Cost: 5,000 credits.

**Medical: Pulse & Pressure Detector:** By simply squeezing and holding a patient's wrist or finger for a minute, the doctor can accurately measure the character's pulse rate. By squeezing, holding and slowly releasing the wrist, the doctor can also measure the patient's blood pressure. Cost: 25,000 credits.

**Medical: Stethoscope Feature:** This feature can only be used in conjunction with one of the cybernetic or bionic ear implants or a universal Headjack and receiver. The doctor can use his hand or ear like a stethoscope, placing it on the patient's chest or back and listen to his heartbeat and/or breathing. Cost: 10,000 credits.

**Medical: Sensor Hand:** This bit of hardware closely resembles an ordinary sensor hand, except it has been designed with medical care, rather than general utility, in mind. As many as 14 features can be installed in the hand. Each sensor feature must be purchased separately. Includes all Medical features, above, plus 1D4 other cybernetic systems. Cost: 60,000 credits.

## Cybernetic Prosthetics & Other Medical Systems

A prosthetic cybernetic limb is designed to replace a damaged or lost limb and allow the recipient to function as an ordinary human. A cybernetic hand, arm or leg *is* a marvel of neural-synthetic medicine. Not only does the artificial limb replace the flesh and blood limb, but it responds to neurological signals from the body to react with the same speed and movement of the original. That means a character with a cybernetic hand and arm can drive a car, play ball, and use a knife and fork to feed himself as he or she always has. Furthermore, it can be made to look surprisingly lifelike and natural. However, while the "cybernetic" limb is a godsend to the injured character, it does *NOT* bestow any exceptional abilities. This is true of most cybernetics used in medicine or sold commercially to the public.

While cybernetics may replace a limb, change one's appearance or offer minor enhancement, they are NOT intended to significantly raise one's abilities beyond the common human norm. A cybernetic arm, for example, has only a maximum P.S. of 10, because the typical citizen only has a P.S. of 8-10. Of course, to a person who has lost an arm, a cybernetic replacement of almost any P.S. is wonderful. For warriors and adventurers seeking to achieve superhuman augmentation, they must turn to *bionics*. **Note:** Most cybernetics are S.D.C. constructs. Cybernetics (and bionics) are also one of the few forms of physical augmentation that can be applied to alien, humanoid life forms. Thus, D-Bees and humans alike may enjoy cybernetic enhancements.

**Mechanical Cybernetic System.** The disadvantage, other than its more obvious artificial nature, is that there is no true sense of touch, only sensors designed to respond to heat and pressure. The lack of touch can be emotionally and mentally debilitating. However, the mechanical substitute is still a marvelous alternative to no limb at all. **Skill Penalty:** -15% to skills that require manual dexterity and touch due to lack of full articulation and little or no sense of touch. Only -5% for Bio-Systems.

**Damage Considerations:** If the appendage is subjected to minor damage from a cut or burn, only surface blemishes and

disfigurement of the outer skin casing will result, but the mechanical functions are unimpaired.

Severe damage can snap the neural links (1-40% chance), transforming the limb into an immobile paperweight attached to the body. To avoid unnecessary stress to the connecting portion of the flesh and blood body, the limb should be supported in a sling or brace. Except in the case of Bio-Systems, there is no flesh or fluids to decay and poison the body. However, the following movement penalties apply to limbs immobilized by damage. Hand/Arm: -2 to strike, parry, dodge, and roll; the person's balance is off even if the arm is not his main one. Foot/Leg: -2 to strike and parry, -2 on initiative, -3 to dodge and roll, no kick attacks are possible without falling down and losing one attack, and reduce speed by half. Penalties are accumulative for each damaged limb.

A quick note on *Bio-Systems*: A "Bio-System cybernetic organism" is the ultimate cybernetic prosthetic: a combination of machine, electronics and living tissue and blood. They are basically living machines. Cybernetic Bio-Systems are cybernetic implants built into or combined with living tissue and organs. These are the most advanced and natural of the implants and augmentation, often combined with genetic manipulation and cloning to create a true synthesis of man and machine; basically, living machine parts for the human body. Although they rarely have the spectacular abilities that bionics are famous for, these implants offer the recipient the luxury of a real, non-mechanical appearing simulation that will look and function close to 100% natural.

Bio-Systems always cost much more than mechanical simulations, because of the complexity in creating a cyber-part that combines both living matter and micro-machinery, and because of the cosmetic superiority of the item. People are vain and will pay exorbitant prices to look perfect or natural. Most Bio-Systems are designed with the intention of keeping the individual as human and natural looking as possible, and were created for medical purposes. However, the abuse of cybernetics is commonplace among the technologically advanced civilizations of Rifts.

Mechanical cybernetic appendages are much less expensive than advanced Bio-Systems and function basically the same as the Bio-Systems with neural attachments and have excellent motor response. The major difference is that the skin covering is not living flesh, but an obviously synthetic and unfeeling covering. The fake skin is usually a soft, skin-colored plastic, but it can be hard plastic or even left uncovered to show the metal, plastic and ceramics of the cybernetic mechanism.

Some Bio-Systems are completely organic replacement organs genetically "tweaked" as

needed to fit the patient without worry that his body will reject it. As one might expect, the cost of these supremely advanced Bio-Systems is two to five times more expensive than a simple, mechanical cybernetic replacement. The cost of Bio-Systems are included with each cybernetic description. Bio-Systems can NOT be bionic.

The Stats reflect the cybernetic "standard" common to most manufacturers, Cyber-Docs, installers and Body-Chop-Shops, both legal and illegal.

The maximum amount any attribute, S.D.C. or M.D.C. can be *tweaked* and *increased* is 20%, with an appropriate in-

crease in price. Both mechanical and Bio-Systems can be "tweaked" and improved. Moreover, most Bio-Systems prosthetics can be improved another 20-30% through intense physical skills just like any living body part through lifting weights and other exercise. However, Bio-System appendages are not as strong or resilient as the genuine article, so their maximum capability is less than a normal arm or leg.

Other notes on stats. Weight will vary depending on the size and race of the recipient. Cost is also the industry standard and may vary, up or down, from place to place. Where cybernetics are outlawed or availability is high but supply is low, the price could be double or triple. Cybernetics and bionics rarely sell for less than 20-30% below list price, and such discounts are usually limited to select items to entice customers to come in and buy.
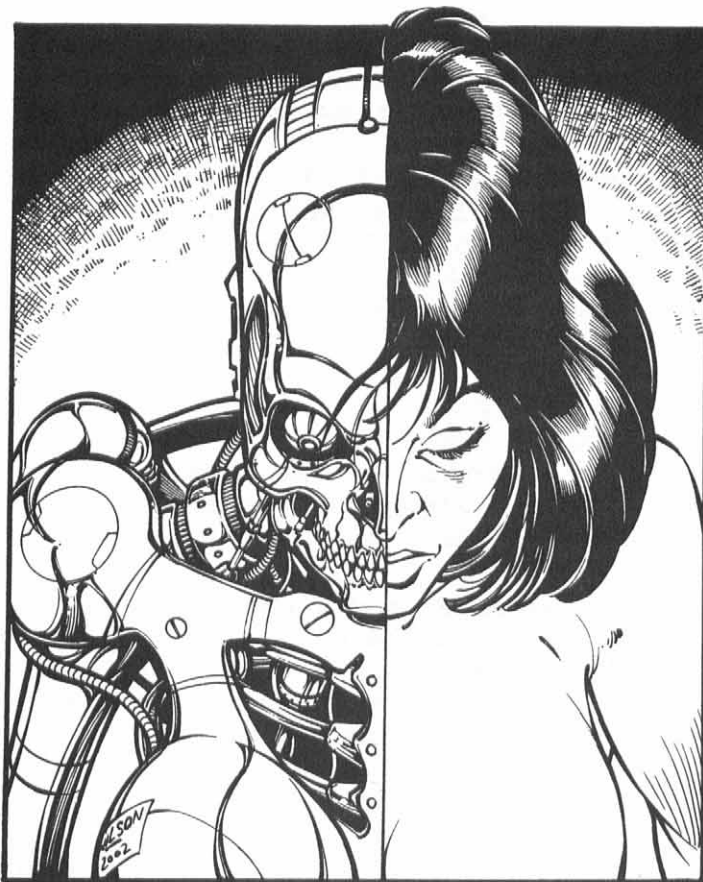


# Cybernetic Appendages, Prosthetics & Bone

**Cybernetic Finger (or Toe):** A bio-mechanical replacement digit for a lost finger, usually sized and molded to resemble the remaining fingers as closely as possible. P.S.: 4-8, S.D.C.: 1D4, Cost: 300 credits for a standard cybernetic finger, 1000 credits for a cybernetic Bio-System, 2,000 credits for a completely flesh and blood Bio-System replacement (like real).

**Cybernetic Foot:** A bio-mechanical replacement for a lost foot, fitted to be as similar in shape and size as possible to the lost appendage. P.S.: 8-10, Spd: able to support a Spd of 10, S.D.C.: 2D6+25, Cost: 10,000 credits for a standard mechanical prosthetic, 16,000 credits for a combination cybernetic and Bio-System, 24,000 credits for a completely, like real, flesh and blood Bio-System.

**Cybernetic Hand:** A bio-mechanical replacement for a lost hand, fitted to be as similar in shape and size as possible to the lost appendage. P.S.: 8-10, P.P.: 8-10, S.D.C.: 2D6+16, Cost: 12,000 credits for a standard mechanical hand, 18,000 credits for a combination cybernetic and Bio-System, 30,000 credits for a completely, like real, flesh and blood Bio-System.

**Cybernetic Hand & Forearm:** A bio-mechanical replacement for a lost hand and forearm, fitted to be as similar in shape and size as possible to the lost appendage. P.S.: 8-10, P.P.: 10, S.D.C.: 2D6+24, Weight (Human): Approx. 6 lbs (2.7 kg), Cost: 12,000 credits for a standard mechanical replacement, 22,000 credits for a combination cybernetic Bio-System, 40,000 credits for a completely, like real, flesh and blood Bio-System.

**Cybernetic Hand & Entire Arm:** This is a cybernetic prosthetic of the entire arm from fingertip to shoulder. P.S.: 8-10, P.P.: 10, S.D.C.: 3D6+30, Weight (Human): Approx. 8-9 lbs (3.6 to 4 kg), Cost: 24,000 credits for a standard mechanical replacement, 38,000 credits for a combination cybernetic and Bio-System, 75,000 credits for a completely, like real, flesh and blood Bio-System.

**Cybernetic Leg & Foot:** P.S.: 10-12, P.P.: 10, Spd: able to support a Spd of 12, S.D.C.: 3D6+40, Weight (Human): Approx. 15 lbs (6.7 kg), Cost: 25,000 credits for a standard mechanical replacement, 40,000 credits for a combination cybernetic and Bio-System, 80,000 credits for a completely, like real, flesh and blood Bio-System.

**Rebuild Hip & Leg Joint:** Rebuild hip area with the original or a cybernetic leg. P.S.: 10, P.P.: 10, S.D.C.: 2D6+30, Weight (Human): Approx. 5 lbs (2.25 kg), Cost: 25,000 credits for a standard mechanical replacement, 35,000 credits for a combination cybernetic and Bio-System, 70,000 credits for a completely, like real, flesh and blood Bio-System. Double cost to completely replace the *pelvis*.

**Rebuild Shoulder & Shoulder Blade:** Rebuild shoulder area with original or cybernetic arm. P.S.: 8-10, P.P.: 10, S.D.C.: 2D6+30, Weight (Human): Approx. 5 lbs (2.25 kg), Cost: 20,000 credits for a standard mechanical replacement, 32,000 credits for a combination cybernetic and Bio-System, 50,000 credits for a completely, like real, flesh and blood Bio-System.

**Reinforced bones:** An S.D.C. or M.D.C. metal and ceramic bone replaces the original. May be done for medical reasons (bone cancer, shattered bone, etc.) or to provide reinforced bones for combat or hazardous labor. S.D.C.: 90 or 1D6+10 M.D.C. per appendage, Weight (Human): varies. Cost: 250,000 credits for an S.D.C. or 450,000 for M.D.C. bone replacements per appendage or rib cage or pelvis. Does not include spine. Most of the cost is the long and dangerous surgery. Original skin and muscle is put over the synthetic bone structure. Bonus: +2D6+20 to overall S.D.C. if more than 50% of the bones have been replaced. Very painful procedure.

**Spine:** Spinal surgery is tricky and dangerous even for the advanced medicine of Rifts Earth's most technological civilizations. Cybernetic replacement pieces can be used to replace broken and crushed vertebrae to restore the spine to as good as new. Back pain is completely gone after healing. Cost: 25,000 credits per vertebra, 750,000 to completely replace the spine with a cybernetic system (three times more durable than the original article; 80 S.D.C.). An M.D.C. spine is considered bionic augmentation.

**Skull Case:** 50-100% of the cranium is replaced with a synthetic one, usually to replace a shattered skull and shaped to resemble the original head as close as possible. May be done for medical reasons or to provide a reinforced skull for combat or hazardous labor personnel. S.D.C.: 100 or 1D6+16 M.D.C., Weight (Human): Approx. 3-5 lbs (1.35 to 2.25 kg), Cost: 60,000 credits for an S.D.C. or 120,000 for an M.D.C. casing (most of the cost is the long and dangerous brain surgery). Original skin is put over the skull casing.



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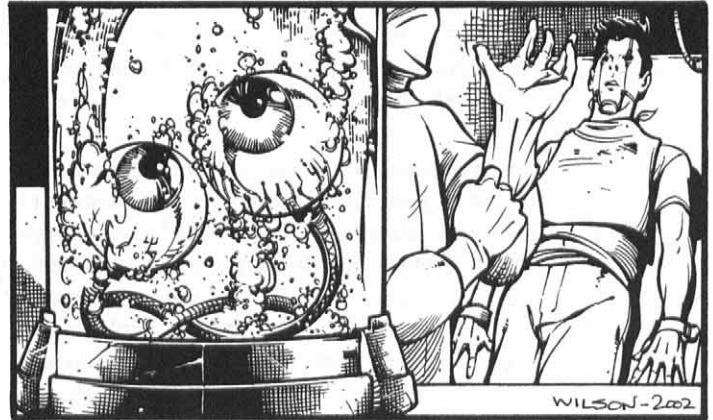
# Bio-System Eyes

A character can have a damaged eye restored (or a good eye replaced) with a living Bio-System replacement or mechanical cybernetic version. In addition to restoring full 20/20 vision and creating a perfect and natural cosmetic appearance (at least with the Bio-System Eye), there are also modified eyes which offer visual capabilities beyond the range of normal human vision. One or both eyes can be replaced. If only one eye is replaced, the natural eye must be closed in order to use the augmented capabilities of the other one, otherwise vision is a bit distorted. It is not recommended to get two different augmented eyes due to eyestrain and sensory confusion that can cause severe headaches (-2 on initiative, -10% on all skills and blurred vision) and eventual impairment of vision for the real eye. Clients should purchase one augmented eye to complement the natural eye, or a pair of the same type of augmented eyes. These are living organs, not machines, so the type of Bio-Eyes available is limited. **Note:** *Mechanical cybernetic versions* are available at half the cost listed here for Bio-Systems, but look like camera lenses or robotic eyes (reduce P.B. attribute by two points). The only exception is the Simulated Eye.

**Infrared/Ultra-V Eye:** A natural, but a bit unusual looking eye. The pupil is noticeably larger than a normal eye's and the iris is an unusual violet or alizarin color. This eye enables the character to see into the infrared and ultraviolet spectrums of color. This means that the character can see in the dark equal to an infrared camera (range is about half the distance of normal, day vision), as well as see infrared and ultraviolet light normally invisible to humans. However, this changes the color perception for the character. Normal vision sees the colors blue, green, and red. The Infrared/Ultra-V eye sees the colors blue, green, and ultraviolet, so everything is seen in hues of purple-blues, deep greens, purple, and violet, much like wearing red or purple tinted sunglasses all the time. **Note:** The character cannot see the invisible nor see heat emanations, only red light (infrared)

and ultraviolet light. 20/20 vision. Cost: 70,000 credits; 125,000 for a pair. Half the cost for a cybernetic one.

**"Lifelike" Simulated Eye:** A natural, realistic eye that appears and functions exactly like the real thing, but is created in the laboratory with synthetic tissue and nano-technology. Choice of eye color. Perfect 20/20 vision. Cost: 20,000 credits per each eye; 35,000 for a pair if both are installed at the same time. Half the cost for a cybernetic one.

**Mood or Color-Changing Eyes:** No special powers other than the eyes look natural and real, but can change 2-8 different colors to reflect the wearer's moods. Cost: 24,000 for a pair of 20/20 Bio-System eyes, plus 800 credits per each color it can change to. Half for a lifelike pair of cybernetic eyes.

**Nightvision Eyes:** Perfect 20/20 daytime vision, plus a chip placed in or on the cornea gives the recipient keen nightvision. This is not quite as good as mechanical passive nightvision, but is up there. Can see clearly at night up to 800 feet (244 m); roughly equal to normal vision in a dimly light room. Very popular among guards, police, detectives, thieves, spies, and people who work (or play) at night. Cost: 32,000 credits per eye, or 58,000 credits for a pair if installed simultaneously.

**Polarized Eye:** Looks completely natural, but has light adjusting polarized filters to reduce glare. The glare of bright light and sunlight is filtered as if the individual were wearing the best polarized sunglasses available. Can look directly into the sun without being blinded. Engages automatically as needed. Choice of eye color. Perfect 20/20 vision. Cost: 30,000 credits per eye, 53,000 credits for a pair if both are installed at the same time. Half for cybernetic eye.

**Underwater Eye:** The cornea is designed to automatically distort when submerged underwater, enabling it to compensate to the new watery environment without need of goggles or other eye protection. The character can see with crystal clarity underwater and in low light depths of up to 600 feet (183 m). The eye also contains a self-replicating oil that is automatically released into the eye whenever the water is murky or bright with sunlight. The oil droplets are haze filters which reduce glare from sunlight and filter out reflections and haze from tiny debris particles floating in the water, allowing for quality vision. The oil droplets are also released above water when exposed to bright light, creating a natural and instant filter/sunglasses effect, reducing glare (not as good as polarized vision, but equal to a cheap pair of sunglasses). 20/20 vision. Choice of eye color. Cost: 35,000 credits; 65,000 for a pair if purchased at the same time. Half for a mechanical cybernetic version.

# Bio-Systems for the Head

**Inner Ear:** Completely rebuilds inner ear and eardrum to create perfect human hearing. No augmentation. Cost: 20,000 credits per ear or 36,000 for the pair if done at the same time.

**Outer Ear:** A cosmetic procedure that replaces a damaged or missing outer ear with a natural living ear. Looks and feels just like the genuine article; no scarring. Cost: 1,500-2,000 credits to make the replacement match the other original ear's skin color perfectly. 500 credits for a generic replacement that does not match the skin color nor shape of the original.

**Nasal Passages:** Restores or replaces damaged nasal passages with synthetic skin and olfactory sensors. Duplicates the human's natural ability to smell at 75%. Cost: 5,000 credits.

**Outer Nose:** A cosmetic procedure that replaces a damaged or missing nose with natural looking living tissue built over a synthetic frame. Cost: 2,000 credits to make the replacement match the original nose, or a nose structure of choice, and natural skin color to match the face perfectly. 900 credits for a generic replacement that does not match the skin color nor perfectly match the shape of the face (could be a little too big, too small, or too wide).

**Lips:** A cosmetic procedure that replaces damaged or missing lips with natural looking and feeling living tissue; good as new. Now give me a kiss. Cost: 600 credits.

**Tongue:** Replaces a damaged tongue with a synthetic one composed of living tissue, blood vessels, and taste buds/sensors. Duplicates the natural ability to taste by 63% and offers full speech articulation. Cost: 14,000 credits.

**Larynx and Voice Box:** Replaces the damaged organ with a synthetic but lifelike Bio-System that can simulate human sound/voice. The voice can be made to simulate the original voice exactly, as long as a quality recording is provided. Or the patient may create a new voice by selecting the desired aspects and quality of that voice, all of which are programmed into the replacement unit. Cost: 18,000 credits.

# Bio-System Internal Organs

**Artificial Heart:** 40 year life. Cost: 70,000 credits.

**Artificial Lungs:** 40 year life. Cost: 50,000 credits.

**Artificial Kidney:** 30 year life. Cost: 30,000 credits.

**Artificial Liver:** 30 year life. Cost: 30,000 credits.

**Artificial Spleen:** 30 year life. Cost: 30,000 credits.

**Artificial Intestine:** 25 year life. Cost: 10,000 credits.

**Artificial Skin/Plastic Surgery:** 50 year life. Cost: Varies depending on the complexity of the job and amount of reconstructive surgery necessary; 1D4x1000 credits for minor skin grafts like on a hand or small fleshy area, 2D6x1000 for minimal work on a large fleshy area like the leg or back, 1D4x10,000 or more for muscle and skin reconstruction, 2D6x10,000 or more for muscle, skin and bone reconstruction. Add 20% when working on the face.

# Cybernetic Lung Implants

**Molecular Analyzer:** This micro-chip based sensor is used for testing and analyzing impurities in the air. It can specifically identify any chemical, or strange and dangerous molecules, like the presence of gas, oil, pollution, or other chemicals in the air. Data can be transmitted as an audio report through one of the ear implants or to a wristwatch-like receiver. It does not enable one to track. Cost: 35,000 credits.

**Oxygen Storage Cell:** A special chemical cell, controlled by micro-processors, that stores oxygen from the character's normal breathing. Then, when oxygen is low, the oxygen is released back into the lungs. The net effect is to give the character the ability to go without breathing for up to 30 minutes. Note

that the character must breathe normally for about an hour to recharge the cell between uses. Cost: 60,000 credits.

**Toxic Filter:** A mechanism designed to filter most toxic gases out before they enter the lungs. The filter is effective against all types of tear gas, smoke, and purely chemical fumes. There is an 80% chance that it will also work against nerve gases and poison gases. Cost: 40,000 credits.

# Commercial Cybernetics

## Commercial Cybernetic Optics (Eyes)

Cybernetic eyes are available at half the cost listed here for Bio-Systems, but look like camera lenses or robotic eyes (reduce P.B. attribute by two points).The recipient of one of these implants will be unable to disguise the cybernetic eye except by covering it with tinted glasses or goggles, or an eye patch. The only exception is the Simulated Eyes, which look completely real.

**Cyber-Camera Eye:** Looks like an ordinary cybernetic eye and provides 20/20 sight, but is also a digital (or video) camera that records and/or transmits everything the characters sees. Transmission range is 20 miles (32 km) in the city, 60 miles (96 km) in the wilderness, unless hampered by some sort of interference. Live feed is most common, but up to one hour of filming can be recorded and stored on a memory chip. Cost: 30,000 credits for a single basic color and sound system, 50,000 for a pair of camera eyes. Add 20,000 for synchronized digital audio recording and transmission. Add 40,000 credits for broadband capabilities (and double the transmission range). Note: Sometimes illegal for the average citizen. Illegal in the CS.

**Cyber-Camera Studio Eye:** A concealed cybernetic recording device. The camera (typically one eye or a third eye) provides no form of simulated vision, but is a fully miniaturized video camera system. The tiny video recorder tapes everything the person sees and hears. The images are recorded on a two or four hour, one or two inch video disc that is slipped into an implant in the skull. The disc can be easily ejected from a tiny slot and a new one put in. The addition of a Headjack enables the character to plug directly into a video monitor and display (and record) it for viewing without ever removing the disk. The Headjack also enables the character to plug into recording and duplicating equipment, allowing him to duplicate his disk or dupe the recorded information onto another disk, computer hard drive, tape, holographic projector, or other recording or transmission equipment. The images can also be transmitted this way. Cost: 20,000 credits for one eye. Note: Sometimes illegal for the average citizen. Illegal in the CS.

**Cyber-Lens Implant:** A simple implant inserted into the eye to correct common eye problems such as nearsightedness, farsightedness, astigmatism, and degenerative myopia. Has replaced eyeglasses wherever it is available. Instantly restores vision to 20/20. Cost: 400-600 credits per eye.

**"Lifelike" Simulated Eye:** A natural, realistic cyber-eye that appears and functions exactly like the real thing, but is created in the laboratory with lens, plastic and nano-technology. Choice of eye color. Perfect 20/20 vision. Cost: 12,000 credits per each eye; 20,000 for a pair if both are installed at the same time.

**Infrared Eye:** This type of optical enhancement relies on a source of infrared light, a pencil thin beam of light projected from the eye to the target. The narrowness of the beam limits the viewing area to a small area of about seven feet (2.1 m). Range: 1,200 feet (366 m). The eye also simulates normal human vision. Cost: 6,000 credits; 9,000 credits for a pair.

**Macro-Eye:** A robot-looking eye that enables the character to magnify tiny objects or areas at close range (within three feet/0.9 m) like a magnifying glass to microscope ranges of magnification! It also comes equipped with a variety of filters to block out glare and dust. Microscopic magnification ranges from 2x to 50x. The artificial eye is extremely popular among medics, doctors, forgers and engineers (great for spotting defects and cracks). Cost: 20,000 credits per single eye. A photographic camera (still or video) feature can be added for the additional cost of 10,000 credits. Also see Modular Eye socket.

**Macro-Eye Laser:** This eye is very similar to the standard macro-eye except that it also has a tiny surgical laser built into it. A targeting beam of light indicates exactly where the laser will fire before it is engaged. The laser is used exclusively for internal surgery and inflicts little discernible physical damage to external targets (one S.D.C. point). It is another favorite of doctors/surgeons. Microscopic magnification is limited, however, to 2x to 30x. Cost: 80,000 credits for a single eye. Note that a character would seldom get two Macro-Eyes of any kind.

**Mechanical Eye with Polarized Filter:** A robot-looking eye that simulates normal human vision, with the added feature of polarized vision. The glare of bright light and sunlight is polarized as if the individual were wearing the best sunglasses available. Can look directly into the sun without being blinded. Engages automatically as needed. Choice of lens color. Perfect 20/20 vision. Cost: 10,000 credits per eye or 16,000 for a pair installed at the same time.

**Modular Eye Socket — also known as the Multi-System Eye Socket:** The eye socket is designed to allow the wearer to remove his artificial eye and replace it with any eye that is made to fit the universal modular housing. Modular eyes can be swapped as needed or desired. Cost: 100,000 credits for the modular socket housing (the cost is half what it used to be ten years ago) and 10,000 credits per eye to fit it with modular capabilities for interchangeable use (fits the socket like a glove and can be popped in and out with ease). Bio-System eyes do not work in this housing, only mechanical types.

**Multi-Optic Eye:** A mechanical optic system that includes the following impressive optic systems built into a single cyber-eye:

Telescopic: 4-8x30 magnification, range: 6000 feet (1829 m).

Macro Lens: 2x to 8x magnification, range: 3 feet (0.9 m).

Passive Nightvision: 2000 foot (610 m) range.

Thermo-Imaging: 2000 foot (610 m) range.

Light Filters: Reduces glare.

Targeting Display: Imposes cross-hairs on a target, adding a bonus of +1 to strike with any ranged weapon. Same bonus whether one or two Multi-Optic eyes.

Cost: 55,000-60,000 credits per single eye;100,000 for a pair installed at the same time.

**Multi-System Eye Socket:** See Modular Eye Socket.

**Night-Eyes:** Perfect 20/20 daytime vision, plus a chip placed in the cornea or on the retinal cord gives the recipient passive nightvision. Can see clearly at night up to 400 feet (122 m); roughly equal to normal vision in a dimly light room. Very popular among guards, police, detectives, thieves, spies, City Rats, and people who work (or play) at night. Cost: 32,000 credits per eye, or 58,000 credits for a pair if installed simultaneously.

**Optic Nerve Video Implant:** This advanced operation implants an optical sensor right on the optic nerve. The implant works very similarly to the inner ear implant of the Headjack, except instead of receiving audio transmissions, it enables the recipient to see video transmissions in his head/eyes. This can be incredibly useful for secretly monitoring video transmissions and video disks. The combination of the Headjack and optic implant enables the character to both see and hear audio-visual messages (video, digital, etc.). Cost: 35,000 credits, because of the delicate nature of the operation. **Note:** Experiments with the optic nerve video implant have also been found useful in restoring sight in blind people. 1-45% chance of full restoration of vision, 46-80% chance of restoring 65%, 81-95% chance of restoring 40%, 96-00% chance of restoring only 10% (legally blind). Note: Sometimes illegal for the average citizen. Illegal in the CS.

**Telescopic Eye:** In addition to normal 20/20 vision, the eye has a telescopic lens for long distance viewing (4-10x50 magnification). Range: 6,000 feet (1829 m). Cost: 12,000 credits; 20,000 for a pair.

**Targeting Sight:** This is a feature that can be added to any of the mechanical eyes. Cross-hairs are superimposed over the visual image to help focus on a specific target area. Adds a bonus of +1 to strike when using any weapon. **Note:** Two targeting eyes still provide only a +1 bonus to strike, not +2. Cost: 4,000 credits. Note: Sometimes illegal for the average citizen. Illegal in the CS.

**Thermo-Imager Eye:** This artificial eye simulates normal human vision with the added feature of an optical heat sensor. The lens converts the infrared radiation of warm objects into a visible image. The character with thermo-imaging is able to see heat as represented by bands of color and can see in darkness, shadows, and through smoke. Perfect 20/20 vision. Range: 3000 feet (914 m). Cost: 12,000 credits or 20,000 for a pair. Note: Sometimes illegal for the average citizen. Illegal in the CS.

**Third Eye:** This is a cybernetic eye that is implanted either above a real eye or in the center of the forehead. The mechanical eye can be any of the available artificial eyes, but is typically one of the camera eyes or a multi-optic eye. Cost: 350,000 credits. Penalty: Reduce the character's P.B. by 20%. Note: Sometimes illegal for the average citizen. Illegal in the CS.

# Commercial Cybernetic Sensors & Implants

Implants and sensors are minor forms of augmentation because they provide special abilities or awareness even if it is only the time of day or a mechanical temperature reading. Most are tiny devices implanted into the body. Some are more invasive and require replacement of a finger, hand or organ, or are built into a cybernetic or bionic prosthetic as an extra feature. They are listed in alphabetical order.

**Air and Surface Temperature Reader:** This sensor is typically built into the hand or wrist, but may also be placed in the neck or head. It precisely measures hot and cold temperatures emanating from objects or areas, provided the surface is not so hot as to burn the skin or sensor. In the case of extremely hot items, such as a cooking grill, stove top, engine, campfire, etc., the temperature can be taken by placing the hand with the sensor near the heat source or item. This can be extremely useful in telling, for example, if an engine has been recently used (if hot it has been, if warm not long ago and cold means not in hours). Therefore this sensor helps to tell how old a campfire may be, whether a weapon has been recently fired, or in locating a heat source, etc., as well as measure the air temperature around the character. Range is limited to touch or about four to six inches from the heat subject. Remember that touching something that is extremely hot will damage/burn even a cybernetic hand just as it would a normal flesh and blood hand. Cost: 5,000 credits. See Medical: Epidermal Temperature Gauge for taking the temperature of a living creature. This sensor is not suited for that task.

**Bio-Comp Self-Monitoring System:** A nano-implant tied to a tiny computer system. It monitors, measures and transmits fundamental physiological information about the person it is implanted within. The data is typically displayed on a wristwatch or bracelet style monitor device, but can also be displayed on cybernetic or bionic eyes, or displayed and recorded on a computer screen, portable bio-scan or portable laboratory device via

a finger or Headjack. Data includes pulse rate, blood pressure, body temperature, blood sugar level, respiratory rate and difficulty breathing, and the presence of foreign elements in the bloodstream indicating the presence of drugs or poison. Cost: 2,500 credits.



Breaux
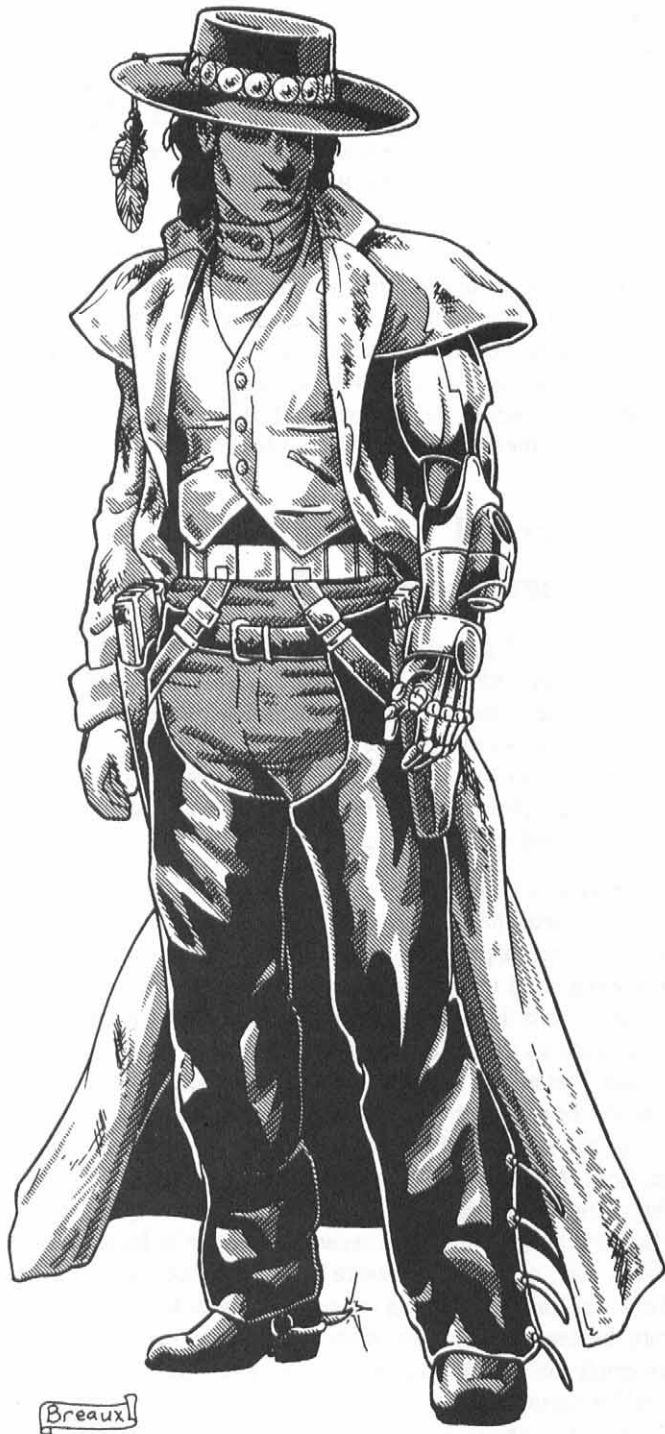
**Clock Calendar:** A device that can be implanted almost anywhere on the body. It continuously keeps track of the exact time, down to a 100th of a second, as well as the calendar date. Data can be transmitted as an audio report through an ear implant or to a wristwatch-like receiver, cybernetic eye, and/or computer screen, but the latter requires a Fingerjack or Headjack. Cost: 200 credits.

**Data Plug Internal Link:** A connector jack built into a cybernetic or bionic prosthetic so that a Cyber-Doc can "jack in" to get an instant systems' or data readout. Most Bio-Comp, recorders and cyber-computer systems will have such an external jack so an outside computer and monitor can be hooked to the Cyborg or implant to retrieve or share the data contained within. Cost: 3,000 credits each.

**Depth Gauge:** An implant popular among SCUBA divers, deep-sea explorers and fishermen. The implant measures the ocean's depth and water pressure. The inexpensive model (600 credits) vibrates when entering dangerous depths, while the more expensive, standard model is hooked to an ear implant or radio chip and transmits a "pinging" sound for every foot of depth traveled and an audio (or HUD to artificial eyes) statement of depth at every 10 feet (3 m). A warning sounds when entering dangerous depths. Cost: 4000 credits.

**Gyro-Compass:** A device that can be implanted almost anywhere on the body. It enables the user to always locate North and the other directions, as well as up and down. Ideal for pilots of aircraft and power armor as well as underwater operations. Data can be transmitted as an audio report through an ear implant or to a wristwatch-like receiver, cybernetic eye, and/or computer screen, but the latter requires a Fingerjack or Headjack. Cost: 600 credits.

**Internal Comp-Calculator:** A tiny computerized calculator usually connected to a Headjack, ear implant or artificial eye. The computer responds to spoken, radio or computer transmitted mathematical equations. The answer is transmitted through the Headjack, ear or eye implant. Cost: Basic math (addition, subtraction, multiplication, division and fractions): 1000 credits. Advanced math (algebra, geometry, and calculus): 5,000 credits.

**Metal Detector:** Usually built into a prosthetic hand or forearm. By waving the arm over an area or a person's body, it will detect metal fragments, coins, concealed weapons, and bionics. This device does have a limited range of two feet (0.6 m) and items covered in synthetic or real flesh only have a 10% chance of detection. Cost: 4,500 credits. **Note:** Many S.D.C. cybernetics are made from high impact plastic and ceramics making them invisible to metal detection, the same is true of Bio-Systems. Bionics, on the other hand, use composite M.D.C. materials including metal alloys.

**Motion Detector:** Usually built into a sensor hand or prosthetic with hair-like sensor wires that are actually tiny motion detector sensors. However, a motion detection sensor system may be implanted in the arm, leg or head with sensor wires hidden among the human hair. Provided the sensor wires are not covered (the arm or leg with the detector must be bare), the system will work to measure noticeable movement near the character. The reliability of the detector is quite limited, but can be used to accurately assess wind direction and wind speed, and to detect the rapid approach of large moving objects, such as a vehicle, aircraft, power armor etc., whose rapid approach or large size causes a disturbance in the air. A motion detector is especially useful in the dark because the speeding object must usually be within 500 feet (153 m) to create a detectable air current. Likewise, the motion sensor will detect the movement of somebody/thing moving near by, within 40 feet (12 m), but only if the sensor user is motionless or barely moving itself. The sensor can also detect sudden changes in air current and pressure

caused by somebody opening a door or window, and can estimate speed of travel when inside an open-air (or open window) vehicle. Cost: 15,000 credits for an implant, half that if built into a prosthetic.

**Plug-in Hand-Held Monitor:** A simple hand-held view screen that can plug into any of the 'Borg's jacks to get a complete readout of the bionic systems (to see what's working and what's not or to get Bio-Comp stats, etc.). In the alternative, the monitor can be used to read data collected by the cyborg's sensors, i.e., the person with the monitor sees everything (data stream) the cyborg sees. Cost: 1,000 credits per unit.

**Power Chip:** A tiny battery that can be used to supplement implants with limited energy supplies, like tracer chips. Duration is typically 72 hours. Cost: 5,000 credits.

**Psionic Scrambler/Defense Implant:** See M.O.M. technology and Psynetics (psionic implants created by the Angel of Death of Poland. Originally presented in *Rifts® Sourcebook Three: Mindwerks™*). Note: Sometimes illegal for the average citizen. Illegal in the CS.

**Radar Sensor:** A warning is transmitted whenever the sensor detects that it is being scanned by radar. Unfortunately, the level of accuracy is only 68% (roll percentile dice) for determining direction. Cost: 2,000 credits.

**Radiation Sensor:** Detects and measures the amounts of harmful types of radiation and warns its owner. Includes nuclear, atomic, and microwave radiation. Data may be transmitted to an ear implant, cybernetic eye or wristwatch style monitor. Most usually sound an audio warning as well as a visual transmission display, and some even tick like a Geiger counter, getting louder and faster as the radiation level increases. Cost: 1,200 credits.

**Radio Systems:** See *Audio, Ear and Head Implants*.

**Security Clearance Access Chip:** A variety of identification (ID) chips are used by the police, military and corporate security forces of high-tech cities and nations. The encoded chip can be implanted under the skin anywhere on the body, but usually in the neck, behind the ear, nose, hand or forearm. It is recognized by security devices and detection systems to allow those with the correct security chip access to particular areas of a building, office and even a specific vehicle, computer and machine. Only devices that recognize the chip respond to it and allow the character access. Those that do not recognize the I.D. chip do not respond and lock the character out, and may sound a silent or audio alarm to alert security of an unauthorized access attempt or intruder. This sort of security and identification is common at most top security facilities, along with redundant measures involving DNA screens and similar identification and access parameters. Cost: Varies with the quality and sophistication of the chip: Basic chip: 500 credits, top security: 1500 credits, and military quality security: 2500 credits.

**Sensor Hand (Standard):** A special prosthetic hand filled with sensors can be used to replace a severed human hand. Either the cruder mechanical hand or the deluxe Bio-System Hand, with living tissue, can be integrated to replace the lost appendage. As usual, the cyber-hand simulates the function of the original limb (see prosthetics, described earlier), however, this hand also has numerous other special features. The sensor hand is implanted with the following sensors, with data transmitted electronically to a tiny ear receiver attached to the eardrum and/or to a wristband receiver (audio and digital readout on an LCD screen; looks like a wristwatch), or a hand-held radio-like unit the size of a pocket calculator.

Heat: As described previously for the individual sensor implant.

Motion Detector: As described previously for the individual sensor implant.

Radiation Detector: As described previously for the individual sensor implant.

Radar Detection: As described previously for the individual sensor implant.

Gyro-Compass: As described previously for the individual sensor implant.

Clock Calendar: As described previously for the individual sensor implant.

Total cost of the Standard Sensor Hand: 33,000 for a Bio-System prosthetic hand or 20,000 credits for a mechanical hand, plus the cost of receiver(s) and monitor(s). The cost of the ear receiver is 1000 credits (can be added to other ear implants), the wristband monitor is 250-500 credits, and the pocket-sized receiver-monitor is 100 credits. More than one of the receivers can be linked to the system. Likewise, data can be transmitted to cybernetic eyes, but not Bio-System eyes.

**Simple I.D. Chip:** A chip implant that transmits a signal recognized by sensors at key junctions like entrances and doors. If the door sensor does not recognize the signal, a silent or audio alarm is sounded and security responds. Cost: 300-500 credits.

**Simple I.D. Computer Chip:** A tiny implant that transmits a signal to sensors or which can be accessed via a computer connector plug. Once accessed, the chip provides pertinent data about the individual it is implanted within, including age, race, employment history, security clearance, and personal I.D. code. Cost: 1,500 credits.

**Snaps, hooks, tabs, loops, buckles and Velcro body attachments** of a cybernetic variety are amazingly popular among the City Rats of Japan, Russia, and Germany, and are catching on in North America. These are cybernetic items used by City Rats both as ornamentation (like body piercing) and as functional accessories. Snaps, hooks, etc., are used to secure wigs and hairpieces, and to hold (and often to conceal when placed on the scalp, underarms, and inner legs) small items like knives, ice picks, blackjacks, micro-lasers, mini-tools, markers, lighters, flashlights, computer disks, spy cameras, small packets, vid- and computer mini-disks, and so on. Many of these implanted tabs, hooks, belts, and such are woven or bonded to the flesh and are resistant to tearing, sagging, or breaking. The best can hold items up to one pound (0.45 kg) with little or no discomfort. The most common location for these attachments are the scalp of the head, chest, back, arms, under the arms and the legs. Cost: 100 credits per each attachment. They can be removed for the same cost with minimal, sometimes no, scarring.

**Speedometer:** That's right, a simple sensor that indicates how fast the character is moving. This applies to running speed and when a passenger in a moving vehicle. Simple and cheap. Cost: 400 credits, 1200 for the more advanced version which transmits a constant read out on a digital Heads Up Display (HUD) in the corner of a bionic eye, wrist unit or plug in monitor.

**Universal Finger Camera:** A tiny still camera that fits inside the tip of one finger. The camera shoots 48 photos on microfilm and is designed to automatically adjust for low or high light exposures. Cost: 1,200 credits.

**Universal Finger Jack:** This is a special connector or jack built into one of the fingers, allowing the character to plug directly into most sophisticated computers, audio and sensory equipment, radios, video systems, microphones and even conventional items such as CD players. A tiny receiver is inserted into the ear and linked to the Finger Jack to receive audio transmissions from the jack. Cost: 10,000 credits.

**Universal Headjack:** See Head & Ear implants.

**Universal Laser Finger Scalpel:** One of the fingers is really a laser scalpel used for surgery. Maximum damage is 1D4 S.D.C. points. It is not a Mega-Damage weapon. Cost: 5,000 credits.



# Commercial Audio, Ear & Head Implants

**Amplified Hearing:** A system of tiny sound amplifiers, microphones and receivers are built into the ear canal, enabling the character to hear almost inaudible sounds at up to 360 feet (110 m) away.

At 75 feet (22.9 m), sounds as quiet as one decibel, softer than a whisper, can be heard.

At 150 feet (45.8 m), sounds as quiet as 10 decibels, a whisper, can be heard clearly.

At 360 feet (110 m), sounds in the normal conversation range of 30 decibels can be heard as if the character was standing only

a few feet (one meter) away. This is the maximum range for eavesdropping on conversations. Only sounds of 70 decibels (e.g., the sound of heavy traffic) or louder can be accurately heard and the location pinpointed from 500 to 1,000 feet away (152.4 m to 305 m).

The Amplified Hearing also enables the character to accurately estimate the distance and location of the sound source, and recognize specific sounds and voices at a base skill of 35% plus 5% per level of experience. Background noise, such as other conversations, traffic, machine noise, etc., as well as barriers like closed doors and walls, *will* decrease the range and clarity of what can be heard. G.M.s should use their discretion and common sense. Bonuses: +1 to parry, +2 to dodge, and +3 on initiative. Cost: 20,000 credits.

Decibel Scale: The following *Decibel Scale* is presented for easy reference. A 20 decibel sound is ten times louder than a 10 decibel sound, a thirty decibel sound is 100 times louder than a 10 decibel sound, and 40 decibels is 1000 times louder than 10. One decibel is the smallest difference between sounds detectable by the human ear.

10 decibels is a light whisper.

20 decibels is a quiet conversation or a muffled noise.

30 decibels is a normal conversation.

40 decibels is light traffic.

50 decibels is a loud conversation.

60 decibels is shouting or a blaring radio.

70 decibels is heavy traffic or automatic gunfire.

80 decibels is loud noise like a subway train, roaring car engine, or rock concert.

90 decibels is very loud noise, like thunder or an explosion.

100 decibels is the roar of a jet engine and temporarily deafening (2D4 seconds).

140 decibels is a sonic boom, painful and temporarily deafening (2D4 minutes).

**Depth Gauge:** An implant popular among SCUBA divers, deep-sea explorers and fishermen. The implant measures the ocean's depth and water pressure. The inexpensive model (600 credits) vibrates when entering dangerous depths, while the more expensive, standard model is hooked to an ear implant or radio chip and transmits a "pinging" sound for every foot of depth traveled, and an audio (or HUD to artificial eyes) statement of depth at every 10 feet (3 m). A warning sounds when entering dangerous depths. Cost: 4,000 credits.

**Language Translator:** A miniaturized language translator placed right inside the body to facilitate easy communication with the multitude of nonhuman life forms on Rifts Earth. Characters who already have a Headjack or some other type of audio ear implant can have the cyber-translator implant installed at half cost because it is integrated into that pre-existing system. Starts with 10 different languages to begin with, and eight additional languages can be added. Level of accuracy is 98.7% when listening to only one or two speakers and languages at a time. Drops to 70% with a six second delay when trying to translate 3-6 speakers simultaneously, 22% if more than that. Cost: 16,000 credits for the full entire system (requires an ear implant if none exists yet), half if another implant pre-exists.

**Radio Chip (advanced):** Usually implanted in the ear or at the base of the skull. The chip is a radio receiver that enables the

character to *listen* to public radio and television bands of transmission. Superior quality and depth of sound. Channels are typically changed using a tiny, hand-held remote control unit or via a computer or monitor jacked into the cybernetic individual. Most people have it installed for recreational purposes. Cost: 3,000 credits. The chip can be converted to pickup wideband and broadband transmissions, including most police and military bands, for the cost of 3,000 credits, and broadband (and 1000 frequencies) for 10,000 credits. The latter two are illegal in the Coalition States and some other places.

**Radio & Scrambler Implant (experimental & illegal):** An implant with organic circuitry developed by the military that enables the user to interface with a specially modified radio through mental control. For most cyborgs, the short-wave radio will be housed in a compartment on the armored back. It has a range of 100 miles (160 km), can broadcast on 800 frequencies and automatically scrambles and decodes all transmissions. It can also send scrambled and coded messages. This implant interferes with psionics, reducing range and duration by 75%! The penalty for this crime is a 10,000 credit fine, a criminal record for using illegal cyberware and removal of the illegal implant (at the cost of the perpetrator). Repeat offenders or those caught using the device for the commission of a crime, face 2D4 years of prison time. Cost: 80,000 credits for the implant and an additional 20,000 credits for the radio. Note: Often illegal for the average citizen. Illegal in the CS.

**Radio Ear (Basic):** A cybernetic ear or implant that enables the character to get all commercial radio stations. Channels are typically changed using a tiny, hand-held remote control channel changer or portable computer jacked into the character. Can only receive and listen, not transmit. Cost: 1,200 credits.

**Radio Bandit's Ear:** This illegal version, using broadband, enables the character to receive (listen to) 1000 radio channels and frequencies, including the police band, emergency bands and most common military bands, in addition to most commercial television (can both hear and view TV signals provided a monitor or bionic eyes are available). In addition, the bandit ear can intercept and unscramble coded messages (01-59% success ratio), including many Coalition transmissions (-10%). Channels are changed using a tiny, hand-held remote control channel changer or computer jacked into the character. Those who also have a bionic jaw may get a special jaw unit that can change channels by grinding the jaw a particular way. Cost: 26,000 to 36,000 credits.

**Radio Signal Booster:** A small power supply usually implanted to boost the strength/signals of computer and communication implants; increases the clarity of sound and increases range by 25%. Cost: 5,000-7,000 credits (the higher price in most 'Burbs).

**Sound Filtration System:** This is an ear accessory that can be combined with a Headjack, Amplified or Ultra-Ear, or most bionic and cybernetic ear implants. The filter automatically reacts to diminish potentially damaging sounds with filters and/or earplugs. Sounds are muffled to protect the character from deafening or disorienting levels of sound such as gunfire, explosions, heavy machinery, and painful sound waves. Cost: 3,500 credits, but can only be added to an already existing cybernetic ear implant.

**Sound Identifier:** An ear implant that can be programmed to recognize as many as a dozen specific sounds or voices. Used to identify, track and pinpoint a specific vehicle, device or individual by its distinctive sound. An exact sample must be available for programming. This can be done via any audio recording, or by "listening" and recording the sound, live, by the Sound I.D. implant. Cost: 30,000 credits.

**Surveillance Ear:** This is an ear accessory that can be combined with a Headjack, Amplified or Ultra-Ear, or most bionic and cybernetic ear implants. The Surveillance Ear can be tuned to listen to a specific, hidden listening device ("bug") as well as work something like a stethoscope or parabolic dish in which the character can press his ear to a wall or door to hear a muffled but relatively clear conversation on the other side. The eavesdropping character can hear 2D6+80% of the conversation clearly, tell how many people are speaking, etc. However, if listening intently the individual is not likely to hear or notice somebody sneaking up on him (the listener is -2 on initiative and anyone sneaking/prowling toward him is +10% to do so).

**Telephone Jack (connector):** Can "jack" into telephone lines to use them for free or to eavesdrop on the conversations of others. To do the latter, the eavesdropper must tap into the specific line. A surprising number of local telephone and local internet (regional) services are available at high-tech cities and at least half of the 'Burbs. The other parties, however, hear a double clicking sound every 4D6 seconds, or a slight buzz throughout the conversation while the unseen listener is tapped into the line. Those in the know, may suspect their call is being monitored when they hear these sounds. Cost: 800 credits; must be added to an existing ear implant.

**Tracer/Locator Chip (illegal for commercial use):** Tracer chips are miniature tracking devices usually implanted on prisoners and suspects under the skin of the scalp, behind the ear or under the arm. The chip emits a signal that can be tracked with a portable tracking monitor/locator. The range of the signal in the city is roughly three miles (4.8 km), but in rural areas or wildernesses it can be traced for up to ten miles (16 km). The low-end chip usually has a life of at least seven days or can draw power from existing implants and boosters to transmit indefinitely. High-end implants actually draw energy from the living body it is implanted in to function indefinitely. The military occasionally uses these chips with a scrambler on soldiers, so they can track them for extraction from the field, but this is seldom done because the enemy can often unscramble and track the signal to locate the soldier. The police occasionally use the device to follow suspects or keep track of felons on parole. Again the effectiveness of the device is minimal as the implant can be easily discovered by simple electronic *bug detectors* and is just as easily removed; the implant is about the size of a shirt button. Cost: 800 credits plus 250 credits to install or remove. Note: Sometimes illegal for the average citizen. Illegal in the CS.

**Tracer Bug and Tracker:** In this case, a conventional bug is placed on the subject to be followed. The bug can be tiny, the size of a button or as large as a lighter. It can be the type slipped into a pocket or pinned to a lapel, or magnetically put on the underside of vehicle, and anything inbetween. The implant is the "tracking" device, enabling the character with it to track his bug. Depending on other implants, the tracker can be linked to ear implants, pinging or ticking faster or louder the closer one gets

to the bug, or a HUD style display in the corner of a cybernetic or bionic eye can display the actual estimated distance. Cost: 800 credits for the tracker, each bug costs separately (around 100 to 300 credits each).

**Ultra-Ear:** Similar to amplified hearing, except that it increases hearing perception into the ultrasonic range of high frequency sound, like the hearing of a bat. The character endowed with this additional range of hearing can perceive the high-pitched whine of a television capacitor or dog whistle (inaudible to normal humans) and similar sounds up to 300 feet (91.5 m), and the flapping of a bird's wings up to 150 feet away (45.7 m). The Ultra-Ear also enables the individual to hear the whine of low frequency transmissions, so-called "silent alarms," footsteps, the ruffle of fabric rubbing against other fabric, and the scurry of a mouse at 150 feet (45.7 m). However, whenever the Ultra-Ear is engaged, sounds in the normal decibel range are unintelligible – they sound like a recording slowed down to the point that a normal conversation sounds like a deep rumbling noise and not words at all. For this reason, the Ultra-Ear can be turned on and off as needed. Cost: 11,000 credits as a separate unit, 5,500 credits if being added to the Amplified Hearing system.

**Universal Headjack & Ear Implant:** This is a special connector or "jack" that is built into the skull, usually at the base of the head or behind the ear. A tiny receiver is then inserted into the ear and linked to the Headjack. The combination enables characters to plug into audio, sensory, robot, and computer equipment, including most communications equipment, radios, video systems, radar, detection/warning devices, microphones, surveillance systems, and more conventional items like CD players, television, disc recorders, and so on. The Headjack receives transmissions from the device that is plugged into it and transmits them to the tiny receiver inside the ear. The audio sounds are clear and distinct to the listener, but being implanted in the inner ear, they are so quiet that only the character can hear the message. Even creatures and devices with enhanced hearing are unable to hear the sounds inside the ear. The Headjack is easily concealed by hair or by folds of skin. The receiver is so tiny that it is attached on or near the eardrum and can only be seen by carefully looking into the ear with a light. Cost: 8,400 credits for basic system.

The basic system can be upgraded to include a built-in radio receiver and transmitter which will allow the character to receive and send radio transmissions as if he were using a walkie-talkie. It is so effective that the character can transmit a whisper, or the voices of other people within six feet (1.8 m) of him. Range: 3 miles (4.8 km). Cost: 16,000 credits in addition to the basic Headjack system.

Increasing the system for long-range, wideband and broadband transmission will require additional surgery, a jaw implant for calibrating and switching channels, a high-powered battery, micro-amplifier, and an antenna implant in the skull. Range is increased to 50 miles (80 km) and further increased to 100 miles (160 km) if an additional long-range, telescoping antenna is plugged into the Headjack. Cost: 48,000 credits plus the basic Headjack system.

The Headjack can also be combined with the artificial video camera eye or optic nerve implant to see video images without needing an external monitor. See Eye Augmentation.

# Commercial Cosmetic Cybernetics

In the culture of Rifts Earth where cybernetics are openly accepted, such mechanical beautification is commonplace, at least in the tech cities. A good number of people, City Rats in particular, like to enhance their appearance with cybernetic horns, spikes, studs, fins, crowns of plastic, ceramic or metal blades or feathers, and so on.

These are artificial implants that are used for cosmetic purposes, such as changing the shape of one's nose, ears, chin, cheeks, breasts, etc. Because they are cybernetic, many can move or change into two or three shapes, altering the wearer's appearance (but not enough to be considered a disguise) or to respond or adjust to a particular environment, external condition or the wearer's emotions. For example, a cybernetic nose or breasts might flatten to prevent damage from a fall or to better fit a helmet or evening gown, eyes might change color with the character's mood or the amount of light, and so on.

Many cosmetic cybernetics apply specifically to the head and face, but many, like spikes and spines, may be used on the head, limbs, and spine. Most cosmetic cybernetics have *no* or *minimal* combat/weapon applications. Unless noted otherwise, one must assume the cosmetic cybernetic offers *no* damage capability, bonuses or special power.

In the wilderness and remote lands where cybernetics are uncommon, perhaps even unheard of, such cosmetic use of cybernetics is seen as bizarre, disfiguring and downright repulsive.

**Coalition Note:** The CS has banned all cybernetics and cosmetic surgery that makes an individual look alien/nonhuman. This includes webbed hands and feet, animal features, extra appendages and so one. Thus, most feature altering cybernetics are found in the 'Burbs and outside of the Coalition States.

**Antenna, Cosmetic:** Simply for visual affect. Cost: 800 for a pair.

**Antenna with Special Capabilities:** Can include most audio, camera or sensor systems at the usual price, plus the cost of a reinforced antenna. Antenna Cost: 3,000 for a pair.

**Claws, Standard/Basic:** Long hard fingernails made out of high-tech polymers. Damage: 1 S.D.C. of damage when used to rake an opponent. From a beauty point of view, they never crack, chip or break, unless put under a sledgehammer or vise. Cost: 200-400.

**Claws, Feline:** Curved, sharp fingernails that resemble the extended claws of a cat. Damage: 1D4 S.D.C. from clawing/raking attacks, but considered cosmetic. Cost: 400-600 credits.

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**Claws, Feline & Retractable.** Requires a cybernetic prosthetic or bionic hand. In this case the claws are a concealed weapon. The claws are extended only to inflict damage or intimidate others. Damage: S.D.C. Claws do 1D4 S.D.C. damage per finger claw (+P.S. damage bonus, if any), M.D.C. Claws are mini-Vibro-Blades and do 2D4 M.D.C. (+P.S. damage bonus, if any). Cost: 1200 per S.D.C. claw or 3000 credits per M.D.C. claw (15,000 credits to put a claw on each finger of one hand). Note: Both types of finger blades/claws are illegal, but City Rats and others persist in getting them. Mega-Damage weapons always have the greatest fines and penalties.

**Cyber-Breasts:** These implants serve to keep the breasts firm without the need of outside support (i.e., a bra) and can also increase and decrease the size of the breasts by one cup size. Can also "mold" the breasts to flatten to protect them from damage or to better fit a particular style of dress or blouse. Extremely popular among women of all ages. Cost: 8,000 to 10,000 per pair. Lifelike prosthetic breasts with the same features are also available for 12,000 credits, 20,000 for Bio-Systems.

**Ears, Animal-like:** Typically feline or canine ears mounted on the top of the head like an animal or Dog Boy. The ears can usually move like a cat or dog, but have no actual audio capabilities unless a radio or other listening or sensor implant is concealed within. Augmented hearing (like the Ultra Ear and Amplified Hearing) can NOT be used in the faux ears. The original ears are almost always kept too, often covered by hair. Cost: 600-1000 credits each. 2,000-3,000 for living Bio-System ears.

**Ears, Delicate and Small:** The original human ears are replaced with small artificial ones of any shape and configuration.

Cost: 700-1000 credits each. 2,000-3,000 for living Bio-System ears. (The price is comparatively high only because the customer is willing pay for delicate ears.)

**Ears, Pointed:** May be large or small, cost double for large. Cost: 500-600 credits each. 1,500-2,000 for living Bio-System ears.

**Ears, Round:** Small or large, round ears replace the original appendages. Cost: 500-600 credits each. 1,500-2,000 for living Bio-System ears.

**Eyes that are Unique:**

Cat Eye: Almond, feline shape, look and color, otherwise ordinary 20/20 vision. Cost: 15,000 for each lifelike cybernetic eye, 25,000 credits for each Bio-System eye.

Round Eye: Large and round. Cost: 12,000 for each cybernetic simulated eye, 22,000 for each Bio-System.

Strange color: 300 colors and hues to choose from. Cost: 10,000 for each cybernetic simulated eye, 20,000 for each Bio-System.

**Eyes, Mood Eyes or Changing Eyes:** Lifelike cybernetic eye with 20/20 vision but no special powers other than the eyes can change 2-8 different colors to reflect the wearer's moods. Cost: 12,000 for lifelike cyber-eye and 400 credits per each color it can change to.

**Eyebrow Ridges:** Cost: 500-700 credits each.

**Eyebrow Spikes:** Cost: 200 credits per spike.

**Fin, Small:** May be placed on the head, neck, spine or even the forearm. Cost: 600-800 each fin.

**Fin, Large:** Typically only one or two in any location. May be placed on the head, neck, spine or even the forearm. Cost: 1,400-2,000 each fin.

**Fin or Feather, Crest.** This is typically a feather-like cluster of spines, plates or synthetic feathers that can raise and lower when the character is angry, happy, frightened, etc. Cost: 1,600-2,200 each.

**Gruesome Cuts & Guts:** Basically cybernetics and fake coverings and such to look like flesh peeled from the muscle (perhaps flapping in the wind), or a cybernetic or bionic arm made to look as if muscle and skin have been hacked or blasted away to show the bone or exoskeleton underneath. All of this is "fake," artistically designed to gross people out and impress friends. Popular among City Rats. Cost: 1,000 to 8,000 depending on how extensive and realistic.

**Hair:** Synthetic hair implants have made baldness obsolete except as a fashion statement. Furthermore, different fibers and hair material can create different looks and styles not possible or easy to maintain with normal hair. ("Create the perfect Mohawk, spiked hair and anime look using lifelike but synthetic hair implants, Juicers do.") Huge manes of hair and animal styles an patterns are also possible. Some folks also implant stalks of hair on their arms or down their neck and spine with varying looks and results. Cost: Simple style: 200-300 credits. Modestly elaborate style: 500-800 credits. Elaborate or Exotic Style: 1500-5000 credits.

**Hair Mechanics:** Also known as "Cyber-Hair," is the substitution of real hair with obviously fake, metallic or mechanical hair. May include thin or heavy chains, cascading metallic or plastic scales or hoops, straight or curled wire, hooks, metal balls, and even colorful fiber-optic illuminated filaments, among

others. Comes in hundreds of different varieties and styles, but always has a high-tech, robotic or metallic look. Cost: Simple: 500-1500 credits. Fancy or Exotic: 3000-6000. Rich & Ornamental (i.e., made of precious metals and gems, more like wearing jewelry than hair): 10,000-50,000 credits, sometimes more. Note: Some Psi-Stalkers really go for Hair Mechanics, usually in ponytail or Mohawk style.

**Head Shaping Implants:** Basically cybernetic bladders and ceramic skull plates designed to change the shape of the head.

Balloon Head: The head is purposely made to look round like a ball. Said to convey a cheerful, happy spirit. Cost: 5,000-6,000 credits. Ears and nose are typically made to be small and round also.

The Brainiac or Egg Head: Makes the cranium appear oversized and bloated. An oval shape with the thick end on top, sometimes with a vague brain-like appearance to connote intelligence or just to look exotic. Cost: 7,000 to 9,000 credits.

Cone Head or Pin Head: The skull is elongated and often comes to a point at the top. This can also be a less conical shape and more of a fin-shaped cranium. In all cases, the shape is said to convey elegance and empathy. Cost: 10,000-12,000 credits.

Delicate Head: The skull is rather thin, the nose small, facial features made to be thin and delicate. Said to connote an aristocratic and gentle or refined spirit. This is one of the more expensive reshaping systems because it requires a lot of facial reconstruction or implantation. Cost: 20,000 credits.

Neanderthal: A retro look that makes the cranium look small and heavy, the eyebrow ridges pronounced to make the head and face look more brutish. Said to connote strength; popular among Gutter Rats and thugs. Cost: 5,000-7,000 credits.

**Horns, Small:** A pair of tiny to small Devil's or goat's horns. Usually for cosmetic effect rather than as a weapon. Damage Bonus: +1 S.D.C. damage to head butts. Cost: 1000 credits.

**Horns, Large:** A pair of large, bull or steer type horns. Damage Bonus: +2D4 S.D.C. damage to head butts (or +1 M.D. if a Full Conversion Cyborg). Cost: 5,000 credits.

**Horns, Large Ram's Horn (curled):** A large set of thick, curled horns. Damage Bonus: +2D6 S.D.C. damage to head butts (or +2 M.D. if a Full Conversion Cyborg or has a full bionic head/skull, neck and reinforced shoulders). Cost: 8,000 credits.

**Horn, Unicorn.** This is one large horn (any style) usually in the center of the forehead or top of the head. Damage Bonus: +1D6 S.D.C. damage to head butts. Cost: 3,000 credits.

**Human Skin:** A synthetic covering that looks and feels like human skin, only a bit more "plastic" looking. Easily passes for real from a distance or quick glance. Only noticeable as synthetic if the individual is examined closely. Usually cool and smooth to the touch. Cost: About 1000 credits per limb, double for chest and torso.

**Inhuman Skin:** Typically scaled, like a reptile or fish, or gets patches of skin that is an exotic color or covered in small bumps or spines. Such "cyber-skin" is often worn in patches or simple designs. For example, a character may wear a skull cap of shimmering reptilian or metallic (chain mail or scale mail) skin in place of hair, or as an insignia on the body or a design pattern on the face, arms, legs, chest or back similar to the stripes or spots of an animal. Cost: Varies with the size. Small: 200 credits. Medium: 500-1000 credits. Large (the full length of an arm or leg, much of the chest or back): 2000-6000 credits.

**Iron Jaw:** The lower jaw and teeth are obviously mechanical, giving the cyborg a rather robotic, often disturbingly metal-skeleton look to his lower jaw and mouth. Usually done to evoke fear. Damage Bonuses: +1D4 S.D.C. damage to bite attacks (or +1 M.D. to bites if a Full Conversion Cyborg or has a full bionic head/skull).

**Lips: Full and Puffy:** A stylistic choice popular among hookers and upper-class city wives. P.B. Bonus: +1 point. Cost: 3,000-5,000 credits.

**Lips, Slit Mouth:** A stylistic choice popular among those who like the "extraterrestrial" look. P.B. Penalty: -1 point. Cost: 1,200-2,000 credits.

**Mandible Mouth/Jaw:** The human mouth is replaced with an insect-like mandible reminiscent of a beetle or the Xiticix Digger. Damage Bonuses: +1D6 S.D.C. damage to bite attacks. Full Conversion Cyborgs can get a *bionic* version that inflicts 2D4 M.D. P.B. Penalty: -2 points. Cost: 5,000-7,000 credits (20,000-30,000 credits for the bionic version).

**Spikes or Studs, Small.** Often a half dozen to a dozen metal spikes or studs, often worn on the forehead or top of the head, but also above the eyebrows, along the cheek bone, chin and jaw, knuckles, shoulders and elbows. May be arranged in a specific pattern or even placed to make an insignia, letter in the alphabet, or design. Note: Metal studs are basically smooth, rounded spikes, not sharp or pointed. Damage Bonus: +2 S.D.C. to head butts per six spikes or +1 from studs. Cost: 500 credits per set of three spikes or studs.

**Spikes, Chin or Cheek:** Metallic and colored chrome spikes used as adornment to make oneself more glamorous, dangerous or exotic looking. Sometimes made to look like quills or needles. Cost: 170 credits per each spike. 50% more for chrome.

**Skull Plate:** Usually for both cosmetic appearance (may be chrome, silver, gold, bronze, copper, or some other metallic color) and physical protection (provides the head with 10-25 M.D.C., as if wearing a light helmet). Cost: 2,000-3,000 credits.

**Studs:** See Spikes.

**Tongue of the Serpent:** A split tongue that looks like a snake's tongue. Penalties: -15% to all speech, acting and language skills, because a snake's tongue is simply not as articulated for speaking. The character typically has a bit of a lisp and hissing sound to his speech pattern. Bonus: +1 to Horror Factor (if applicable). Cost: 4,000 credits.

**Tongue, Spiked:** 1-4 small spikes stick out of the tongue. Penalties: -10% to all speech, acting and language skills. The character tends to slur his words or mumble. Bonus: +1 to Horror Factor (if applicable). Cost: 1,100 credits.

**Transparent Skin:** There are a few variations on this rather macabre cosmetic modification. One is to use a *clear* synthetic skin so that the muscles, veins and perhaps bone shows through the skin. Another is to use a clear plastic covering over cybernetics and bionics so observers can see the inner workings of the cyborg, making the character something of a "clockwork" man. Cost: Varies considerably depending on the extent of the transparent covering.

1000-1,500 credits for something the size of a hand,

2,000-3000 for a forearm, 4,000-6,000 for the belly or a entire arm or leg, and so on.

**Vampire Teeth:** Exactly what it sounds like, the human canines are replaced by a pair of large, fang-like teeth. Damage Bonus: Bite attacks do an extra 1D4 damage. Penalty: Slurs speech a bit, -10% to all speaking and performance related skills and -1 to P.B. Cost: 300-600 credits.

**Vestigial Tail:** A popular trend, especially among female City Rats, teenage girls and sf females, is getting a cuddly animal tail. Feline tails and fluffy fox-like tails the most desirable. The cybernetic tail can move in a swishing, up and down, side to side way like a cat or dog, but is *not* prehensile and cannot be used as a weapon. Cost: 700 to 1,800 credits depending on the size and quality.

**Vestigial Wings:** For some reason, people, especially females, like to have vestigial wings, meaning they have artificial wings that can move, spread open, tuck back and react to the wearer's emotions and wishes, but can NOT actually fly or glide. They are purely cosmetic, and in most cases (80%), the wings are small and undersized to the proportion of the wearer. M.D.C. vestigial wings are typically worn by City Rats, partial cyborgs and light cyborgs for dramatic or exotic effect. S.D.C.: Most vestigial wings have 1D4x10+30 S.D.C. points and are usually soft and sensual. M.D.C. Wings: 2D6+20 M.D.C. points but are typically mechanical, expensive and often illegal. 40-70 M.D.C. for partial reconstruction or full conversion cyborgs with wings hooked directly to their bionic spine and motor system. Note: Both varieties typically have limited movement and cannot be used as a weapon or means of flight. Cost: 3,000-6,000 credits for S.D.C. wings, 30,000 to 60,000 for M.D.C. varieties.

**Webbed Hands and/or Feet:** Typically appealing to professional swimmers, divers and athletes, as well as those who think it makes them look exotic. Bonus: +5% to swimming speed. Cost: 800 to 1,200 credits per pair of hands or feet.

**Wheel or Tread Legs:** Actually, the wheeled or tread system of locomotion replaces the legs completely. This is rare and usually illegal machine augmentation. Typically acquired only by technophiles who prefer to look more like a machine than a human or humanoid. Maximum Speed: 60 mph (96 km), with 30-40 mph (48 to 64 km) being most common. Cost: 40,000-75,000 credits for gasoline, electric or solar powered treads or wheeled engines, 1.2 million to 2.5 million for a nuclear power supply. Note: Illegal in the Coalition States and Free Quebec. Frowned upon by the CS in the 'Burbs too. Those with machine legs are frequently roughed up, interrogated, abused and mistreated without just cause.

# Black Market Cybernetics

As a rule, any of the implants and cybernetics found in North America can be procured through a Black Market dealer, or Black Market owned and operated Cyber-Doc clinic or Body-Chop-Shop.

The independent and caring Black Market Cyber-Doc is a rarity. Cybernetics are simply too costly and dangerous to get unless one has a huge support organization. Because cybernetic augmentation is so desperately wanted by so many, the criminal underground has a field day with selling the items and making a prosperous living. So lucrative is the illegal cybernetics market, that people are willing to risk selling illegal cybernetics and bionics in the 'Burbs, right under the nose of the CS, and sometimes even in the lower levels of the great Coalition Cities themselves. That's how high demand is for cybernetics and bionics. Additionally, most Black Market Cyber-Docs are *not* nice guys. They are self-serving, underworld opportunists working outside the law with no legal responsibility and often no moral commitment to their customers. They are elite members of a larger criminal organization who prey upon the desperation, fear and anger of the masses for profit. Big Profit.

## Black Market Prices

Most Cyber-Docs, especially the criminals and Body-Chop-Shop butchers, won't care if a person is laying on his floor dying or anything in-between. It's pay the price or leave. The price too high? Too bad. The alternative is to find somebody else to do the job or live without the implant or limb (if you can). With luck, the individual will have enough credits for the job, or possess something worthy of trade, like an old artifact, Mega-Damage weapons, armor, information, secrets, or other commodity that the mob will find valuable. Of course, there are other ways to pay for Black Market surgery.

Generally, the cost of Black Market items and services are 10% to 30% higher than the list price even for the most common and rudimentary items. After all, they are (usually) "illegal," and there is always a price when dealing with the underworld. However, there are sometimes specials on a particular implant (usually when the market is flooded with a specific stolen component) that matches list price or even drops 10-20% below.

**Trading for Cybernetics and Bionics.** The Black Market deals in drugs, contraband, theft, smuggling, extortion, abduction, assassination, and all manner of illicit goods, activities and operations. This means a penniless character *may* be able to trade a service(s) to pay for the operation. This could be just about any criminal activity. The price may be something not too sinister, such as breaking and entering to steal something, or protecting a mob member or client, or making a special delivery, or "procuring" something, or spying on somebody, etc. Or it could be extremely evil, like assassinating a competing crime boss or witness for the prosecution, or going up against Coalition soldiers, etc. For extensive bionics (partial reconstruction or full conversion) the client can have the Black Market find him a *sponsor*. This sponsor pays for the entire cost of the augmentation in exchange for *years* of service to him. This new take on indentured servitude is extremely popular but dangerous. The new cyborg must obey his new "masters" and do whatever they tell him. The "job," number of years of service, and terms of the
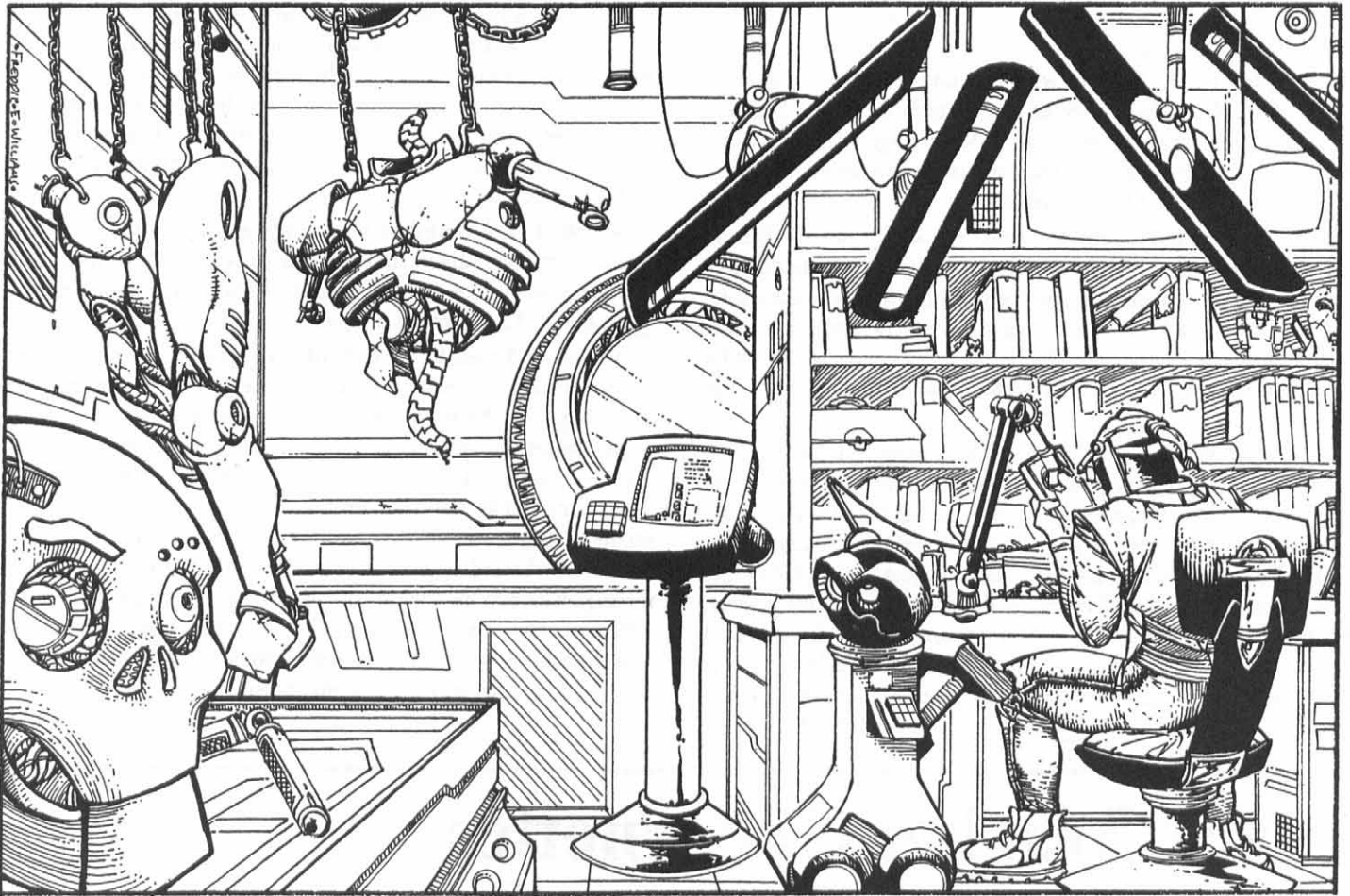
trade are often, though not always, discussed and contracts signed *before* the operation, so the character should know more or less what he or she is getting into. Moreover, only a fool assumes it will be easy or legal. Those who conscript to the Black Market can expect to be immersed in work involving combat, brutality and crime. Those who sell years of service to a mercenary company can expect to be involved in military operations, war, piracy and raids. As a rule, military organizations have the best bionic facilities and can offer maximum or near maximum capabilities. Fully maxed out capabilities, however, are often reserved for cyborg officers and special agents who have *proven* their skill and loyalty. The pact is often for 4-8 years, but may be considerably more (sometimes less) depending on who "owns" the contract (and in effect, owns the cyborg). "Service" is usually as a front-line soldier, enforcer/hit man, explorer, body guard, or henchmen in an active combat "hot zone" where the newly created Headhunter or Cyborg can plan to see plenty of life and death action. Additionally, the character under service to a particular group or individual can see his contract sold or traded, requiring the individual to serve a new, and perhaps crueler or evil master. Individuals who break their contract are usually hunted down, killed and their remains sold for parts. Such are the dangers of the cyber-sponsor trade, but many (and we mean *many*) go this route on a daily basis.

Another way to pay for an implant is to provide the item one desires to have installed, along with a few *extra* cyber-parts to pay for the surgery. The malevolent Cyber-Doc doesn't care whether the parts are new and probably stolen or used and probably carved out of the body of some unfortunate soul. The worst Cyber-Doc clinics are small-time "Body-Chop-Shop" operations where the most unscrupulous, careless, and vile surgeons operate. The proprietors of these scurvy Body-Chop-Shops are *always* in the market for cybernetic and bionic parts. Some may even demand trade in components instead of credits as payment for parts and surgery. They often pay 40% to 60% of list price for new parts and 20% to 33% (40% for hard to get bionics and heavy cyber-weapons) for "used" – and seldom ask questions even if the "previously owned" article is still dripping with blood. This practice is responsible for the ghoulish gangs of "Cyber-Snatchers" who stalk many a city street.

**The terms for trading contraband** will vary with the person one is bartering with and the scarcity and demand of the item up for sale or trade. Unless the item is extremely rare and valuable, trade materials rarely get more than 50% of the list value, so the trader must have twice as much in trade items to swap for something he wants. For example: A character who wishes to get Amplified Hearing, which lists at 10,000 credits, will have to provide at least 20,000 credits' worth of trade components. To complicate matters, the valuables must be something the Cyber-Doc, clinic, or mob can use and/or resell easily. If the items are of some interest, but of little value, the character may get only 10-30% of the list value in trade. On the other hand, if the character has a rare item or some bionic component in high demand, he may be treated like a king and offered 50% in credits or 70-100% in trade. However, this is the exception, not the norm. Likewise, clients with more to trade than they want to spend can earn themselves a line of credit, but only with that specific shop. **Note:** Establishing a line of credit at a Black Market facility can be good, but it is wise to spend it quickly in case the shop goes out of business, moves to parts unknown, is

shut down by the authorities or is taken over by new management who refuses to acknowledge old debts or old credit. Also note that, as a rule of thumb, one can always get more value in trade than in cash – i.e., "I'll give you 6,000 in Universal Credits (same as cash) or 7,500 in trade (line of credit good only at the store or in tradeable merchandise or services). Regardless, one is lucky to get more than 33% of what the item is really worth.

The rare, well-intentioned Cyber-Doc who is a dedicated healer or freedom fighter will always try to keep his prices as low as possible, falling in at list and as much as 10% to 20% below list. However, they seldom service mercenaries or criminals, saving their precious supplies and skill for the poor and needy citizens who don't have anywhere else to turn. Trade will be fair, but limited to items he really needs, like medical equipment, drugs, cybernetic prosthetics and Bio-Systems.

**Body-Chop-Shops** and most Cyber-Doc clinics can provide *any* type of *cybernetics*, including a full range of Black Market items, but when it comes to *bionics* many are little more than a repair service for damaged bionic parts, bionic body armor and installers of cybernetics. The shop can perform bionic repairs, upgrades and minor additions, but only one third are set up to handle partial or full bionic conversions. The low end and fly-by-night Body Chop-Shops are limited to what bionics they currently have on hand, know about ("Hey, doesn't Old Mack have a bionic arm he's trying to unload?") or can get ("Contact the Viper Cyber-Snatcher gang and put in an order for a pair of bionic legs, retractable Vibro-Claws, and a multi-optics eye. Tell 'em the sooner we can get 'em the better. You know how these clients are always in a rush. 'Sides, I tol' the client we'd have the parts in three days."). Most shops aim to please and will take advance orders and *try* to scrounge and trade for the requested components, but success will depend on luck, connections and whether or not the buyer may be willing to pay half up-front to get the items. *Black Market Body-Chop-Shops* are usually the most professional and most likely to be able to fill most orders for Bionics quickly (within 48 or 72 hours). Moreover, most Chop-Shops and underground clinics can seldom offer *bionic attributes* at maximum levels of power. The best most can do is about 20% or 30% below the maximum (i.e. if 30 is the maximum P.S., the best the Body-Chop-Shop can provide is a P.S. of 24 or 21, depending on the resources the facility). Despite this, Black Market and Body-Chop-Shop prices are also usually 20% to 40% higher than the list price when it comes to bionics, but because availability through legitimate sources are so difficult and limited, people are lined up around the block (figuratively speaking) at these illegal operations. That's why Body-Chop-Shops thrive, the Black Market exploits the situation, and why places like *Kingsdale*, and to a lesser extent Northern Gun, Manistique, the Pecos Empire and a few others where buyers can get legal bionics, are considered augmentation Meccas and people to flock to them.

**Note:** This situation is a marked improvement. Only 10 years ago, around 100 P.A., barely one in a hundred Body-Chop-Shops could actually perform partial bionic reconstruction and one in a thousand was able to perform a full bionic conversion. That all changed with increased Coalition aggression. The Coalition States' military campaigns against Juicer factions, the Kingdom of Tolkeen, Free Quebec, pact with Northern Gun, and their combined efforts to annihilate Naruni

Enterprises created such a stir, that it prompted many independent kingdoms, mercenary groups and independent organizations to ramp up their own resources in the areas of manufacturing, weapons, power armor, and bionics. (Juicer augmentation too, but on a much smaller scale). Ironically, the Coalition's attempt to control and limit the availability of bionics, heavy weapons and power armor only served to increase the demand for it. It also encouraged the Black Market and rogue nations to take advantage of people's fears and make available the very things the CS didn't want them to have. As a result, hundreds of new, expanded, full service Body-Chop-Shops, augmentation clinics and freelance augmentation operations for bionics (mostly), but also M.O.M. Juicer and Techno-Wizard augmentation have exploded onto the scene with renewed interest and acceptance. This is also how *Bandito Arms*, in the American Southwest, grew from a little know-nothing of a Black Market manufacturer and arms dealer to a major player in only six years.

# Black Market Specialty Cybernetics

The following are common illegal cybernetics available at most Body-Chop-Shops and other cybernetic clinics and operations. They are illegal in the Coalition States and many other "civilized" communities. Most are tweaked and modified for combat or criminal pursuits.

**Beacon with Hair Antenna:** A small transmitter implanted under the scalp with an antenna that looks exactly like one of the hairs of the user. To activate, a Morse code like password is tapped with the teeth. A slight tingling sensation indicates it is on. The beacon not only transmits the user's location up to 10 miles (16 km) away, but, using the teeth tapping code, can also relay information from the user. It cannot receive transmissions, only send. Can also be followed by a bug tracking system keyed to its frequency. A Signal Booster increases the range as per that item. Cost: 2,000 credits.

**Climb Cord:** Similar to the garrote wire, this is a ten foot (3 m) length of 500 lb (225 kg) test cord, no thicker than string, that can be pulled out of an artificial wrist or arm. The cord is primarily used by thieves and City Rats for prowling and climbing around. The length isn't long, but can be used to loop around projections to steady oneself or scale walls. A favorite ploy of thieves is to use the cord to avoid authorities by dangling, unseen, under a balcony or above, from a pipe.

A weight can be attached and used as a chain-type weapon (1D6 S.D.C. damage) or a small grappling hook can be attached for climbing. Cost: 1,500 credits; grappling hook and other attachments extra (can be made or bought for under 30 credits).

**Cyber-Armor:** This is a unique lightweight armor that is grafted right to the skin. The armor plates are less than an eighth of an inch thick and form fitted around the contours of the body. Cyber-Armor is only grafted to the chest, shoulders, shoulder blades, and thighs for two reasons. One, the body needs to breathe through skin pores and secondly, additional armor would greatly impair movement (reduce attacks, bonuses, and speed by half).

The rest of the body is not protected. Consequently, this is one of the few Mega-Damage armors that has an Armor Rating: A.R. 16. A roll above the A.R. 16 means an unprotected portion of the body has been hit and damaged. The Cyber-Armor has a

total M.D.C. of 50 and adds 20 pounds (9 kg) to body weight. Cost: 55,000 credits.

**Cyber-Disguise Type AA-I:** A complete cybernetic disguise system built into the face. Bladders placed under the skin and even bionic bones and light superstructures (like the cartilage of the nose) that can move, expand, contract, or change shape enable the recipient of this enhancement to change the shape and look of his face. The cheeks and lips can be puffed up to look fatter or more pronounced or smaller/thinner, the chin can be made to become rounder or more pointed, the nose wide and flat or bulbous or pointed, or even smaller or larger (most noses have four distinctive looks). Likewise, the ridges of the eyebrows can adjust to protrude or retract, the lines of the forehead made to look more pronounced or diminished, while micro-gears and bladders around the eyes can add or reduce eye wrinkles or make them appear rounded, narrow or slanted. Those with "Mood Eyes" can also change their eye color in an instant, otherwise chemical units placed in the eye socket inject a non-toxic dye that will change the color of the iris. Similar chemical implants induce a 20% change in the color tone of the skin. Artificial hair, that can change into five different colors and 15 different shades, replaces real hair. The hairline is also changeable with a little manipulation.

A larynx manipulator device, surgically implanted onto the vocal cords, stretches or contracts the cords to completely change the person's voice as well. The character can even imitate the voices of others with a base skill of 40% plus 2% per level of experience.

A memory chip implanted in the skull allows the character to program six distinctly different faces into the disguise unit. The transformation of these computer stored faces requires approximately 1D4 minutes to complete. Skin pigmentation changes require one hour. If the person has the Disguise skill, he or she can attempt to alter his features manually, with an infinite number of possible guises while the AA-1 Cyber-Disguise helps make his artistry seem all the more convincing (it provides a +15% bonus to the Disguise skill). Cost: 450,000 credits.

**Cyber-Disguise Type AB-2:** This is a much simpler and inexpensive disguise package that includes a bio-electric wrinkle manipulator that changes the wrinkles on the face by compressing and stretching the skin. Can go from a youthful, wrinkle free face, to a wrinkle covered grandpa in under a minute. Also an eyelid compression device used to change the appearance of the eyes from a flat, round eyed Caucasian look, all the way to a full Oriental epicanthic fold. Lastly, a few strategically placed silicon sacks, usually in the cheeks and chin, enables the character to alter his facial features. A silicon softener is first injected into the sacks; the needle is tiny and only a drop of softener is needed. The character then pushes and molds the silicon with his fingers, like clay. Cost: 85,000 credits.

**Cyber-Disguise Type ASH Supplemental:** This is cybernetic hair that can change into four different hair colors (blonde, brown, black and grey) and six different shades. It takes two minutes to go from one complete hair color to the next, but only 15 seconds to change shades. The cyber-hair can also change its length from two inches to ten inches and can change into any one of four, pre-programmed hair styles. This disguise system can be added to one of the other Cyber-Disguises or used independently. Cost: 32,000 credits.

**Cyber-Stinger:** There are three known methods of implantation for the Cyber-Stinger. The most common one is to implant the "stinger" in the ends of the bones of two fingers of a hand (or in a cybernetic or bionic hand). A mental command causes the Stinger to project outward, allowing the user to stab and inject one dose of knockout chemical, poison or whatever else. To refill the stinger's reservoir, a replacement dose is injected into a barely noticeable bump located anywhere on the finger or hand, which is connected to an artificial tube.
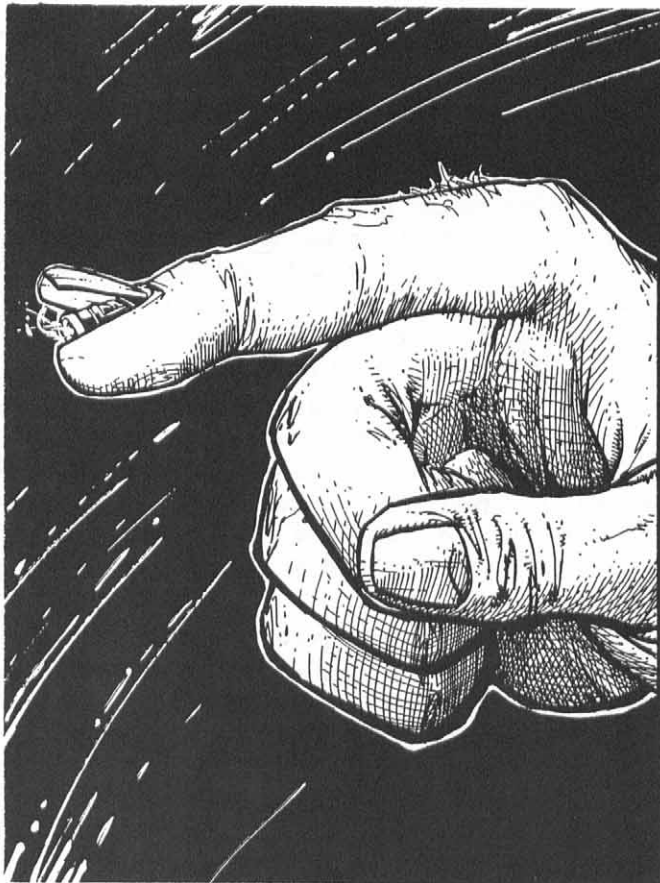
Another location for implantation is the eyebrow ridges for a head butt type of attack. A third place for a Cyber-Stinger is an additional bionic appendage, such as a extra hand and arm, tentacle or an actual "stinger appendage" like a scorpion's tail (the latter is usually an additional bionic appendage).

Stinger Chems: The same chemicals as used in the *Wrist or Palm Needle* are available for the Cyber-Stinger. Cost: 5,000 credits for the Stinger system, chemicals cost separately. Payload: Two doses per stinger system. Legal Status: Illegal and considered a concealed weapon in the CS and most civilized places. Note: Also see *Neural-Stinger*.

**DNA Analyzer:** Using an artificial fingernail covering with micro-grooves, the user can scratch his opponent, or touch a blood sample or any other bodily fluid (sweat and blood are common ingredients in combat). A network of nano-tubes connected to a computer analyzer located in the wrist or knuckle analyzes the sample. The results are displayed on a wristwatch monitor, hand-held monitor or HUD style display on bionic eyes or computer the cybernetic character may be jacked into. A DNA Analyzer may be built into a sensor or medical hand, or any bionic hand. Cost: 60,000-100,000 credits. Not very common or available on the streets or Body-Chop-Shops. **Explosive Finger Segments:** One finger is a false finger, usually the little finger. Each of the three joints can be pulled apart and each thrown like tiny hand grenades. Cost & Damage: 100 credits for three segments of light explosives, inflicting 1D4x10 S.D.C. each. 350 credits for three finger segments of heavy explosives, inflicting 2D6x10 S.D.C. each. 1000 credits for three segments of Mega-Damage explosives, inflicting 1D6 M.D. each. Area affect of each explosive is limited to a 5 foot (1.5 m) diameter. Effective throwing range is approximately 50 feet (15 m).

**Finger Camera:** A tiny still camera fits inside the tip of one finger. The camera can shoot 48 photos on microfilm and is designed to automatically adjust for low light and bright light exposures. The camera shoots a picture each time a concealed stud in the finger is pressed. Cost: 1,200 credits. Film costs about 50 credits per micro roll and takes about 30 seconds to reload.

**Finger Vid Camera:** A tiny digital camera that fits inside the tip of one finger and sends back digital video images to a separate monitor and recorder. The monitor can be a hand-held portable unit, computer monitor set up to receive video transmissions, or a professional TV film system or studio. Most military robots and vehicles that can receive such transmissions can also view the images transmitted by the Finger Vid Camera, though they probably cannot record the transmission. Only color images, without sound, can be transmitted. Cyborgs and those with cybernetic eyes can see in their cyber-eyes what is seen/filmed by the Finger Vid. Ideal for seeing around corners! Cost: 10,000 credits for the finger and one hand-held monitor.

**Knuckle Spikes (Cyber-Implants & S.D.C.):** These are metal spikes actually implanted into the bone of the recipient, and protrude from the skin all the time. May be worn as ornamentation, but have a functional purpose for combat, typically street combat among City Rats and gang members. S.D.C. Damage: Adds 1D6 S.D.C. damage to a punch or backhand strike. Also enables the character to parry "S.D.C." blade weapons. Each knuckle has 8 S.D.C. points. Styles include the classic pyramid-shaped tapering spike, a nail-like pointed shaft, screw-shaped spike, corkscrew spike and a crescent spike. Cost: 1,200 credits for a set. Add 500 credits to get them silver plated. Cannot be made retractable. *Needle Spikes*, resembling the spines of a cactus, cost an extra 500 credits. They offer no special benefit other than their looks and, in fact, only add 1D4 to punch and backhand strikes. *Bone Spikes* resemble real bone rather than metal and cost an extra 400 credits and add 1D6 damage to S.D.C. attacks the same as metal knuckle spikes.

**Micro-Recorder:** This implant is usually used in conjunction with the Amplified Ear implant. However, it can be implanted in any part of the body, with a surface microphone disguised as a skin blemish such as a mole. It can record up to one hour of audio and is easily retrieved and replaced by a fresh recorder. Cost: 2,000 credits.

**Neural-Stinger:** Identical in concept except that it uses the same electrical charge (and has the same results) as the Coalition's Neural-Mace. The most common type of implantation is to implant the "stinger" in the ends of two fingers of a cybernetic or bionic hand. A mental command causes the Stinger to project outward, allowing the user to zap his victim by touch or within one foot (0.3 m) distance. Another type of "stinger" is an additional appendage, such as an extra hand and arm, tentacle or an actual "stinger appendage" like a scorpion's tail (the latter is usually an additional bionic appendage; a separate cost from the stinger itself).

Cost: 35,000 credits for the Neural-Stinger system. Payload: Six "stings" per hour if hooked into the power supply of a bionic body, and automatically recharges. Otherwise, requires a hip battery cabled to the hand or appendage or an E-Clip in a bionic arm; both provide 8 attacks per power source. Damage: Non-lethal. The victim of a "sting" is -8 to strike, parry, and dodge plus reduce the victim's speed and number of attacks per melee round by *half* while stunned. Multiple stings will increase the duration of the stun effects, but do not increase the penalties. After being struck more than four times, the unprotected character may be stunned into unconsciousness for 2D4 melee rounds. Roll to save. A failed saving throw means there is a 01-42% chance of being rendered unconscious. Duration of the Stun Effect: 2D4 melee rounds. The duration of the impairment is increased 2D4 melee rounds for every sting from which the character does not save. Saving Throw: 16 or higher; the same as saving against non-lethal poison. The character must attempt to save each time he or she is struck. A successful save means the character loses initiative and one melee attack/action that round but is otherwise okay. Note: The attack is ineffective against full environmental, M.D.C. body and power armor, and is powerless against Mega-Damage creatures too. It is effective against Dog Pack armor, half suits, and any armor that is not fully environmental, including body armor without a helmet (it is not fully environmental without the helmet attached). Legal



**Finger Gun:** One finger is not quite as lifelike and does not bend. This is a one shot gun. Point and fire. The bullet must be a small caliber (.22, doing 2D6 S.D.C. damage) or a tiny explosive pellet or energy bolt. Payload: One. Can be reloaded in 10 seconds. Effective Range: 300 feet (91.5 m). Cost & Damage: 4,500 credits for projectile finger gun that does 2D6 S.D.C. The energy bolt finger does 1D6 M.D. per blast, but costs 20,000 credits and has a special two-blast energy cell that costs 3,000 credits each. Cost of projectiles: .22 caliber shells, about 40 credits for a box of 144. Special explosive shells that inflict 6D6 S.D.C. damage cost 40 credits each. M.D. explosive rounds (1D4 M.D. each) cost 300-500 credits each.

**Fingerjack:** The artificial finger can plug directly into communication systems, radios, sensory equipment, and robots, to receive direct data transmissions. **Note:** Needs amplified hearing or other cybernetic ear augmentation to receive the transmitted data. Cost: 2,400 credits.

**Garrote Wrist Wire:** A thin, strong wire is hidden inside a prosthetic wrist junction that can be pulled out and used to strangle an opponent. S.D.C. strangle damage applicable only. Cost: 200 credits.

**Knuckle Spikes (Bionic & M.D.C.):** Suitable only for cybernetic and bionic hands. Either by muscle control or verbal command, four retractable spikes emerge from their knuckle housings to instantly create a vicious punching weapon. S.D.C. Damage: Adds 1D6 S.D.C. damage to a punch or backhand strike. Also enables the character to parry blade weapons, including Vibro-Blades, with the M.D.C. knuckles. Each knuckle spike has 5 M.D.C. points. Cost: 1,200 credits for a set, per hand. Add 600 credits to get them silver plated and 2,000 credits to make them retractable (i.e., concealed in the bionic hand until needed and extended).

Status: Illegal and considered a concealed weapon in the CS and most civilized places.

**Razor Fingernails:** The fingernails are replaced with artificial nails that are razor sharp. These nails can be carefully used as tiny blade weapons in a slashing or clawing attack. Each nail inflicts one point of S.D.C. damage. It is not recommended to get razor fingernails for both hands or on all fingers. Can be attached to normal fingers or prosthetics. Cost: 200 credits each.

**Retractable/Extendible Knuckle-Blades (Bionics; S.D.C. & M.D. versions):** Concealed in a cybernetic or bionic hand are housings for short, thin blades that extend from the knuckles. Suitable for stabbing and slashing attacks. S.D.C. Damage: Adds 1D6+1 S.D.C. damage to a punch or backhand strike. Also enables the character to parry blade weapons, including Vibro-Blades. Each knuckle has 5 M.D.C. points. Cost: 1,600 credits for a set, per hand. Add 500 credits to get them silver plated and 12,000 credits to make them Vibro-Blades capable of inflicting 2D4 M.D. (4 blades). Legal Status: Highly illegal and considered a concealed weapon in the CS and most civilized places.

**Shock Fangs:** Resembling typical vampire fangs, they are stored behind two of the front teeth sideways, with the ends facing each other. Often the power source is attached to the roof of the mouth and is relatively easy to remove. A switch located inside the mouth, activated by the tongue, turns the fangs, locks them in place, and sends power into them. A bite attack or kiss will zap and stun the victim. Damage: Non-lethal. The victim who is stunned is -6 to strike, parry, and dodge plus reduce the character's speed and number of attacks per melee round by *half* while stunned. Also takes 1D4 S.D.C. damage if zapped in the mouth from a lip to lip kiss. Duration of the Stun Effect: 1D4+1 melee rounds, +1D4 if the attack was from a lip to lip kiss and the victim got zapped in the mouth. Save vs Stun: 16 or higher; the same as saving against non-lethal poison. The character must save each time he or she is zapped. A successful save means the character loses initiative and one melee attack/action that round but is otherwise okay. Note: This attack is ineffective against environmental, M.D.C. body and power armor, as well as against supernatural and other M.D.C. beings. It is effective against Dog Pack armor and other non-environmental suits. A suit of armor without a helmet is *not* fully environmental without the helmet attached. Legal Status: Illegal and considered a concealed weapon in the CS and most civilized places.

**Shooting Knuckle Spikes:** Suitable only for cybernetic and bionic hands. In this case, the knuckles (or blades) can fire four small spikes from secret housings in the knuckles. The trigger mechanism can be a stud concealed in the palm, wrist or first finger. Range is limited to about 50 feet (15.2 m). Cost: 1,600 credits for the firing mechanism plus spikes. Spike Cost: 50 credits per set of four needle-like or stubby spike-like projectiles that do 1D4 S.D.C. damage each. 120 credits for four explosive spikes that do 3D6 S.D.C. damage each. 3400 credits for four explosive spikes that do 1D6 Mega-Damage each. Range: 50 feet (15.2 m). Payload: One per knuckle, four per hand. Takes 10 seconds (about two melee actions) to reload.

**Spy Audio Transmitter:** This is actually implanted without the subject knowing it, like the tracer bug, only in this case the implant transmits everything the subject says and about half of what he hears (e.g., voices within a five or six foot/1.5 to 1.8 m

radius). Typically used by the Coalition and unscrupulous Body-Chop-Shops on unsuspecting victims to learn about their operations and to track and locate their friends, criminals, fugitives and enemies. Transmission range is about 10 miles (16 km) in the city and 30 miles (48 km) in the wilderness and most towns. Only a Cyber-Doc (maybe a Body Doc) is likely to notice the implant, but only if doing a thorough examination or diagnostic scan. Cost: 50,000 credits. Note: Illegal for civilian use, except by regional governments. In other words, the CS and other reigning powers can use it to spy on its citizens, but individuals who do the same face a steep prison sentence or even death as a traitor depending on how it is used.

**Wrist or Palm Needle:** A retractable needle is concealed in the artificial hand or wrist and can be extended to stab, or inject drugs into an opponent. Cost: Stainless steel stabbing needle does one S.D.C. point of damage and costs 300 credits. A durable hypodermic needle capable of injecting one dose of fluid costs 1200 credits. Drugs must be purchased separately. The most commonly used include:

Antibiotics: Costs 75 credits per dose.

Tranquilizer/Sleep: Takes effect within 1D4 melees, lasts 4D6 minutes; costs 100 credits per dose.

Truth Serum: Takes effect in 2D6 minutes, lasts 3D6 minutes; costs 75 credits per dose.

Paralysis: Takes effect in 1D4 melees, lasts 2D6 minutes; costs 150 credits per dose.

Poison: Takes effect in 1D4 melees, inflicts 6D6 S.D.C./Hit Point damage; costs 200 credits per dose.

## Black Market Bionics

In the Coalition States and other places where bionics are either forbidden/illegal or exclusive for military and governmental use, any *bionics* made available to the public are *illegal*. This means even relatively common and minor bionic implants, prosthetics and augmentation are contraband and those who buy, sell, trade, install or receive bionics are criminals. As a result, bionics of all kinds are available at Body-Chop-Shops and underground cyber-clinics. However, in most communities, less than one third have the ability to perform partial bionic reconstruction and even fewer can do a full bionic conversion. Exactly what is available at any give shop, we leave to the Game Master's discretion.

See the *Bionics Section* for complete details on cyborgs and bionic augmentation.

## Optional Rules
## for Body-Chop-Shop Side Effects

Roll on the expanded table for side effects every time an implant or bionic item is installed or repaired at a *disreputable* Body-Chop-Shop (which is easily one third to half).

**01-20%:** No serious problems, although suffer from unnecessary aches and bruises for 1D4 weeks after the operation.

**21-40%:** Minor, but unnecessary scarring. Will heal with little trace within 3D6 weeks; until then, reduce P.B. by 1D4 points.

**41-45%:** Neurological or chemical side effect or incapacitation. The subject of the cybernetic enhancement/surgery suffers from dizziness and headache for 2D6 weeks after the installation; penalties are -4 on initiative, -5% on all skills and reduce speed by 10%. There is nothing that can be done to fix this other than wait till it passes.

**46-50%:** Permanent and unnecessary scarring. Reduce P.B. attribute by one point.

**51-60%:** A specific, non-life threatening implant or bionic part malfunctions on a regular basis, often at the most inopportune times. This means the long-range listening capabilities of an Amplified Ear fails (can't hear anything softer than 40 decibels or hearing cuts out completely for 2D4 melee rounds), or the range is halved or there is interference – a swishing or crackling sound, perhaps, that impairs the hearing. Reduction of bonuses from the cyber-item may also be applicable (reduce by half or zero when malfunctioning).

**61-70%** A vital prosthetic, organ, weapon or bionic piece of equipment periodically malfunctions. Reduce its abilities, speed, bonuses, range, and/or damage by half for 1D6 minutes. May be prone to failure when under increased stress or at regular intervals (i.e., every 6 or 12 or 32 hours, or some such).

**71-80%:** Faulty Hardware: Prosthetics are a bit stiff, reduce P.P. of that unit by one. Implants and sensors are not quite up to full efficiency, reduce ranges, percentile levels, and abilities by 10%. Targeting system may be off instead, provides no bonuses whatsoever, and if really bad, may be -1 to strike, -1 to disarm and/or -1 on initiative.

**81-90%:** Faulty hardware: Chronic stiffness in joints for prosthetic limbs. Legs: Speed is 10% less than what the character paid for and -1 to dodge. Arms and/or hands: P.P. is 10% less than what the character paid for and -1 to parry or -5% to skills requiring manual dexterity and athleticism.

**91-95%:** Chronic Weapon Problem: Slight hesitation before firing, -1 on initiative, or there may be a 1D4+1 second delay in getting data readings and between radio transmissions.

**96-00%:** Chronic pain, reduce P.E. by one point, and S.D.C. by 1D4. Permanent penalty unless 50% or more of the cybernetic/bionic components of the character are removed and replaced.

## The Effect Bionics has on Magic

Magic is a part of nature. Its energies course through the earth and are channeled by living, flesh and blood creatures. Consequently, bionics and cybernetics that replace the living body with machine parts interfere with magic something terrible.

The following are the *penalties* practitioners of magic suffer from bionics.

• Minor bionic/cybernetic augmentation, such as *two or three implants* or a single bionic limb (an entire arm and hand, leg and foot, etc.), will reduce every aspect of a character's psionic and/or magic abilities by half, including range, duration, and damage of a spell, the character's P.P.E. and/or I.S.P. reserve, and so on. It will also prevent the character from drawing upon other sources of P.P.E. such as ley lines and blood sacrifices. Moreover, cybernetics makes magical healing half as effective (only half the normal damage is healed).

• Anything more than *three implants* (two if sizable) or a single limb will completely negate the character's magic or psionic potential!

• Removal of these implants or cyber-appendage completely restores the character's psionic or magical powers. Remember, we are talking cybernetics/bionics here – machine replacement parts – not a peg leg or artificial limb made from wood or other natural material. Remove the interfering implant, limb, etc. and the body may be crippled, but the magic or psychic abilities are restored. That means, *Bio-Systems* that entirely or mostly made of real (albeit genetically engineered and manufactured) flesh and blood, can be used without a problem. Bio-Systems do NOT interfere with magic in any way. Nor does simply losing a limb. It is the union of man with *machine* that causes the problem. Body armor made of metal or other man-made *synthetic* materials, like ceramics and plastics, also hampers a spell caster's ability to channel P.P.E. and use magic. See CS prison armor at the end of the *CS Countermeasures* section that immediately follows.

# Cybernetics to Counter & Control Practitioners of Magic

The Coalition States were the first, though certainly not the only, to develop and use cybernetics as countermeasures to magic. These cybernetic and mechanical devices are specifically designed to limit, control or completely neutralize a practitioner of magic's ability to use magic in any way. These countermeasures are typically reserved for known magic wielders taken into custody for interrogation or imprisoned for more than 12-48 hours. As a rule, most other mages and creatures of magic are executed on the spot. The use of cybernetic countermeasures to magic was uncommon and little known until the Coalition's brutal campaign against the magical kingdom of Tolkeen. Today, in the year 109 P.A., the use of cybernetics as a means to contain and neutralize practitioners of magic is much more widely known and is being used by the CS, Free Quebec, Whykin and even the Federation of Magic (against rivals, rebels and enemies of Lord Dunscon imprisoned for insurrection or treason). This has also led to their appearance at some Body-Chop-Shops, though anti-magic countermeasures are rarely offered on the open market – for now.

Years ago, Coalition Military Intelligence discovered that cybernetic implants have a damaging effect on practitioners of magic, preventing them from drawing on sufficient P.P.E. and, if used properly, from casting magic altogether. Consequently, the CS uses simple *implants* to reduce the sorcerer's P.P.E. by half and prevent the mage from drawing upon P.P.E. from other sources, including blood sacrifice and ley lines! Since mechanical implants also reduce all forms of magical healing by half, their usage keeps magic using prisoners in a weakened and more manageable state. Cybernetics are also useful for inflicting torture on practitioners of magic.

Any pair of cybernetic implants or bionic mechanisms will do, but those used on prisoners are intentionally debilitating and

are specifically designed to prevent or impair speech, concentration and movement. Most are implanted in the head, neck, and chest, but some require specific, localized placement. Typically 3-6 of the following implants are used on a single magic wielding prisoner the Coalition Army expects to keep for any length of time (over 12 hours). Even as few as two will impair the practitioner of magic's ability to use and cast magic. When combined with three or more implants or the armored containment suit and other strategic restraints such as gags and blindfolds, the power of most spell casters is reduced by 50% to zero!

Most implants used on *prisoners* are NOT under the control of the victim. These implants are turned on and off by an external control mechanism no larger than a pager or remote control for a television. **Note:** The *Prisoner I.D. Chip* and *Tracer* implants are used on most (90%) sorcerers taken prisoner by the CS.

Under most circumstances, the CS tries to avoid taking prisoners who are supernatural or possess magical powers. As a rule, demons, godlings, and other supernatural beings, as well as creatures of magic, such as dragons and powerful wizards, are deemed too dangerous to take chances with. However, sometimes there is the need to capture and interrogate or study such beings. Extreme caution is used in all cases. Drugs, electronic shock devices, implements of torture and similar means are all employed to keep such "monsters" under control, along with around the clock surveillance and heavy security. If the captured monster shows signs of breaking free, it is typically destroyed. To minimize the risk, "demons and the spawn of magic" (mages included) are seldom taken into custody. If they are interrogated at all, they are tortured, questioned and killed on the battlefield.

If prisoners are taken, the Coalition Army looks for *human and D-Bee practitioners of magic*. The reasons are simple. These *mortal* foes are more easily understood and are less frightening, and they are much more easily contained, controlled and imprisoned. The last several years of war with Tolkeen and decades of conflict with the diabolical Federation of Magic have taught the Coalition Armed Forces a thing or two about sorcerers and magic. Recognizing the impact cybernetics has on mortal practitioners of magic has proven to be an invaluable weapon. Not just on the battlefield, but also in the 'Burbs and other more subtle campaigns. With the wider knowledge that these techniques and devices exist, CS agents and operatives can use the very threat of them to blackmail or gain leverage on practitioners of magic to get them to betray their brethren, reveal secrets and accept ultimatums.

# Cybernetic Countermeasures to magic

**Note:** Prices are what these items would cost on the open market. The CS cost is 70% less.

● **Bio-Comp Monitor Implant:** A half dozen implants that monitor the body of the prisoner and transmit the data to a hand-held computer monitor. The implants show vital physiological statistics, including respiration, heart rate/pulse, blood pressure, stress levels, pain tolerance, and irregularities. This information is especially important to interrogators using drugs and/or torture to determine how much punishment their victim can endure without actually killing him. **Note:** Bio-Comp implants are used on soldiers, pilots and other personnel for medical and combat purposes. <u>Cost:</u> 2,500 credits.



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● **Bionic Hands:** One or both hands, or a hand and forearm (sometimes the entire arm) *may* be removed and replaced with a cybernetic or bionic one. Although much more costly than most simple cybernetic implants, this procedure has been approved by the CS High Command and allowed at the discretion of the Field Commanders or their Chief Cyber-Doc on the field of combat. Likewise, prison Wardens (often deferring to the recommendations of their Chief Cyber-Doc) may choose this option for "Prisoner Pacification." In truth, there is no reason for this extreme and cruel measure to be taken. Yet it is frighteningly common, particularly among evil and sadistic CS Cyber-Docs and Military Commanders.

The bionic limb(s) is a basic, mechanical device with a piddling P.S. and P.P. of 6; M.D.C. 10 for hands, 15 for a forearm and 20-25 M.D.C. for an entire arm and hand. These robotic limbs are ugly and obviously mechanical prosthetics with minimal sense of touch (15%). For anybody being deliberately mutilated, losing one's natural limb(s) and getting a cold steel, mechanical replacement is traumatic. For a practitioner of magic, it is doubly so. Not only is it disfiguring and emotionally scarring, it also brands him as a victim of CS torture and imprisonment, makes him clumsy (most mages have a high P.P.), physically weak, and impairs his magic using abilities (the standard penalties and inability to draw on ley line energy, and so forth). Meanwhile, a pair of cybernetic or bionic limbs negates their spell casting abilities completely. For many, either situation is a fate worse than death.

**Note:** Victims of this cybernetic butchery who are released or manage to escape, usually try to acquire *Bio-System* limbs – bionic prosthetics covered in living tissue often grown from one's own skin. However, outside of the Coalition States, such

facilities are incredibly rare and difficult to locate, at least in North America. A half dozen can be found in the Chi-Town 'Burbs and Kingsdale (in Missouri), and one is *rumored* to exist at Old Bones (Free Quebec) and Tolkeen. (Unbeknownst to most, the governments of *Free Quebec, the New German Republic* and *Japan's* high-tech society can also perform this operation. So can *Phase World*. Of course, most of these foreign facilities are far away, and most who have it are anti-magic and uncooperative.) Unfortunately, the technology is expensive outside nations like the CS, so the cost is even higher on the secondary market: 50,000-65,000 credits for a hand, 100,000-150,000 credits for an arm and hand. Worse, the prosthetic limb is *never* quite as good as the original, so the sense of touch is only at 56%, P.S. and P.P. attributes are at 10, with a -5% skill penalty on those requiring manual dexterity (like Computer Operation and Lock Picking) due to reduced articulation and sense of touch. At least a Bio-system limb will restore the sorcerer's complete use of magic and spell casting abilities.

In the worse case scenario, the mutilated victim can try to live with reduced magical abilities and get his mechanical limb improved. However, most practitioners of magic will *not* do so. Some have even chopped off the bionic appendage to restore their magic powers even if it means living without a replacement limb. Cost: 12,000 credits.

A few alternatives:

*Necromancers* can remove the bionic hand or arm and replace it with the (human or monstrous) limb of a corpse, however, they can only do this for themselves, not others.

*Ley Line Restoration* can magically restore missing limbs, but the cost in P.P.E. is extremely high and may be considered prohibitive (see the *Rift & Ley Line Magic* in **Coalition Wars One: Sedition**).

In theory, the mysterious and diabolical beings known as *Gene-Splicers* (see **Rifts® Sourcebook 3: Mindwerks™**) can` actually "grow" and attach a completely new, flesh and blood limb to any mortal being. However, even if one could be found and was willing to do so, what he might charge is frightening to consider. Inevitably, the price would be some foul service rather than tangible money or goods. Moreover, once on the slab, god only knows how this malevolent being might mutate and transform his "subject." These alien beings regard all life forms as their test subjects! (This might be a cool or fun way to completely transform a character if the player was open to it, perhaps turning him into a **Heroes Unlimited™**-style superhuman of some kind or strange mutant; human-looking or not.)

Likewise, the *Bio-Wizards* of the Splugorth's Atlantis can restore a character with a flesh and blood replacement limb that is as good as new, but again, the price is likely to be terrible, and one must fear what else the Bio-Wizards might do to the character in the process (nothing good, that's for sure)!

*In the aftermath of the Siege on Tolkeen*, there has been a rush of desperate individuals seeking Bio-System technology and the Black Market has begun to include it in at least 10-20% of its underground Body-Chop-Shops at prices 20-200% higher than those listed previously. This is something the CS tries to prevent, tracking down and destroying shops and Cyber-Docs who perform such restorative operations on "Enemies of the States," or any practitioner of magic (the CS regards them all as Enemies of the States).

- **Language Translator:** A miniaturized language translator placed right inside the body to facilitate easy communication, particularly with D-Bees and foreigners. **Note:** This cybernetic system may also be placed in soldiers and field agents to help them communicate. If a Headjack is also one of the cybernetic or bionic systems, the Translator will be linked to it, as will a Bio-Comp Monitoring system. Cost: 16,000 credits.

- **Lock Jaw:** This is a cybernetic implant that takes control of the jaw muscles to lock them tight and render the victim unable to open his mouth and speak clearly. Prisoners victimized by Lock Jaw implants can grunt, groan and even utter slurred words through clenched teeth, but can not speak clearly, shout or whistle. Simple first and second level spells can be performed, but the character must speak slowly and as clearly as possible, effectively using up four melee actions (takes about 15 seconds). Also see *Vocal Cord Neutralizer*. Cost: 2000 credits.

- **Optic Blinder:** An implant that scrambles optic signals to the brain and blinds the victim. As with most implants used on prisoners, this implant can be turned on and off by an external control mechanism. It is used to punish, control and manage difficult prisoners such as sorcerers. **Note:** A blind mage can not use spells that require "line of sight." In addition, the usual -9 to strike, parry and dodge combat penalties for being blind apply. Running means stumbling and falling or running headlong into people or objects. Cost: 6,000 credits.

- **Pain Inflictor:** This cybernetic device is typically implanted in the head or spine. With the flick of a switch, the implant causes the prisoner to be racked with pain. It is used to inflict punishment, torture, and to immobilize a prisoner. The pain causes the following penalties per melee round: Reduce the number of hand to hand attacks and combat bonuses by half, reduce speed by 20%, skills are performed at -30%, and the victim suffers 1D4 points of damage from each melee round of pain, first subtracted from S.D.C., but when that is gone, subtract from Hit Points. **Note:** Practitioners of magic can not cast magic while in such pain. Prolonged use of this implant can kill. Cost: 12,000 credits.

- **Prisoner I.D. Chip:** A simple implant that transmits fundamental data about the prisoner, name, rank, serial number, prisoner I.D. number and date captured. **Note:** *All prisoners get this implant.* Dog Boys and other CS mutants have a similar identification chip, typically located at the base of the skull or back of the neck. Cost: 1,500 credits.

- **Tracer Implant:** An implant that emits a radio tracking signal. An electronic tracking device can follow the signal up to 60 miles (96 km) in the wilderness, but only 20 miles (32 km) underground or in urban/city environments (too much interference). The implant is powered by the body's own electromagnetic energy, so it is effectively perpetual. It can be shut off by removing it. It can be implanted anywhere along the spine, neck or skull. **Note:** Most (90%) prisoners get one of these. Cost: 1,000 credits.

- **Vocal Cord Neutralizer:** A cybernetic implant that effectively neutralizes the vocal cords to prevent speaking. The character is effectively a mute, able to mouth words but unable to utter a sound other than a few grunts, groans and whistles. **Note:** This device is extremely common for use on practitioners of magic (80%) to prevent spell casting. It can be activated and deactivated by a hand-held control in the possession of the interrogator or a guard. Cost: 12,000 credits.

- **White Noise Generator Implant:** Typically implanted in the back of the head or ear, this implant generates noise on a level that affects the prisoner but which can not be heard by those around him (other than as a very soft hum or sizzling sound when up close to the prisoner). This implant makes sleep and concentration virtually impossible — like a constant ringing or static sound in the ears that won't go away. Only those highly skilled in meditation, or who have an M.E. of 24 or greater, or are 8th level or higher, can effectively block out the noise to sleep or concentrate for 1D4x10 minutes at a time, plus 1D6 minutes per level of experience.

This terrible instrument of torture has several effects that impair the magic user and give the CS forces an advantage. Cost: 30,000 credits.

**One**, it prevents the sorcerer from being able to rest and sleep, which leads to physical exhaustion and weakness, making the victim more manageable.

**Two**, it causes mental confusion and the inability to focus and concentrate. The victim just can't think. Even if the device is turned off and there is blessed silence, the victim is so tired and frazzled that concentration is difficult without at least a few hours of sleep. This makes spell casting and the use of other magical powers or attacks difficult to impossible.

**Three**, it prevents the mage from drawing on P.P.E. from other sources and reduces his own natural reserve. More importantly, this implant makes the victim unable to concentrate, thus he can not (as a rule) *recover* spent P.P.E. through sleep or meditation, rendering the mage powerless or at low ebb.

**Four**, as with any *cybernetic implant*, magical healing is retarded; healing spells and magic potions only restore half the usual amount of Hit Points/S.D.C. points. Another means of keeping the mage weak and underpowered.

**Five**, it provides a carrot, a reward. ("Tell us what we want to know and we will turn it off. Look, I turned it off right now. Feels good, doesn't it? Tell us what we want and I'll leave it off and you'll get a good night's sleep. You want to sleep, don't you?") Yes, this is cruel and inhumane punishment, but this is the Coalition Military we're talking about, and this is an extremely effective form of disruption and torture.

**Six**, the implant disrupts psionic powers too. Costs double the I.S.P. to use psi-abilities, plus range, duration and damage are reduced by half. Like P.P.E., sleep deprivation and constant noise prevents the recovery of I.S.P. through rest and meditation.

**Note:** This implant can usually be turned on and off by an external, hand-held control unit.

Penalties & modifiers from constant noise and sleep deprivation:

After two days of sleep deprivation (and while the noise generator is on) the victim is -40% on the performance of any skill, all combat bonuses are reduced by half and one spell incantation requires intense concentration, using up the equivalent of four melee actions/attacks — roughly 10 to 15 seconds to perform, ample time for guards or an interrogator to respond to prevent the spell from being finished. Spell casting can be interrupted by something as simple as shoving a gag into the character's mouth, getting punched or choked, or stunned with a cattle prod or neural mace. **Note:** When a spell incantation is interrupted,

the P.P.E. to be used is NOT expended (the mage keeps it), but the spell is incomplete and nothing magical occurs.

Three to four days of sleep deprivation causes extreme fatigue, loss of concentration and in the case of sorcerers, dramatically reduced ability to remember, let alone speak, a magical incantation. The victim is -60% on the performance of any skill, all combat bonuses are gone, reduce speed and number of attacks per melee by half, and one spell incantation requires intense concentration, using up the equivalent of 1D4+6 melee actions/attacks — roughly 20 to 30 seconds to perform. Ample time for guards or an interrogator to respond and prevent the spell from being finished.

After five days, dementia and hallucinations are commonplace; and who knows what might be said under such conditions (and that's the whole idea)? Roll to *save vs insanity* to prevent accidentally revealing something under direct interrogation or CS induced (by suggestion or environment) hallucination. At this point, the character has trouble recognizing what's real and what is not. He may fear that rescuers and even long-time friends and allies are not real ("It's a CS trick! I know it! I won't talk ... I won't come with you. Go awaaayyyy!!"). Additionally, the character will babble — finding it difficult to put together one coherent thought or sentence, as well as suffer from paranoid delusions, be physically weak, and obsessed with removing the noise generating implant causing his suffering ("Pluh ... please make it stop. Please ... oh god, man ... make it stop! Make the noise in my head STOP!!!) and may even try to do it himself or attempt suicide. At this stage the victim should still be able to painfully and slowly articulate that the CS put an implant in his head and that it is driving him crazy.

Skill performance takes three times as long and is -85%, all combat bonuses are gone, attacks per melee round are reduced to two, speed and strength are reduced by 80% and the buzzing noise and lack of sleep is driving the character crazy. Spell casting is virtually impossible. Only 1D4 first and second level spells can be remembered at all, and to cast one takes all the character's melee actions for two rounds. Such spell casting is only possible when the character feels threatened and under intense situations that spark a glimmer of memory or a panic response.

Six days and beyond. If not given some regular breaks from the noise and allowed to sleep, the constant, around the clock bombardment will drive the character insane. How long he or she can last depends on the character's Mental Endurance (M.E.). The character can last one day (24 hours) per M.E. point. This probably is not realistic, but we are talking about heroes and characters who are more than the average Joe. If driven insane, all the *insanities* noted under *five days* become permanent, even if the implant is shut off or removed. In addition, the character is terrified (phobic) of Coalition Soldiers and cybernetic implants, and is leery of cyborgs and Headhunters. However, he is sympathetic and compassionate toward Crazies with their obvious head implants (sees them as kindred spirits who have probably suffered like him). Combat bonuses, attacks per melee round and skill performance are *permanently* reduced to half, and the character needs twice the normal amount of experience to attain a new level.

**Note:** If the Coalition interrogators/jail keepers are given orders (or have a need) to keep their prisoner alive and healthy for

any length of time, the noise generator will be used in a much more discretionary manner. Probably leaving it off most of the time and using it as a means of punishment and to impair the character whenever they are moving him. Troublesome or frightening prisoners might see the noise generator turned on most of the day, giving the character respite only when he is answering their questions and for six to eight hours for sleep.

# CS Magic Containment & Restraints

The following are non-bionic countermeasures to magic frequently used in conjunction with bionics, and worth mentioning here, regardless.

● **Containment Body Armor:** The CS has learned that suits of armor interferes with the magic and spell casting abilities of most practitioners of magic. Thus, it is common practice to place magic weaving prisoners who are to be held for more than 12 hours, as well as those known or feared to be incredibly powerful and/or dangerous, in a suit of armor known as *Containment Body Armor*.

This armor typically covers the upper body, head and arms of the sorcerer. The arms are immobilized and held in a downward, locked position. The hands are covered in mitten-like iron or ceramic coverings to prevent use of the fingers, palming, or the performance of skills requiring touch and manual dexterity. A featureless helmet covers the head and face. The eyes and mouth are blocked by the solid face plate to blind and prevent the prisoner from speaking; often fitted over a conventional blindfold and gag. The overall appearance is like that of the *Man In The Iron Mask* minus slits for the eyes and mouth. Heavy boots, chained together, are used to make running away difficult (only one third normal speed is possible). Spikes and straps are often added to the armor for dramatic effect and degrading or mocking words or slogans may be scrolled in paint across the chest or face plate. ("Hocus Pocus, I just got my butt kicked," "I battled the CS and all I got is this lousy armor," "Dead man walking," and much less clever things like "Wizards suck," and "kick me," and much more derogatory things may be written.)

The entire getup covers three quarters of the body and is made of metal alloys and heavy ceramics to block and interfere with the use of magic. Silver accents are often included for good measure, with the idea in mind to negatively influence those sorcerers and witches bothered by silver.

Spell Casting Penalties: If the practitioner of magic bound in this armored containment suit can manage to speak, he can NOT properly *channel* magic energy, forcing him to spend 20% more P.P.E. to cast a spell (assuming he can get the helmet off and become ungagged). Also roll on the following table to see what problem or distortion may occur with the casting of *each* spell as a result of the interference caused by the containment suit.

01-20% Reduce spell damage or effects by 1D4x10%.

21-40% Reduce spell duration by 1D4x10%.

41-60% Reduce the spell's range by 1D4x10%.

61-80% Reduce both the range and duration of the spell by 20%.

81-00% Lucked out, no additional problem.

M.D.C. of the Armor: 40; not typically environmental armor.
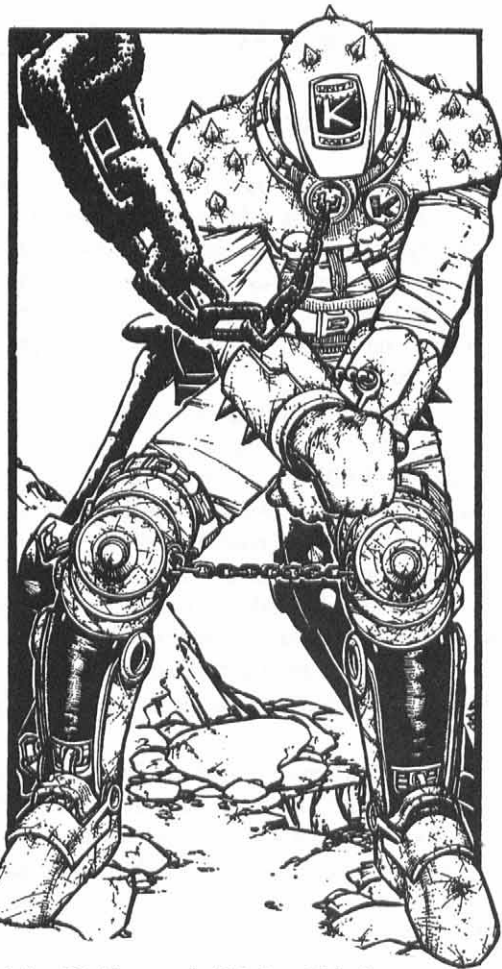


Weight: 30-40 pounds (13.5 to 18 kg).

Mobility: Extremely poor. The armor plated arms are locked in a downward position like a knight in plate armor with his arms frozen at his sides, unable to move, or folded like a straight-jacket. This further impairs balance and reduces running speed. As noted earlier in this description, running speed is reduced to one third of normal. Additionally, swimming, climbing, acrobatics and any skills requiring the use of the hands and arms are impossible.

● **Mouth wraps, gags & blindfolds:** When dealing with prisoners known to be practitioners of magic, it is standard practice to gag them and bind their mouths, tying the jaws shut with bands of material or taping the mouth shut with a gag in place to prevent them from speaking or casting spells. This is much cheaper than using cybernetic implants to prevent speech, especially if the prisoner is to be "disposed of" as soon as he has outlived his usefulness, or immediately following a thorough interrogation.

Practitioners of magic are also frequently blindfolded. Not being able to see helps to keep the prisoner off balance, unsure of his surroundings or the number of enemies, and prevents the use of spells requiring "line of sight." Sometimes the entire head is wrapped in bands of cloth or straps, or covered with a cloth or leather sack.

● **Handcuffs & Restraints:** Some strong material is typically used to bind the sorcerer's hands to impair the weaving of magic, prevent the palming of weapons or other items, and to physically restrict the prisoner. Leg chains and a variety of manacles or even rope may also be used.

# Rare & Foreign Cybernetics

## Russian Cybernetics

As it has been so often in the past, Rifts Russia is a land of contradictions. On one hand, it is a desolate land filled with vast wildernesses and tiny agrarian settlements. On the other hand, it is the world's foremost center for cybernetic and bionic technology. Much of the military personnel in Russia has undergone some kind of bionic conversion. Those that have not probably will at some point or another.

Human augmentation through bionics has been taken farther in Russia than anywhere else in the world. Cyborgs are the norm, commonplace, and fill the rôles of police, infantry troops, tanks and light artillery. Socially, Russian 'Borgs are completely accepted by the people and their mechanized power is so coveted by warriors that one is surprised when a warrior does not possess some measure of cybernetic augmentation. This acceptance and commonplace familiarity is so prevalent that a huge number of warriors have submitted to full bionic conversion into mechanical bodies that don't even look human (Cyborg Shocktroopers).

All of the "standard" cybernetics and bionics found throughout the world can be found in Russia, too. In addition, Russia has developed certain cybernetic and bionic hardware that for the moment remains exclusive to Russian adventurers and soldiers. Since all cybernetic and bionic manufacturing in the country is controlled by the Sovietski and the various Warlords of Russia, keeping exports of this technology down to nothing is not hard. However, it is only a matter of time before individuals sporting Russian cybernetic and bionic hardware come into contact with folks from either the NGR or Japan, and the knocking off of Russian cyber-tech will begin in earnest. Though the deadly cyborgs of Russia remain a uniquely Russian phenomenon, it is not unfeasible for their brand of cyber-soldier to become commonplace in Germany, Japan, and North America within the next 10 or 20 years.

**Cyberlink Vehicle Interfacing:** A cybernetic interfacing system (Fingerjack, Headjack, etc.) that allows an individual partial or full conversion cyborg to link to computers and computerized machines (including most Russian vehicles) to send and receive digital information. For example, being cyberlinked to a vehicle means the cyborg pilot instantly knows the speed, velocity and direction the vehicle is traveling, engine performance, system failures, any stress on or damage to the vehicle (engine, wheels/tires, body, weapon systems, etc.), and anything else monitored, managed or controlled by an onboard computer and sensors. He can also access and control many of the vehicle's systems, like steering, accelerator, brake, engine, thermostat, radar, radio/communications, special optics, any video camera systems, HUD, weapons and other features.

The big advantages from this link are an instantaneous feed of information, as close to absolute control over the vehicle as is humanly possible, which, in turn, enables the driver to respond more quickly and to use equipment or weapons built into the vehicle with a thought – no need to glance away or use the hands. Thus, the driver can keep his hands on the wheel and eyes on the road while using the interface to access, open and use computerized systems, fire weapons without touching the trigger, punching a button, or using a computer keyboard, etc. The cyborg, in effect, becomes the vehicle, or, perhaps more to the point, the vehicle becomes an extension of his own mind and mechanical body! **Note:** Most Russian cyborgs have one or two cyber jacks which come standard with their conversions, as do most 'Borgs across the planet. The Finger and Headjack are most common.

## Limitations of the Cyberlink Interface:

**1.** While vehicle-linked in this way, the cyborg may not take any action other than piloting and using the vehicle. To exit the vehicle or to take some other action inside the vehicle, he must break the link and return to what might be considered "manual" piloting. When manual piloting resumes, all Cyberlink bonuses instantly end, and he and his associates (if any) are limited to their own training and skills.

**2.** This link and union between man and machine is only possible with small and comparatively simple vehicles like motorcycles, automobiles, construction vehicles, hovercycles, hover cars, and flying wings, including such vehicles as the Bush Bike, Steppe Motorcycle, War Chariot, Landflier, Wingrider and Assault Hoversled. It cannot usually be used to pilot and command all features of large and complex combat vehicles (see #3).

**3.** The Cyberlink can be used with large and sophisticated military vehicles such as tanks, aircraft, ships, and giant robots, but only in a limited way. In this circumstance, the cyborg can only jack into one particular aspect of the vehicle, i.e. one specific weapon (with its related computer-targeting), or one specific computer, or the communications system (radio and sensory systems), or the specific piloting of the vehicle, and so on.

Cyberlink Bonuses and Special Abilities:

• +1 on initiative when linked to a vehicle.

• +1 to strike when using the vehicle or built-in weapon.

• +1 to dodge when linked to a vehicle.

• +1 melee action/attack when linked to a vehicle. This extra action involves the use of the vehicle, i.e. one extra evasive action, trick maneuver, blast from a vehicle weapon, etc.

• The Cyberlink gives the cyborg a base skill of 45% to pilot any small one- or two-man vehicle. Taking formal training in Piloting Skills improves the character's mastery over a specific class or type of vehicle (use the skill level instead of the base of 45%), and, in this case, provides a bonus of +10% to that particular piloting skill.

The cyborg can also "tweak" the vehicle's speed, increasing its normal maximum speed by one percentage point equal to his I.Q. Thus, a cyborg with an I.Q. of 8 can increase the speed by 8%; a character with an I.Q. of 12 by 12%, and so on. This increased speed can be maintained for three minutes per M.E. point. Cost (in Russia): 250,000 credits.

**Weapon to Cyborg Energy Link:** Many Russian Heavy 'Borgs and Cyborg Shocktroopers have an energy weapons link – a plug-in cable concealed in the mechanical body, allowing them to power weapons off their own internal energy sources. This gives an energy rifle or pistol effectively an unlimited payload; all other weapon stats like damage, range and rate of fire are unchanged.

Limitations & Penalties:

**1.** The connecting cord only has 5 M.D.C., and if severed, the energy connection is broken, the power going to the cable is shut off, and an E-Clip must be inserted into the weapon to use it (takes three melee actions to remove the severed connector clip, grab a new E-clip, and slap it in). The cable is a small, difficult target to hit from long-range, so shooters must make a Called Shot and are -5 to strike. It is much more vulnerable in close combat where it can be severed by Vibro-Blades, M.D. claws, and M.D./supernatural strength. The player must announce that the cable is the target of his character's attack and roll to strike as normal. A 12 or higher will hit and do damage unless the cyborg can parry or dodge.

**2.** The power drain reduces the character's speed by 10% and initiative is -1 while linked to and using an energy weapon.

**3.** After about 10 minutes of melee combat where the weapon has been in frequent use, the effects of the power drain are more pronounced. Reduce speed by 20%, no initiative bonuses apply (unmodified die roll only or -2 if the character normally has no initiative bonus), -1 to parry and dodge, and physical combat damage (punch, kick, etc.) is reduced by half. The cyborg returns to full speed and ability 15 minutes after the weapon link has been disconnected.

**4.** This energy link can also be made to small, one- and two-man vehicles designed to accept an E-Pack, but the 'Borg immediately suffers the diminished capacity described in #3. If the vehicle is not designed for optional use of an E-Pack, an Operator can jury-rig a connection in about 1D4 hours.

**5.** Only available to heavy, full conversion cyborgs and Shocktroopers, not Light Machines, partial cyborgs or humans with implants and/or prosthetics.

Cost (in Russia): 120,000 credits.

# Russian Bionics

See the Bionics Section, elsewhere in this book.

# Japanese Cybernetics

In addition to all standard cybernetics, Japan, being a center of high technology, has some unique cybernetic hardware of its own. In general, characters will not have access to such equipment unless they originally hail from, have spent extensive amounts of time in, or are adventuring in the Japanese islands.

There is talk of Western spies and industrial scouts (e.g., the agents of Triax or of any Warlord of Russia) having gone to the Japanese archipelago in search of high-tech secrets to bring home. So far, no cyber-manufacturer outside of Japan has exhibited any patently Japanese designs, but according to some experts, this is only a matter of time.

The following cybernetic items are available as implants to the Cyberoids (Japan's version of City Rats), soldiers, mercs and adventurers of Japan and its surrounding environs. A few of the systems here have been reprinted from other sections of this book to reduce page flipping on your part. Enjoy!

**Bio-Comp Self-Monitoring System:** Nano-implants tied to a tiny computer system monitors, measures and transmits fundamental physiologic information about the person it is implanted in. The data is typically displayed on a wristwatch or bracelet style monitor, but can also be displayed and recorded on a computer, portable bio-scan or portable laboratory via a finger or Headjack. Data includes pulse rate, blood pressure, body temperature, blood sugar level, respiratory rate and difficulty breathing, and the presence of foreign elements in the bloodstream (indicating the presence of drugs or poison). Cost (in Japan): 2500 credits.

**Cosmetic Implants:** These are artificial implants that are used for cosmetic purposes, such as changing the shape of one's nose, ears, chin, cheeks, breasts, etc. They are cybernetic because most of these unique implants can either change into two or three shapes, altering the appearance (but not enough to be considered a disguise) or to adjust to a particular environment or condition. For example, a nose or breasts might flatten to prevent damage from a fall or to better fit a helmet or evening gown; eyes might change color with the character's mood or the amount of light, and so on. Likewise, a nose, ear or mouth implant might be tied to other cybernetic implants or attachments. Cost (in Japan): Varies with the type of cosmetic surgery done; typically 2000 to 8,000 credits.

**Computer Virus Carrier (Illegal):** A computer program tied to any cybernetic computer jack that, when engaged, releases one from as many as six available computer viruses. All are variations on known viruses and will have limited effectiveness, especially against professional systems. Popular among hackers, spies and ninja. Success Ratio: 71% civilian, 10% corporate, 1% police or corporations with state of the art security, and ineffective against military computers. Reduces hacking time by 33%. Cost (in Japan): Varies; typically 41,000 to 65,000 credits. The penalty for this crime varies with the seriousness of the crime and can include a 5000-10,000 credit fine, a criminal record for using illegal cyberware and removal of the illegal implant (at the cost of the perpetrator). Repeat offenders or those engaged in espionage (industrial or government) face a prison sentence that can range from 2-20 years depending on the seriousness of the incident.

**Computer Hacker Encoder (illegal):** A computer program tied to any type of computer jack that, when engaged, runs a special series of code breaking programs. Popular among hackers, spies and ninja. Success Ratio: 93% civilian, 50% corporate, 7% police or corporations with state of the art security, and 2% military. Reduces hacking time by 33%. Cost (in Japan): Varies; typically 41,000 to 65,000 credits. The penalty for this crime varies with the seriousness of the crime and can include a 5000-10,000 credit fine, a criminal record for using illegal cyberware and removal of the illegal implant (at the cost of the perpetrator). Repeat offenders or those engaged in espionage (industrial or government) face a prison sentence that can range from 2-20 years depending on the seriousness of the incident.

**Computerized Telephone Jack (illegal):** The implant enables the "jacker" to plugin and use public telephones, telephone lines and fax machines without having to pay. Most communication systems have a protection system that will indicate illegal "jacking" and trace the location of the user within 1D4 minutes. This item is immensely popular among teenage Cyberoids and hackers. Cost (in Japan): 500 credits. The penalty for this crime is a 500 credit fine, a criminal record for using illegal cyberware and removal of the illegal implant (at the cost of the perpetrator).

**Cyberware Networking:** A hardware implant and program that allows the user to interface, via computer jack, with another person's cybernetics or bionics and listen in or monitor his/her communications and computer systems, including sensor data, computer data or radio transmissions. As many as three people can network, but must maintain a physical connection to remain interfaced. The networking does not enable one person to seize control of the cyberware of another person, only the ability to eavesdrop. Popular among hackers, spies and ninja, and used by the police, security experts and, to a more limited degree, the military. Cost (in Japan): 75,000 credits.

**Cyber-Drone (highly illegal!):** This is an implant and program similar to the cyberware network but enables the user not only to eavesdrop and steal data, but to seize control of the cyberware or bionics! The Cyberoid or 'Borg loses complete contact with his cybernetic/bionic systems (which may blind some characters) and can only respond with his mind and natural body. Criminals who use the Cyber-Drone will usually take precautions to otherwise incapacitate or restrain their victim (often something as simple as a pair of handcuffs or a threat like having a gun pressed to the victim's head and saying he will kill him if he doesn't cooperate). The villain can then activate and use any weapons or artificial systems (except Bio-Systems) at his victim's disposal. In the case of cyborgs, this includes motor movement of the limbs and weapons, making the 'Borg little more than a helpless puppet. This item was created by tech-ninjas and is popular among ninja, spies, assassins and terrorists. Cost (in Japan): Half a million or more; extremely rare even among the tech-ninja clan that developed it. This is considered a heinous crime and punishable by 20-40 years in prison without parole. Depending on the severity of the incident, the degree of damage and injury or death, the perpetrator may face the death penalty!

**Data Chip (illegal):** This device was originally developed by the military and is illegal for civilian use (which doesn't stop Cyberoids). A chip is implanted beneath the character's skull on the surface of the brain. When combined with an optic nerve video implant, H.U.D. visor, or cyberware networking, the character can mentally access the information on the implant, which then appears on the visor or eye! The memory recorder is used to store maps, floor plans, schematics/technological readouts, simple repair or medical procedures and so on. Data storage is comparable to a top-of-the-line palmtop computer. The data cannot be changed or added to unless the character is equipped with cyberware networking (rare). Consequently, to get new data, the character must undergo brain surgery to remove the old chip and implant the new. Only one chip can be implanted at a time. Two or more interfere with each other and can cause random blackouts, mental confusion (-30% on all skills, and -4 on all bonuses), painful headaches and eventually, madness. Uploading of information to the memory recorder is accomplished through the use of a regular computer terminal and a universal Headjack. Cost (in Japan): 26,000 credits. **Note:** This implant interferes with psionics, reducing range and duration by 10%! The penalty for this crime is a 1500 credit fine, a criminal record for using illegal cyberware and removal of the illegal implant (at the cost of the perpetrator).

**Depth Gauge:** An implant popular among SCUBA divers, deep-sea explorers and fishermen. The implant measures the ocean's depth and water pressure. The inexpensive model (600 credits) vibrates when entering dangerous depths, while the more expensive, standard model is hooked to an ear implant or radio chip and transmits a "pinging" sound for every foot of depth traveled and an audio (or HUD to artificial eyes) statement of depth at every 10 feet (3 m). A warning sounds when entering dangerous depths. Cost (in Japan): 4,000 credits.

**Internal Comp-Calculator:** A tiny computerized calculator usually connected to a Headjack, ear implant or artificial eye. The computer responds to spoken, radio or computer transmitted mathematical equations. The answer is transmitted through the Headjack, ear or eye implant. Cost (in Japan): Basic math (addition, subtraction, multiplication, division and fractions): 1000 credits. Advanced math (algebra, geometry, and calculus): 5,000 credits.

**Metal Detector:** Usually built into the hand or forearm. By waving the arm over an area or a person's body, it will detect metal fragments, coins, concealed weapons, and bionics. This device does have a limited range of two feet (0.6 m) and items covered in synthetic or real flesh only have a 10% chance of detection. Cost (in Japan): 4,500 credits.

**Power Booster (illegal):** A miniature E-Clip implanted in or attached to the body. It is usually used as a back-up power supply for cybernetic tools and weapon systems. Typical weapon payload: 20 energy blasts. Cost: 25,000 credits.

**Radio Chip:** Usually implanted in the ear or at the base of the neck. The chip is a radio receiver that enables the character to listen to public radio and television bands of transmission. Most Cyberoids have it installed for recreational purposes. Cost (in Japan): 1200 credits. The chip can be converted to pickup a wide band of transmissions, including most police and military bands, for the cost of 3,000 credits.

**Radio & Scrambler Implant (experimental & illegal):** An implant with organic circuitry developed by the military that enables the user to interface with a specially modified radio through mental control. For most cyborgs, the short-wave radio will be housed in a compartment on the armored back. It has a range of 100 miles (160 km), can broadcast on 800 frequencies and automatically scrambles and decodes all transmissions. It can also send scrambled and coded messages. This implant interferes with psionics, reducing range and duration by 75%! The penalty for this crime is a 10,000 credit fine, a criminal record for using illegal cyberware and removal of the illegal implant (at the cost of the perpetrator). Repeat offenders or those caught using the device for the commission of a crime, face 2D4 years of prison time. Cost (in Japan): 80,000 credits for the implant and an additional 20,000 credits for the radio.

**Signal Booster:** A small power supply usually implanted to boost the strength/signals of computer and communication implants; increases the clarity of sound and increases range by 25%. Cost (in Japan): 4,200 credits.

**Security Clearance Chip:** A variety of identification (ID) chips are used by the police, military and corporate security forces. The encoded chip can be implanted under the skin anywhere on the body, but usually in the neck, behind the ear, nose, hand or forearm. It is recognized by security devices and detection systems to allow those with the correct security chip access to particular areas of a building, office and even access to specific vehicles, computers and machines (the item doesn't respond/locks out a person with the wrong or no chip). Cost (in Japan): Varies with the quality and sophistication of the chip: Basic chip: 500 credits, top security: 1500 credits, military quality security: 2500 credits.

**Tracer Chip (illegal):** Tracer chips are miniature tracking devices usually implanted under the skin of the scalp, behind the ear or under the arm. The chip emits a signal that can be tracked with a portable tracking monitor/locator. The range of the signal in the city is roughly two miles (3.2 km), but in rural areas or wildernesses it can be traced for up to five miles (8 km). The chip usually has a life of at least seven days or can draw power from existing implants to transmit indefinitely. The military occasionally uses these chips with a scrambler on soldiers, so they can track them for extraction from the field, but this is seldom done because the enemy can also track the signal to locate the soldier. The police occasionally use the device to follow suspects or keep track of felons on parole. Again the effectiveness of the device is minimal as the implant can be easily detected with simple electronic bug detectors and is just as easily removed; the implant is about the size of a shirt button. Cost (in Japan): 800 credits plus 250 credits to install or remove.

# Japanese Bionics

See the Bionics Section, elsewhere in this book.
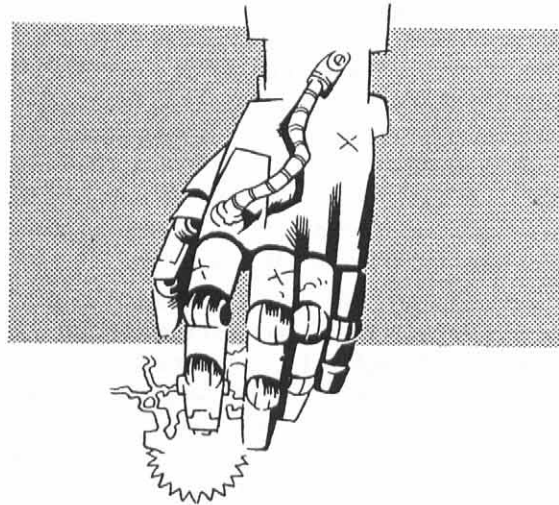


# Techno-Wizard Bionics

TW Bionics are extremely rare, are NOT available at 99% of the Body-Chop-Shops, and few people other than the Momano Headhunters are willing to use them (according to one legend, they were originally developed for a particular clan of heroic Momano Devil Slayers. According to another, they were developed in the Splugorth's Atlantis).

Although most experienced Techno-Wizards can make them, few will consider it, and even fewer people will consider buying and using them. The items and effects are actually relatively simple. Most are cast upon or built into "mechanical" weapon attachments that are *not* directly linked to the partial cyborg's body, such as forearm weapons. As a rule, bionics, electronics, metal, artificial parts and body armor have a negative effect on magic, reducing its potency or negating its effect entirely. Consequently, only characters with a comparatively low level of bionics can use TW bionic devices.

The typical Momano (70%) will have no more than seven implants and 2-4 bionic features (disguise, lungs, chemical spray in mouth/throat, etc.), and only one bionic limb (with 2-4 weapons or features built into it). Other limbs and organs damaged in combat will be replaced with Bio-Systems.

Approximately 30% of the Momano are partially reconstructed 'Borgs with 8-12 cybernetic implants or bionic features and two bionic limbs (with 2-4 weapons or features each). However, to use TW Bionics, they must expend an extra 30% in P.P.E. or I.S.P. points plus the range and duration of said mystical effect is half! Any greater amount of bionics will prevent the use of TW bionic mechanisms.

**Note:** Each bionic limb can have a total of four weapons or features and can combine conventional tech-weapons with TW.

**TW Magical Silver Plated Blades:** Knuckle spikes, finger blade(s), forearm blade(s), claws and similar hand to hand weapons that are plated in silver and magically enchanted to make them effectively a magic weapon! This simple magic is typically a magical glow or weak magical energy field and other low level effects that are just enough to make it a magic item. To activate the magical aspect of the weapon (and make it useful against the supernatural and creatures of magic), the character must expend 4 P.P.E. or 8 I.S.P. to enchant the weapon for a 15 minute period. Once the "magic" effect ends, the weapon returns to being an ordinary *nonmagical* bionic weapon. Additional P.P.E. or I.S.P. is required to reactivate or prolong the magical effect. *Creation Stats:* Initial P.P.E. Cost: 25, Spells Needed: Varies; typically Lantern Light (1) or Globe of Daylight (2) and Aura of Power (4). Physical Requirements: The standard bionic weapon system slightly modified with a magic power crystal (pink quartz or a diamond). Takes about 8 hours of work to modify and enchant. Cost: Standard cost of the bionic weapon plus 10,000 for the TW conversion.

*Weapon Stats:* Damage: The weapon's normal damage does the equivalent in Mega-Damage when used against supernatural beings and creatures of magic only (vampires suffer the normal H.P./S.D.C. damage). Ineffective against Mega-Damage armor unless the item was an M.D. weapon to begin with, like Vibro-Blades. Range: Hand to hand melee weapons only. P.P.E. Cost to Activate the Magic Aura: 4 P.P.E. or 8 I.S.P. Duration: 15 minutes.

**TW Finger Blaster:** Instead of firing a light laser, it can fire a magical bolt of energy. *Creation Stats:* Initial P.P.E. Cost: 38. Spells Needed: Energy Bolt (7) and Fire Ball (10).

Physical Requirements: Firing mechanism with a diamond worth 2000 credits or more. Takes about 45 hours of work to build. Cost: Standard cost of the bionic weapon plus 55,000 for the TW conversion.

*Weapon Stats:* Damage: 3D6 M.D. Range: 200 feet (61 m). P.P.E. Cost to Fire: 7 P.P.E. or 14 I.S.P. per blast.

**TW Sunbeam Blaster:** This can be a finger laser, forearm weapon, or eye blaster whose laser beam is magically turned into a bolt of sunlight. This beam of light has no ill effect on humans but does laser-like damage to vampires, Shadow Beasts, Russian Demons, and other creatures of darkness who are vulnerable to sunlight. *Creation Stats:* Initial P.P.E. Cost: 30. Spells Needed: Energy Bolt (7) and Globe of Daylight (2). Physical Requirements: The standard bionic weapon system slightly modified with a rose quartz. Takes about 45 hours of work to modify and enchant, quadruple the time and cost for bionic eyes. Cost: Standard cost of the bionic weapon plus 125,000 for the TW conversion. A pistol and revolver version of this is also available for only 110,000 credits. The gun version holds six shots but costs 12 P.P.E. or 24 I.S.P. to magically reload with another six shots.

*Weapon Stats:* Damage: 1D6+2 points of damage to supernatural beings injured by sunlight. No damage to most creatures. Range: 600 feet (183 m). P.P.E. Cost to Fire: 2 P.P.E. or 4 I.S.P. per blast.

**TW Hydraulic Stake Driver:** Fundamentally the same as the ordinary bionic Stake Driver, except that by pumping P.P.E. or I.S.P. into the weapon, it magically creates the wooden stakes it fires out of thin air! *Creation Stats:* Initial P.P.E. Cost: 75. Spells Needed: Energy Bolt (7), Fly (15) and Create Wood (10). Physical Requirements: The standard bionic weapon system slightly modified with topaz or yellow quartz. Takes about 65 hours of work to modify and enchant. Cost: Standard cost of the bionic weapon plus 90,000 for the TW conversion. A TW shotgun version of this is also available for 85,000 credits. The gun version holds two stakes and can be magically reloaded with another two shots by expending 4 P.P.E. or 8 I.S.P.

*Weapon Stats:* Damage: 3D6 H.P./S.D.C. No damage to most M.D. creatures. Maximum Effective Range: 15 feet (4.6 m; the shotgun has an effective range of 50 feet/15.2 m). P.P.E. Cost to Load With Two Stakes: 4 P.P.E. or 8 I.S.P.

**TW Watergun:** A forearm weapon that squirts a stream of water, only no physical reserve of water is necessary as the precious H2O is magically generated. *Creation Stats:* Initial P.P.E. Cost: 60. Spells Needed: Energy Bolt (7), Fly (15) and Create Water (15). Physical Requirements: The standard bionic weapon system slightly modified with blue quartz or blue sapphire. Takes about 65 hours of work to modify and enchant. Cost: Standard cost of the bionic weapon plus 45,000 for the TW conversion. A TW pistol version of this is also available for only 50,000 credits.

*Weapon Stats:* Damage: 2D6 H.P./S.D.C. to vampires. No damage to most other creatures. Maximum Effective Range: 50 feet (15.2 m; the same for the pistol). P.P.E. Cost: 8 P.P.E. or 16 I.S.P. creates the equivalent of one gallon of water or 30 shots!

**Flaming, Shooting Knuckle Spikes or Bullets:** A moment after a seemingly conventional knuckle spike (or bullet) has been launched, it magically bursts into flame, like a mini-fire ball. *Creation Stats:* Initial P.P.E. Cost: 38. Spells Needed: Energy Bolt (7) and Fire Ball (10). Physical Requirements: Firing mechanism with a diamond worth 2000 credits or more, plus physical enchanted rounds. Takes about 45 hours of work to build. Cost: Standard cost of the bionic weapon plus 55,000 for the TW conversion.

*Weapon Stats:* Damage: 3D6 M.D. each (3D6 H.P. to vampires). Range: 200 feet (61 m). P.P.E. Cost to Fire: 3 P.P.E. or 6 I.S.P. per each flaming spike or projectile. Cost: 18,000 credits for the bionic weapon and 15-30 credits per round of enchanted ammunition. *TW Gun Note:* This projectile shooting TW item can also be converted into a bionic forearm weapon with a payload of 100 rounds and a range of 400 feet/122 m; costs 35,000 credits). Furthermore, a TW 14-shot pistol or six-shot revolver (200 ft/61 m range, 3D6 M.D., costs 25,000 credits) and TW rifle (1800 ft/548.6 m range, 3D6 M.D., costs 55,000 credits) are also available. All of these *projectile* weapons require enchanted ammunition that costs 15-30 credits (depending on availability) per each individual round/bullet.

Most Techno-Wizards and gunmen of the New West and Canadian southwest consider these projectile weapons primitive and low tech. However, they are in high demand among the Momano Headhunters. See **Rifts® New West™** for other more advanced TW firearms that fire energy bolts, as well as other TW items and vehicles. See **Vampire Kingdoms™** for TW Vampire weapons and **The Rifter™** #2 for optional Techno-Wizard devices and O.C.C.s.

The Momano also frequently use TW powered guns, TW swords and other magic melee weapons, batteries, and other basic items. They avoid TW body armor, helmets, and vehicles.



**TW Electro-Blaster:** This can only be a forearm weapon or bionic hand. The hand can not have any other bionic features other than being mechanical. When the magic is activated the hand is enveloped in electrical energy that does 2D6 M.D. plus the 'Borg's normal punch damage. As a forearm weapon, the blaster fires an electrical arc short distances. However, although limited to short range, many supernatural beings are vulnerable to electricity, making it valuable.

*Creation Stats:* Initial P.P.E. Cost: 30. Spells Needed: Energy Bolt (7), Electric Arc (8) and Power Weapon (35). Physical Requirements: The standard bionic weapon system or hand slightly modified with copper wire and plating. Takes about 65 hours of work to modify and enchant. Cost: Standard cost of the bionic weapon or hand plus 100,000 for the TW conversion. A pistol and revolver version of this is also available for only

50,000 credits. The gun version holds six shots but costs 12 P.P.E. or 24 I.S.P. to magically reload with another six shots.

*Weapon Stats:* Damage: Electric Arc – 2D6. Electro-Fist – 2D6 M.D. plus the 'Borg's normal punch damage. Even a gentle touch will inflict 1D6 M.D. Duration: Electric Arc – Instant. Electro-Fist: one melee round (15 seconds). Range: Forearm weapon or handgun: 200 feet (61 m). Bionic Hand: Melee combat/hand to hand. P.P.E. Cost to Activate Electro-Fist: 8 P.P.E. or 16 I.S.P. P.P.E. Cost to Fire Forearm Gun: 8 P.P.E. or 16 I.S.P. per ranged, arcing blast.
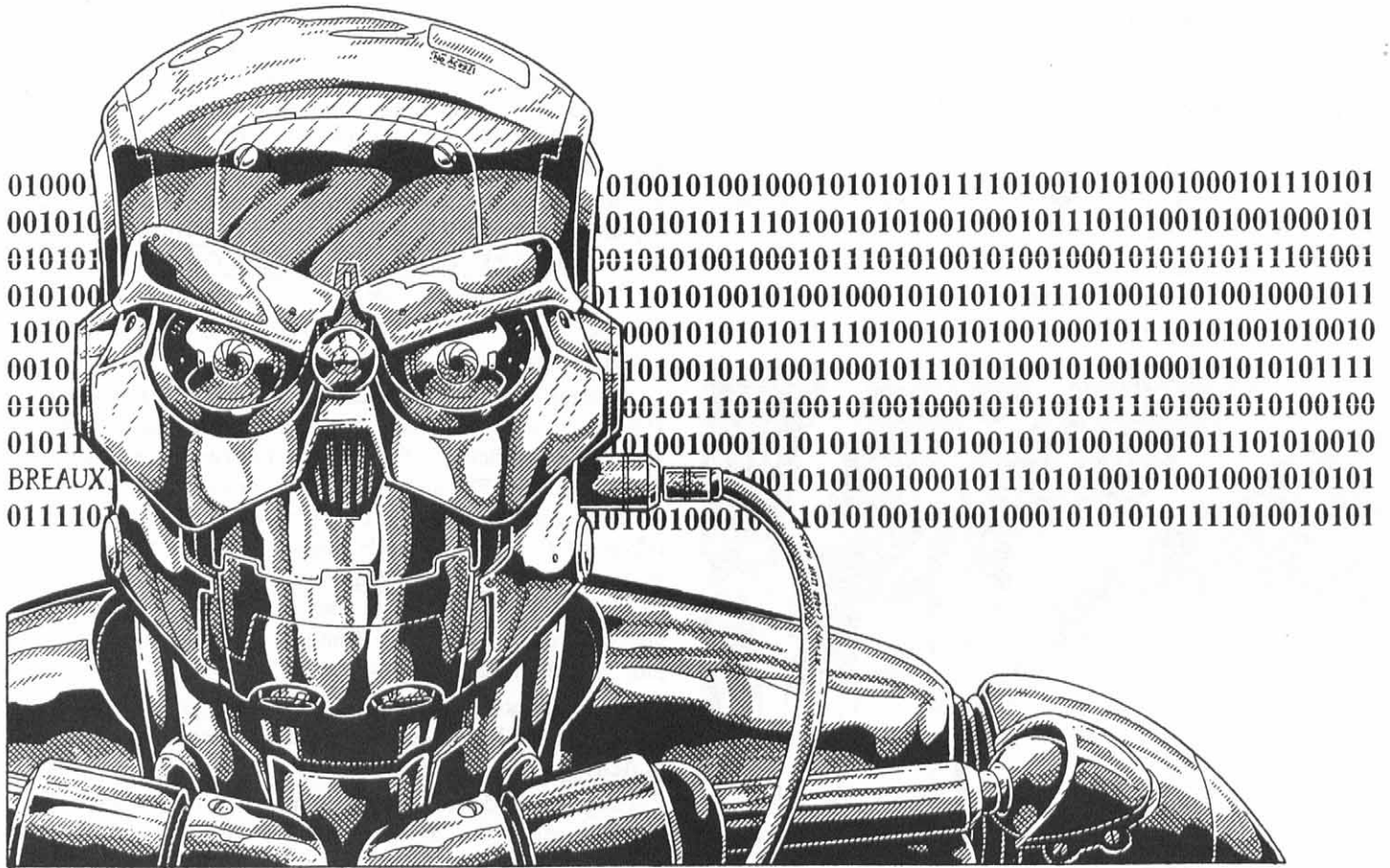
Note: Can not have both an electrical forearm weapon and electro-fist; select one or the other.

**Flaming Retractable Sword:** A seemingly ordinary retractable blade or Vibro-Blade that becomes a magical flaming sword when sufficient P.P.E. or I.S.P. has been pumped in to activate its magic. The activation counts as one melee action and the blade can be no smaller than a short sword. *Creation Stats:* Initial P.P.E. Cost: 85. Spells Needed: Fire Bolt (7) and Power Weapon (35). Physical Requirements: The standard bionic weapon and two rubies worth 1000 credits each. Takes about 60 hours of work to build. Cost: Standard cost of the bionic weapon plus 55,000 for the TW conversion.

*Weapon Stats:* Damage: 4D6 M.D. Duration: Two minutes (8 melee rounds). Range: Hand to hand melee combat. P.P.E. Cost to Activate: 7 P.P.E. or 14 I.S.P.

Cost: Standard cost for a rectractable bionic weapon (roughly 30,000 credits) plus 70,000 credits for the TW conversion and magic system.

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# Bionics

Though it uses many of the cybernetic principles, bionics goes far beyond simple replacement organs and artificial limbs. Bionics is a cybernetic process designed to create super-soldiers by removing the majority of human body parts and replacing them with superior mechanical facsimiles. They are, with rare exceptions, specifically intended for war or heavy labor. Consequently, they are larger, bulkier, and more obviously mechanical than cybernetics. This means that they cannot be cosmetically altered to look life-like or human, and most Headhunters and Cyborgs like their hardware look just fine.

A bionic individual, or *cyborg*, is as much machine as a living creature. They are men and women who have been surgically augmented with bio-mechanical devices for the purpose of war. It is the combat design and deliberate intent to make someone more than human that sets bionics apart from cybernetics. Since the Great Cataclysm, throughout the Dark Age and into the modern era, various militaries and political groups have enjoyed great success in creating super-powered cyborgs. "'Borgs" is the popular slang term for these living, thinking machine warriors. The remnants of such cyborg programs echo throughout the modern world of Rifts Earth in the many different cyborg models used by militaries such as the Coalition States, NGR, Free Quebec, the Warlords of Russia, and the Republic of Japan.

## Bionic Augmentation

Bionics are designed for combat, heavy augmentation and heavy work. (See the Cybernetics section for sensors, implants, cosmetics, organs, prosthetics, and light augmentation.)

Generally speaking, bionics are not available to the average person. The cost of even partial bionic conversion ranges into the low millions, and full conversion three to fives more. Consequently, a character looking to become a Headhunter or full conversion cyborg needs to find a "sponsor." Somebody to pay for his bionic augmentation. The typical *exchange* is that the character getting the augmentation must agree to so many years of service to the sponsor.

## Isolated Bionic Augmentation

Isolated augmentation is the term used when an individual receives minor bionic reconstruction, an internal organ or a few bionic implants. An example of isolated augmentation is when an individual has *one* arm replaced with a more powerful bionic hand and arm. Even if the arm has several bionic weapons, all the work is limited or "isolated" to that *one* limb, not the majority of the body. The same is true when a person receives a bionic lung or head implants. **Note:** The attribute limits for the arm is the same as partial reconstruction.

# Bionic Questions & Facts

## Who can get bionics?

Only a Cyborg O.C.C. can get *full bionic conversion* replacing 70-90% of their body with bionics. Those who value their humanity are more conservative and elect to do a *partial bionic reconstruction*, usually opting for 2-4 bionic limbs (with weapon systems), bionic reinforcement and numerous bionic implants that replace 33-50% of their body.

The Headhunter O.C.C.s are generally considered to be "partial cyborgs," however, many Headhunters are less than partial 'Borgs with only one or two bionic limbs and numerous cybernetic and bionic implants. Likewise, many Military and other O.C.C.s can get minor implants and prosthetics, as needed for medical purposes, but these are considered minor augmentations and none of the recipients are true Partial or Full Conversion Cyborgs. These O.C.C. characters seldom have more than one or two bionic prosthetics, rarely anything as extreme as a partial reconstruction and never a full conversion.

Psychics, practitioners of magic, dragons, and most supernatural beings avoid bionic reconstruction like the plague, because it destroys their magic or psychic abilities. However, some will augment themselves with minor cybernetic implants or replace a lost limb, eye or internal organ with a Bio-System or a living symbiote (the latter is rare, except in Atlantis).

## Bionics & the Supernatural

Bionics/cybernetics and the supernatural do *not* mix. Few supernatural or magic creatures would even consider subjecting themselves to even minor bionics or cybernetic enhancements. Remember, bionics and cybernetics (other than Bio-Systems) destroys magic and psionic powers (reduce range, duration and damage by *half*). For a supernatural being or creature of magic to submit to bionic alteration is to actually strip itself of its true, natural powers; a fate worse than death! To these beings, bionics does not represent augmentation but serious crippling!!

Furthermore, creatures who possess natural powers of *bio-regeneration* or other heightened recuperative abilities seldom have any need for artificial limbs because they grow them back in short order. In fact, their natural healing and bio-regenerative powers *reject* artificial implants and prosthetics! Only superhuman beings who don't have bio-regenerative or shape-changing powers may look to bionics and cybernetics to replace lost limbs. Yet even these beings are likely to elect to get cybernetic *Bio-Systems* to avoid diminishing their magic or psionic abilities. The Brodkil sub-demons and a handful of others are rare exceptions to this rule, and only because their own supernatural abilities are so minor.

The above also holds true for M.O.M. (Crazies augmentation) and any machine implants.

## Which O.C.C.s can convert to bionics?

There are only a handful of O.C.C.s that can get bionic implants and limbs. Only a cyborg O.C.C. can get a full bionic conversion, while the CS Military Specialist, CS Dog Pack, Cyber-Doc, and Headhunter can receive partial bionic implantation. Perhaps the term "receive" is not entirely accurate. Those aforementioned Occupational Character Classes (O.C.C.s) automatically get some measure of cybernetics at their very creation. However, they do not usually start with full blown bionic augmentation, and most avoid bionics if possible. Being a true "cyborg" requires a particular mind set that most individuals do *not* have.

Bottom line, the addition of bionics, especially major, partial or full conversion, turns one into something not quite human. This is a fate that many characters should not wish upon themselves! The psychological and emotional trauma is terrible! No matter how superior the bionics, they are not the same as the original five senses. The sense of touch is perhaps the most dramatically and permanently impaired. And what about relationships with the opposite sex, as well as relationships with "normal" people who are likely to see the cyborg as a monster? These are all things that one should consider in the *role-playing* aspect of the character. Comic books and popular fiction seem to paint a lovely picture of bionics as the means to create a super-man. In many respects this is true, and that's why bionics is found in the world of human augmentation that is **Rifts**. But if the cyborg is something of a "superhero," he is a tragic figure who sacrifices his humanity and human identity to become a mechanical juggernaut. The psychological trauma can be horrible.

## What characters can get bionics or cybernetics?

Bionic augmentation is suitable for *humans* and most *human-like D-Bees*. The cybernetics of Rifts Earth was, after all, developed by humans for humans, so the most advanced bionics are for humans. D-Bees can usually get the same bionics with just a few comparatively minor modifications, assuming their physiology is reasonably similar to a human's. Truly alien beings are often too strange to be suitably fitted with bio-mechanics designed for humans, or the degree of mechanical modification would cost too much money, or the surgical procedure would most likely kill the patient. Besides, in many cases bionics were devised to battle inhuman beings, so many Cyber-Docs refuse to give D-Bees bionics at all, especially if they are inhuman looking. Thus, 90% of all Cyber-Docs and cybernetic dealers are *human*, and so are 80% of all partial and full conversion 'Borgs. Even 75% of all City Rats are human.

## What characters may NOT get bionics or cybernetics?

**Creatures of magic, dragons, supernatural beings,** vampires, demons, and *most* immortal beings and creatures capable of bio-regeneration and metamorphosis/shape-changing can *NOT* get cybernetic implants or bionics of any kind. Most beings capable of bio-regeneration and metamorphosis regenerate entire limbs, eyes and internal organs as well as all forms of physical damage quickly. Consequently, they don't need bionics and secondly, their inhuman, self-restorative nature actually rejects artificial substitutes. Implants are pushed out as an invasive

foreign substance and prosthetics fall off as the new flesh and blood limb reforms. This is especially true of supernatural beings, some of whom can seemingly be blown to bits, only to return, fully restored, a night or two later.

Most magical and supernatural creatures who possess supernatural powers and/or command magic as their natural state of being know machine parts destroy their ability to shape change and impair their abilities to cast magic so they avoid them. For example: A dragon who gets bionics can no longer shape change. They are forever locked into their natural form; a debilitating impairment for a creature that is used to the heady freedom that metamorphosis provides. Plus, all its magic will be reduced by half (minor bionics such as two implants or one limb) or completely destroyed (major bionic augmentation) depending on how much bionics have replaced its natural body. Additionally, the dragon's power of bio-regeneration will soon force the implant or bionic limb off and replace it with a true flesh and blood limb. The illustration of the dragon in **Rifts®** depicts it using a goggle type optic system, not a bionic eye. In addition, since magic is a part of their very nature, most creatures of magic and supernatural beings have no need or desire for the fragile toys created by mere mortals, for their own natural powers are much more familiar, comfortable and formidable.

**Sub-demons**, like the Brodkil, Gargoyles and Gurgoyles, are the only exceptions. They are such minor supernatural beings that they can get and use bionics and implants the same as humans, even though they are Mega-Damage beings themselves. In fact, Brodkil absolutely adore bionics and are often willing to do whatever it takes to get some. That having been said, Brodkil never endure full conversion, much preferring *partial reconstruction* – a pair of bionic legs, an arm or two bristling with weapons, bionic eyes, etc.

## Why can't mortal practitioners of magic get bionics?

A practitioner of magic or psychic can get bionics if they are looking to forsake the ways of magic and mysticism. The nature of magic is such that cybernetics and bionics destroy one's link and accessibility to magic. As noted earlier, in the section on *CS Countermeasures to Magic*, cybernetics systems of any kind impair or destroy the character's ability to draw upon P.P.E., use magical healing, cast spells or perform magic of any kind.

The following are the *penalties* practitioners of magic suffer from bionics.

● Minor bionic/cybernetic augmentation, such as *two or three implants* or a single bionic limb (an entire arm and hand, leg and foot, etc.), will reduce every aspect of a character's psionic and/or magic abilities by half, including range, duration, and damage of a spell, the character's P.P.E. and/or I.S.P. reserve, and so on. It will also prevent the character from drawing upon other sources of P.P.E. such as ley lines and blood sacrifices. Moreover, cybernetics makes magical healing half as effective (only half the normal damage is healed).

● Anything more than *three implants* (two if sizable) or a single limb will completely negate the character's magic or psionic potential!

**Note:** Removal of interfering cybernetic implants or bionic appendages completely restores the character's psionic or magical powers.

# Switching from one O.C.C. to a Bionic O.C.C.

Let us assume that Benny the Line Walker really wants bionics and has the money to get them. Okay. Give him the bionics. He is now a partial or full *cyborg* and effectively a 'Borg O.C.C. Regardless of his/her original O.C.C., he only gets the bionics and mechanical powers of the 'Borg. Any magic powers, spell casting and Special O.C.C. Abilities (Ley Line Rejuvenation, Ley Line Walker bonuses, etc.) from his previous life are gone, destroyed by the bionic conversion. Meanwhile, *O.C.C. skills* are frozen at whatever level of proficiency they had been at the time of switching O.C.C.s. Old O.C.C. and magic related skills not necessary to the current O.C.C. quickly become rusty: Reduce skill proficiency by one quarter after six months and half that after two years. Of course, P.P.E. and I.S.P. are reduced by half immediately, and the character loses ALL spell casting, ley line and magic using (or psychic) abilities *completely*.

Skills *duplicated* by the new Cyborg O.C.C. remain frozen at the old level of proficiency, until the character, as a cyborg, reaches that same level as a 'Borg, after which those skills, as a part of the Cyborg O.C.C., continue to improve with each new level of experience.

Remember, all psionic and magic abilities of the original O.C.C. are lost forever! Also realize that once the conversion to cyborg is made, the change is *permanent!* The character can never be a creature of flesh and blood. Even if one converts over to all Bio-Systems (which would cost a fortune – 3-5 million), the trauma and not entirely natural body prevents the character from returning to the ways of magic. Besides, for a mage or psychic to convert to a cyborg (or Juicer or Crazy) in the first place is a life altering decision that is never made lightly and never with any intention of returning to the "old life." Thus, even those in places like Japan, where a completely natural "clone" body is waiting in the wings, a character who once forsook magic is extremely unlikely to return to it for any reason. And if he did, this new, fresh body and years as a cyborg would force him to restart his magical career at level one like a novice.

**Experience Level Note:** The transformed character is effectively starting a new "life." So the experience levels as a practitioner of magic or psychic are forgotten, disregarded and experience as a cyborg starts at *level one* and zero experience points. The only exceptions are skills duplicated under the Cyborg O.C.C. For example, if the skill Speak Euro was known as a Line Walker and is taken again as a cyborg, that specific skill remains at the level it was when the character was a Line Walker. It does not improve, however, until the character reaches the same level as a cyborg, at which point it continues to improve with each new level of experience. (e.g., a 4th level mage turned 'Borg sees that Euro skill remain at 4th level proficiency, using cyborg bonuses, until he reaches 4th level as a cyborg. When he becomes a fifth level 'Borg, that Euro skill now advances to 5th level. At 6th level, it improves again.) All other

skills from the previous life that are not taken as a cyborg, atrophy and become nearly forgotten (see the substantial decrease in ability noted in the previous paragraph).

**Optional:** Since the character is forever changed into something that is no longer completely human, and the reason for this dramatic life change was probably traumatic, it is appropriate (at the G.M.'s discretion) to have the character roll once on the Random Insanity table found in the **Rifts® RPG**. This is entirely optional and insanity may be inappropriate in some instances.

**Note:** These transition rules from one O.C.C. to a partial or full conversion cyborg apply to most O.C.C.s making the transition. If switching from an R.C.C. to the Cyborg O.C.C., the change is all the more traumatic, especially if it comes against the character's will. Roll once on the Random Insanity Table, once on the Phobia Table and once on the Obsession Table. Furthermore, this character is likely to see himself as a freak and misfit, and *may* be very aggressive, angry and volatile or melancholy and withdrawn until provoked.

# From Juicer or Crazy to Cyborg

The Juicer and Crazy O.C.C.s are a bit of an exception to the rules mentioned above. In both O.C.C.s the characters are so dramatically changed and dependent on their augmentation that the conversion to cyborg could kill them. A conversion from Juicer or Crazy to 'Borg requires that the character roll three saves versus coma/death out of six, and at a penalty of -30%.

If the Juicer survives the operation he is now a 'Borg. All of his previous powers as a Juicer are gone forever. Unlike the other O.C.C.s, the *Juicer* must roll once on the Random Insanity Table. Everything else regarding skills and experience is the same as just previously described.

If the Crazy survives the operation he is now a 'Borg. All of his previous powers as a Crazy are lost forever. However, he retains all of his insanities and will be terribly disturbed that his "special powers" have been stripped away. This will tend to make him a wild man who takes risks and loves combat. Roll once on the Random Insanity Table and once on the Obsession Table.

In both cases, minimum transformation is a partial reconstructed cyborg, but most will max out and go full conversion. Likewise, both will see their early years before becoming a partial or full cyborg as their glorious past and constantly seek to prove themselves as a cyborg. Of course, few Juicers and Crazies will consider becoming a cyborg, so such transitions are uncommon. In the case of most Juicers, they would rather face Last Call than live as "something less."

# Rules of Thumb for Bionic Conversion

● More than two mechanical bionic limbs (other than hands and feet) or six bionic implants (not cybernetic) requires a character to change to a Cyborg O.C.C. **Note:** Bio-Systems don't count, nor do internal organs that do NOT provide significant augmentation or special powers, nor do cosmetic cybernetics.

● More than 12 cybernetic implants and one cybernetic or bionic prosthetic strongly suggests the character wants to be at least a partial cyborg, and the player may be asked to reconsider

and change his O.C.C. to that of the cyborg. Or the G.M. can decree the character is already, for all intents and purposes, a partial cyborg and require the player to adjust his character to the Cyborg O.C.C. The only exceptions to this are the *Headhunter, Cyber-Doc, City Rat,* and *Japanese Cyberoid O.C.C.s.* Again, Bio-Systems and cosmetic cybernetics don't count, however, any implants, sensors, weapons, prosthetics, optics and such that supply the character with some level of enhanced or new mechanical abilities do.

● When becoming a partial or full conversion cyborg, the *special powers or abilities* one had from the previous O.C.C., whether it be O.C.C. skills, magic, psionics, or physical bonuses, are permanently lost! The 'Borg O.C.C. is almost a mechanical Racial Character Class with inherent powers and restrictions that supersede nature; the character is effectively re-created into a creature of flesh and machine.

● The change means the character switches to the Borg O.C.C. levels of experience and has zero experience points to start.

● Only conventional skills and old memories remain. No new skills or the usual 'Borg training are available.

● Skills from the previous O.C.C. that are not duplicated by the new Cyborg O.C.C. are reduced by 25% six months after the transition and by half two years after that, remaining frozen at that low level due to a lack of constant training and use of them. Cyborgs tend to be more combative and linear in their operations than other O.C.C.s, relying on their mechanical augmentation and raw strength rather than skill or finesse.

● Duplicated skills are frozen at the previous O.C.C. level until the character achieves that same level as a cyborg. From that point forward, the skills progress (along with Cyborg O.C.C. skills) as normal on the cyborg experience table.

# Cyborg Physical Beauty
# Modifier Table (optional)

This not a random table but rather a sort of scale by which to gauge and apply appropriate changes in P.B. due to bionics. Most penalties are accumulative.

● Obviously mechanical bionic hand or arm. Most folks are used to technology and are not likely to be too frightened or freaked out by a mechanical hand. -1 to P.B.

● Obvious and menacing bionic hand or arm. Looks skeletal, monstrous, has obvious claws, blades, spikes and/or obvious weapons. -2 to P.B.

● Obvious mechanical, but human-like legs. -1 to P.B.

● Obvious mechanical legs that are ugly, monstrous, weird, vehicular in style or alien looking. -2 to P.B.

● Ugly scarring on body from implants or crude attachment of bionics at joints. -2 to P.B. but only when visible (i.e., probably covered by clothing most of the time).

● Minor scarring or small but obvious external plug, outlet or implant protruding from the body. -1 to P.B.

● Major scarring or large, obvious or ugly external plug, outlet or implant protruding from the body. -2 to P.B.

● Full bionic/robot body. -1 to P.B. and M.A.

● Weird robotic/machine eyes. -1 to P.B.
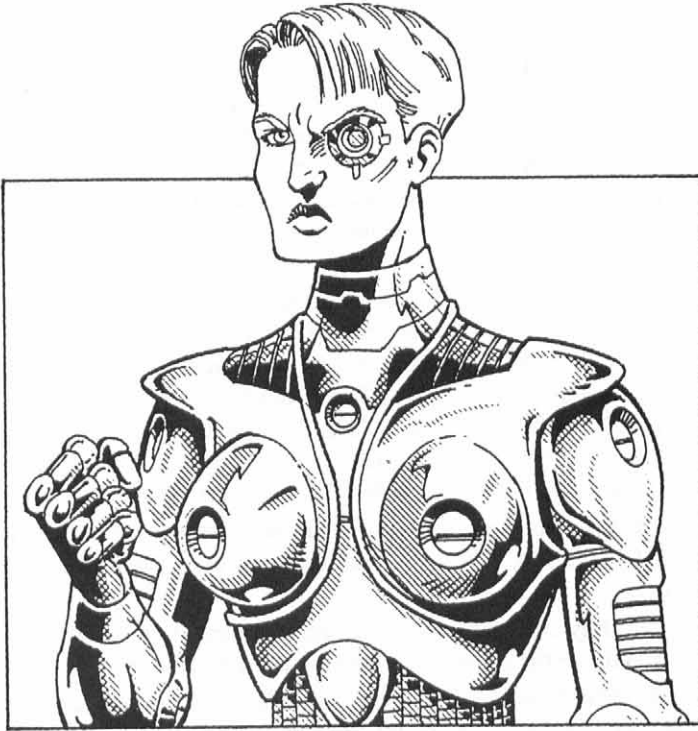
- Fangs or serpentine features. -1 to P.B.
- Deliberate robot-like face. -1 to P.B.
- Deliberate robotic demon or monstrous face, like the famous Red 'Borg. -3 to P.B. and -1 to M.A.
- Robot skeleton face or half robot/half human face. -4 to P.B. and -2 to M.A.
- Extra arms or other appendage like a tail or tentacles. -1 to P.B.
- Additional spines, spikes, blades, weapons or features to make oneself look more monstrous, demonic or alien. -1 to P.B. and -1 to M.A.

# Repairing Bionics

Repairing bionic systems is fairly simple at high-tech communities since any facility able to make or install bionics can also repair them. For residents and visitors to these advanced cities and towns, getting bionics (and cybernetics) repaired is like a trip to the doctor and the auto mechanic at the same time. For a character who had a sponsor pay for his bionic conversion, getting repairs *may* be free as part of his service agreement, provided the damage was done "on the job" – i.e., while in the direct service of his masters. Otherwise, damage that is incurred off the job or through carelessness *may* be the character's responsibility to pay for out of his own money or covered by the organization who sponsored his becoming a cyborg but adds to the number of months or years the 'Borg is indentured to it. There is nothing like automobile insurance for bionics on Rifts Earth, so whatever repairs and upkeep are necessary fall to the cyborg character himself.

If the character must pay for repairs out of pocket, the going rate is usually 2,000 credits per point of M.D.C. replaced and 30% the original cost of any bionic component to be repaired. Thus, a cyborg who has his bionic eye and 100 points of armor repaired should expect a final bill of roughly 206,000 credits –

200,000 credits for the 100 M.D.C. of the armor and 6,000 credits to repair the eye. Depending on where one shops for repairs (and what favors one can call in), these prices might drop 20% below that. Going to back-street cybernetics facilities may be the cyborg's only recourse in certain places, which means he runs the risk of poor quality parts, substandard repairs or bad service, probably at a premium price. However, one's only other option may be to wait and press on with damaged parts until a reputable facility can be found. And waiting may not be an option if the lost or damaged bionics is life threatening or greatly impairs the cyborg, especially if the 'Borg is a fugitive with enemies or the law on his trail. **Note:** If the bionic limb, armor or implant is completely destroyed, an entire new replacement at full cost is necessary, and any part that is reduced below 75% of its original M.D.C. or has lost more than 60% of its body/parts is *beyond* repair.

The character may also be able to effect minor repairs himself if the proper skills are known. Obviously some self-repairs are impossible, such as doing fine electrical work on a hand (one handed penalty would be -30%) or repairing a damaged internal organ, bionic lung, or most any procedure that requires surgery. Characters highly skilled in repairing themselves will still have to shell out the money for parts and may need someone else to fix some of the damage before they can repair the rest of it or other systems on their own. This means, of course, the cyborg character needs mechanical and electrical and probably robotics skills. Characters who make successful skill rolls to repair themselves can replace M.D.C. at the cost of 1000 credits a point (S.D.C. at 100 credits a point), and can repair other systems for 10% of the listed prices. However, jury-rigged and homespun repairs may look crude, or patchwork or otherwise funky.

Bionic repairs, upgrades and replacements that require surgery necessitate the 'Borg going to a specialist to get them done. If the 'Borg has a bionics facility or Body-Chop-Shop that he regularly frequents and has established a friendly business relationship, the facility *may* offer him a 10% to 50% discount on surgery and as much as a 30% discount on parts. However, to get any discount over 25%, the 'Borg must shop at, and drop in to visit, the place regularly. More importantly, the character must *frequently* refer new business and customers to them. ("Yeah, and make sure ya tell 'em Frank the One-Eyed Red 'Borg sent ya. Better yet, let me introduce ya personally to my buddy, Doctor Francis, the best Cyber-Doc in town.") Frequent referrals will earn the cyborg "favored customer" status at the facility, and get him perks like discounts and favors by the owner, manager and/or certain shop clerks. Helping those who run a bionics facility get out of trouble, like saving a Cyber-Doc's neck from an angry client or hopped up Cyber-Snatcher who wants more cash than his stolen parts are worth, can also win favors and discounts, especially for services rather than hardware. Parts cost money and a bionics merchant can only go so low before he is losing money. Ah, but a service that requires a bit of time, that is another story. **Note:** The down side to discounted surgery is that there is usually no provisions for recovery time. An hour after surgery the cyborg is expected to pick himself up and leave. Full conversion 'Borgs have it easier, because most systems, particularly arms and legs, can be disconnected and even removed for repairs, negating the need for surgery and its additional cost.

**In addition to the materials cost, there is the cost of surgery.** Bionic surgery is pretty reasonable, all things considered. That's how advanced medicine is in high-tech communities. In a game context, a player who selects a Cyborg O.C.C. is presumed to, somehow, have the money to be turned into a partial or full conversion 'Borg. Thus, their initial surgery cost is waived as part of the character creation process, but getting *additional or upgraded* bionics once the campaign is underway *will* require additional surgery and cost.

Bionic surgery costs 20% of the total cost of the bionic parts being installed. Thus, a bionic arm costing 70,000 credits would require an additional payment of 14,000 in surgical expense.

## Surgical Recovery from Bionics

Of course, all this hacking off of limbs and things, and replacing them with foreign objects damages the body. Surely it is controlled damage, but it is damage nonetheless. Once the character has his new implants in, he must heal up from the surgery and adjust to his new implants. Each $25,000 (round down) of bionic implants will do one Hit Point (not S.D.C.) of damage to the character which must be healed entirely before the newly implanted systems can come online. The doctor can gauge exactly how many implants a patient can have surgically implanted at one time by making a *successful diagnosis roll*. Multiple surgeries may be needed to finish the job (i.e. a 5 million credit partial conversion might require 200 Hit Points worth of surgeries. A tough person with 50 Hit Points would have to undergo four or five surgeries before the process was complete). If the doctor fails his surgery roll, both the damage from the surgery and the required time to heal are doubled. If the damage caused by the surgery is greater than the patient's Hit Points, then he will have unfortunately gone into a coma and could possibly "die on the table."

Thanks to advanced medical technology, bionics patients at reputable facilities recover their lost Hit Points within 72-96 hours of a successful operation. However, the patient should get an additional day for *each* new bio-mechanical system, to test, debug, and finalize all cybernetic-organic integration and monitoring for possible rejection of the new parts.

The standard rule of thumb is that for every Hit Point lost during cybernetic implantation, the patient will require an additional hour of full-time medical attention/therapy after his Hit Points are fully recovered. Thus, a 500 Hit Point series of surgeries will require nearly three weeks (20.8 days) of additional medical care and/or therapy after recovery. During this time, it is fair to assume the character performs at a diminished capacity (-30 to 50%; reduce the number of attacks, combat bonuses, and speed accordingly). Certain superhuman powers, such as the Healing Factor or Extraordinary Physical Endurance super abilities, or psionic powers of Bio-Regeneration, Healing Touch, Psychic Surgery and Telemechanics, as well as magical healing, reduce this extra recovery time by *half*. **Cost:** Hospital time for recovery is about 500-1000 credits per day depending on the fa-

cility. Some underworld hospitals and smuggling rings take advantage of wanted criminals by charging 2000-10,000 credits per day, at least for those who are not part of the organization. Members of the criminal network that sponsors the bionic services are charged 200-400 credits a day.
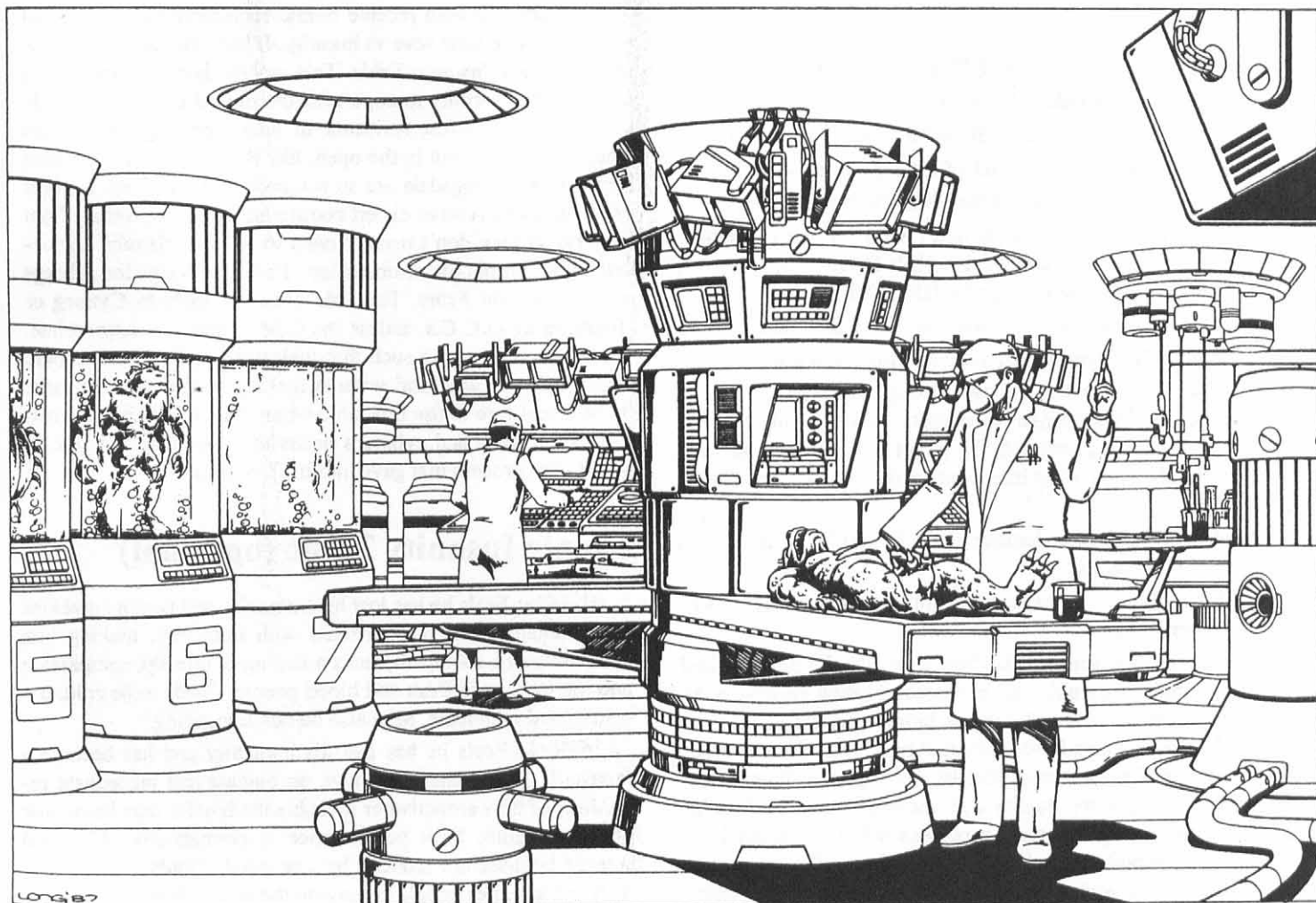
"Street doctors" and "underworld doctors" are those with less than adequate facilities and/or skill, but all of them have lower than average scruples which may translate into lower (or higher) than average costs. A clinic hidden in a back alley is not a "street clinic" as regards to these rules if it is staffed by good doctors, even though it may be referred to as a street clinic or Body-Chop-Shop. The term is used to refer to bottom-of-the-barrel doctors and clinics that cater to the poor, desperate or are the only facilities to be found where bionics are illegal. Only those who offer "recycled" or "previously owned" bionics will offer steep discounts, but one often gets what he pays for. Second-rate shops do sloppy work. If a character uses a shady surgeon or cut-rate Body-Chop-Shop, the G.M. should require the doctor to make a cybernetics M.D. skill roll. **A failed roll** means the character must roll on the *Back Street Bionics Side Effects Table* below to see what problems he will have to deal with from his poorly implanted bionics. Also, if the doctor uses secondhand parts, releases the patient early (before he is completely healed from surgery) or uses magical or psionic healing (other than that already discussed), make an extra roll (or one roll for each shortcut) on the chart and combine the results with the first roll. Also see *Optional Rules for Body-Chop-Shop Side Effects* in the Black Market Cybernetics section, page 48.

### Back-Street Bionics Side Effects Table (optional)

**01-10%:** Scarring reduced P.B. or P.P. by 2 points.

**11-20%:** Scarring reduced P.B. and P.P. by 1 point each.

**21-40%:** Double recovery and adjustment time (see below).

**41-50%:** Double adjustment time penalties (see below).

**51-60%:** Bionic components don't work properly. Reduce damage and range of weapons by 1D4x10%, and/or P.S. of limbs by 20%, Spd of bionic legs by 1D4x10%.

**61-70%:** 10% chance bionic implant fails when used.

**71-80%:** 20% chance bionic implant fails when used.

**81-90%:** Doesn't know his own strengths or limits. Is likely to break delicate items when handling them, can't pull a punch (does full damage), overshoots the target when leaping or running, and is off when using bionic weapons (-1 to strike). Needs adjustments.

**91-95%:** Double the damage done by implant surgery (2 H.P. per 25,000 credits).

**96-00%:** Massive damage from implant surgery (1D4 H.P. per 25,000 credits).

As you can see, seeking the best care and the most skilled surgeon is quite desirable for a character when dealing with something as expensive and risky as bionic augmentation. Corporate and governmental programs that build reliable operatives (not their experimental programs to develop new bionic systems) are considered top quality with the best doctors and equipment. Military and government programs will also usually have top quality components and care. So do places like *Kingsdale, Northern Gun, Manistique Imperium, Triax* and the bionic

houses of *Japan*. Russian bionics are very good to excellent, but are bigger, bulkier, and cruder than most anywhere else in the world.

## Adjusting to New Implants (optional)

Another consideration is that new bionics replace, but do not completely compensate for, the sensations of flesh and blood. Bionic characters are fully intimate with this phenomenon and adjust almost immediately to new implants (2D6 days), but others will go through an adjustment period of at least one month (4D6 weeks), during which they will perform at less than peak levels due to distractions and the need to make constant adjustments or compensations for the bionics and lack of physical sensation. G.M.s may want to assign penalties based on the new bionics, like -5% to skills for one bionic eye, -10% for two, -2% to skills and -1 to strike for implanted weapons in the arm or hand, -15% to skill performance for a new hand, etc.

Multiple systems have cumulative penalties. Full conversion bionic characters probably spend a year training to adjust to their new bodies, and most spend a year or more undergoing multiple surgeries to gradually acclimate them to their rapidly replaced flesh. This adjustment and training time is assumed to have already been finished for players who select a **Cyborg** or **Headhunter O.C.C.,** and all subsequent upgrades and new bionics take half the time and penalties to adjust for these O.C.C.s because they are already experts at handling cybernetic systems.

In addition, there is a certain mental strain to consider as well. Characters who receive bionic replacements of any kind must roll a one-time save vs insanity. If they fail, roll on the following *Bionic Insanity Table*. This mental damage comes from the patient's inability to cope with the radical changes his body has undergone. Most residents of advanced, high-tech cities where bionics are out in the open, like Russia, the New German Republic and Kingsdale are so accustomed to the very concept of bionics, and receive expert counseling while recovering from surgery, so they don't usually need to roll on this table, or develop a minor phobia or obsession. The same is true for cyborgs of the Coalition Army. This rule does not apply to **Cyborg** or **Headhunter O.C.C.s** unless the G.M. thinks it is appropriate. Their personalities are such that they can usually handle bionic implantation of any kind without mental or emotional damage. (G.M.s, feel free to use this table when making villains. A great motivation for a bad cyborg's behavior is madness brought on by the very process that gave him his powers.)

## Bionic Insanity Table (optional)

**01-15%:** Feels he has lost his humanity and is more machine than human. Feels disconnected with humanity, making him something of a sociopath; lacks a feeling of kinship, compassion and mercy toward flesh and blood people. Tends to be cold, uncaring, and inhumane. May also be condescending.

**16-30%:** Feels he has lost his humanity and has become a monster! Sees himself as ugly, an outcast and inadequate regardless of how attractive or invisible the bionics may be or how others see him. Skill performance is permanently -10% and combat bonuses are reduced by one point. Tends to be a lone wolf and assumes people are saying the worst about him.

**31-45%:** Feels he has lost his humanity, has become a monster, and hates the world for it! Number one on his hate list are those he holds responsible for his getting bionics. Number two are anybody who installs bionics. Number three, the world at large. This character is in emotional pain, making him an aggressive, cruel and murderous psychopath.

**46-65%:** Life is precious syndrome. Sees himself as less valuable than ordinary people without bionics and is fanatical about protecting others, especially women and children. Will ask himself and sometimes take dangerous action (to self) to protect others. If a villain, the outlook is reversed, where he sees anybody who is not a cyborg or robot to be inferiors to be used, abused and enslaved.

**66-70%:** Obsessed with death. Doesn't want to die, but is fascinated by death and the many ways to die, as well as theological aspects of death and afterlife. Death has no horror for this character and he sometimes takes foolish and reckless chances, assuming he can get mechanically "fixed" later if necessary.

**71-75%:** Paranoia: Dislikes, distrusts and fears advanced machines, including other cyborgs, robots and computers (not crazy about being on spaceships or space stations either). Avoids them and is always suspicious of them. Will target opponents who are cyborgs, robots, power armor or reliant on gizmos and hardware. Doesn't trust cybernetic doctors or agencies who promote the use of bionics or robotics for military purposes or general use by the public.

**76-80%:** Obsession: Machines. Either machines are good and the character is obsessed with advanced technology and gizmos (will get more bionics whenever possible if only a partial cyborg), or he hates them, hates his machine body (but won't change it) and promotes the values and wonders of being flesh and blood, getting back to nature, physical fitness and not relying on machines to ad nauseam. Dislikes (or really likes) technophiles and Hardware people.

**81-85%:** Roll once on the Obsession Table in the **Rifts®** **RPG**.

**86-90%:** Roll once on the Psychosis Table in the **Rifts®** **RPG**.

**91-95%:** Roll once on the Neurosis Table in the **Rifts®** **RPG**.

**96-00%:** Roll once on the Affective Disorder Table in the **Rifts® RPG**.

# Field Repairs (optional)

Operators, Cyber-Docs and even the cyborg himself can make basic repairs in the field of battle. In general, these makeshift repairs are temporary at best, although it is left to the Game Master to determine how long such jury-rigging will last. Also, temporary repairs of this kind can only be performed once on any given cyborg (or robot), until the unit is properly and *fully repaired*. In other words, characters can not jury-rig a part of their cyborg buddy more than once or twice before that item (arm, leg, armor, etc.) is broken beyond his repair.

The more skilled a mechanic, the more the character can do to help the cyborg without having to make a skill roll. By making a skill roll, the character can attempt to actually do some re-

pair work by welding, tacking, or bonding additional M.D.C. onto the cyborg, or by making a few quick mechanical or electrical adjustments or patches. The most M.D.C. anyone can replace like this is limited by the specific skill he is using (see below for details) and the tools/repair kits he has available. If skill rolls are made and failed, the repair is flawed or inadequate, and *no* M.D.C. is restored. (At the G.M.'s discretion, failed repairs can actually worsen the condition of a damaged cyborg.)

All repairs, even those that are "automatic," still require time to perform, and could, depending on the complexity, take a few minutes or an hour or two (G.M.'s discretion).



# Repairs & Replacing
# M.D.C. in the Field

**Pilot Robot or Basic Mechanics:** This skill provides the character with basic robot maintenance. When dealing with actual damage, this character can do little more than make observations and guesses, but his training does allow him to make *superficial repairs* on robots and cyborgs. Basic techniques with the on board tools, and possibly the help of the cyborg himself, enables a skilled pilot to loosen stuck joints, clear or un-jam a weapon and replace 1D6 M.D.C. automatically, while a portable robotics kit would allow him to replace 2D6 M.D.C. If the character can succeed at a skill roll at -40%, the amount of M.D.C. replaced is doubled.

**Automotive or Aircraft Mechanics or Field Armorer:** With some understanding of mechanics, this character is able to automatically replace 4D6 M.D.C. with basic tools and 6D6

with a portable robotics tool kit. A successful skill roll at -20% will double the number of M.D.C. points restored. This character can also un-jam weapons, perform a basic diagnostic readout and make a fair assessment of the damage. Most repairs are temporary, lasting 4D6 hours.

**Mechanical and Electrical Engineer and/or Robot Mechanic (typically an Operator):** Characters with this skill (or skills) are knowledgeable on most matters mechanical and can pinpoint trouble, make an accurate assessment, fix or reroute damaged power supplies, reconnect wires, and restore 1D4x10 M.D.C. with only basic tools and 1D6x10 M.D.C. with a portable robotics tool kit. A successful skill roll at -15% means twice as much M.D.C. can be replaced and mechanical systems brought back online. Characters with these advanced skills can perform spot welding and fix most "robot" systems. Remember, a lot of the principles of mechanical engineering and robotics are found in the actual *machine* parts of the cyborg, and this is what can be diagnosed and repaired if the appropriate tools are available. These skills are of no value involving Bio-Systems, internal bionic organs, or anything requiring surgery or connecting bioware to the living body. Surgery is out of the question. Most repairs are solid and will last for days.

**Cyberware Skill:** A character with this skill is an expert in cybernetic and bionic machines. He can perform an accurate diagnosis, test parts, repair, rebuild, and mix and match parts, salvage pieces, assess the cost of repairs or value of parts and make complete repairs provided the right tools are available. He can fix most any type of bionic or cybernetic system short of Bio-Systems, including bionic limbs, weapons, sensors, servos, joints, reconnect a limb or optics, etc., in the field. Characters with this skill can automatically restore 1D6x10 M.D.C. to a damaged cyborg appendage or body armor, and on a successful skill roll at -10%, can replace 80 M.D.C. and get a damaged limb or sensor system back in working order until it suffers significantly more damage. Most repairs made with this skill are *permanent* and are not makeshift in nature. They may not look pretty, but the repairs will hold under stress. Once the cyborg is taken to a bionics facility, this character can attempt to repair any other damage, and replace mechanical parts. Surgery and the installation of bionic implants, internal organs or Bio-Systems are out of the question. This is a *hardware* expert. He can repair the bio-machine, but when it comes to integrating it with a flesh and blood body, he is helpless.

**Cyber-Doc Skill:** This is another cybernetics expert, only this character specializes at installing cybernetics and bionics (-15% to install bionics, unless a Bionics Surgeon by taking the skill twice). This is the surgeon who can surgically implant, install and remove cyberware, as well as make basic repairs to cybernetic (no penalty) and bionic systems (-15% skill penalty). Automatically restores 1D6x10 M.D.C. to a damaged cyborg appendage or body armor, and on a successful skill roll at -10%, can replace 80 M.D.C. and get a damaged limb or sensor system back in working order. Most repairs made with this skill are *permanent* and are not makeshift in nature. The character can also determine incompatability, rejection, internal injury and other maladies affecting the body.

**Medical Doctor Skill:** This character can surgically remove damaged prosthetics and damaged implants (-10% penalty on cybernetics, -40% on bionics), and stop the bleeding, but cannot easily install bionics (there is a -40% penalty) nor repair the actual mechanical device. Diagnoses involving bionics are made at -20%.

# Tool Kits

Without tools, repairs are simply impossible. An Operator, Robotics Engineer or Cyber-Doc is likely to have one of these tool kits. Certainly most bionics facilities and the best Body-Chop-Shops have several of each and the personnel to use them. Please note that similar kits are available for any mechanical or electrical projects, including vehicles and spacecraft. It should also be noted that the *Operator O.C.C.* can build these kits for reduced costs, except for the DiSCuS system.

**Portable Cybernetics or Robotics Tool Kit:** This is a large, heavy briefcase (22 lbs/10 kg) filled with small mechanical tools (wrenches and screwdrivers), electronic tools, a small diagnostic computer, and welding/soldering tools. It can be used to locate and identify problems and realign, recalibrate, and repair armor and systems. This kit carries enough supplies and spare parts to repair up to 30 M.D.C. worth of damage. Any further repairs will require additional materials and/or spare parts. **Cost:** 20,000 credits. Replenishing one M.D.C. point of repairs capability costs 1,000 credits.

**Medium Cybernetics or Robotics Kit:** A heavy, metal tool case that weighs almost 90 lbs. (40.5 kg), this kit has nearly everything needed for field repairs on a robot, including everything found in the Portable Cybernetics/Robotics Kit and much more. It can be used to repair armor and replace damaged systems (spare parts/systems may be required). The medium kit cannot be used to build or reconstruct parts, but it can repair most systems to the point where they function, at least temporarily. This is often enough to get the cyborg home to a facility where new systems can be installed. A medium kit can carry enough supplies to restore 60 M.D.C. **Cost:** 200,000 credits. Replenishing one M.D.C. point of repairs capability costs 1,000 credits.

**Cybernetic or Robotics Shop Kit:** This kit has at least four Medium Cybernetic/Robotics kits, each with a different array of tools and equipment, and at least two computers, one for diagnostics and the other for design work. It also comes with a laser mold making system and at least two heavy welding/bonding systems. The Shop Kit can be used to fully repair any aspect of a damaged cyborg (and most human-sized robots), and with the laser mold making system, it can custom build parts from scratch. The only limitation is that only one system can be constructed at a time and takes hours to do. The Shop Kit restores up to 120 M.D.C. and most mechanical parts (other than Bio-Systems), and can be used to add more. **Cost:** 550,000 credits.

**Cybernetics & Robotics Laboratory Kit:** The Laboratory Kit is a combination of several Shop Kits with a few extras thrown in. It has the tools and equipment of at least three robotic shop kits, but in addition to diagnostics and repairs, the laboratory has full testing and simulation facilities and can build/construct more than one system at a time. The average laboratory can simultaneously build the systems for half of a complete cyborg, including limbs. Generally, only the military, large corporations, Body-Chop-Shops, facilities at the best bionics

manufacturing sites, and very wealthy individuals will have a Cybernetics & Robotics Laboratory Kit (let alone more than one which would allow construction of an entire cyborg or robot body or even multiple bodies, one at a time). **Cost:** Three million credits.

**Design and Diagnostics Simulation Computer System (DiSCuS):** This is a specialized and expensive computer. Its basic components are included in the Cybernetics & Robotics Shop and Laboratory Kit, but they do not run full versions of the DiSCuS diagnostic and analysis software. This computer is perhaps the most useful tool in robotics design and construction be-

cause it coordinates all aspects of the process and even helps with mold making and automated assembling. In game terms, the DiSCuS provides a bonus to all bionic and robot construction and repair rolls. The degree of the bonus depends on how advanced the DiSCuS system being used is. DiSCuS systems range from Level 1-12. Each level of DiSCuS programming provides a +2% bonus to construction and repair skill rolls. Thus, a Level One DiSCuS provides a +2% bonus, and a Level Twelve system provides a +24% bonus.

**Cost:** 300,000 credits per +2% skill bonus it provides; 3.6 million credits for +12% bonus.

# Cyborg O.C.C. Revisited



"'Borg" is the popular slang term for cyborg. Cyborgs are men and women who have been surgically augmented with machines for the purpose of war. The combat design and intent is the main aspect that separates bionics from cybernetics, even though the basic principles are the same. Another difference is that subjects for the bionic augmentation are not, as a rule, replacing missing or damaged body parts with mechanical replacements, but allowing perfectly good, functioning limbs and organs to be surgically removed and substituted with mechanical counterparts.

While it is true that bionic reconstruction is virtually painless, the person is giving up a portion of his humanity forever. With a few exceptions, bionic limbs are obviously mechanical, cannot be cosmetically concealed, and can never be replaced

with real flesh and blood structures; only bionic ones. The psychological impact can be devastating, consequently, most willing participants in bionic reconstruction undergo a thorough psychiatric evaluation and hours of consultation to prepare them for their new life. Those who are properly prepared live long and happy lives. A surprising 89% are completely adjusted to life as a living machine. However, there are unscrupulous tyrants, slavers, and high-tech bandits who capture unwilling subjects for bionic conversion to use as slaves. Generally speaking, only 32% of Slave 'Borgs are content with their transformation and 21% will attempt suicide over and over again until they succeed.

**Note:** For the sake of clarity, the subcategories of cyborg have been fleshed out into their own Occupational Character Classes (O.C.C.s). They also take into consideration changes in society's attitudes, the air of war and rebellion that has started with the Siege on Tolkeen, technological advancements over the last decade and the influence of outside sources such as Triax, Naruni Enterprises and those moving behind the scenes like Archie-3 and his Titan Robotics. Thus, one might consider the 'Borg O.C.C. detailed in the original **Rifts® RPG** to be a somewhat older version of the classic cyborg.

## Bionic Construction Notes

### M.D.C. of Bionic Limbs

Weapon prosthetics are bionic limbs made to be combat tough and designed to accommodate the addition of weapon systems and implants. The following are the prices and M.D.C. of prosthetics before the weapon capabilities are added. Individual weapons and costs follow.

**Hand:** 20-50 M.D.C. <u>Cost:</u> 2,000 credits per point of M.D.C. above 10.

**Forearm Arm:** 10-50 M.D.C. <u>Cost:</u> 2,000 credits per point of M.D.C. above 10.

**Forearm Weapon:** 20-40 M.D.C. <u>Cost:</u> 2,000 credits per point above 20.

**Upper Arm:** 30-70 M.D.C. Cost: 2,000 credits per point of M.D.C. above 30.

**Foot:** 15-20 M.D.C. standard, seldom increased, 30 M.D.C. max. Cost: 2,000 credits per point of M.D.C. above 15.

**Leg:** 35-90 M.D.C. Cost: 2,000 credits per point of M.D.C. above 35.

**Head:** 30-90 M.D.C. Cost: 2,000 credits per point of M.D.C. above 30.

**Main Body Partial Reconstruction:** Requires body armor to protect one's flesh and blood body. Essentially, the main body isn't bionic, it remains flesh and blood. Can wear light bionic armor or conventional body armor.

**Main Body Full Conversion Cyborg:** 100-280 M.D.C. Cost: 2,000 credits per point of M.D.C. above 100.

## M.D.C. Repairs

1,000-2,000 credits per one M.D.C. point to repair body armor or structural damage to bionics. Total M.D.C. cannot exceed the original M.D.C. amount. Meaning, if a bionic arm had 70 M.D.C. to begin with, then only 70 M.D.C. can be put back into it from repairs.

## Attribute Levels

The *base attribute level* of the standard bionic prosthetic starts at 10 regardless of whether it is an arm or leg. Additional attribute points can be purchased at a cost of 1,000-3,000 credits per each limb. However, such "improvements" are often illegal and can never exceed 20 for partial cyborgs or 32 for full conversion 'Borgs. See partial and full conversions for the typical and the maximum limits.

## Souped-Up Bionics

Experts, like experienced Cyber-Docs, can try to improve or soup-up bionics and cybernetics by tweaking and adjusting the mechanical device to push it beyond the normal parameters, but the maximum improvement is never more than 10-20% above the norm and costs for such improvements are double or triple the usual. Attributes such as P.S., P.P., and Speed, as well as M.D.C., range and payload can all be "souped-up," but that's about it. Damage and bonuses are not areas that can be improved. Cost: Varies from place to place. May be as little as 50% higher, but is usually 200-500% higher than normal cost for parts, time, surgery and service.

## Augmented Humans & Cyborg P.S. Table

Characters who possess an enhanced or increased P.S. because of unusual genetic mutation, chemical augmentation (Juicer), brain implants (Crazy), bionics (full conversion cyborgs), superhumans (Extraordinary or Superhuman P.S.) or exoskeleton (light power armor or mechanically enhanced body armor, android or very light robots) can inflict *Mega-Damage,*

but only when they use a *power punch*. "Augmented" P.S. is a type of enhanced strength that is typically the result of mechanical augmentation. This table applies only when specific damage stats are *not* provided.

- **Augmented P.S. 23 or less** inflicts S.D.C./Hit Point damage plus the usual S.D.C. P.S. damage bonus for P.S. of 16-23. Not even one point of Mega-Damage can be inflicted even as a power punch, the brute strength just is not there.
- **Augmented P.S. 24** inflicts one point of Mega-Damage when delivered as a power punch or power kick; counts as two melee attacks.
- **Augmented P.S. 25 to 27** inflicts 1D4 M.D. with a power punch or power kick; counts as two melee attacks.
- **Augmented P.S. 28 to 30** inflicts 1D6 M.D. with a power punch or power kick; counts as two melee attacks.
- **Augmented P.S. 31 to 40** inflicts 2D4 M.D. with a power punch or power kick; counts as two melee attacks.
- **Augmented P.S. 41 or 50** (not likely to exist) inflicts 3D4 M.D. with a power punch or power kick; counts as two melee attacks.
- **Augmented P.S. 51 or higher** (not likely to exist) inflicts 4D4 M.D. with a power punch or power kick; counts as two melee attacks.

## Higher Cybernetic Limits

Alien characters from another world or dimension *may* have technology and capabilities beyond those common to Rifts Earth (though not significantly higher). Thus, they could have attribute maximums as high as P.S. 42, P.P. 26, and Speed 200. Likewise, weapons may do a die or two more damage and range may be 10-20% farther. All else should pretty much stay the same. On the other hand, who says alien technology would be higher, it could be 10-30% lower, less powerful and more bulky and clumsy than what is known on Rifts Earth. Bionics and cybernetics in Rifts are already very advanced.

# Partial Cyborg O.C.C.

Partial bionic reconstruction means that the trunk of the body, neck, and head remain human, perhaps even one of the arms. The two legs, feet, and one or both hands and arms are completely removed and replaced with mechanical limbs. The pelvis/hip area, shoulders, collarbone, and spine are all reinforced with metal rods or M.D.C. bones. Weak or sickly looking internal organs, especially the heart and lungs, are likely candidates for replacement with guaranteed bionic or cybernetic constructs (1-70% likelihood). If the lungs are replaced, they will have all the available cybernetic options or be a bionic lung with air filters and other options (described elsewhere in this book). In addition, most partial cyborgs also get several weapon features for their bionic limbs and numerous cybernetic implants, sensors, optics and other forms of mechanical improvements.

Remember, the goal is to be *more* than human, so the character is looking for a variety of ways to make him or herself stronger, better, deadlier. That means an array of bionic and/or cybernetic implants and systems, not all of which are plainly

seen. Many are implanted inside the body or otherwise concealed within the bionic limbs. The only thing separating a partial cyborg from a full conversion 'Borg is they value their humanity enough to usually keep their own face and refrain from becoming more machine than human. Thus, a *typical* partial 'Borg sees only 40-55% of his body replaced by synthetic parts, the rest remains human. Ironically, these human parts often become spectacularly important to the partial 'Borg, sometimes to the point that one may wonder why the character sacrificed any part of himself to begin with.

## Statistics for Partial Cyborgs

- **Size & Shape:** An important distinction between partial and full bionics is that the partial cyborg usually retains his natural size, shape and proportions. The bionic limbs may clearly be machine/robot-like parts, and there may be the occasional oversized limb, weird tool hand and protruding implant or mechanism, but the character retains his or her original human (or D-Bee) proportions. If they are larger or bulkier the difference is only inches (may be 10% larger or wider than before getting bionic reconstruction). Many look mostly human or like a human clad in partial body armor, or exactly what they are: half man, half machine.

    By contrast, Full Conversion Cyborgs are usually mechanical hulks standing 7-9 feet (2.1 to 2.7 m) tall, as wide as a man and a half, and bristling with moving parts. Most, but not all, also look more like robots than human, an illusion that is taken further by their bulky robot-looking body armor and mechanical or demon face plates worn to protect the head and body.

- **M.D.C. of Limbs:** All start at half of the possible maximum amount of M.D.C. for the Partial Cyborg O.C.C., i.e., a bionic hand starts at 25 because the range is 20-50, a bionic leg 45 M.D.C. because the range is 35-90. Additional M.D.C. may be *purchased* at any time (provided a facility is available) throughout the character's lifetime. See page 69.

- **Arm & Hands:** Typically, both arms and hands are removed and replaced with bionic ones.

    Maximum Attributes: P.S. & P.P. start at 10, but the maximum is 20. Maxed out at 20 because the human frame cannot tolerate the strain and there would be painful complications. Can increase to a max of 22 if the character has bionic bones. Only full conversion cyborgs can have higher stats. Cost: 2,000 credits per point above 10.

    Weapons & Features Possible:

    - Hand: Two (three if small and not weapons) or a multi-system sensor hand.
    - Wrist: One.
    - Knuckles: One each.
    - Fingers: One weapon or other feature (sensor, camera, etc.) per each digit.
    - Forearm: Two, typically a forearm blaster and a concealed weapon, often a pair of retractable forearm Vibro-Blades.
    - Shoulder & Upper Arm: One weapon, usually a shoulder turret if any, or two small non-weapon features.

- **Legs & Locomotion:** Typically human or humanoid in configuration, though other possibilities are available (see Bionics section for options).

    Maximum Speed Attribute: Starts with a speed of 35 (25 mph/40 km), but the maximum is 58 (40 mph/64 km). Can leap 5 feet (1.5 m) high and 10 feet (3 m) across; increase by 20% with a running start. A partial cyborg cannot tolerate the strain of anything faster, and there would be painful complications. Only full conversion cyborgs can have higher stats. Cost: 1,500 credits per point above 35.

    Other Leg Attributes: P.S. & P.P. start at 12, but the maximum is 20. Cost: 2,000 credits per point above 12.

    Weapons & Features Possible:

    - Foot: Clawed toes and blades only (similar to the hand and applicable to kick attacks only).

- Leg: Two weapon systems and one small or medium compartment, or 3-5 compartments of varying sizes and/or other features, like sensors, hooks, etc.



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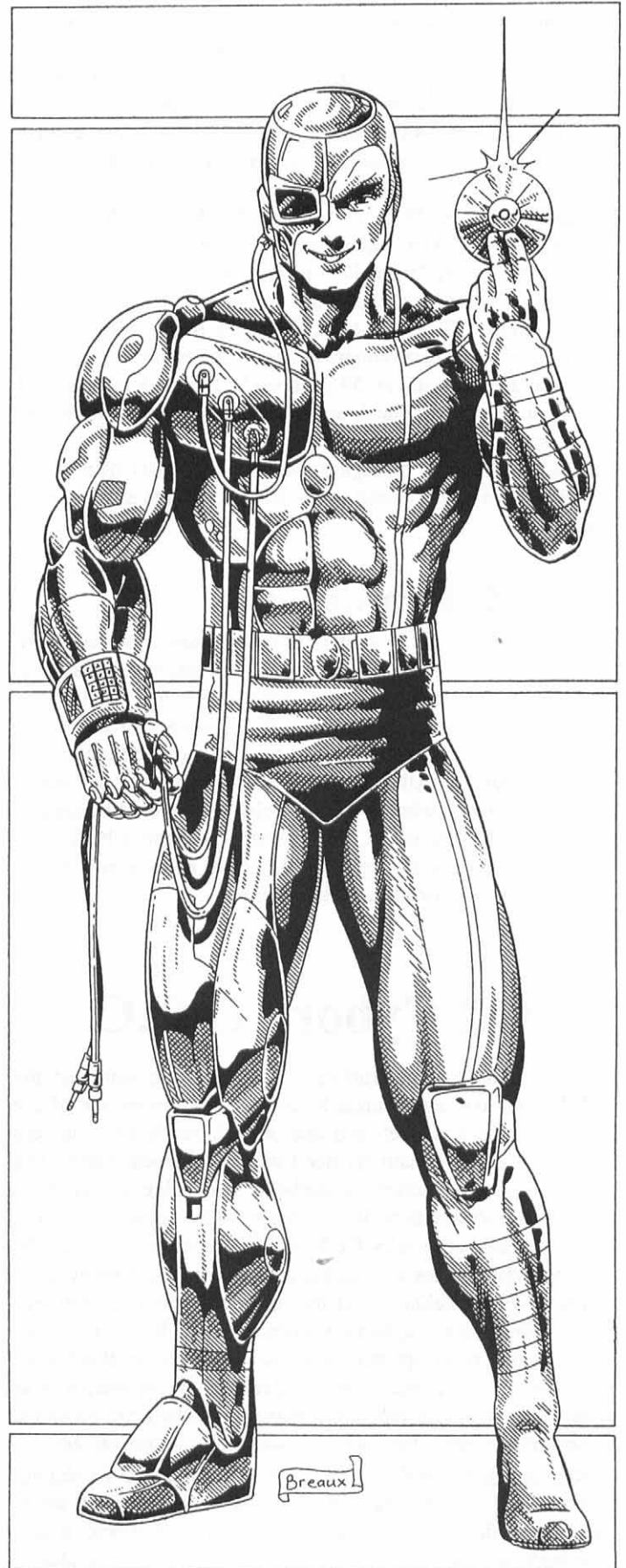
- **Available Cyborg Armor Types:** Often snaps or hooks right to bionic appendages.
    - LL-SB Light Labor Slave-'Borg Armor: 70 M.D.C. Cost: 3,500 credits.
    - LE-B1 Light Espionage Armor: 135 M.D.C. Cost: 8,000 credits.
    - LI-B2 Light Infantry Armor: 270 M.D.C. Cost: 20,000 credits.
    - MI-B2 Medium Infantry Armor: 310 M.D.C. Cost: 26,000 credits.
    Note: These armors are bulky and add a -15% penalty to prowl, climb, and swim. Only the LE-B1 armor is free of prowl penalties.
- **Remaining Body Options for Partial Borgs. Bionic and/or Cybernetic Implants & Features:** These are implants, sensors, optics, audio systems and other features that can be applied to bionic limbs or the human body, i.e., clock calendar, bio-comp, cyber-disguise, radio system, Headjack, modular connector unit, cosmetics, and so on.
Head: Six maximum, 3-4 if large.
Eyes: Multi-Optics eyes or eyes with as many as three enhanced optic features each. The often referred to HUD or picture in picture display feature comes standard with *all* bionic eyes and does not count as one of the three selections. HUD is not standard in cybernetic eyes and not possible in Bio-System eyes.
Ears: Three.
Mouth/Jaw: Two.
Neck: Two.
Chest: Two.
Cosmetics (general body): 12.
- **Penalties of Partial Reconstruction:** Simulated sense of touch is a mere 35-52%. Prowl is difficult and suffers a penalty of -15%. Likewise, skills like surgery and pick pockets or locksmith are also -15%. Average weight combined with the average body is 300-450 pounds (135 to 202.5 kg) and add 2D4 inches to original height. Additional appendages are not possible for partial reconstruction.
- **Starting Note:** The numbers listed above are the *maximum* number possible. Most first level characters start off with only one third to half that number.

# Partial 'Borg O.C.C.
# Option #1: Headhunter

Someone looking to be a partial cyborg "warrior" should take a good look at the **Headhunter O.C.C.s** (any) presented in **Rifts® Canada**, or the general O.C.C. presented in the **Rifts® RPG**.

Otherwise, the character falls into option #2.

# Partial 'Borg O.C.C.
# Option #2: Adventurer or Mercenary

**Alignment:** Any.
**Attribute Requirements:** M.E. 9 or higher is suggested but not required. A good I.Q. and P.E. are always desirable, but not necessary.
**O.C.C. Skills:**
Speaks Native Language (+30%)
One other Language of choice (+20%).
Math: Basic (+10%)
Radio: Basic (+10%)
Land Navigation (+15%)
Wilderness Survival (+10%)
Climbing (+5%)
General Repair & Maintenance (+15%)
Basic Electronics or Basic Mechanics (+10%; pick one)
Read Sensory Equipment (+10%)
Pilot skill of choice (+10%); excluding robot and power armor skills.
W.P. Energy Rifle
W.P. One Ancient Weapon of choice.
W.P. One Modern or Energy Weapon of choice.
Hand to Hand: Expert, which can be changed to Martial Arts or Assassin at the cost of two "O.C.C. Related Skills."
**O.C.C. Related Skills:** Select six other skills, plus select one additional skill at levels 3, 6, 9, and 12. All new skills start at level one proficiency.
Communications: Any (+10%).
Cowboy: None.
Domestic: Any.
Electrical: Basic Electronics (+5%) only.
Espionage: Intelligence and Detect Concealment only.
Horsemanship: General only.
Mechanical: Basic Mechanics and Automotive only (+5%).
Medical: First Aid and Brewing only (+5%).
Military: Any.
Physical: Any that are still appropriate.
Pilot: Any (+5%); except robot, power armor, and military.
Pilot Related: Any.
Rogue: Find Contraband (+10%), Ventriloquism (+5%), Concealment, Gambling, Palming, and Prowl only.
Science: Astronomy, Biology and Advanced Math only.
Technical: Any (+10%).
W.P.: Any.
Wilderness: Any.
**Secondary Skills:** The character also gets to select five secondary skills from the list, excluding those marked "None," at level one and one additional skill at levels 4, 8, and 12. These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.
**Standard Equipment:** Light to medium M.D.C. body armor, poncho or cloak, tinted goggles, air filter, flashlight, cigarette lighter, pocket magnifying glass, pocket mirror, 100 feet (30.5 m) of heavy cord or cable, small portable tool kit, language translator (unless built-in), two utility belts, knapsack, backpack, four small sacks, 1D4 large sacks, and two canteens and some personal items. Weapons: Survival knife and

one for each W.P. skill, and four additional E-Clips/ammo clips for each, plus 6 flares. Armor: LE-B1 Light Espionage Armor: 135 M.D.C. or Slave Armor: 70 M.D.C. No vehicle to start.

**Money:** Starts with 1D6x1,000+6,000 credits available for cybernetic and bionic upgrades (typically spent on M.D.C. and attributes), plus 1D4x1,000 in credits/cash.

**Bionics & Cybernetics:** Starts with a pair of bionic legs and one or two (player's choice) bionic arms. As for additional items, he or she gets as many as *half* the total number of possible bionic features listed in the opening under *Statistics for Partial Cyborgs*. HOWEVER, if the character only takes one third that number (round down), it means he/she has savings in the amount of *400,000 credits* that can be applied to other bionic improvement in the way of M.D.C. and increased attributes, or saved for repairs and upgrades in the future.
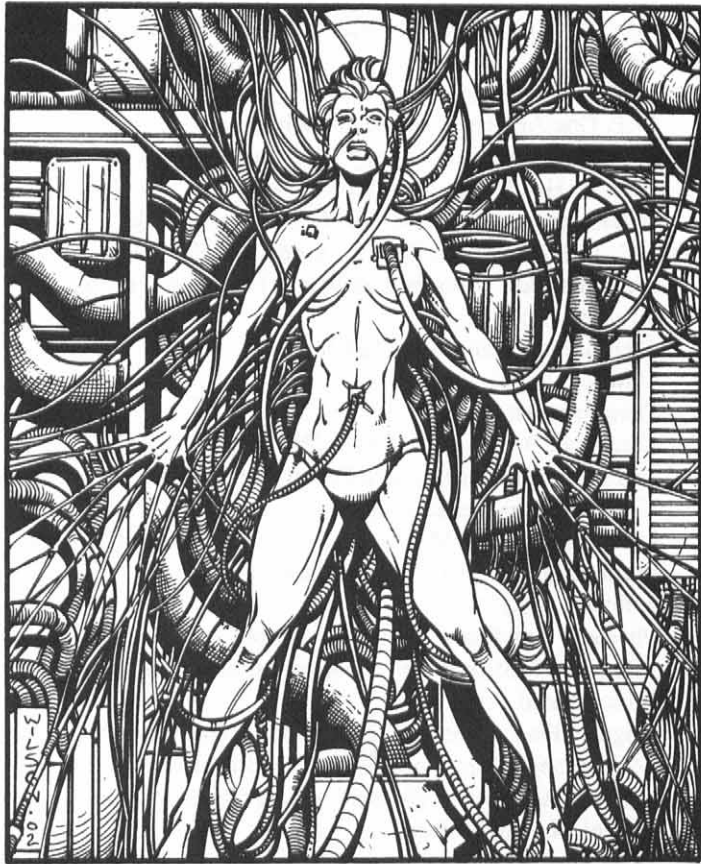


# Cyber-Humanoid O.C.C.
## Light Full Conversion Cyborg

Cyber-Humanoids, also known as Hidden 'Borgs, are full conversion cyborgs built on a comparatively light frame and usually made to look completely human (or whatever humanoid D-Bee the character may be). These are *not* hulking full conversion 'Borgs made famous by the likes of the *Triax Red 'Borg* or heavy machine-look of the *Mining 'Borg*. No, the Cyber-Humanoid is an individual who either cherishes his humanity to such a degree that he or she tries to keep the *illusion* alive, or sees the (false) human appearance as a means to trick people into believing he or she is an ordinary person. Of course

such a disguise is only good to a point. Most high-tech communities have sensors, metal detectors and x-ray machines that can easily identify a cyborg no matter how human it looks on the outside. However, unless the *life-like* epidermal layer of synthetic or Bio-System skin is peeled away, the Cyber-Humanoid looks perfectly life-like and human, at least to the naked eye.

Since the illusion is to look human, a Cyber-Humanoid cannot get forearm or shoulder weapons or any feature that ruins the illusion of its ordinariness. Thus, these 'Borgs tend to use concealed and light weapons, with a focus on maxing out physical attributes and emphasis on sensors, communications, surveillance systems and other sublime features. **Note:** The racial identity that the Cyber-Humanoid assumes, while usually human, does not have to be human and, in fact, may be a race that is completely different than its actual species. In other words, a D-Bee could elect to look human and a human could make his Cyber-Humanoid body look like any type of D-Bee. Some even design their faces to resemble famous people (past and present), which can be rather unnerving.

### Statistics for Cyber-Humanoids

- **Size & Shape:** Completely human! Or whatever natural appearance is suitable for the character's race. Likewise, skin, hair, etc., are all natural-looking and even cosmetic cybernetics are usually avoided.

- **M.D.C. of Main Body:** Start at 100, but the maximum possible is 200 for this 'Borg. Costs 2,000 credits for each point above 100.

- **M.D.C. of Limbs:** All start at half of the possible maximum amount of M.D.C. for the Partial Cyborg O.C.C., i.e., a bionic hand starts at 25 because the range is 20-50, a bionic leg 40 M.D.C. because the range is 35-80. Additional M.D.C. may be *purchased* at any time (provided a facility is available) throughout the character's lifetime. See page 69.

- **Arms & Hands:**
  Maximum Attributes: P.S. & P.P. starts at 15, but the maximum is 20. Cost: 2,000 credits per point above 10.
  Weapons & Features Possible:
  - Hand: Two (three if small and not weapons) or a multi-system sensor hand.
  - Wrist: One.
  - Knuckles: One each.
  - Fingers: One weapon or other feature (sensor, camera, etc.) per each digit.
  - Forearm: Two, typically concealed.
  - Shoulder & Upper Arm: Zero.

- **Legs & Locomotion:** Humanoid in configuration.
  Maximum Speed Attribute: Starts with a speed of 58 (40 mph/64 km), but the maximum is 132 (90 mph/144 km). Can leap 6 feet (1.8 m) high and 12 feet (3.6 m) across; increase by 20% with a running start. Cost: 1,500 credits per point above 58.
  Other Leg Attributes: P.S. & P.P. start at 12, but the maximum is 20. Cost: 2,000 credits per point above 12.
  Weapons & Features Possible: Concealed weapons and features only, often, none.

- **Available Cyborg Armor Types:** Tends to avoid known "cyborg" armor because it reveals their true nature, instead the Cyber-Humanoid uses conventional body armor. However, the character *could* wear any light or medium cyborg armor.

- **Remaining Body Options for Cyber-Humanoid. Bionic and/or Cybernetic Implants & Features:** These are implants, sensors, optics, audio systems and other features that can be applied to bionic limbs or the human body, i.e., clock calendar, bio-comp, cyber-disguise, radio system, Headjack, modular connector unit, cosmetics, and so on.

  Head: Six maximum, 3-4 if large. Nothing obvious.

  Eyes: Multi-Optics eyes or eyes with as many as three enhanced optic features each. The often referred to HUD or picture in picture display feature comes standard with *all bionic* eyes and does not count as one of the three selections. HUD is not standard in cybernetic eyes and not possible in Bio-System eyes.

  Ears: Four.

  Mouth/Throat/Jaw: Five.

  Neck/Throat: Three.

  Chest: Two.

  Cosmetics (general body): 12, but usually none other than disguises and beauty enhancing features.

- **Starting Note:** The numbers listed above are the *maximum* number possible. Most first level characters start off with only one third to half that number.

- **Penalties:** None. Average body weight is 200-300 pounds (90 to 135 kg). Additional appendages are not acceptable unless the real life creature the Cyber-Humanoid is impersonating has them.

## Cyber-Humanoid O.C.C.

**Alignment:** Any.

**Attribute Requirements:** M.E. 10 or higher is suggested but not required. A good I.Q. and P.E. are always desirable, but not necessary.

**O.C.C. skills:**

Speaks Native Language (+25%).

One other Language of choice (+20%).

One other spoken Language or Literacy in one (+15%).

Math: Basic (+10%).

Radio: Basic (+10%).

Land Navigation (+10%).

Disguise (+15%) or Intelligence (+10%).

Escape Artist (+10%) or Paramedic (+10%).

Imitate Voices & Impersonation (+12%) or Computer Operation (+15%)

Seduction (+10%) or Dance (+10%).

Streetwise (+5%) or Camouflage (+5%).

Pilot skill of choice (+10%); excluding robot and power armor skills.

W.P. Energy Pistol

W.P. One Ancient Weapon of choice.

W.P. One Modern or Energy Weapon of choice.

Hand to Hand: Expert, which can be changed to Assassin at the cost of one "O.C.C. Related Skill" or Martial Arts or Commando for *two*.

**O.C.C. Related Skills:** Select five other skills, plus select one additional skill at levels 3, 6, 9, and 12. All new skills start at level one proficiency.

Communications: Any (+10%).

Cowboy: None.

Domestic: Any.

Electrical: Basic Electronics only (+5%).

Espionage: Forgery and Tracking only (+5%).

Horsemanship: General only.

Mechanical: Basic Mechanics and Automotive only (+5%).

Medical: First Aid only (+5%).

Military: Any.

Physical: Any that are still appropriate.

Pilot: Any (+5%); except robot, power armor, and military.

Pilot Related: Any.

Rogue: Cardsharp, Concealment, Palming, Streetwise (any), and Ventriloquism only.

Science: Any.

Technical: Any (+5%).

W.P.: Any

Wilderness: None.

**Secondary Skills:** The character also gets to select five secondary skills from the list, excluding those marked "None," at level one and one additional skill at levels 4, 8, and 12. These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.

**Standard Equipment:** Light to medium M.D.C. body armor, set of fashionable clothing, set of traveling clothes, tinted goggles or sunglasses, air filter, flashlight, cigarette lighter, pocket mirror, small portable tool kit or first-aid kit, language translator (unless built-in) or pocket computer, two utility belts, sleeping bag, backpack or duffle bag, two small sacks, 1D4 large sacks, a canteen and some personal items. Weapons: One for each W.P. skill, and three additional E-Clips/ammo clips for each. Armor: Bushman Body Armor or similar body armor with around 60-70 M.D.C. No vehicle to start.

**Money:** Starts with 1D6x1,000+6,000 credits available for cybernetic and bionic upgrades (typically spent on attributes), plus 1D4x1,000 in credits/cash.

**Bionics & Cybernetics:** Full conversion cyborg with all basic features and ALWAYS starts with two Cyber-Disguise features and Modulating Voice Synthesizer. As for additional items, he or she gets as many as *half* the total number of possible bionic features listed in the opening under *Statistics for Partial Cyborgs.* HOWEVER, if the character only takes one third that number (round down), it means he/she has savings in the amount of *400,000 credits* that can be applied to other bionic improvement in the way of M.D.C. and increased attributes, or saved for repairs and upgrades in the future.



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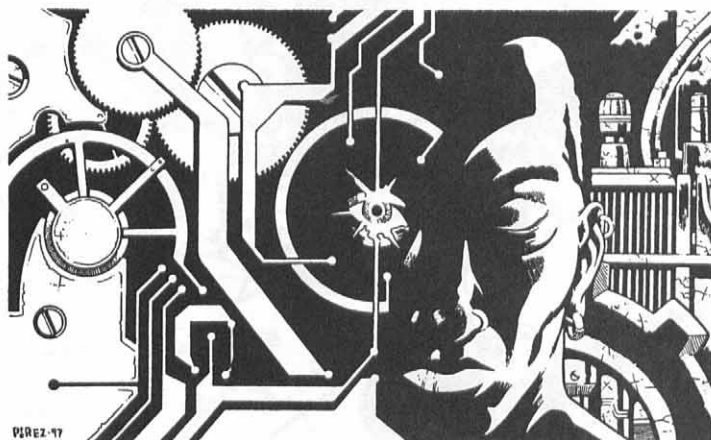
# Full Bionic Conversion

## Heavy Combat Cyborg O.C.C.s

Full bionic conversion means that the character is over 90% machine. While this process creates the most powerful 'Borgs, it is also the most dehumanizing. Virtually the entire body is replaced with a mechanical one. Only the brain, the face, and a few other original human components, especially the tongue, throat, and head are all that remains of the original flesh and blood body. While the vast majority keep their original face (the real thing or an attractive, youthful synthetic replica), at least 20% don't even do that. And those who do keep their face usually shield it behind a robotic or demonic face plate to protect it. The rest of the organic body is discarded or sold as transplant organs.

The new, bionic body is effectively a fully functioning robot that responds to the human brain with the precision of the natural body. The internal workings of the new body are strangely similar to the human body, with lengths of tubing carrying life sustaining fluids. Electromagnetic relays, electronics, pistons, machine parts and nano-technological workings make up the rest of the internal system.

The new body is a hundred times more durable, faster, stronger, and deadlier than its flesh and blood predecessor. Like a caterpillar transforming into a butterfly, the mortal turns into a mechanical powerhouse. Physical capabilities are generally taken to the maximum, and the mechanized warrior is outfitted with heavy Mega-Damage body armor.

### Stat for a typical Heavy Combat Cyborg Soldier or Mercenary O.C.C.

- **Size & Shape:** Typically humanoid in shape and form, but usually an oversized, robotic construct that towers 7-10 feet (2.1 to 3 m) tall and bristles with weapons and moving parts. Often the head and face are the only thing recognizable as human, and that's only when the protective visor, helmet or face plate is removed. It is interesting to note that to have a completely human face mounted into a robust mechanized body only adds to the surreal and sometimes horrific quality of the image.
- **M.D.C. of Main Body:** Starts at 180, but the maximum possible is 280. Costs 2,000 credits for each point above 180.
- **M.D.C. of Limbs:** All start at two-thirds (67%) the possible maximum amount of M.D.C., a bionic hand starts at 33 because the range is 20-50, a bionic leg 60 M.D.C. because the range is 35-90. Additional M.D.C. may be *purchased* at any time (provided a facility is available) throughout the character's lifetime. See page 69.
- **Arms & Hands:**
  Maximum Attributes: *P.S.* starts at 24, but the maximum is 36. Cost: 2,000 credits per point above 24. *P.P.* starts at 18, but the maximum is 26. Cost: 2,000 credits per point above 18.
  Weapons & Features Possible:
  - Hand: Two (three if small) or a multi-system sensor hand.
  - Wrist: One.
  - Knuckles: One each.
  - Fingers: One weapon or other feature (sensor, camera, etc.) per each digit.
  - Forearm: Two or three.
  - Shoulder & Upper Arm: One each.
  - Cosmetic Features: 8, but usually none or a few.
- **Legs & Locomotion:** Typically humanoid in configuration, but could use any of the styles including treads, wheels, spider or horse.
  Maximum Speed Attribute: Starts with a speed of 132 (90 mph/144 km), but the maximum is 176 (120 mph/192 km) for human legs (others offer different speeds). Can leap 7 feet (2.1 m) high and 15 feet (4.6 m) across; increase by 20% with a running start. Cost: 1,500 credits per point above 132.
  Other Leg Attributes: P.S. & P.P. start at 18, but the maximum is 24. Cost: 2,000 credits per point above 18.
  Weapons Features Possible:
  - Foot: Clawed toes and blades only (similar to the hand and applicable to kick attacks only).
  - Leg: Three weapon systems and one small or medium compartment, or 3-6 compartments of varying sizes and/or other features, like sensors, hooks, etc.
- **Available Cyborg Armor Types:** Any, but leans toward medium and heavy cyborg armors. MI-B2 Medium Infantry Armor: 310 M.D.C. Cost: 26,000 credits. HI-B3 Heavy Infantry Armor: 420 M.D.C. Cost: 32,000 credits. **Note:** The MI-B2 armor is bulky and adds a -15% penalty to prowl, climb, and swim. The HI-B3 armor can only be worn by full conversion 'Borgs and even they suffer the following penalties: Reduce the 'Borg's speed by 20% and the armor is so bulky that it also inflicts a penalty of -2 to strike, parry, and dodge. Prowl is impossible and physical skills like acrobatics, gymnastics, climbing, and swimming suffer a -25% penalty. There are dozens of different styles.
- **Additional Body Options for Full Conversion Cyborgs. Bionic and/or Cybernetic Implants & Features:** These are implants, sensors, optics, audio systems and other features that can be applied to bionic limbs or the human body, i.e., clock calendar, bio-comp, cyber-disguise, radio system, Headjack, modular connector unit, cosmetics, and so on.
  Head: Six maximum, four if large.
  Eyes: Multi-Optics eyes or eyes with as many as three enhanced optic features each. The often referred to HUD or picture in picture display feature comes standard with *all* bionic eyes and does not count as one of the three selections. HUD is not standard in cybernetic eyes and not possible in Bio-System eyes.
  Ears: Four.
  Mouth/Throat/Jaw: Five.
  Neck/Throat: Three.
  Chest: Three.
  Cosmetics (general body): 12, but usually avoids most.
- **Starting Note:** The numbers listed above are the *maximum* number possible. Most first level characters start off with only one third to half that number.
- **Penalties of Full Conversion:** Simulated sense of touch is a mere 35-48%. Prowl is very difficult and suffers a penalty of -40%; impossible in heavy armor. Average weight is 1000 pounds (450 kg). Average height is seven to nine feet (2.1 to 2.7 m).

## Heavy Combat Cyborg

**Alignment:** Any.

**Attribute Requirements:** M.E. 9 or higher is suggested but not required. A good I.Q. and P.E. are always desirable, but not necessary.

**O.C.C. Skills for all Heavy Combat Cyborgs:**
Speaks Native Language (+30%)
One other Language of choice (+20%).
Math: Basic (+10%)
Radio: Basic (+10%)
Land Navigation (+15%)
General Repair & Maintenance (+15%)
Basic Electronics or Basic Mechanics (+10%; pick one)
Read Sensory Equipment (+10%)
Weapon Systems (+5%)
Pilot Tanks & APCs (+5%)
Pilot skill of choice (+10%); excluding robot and power armor skills.
Climbing (+5%)
W.P. Energy Rifle
W.P. One Ancient Weapon of choice.
W.P. Two Modern or Energy Weapons of choice.
Hand to Hand: Expert, which can be changed to Martial Arts or Assassin at the cost of two "O.C.C. Related Skills."

**O.C.C. Related Skills:** Select five other skills, plus select one additional skill at levels 3, 7, 10, and 13. All new skills start at level one proficiency.
Communications: Any (+10%).
Cowboy: None.
Domestic: Any.

Electrical: Basic Electronics (+5%) only.
Espionage: Intelligence and Tracking only.
Horsemanship: General only.
Mechanical: Basic Mechanics and Automotive only (+5%).
Medical: First Aid only (+5%).
Military: Any (+5%).
Physical: Any that are still appropriate.
Pilot: Any (+5%); except robots and power armor.
Pilot Related: Any.
Rogue: Find Contraband only.
Science: Advanced Math only.
Technical: Any (+5%).
W.P.: Any.
Wilderness: None.

**Secondary Skills:** The character also gets to select five secondary skills from the list, excluding those marked "None," at level one and one additional skill at levels 4, 8, and 12. These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.

**Standard Equipment:** Starts with Medium M.D.C. body armor, poncho or cloak, tinted goggles or sunglasses, air filter, flashlight, cigarette lighter, pocket magnifying glass, pocket mirror, 100 feet (30.5 m) of heavy cord or cable, small portable tool kit, language translator (unless built-in), two utility belts, knapsack, backpack, four small sacks, 1D4 large sacks, and two canteens and some personal items. Weapons: One for each W.P. skill, and five additional E-Clips/ammo clips for each, plus 4 flares, two hand grenades, walkie-talkie, a hovercycle or motorcycle. Heavier weapons, explosives, and

equipment are available upon assignment by a client or purchase by the cyborg (as the player desires for his character).

In addition to bionic weaponry, most 'Borgs enjoy toting heavy weapons like plasma and particle beam weapons, rail guns, mini-guns, rocket launcher systems and similar hardware. Many also like heavy rifles of all kinds, pulse rifles, and explosives.

**Armor:** MI-B2 Medium Infantry Armor: 310 M.D.C.

**Money:** Starts with 1D6x1,000+8,000 credits available for cybernetic and bionic upgrades (typically spent on M.D.C. and attributes), plus 1D4x1,000 in credits/cash.

**Pay for Hire:** Heavy cyborg soldiers, enforcers, assassins and mercenaries usually command top military wages, just under Juicer and Crazy, often with bonuses for performance.

**Bionics & Cybernetics:** Starts with a bionic body designed for combat purposes (the most common bionic metamorphosis). Body stats were listed previously. Includes the above features plus Cybernetic Multi-Optic system, Amplified and Ultra-Ear hearing, Headjack, Gyro-Compass, and Clock Calendar.

Select five bionic or cybernetic weapons, and may include additional limbs, a tail, and shoulder blasters, and most certainly a concealed weapon and forearm blaster. Weapon selection is usually two melee weapons and three energy weapons.

Select five accessories, such as a finger camera, energy-clip hand port, secret body compartments, or head/throat accessories, sensors, and so on.

As for additional items, the character gets as many as *half* the total number of possible bionic features listed in the opening under *Statistics for Partial Cyborgs*. HOWEVER, if the character only takes one third that number (round down), it means he has savings in the amount of *500,000 credits* that can be applied to other bionic improvement in the way of M.D.C. and increased attributes, or saved for repairs and upgrades in the future.

# Slave Cyborg
## Full Bionic Conversion

Slave 'Borgs are full conversion cyborgs forced into labor. Most are designed for hard work while others are captive combat models modified for forced labor.

Rather than reprint modified stats for the typical Slave 'Borg, let's assume they are fundamentally the same as the Heavy Combat Full Conversion Cyborg – with some notable differences.

1. Bionic P.S. *may* be maxed out or under 20, depending on the work and the individual involved. High P.S. attributes are most common because heavy labor requires brute strength. That means the P.P. and Speed attributes are usually dialed down.
2. Bionic P.P. is usually 10-18.
3. Bionic Spd is seldom more than 50 (35 mph/56 km) and often less than 22 (15 mph/24 km), however, if speed is required it can be as high as a maximum of 176 (120 mph/192 km).
4. Sensors, optics, audio and other forms of augmentation are generally very basic and kept to a minimum. Again, what bionics the Slave 'Borg has, usually relates to the work it is ex-

pected to perform. 'Borg warriors taken captive and forced into labor may see their sensors and weapons removed, but often it is just as effective and much less expensive to *disable* sensors and weapons. Without an Operator/mechanic or Cyber-Doc, most cyborgs (99%) have no idea how to re-engage their disabled cybernetic systems.

5. No weapons! Weapons are disabled, destroyed or removed.
6. Cosmetic features are usually ignored and take a beating in the inhospitable work environment, quickly becoming shabby or destroyed.
7. Depending on the slave master, bionic and cybernetic systems *may* be systematically removed and sold for a profit, leaving the cyborg a shadow of its former self.

**Note:** Any Slave 'Borg playing character is probably a *runaway* slave. That means a couple of things.

A) His master is probably looking for him or has placed a bounty on his head.

B) The 'Borg is free to repair and upgrade himself, probably to become a Labor Borg (with tool hands like the Mining 'Borg) or a Combat 'Borg. To do this, however, the character needs to come into some serious money (most likely, hundreds of thousands) or sell his services to a sponsor, in effect becoming a "willing" slave for a few more years.

C) He may be bitter and seek revenge upon his former master or those who sold or put him into slavery. In the alternative, the character may seek a quiet, peaceful life.

D) He has no or little money (1D4x100 credits) nor much in the way of equipment and supplies, living hand to mouth until good paying work or opportunity arises. Fortunately, there always seem to be opportunities for cyborgs, especially full conversion 'Borgs. And a lot of people outside of the military can't tell the difference between a cyborg soldier and a Slave 'Borg down on his luck.

# Mining 'Borg O.C.C.
### Reprinted from Rifts® New West™

Mining is a dangerous business. Cave-ins, landslides, explosions and poison gases are but a few of the hazards faced when mining for the treasures of gold, silver, copper, iron, coal, and other valuable minerals deep below the earth. Nobody quite knows who first came up with the idea to use bionics for mining, but such augmentation and full conversions are common in the Western Territories. Bionic conversions are often provided and paid for by wealthy (and hopeful) landowners, mining tycoons, mining unions or large towns and cities (like Silvereno where more than 60% of the miners are 'Borgs), in exchange for 8-10 years of service (plus room and board, and a tiny salary). After those years of service, the Mining 'Borg can become "freelance" or "independent" and go prospecting on his own. Many people find this to be a cheap and easy way to attain the power only a mechanical body can offer them.

Mining 'Borgs are specifically designed for strength and mining, so hand and forearms are equipped with various types of interchangeable drills, and lasers and torches for cutting through rock and digging. See the weapons and equipment section for details on specific types of bionics.
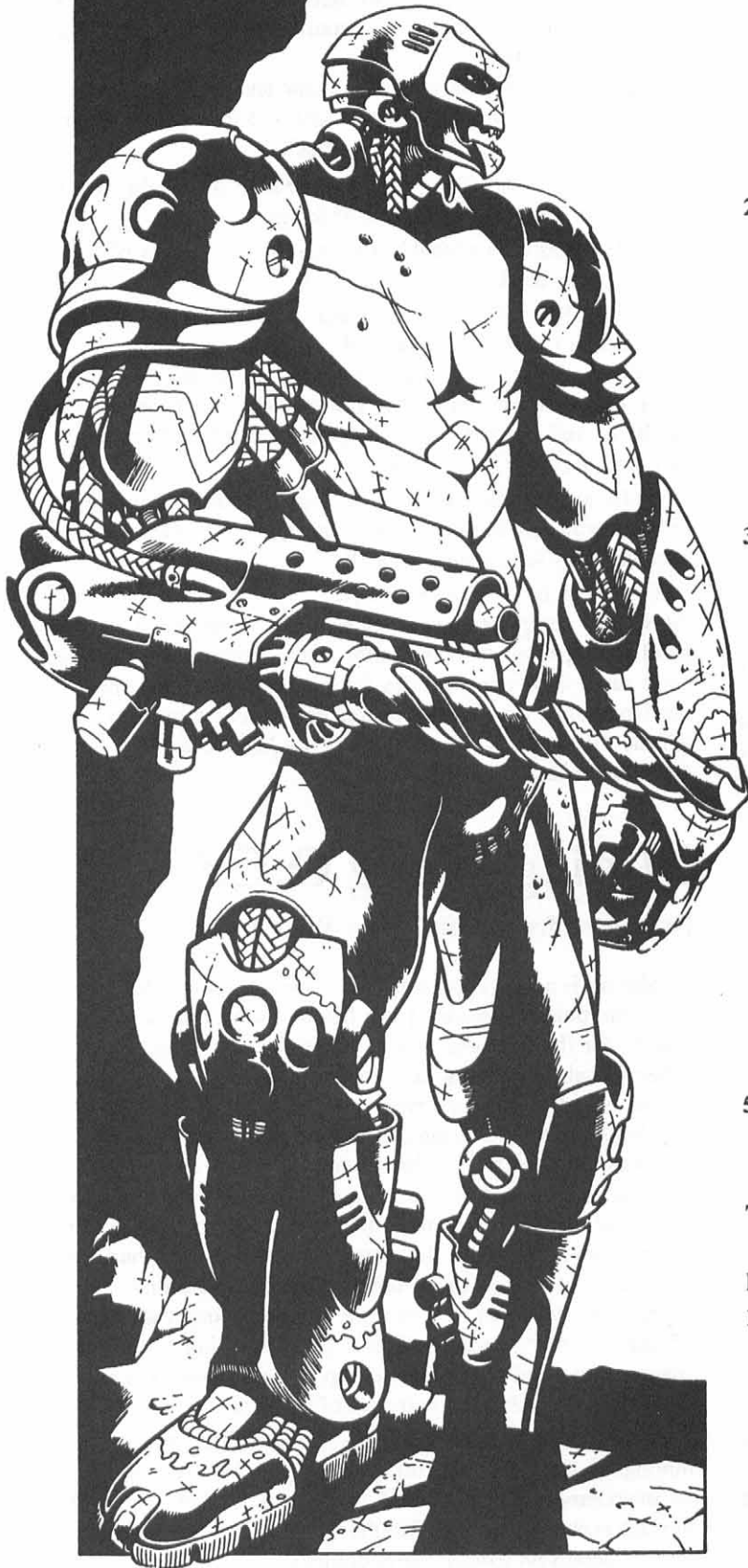
Those who get tired of prospecting and mining or have nothing but bad luck, may quit mining and either become a builder or an adventurer, but always with an eye out for precious metals and stones, and the possibility of a big strike.

## Mining 'Borg O.C.C. Abilities and Bonuses

1. **Underground Tunneling (Special):** Knows how to dig and build solid, strong tunnels (no fear of a cave-in) with amazing speed and dexterity. They can also excavate ruins and the sites of cave-ins with the same prowess. In addition, the character can usually tell if an existing tunnel or chamber is a natural formation or whether it was built by humans or others. The character can also tell if it's new, old, or ancient. **Base Skill:** 40% +5% per level of experience.

2. **Underground Architecture:** The character is an excellent underground architect able to build small and large rooms, ornate archways, staircases, and great chambers, as well as a labyrinth of tunnels, passageways, and underground traps (most common are pit and cave-in type traps). Likewise, the character can recognize the styles of human construction. The Mining 'Borg who is traveling slowly and cautiously, while looking for underground traps, can locate them and avoid or deactivate them. **Base Skill:** 30% +5% per level of experience; detection and deactivation of traps is done at half his normal architecture skill level.

3. **Underground Sense of Direction:** The character has an innate ability to tell direction when underground, even in total darkness (not applicable on the surface). Thus, the cyborg can tell whether he is traveling up, down or straight, the approximate angle of decline or ascent, approximately how far below the surface he is, and the approximate direction (north, south, east, west). **Base Skill:** 40% +5% per level of experience.

This skill also enables him to judge the approximate location to surface structures (natural and artificial), but *only* if the character is familiar with the area. The character will also recognize traits and aspects of the underground tunnel or construct that serve as landmarks for him. **Base Skill:** 20% +5% per level of experience; -25% if in an unfamiliar area.

4. **Metal Working:** A basic understanding of the methods and craft of the blacksmith, smith techniques and procedures, and working with metal, particularly in the area of making simple weapons, horseshoes, nails, and jewelry. **Base Skill:** 40% +5% per level of experience.

5. **Other Bonuses:** +2 to roll with punch, fall or impact, +1 on initiative, +2 to pull punch, resistant to heat and cold, and +3 to save vs Horror Factor.

## Typical Bionic Features

**Note:** Other features and attachments can be added but at a later date and the character must have the money to get them.

1. **Partial Reconstruction Mining Cyborg:** Emphasis is on strength, construction and mining. As heavy as possible with reinforced spine, neck and shoulders, bionic hands and arms, bionic legs, plus optics and internal implants. Size is 6.6 to 7 feet (2.0 to 2.1 m) with a P.S. 20, P.P. 18, Spd 44 (30 mph/48 km) and can leap 10 feet (3 m) high or lengthwise from a standing position or 3 times that distance with a running start. <u>M.D.C. by Location:</u> Main Body: 130 M.D.C. +120 bionic body armor, hands (2) 25, arms (2) 75 each, legs (2) 110 each.

Typical Bionic Features:
- Universal Headjack, amplified hearing with sound filtration system.
- Optics: Passive night vision system and thermal eye for one, the other eye is normal.
- Hands and Arms: Modular design to fit and use a variety of hand and forearm attachments. Comes standard with one hand with a laser finger and sensor hand, and one hand and arm replaced with a heavy drill.
- Cybernetic Lung Implants: Toxic filter, oxygen storage cell and molecular analyzer (see **Rifts® RPG**, page 232).
- Left Leg: Concealed large and small compartments for flashlight, flares and tools.
- Right Leg: Concealed large and small compartments for rope and first-aid kit.

Cost: 5-6 years of service.

2. **Full Construction Mining Cyborg:** Emphasis is on strength, construction and mining. As heavy as possible with reinforced spine, neck and shoulders and full bionic conversion. Size is 7.6 to 9 feet (2.3 to 2.7 m) with a P.S. 28-30, P.P. 22, Spd 66 (45 mph/72 km) and can leap 12 feet (3.6 m) high or lengthwise from a standing position or 3 times that distance with a running start.

M.D.C. by Location: Main Body: 200 M.D.C. +150 bionic body armor, hands (2) 30, arms (2) 100 each, legs (2) 180 each, head 90.

Typical Bionic Features for Full Conversion 'Borgs:
- Universal Headjack, amplified hearing with sound filtration system.
- Optics: Multi-Optic System (see **Rifts® RPG**, page 231).
- Hands and Arms: Modular design to fit and use a variety of hand and forearm attachments. Comes standard with one *shovel hand* with a laser finger and sensor hand features, and one hand and arm replaced with a heavy drill or plasma torch. See the *cybernetic equipment section* of this book for details.
- Bionic Lung: All Features! Bionic lung with gas filter, oxygen storage cell, molecular analyzer, radio, loudspeaker, language translator and voice synthesizer (see **Rifts® RPG**, page 242).
- Left Leg: Concealed large and small compartments for flashlight, flares, tools and a concealed ion or laser rod.
- Right Leg: Concealed large and small compartments for rope, first-aid kit, and other equipment.
- 33% have an extra appendage (prehensile tail or pair of extra arms) which provides one extra attack per melee round; costs an additional one year of service.

Cost: 8-10 years of service. Additional bionic features and arm attachments that belong to the miner may add an additional 1-4 years depending on how extensive he wants to go.

## Mining 'Borg O.C.C. & NPC

**Also known as Prospector, Dirt Digger, & Tunnel Rat.**
**Alignment:** Any.
**Attribute Requirements:** M.E. 12 or higher, and an independent spirit and/or a willingness to work hard. A good I.Q. and P.E. are desirable but not necessary.
**O.C.C. Skills for all Mining Cyborgs:**
Language: American 98% (see built-in language translator)

Math: Basic (+10%)
Radio: Basic (+10%)
Land Navigation (+15%)
Demolitions (+20%)
Prospecting (+30%)
General Repair & Maintenance (+15%)
Basic Mechanics (+10%)
Pilot skill of choice (+20%)
Whittling and Sculpting (+10%)
W.P. Knife
W.P. Energy Rifle
W.P. One of choice.
Hand to Hand: Expert
Hand to Hand: Expert can be changed to Martial Arts or Assassin at the cost of one "O.C.C. Related Skill."

**O.C.C. Related Skills:** Select six "other" skills, plus select one additional skill at levels four, eight, and twelve. All new skills start at level one proficiency.
Communications: Any (+10%).
Cowboy: None.
Domestic: Any.
Electrical: Basic Electronics only (+10%).
Espionage: Intelligence and Detect Concealment only.
Mechanical: Any (+5%).
Medical: First Aid and Brewing only (+5%).
Military: Demolitions (any) and Traps (any).
Physical: Any that are still appropriate.
Pilot: Any (+5%); except robot, power armor, and military.
Pilot Related: Any.
Rogue: Any (+2%), except Seduction and Cardsharp.
Science: Math only.
Technical: Any (+10%).
W.P.: Any.
Wilderness: Any.

**Secondary Skills:** The character also gets to select four secondary skills from the list, excluding those marked "None," at level one and one additional skill at levels 2, 4, 8, 10, and 12. These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.

**Standard Equipment:** Light to medium M.D.C. body armor as noted under M.D.C. by location, quality cowboy hat, poncho or cloak, tinted goggles, air filter, flashlight, large wooden cross (just in case), cigarette lighter, pocket magnifying glass, pocket mirror, 150 feet (45.7 m) of heavy cord or cable, pickaxe, shovel, sledge hammer, mallet, tool kit, two utility belts, knapsack, backpack, four small sacks, 1D4 large sacks, and three canteens.

Weapons include a survival knife and two of choice — should be reflective of W.P. skills or basic needs, and 3 additional E-Clips/ammo clips for each. Plus one type one fusion block, 48 blasting cartridges (each is equal to a fragmentation grenade; 2D6 M.D.), and 36 flares.

No vehicle to start.

**Additional Equipment:** Additional bionics, specials items, tools, weapons, explosives, vehicle, etc., must be acquired later.

**Money:** Those who are working as payment for their augmentation make 100 credits a week and get free room and board. Veteran miners who are "freelance" expert laborers and con-

ramón pérez 1998
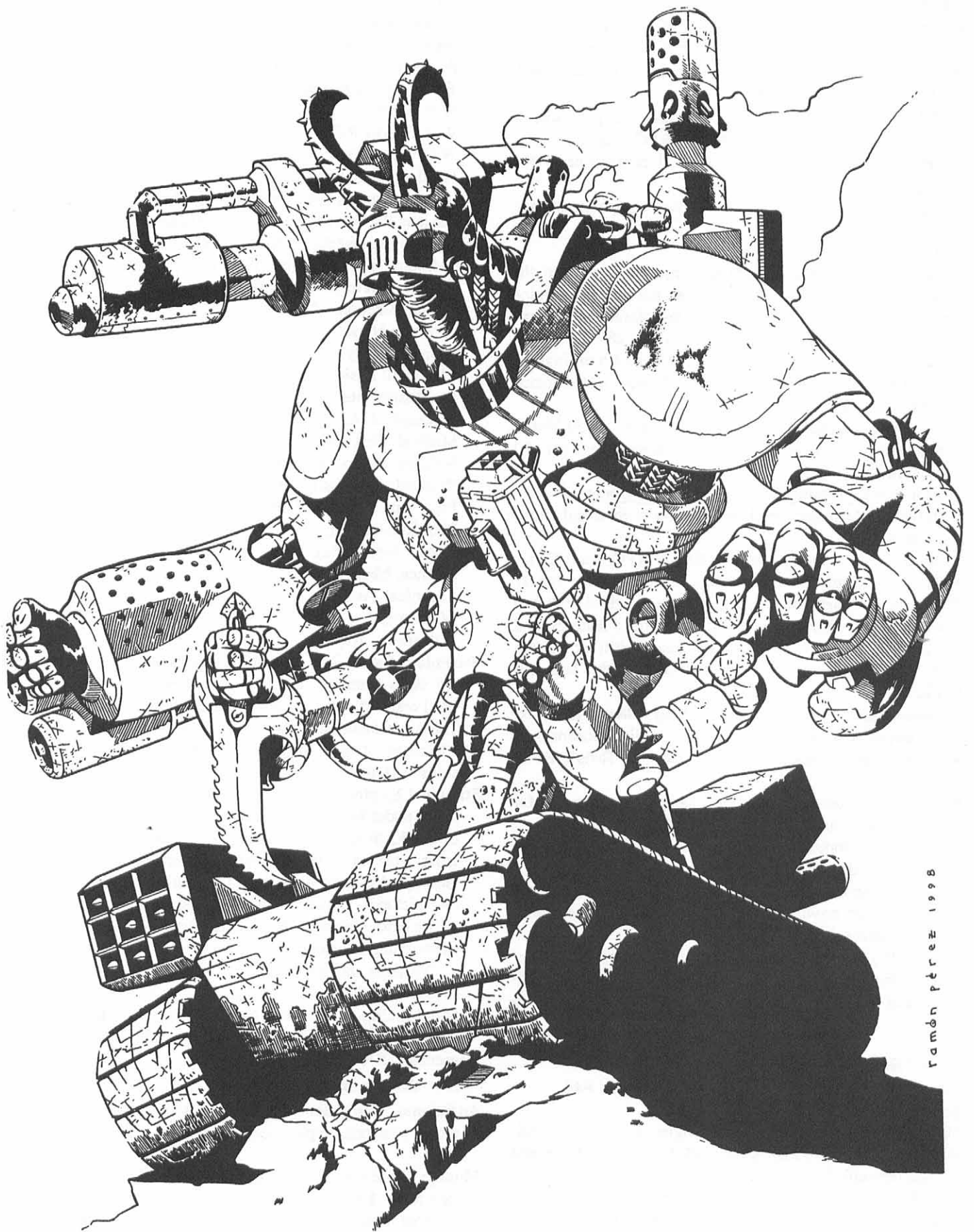
sultants can get paid 400 to 1,000 credits a week plus free room and board. "Independents" are self-employed prospectors who often turn to freelance work in mining, construction, smithing, heavy labor and appraising gems, jewelry and precious metals when times are tough — few prospectors ever strike it rich.

Those who turn to adventuring (prospecting only occasionally as a hobby) start with 3D4x100 credits' worth of tradeable goods and 2D4x100 in universal credits.

**Cybernetics:** Additional bionics and implants may be acquired.

# Other Styles of Cyborgs

The CyberSlinger Series of Cyborgs, Coalition Cyborg Soldier, Triax 'Borgs, and the unusual creations of Russia and Japan all represent other types and approaches to Cyborg.

See the **Cyborg O.C.C. and Chassis Index** to find exactly which books they can be found in.

# Cyborg Chassis Index

Most of the major military powers of Rifts Earth use cyborg soldiers to some degree or another, and some, like the Russians, extensively. So that they can field as many of these cyber-soldiers as possible, production standards have been drawn up among the various top nations and manufacturers that enable them to mass-produce cyborgs with relative ease.

As a result, while there still remains a dizzying array of cyborg variations to be found across the planet, major nations such as *Free Quebec, the Coalition States, the NGR, the Warlords of Russia* and the *Republic of Japan* have all adapted their own unique standard cyborg models for battlefield use. Most of these are so distinct they are impossible to confuse with one another. All have their particular strengths and weaknesses, and each remains a badge of honor and identity for the global power that built them.

Reprinting all the specific different types of cyborgs from around the world (even if limited only to those that have already seen print) could fill an entire book by itself. Hey, if you would like to see a **Rifts® "Cyborg" Sourcebook** like that, let us know, but for now we've provided the following index of notable Cybernetic O.C.C.s and specific body types or cyborg "chassis" as an easy to use reference.

Remember that Rifts Earth is segregated and separated by hostile lands, militant kingdoms, monster-filled seas and strange dimensional phenomena. Just because some particular weapon, technology or magic is found in that part of the world, it does NOT mean that same technology or item can be acquired anywhere else, especially not in faraway places. For example, some of the cybernetics and bionics of Russia and Japan are unique to those specific countries and are not found anywhere else in the world. Thus, as cool as something might be, there is NOT going to be its equivalent found in North America. Likewise, these places (like many in South America) are isolated, so while you, dear Reader, may know about them, the people of North America do not. Now here's that index.

## Australia

No Bionic O.C.C.s, but . . .

Cyber-Specter O.C.C. (**Rifts® Australia**, p. 108; basically a cyber-cop, counters City Rats)

## Atlantis

Virtually all fundamental and common bionics and cybernetics are available in the Kingdom of Atlantis. All basic types of partial and full conversion cyborgs, or a close "knock-off," from North America and Germany are available in Atlantis.

## Bandito Arms/Northern Gun

CSLNGR Mark I ("The Kid") (**New West™**, p.190)
CSLNGR Mark II ("Super Slinger") (**New West™**, p.191)
CSLNGR Mark III ("Gringo") (**New West™**, p.192)

## Coalition States

Cyborg Strike Trooper (**Coalition War Campaign™**, p. 69)

Also see *City Rats, Cyber-Snatchers* and *Cyber-Doc* for cybernetic O.C.C.s and the general *'Borg O.C.C.* and *Headhunters* for warriors and mercs operating in and around the CS.

## Germany – Triax

EIC-100 Cyborg (**Triax & the NGR™**, p. 97)
VX-300 Striker (**Triax & the NGR™**, p. 99)
VX-320 Cyclops (**Triax & the NGR™**, p.101)
VX-340 Slasher (Gold) (**Triax & the NGR™**, p.103)
VX-370 Stopper (Blue) (**Triax & the NGR™**, p.105)
VX-500 Manhunter (Red) (**Triax & the NGR™**, p.106)
VX-635 Prowler (**Triax & the NGR™**, p.108)
VX-2010 Marauder (**Triax & the NGR™**, p.113)
VX-2020 Monster (**Triax & the NGR™**, p.114)
VX-20,000 Barracuda (**Rifts® Underseas**, p.196)

## Japan

Cyber-Samurai O.C.C. (**Rifts® Japan**, p. 80)
Cyberoid O.C.C. (**Rifts® Japan**, p. 78; Japan's equivalent of a City Rat)
Ninja 'Borg (**Rifts® Japan**, p. 88)
Republic Cyborg Soldier O.C.C. (**Rifts® Japan**, p. 97)

# Notable Bionic Systems

**Note:** Most *cybernetic* sensors, optics, weapons, implants and Black Market items have a bionic equivalent or counterpart that is heavy duty and costs 50% more. The only exception is cosmetic cybernetics. Most true cyborgs, whether partial or full conversion, avoid them, putting their money into more substantive features.



**Advanced Bionic Headjack (new):** This is a special jack or port implanted in the base of the skull behind the ear. The Headjack has all the same features as the cybernetic version, but is also connected to the cyborg's brain at key areas to allow input from the jack to transfer information, pictures, sounds, and other sensory data from outside sources directly to the brain/mind. Likewise, the cyborg can concentrate to send mental images to a monitor or to a holographic projector to convey his thoughts, experiences or messages (picture and words only, no other background sounds). Considered experimental. Poor to fair availability even at Kingsdale and the Black Market. This is a Titan Robotics (Archie-3) creation, and one of the hottest new items on the market. Cost: 24,000 credits. Note: A conventional Headjack is common to most cyborgs and costs only 8400 credits.

**Anti-Toxin and Super Digestive System (new):** The character can eat any organic substance without harm and can squeeze every ounce of nutrition out of it to boot. Bonuses: +4 to saves vs ingested poison and only needs to eat about half as much food, and food for this cyborg can include grass, leaves, tree bark, roots, rotting garbage, spoiled meat, and so on. De-

veloped by W.M. Smith R&D Inc. of Kingsdale. Cost: 50,000 credits. An increasingly popular form of augmentation, especially among mercenaries and explorers.

**BH-3-OS – Back of the Head, Third Eye Optic System (new):** This is a recent development that offers a bionic eye in the back of one's head. The eye itself more resembles a small sensor cluster or camera lens mounted in the back of the skull. The optics for this third bionic eye hooks into a Heads Up Display (HUD) transmitted to a bionic eye or helmet display or hand-held monitor. The effect is rather like picture in picture, with the visuals from the third eye inset as a smaller screen of activity. It is a bit disorienting at first, but one gets used to it after a week or two.

The advantage to having an eye in the back of the head, is that the cyborg can observe things behind him and cannot be easily snuck up on or surprised from behind. It can still happen because the cyborg will learn to ignore the inset images from the third eye. Thus, a preoccupied 'Borg is likely to only notice sudden movement from an incoming attack or something obvious (i.e., an assailant running up from behind or lunging out from a hiding place, a SAMAS dropping in behind him, a racing automobile, etc.). An assailant using prowl (-10% penalty) and subtle movement, *may* not be noticed as a threat or doing anything out of the ordinary. On the other hand, if the cyborg suspects foul play and is paying close attention to the images from the third eye, he will notice the slightest incriminating or hostile action and be able to take full initiative, parry, and dodge attacks from behind without penalty. Attacking still requires the cyborg to turn, aim and strike (or otherwise shoot wild), so to attack somebody behind him, is -2 to strike until the cyborg can turn to face his antagonist (costs one melee action) and attack (a second melee action). Only the Quick-Flex Alien, Gunslinger and Wired-Slinger do not suffer this penalty. Subsequent attacks are normal.

Only ONE extra Eye can be built into a human and most D-Bee cyborgs. Anything more is sensory overload. Furthermore, the eye must be turned off to sleep, but a short-range motion detection sensor will cause it to open and sound an internal alarm (only the Cyborg hears it) to warn of impending danger or intrusion. Motion Sensor Range: 60 feet (18.3 m); only effective when stationary and sleeping.

Optic System: Mechanical (third) Eye with 20/20 vision, polarized filters, and limited zoom lens (x5 magnification). Range of Sight: 1200 feet (366 m).

Negatives: The eye makes wearing hats and helmets awkward and one must be careful not to cover the eye. Sleeping can also be uncomfortable, and one must learn to lay on the side or stomach to give the BH-3 sensor and optics free range (covering or laying on it effectively renders it blind).

Cost: 40,000 credits for the basic system with filters and motion detector. Add 8,000 for zoom feature, 12,000 for full telescopic vision, 20,000 for video capabilities, and 15,000 for passive nightvision. No other optics can be included in this bionic eye.

**Bionic Booster Jets (new):** Usually built into the feet and legs to help rocket the cyborg to greater heights and distances when he leaps. Can leap 20 feet (6.1 m) high and 30 feet (9.1 m) across. Cost: 20,000 credits.

**Bionic Climbing System (new):** There are two versions of this application system: Chemical and mechanical.

1. The chemical system uses small ports in the hands and feet to excrete a resin that bonds to just about anything. Adjacent ports secrete an almost instant neutralizer that breaks the bond of the resin (any residue will evaporate within minutes). The cyborg climbs by moving one limb, then attaching it, then moving another, and so on. This version has little chance of falling, but is slow to use, reducing movement to 1/4 normal. Climbing bonus: Can scale smooth sheer walls and hold onto the side of moving vehicles; +20% to the climbing skill (or 60% as a base skill for those with no climbing experience). Cost: 125,000 credits.

2. The mechanical system mimics that of many insects by lining the hands and feet with hundreds of super strong M.D.C. filaments (retractable, of course), like tiny claws or hooks. The tiny spur-like filaments help grip any porous surface (wood, stone, concrete, pitted steel, etc.), much the same way as a fly, and greatly aid in climbing. It is much cheaper than the chemical system, but does not have the same level of adhesive power and is ineffective on glass or smooth, highly polished chrome or metal. Bonus: When climbing concrete walls, rope, cable or elevated surface the character is +10% to his climb skill (or 40% as a base skill for those with no climbing experience), and climbing is done at half one's running speed. However, a penalty of -10% is applied when climbing a sheer, smooth surface. The climbing fibers are tiny and do *not* add any damage to open hand attacks. Cost: 75,000 credits.

**Bionic Flight System: Wings (new):** This experimental system has only recently debuted at *Kingsdale*, currently the only place one can acquire them. However, Titan Robotics (Archie-3) is working on a superior set of bionic wings to corner the market (and at 10% below current cost). All other bionics manufacturers, Northern Gun included, are waiting to see if there is a market for any kind of wings.

Unlike the *Hover-Jet System* also listed in this section, bionic wings work just like the real things: They flap to take off and fly, as well as glide on air currents. Any thrusters are a few, strategically placed small maneuvering jets. This system can be built onto the character's bionic arms or, more commonly, mounted on the back. Bionic wings can be *solid panels* like that of an aircraft, artificial *feather-type wings*, or *synthetic sheets* over support structures (rather kite or bat-like). Cosmetics can dress them up to look as real/alive or as mechanical as the character wants.

The wings can be designed for gliding or with full-flight capability. Gliding Speed: The maximum speed for gliding wings is 40 mph (64 km) indoors and up to 80 mph (128 km) outdoors. A 100 foot (30.5 m) or higher drop is necessary to achieve acceleration (otherwise 40 mph/64 km). The base Speed for gliding wings can NOT be increased, but can be used with a jet pack. Bonus for glide flight: +1 to dodge while in flight, and flight is silent except for a natural sounding whoosh of wind (can effectively prowl/approach silently at a -10% to prowl, but only if the character has the Prowl skill). Maximum Altitude: Roughly one mile/6000 feet (1.6 km/1828 m). M.D.C. of Wings: 75 per each wing. Cost: 700,000 credits for the basic system and the character must have a bionic chest and reinforced spine and shoulders to get articulated wings, otherwise they will have to be built into his own arms.



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Full Flight Wings: Speed: 70 mph (112 km) indoors and up to 120 mph (192 km) outdoors. A 100 foot (30.5 m) drop or higher helps to jump start the speed at 50 mph (80 km), reaching maximum speed in 10 seconds instead of 15 seconds (one melee round). Additional flying Speed for full flight systems can be purchased for 20,000 credits per mph of speed, with an additional 30 mph (150 mph/240 km) being the top speed possible. Full flight wings cannot be used with a jet pack, but they can be combined with a hover jet system for maneuverability (+1 to dodge bonus). Bonus for full flight: +2 to dodge while in flight. Maximum Altitude: Roughly three miles/17,000 feet (4.8 km/5182 m). M.D.C. of Wings: 110 per each wing. Cost: 1.3 million credits for the basic system and the character must have a bionic chest and reinforced spine and shoulders to get articulated wings, otherwise they will have to be built into his own arms.

**Bionic Jet Pack (new):** Built right into the character's back are a number of thruster nozzles that, when engaged, function exactly like a jet pack. Requires a bionic chest for anchoring and ideally a reinforced spine and shoulders (use the aerial combat rules and penalties, and the Pilot: Jet Pack skill for determining special maneuvers). When not in use, the thrusters recess close to the character's back (or actually retract completely within it if he is wearing any kind of bionic body armor). When activated, the jet nozzles rotate out and lock away from the body on prescribed angles to keep from doing any damage to the 'Borg. The jet pack is driven by mental command, much the same way a bionic hand is controlled, but it does require fuel or a power pack to operate. Note: Jet thrusters may also be built into the feet for more control (+1 to dodge and +10% on Jet Pack pilot skill). Maximum Speed: 200 mph (320 km) and takes 8 seconds to reach full speed. Jet packs can be used to hover in place or move at speeds under 15 mph (24 kph), but require a successful Pilot Jet Pack skill roll to do so. Otherwise, the pilot will accidentally crash or bump into something, or stall the engine and plummet. A subsequent successful Pilot Jet Pack roll will restart a stalled engine and regain flight, but such rolls can only be made once per melee round, during which time the character may hit the ground before regaining altitude. Maximum Altitude: Roughly one mile/6,000 feet (1.6 km/1828 m). Bonus of +1 to dodge while in flight. M.D.C. of Jets (6): 15 M.D.C. each jet nozzle, requiring a "Called Shot" to strike with a penalty of -4 to do so. Power Supply: Liquid fuel jet packs have a flight endurance of one hour. Super-solar engine jet packs have a flight endurance of 24 hours before requiring a four hour recharge period. Micro-fusion jet packs have a five-year endurance during which time they can be used constantly. Cost: 250,000 credits for liquid fuel, 450,000 credits for super-solar, or 1.2 million credits for micro-fusion.

**Climb Cord (new):** Similar to the cybernetic garrote wire, this is a 20 foot (6.1 m) length of 1,500 lb (675 kg) test cord, no thicker than string, that can be pulled out of an artificial wrist or arm. The cord is primarily used for espionage. A weight can be attached and used as a chain-type weapon (1D6 S.D.C. damage), or a small grappling hook can be attached for climbing. Cost: 1,500 credits; grappling hook and other attachments extra (can be made or bought for under 30 credits).

**Computer & Calculator built into the Arm:** A miniature computer, similar to the tiny hand-held model, built into the forearm, upper arm or even inner side of the thigh. The cyborg needs the Computer Operation skill and literacy to utilize it. Cost: 1,200 credits.

**Customized Paint Job:** Basically the same as customizing body armor with special colors, designs, insignias, and so forth. Cost: 1,000-5,000 credits.

**Customized Face or Armored Face Plate:** Handsome, beautiful, monstrous, robotic, ornate, or whatever the purchaser may desire. Cost: 2,000 to 20,000 credits, depending on the complexity.

**Cyber-Nano-Robot Repair Systems (CNRRS) (new):** Similar to the RMK and IRMSS medical repair systems used by humans, these nano-bots can be released when needed most to make minor repairs. They use available spare materials to effect mechanical and armor repairs, but can also reroute, patch, and secure internal circuits and repair internal organs – at least to some degree. As much as 40 M.D.C. can be restored to armor or any one single limb, the head or main body – or any *one* optic system (eye), sensor, implant, weapon or internal organ can be repaired completely (or close to it). Time required varies with the task. Something small and simple (10 M.D.C. or less): 3D6 minutes. Something medium-sized (15-25 M.D.C.): 1D6x10+30 minutes, and large or complicated, like an entire hand and arm, leg, major organ, major weapon, main body, etc. (40 M.D.C. maximum): 2D6x10+90 minutes. Payload: Good for two repair jobs before used up. Cost: 250,000 credits. Also see Micro-Repair Robots (MiRR).

**Depth Gauge & Alarm (new):** An internal implant that can calculate underwater depth. A digital counter can indicate the exact depth via internal audio or HUD system and make warning sounds when the character is within 100 feet (30.5 m) of his maximum depth tolerance. Cost: 3,000 credits.

**E-Clip Port:** A standard E-Clip port very similar to the connector unit found on most energy weapons. While such ports are often intended to power a built-in weapon or as a power backup for weapons, E-Clips can also be used to power independent modular units and non-weapon systems like special sensors, cameras and such. Cost: 3,000 credits.

**Hacking Computer (new):** Similar to the common mini-computer in appearance, this is a top grade computer system and program package designed for hacking and other heavy computer operations. It comes with an Advanced Bionic Headjack. Bonus: Adds +20% bonus to the Hacking skill and +10% to the Computer Programming and Artificial Intelligence skills, and +10% to the Research skill. Cost: 195,000 credits.

**Hardened Circuits (new):** Any piece of bioware can have its circuits hardened against the effects of electromagnetic scramblers and EMPs for an extra 20% of its listed cost.

**Hyper-Link (new):** The cyborg can, via a Headjack or Fingerjack, tap into a computer and effectively become one with the machine. This includes ordinary computers and radios or other types of communications/transmission systems in which he can navigate the computer system and access and download files twice as fast as he could normally and with a +5% bonus to his computer skills. Breaking through guarded and locked files will require the appropriate computer skill, like Computer Programming or Computer Hacking.

As for communication systems, the cyborg is +10% with the appropriate skill, can boost signals/range 2D6x10% and while he is in control the line of communication can NOT be jammed or broken unless the hardware is shut off, cut or destroyed.

The cyborg can also link to the computer systems of vehicles to pilot a vehicle (+5% to his normal piloting skill and +10% to the performance of evasive and trick maneuvers, plus he can increase speed by 10%).

Lastly, the 'Borg can use Hyper-Link to commandeer one onboard weapon system and, with zen-like focus, use it with a bonus of +2 on initiative, +1 to strike and one extra attack per melee round, in addition to any normal bonuses the weapon might have to begin with.

As good as all of this might sound, there is some downside.

1. It take two melee rounds (30 seconds) to establish the link.

2. While linked the cyborg is barely aware of anything going on around him other than his specific task, i.e., using weapons to defend, piloting the vehicle, gathering information. This means the 'Borg can NOT defend his body from physical attack, only attacks in/from his current medium. Thus, while linked to a computer or blasting away with a laser turret, someone in the back seat could lean forward and shoot him in the head. This means the cyborg typically needs support personnel or a friend to guard his back.

3. Only something intrusive, obvious or serious (life threatening, a friend in jeopardy, etc.) will catch the hyper-linked cyborg's attention to get him to break his link prematurely.

4. Even after terminating the link, the cyborg's own senses are scrambled for 1D6 melee rounds. During that period all combat bonuses and skill performance are reduced by half.

Cost: 100,000 credits and considered experimental. There may be unknown side effects.

**Gills:** Artificial gills can be implants or built into partial and full conversion 'Borgs. Gills are usually placed in the neck or rib cage, or just below the ribs. They enable the recipient of the implant to remove oxygen from the water like a fish and breathe underwater for indefinite periods of time. **Note:** Triax introduced this concept and is currently trying to develop Bio-System gills, but without success thus far. Note: Poor availability outside of Germany. Cost: 90,000 credits.

**Micro-Repair Robots (MiRR) (new):** This system allows a cyborg to begin repairing itself almost immediately after being damaged. However, repairs are limited to body armor, external casing (skin, hard coverings) and support structures (bionic bones and struts), nothing mechanical or technical (see the CNRRS for that). A unit filled with miniature repair robots is housed in each extremity as well as the torso. When the cyborg takes damage, the repair system sends out the little robots and they begin to fix the damaged armor and outer shell of the 'Borg. Each unit of robots can only fix 20 M.D.C. (or 800 S.D.C.) of damage, but multiple systems can be purchased to provide enough MiRR units to completely repair the cyborg's body armor or basic framework. Once the unit uses it 20 M.D.C. worth of repairs, the micro-machines become dormant and will not function until they can be recharged and replenished at a cost of 4,000 credits per set of MiRR. They can also be released onto other M.D.C. structures to effect repairs. In either case, once spent, the MiRR return to their concealed housing to await replenishment and their next job.



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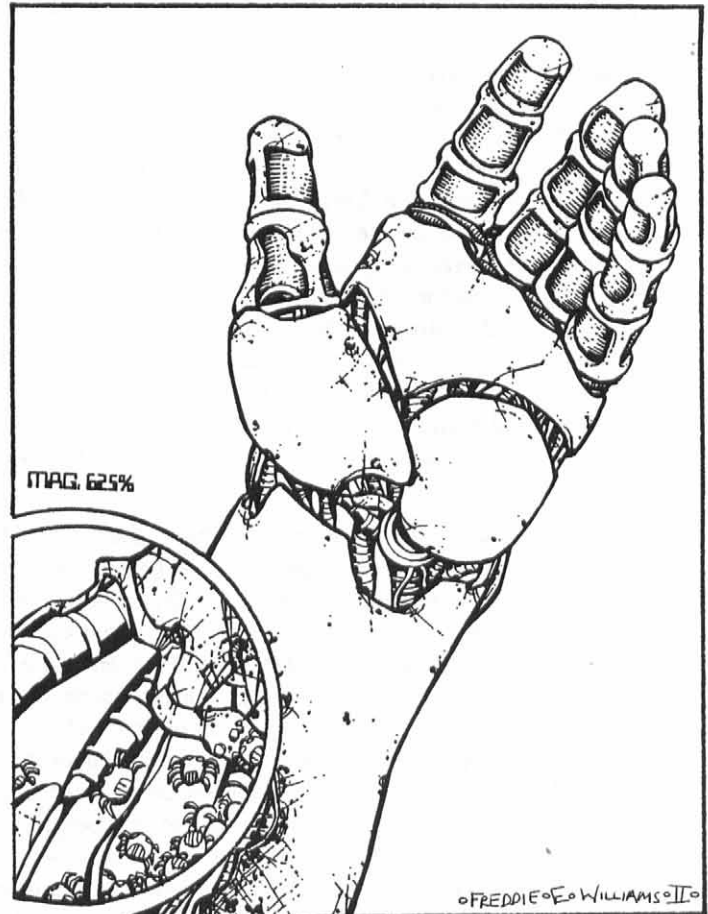
Cost: 50,000 credits per MiRR unit capable of 20 M.D.C. worth of repairs. 4,000 credits to recharge and replenish them after they have done their job. Limitations: As many as 12 MiRR units (240 M.D.C.) can be built into a typical human to 8 foot (2.4 m) cyborg. 20 for larger 'Borgs. Also see *Cyber-Nano-Repair Robot System (CNRRS)*.

**Monitor Jack/Connector Plug:** This is a simple connector that enables Cyber-Docs and technicians to plug in diagnostic readers and monitors to access bio-comp readings and basic sensor and communications/video data. Cost: 1,000 credits each.

**Psionic Filters (new):** Implants and filters that provide (minor) defense against some psionic attacks. Each costs separately. This is another advancement from W.M. Smith R&D of Kingsdale.

Empathic Transmission Blocker: Brain implant. +1 to save vs Empathic Transmission and any type of psychic fear. Cost: 90,000 credits.

Mind Control Blocker: Brain implant. Bonus: +2 to save vs possession, +1 to save vs all other forms of mind control, including magical and psionic illusions. Cost: 200,000 credits.

Telepathic Blocker: Brain implant that enables the cyborg to sense/feel when being probed or touched by telepathy. At that point the character can concentrate to "block" the telepathic probe or message the same as the *Mind Block* psi-ability, only the required concentration reduces the cyborg's number of attacks and skill performance by half and combat bonuses are -1.

Note: Bionics and cybernetics bioware is impervious to all forms of Telemechanics to begin with.

**Recycler (new):** Implanted at various points within a character's body, the recycler system filters and recycles their body's waste. This does not affect a character's normal life, but means that they can reduce their intake of oxygen by 50% for up to 12 hours and survive up to 30 minutes on one lung full of air, and a week without food or water. Cost: 26,000 credits.

**Reinforced Metal Bones (M.D.C.):** The subject's bones are replaced with a humanoid skeleton made of M.D.C. materials. The character doesn't have M.D.C. himself (other than external body armor), but can take a tremendous amount of physical abuse without fear of breaking his bones. Note that while this character does not have to worry about broken bones from falls, knockdown attacks and even getting rammed or thrown from a moving vehicle at high speeds, he must still worry about *internal injury, brain damage*, and damage to any skin he may still have. Full conversion cyborgs need metal M.D.C. bones and framework to support their heavy weapons and exterior body armor, but even those with an M.D.C. outer body covering will likewise endure cosmetic damage (scuffs, dents, and dings). Damage Bonus: +2 S.D.C. damage to punch attacks due to the hardness of their metal bones. Plus, while flesh can be cut, the M.D.C. bone within will stop all S.D.C. blades and damage cold, as well as most Vibro-Blade attacks (i.e., damage is done to the external body not the M.D.C. bones). Cost: 400,000 if the bones are replaced on a predominantly flesh and blood partial cyborg (it is actually much more complex and time consuming surgery to replace real bones with synthetic ones), but only 150,000 credit in a full bionic conversion.

**Sub-Vocal 2-Way Radio (new):** A tiny microphone is implanted by the larynx and a small speaker in the inner ear. To broadcast they simply have to form the words in their throat without saying them out loud, although, of course, any spoken words are also broadcast. Received broadcasts are heard only by the wearer. The radio frequency can be changed by exchanging a small chip behind the right ear; without this chip the radio broadcasts on its default wavelength. Range is four miles (6.4 km). Cost: 15,000 credits.
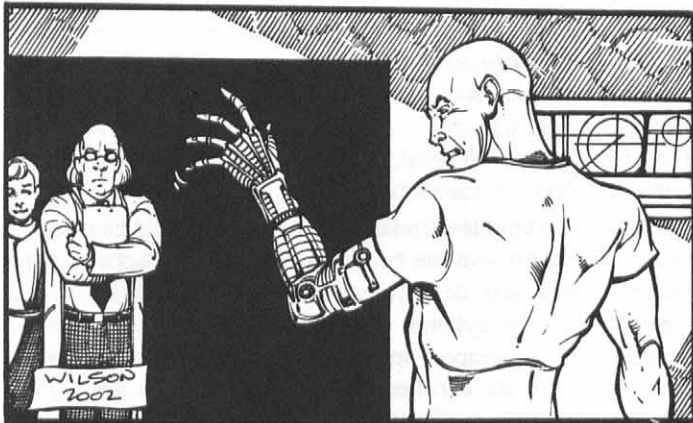


# Bionic Appendages
## Prosthetics, Weapons, Tools & Features

**Additional Hand and Arm:** A pair of additional hands and arms can be attached to the reinforced rib cage just below the usual pair. The second set of limbs are a bit smaller and lighter than the normal full body replacements, but are still quite formidable additions. Maximum P.S. and P.P. attributes are 20 (base is 10). M.D.C. of each hand is 5 and each arm is 25. Bonuses: A pair of arms and hands add one attack per melee and a bonus of +1 to strike and parry to the character's overall combat skills. The arm's individual attribute bonuses apply only to that arm and not the character's accumulative combat abilities. A single hand and arm adds only a bonus of +1 to parry. Cost: 250,000 credits for a pair, 130,000 credits for one.

**Bionic Wings:** See *Bionic Systems* previous to this section.

**Crab Claw Vibro-Blade Hands:** Not recommended due to the extreme loss of manual dexterity and use of fingers and an opposable thumb, but sometimes designed as a modular system that can be "popped" off and on to replace bionic "hands" as the situation requires.

Crab Claw hands (and clamps or vice hands) are used to intimidate, frighten and hurt a rival combatant. They are designed as oversized scissor-like appendages with an edge on the tips and inner side of the claws for slashing and scissor cutting damage. Mega-Damage: 1D6 M.D. from a slash, 3D6 M.D. from a scissor action clamp-cut. Range: Hand to hand combat. Cost: 20,000 credits per each Crab Claw hand. Always attached to a modular housing so replacement hands can be easily attached.

**Extendible Hydraulic or Pneumatic Hands/Arm (new):** Typically only one limb will have an extendible, pneumatic hand. The control mechanism is typically mental or verbal and responds with the speed and flexibility of a normal bionic arm. The arm's reach is typically increased by three to six feet (0.9 to 1.2 m). The extendible hand/arm enables the character to reach into narrow places like storm drains, ventilator shafts, and so on, as well as places normally out of reach, like a high shelf or window ledge. Typical Arm P.S.: 10 to 20, Cost: 150,000 credits.

**Extendible Hydraulic or Pneumatic Legs (new):** Used to increase one's height and reach. A simple way to lift the character to a new height to reach something on a higher shelf, reach a ledge and pull oneself up, peek over a wall, and so on. Typical Leg P.S.: 10-20, Speed: 30% less than the usual maximum possible. Cost: 200,000 credits.

**Finger Camera:** A tiny still camera fits inside the tip of one finger. The camera can shoot 48 photos on microfilm and is designed to automatically adjust for low light and bright light exposures. The camera shoots a picture each time a concealed stud in the finger is pressed. Cost: 1,200 credits. Film costs about 50 credits per micro roll and takes about 30 seconds to reload.

**Fingerjack:** The artificial finger can plug directly into communication systems, radios, sensory equipment, and robots, to receive direct data transmissions. **Note:** Needs amplified hearing or other cybernetic/bionic ear augmentation to receive the transmitted data. Cost: 2,400 credits.

**Legs of Leaping:** Bionic legs specifically designed for leaping and quick movement (dodging). Can leap 15 feet (4.6 m) high and 30 feet (9.1 m) lengthwise. Increase by 50% if combined with booster jets in the legs. Bonus: +1 to dodge and +1 on initiative when attempting a dodge or leap of any kind. Cost: 30,000 in addition to the usual leg costs.

**Legs: Vehicular Type:** Replaces human legs.

Extra Pair of Human Legs: Usually requires larger hips and pelvis. Offers no great advantage and looks strange. Uncom-

mon. Stable but not fast. <u>Maximum Speed</u>: 88 (60 mph/96 km) on most terrains. <u>Cost</u>: 90,000 credits.

<u>Horse</u>: Creates a bionic centaur-like cyborg. Uncommon. <u>Maximum Speed</u>: 176 (110 mph/176 km) plus can leap 10 feet (3 m) high and 20 feet (6.1 m) lengthwise (increase by 30% with a running start). Handles most terrains well except mountain and soft (reduce speed by 30%). <u>Cost</u>: 220,000 credits. An additional 80,000 credits for pneumatic jackhammer kick (rear legs only, does 2D6 M.D.).

<u>Spider-like (4 to 8 legs)</u>: Excellent for travel over rocky and uneven terrain and climbing mountains. Can navigate steep inclines up to 90 degree angles. Stable but not fast. <u>Maximum Speed</u>: 88 (60 mph/96 km) on most terrains. <u>Cost</u>: 90,000 credits for four legs, 130,000 for six, and 170,000 for eight.

<u>Treads</u>: A solid all-terrain mode of transportation that can handle rough terrains and travel underwater along lake beds and such. <u>Maximum Speed</u>: 110 (75 mph/120 km), increase by 20% (90 mph/144 km) when traveling on a good road, flat grassland or hard earth. <u>Cost</u>: 120,000 credits.

<u>Wheeled (4)</u>: Has a jeep-like chassis with four wheels. <u>Maximum Speed</u>: 220 (150 mph/240 km), reduce speed by 40% (90 mph/144 km) on rugged or soft terrain. <u>Cost</u>: 80,000 credits.

<u>Wheeled (2)</u>: with a special balancing pneumatic and gyroscopic system that makes balancing super easy (in fact it is hard to tip and fall over) and enables it to climb stairs, rocks, and steep 60 degree angles. <u>Bonus</u>: +1 to dodge, +5% to keep balance. <u>Maximum Speed</u>: 88 (60 mph/96 km), reduce speed by 10% on rough terrain. <u>Cost</u>: 100,000 credits.

**Secret Compartments:** Hollow compartments can be built into the legs and chest of a cyborg. The largest possible is approximately 12 inches long (0.3 m) and four to six inches deep, but are usually half that size or smaller. The smallest are about the size of a change purse, just big enough to conceal a few credit cards, coins, lock picking tools, electronic bugs or components/chips, and so on. The larger compartments are ideal for storing supplies, tools, hand-size equipment, hand grenades, and small handguns. Game Masters and players should use common sense regarding the number of compartments. Generally speaking, each leg and chest can accommodate two medium-size or one large compartment, or as many as six small each. The arms can only accommodate one small compartment on the forearm and upper arm, but only if no weapon systems are built into/on the arms. <u>Cost</u>: 1000 credits for each small, 2500 for each medium, and 4000 for each large.

**Modular Shoulder Housing:** A rebuilt shoulder housing designed so that the arm can be (relatively) easily detached and replaced with a new or different type of arm. This housing is typically used by cyborgs who need to frequently change the type of tool or weapon appendage they need for their work. Mining 'Borgs are excellent examples of this, so are various construction cyborgs. <u>Cost</u>: 8,000 credits for an arm/shoulder, 5,000 for a hand.

**Nuclear Power Cell:** All full conversion 'Borgs and about one third of partial cyborgs have a nuclear power supply in the form of a nuclear micro-battery. This conventional (to Rifts Earth) power supply is similar to the cells used in man-sized robots, power armor and vehicles. <u>Note</u>: There is no such thing as a gasoline or steam powered cyborg (unless a Techno-Wizard

cooks one up some day). Nuclear is the high-tech power supply of Rifts Earth from North America to Germany to Japan, and beyond. Cost: Two million credits.

**Pneumatic Punching Jackhammer Arm (new):** Designed not for reach but punching and combat. Character's arm is actually a pneumatic piston that strikes with the impact of a jackhammer and inflicts Mega-Damage. Another innovations from the whiz kids at W.M. Smith R&D. Damage: 1D6 M.D. +1 M.D. point per every two points over P.S. 20. Bonuses: +1 on initiative, +2 to disarm, and adds one additional attack per melee round! Cost: 60,000 credits.

**Tail Appendage:** Like the additional tentacles, this appendage is a prehensile, tentacle-like tail. The tail can be used much the same way as a monkey uses his tail; i.e., to pick up or grasp items, for climbing, and, unlike a monkey, to attack. The length of the tail can be four to seven feet long (1.2 to 2.1 m) and can whip around to the front of the cyborg as well as the back and sides. Maximum P.S. and P.P. attributes are 18 (base is 10). Only one tail may be attached. M.D.C. of the Tail: 30. Bonuses: Adds +5% to balancing abilities, +10% to climb skill, and the tail itself is +1 to strike, +2 to parry and dodge, in addition to possible attribute bonuses it might have. Does *not* add an additional attack per melee! The tail can not be used to perform skills meant for a fully developed hand; skill penalty: -70%. Likewise, while it can pick up and carry a gun, it cannot fire one. Cost of the Appendage: 200,000 credits. Tail Weapon Features: Each costs extra and is usually mounted on the end/tip of the tail. S.D.C. Blade or Spike: 2D4 damage and costs 1,000 credits. Vibro-Blade: 1D6 M.D. and costs 10,000 credits. Energy Spike or Club: A burst of energy inflicts damage every time the tail strikes. Does 2D6 M.D. and costs 24,000 credits. That's it as far as tail weapons go.
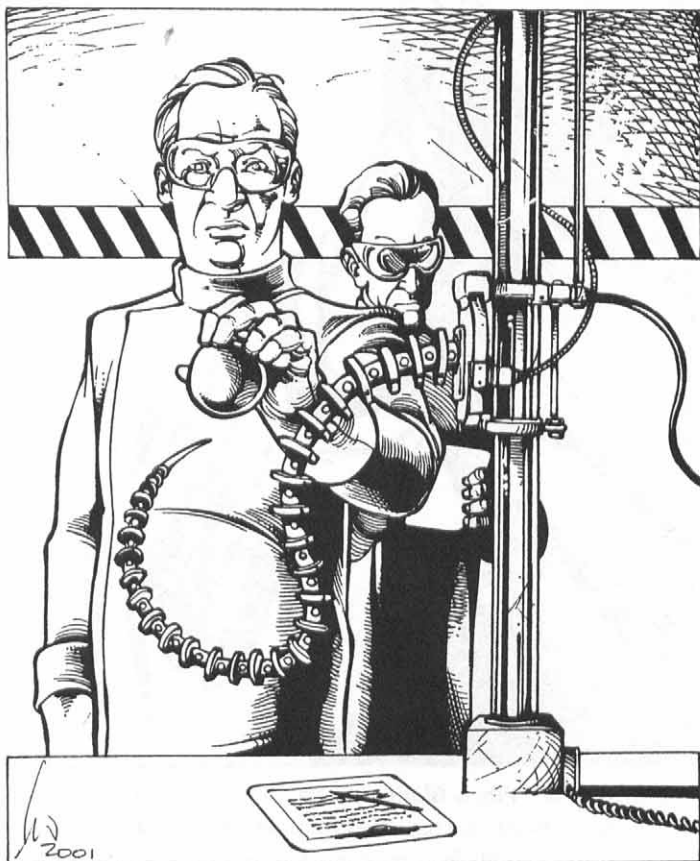
**Tentacles as additional appendages:** This item is similar to the additional arms, but are tentacles instead of human limbs. A pair of tentacles can be located under the normal arms and/or in the back, attached to the shoulder blades. At the end of each tentacle is a pair of small, mechanical claw fingers. The claws are far inferior to hands and suffer a skill penalty of -30% whenever they are used in place of hands. Stats: Sense of touch is a mere 25%. Maximum length is five feet (1.5 m), maximum P.S. and P.P. attributes are 18 (base is 10). M.D.C. of each claw is 5 and each tentacle arm is 20 M.D.C. Bonuses: A pair of tentacles add one attack per melee and a bonus of +1 to parry and +1 to entangle. A single tentacle adds only a bonus of +1 to parry. Cost: 210,000 credits for a pair, 125,000 credits for one.

**Tentacle Hand:** Instead of having a human-like hand, the fingers are replaced with a set of four or five long tentacles. Length: One foot (0.3 m) and for an extra 5000 credits, the hand housing unit can be made to enable three of the tentacles to extend an extra two feet (0.6 m) for a total of three feet (0.9 m). Bonuses: Short or long, extendible tentacles are ideal for climbing and entangling: +5% to climb/+10% to rappel skill, +2 to entangle and +1 to disarm in hand to hand combat. A tentacle hand can also be used like a whip to strike an opponent (does 3D6 S.D.C./Hit Point damage). Penalty: -20% to perform skills, like pick pockets or computer operation, or surgery, that require manual dexterity, fingers and an opposable thumb. Cost: 40,000 credits per hand, +15,000 for the extendible finger feature.

# Bionic Weapon Systems

**Chemical Spray:** The chemical spray can be built into the legs or chest and released as an area affect gas around the 'Borg (fills a 10 foot/3 m area). To be able to direct the spray at a particular target, the chemical system must be built into the arm and hand, chest, or mouth of the

'Borg. The directed spray is usually a fluid, and twice as many doses of a liquid can be stored as can a gas. Effective Range: 20 feet (6.1 m). Rate of Fire: Each spray counts as one melee attack. Payload: Can hold a total of 20 individual doses and as many as five different chemicals. One dosage of $CO_2$ foam or any gas counts as two normal doses. Spray System Cost: 40,000 credits.

*Spray Chemicals:* The following chemicals are what is commonly available.

Area of Effect: All sprays affect a five foot (1.5 m) area. Gas versions affect a 10 foot (3 m) diameter and hang as a cloud for one melee round, affecting anyone who enters it. Saving Throw: 16 or higher for nonlethal chemicals, 12 or higher for deadly poisons and acid.

Acid: A concentrated corrosive typically used for dissolving rock, cleaning metal and other such work. Available in a variety of intensities: 4D6 S.D.C., 6D6 S.D.C., 1D4x10 S.D.C., 1D6x10 S.D.C. and 1D4 M.D. Not meant for use as a weapon. Upon initial contact, the acid will continue burning at full strength for 1D4 melee rounds, doing additional damage each round, unless washed off with water or soothing solution.

Blinding Chemical Agents: Much like mace, temporarily blinds its victim for 3D4 melees. The victim is -10 to strike,

parry, dodge and disarm. Speed is reduced by 30% and any skill requiring sight is an impossible task. Protective goggles/visor or gas mask block this spray attack. Duration: 3D4 melee rounds. Cost: 100-200 credits per dose.

Burning Vapor: Releases a mild acid, causing burning skin and eye irritation, and sudden nausea. Damage: 1D6 S.D.C./Hit Point damage. Penalties: Victims are also -4 to strike, parry, and dodge for 1D4 melees. Cost: 50 credits per dose.

$CO_2$ Foam: A concentrated spray used to put out fires. Cost: 100 per dose.

Tear Gas: Causes impairment of vision (unless gas mask is worn), difficulty breathing, and skin irritation. Victims are -10 to strike, parry, dodge, and disarm, -3 on initiative, speed is reduced by 30% and victims lose one melee attack. Duration: 1D6+1 melee rounds. Cost: 150-300 credits per dose.

Tranquilizer/Sleep Spray: Causes its victim to fall asleep within 1D4 melees and remain asleep for 2D4 minutes. Cost: 100-200 credits per dose.

Smoke: Gas only (each counts as two doses). Creates a smoke cloud roughly ten feet (3 m) in diameter. Seeing into and through the smoke cloud is impossible except with thermo-imaging optics. Duration: Smoke cloud lasts for 1D4+3 melee rounds. Cost: 75 credits per dose.

**Clawed Feet:** The feet are typically oversized and have 3-4 clawed toes. Bonus: +5% to climb. Damage: 4D6 S.D.C./Hit Points for S.D.C. claws or 4D4 M.D. for Vibro-Blade claws. Cost: 1,000 credits per each S.D.C. claw/blade or 10,000 credits per each M.D. claw/blade.

**Energy-Clip Hand or Arm Port:** A special connector unit is built into the hand or arm, enabling the 'Borg to slap in additional E-clips to power his bionic energy weapons. A separate port is needed for each individual energy weapon. Note: A typical E-Clip costs 5,000 credits new and fully charged. The E-Clip is an energy battery that can be recharged hundreds of times at the average cost of 1,000 to 1,500 credits. Cost: For each E-Clip "port" is 3,000 credits.

**Garrote Wrist Wire:** A thin, strong wire is hidden inside the bionic wrist junction that can be pulled out and used to strangle an opponent. S.D.C. strangle damage applicable only.

Cost: 200 credits.

**Grapnel & Launcher:** See *Bionic Tool Appendages.*

**High Explosive Finger Joints:** Usually limited to the little finger, because the explosive finger has no movement. Mega-Damage: 2D4 M.D. to a 10 foot (3 m) area per each joint section (3). Range: Throw about 100 feet (30.5 m). Rate of Fire: Equal to attacks per melee. Payload: Three per finger. Cost: 1,000 credits per explosive joint, 3,000 for entire finger.

**Knuckle Spikes:** Four sharp metal spikes protrude from the knuckles. S.D.C. Damage: Adds 1D6 S.D.C. damage to a punch or backhand strike. Also enables the character to parry blade weapons, including Vibro-Blades, provided the spikes are M.D.C. material. Each knuckle spike has 5 M.D.C. points. Cost: 1,200 credits for a set, per hand. Add 600 credits to get them silver plated and 2,000 credits to make them retractable (i.e., concealed in the bionic hand until needed and extended).

**Laser Eye (1 or 2):** Suitable for robots and 'Borgs. Usually draws its energy from the cyborg's internal power supply rather than any sort of E-Clip. The eye (or eyes) are unusually large or a visor-like implant rather than human-looking eyes is used. Note: The NGR military also has a particle beam version. Mega-Damage: 2D6 M.D. per single laser blast or 4D6 M.D. per double blast (both eyes fire simultaneously at the same target). A double blast counts as one melee action. Rate of Fire: Each individual blast or simultaneous double blast counts as one attack. Range: 1,000 feet (305 m). Payload: Effectively unlimited. Bonus: +1 to strike. Cost: 130,000 credits.

**Laser Finger Blaster:** A tiny Mega-Damage weapon contained in a finger. Note that only two fingers per hand can contain a weapon. Mega-Damage: 1D4 M.D. Effective Range: 300 feet (91 m). Rate of Fire: Each blast counts as one melee attack. Payload: 6 blasts before needing recharging. Requires six hours to recharge. Or a micro-E-Clip can be inserted into the side of the hand for 12 additional energy/blasts. Unlimited if tied to the cyborg's nuclear power supply. Cost: 20,000 credits for finger laser and 5,000 per additional Micro-Energy Clip.

**Laser Utility Finger:** A simple laser tool similar to the laser soldering torch. S.D.C. Damage: Two settings, 1D6 or 3D6 S.D.C. per blast. Range: 50 feet (15 m). Rate of Fire: Each blast counts as one melee action/attack. Payload: 12 blasts before needing to recharge. 30 minutes to recharge. Unlimited if tied to the cyborg's nuclear power supply. Cost: 5000 credits.

**Retractable Finger Blades:** Two to three inch long, double-edged blades extend from the fingers. S.D.C. Damage: 1D4 per each finger (plus P.S. bonus). Mega-Damage: 1D4 M.D. per finger if a Vibro-Blade. Cost: 1200 credits per each finger for S.D.C. Blades, 10,000 per finger for Vibro-Blades.



**Retractable Vibro-Blade:** A standard Vibro-Blade (typically a short sword) is concealed in a housing in one or both of the forearms. The blade is used as both a defensive and offen-

sive weapon. Concealed, retractable Vibro-Blades are commonly installed in cyborgs, robots and, to a lesser degree, power armor. Mega-Damage: Knife-sized: 1D6 M.D., standard short sword or saber: 2D4 M.D., large Vibro-Sword used by 8-10 foot (2.4 to 3 m) 'Borgs does 2D6 M.D., and some giant-sized 'Borgs (as well as power armor and bots) 11 feet (3.3 m) and larger can use a big Vibro-Blade that does 3D6 M.D. Range: Hand to hand combat. Cost: 5,000 to 10,000 credits, 15,000 for giant-sized blade.

**Retractable S.D.C. Blades (large):** Two or three long blades, measuring a foot or two (0.3 to 0.6 m), are concealed in the forearm until extended for combat. The blades extend out of access portals on the tops of the bionic hands (can not use any other knuckle weapon). The blades are used like a short sword. S.D.C. Damage: Adds 3D6 S.D.C. damage to hand to hand attacks, plus P.S. damage bonus. Cost: 3,000 credits.

**Retractable Knuckle Blades:** Four, three to five inch blades extend from the knuckle housings. S.D.C. Damage: Adds 3D4 S.D.C. damage to hand to hand attacks, plus P.S. damage bonus. Mega-Damage Vibro-Blades: 2D4 M.D. plus the usual punch damage. Cost: 2,500 credits for S.D.C. version and 10,000 for M.D. type.

**Shock Shield (new):** Any part of the character's body that is exposed cybernetics can generate a powerful pulse of electricity, released on contact. This is done to prevent an antagonist from going after and trying to grab or rip at exposed parts. Damage: 4D6 S.D.C./Hit Points. Cost: 6,000 credits per limb, plus head and torso.



**Shoulder Turret (typically for blasters) (new):** Basically any of the light or medium Forearm Blaster type weapons,

Chemical Spray or flashlight, sensors, or cameras can be mounted on one of these compact shoulder turrets. Note: The Laser Pulse Blaster, Particle Beam, Heavy Ion Blaster, Grenade Launcher or Machine-gun can NOT be used as a shoulder weapon.

A shoulder blaster is a small, obvious gun that is mounted on the shoulder or on the back and moves up and forward to aim over the shoulder to fire. Arc of Fire (up and down): 180 degrees, and can also rotate, side to side, 180 degrees. Cannot shoot backward. Cost: 20,000 for the Shoulder Turret mounting plus the cost of the weapon itself (see *Forearm Blasters* for that cost).

**Stinger Appendage:** This is typically a bionic appendage attached to the back or bottom like a tail. The appendage is typically crafted to look like a *scorpion's tail* or a tentacle with a pointed stinger-like contraption on the tip of it. When this "stinger" strikes it unleashes an energy discharge to zap its opponents. Damage is done by touch. Bonuses: +1 to strike, +2 to parry and +1 to dodge. NO extra attack applies. Mega-Damage: 4D6 M.D. per energized sting, or 1D4 M.D. from a swatting blow that misses with the stinger tip. M.D.C. of the Stinger: 50, plusit is a difficult moving target to hit, so attackers are -3 to strike even on an aimed shot. Cost: 275,000 credits. A Vibro-Sword tail (2D6 M.D.), chemical spray or Needle & Drug Dispenser system can be installed instead for 50,000 credits less (225,000 total).

**Weapon Rods:** See *Forearm Blasters*.

**Wrist Needle & Drug Dispenser:** A retractable needle is concealed in the artificial wrist and slides out to stab or inject drugs into an opponent or unsuspecting victim. A drug dispenser housed in the arm can hold as much as four doses of five different chemicals, 20 doses total.

Cost: Hypodermic needle and drug dispenser is 3000 credits. Drugs must be purchased separately. The most commonly used include:

Antibiotics: Costs 75 per dose.

Paralysis: Takes effect in 1D4 melees, lasts 2D6 minutes; costs 150 credits per dose.

Poison: Takes affect in 1D4 melees, inflicts 6D6 S.D.C./Hit Point damage; costs 200 credits per dose.

Tranquilizer/Sleep: Takes effect within 1D4 melees, lasts 4D6 minutes; costs 100 credits per dose.

Truth Serum: Takes effect in 2D6 minutes, lasts 3D6 minutes; costs 75 credits per dose.

# Forearm Blasters by Type

A bionic *forearm blaster* is usually attached to and mounted onto the exterior of a bionic arm. Sometimes the "blaster" is concealed, but concealment requires a smaller, lighter weapon and usually reduces range by 30-50%. Only two light or medium, or one heavy weapon type can be mounted onto an individual arm (does not include implants or small built-in systems like retractable blades or wrist garrote). Combat Penalty: The extra weight and awkwardness of the mounted weapon inflicts a penalty of -1 to strike, parry and dodge during hand to hand combat for that arm. Note: A forearm blaster can be fitted into the wrist in place of a hand. The most common and basic

damage. Rate of Fire: Single-shot, each blast counts as one melee attack/action. Range: 800 feet (244 m). Payload: 8 rounds loaded, one at a time into a housing in the arm, unless an ammo housing is also built into the arm in which a 15 or 30 round ammo-clip can be snapped in and the bullets cycled through like an automatic weapon. (Add 2,500 credits to the listed cost for the "clip" feature. Well worth it.) Cost: 6,000 credits. Note: The "barrel" may be concealed (barely noticeable holes/vents where the bullet comes out; add 3,000 credits to the cost and reduce range by 20%) or as a barrel and housing that extends out from the arm itself like many of the other weapon housings *mounted on* the arm (no extra cost). In either case, the cyborg points and shoots.

**Grenade Launcher:** Mega-Damage: 2D6 M.D. per each standard rifle grenade or 6D6 M.D. with a hard to get and expensive (1200-1600 credits per around) CS Micro-Fusion Grenade. Blast diameter for both types is 12 feet (3.6 m). Rate of Fire: Single shot. Each blast counts as one melee attack/action. Range: 600 feet (183 m). Payload: Two rifle grenades hand loaded, or eight grenade clip. Note: Takes two melee attacks/actions (six seconds) to reload one grenade. Cost: 20,000 credits. A port for an auto-feed "clip" with eight grenades costs an extra 4,000 credits. Note: Mounted on the forearm or as a shoulder mounted turret gun, but cannot be concealed.

**Light Laser Blaster:** Mega-Damage: 2D6 M.D. Rate of Fire: Each blast counts as one melee attack/action. Range: 2,000 feet (609 m). Payload: 20 blasts per E-Clip. An E-Clip port is part of the basic system. Unlimited if tied to a full conversion cyborg's power supply. Weapon Cost: 25,000 credits.

**Medium Laser Blaster:** Mega-Damage: 3D6 M.D. Rate of Fire: Each blast counts as one melee attack/action. Range: 2,000 feet (609 m). Payload: 15 blasts per E-Clip. An E-Clip port is part of the basic system. Unlimited if tied to a full conversion cyborg's power supply. Weapon Cost: 32,000 credits.

**Heavy Laser Blaster (new):** Mega-Damage: 4D6 M.D. Rate of Fire: Each blast counts as one melee attack/action. Range: 1,600 feet (488 m). Payload: 12 blasts per E-Clip. An E-Clip port is part of the basic system, as backup if nothing else. Unlimited payload if tied to a full conversion cyborg's power supply. Weapon Cost: 40,000 credits.

**Pulse-Laser Blaster (new):** Mega-Damage: 6D6 M.D. Rate of Fire: One, triple burst blast fired in near simultaneous succession. Each "pulse" blast counts as one melee attack/action. Range: 1,600 feet (488 m). Payload: 9 blasts per E-Clip. An E-Clip port is part of the basic system, as backup if nothing else. Unlimited if tied to a full conversion cyborg's power supply. Note: Counts as two bionic weapon systems. Weapon Cost: 50,000 credits.

**Ion Blaster: Standard:** Mega-Damage: 3D6 M.D. Rate of Fire: Each blast counts as one melee attack/action. Range: 1,200 feet (366 m). Payload: 20 blasts per E-Clip. An E-Clip port is part of the basic system. Unlimited if tied to a full conversion cyborg's power supply. Cost: 20,000

**Ion Blaster: Heavy (new):** Mega-Damage: 4D6 M.D. Rate of Fire: Each blast counts as one melee attack/action. Range: 1,000 feet (305 m). Payload: 12 blasts per E-Clip. An E-Clip port is part of the basic system. Unlimited if tied to a full conversion cyborg's power supply. Cost: 40,000 credits.


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weapon used to replace a hand is a Vibro-Blade (typically a Sword, Scythe or Axe) or an energy weapon like those listed here, but generally costs 10% less. However, weapon-hands are not recommended, because the cyborg loses the use of a full functioning hand (-15% to all skills that requires the use of a hand, -80% if both hands are weapons). 'Borgs fitted with weapon-hands are frequently the product of a Body-Chop-Shop where parts are scarce and a full hand is not available, or the client insisted on it. Otherwise they are usually avoided.

The following are the most common types of forearm blasters available to cyborgs in North America and wherever bionics are part of society. Remember, bionic augmentation is best suited for humans and human-like D-Bees. Supernatural beings with bio-regeneration reject bionics and implants, and truly alien beings are too strange to be fitted with them. **Note:** A typical mounted weapon has 3D6+20 M.D.C., unless noted otherwise.

**Explosive Bullets:** Mega-Damage: 1D6 M.D. per bullet for a common North American explosive round, or 4D6 M.D. using the Triax TX-5 high explosive cartridge which is rare and extremely expensive (800-1200 a round) outside of Germany and the CS (the TX-5 knock-off is a recent addition to the CS arsenal and used in the C-5 Pump Pistol and by CS Cyborg Soldiers). Large caliber S.D.C. pistol rounds or small caliber rifle rounds may be substituted to inflict 4D6, 5D6 or 6D6 S.D.C.

**Plasma Ejector: Standard:** Mega-Damage: 4D6 M.D. .Rate of Fire: Each blast counts as one melee attack/action. Range: 1,000 feet (305 m). Payload: 10 blasts per E-clip. An E-Clip port is part of the basic system. Unlimited if tied to a full conversion cyborg's power supply. Cost: 40,000 credits.

**Particle Beam:** Mega-Damage: 6D6+6 M.D. Rate of Fire: Each blast counts as one melee attack/action. Range: 1,000 feet (305 m). Payload: 10 blasts per E-Clip. An E-Clip port is part of the basic system. Unlimited if tied to a full conversion cyborg's power supply. Cost: 60,000 credits.

**Mini-Machine-Gun:** Can fire S.D.C. or M.D. rounds. S.D.C./H.P. Damage: 1D6x10 S.D.C./Hit Points per 10 round burst. Mega-Damage: 2D4 M.D. per 10 round burst. One M.D. for a single round. Rate of Fire: Each burst counts as one melee attack. Range: 2,000 feet (609 m). Payload: 300 round hip or back, belt fed, drum housing. A 60 round magazine is also available. Fits into an arm housing unit that comes standard with this weapon system. Note: The low cost, S.D.C. to M.D.C. versatility, and good S.D.C. and M.D. capacity makes it *extremely popular* among full conversion 'Borgs and Headhunters alike. Cost: 20,000 credits.

**Mini-Missile Launcher:** Mega-Damage: 1D4x10 M.D. Rate of Fire: Aimed, burst, or wild. Range: One mile (1.6 km). Payload: The mini-missile launcher holds only three missiles, but an additional 12 missile back pack/carrying case can be carried and manually reload the launcher. Reload takes about five seconds per each missile. Missile case has 20 M.D., weighs 10 pounds (4.5 kg) empty. Each missile weighs 4 pounds (1.8 kg). Cost: 40,000 for launch system and 6,000 per each missile.

**Weapon Link to Power Supply:** Only applicable to *full conversion cyborgs.* This is a system of links and conduits that ties built-in and mounted weapons to the cyborg's power supply. This provides enough energy to give most energy weapons an unlimited payload. An E-Clip Port is usually included as part of most weapons as a backup energy system for the weapon itself in case the link is broken (conduit cable is cut, damage interferes with the transfer of energy) or the cyborg does not want to use the link. Note: The reason one might not want to have a weapon draw on the overall power supply is that it weakens the cyborg. The most notable effect is that *speed* and *leaping distances* are reduced by 20% during and for 20 minutes after a

firefight until drained energy levels can recharge. If combat is especially intense and long lasting (more than an hour), reduce speed and leaping distance by 50% and combat bonuses are all -1. Cost: 18,000 credits per *each* weapon linked to the nuclear power supply. Special incentive sales for this feature can drop the price to as low as 10,000 credits. It is a common sales item.

**Weapon Rod: Burning Rod:** Basically a simple looking rod that is a hot poker slides out of a housing mounted on the forearm. This and most forearm Weapon Rods are used for the purposes of intimidation, interrogation and torture. Damage: 6D6 or 1D6x10 S.D.C., or 1D4 M.D. Range: Hand to hand combat. Payload: Can "fire up" for 20 minutes at a time per hour. Cost: 7,000 credits. Note: May also be used to parry an enemy's attack without benefit of the burning damage.

**Weapon Rod: Concealed Arm Laser (small):** A small rod-like firing mechanism is concealed in the bionic arm. When needed for combat, a release stud on the hand or wrist is pressed and the weapon pops out of the arm and into the hand like the derringer pistol of the Old West. Mega-Damage: 1D6 M.D. Effective Range: 800 feet (244 m). Rate of Fire: Each blast counts as one melee attack. Payload: 10 blasts per mini-E-clip also concealed in the arm (recharges in six hours), or 40 blasts from a standard E-Clip snapped into an E-Clip port, or unlimited if tied to the cyborgs' nuclear power supply. Cost: 20,000 credits for a standard arm rod or finger blaster, 5,000 credits extra for a standard E-Clip port concealed by a flap of artificial skin (or other covering) that peels back to reveal the housing.

**Weapon Rod Concealed in Leg:** A specially designed energy blaster can be fitted into a hidden bionic leg compartment and removed or released upon mental command, or hooked onto the exterior of a leg or the back. This is a hand-held weapon that is removed from its housing; point and shoot.

*Leg or Back Laser Rod (large):* Mega-Damage: 3D6 M.D. Rate of Fire: Each blast counts as one melee attack. Range: 3,000 feet (914 m). Payload: A standard E-Clip can fire 20 blasts. Unlimited if tied to a cyborg's nuclear power supply. Weapon Cost: 35,000 credits.

*Leg or Back Ion Rod (large):* Mega-Damage: 4D6 M.D. Rate of Fire: Aimed, burst, or wild. Range: 2,000 feet (610 m). Payload: 10 blasts per standard E-Clip. Unlimited if tied to the cyborg's nuclear power supply. Weapon Cost: 30,000 credits.

**Weapon Rod: Electric Rod:** Basically a simple looking rod that slides out of a housing mounted on the forearm. When it touches an opponent it delivers a stinging electrical shock. This and most forearm Weapon Rods are used for the purposes of intimidation, interrogation and torture. Damage: 2D6, 6D6 or 1D6x10 S.D.C. damage, or 1D4 or 2D4 M.D. Range: Hand to hand combat. Payload: Can deliver 20 electrical shocks per hour. Cost: 10,000 credits. Note: May also be used to parry an enemy's attack without benefit of the electrical damage.

**Weapon Rod: Neural Mace:** Again, a simple looking rod that slides out of a housing mounted on the forearm. Damage: Same as the infamous CS Neural-Mace. Range: Hand to hand combat. Payload: Six stunning shocks per hour. Automatically regenerates. Cost: 15,000 credits.

# Tool Appendages

Tool hands that are usually interchangeable. A character wanting to buy and use a hand must first buy the Modular Housing – the basic joint that goes at the end of the wrist. Some hands are only available as right hands; to use them the basic joint must be attached to the right wrist. Gaining a tool hand means losing a real hand, and none of the artificial replacements are as flexible or as dexterous as the real thing. Any character taking a tool hand loses the dexterity/P.P. of the original, natural limb and is stuck with the capabilities of the bionic replacement. Most tool hands look mechanical.

A modular system means hands and forearms are easily removed by the cyborg himself and a different tool or weapon easily snapped into place. It typically takes 1D4 minutes to change an entire arm, 1-2 minutes to change a hand. All items listed in this section are *modular*. Note: The typical M.D.C. of a tool or weapon hand is 30-50 M.D.C., 50-60 for an arm, 70-90 for a leg, and 50-100 for the head.

**Basic Artificial Hand:** See section on *Cybernetic Prosthetics*. Cost: 15,000+ credits.

**Basic Modular Hand Housing:** A bionic housing that enables the character to use a variety of interchangeable hands. Cost: 5,000 credits.

**Basic Modular Forearm Housing:** A bionic housing that enables the character to use a variety of interchangeable forearms. Cost: 8,000 credits.

**Basic Modular Shoulder Housing:** A rebuilt shoulder housing designed so that the arm can be (relatively) easily detached and replaced with a new or different type of arm. This housing is typically used by cyborgs who need to frequently change the type of tool or weapon appendage they need for their work. Mining 'Borgs are excellent examples of this, so are various construction cyborgs. Cost: 16,000 credits.

**Forearm High-Powered Flashlight:** The light beam can be adjusted to be a narrow beam or wide (20 ft/6 m arc). Range: 600 feet (183 m) as a narrow beam, or 60 feet (18.3 m) as a wide beam. This flashlight can also be mounted on the cyborg's head and can be conventional light or infrared. Note: May also be installed on a shoulder turret (180 degree rotation, 40 degree arc, up and down). Cost: 1,000 credits.

**Flechette Hand:** This functions like the dart gun described previously and fires the same kind of ammunition, although reloading takes 2 melees/actions. It can hold four darts, and fires them through a thin piece of artificial skin at the end of the index finger. In all other respects it looks and works like a normal hand. Cost: 8,000 credits.

**Grapple Hand:** This hand has only one use: it can be fired from the basic joint up to 600 feet (183 m) and will attach itself to anything it hits with an effective P.S. of 20. It is connected to the basic joint by a strong monofilament cable, also with a P.S. of 20, which the character can rewind to pull either the grapple to them, or them to the grapple. The hand looks completely unnatural. It is only available as a right hand. Cost: 3,000 credits.

**Grapnel & Launcher:** A launch compartment and housing that looks like a small weapon nozzle fires a collapsible grappling hook and line. A pneumatic winch reels the line back in, helping characters to scale walls and non-metallic surfaces and hitch rides on giant robots and vehicles. The cord is a super thin, super strong wire with a test strength of 2000 pounds (900 kg). Mega-Damage: None (minimal). Range: 100 feet (30.5 m) of lightweight cord (retractable). Cost: 5000 credits.

**Laser Machine Hand:** Originally designed as a welding tool, this has been modified for use as a weapon. It is powered by a single power pack which gives it up to 20 shots. It is accurate up to 300 feet (91.5 m) and does 2D6+2 damage. The hand is bulky, metallic and has no fingers; it cannot be used for gripping or holding objects. It can be used for welding, should the need arise. Cost: 9,500 credits.

**Laser Palm:** A short-range laser built into the palm of the hand. Originally designed as a cutting tool, it also makes a half-way decent weapon. M.D.C.: 40 per hand. Damage: 1D4x10 S.D.C., 2D4x10 S.D.C., and 1D4 M.D. Range: 10 feet (3 m). Cost: 23,000 credits.

**Laser Hand:** The first two fingers of the hand are precision cutting lasers similar to the laser scalpel. They are used for repairs, welding and cutting. M.D.C.: 35 per hand; Damage: Four settings: 6D6 S.D.C., 1D4 M.D., 1D6 M.D. and 2D6 M.D. Range: 8 feet (2.4 m). Cost: 36,000 credits each.

**Modular Shovel Hand:** Large hands with thick, strong fingers that taper at the fingertips. When the hand is open, flat,

with the fingers pressed against one another, the hand can be used as both a shovel and a chisel. M.D.C.: 50 per hand. Damage: Does 1D4 M.D. as a digging, stabbing or chopping weapon/attack. Penalties: Skills requiring precision use of the hands and the use of small tools are -15%. Cost: 35,000 credits each.

**Modular Hand: Vibro-Monster Claw Hand:** An oversized hand with three thick fingers and a thumb, with the last digit being a large, hooked claw that resembles a mechanical talon. It is used for crushing, clawing and digging through packed earth, clay and rock. Damage: Does 3D6 M.D. as a weapon. Penalties: This is not a good hand for precision work or even picking up objects; -20% on all skills. Cost: 45,000 credits per each hand.

**Hand & Forearm Attachment: Air Blaster:** A high-powered air gun with several nibs and nozzles for a variety of work, from a gentle puff of air to clean delicate electronics, machine mechanisms, bones or artifacts to stronger blasts of air used to blow away rock and debris, and finally to hammering blasts used in breaking fractured rock and to sandblast. M.D.C.: 40 per arm. Damage: From zero to 1D6 S.D.C. to one M.D. as a sandblaster and rock splitter. This blast also has a 01-60% chance of knocking human-sized opponents off their feet (victims are knocked down, lose initiative and one melee action). Range: One foot (0.3 m). Cost: 66,000 credits.

**Hand & Forearm Attachment: Jackhammer:** Instead of a hand and forearm there is a heavy-duty Jackhammer designed to break rock into small pieces, typically used on rock that has already been drilled, or for construction or demolition of buildings. M.D.C.: 50 per Jackhammer arm. Damage: Does 2D6 M.D. as a hammering weapon/attack, but does not have the same focused penetrating power of a drill. Cost: 60,000 credits.

**Hand & Forearm Attachment: Multi-Tool:** This is a light work/utility arm and hand. The hand (25 M.D.C.) has four fingers and a thumb, but one finger is a flashlight (20 ft/6 m effective range), one finger is a utility laser (1D4, 1D6 or 3D6 S.D.C. damage; range 10 ft/3 m), and on top of the hand is a sensor unit equal to sensor hand. Mounted on the forearm is a retractable chain saw (1D6x10 S.D.C., or 1D4 to 2D4 M.D.), a circular saw (1D4x10 S.D.C. or one M.D.), a retractable drill (small; 1D6, 2D6 or 3D6 S.D.C.), and a retractable welding torch (rod-style; 1D6 to 2D6 S.D.C.). This bionic system also includes an E-Clip arm port, concealed retractable laser rod (1D6 M.D., 800 feet/244 m range) and concealed retractable power nailer (shooting nails do 1D4 S.D.C. damage and have a range of 20 feet/6 m). Cost: 88,000 credits each.



**Hand & Forearm Attachment: Heavy Mining Drill:** In place of a hand and forearm is a huge, powerful drill for making large holes (a man can fit his arm through these holes and still have room) in rock and metal and drilling away rock. A handful of detachable drill bits in a variety of large sizes are available. M.D.C.: 50 per drill arm. Damage: Does 3D6 M.D. as a drill weapon/attack. Cost: 66,000 credits.

**Hand & Forearm Attachment: Precision Mining Drill:** In place of a hand and forearm is a thin, narrow, high-powered drill for making small holes and precision drilling; detachable drill bits come in a variety of sizes. Can be used for mining and building/construction. M.D.C.: 30 per drill arm. Damage: Has three settings: 4D6 S.D.C., 1D4 M.D. and 2D4 M.D. as a drill weapon/attack. Cost: 60,000 credits.

**Hand & Forearm Attachment: Plasma Torch:** In place of an arm and hand is a versatile plasma torch used for repairs, welding and cutting. M.D.C.: 45 per unit. Damage: Four settings: 1D6x10 S.D.C., 1D6 M.D., 2D6 M.D. and 4D6 M.D. Range: 3 feet (0.9 m). Cost: 75,000 credits.

**Hand & Forearm Attachment: Sonic:** A sonic pulse and scanner system for reading images of what lies underground. Damage: None. Range: 1,000 feet (305 m). Also has a built-in metal detector. Damage: None. Range: 3 feet (0.9 m). Cost: 52,000 credits.

**Hand & Forearm Attachment: Vibro-Axe:** In place of a hand is a classic axe. M.D.C.: 40 per axe-hand. Damage: Does 2D6 M.D. as a chopping tool or weapon. Cost: 22,000 credits.

**Hand & Forearm Attachment: Vibro-Pick:** In place of a hand is a classic pickaxe. M.D.C.: 35 per pick-hand. Damage: Does 2D6 M.D. as a digging or chopping weapon/attack. Cost: 24,000 credits.

**Micro-Manipulation Hand.** This is the only hand to add to a character's P.P. rating. It is specially designed for very delicate work such as repairing electronic circuits or drive mechanisms, and when used for this purpose it boosts a character's P.P. by two points and provides a skill bonus of +5%. Cost: 30,000 credits.
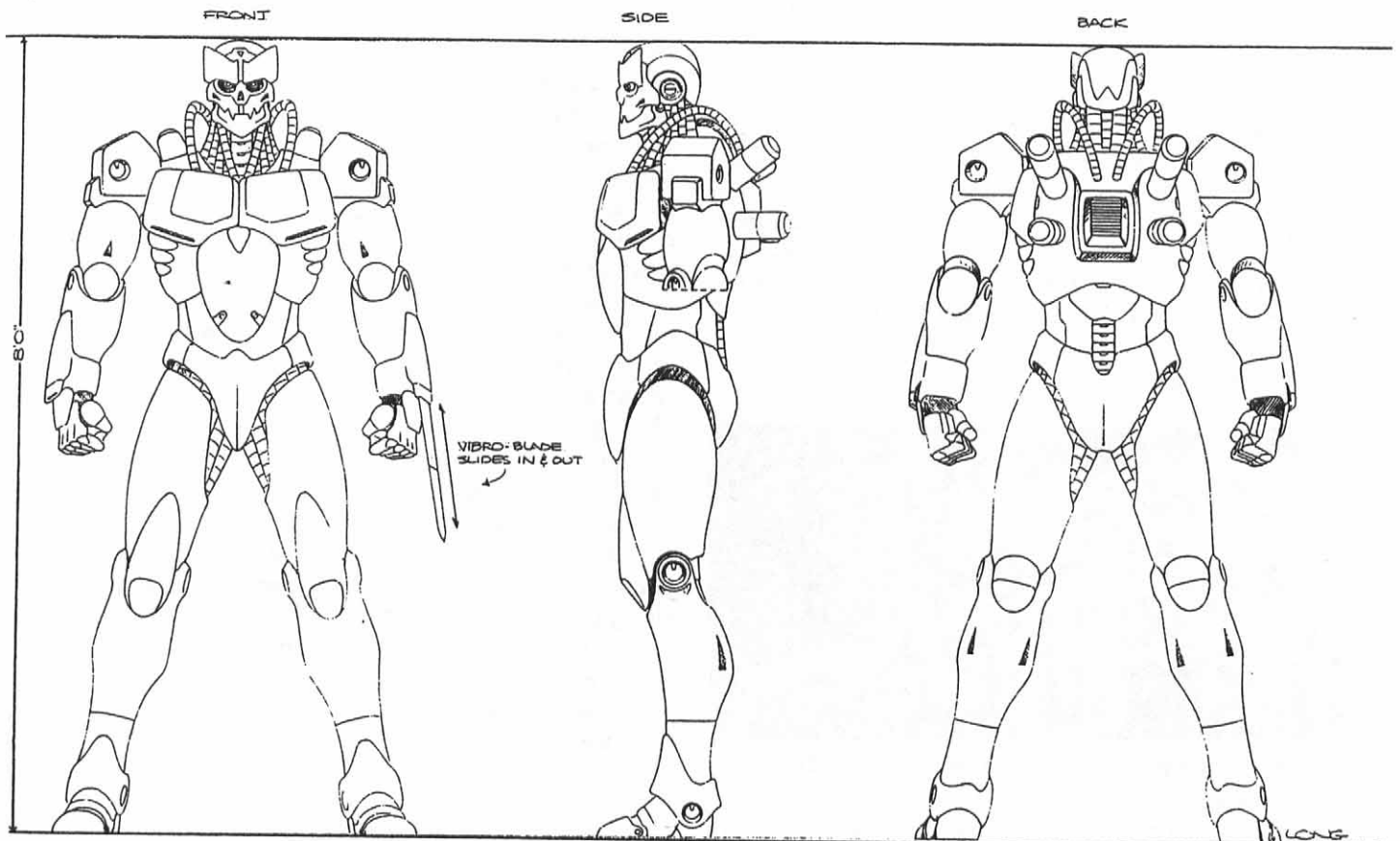
**Palm Laser or Plasma Torch:** An "immediate" range laser torch built into the base of the palm and wrist of 'Borgs, robots and power armor. The device has the very short range of one foot (0.3 m), because it is intended as a high intensity laser torch tool to cut through armor, locks, and other tough materials. It can also be used for soldering metal and sealing bulkheads. Mega-Damage: 3D6 per single blast or 6D6 per double blast (both hands combined). Range: One foot (0.3 m). Rate of Fire: Equal to the number of hand to hand melee actions of the operator. Payload: Effectively unlimited (typically built into robots, 'Borgs and power armor and draws on the armor's energy supply). Cost: 15,000 credits.

**Remote Hand.** The remote hand can be used as a normal hand, but if separated from its owner it can receive and obey radio signals emitted by its owner's up to 4000 feet (1200 m). It is as if the character had a very long arm; if they flex their nerves to make the hand grip and turn their arm, the remote hand will also grip and turn although it may be hundreds of meters away. It has a P.S. and P.P. of 10. Most remote hands allow the owner to feel what the hand is feeling. For an additional 2,000 credits, hands can be equipped with an auto-retrieve system which enables the hand to track and find its owner. Cost: Normal remote hand: 15,000.

**Strength Hand.** This hand functions normally, but has an built-in P.S. of 25. Cost: 24,000 credits in addition to the cost of a normal bionic hand.

GATLING GUN FIRING
DEPLETED URANIUM
TIPPED ARMOR-PIERCING
SHELLS. WEAPONS CAN
BE INTERCHANGED.
OTHER WEAPON OPTIONS
INCLUDE:
• FOREARM LASER
• MINI-MISSILE LAUNCHER
• GRENADE LAUNCHER
• VIBRO-BLADE

AMMO-BOX IN BODY
INTERIOR HOLDS 200
ROUNDS. LOADING DOOR
CAN BE REPLACED WITH
ONE WITH NO AMMO
OUTLET IF USING ONE
OF THE OTHER OPTIONAL
WEAPONS.

# Other Notable Bionics

VIBRO-BLADE
SLIDES IN & OUT
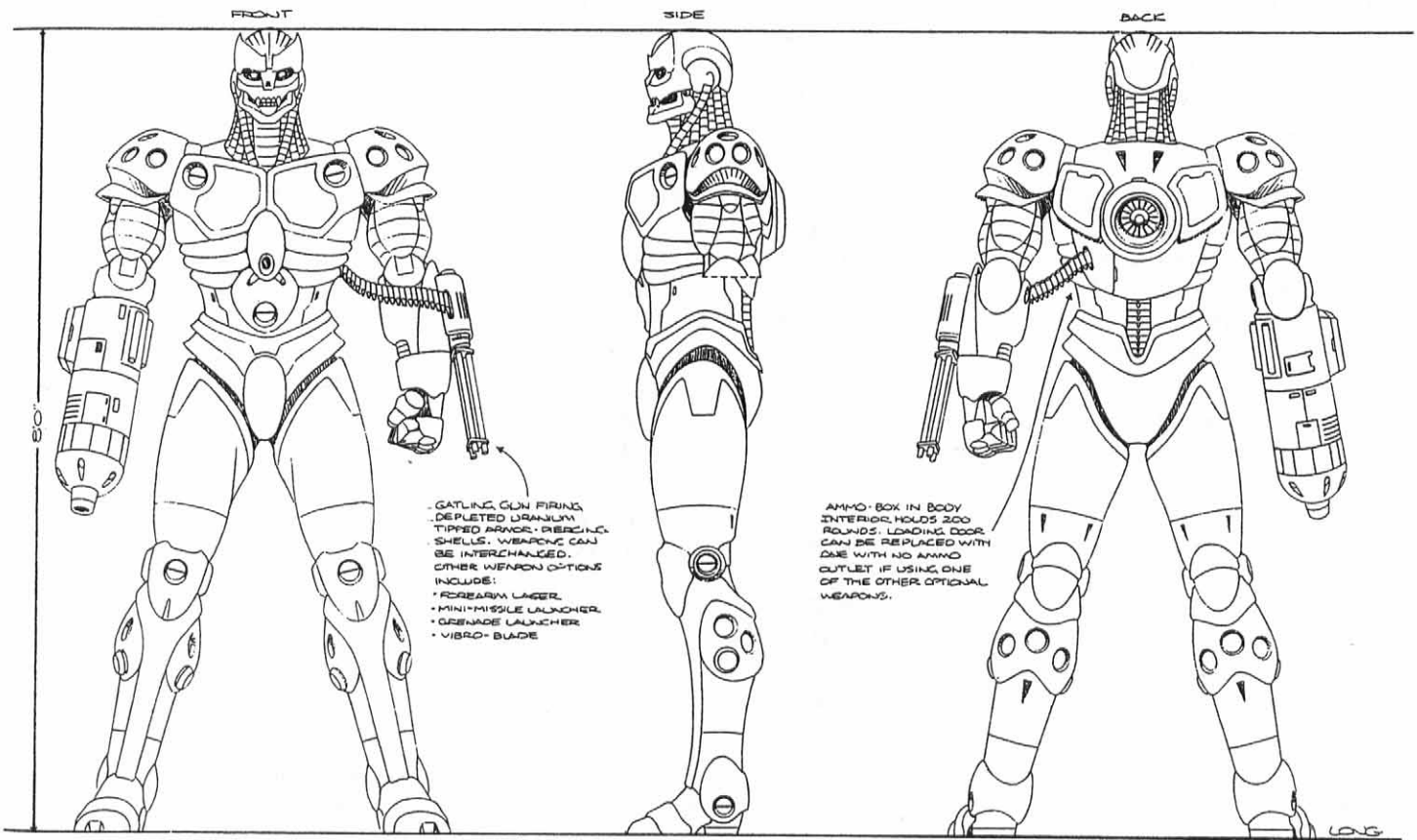
# Head & Throat Bionics

**Note:** All *Cybernetic* audio, head and radio systems found in the *Commercial Audio, Ear & Head Implants* section of the Cybernetics Descriptions, page 38, are available to Cyborgs. As are most commercial and Black Market cybernetic optics, sensors and features.

**Bionic Lung with Gas Filter & Oxygen Storage Cell:** An artificial lung implanted to provide for the special needs of the 'Borg. A chemical cell, controlled by microprocessors, stores oxygen from the character's normal breathing. Then, when oxygen is low, the oxygen is released back into the lungs. The net effect is to give the character the ability to go without breathing for up to two hours. Note that the character must breathe normally for about three hours to fully

recharge the cell between uses. The lung also has a gas filtration system designed to filter most toxic gases out of the system before they can do damage. The filter is effective against all types of tear gas, smoke, and purely chemical fumes. There is a 94% likelihood that it will also work against nerve gases and poison gases. Cost: 250,000 credits.

**Built-In Loudspeaker:** The 'Borg can amplify the loudness of his voice, like a bull horn, to about 80 decibels. Cost: 6,000 credits.

**Built-In Radio Receiver & Transmitter Headjack:** A fully operational radio is built inside the head. Channels are switched by working the jaw and transmissions are received directly in the ear identical to the cybernetic Headjack. The cyborg can send transmissions by a mental command and quietly talking out loud. A microphone is built into the jaw. Range: 20 miles (32 km). Cost: 22,000; add 10,000 for scrambling radio messages and decoding.

**Language Translator:** A miniaturized language translator placed right inside the body to facilitate easy communication with the multitude of nonhuman life forms on Rifts Earth. Characters who already have a Headjack or some other type of audio ear implant can have the cyber-translator implant installed at half cost because it is integrated into that pre-existing system. Starts with 10 different languages to begin with, and eight additional languages can be added. Level of accuracy is 98.7% when listening to only one or two speakers and languages at a time. Drops to 70% with a six second delay when trying to translate 3-6 speakers simultaneously, 22% if more than that. Cost: 16,000 credits for the full entire system (requires an ear implant if none exists yet), half if another implant pre-exists.

**Modulating Voice Synthesizer:** Enables the character to change and disguise his voice by altering tone, bass, pitch, etc. Can also speak in a sound frequency inaudible to normal humans, but audible to normal canines, bats and mutant dogs, as well as other 'Borgs, and characters with a cybernetic Ultra-Ear. Base skill at imitating voices is 10% plus 5% per each additional level of experience. Cost: 25,000 credits. Add 12,000 credits to get a voice disguise program with over 200 different human and D-Bee accents and inflections.

**Molecular Analyzer:** This microchip based sensor is used for testing and analyzing impurities in the air. It can specifically identify any chemical, or strange and dangerous molecules, like the presence of gas, oil, pollution, or other chemicals in the air. Data can be transmitted as an audio report through one of the

ear or computer implants. It does not enable one to track. Cost: 50,000 credits.

**Radio Chip (advanced):** See the *Cybernetics* section.

**Radio & Scrambler Implant (experimental & illegal):** An implant with organic circuitry developed by the military that enables the user to interface with a specially modified radio through mental control. For most cyborgs, the short-wave radio will be housed in a compartment on the armored back. It has a range of 100 miles (160 km), can broadcast on 800 frequencies and automatically scrambles and decodes all transmissions. It can also send scrambled and coded messages. This implant interferes with psionics, reducing range and duration by 75%! The penalty for this crime is a 10,000 credit fine, a criminal record for using illegal cyberware and removal of the illegal implant (at the cost of the perpetrator). Repeat offenders or those caught using the device for the commission of a crime, face 2D4 years of prison time. Cost: 80,000 credits for the implant and an additional 20,000 credits for the radio. Note: Often illegal for the average citizen. Illegal in the CS.

**Sound & Voice Analyzer:** This audio system can listen to, temporarily record, and match voices and sounds to over 9,000 in memory for comparative analysis. Takes 1D4+1 hours to run a particular voice or sound through the entire program, but most sounds can be isolated to a particular category, such as voices, animal sounds, machine sounds, etc. and scanned and identified in 4D6+4 minutes with reasonable accuracy. Cost: 24,000 credits. Add another 25,000 for the capability of filing into memory the voices and speech patterns of as many as 500 specific individuals. This can be used to tell if a transmitted message is from
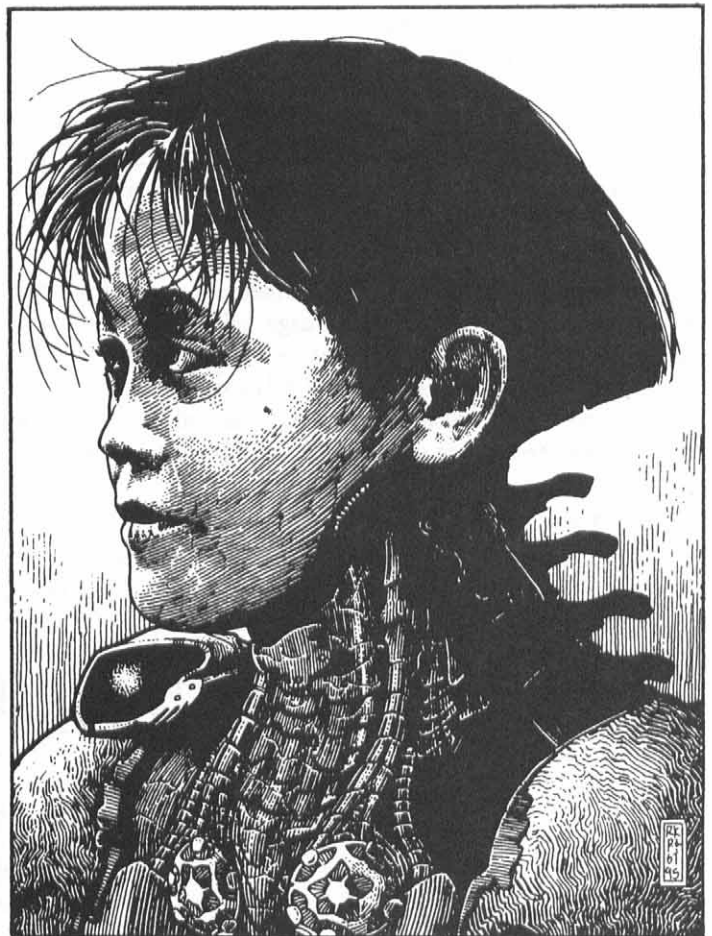
the genuine individual or whether it may be someone or a synthetic voice trying to impersonate the genuine person.

# Bionic Eyes & Sensors

Fundamentally the same as those described in the *Cybernetics* section. No need to repeat them here. The only differences are bionic eyes are more durable, the bionic eye is obviously mechanical, and most military 'Borgs are not given a choice of optics, but automatically given the Multi-Optic eye. Only slave-'Borgs will be given normal 20/20 or slightly enhanced vision without additional augmentation. Only new items are described below (and they should be available in a cybernetic version).

**Alarm Eye:** An alarm eye never sleeps, even if the character does. It can be set to wait for movement or something in particular (person, light, etc.) to enter its field of vision. When this happens it will vibrate silently in its socket or send out the buzz of an alarm to a bionic ear, either of which will wake the wearer in one melee round. Cost: 4,000 credits as an add-on feature any type of bionic eye other than a Bio-System.

**Clock Eye:** In the corner of the field of vision is a constant digital read-out of the correct time, accurate to within half a second a year. The eye can also function as a stopwatch or as a timer to indicate time running out on air supplies, fuses, and so on. The display can be made to disappear if so desired, and to reappear as wanted. Cost: 1,500 credits as an add-on feature to any type of bionic eye other than a Bio-System.

**Eye Light:** Projects a small beam of light like a flashlight or torch, up to 70 feet (21 m). May be used for reading, targeting or signaling. Cost: 1,200 credits. 4,000 credits for a digital laser distancer system (2000 ft/610 m range) with the standard eye light.

**Image Enhancement.** Doubles the wearer's normal range of vision through computer enhancement, and can "clear" and "enhance" a dark or foggy image through digital enhancement technology and filters. Note: Available only as a bionic eye. Cost: 9,000 credits.

**Laser Eye:** The wearer can fire a small laser beam from this eye at will. It has an accurate range of 150 feet (46 m). Mega-Damage: 1D6 M.D. Bonuses: +1 to strike and may be linked to a targeting system. Payload is limited to six shots then requires one hour to recharge. The laser can also be used for welding. Note: Available only as a bionic eye. Cost: 4,000 credits.

**Video Camera:** See *Cybernetics* section.

**Zoom Lens.** This can be used to increase magnification from normal vision to fifty times; either to see a distant object or to examine very tiny details. Note that the character's entire view is not magnified 50 times; when the eye is used at full power they can only see a tiny percentage (0.04%, or 1/2500) of their normal field of vision. Only available for bionic eyes. Cost: 5,000 credits.
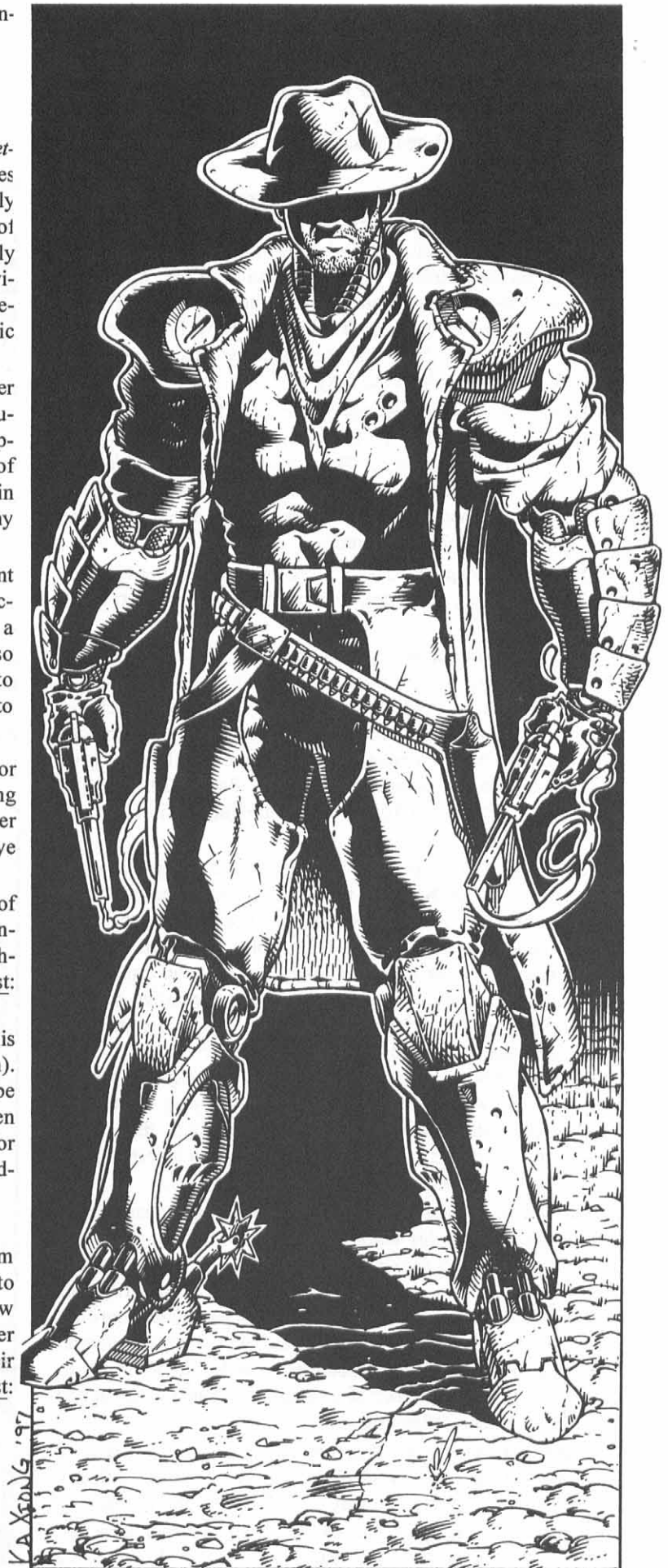
# Bionic Body Armor

Even though the 'Borg's body is a Mega-Damage structure, it certainly can and does get damaged in combat. Rather than allow the costly bionic constructs to be mangled, the cyborg wears special body armor over his or her bionic body. Cyborgs' unnatural strength enables them to wear the most powerful M.D.C. armor available. The armor is too heavy for humans and can only be worn by partially reconstructed or full conversion cyborgs. Heavy armor can only be worn by full conversion 'Borgs. All are full body suits, complete with helmet and face plate or visor. **Note:** Prices are double outside of North America. Prices for cyborg armor as listed are disproportionately low compared to conventional environmental body armor for two reasons. One, most are NOT environmental systems, and, two, mainly because the Black Market marks their prices at this level to undercut competition and to keep customers coming to them. This is basically the Black Market's manufacturing cost, or close to it. Other manufacturers follow their lead for fear of losing clients, but will jack up prices by 20-50% if the Black Market does not have a presence in their area.

**LL-SB Light Labor Slave-'Borg Armor:** 70 M.D.C. Cost: 3,500 credits.

**LE-B1 Light Espionage Armor:** 135 M.D.C. Cost: 8,000 credits.

**LI-B2 Light Infantry Armor:** 270 M.D.C. Cost: 20,000 credits.

**MI-B2 Medium Infantry Armor:** 310 M.D.C. Cost: 26,000 credits.

**HI-B3 Heavy Infantry Armor:** 420 M.D.C. Cost: 32,000 credits.

**Note:** The LL-SB, LI-B2, and MI-B2 armor are bulky and add a -15% penalty to prowl, climb, and swim. Only the LE-BI armor is free of prowl penalties.

The HI-B3 armor can only be worn by full conversion 'Borgs and even they suffer the following penalties: Reduce the 'Borg's speed by 20% and the armor is so bulky that it also inflicts a penalty of -2 to strike, parry, and dodge. Prowl is impossible and physical skills like acrobatics, gymnastics, climbing, and swimming suffer a -25% penalty. There are dozens of different styles of 'Borg armor (the new look is a helmet or face plate that looks demonic or monstrous) with the same basic classifications and M.D.C.

**Deep-Sea Environmental Body Armor:** Medium cyborg armor that is designed to withstand underwater depths. Often a completely contained environmental suit that plugs into existing cybernetic armor and systems. M.D.C.: 175. Cost: 56,000 credits.

● Good Mobility: -10% on the performance of prowl and other physical skills such as gymnastics.

● Maximum Depth Tolerance: 1.7 miles (2.7 km).

● Colors: Both types of suits come in black with dull gray helmets, plates and exoskeletons or in a sea camouflage pattern.

● Cost: 75,000 credits.

**Homemade M.D.C. Armor:** Homemade or piecemeal armor (also referred to as "hodgepodge" armor) is typically composite armor made from M.D.C. animal hides and bone, and/or pieces salvaged and modified from modern armor, bots, or vehicles. Salvage pieces are typically M.D.C. ceramic or metal alloys used for vambraces, helmets, and arm, shoulder, leg and chest plates. Unfortunately, homemade armor usually looks it, and is *never* environmental armor. However, some customized homemade armor looks very nice and may have a more traditional or classical "knight" design and styling or a Juicer or Tech-Athletic or comic book superhero styling.

● M.D.C. Range: 30-40 for light armor; 50-65 for medium armor. Heavy armor is not possible.

● Weight: 25-35 pounds (11.2 to 15.7 kg).

● Fair mobility; a penalty of -10% applies to the skills prowl, climb, swim, trick riding, acrobatics, and gymnastics.

● Cost: 8,000-12,000 credits. Good availability even in wilderness regions.

**Fury Beetle Armor:** A type of primitive, homespun type of armor common to North America, especially in the USA and Canada. It is made out of the outer body plates and bone of the infamous Fury Beetle. This armor is comparatively inexpensive and extremely popular in central and eastern Canada. It is not an environmental armor and is more like a variation on partial and full plate armor worn by the knights of old or gladiator style.

Partial Fury Beetle Armor is the most popular because it protects the chest, shoulders and other key body areas while offering good mobility. A modern helmet (50 M.D.C.) with built-in radio communicator is worn to protect the head.

● M.D.C. Range: 40-50 for partial armor; 75-80 for full plate armor.

● Weight: 25-35 pounds (11.2 to 15.7 kg) for partial; double for full plate.

● Mobility: Fair to good for partial armor with a -10% penalty applied to the skills prowl, climb, trick riding, swim, acrobatics, and gymnastics. -30% for full plate armor.

● Cost: Partial 10,000-14,000 credits, 16,000-20,000 for full plate. Good availability even in wilderness regions. Almost always non-environmental armor.
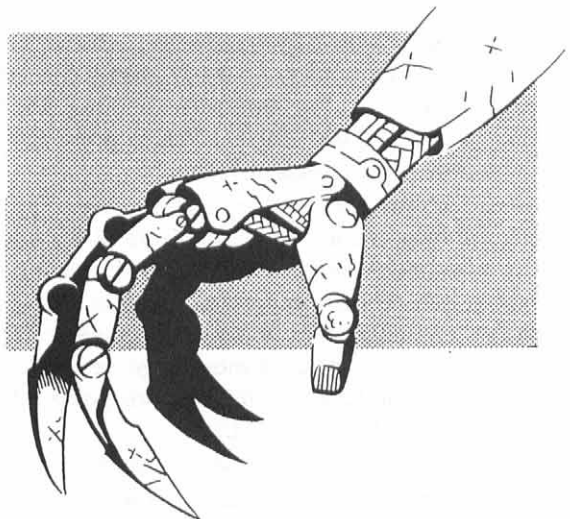
# German "Triax" Bionics

Though Russia and Japan have made certain advancements in cybernetics and bionics that are truly impressive and even superior to Triax, both countries are isolated from the rest of the world. In fact, both Russia and Japan are perceived to be lands of barbarism, monsters and primitive technology by the rest of the world. Consequently, the most famous "brand" of advanced cybernetics, bionics and robotics comes from the German industrial giant, Triax. The bionic systems described below are all considered "standard" in and around Germany and Poland, but are comparatively rare most elsewhere. Fearing that Triax goods on the open market could threaten its own military strengths and stability, the Coalition States has taken careful measures to control and limit the importation of Triax technology throughout all of North America. Thus, availability is poor, at best, in the Americas, but if one is willing to pay 200-400% more than list price, Triax bionics can usually be acquired.

**Boosters and Maneuvering Jets:** Built into the feet, lower legs, back and shoulders of full conversion 'Borgs, these small jets are used to help the cyborg maintain balance, as well as buoyancy in water (can actually propel the character underwater at a sluggish speed of three knots per hour). Cost: 18,000 credits.

**Combat Computer:** This is a marvel of computer miniaturization and human/machine integration. The combat computer, using whatever sensors and sensory abilities of the 'Borg, gathers and analyzes data and sends it to the brain of the cyborg where it is translated to enhance the character's reflexes and response time. Bonuses: +1 on initiative, +1 to dodge, +1 to disarm, +2 to pull punch, and +2 to roll with punch, fall or impact. Cost: 150,000 credits.

**Customized Paint Job:** Basically the same as customizing body armor with special colors, designs, insignias, and so forth. Cost: 800-3,000 credits.

**Customized Face or Armored Plate:** Handsome, beautiful, monstrous, robotic, ornate, or whatever the purchaser may desire. Cost: 2,000 to 20,000 credits, depending on the complexity.

**Depth Gauge & Alarm:** An internal implant that can calculate underwater depth. A digital counter can indicate the exact depth via internal audio or HUD system and make warning sounds when the character is within 100 feet (30.5 m) of his maximum depth tolerance. Cost: 3,000 credits.

**Extra Appendage/Arms:** Prehensile tail: 30-50 M.D.C., adds one extra attack. Extra pair of arms and hands (human-like or tentacles): 40-80 M.D.C. per arm, adds one extra attack per melee round. Cost: 200,000-220,000 for a prehensile tail, 250,000 for an extra pair of hands and arms.

**Extra Armor Plating:** This can be added to any full conversion cyborg and most robots. Small robots about the size of a dog can have as much as 30 M.D.C. added, man-sized 80 M.D.C., horse-sized robots can have as much as 150 M.D.C. added, and anything larger then horse-sized can generally have 200 M.D.C. added (this includes most large vehicles). Cost: Varies; typically about 1,500 credits per two points of extra M.D.C. (75,000 credits for 100 M.D.C.).

**Gills:** Artificial gills can be implants or built into partial and full conversion 'Borgs. Gills are usually placed in the neck or rib cage, or just below the ribs. They enable the recipient of the implant to remove oxygen from the water like a fish and breathe underwater for indefinite periods of time. Note: Triax is even trying to develop Bio-System gills, but without success thus far. Cost: 90,000 credits.

**Psionic Electro-Magnetic Dampers:** Brain implants that distort and fog telepathic and other psionic probes. Psychic opponents find it difficult to read the thoughts and emotions of characters with the psionic dampers. Bonuses: +1 to save vs all psionic attacks, +2 to save vs possession, and +1 to save vs magic illusions and mind control.

**Quick Draw Holsters:** These are basically compartments built into the legs of the cyborg that serve as holsters and holders of handguns, knives or sawed-off shotguns. Upon mental command, they literally spring into the waiting hands of the cyborg. This gives the character an initiative bonus of +1 with these weapons. Cost: 10,000 credits.

**Sonar:** Basically underwater radar. It can identify and track up to 24 targets simultaneously and has a range of two miles (3.2 km). Cost: 25,000 credits.

**Sonic Echo-Location:** This bionic mechanism is similar to a dolphin's ability to determine distance and depth underwater, and to "see" in total darkness by bouncing sound waves off of nearby surfaces and interpreting their feedback to create a "picture made of sound." When in total darkness, the cyborg suffers from none of the usual penalties from blindness and can maneuver and fight as normal. This bionic system is designed specifically for underwater use and has no effect when out of the water. To date, there is no equivalent "dry" echo-location system for cyborgs. Base level of proficiency: 78% in accurately gauging distance, depth and shapes. Range: 2,000 feet (610 m). Cost: 60,000 credits.

**Stabilizing Anchors:** Like the Glitter Boy, small spikes, about 8 inches (0.16 m) long, shoot out of the lower legs and into the ground to anchor the cyborg in place. These are sometimes used in construction and climbing. Some manufacturers insist if equipped with these, certain models of full conversion 'Borgs can actually handle firing a Boom Gun, though this seems to be based more in creative marketing than in fact. Chances are, any 'Borg who fires a Boom Gun, stabilizing anchors or not, will be sent flying head over heels from the weapon's tremendous kick. Of course, certain super-heavy cyborg models might have the weight to absorb a Boom Gun kick. Who knows? Cost: 5,000 credits.

**Wilderness Survival Kit:** This is a survival kit that is packed into a cyborg's or robot's secret compartment(s). This survival kit is said to have everything one could possibly need to survive, although its contents vary widely from manufacturer to manufacturer. The most common variety contains the exact contents of a Northern Gun Survival Pack. Cost: 75,000 credits, mostly to cover the installation of the secret compartment.

**Pocket Survival Kit:** Hidden in a small compartment is all the loose change sort of stuff adventurers always forget to bring with them but invariably realize they need. Includes: 20 feet (6.1 m) of wire, 12 rubber bands, 6 safety pins, 6 sewing needles and a spool of thread, fishing line and hooks, pocket mirror, 6 hand flares, pocket knife (1D4 S.D.C.), laser scalpel, cigarette lighter, small flashlight, small silver cross, bottle of aspirin (50 tablets),

IRMSS kit, IRMK kit, compass, and one week's dried food rations. Cost: 2,500 credits; mostly to cover the cost of the compartment.



ramón pérez 1998

# Russian Bionic Systems

Russia has access to all standard cybernetic and bionic technology, however, they also have access to a number of systems unique to that country. This is a result of Russia's intense efforts in bionic research for the purpose of war and defense. A field at which it remains, arguably, unmatched in the world. For the moment, Russian bionic systems remain exclusive to the people of Russia and the adventurers and soldiers who come from that remote part of the world. Since all cybernetic and bionic manufacturing in the country is controlled by the *Sovietski* and the *Warlords of Russia*, very little is ever exported out of the region. Russian bionics are presented here for the sake of continuity and convenience to the reader.

**Bionic Limbs: Robot Strength:** Available to Heavy Machines and Cyborg Shocktroopers (two kinds of heavy cyborg types common to Russia). The full conversion 'Borg is fitted with powerful, lightweight hydraulics, allowing it to take advantage of robot P.S. and inflict Mega-Damage from punches and kicks. Drawbacks: The enhanced frame and power means the cyborg must be correspondingly big and bulky, and the sense of touch is reduced to about 45%. Limitations: Maximum Robot

P.S. is 35 for Heavy Machines and 40 for Cyborg Shocktroopers. Partial 'Borgs and Light Machines cannot get robot strength. Cost: 200,000 credits for P.S. 20. Every one P.S. point above 20 costs an additional 10,000 credits per arm (another 100,000 to get to a robot P.S. of 30 for one arm).

**Interchangeable Parts:** Many bionic weapon systems and limbs, particularly hands and arms, are designed for easy removal and replacement or interchangeable weapons. Sometimes even an artificial face can be removed and replaced with an armored face-plate or a face with different features. Cost: 50,000 credits per each joint or section (hand/wrist, forearm/elbow, upper arm/shoulder, forearm weapon/mounts on the top or bottom of an arm, foot/ankle, etc.) that is modular, with special couplings and connections.

## Russian Bionic Optics

As many as three different eye features like targeting sight, passive night vision optics, filters, etc., can be combined in most bionic eyes to create a bit more limited multi-optic eye.

**Light Filters:** Reduces glare. Cost: 1,500 credits.

**Macro-Eye:** A robot-looking eye that enables the character to magnify tiny objects or areas at close range (within three feet/0.9 m) like a microscope! It also comes equipped with a variety of filters. Microscopic magnification ranges from lx to 30x. It is extremely popular among medical officers and doctors. Cost: 20,000 credits per single eye. A photographic camera (still or video) feature can be added for the additional cost of 20,000 credits. Add 10,000 credits to have a removable eye.

**Macro-Eye Laser:** This eye is very similar to the standard macro-eye except that it also has a tiny surgical laser built into it. A targeting beam indicates exactly where the laser will fire before it is engaged. The laser is used exclusively for internal surgery and inflicts little discernible physical damage to external targets (less than one S.D.C. point). It is another favorite of doctors. Microscopic magnification is lx to 10x. Cost: 80,000 credits for a single eye. Note that a character would seldom get two macro-eyes of any kind.

**Multi-System Eye Socket:** This is a special, permanent housing that enables the character to put in and take out different types of eyes as needed or desired. Bio-System eyes do not work in this housing, only mechanical types. A character will seldom have more than one multi-system eye. Cost: 200,000 credits for the multi-system eye socket and 10,000 credits to make each eye interchangeable with the socket.

**Panorama Cluster Lens:** For the truly weird at heart, this allows the cyborg user to see not only 360 degrees, but above him as well! Imagine walking along looking straight up, but also being able to see everything around you (including your own body) with perfect clarity. Some fields of vision overlap slightly due to the mind-bendingly complex optics used. Bonuses: Cannot be surprised when awake, +2 on initiative and +3 to dodge, +1 to disarm, +5% on the skills Detect Ambush, Detect Concealment, Detect Traps, and Intelligence, +10% to Cardsharp, and can pick one Trick Shooting skill (in addition to possible others from O.C.C.).

Drawbacks: The eye is obviously mechanical, plus there is typically an obvious lens protruding from one eye socket, the forehead, top of the head and one in the back of the head. This

means having a clearly inhuman appearance with noticeable mechanical implants sticking out of the head; reduce P.B. by 25% (max. P.B. is 10). Roll for a random phobia at levels 3, 7 and 12, and tends to be jumpy and have some difficulty sleeping. It takes 3D4 weeks to get used to it, during which time the character is distracted (no initiative bonuses), disoriented and clumsy (all combat bonuses are reduced to half, speed by 20%, and skill performance is -25%). **Note:** Most people cannot adjust to the many images, making this optic system very rare. Range: 1,200 feet (366 m). Cost: 470,000 credits.

**Passive Nightvision Eye:** Light amplification system that uses ambient light (the moon, starlight, etc.) to see clearly in the dark. 2,000 foot (610 m) range, but can be increased if combined with a telescopic lens feature. Cost: 50,000 credits.

**Third Eye:** This is a cybernetic eye that is implanted either above a real eye or in the center of the forehead. The mechanical eye can be any of the available artificial eyes, but is typically one of the camera eyes or multi-optic eye. Cost: 350,000 credits. Penalty: Reduce the character's P.B. by 20%.

**Wide-Angle Vision:** A wide-angle lens system that gives the character 180 degrees of peripheral vision. Ideal for field conditions, making ambushes, sneak attacks and surprise attacks from the sides impossible to spring on him. Bonuses: It also equates to bonuses of +1 on initiative and +1 to dodge. This feature can be included with other optic or multi-optic bionic eyes. Range: 1,000 feet (305 m). Drawback: The eye must be obviously mechanical and protrudes from the eye socket; reduce P.B. by 10%. Cost: 60,000 credits.

**Spectra-Eye:** A full-spectrum cybernetic eye, running all the way from light frequencies below infrared to well beyond ultraviolet, as well as microwaves, x-rays, gamma rays, and energy trails from weaponry discharges, heat and radiation. Bonuses: Ideal for scanning machines and metal for imperfections, damage and overheating, tracking (base skill of 40% or adds +15% to those with the tracking skill) and seeing the invisible (can see any being that generates heat or radiation, but not Astral beings or truly ethereal supernatural spirits or life essences). Range: 100 feet (30.5 m). Drawback: The eye must be obviously mechanical and protrudes from the eye socket; reduce P.B. by 10%. Cost: 350,000 credits.

**Super-Telescopic Eye:** Has six different magnifications from 10x to 50x, a 5,000 foot (1,524 m) range and filters to reduce glare. Cost: 20,000 credits (38,000 for a pair).

# Russian Bionic Audio Systems

**Low-Frequency (earthquake) Audio Rig:** When activated, a tiny sensor slides out of the 'Borg's ear to touch the ground, rock or wall. The 'Borg must physically lean on and touch the ground or wall for the sensor to be effective. It is used to "listen" for the sound vibration carried through the earth for the sound of Cavalry, treads and wheels from vehicles, and the marching of troops, as well as explosions, earthquakes and volcanic activity. The sensor can tell whether the sound is getting louder and coming his way, or if it is becoming softer and going away. It can also tell what general direction with 80% accuracy, and identify the difference between surface disturbances, explosions, natural earthquakes (measure the power level too) and volcanic rumblings. Ranges: Heavy vehicles/armored divisions:

Approx. 4 miles (6.4 km). Cavalry or herds of animals and city traffic: 3 miles (4.8 km). Infantry Troops: 2 miles (3.2 km). Heavy machines/factories: One mile (1.6 km). Volcanic activity: 12 miles (19 km). Earthquakes: 100 miles (160 km). Cost: 5,000 credits.

**Audio Filter & Enhancement:** A sophisticated sound system that carefully edits out background noise to focus on 1-4 specific sounds or voices, which can be digitally enhanced. This enables the character to hear specific conversations clearly and sounds that can be important for identification purposes (the hum of a machine or weapon, etc.). Range: Base level of clarity from 80-300 feet (24.4 to 91 m) is 60%, but most effective at close range under 79 feet (24.1 m) m); great for eavesdropping at parties and confined areas like a room in a tavern, store, etc. Cost: 38,000 credits.

**Synthetic Voice Enhancer:** Rather than a full modulator, this gizmo makes the cyborg's voice deeper, and a bit gravelly to give it a menacing, animalistic quality. It also amplifies growls and roars to make them sound extremely menacing. This feature can be turned on and off as desired, and is used for dramatic effect and to intimidate. Range: The usual vocal range. Cost: 6,000 credits.

# Russian Bionic Sensors & Special Systems

**Gromeko Friend or Foe Identification Computer:** This handy implant is connected with the internal cybernetic optics and communication systems. It is used for Enemy Profiling. The tiny computer can identify up to 200 different cyborg designs, armors, and insignias of known Russian, European and Asian cyborgs, plus 600 monsters and demons – each rendered in full color with schematics indicating known weaknesses, armor, weapons, powers, etc.; capable of rotation and zoom to key features. This program is designed to be a passive, silent Friend or Foe Identification System.

First, words, or symbols for the majority who cannot read, are displayed on the internal optics of the cyborg similar to a HUD display, to indicate the friend or foe based on the subject's mechanical design, identifying markings, physical appearance and supernatural nature (i.e. Gargoyles, demons, Necromancers, Witches and warriors from rival Camps are all designated as enemies). The enemy designation is also reserved for known "human" bandits, D-Bees, and creatures of magic.

If the threat is minimal, or the being is only a potential enemy (as is the case with unidentified humans and many D-Bees), the warning symbol is small and yellow. If the subject is known to be hostile toward humans or the War Camp, or known to be a powerful and evil supernatural being, the warning symbol is large and red. The complete profile on the being can be called up at will in words or sound bites. Visual icons also indicate key classifications including Cyborg, Robot, Demon, God-being, Dragon, Human, D-Bee, Animal, Entity/Ghost, Elemental, Evil Sorcerer (Witch, Necromancer, etc.) and Unspecified Supernatural Being (i.e. they exhibit supernatural powers or magical abilities but are unidentified). In addition, the FFI System indicates the being's relative power level on a scale of 1-10; a flashing 10 means its estimated power level is off the scale!

Range: Line of sight. Drawback: Can only be installed in full conversion cyborgs, from Light to Heavy Machines to Cyborg Shocktroopers. Cost: 200,000 credits.

**Bio-Comp Self-Monitoring System:** Nano-implants tied to a tiny computer system monitor, measure and transmit fundamental physiologic information about the person it is implanted in. The data is typically displayed on a wristwatch or bracelet style monitor, but can also be displayed and recorded on a computer, portable bio-scan or portable laboratory via a finger or Headjack. Data includes pulse rate, blood pressure, body temperature, blood sugar level, respiratory rate and difficulty breathing, and the presence of foreign elements in the bloodstream (indicating the presence of drugs or poison). Cost: 2,500 credits.

**Internal Comp-Calculator:** A tiny computerized calculator usually connected to a Headjack, ear implant or artificial eye. The computer responds to spoken, radio or computer transmitted mathematical equations. The answer is transmitted through the Headjack, ear or eye implant. Cost: Basic math (addition, subtraction, multiplication, division and fractions): 1000 credits. Advanced math (algebra, geometry, and calculus): 5000 credits.

# Russian Bionic Chassis/Body Options

**Cyborg Jet Pack:** This is a heavy unit designed specifically with Heavy Machines and Cyborg Shocktroopers in mind. Special connectors are built into the cyborg's back to allow the jet pack to hook and snap right into the body frame, making it very solid and secure. Most also can tap directly into the 'Borg's power supply. Stats: Maximum speed is 250 mph/400 km) with a cruising speed of around 70-100 mph (112 to 160 km). Maximum altitude is 2000 feet (610 m). Power Source is either an E-Pack (48 hours of life) or a cable that links to the cyborg and draws on his power supply (only the minor penalties apply; indefinite life). Needs to cool down after three hours of continuous use or has a 01-50% chance of overheating and shutting down; roll for every 30 minutes beyond three hours. Needs 40 minutes to cool. The heavy 'Borg jet pack has 140 M.D.C. Cost: 165,000 credits. Note: Heavy cyborg jet packs have seen wide scale production in only a handful of Russian Warlord Camps. Most others use the comparatively inexpensive standard jet pack for human troops and light cyborgs.

**Cyber-Jet Nodes:** Mounted in the back and legs are small directional jets. These are typically used for jet assisted leaps and limited hovering. They are available to any full conversion cyborg. Stats: Traveling by jet boosted leaps doubles the cyborg's normal running speed. Jet assisted leaps can propel heavy cyborgs 100 feet high (30.5 m) or 200 feet (61 m) lengthwise; increase by 30% with a running start. Increase the distance of all leaps by 50% for Light Machines. The jet propelled 'Borg can also hover in the air, up to 100 feet (30.5 m), for 1D4 minutes before altitude is lost and the character is quickly but gently lowered to the ground. Cost: 150,000 credits.

**Head Collar & Hood:** A retractable metal collar rises up to protect the back of the head and sides of the neck and head. The face remains uncovered and peripheral vision is not blocked in any way. Bonus: Adds 42 M.D.C. to the head. Cost: 35,000 credits.

**Helmet and/or Face Plate:** Most Light and Heavy Machines wear additional body armor over their bionic frames. Many, especially Heavy Machines, like to wear a Samurai style face mask that can either be worn in place of a visor, or worn as a helmet with the front face plate and covering for the back of the head. These helmets can be substituted for conventional ones and can be connected to all standard cyborg body armor, or they can be worn alone (non-environmental) or with an air filter and oxygen tank. The face plate can look high-tech, human, or monstrous. M.D.C.: 80. Cost: 36,000 credits. Add 1,500 credits if it has an independent oxygen supply, and 12,000 credits if the face plate has special connectors to the cyborg's real face and moveable parts that allow the mouth and eyebrow sections to move and make facial expressions.

**Hydraulic Leg Boosters:** These are simply hydraulics and mechanics to give the legs greater power. Bonuses: Increases normal running speed by 20% and adds +2 feet (0.6 m) to high jumps and +5 feet (1.5 m) to the distance of horizontal leaps. +1 to dodge. Drawbacks: Available only to full conversion 'Borgs (any). Cost: 90,000 credits.

**Shoulder Weapon Mounts/Clamps:** Basically, mountings on the shoulders, legs or back that can hold a rifle, Vibro-Blade or other weapon rather than "holstering" it or slinging it on a belt. Snaps on and off as needed, but holds tight under all sorts of action in the field. Cost: 1,500 credits each.

**Schematic Sensor Hand:** The schematic sensor hand incorporates a schematic diagnostic sensor, a circuit tracer, a circuit modeling system and a remote repair feature allowing one to repair a circuit or reroute a signal from his or her operating location. It is a favorite to be sure, and has seen a lot of non-Warlord sales to adventurers and Operators who can afford them. The device looks like a mechanical hand. Cost: 40,000 credits.

**Tool Hand:** A mechanical hand that contains a Fingerjack, fingertip screwdrivers with changeable heads, finger pliers, tiny lights built into each fingertip, plus a laser cutter finger with 6 foot (1.8 m) beam, which can be adjusted to do 1D6x10 S.D.C. damage, one M.D., 1D4 M.D. or 1D6 M.D. There is also a small retractable drill in the middle knuckle. Cost: 24,000 credits.

**Tool Mechanic's Arm:** The Tool Hand as described above, plus a pair of retractable, folding, multi-jointed, three-fingered robot arms. They can hold and assist during repair and each mini-arm can also be fitted with special tool heads. These include a light drill, light sander/buffer, screwdriver, cutting blades, wire cutters, pliers/clamp, needle-nose pliers (fingers actually), flashlight, and hammer. Several are stored in the arm (often in a housing similar to a forearm weapon mounted on the arm) and additional ones can be carried in a tool kit, backpack or leg compartment, arm P.S. 10, P.P. 10. Reach is two feet (0.6 m) beyond the normal hand. Cost: 190,000 credits.

**Tread Leg Mode:** How would you like to be a tank or tractor? With this enhancement, the full conversion 'Borg can opt not to have legs and have a vehicular body with treads from the waist down. The advantage is greater speed, lower body profile (typically about 15-20% shorter than the normal 'Borg of that type), and a torso housing that enables the upper body to revolve 360 degrees. Speed: 90 mph (144 km), although cruising speed is typically 40-50 mph (64-80 km). M.D.C. of lower body is 100 and each of the two treads has 60 M.D.C. Cost: 185,000 credits.

# Russian Bionic Weapon Systems

**Cyber Shield:** A shield that attaches or clamps to the arm. Mainly a shield is used to parry or block attacks. It is an excellent defense against Vibro-Blades, claws and punches. M.D.C.: Human-sized: 40; Giant-Sized: 90. Cost: 20,000 credits for human-sized, 26,000 credits for giant-sized.

**Electro-Cannon Forearm Blaster:** Electro-Cannons are nifty weapons, even though they are extremely short-ranged and take a lot of juice to fire. When activated, the arm fires a bolt of intense electricity at its target. S.D.C. electronics will be fried. Rules pertaining to salt water, machinery and underwater electrical discharge apply to this weapon. Mega-Damage: 3D6 M.D. Range: 300 feet (91.5 m). Rate of Fire: Equal to the number of the individual's hand to hand attacks per round. Payload: Effectively unlimited; draws on the 'Borg's power supply. Cost: 30,000 credits.

**Extendable Hydraulic Hand/Arm:** Typically only one limb will have an extendable, hydraulic hand. The control mechanism is usually mental or verbal and responds with the speed and flexibility of a normal arm. The arm's reach is typically increased by three to six feet (0.9 to 1.8 m). The extendable hand/arm enables the character to reach into narrow places like storm drains, ventilator shafts, and so on, as well as places normally out of reach, like a high shelf or window ledge. Typical Arm P.S.: 10 to 20. Cost: 150,000 credits.

**Forearm Weapon Guards:** A welcome addition for the war-weary 'Borg. These protect ranged weapons built into forearms, with a thick flaring armguard that provides 25 M.D.C. Many are spiked, ribbed or bladed along the edges, more for dramatic effect than function. Cost: 18,000 credits.

**Hydraulic Hammer Hand:** This bionic hand is extra strong and hard (+15 M.D.C.), and is built into a special hydraulic forearm housing. When activated, the hand vibrates back and forth like a jackhammer. This rapid pounding or hammering motion inflicts additional damage. Disadvantages: The hand can have no other cybernetics and its sense of touch is a meager 10%. Mega-Damage: +1D6 M.D. in addition to normal punch damage and can hammer through sheets of steel, break rock, and anything else a jackhammer can do. However, to do so, the character must usually make a sustained attack on that one area or item for several melee rounds, and possibly minutes. There is also a 01-50% chance of knocking human and human-sized opponents, including Light Machines (and small vehicles) under 250 lbs (112.5 kg) off their feet. Victims knocked off their feet lose initiative and one melee action. A successful roll with impact will reduce the damage by half. Rate of Fire: Each ram attack counts as one melee action/attack. Cost: 40,000 credits.

**Hydraulic Ram Arm:** Limited to Heavy Machines and Shocktroopers, because the ram is only truly effective on large, heavy cyborgs where the arm and ram can be oversized. The forearm and hand are basically a heavy battering ram and are used as such. The arm can be bent at the elbow or pointed straight to fire the heavy battering hand and forearm unit (typically shaped as a large, sometimes oversized, clenched fist and big arm; one piece, no wrist). Each punching or battering action inflicts heavy blunt damage. Disadvantages: The hand and forearm can have no other cybernetics since the hand and forearm are one solid piece. The hand is not articulated, it is completely devoid of any sense of touch, and deprives the character of the use of one hand (-20% to most skills); the hand and forearm are a battering ram, not a functioning, dexterous limb. Robot P.S. Equivalent: The hydraulic ram/punch has the equivalent damage of a power punch from a robot P.S. of 40, but counts as one melee action. Mega-Damage: 4D6 M.D. and can hammer through sheets of steel, shatter concrete, and do anything else a heavy ram can do. However, to break down doors or pulverize something, the character must usually make a sustained attack on that one area or item for several melee rounds, and possibly minutes. There is also a 01-80% chance of knocking human and human-sized opponents, including Light Machines (and small vehicles) under 500 lbs (225 kg), off their feet and send them flying 2D4 yards/meters. Victims knocked off their feet lose initiative and two melee actions. There is also a 01-45% chance that they drop their weapon or whatever they were holding at the moment of impact. A sustained attack could keep an opponent reeling and unable to attack in return. Note: A successful "roll with impact" will reduce the damage by half and the impact victim hangs on to all of his possessions. Also note that unless the opponent has a shield or similar item to block the attack, or a P.S. of 30 or higher, the battering ram attack cannot be parried! It pounds right through. It can, however, be dodged, although the act of dodging typically uses up one melee action. Rate of Fire: Each ram attack counts as one melee action/attack. One melee action will be needed to close ranks on a victim who has already been sent flying, but the next hammering punch should arrive before the victim can recover his wits and counterattack (only parry or dodge are applicable when the 'Borg closes that quickly to continue the battering attack. See the limitations on the parry, above). Cost: 80,000 credits.

**Laser Cannon Arm:** A dual system with a heavy, large-bore weapon in place of a hand or forearm, plus a light laser for precision targeting and sniping. Comes standard with a pop-up telescopic scope with passive night sight (2,000 feet/610 m range). Disadvantages: The hand and forearm are replaced by a weapon system, can have no other weapons or cybernetic features on that limb, is completely devoid of any sense of touch, and deprives the character of the use of one hand (-20% to most skills). Mega-Damage: The heavy laser does 4D6 M.D.; the light laser does 2D6 M.D., while a simultaneous dual blast does 6D6 M.D. Only the light laser can be used for sniping attacks. Range: Heavy Laser: 3,000 feet (914 m); Light Laser: 2,000 feet (610 m). Rate of Fire: Each blast counts as one melee attack/action. Payload: 12 blasts, followed by a recharge time of 1 melee round (15 seconds) per blast. Cost: 63,000 credits.

**Mekanikal Rail Gun Weapon Arm:** A modular weapon system designed with Heavy Machines and Cyborg Shocktroopers in mind. It can be substituted with any of the Mekanikal Weapon Arms. It includes an Ammodyne AR-36 rail gun, with a short ammo clip (140 rounds) or a belt-feed trailing to an ammo-drum on the 'Borg's back, built into the forearm (the hand is a separate unit). The range is lessened due to shorter barrel length. The weapon is too large to be retractable and comes in only one size. The weapon makes for large, oversized forearms but retains fully articulated hands. Mega-Damage: A single burst fires 20 rounds and inflicts 4D6 M.D.; a single round does 1D4 M.D. Range: 2,000 feet (610 m). Rate of Fire: Each burst counts as one melee attack. Payload: Seven bursts in

a short-clip, 200 bursts with a 4,000 round ammo-drum on the back. Cost: 90,000 credits per arm.

**Mekanikal Barrage Weapon Arm:** A multi-weapon bionic arm with a high-powered laser, ion blaster and a pair of mini-missiles. The weapon makes for large, oversized forearms but retains fully articulated hands. Mega-Damage: Laser: 3D6 M.D. Ion: 4D6 M.D. Mini-Missiles (2 per arm): Varies with missile type. Range: Laser: 2,000 feet (610 m). Ion: 1,200 feet (366 m). Mini-Missiles: One mile (1.6 km). Rate of Fire: Each blast counts as one melee attack. The laser and ion blaster can be fired simultaneously at the same target (7D6 M.D.) and count as one melee attack. A pair of mini-missiles also counts as one melee attack. Payload: Laser and Ion weapons are effectively unlimited, because they draw on the cyborg's power supply. Mini-missiles: Two per weapon arm. Cost: 90,000 credits per arm.

**Mekanikal Vibro-Blade Multi-Weapon Arm:** A multi-weapon bionic arm with a light, high powered, precision laser suitable for sniping, a pair of top mounted Vibro-Swords, and a long, underarm blade used for slashing and parrying. The weapon makes for large, oversized forearms but retains fully articulated hands (extra long fingers with sharp Vibro-Finger Claws doing 3D4 M.D. are standard). Note: The Vibro-Blade weapons of this system are designed for oversized 'Borgs, which explains the high damage inflicted by them. Mega-Damage: Laser: 2D6 M.D. Pair of Large (top mounted) Vibro-Blades: 3D6 M.D. Large underarm Vibro-Blade/Sword: 3D6 M.D. Vibro-Claw Fingers: 4D4 M.D. Range: Laser: 1,600 feet (488 m). Vibro-Blades extend reach about 2-3 feet (0.6 to 0.9 m). Rate of Fire: Each laser blast counts as one melee attack. Weapon Bonuses: +1 to strike with laser on Aimed and Called Shots. +1 to strike and parry, and +2 to disarm when Vibro-Blades are used. Payload: Laser is effectively unlimited. All weapons draw upon the cyborg's power supply. Optional: Heavy Cyborgs can get one or two additional arms with this or other weapons. A pair of arms adds one melee attack but costs 130,000 credits each, plus the cost of the weapon arm features for a total of 440,000 credits (one third that cost for Warlords). Cost: 90,000 credits per weapon arm.

**Mekanikal Cutter Weapon/Utility Arm:** Three tentacles slide out of their forearm compartment. One has a Vibro-Knife on its tip (1D6 M.D.) and the other two have lasers. They can be used for construction and repair or as weapons. They are also handy in cutting the cyborg out of restraints and cutting through undergrowth. As prehensile mechanical limbs, they can also wraparound and hold or carry items weighing less than 120 lbs (54 kg), as well as strike and entangle opponents. The weapon makes for large, oversized forearms but retains fully articulated hands. Mega-Damage: Lasers (2): 1D6 or 2D6 M.D. each. Vibro-Knife: 1D6 M.D. Whip Attack: 2D6 S.D.C. P.S. & P.P. Equivalents: 12. M.D.C.: 15 each tentacle; can only be targeted by making a called shot at -3 to hit; no such penalty for hand to hand combat. Bonuses: +1 attack per melee round and +1 to parry per set of tentacles (2 max.; one per arm). Range: Lasers: 1,200 feet (366 m). Vibro-Blade: Three feet (0.9 m). Striking range for physical blows: Three feet (0.9 m) beyond the normal reach. Rate of Fire: Each tentacle attack counts as one melee attack/action. Payload: Lasers are effectively unlimited, because they draw on the cyborg's power supply. Cost: 250,000 credits per arm (three tentacles each).

**Laser Beam Eye(s):** Suitable for robots and 'Borgs. Short range. Usually draws its energy from the artificial power source. In the instances where this feature is used, the eye (or eyes) are unusually large or a visor-like implant rather than a human-looking eye. Sometimes the entire head is oversized. Mega-Damage: 2D6 M.D. per single eye blast or 4D6 M.D. per double blast (both eyes fire simultaneously at the same target). A double blast counts as one melee action. Rate of Fire: Equal to the 'Borg's total number of hand to hand attacks per melee. Range: 1,000 feet (305 m). Payload: Effectively unlimited. Bonus: +1 to strike. Cost: 130,000 credits each.

**Grapnel & Launcher:** A launch compartment and housing that looks like a small weapon nozzle fires a collapsible grappling hook and line. A pneumatic winch reels the line back in, helping characters to scale walls and non-metallic surfaces and hitch rides on giant robots and vehicles. The cord is a super thin, super strong wire with a test strength of 2000 pounds (900 kg). Mega-Damage: None (negligible). Range: 100 feet (30.5 m) of lightweight wire (retractable). Cost: 5,000 credits.

**Palm Laser Torch:** A short-range laser built into the base of the palm and wrist of cyborgs, and extremely popular among Light Machines. The device can be used as both a weapon and a cutting tool. Mega-Damage: Has four settings: 2D4x10 S.D.C., 1 M.D., 1D6 M.D. and 2D6 M.D. per single blast, or as much as 4D6 per double blast (both hands combined).

Range: 200 feet (61 m). Rate of Fire: Each blast counts as one melee action. A double blast from two palm lasers simultaneously at the same target also counts as one melee attack. Payload: Effectively unlimited (typically built into robots, 'Borgs and power armor and draws on the armor's energy supply). Cost: 15,000 credits.

**Psionic Electro-Magnetic Dampers:** Brain implants that distort and fog telepathic and other psionic probes. Psychic opponents find it difficult to read the thoughts and emotions of characters with the psionic dampers. Bonuses: +1 to save vs all psionic attacks, +2 to save vs possession, and +1 to save vs magic illusions and mind control. Cost: 130,000-180,000 credits. Extremely rare in Russia and Asia.

**Vibro-Blade (Concealed):** A standard Vibro-Blade short sword is concealed in a housing in one or both of the forearms. The blade is used as both a defensive and offensive weapon. Concealed, retractable Vibro-Blades are commonly installed in cyborgs, robots and, to a lesser degree, power armor. Mega-damage: 2D4 M.D. for a standard, human-sized blade (saber type). The larger, full-size sword does 2D6 M.D. and is used in Heavy Machines and Cyborg Shocktroopers eight feet (2.4 m) tall or bigger. Some giant-sized 'Borgs, 10 feet (3 m) and larger, have a big blade that does 3D6 M.D. Range: Hand to hand combat. Cost: 5,000 to 10,000 credits.



CUT-AWAY VIEW OF RETRACTABLE BLADES HOUSED IN FORE-ARM

LARGE RETRACTABLE BLADES

BLADE TRACK

BIONIC BONE STRUCTURE
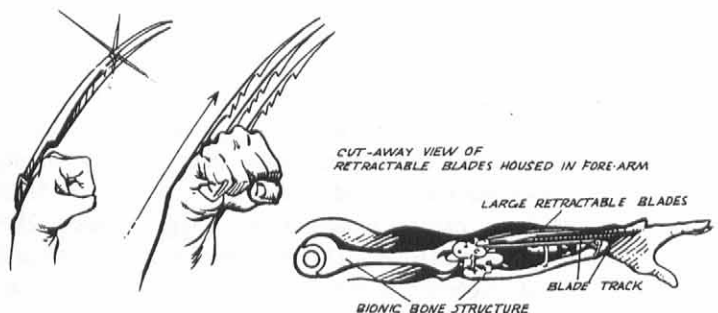
# Japanese Bionics

In addition to all standard bionic hardware, Japan, being a center of high technology, has some unique and bionic hardware of its own. In general, characters will not have access to such equipment unless they originally hail from, have spent extensive amounts of time in, or are adventuring in the Japanese islands.

There is talk of Western spies and industrial scouts (e.g., the agents of Triax or of any Warlord of Russia) having gone to the Japanese archipelago in search of high-tech secrets to bring home. So far, no cyber-manufacturer outside of Japan has exhibited any patently Japanese designs, but according to some experts, this is only a matter of time.

## Japanese Bionic Weapons & Tools

**Note:** Remember, bionics are heavy-duty cybernetic systems designed for use with cyborgs and for war. They cannot be used as implants for characters who are not partial or full conversion 'Borgs.

**Chest Blaster:** A Mega-Damage laser blaster fitted onto the bionic chest on a nozzle-style mini-turret. The blaster can be moved 45 degrees in any direction to aim at specific targets. Up to three of these laser weapons can be mounted on a bionic chest. Mega-Damage: 3D6 M.D. Range: 800 feet (244 m). Rate of Fire: Equal to the number of hand to hand attacks. Payload: 20 shots before needing recharging. Requires four hours to recharge. The payload is greatly extended if the cyborg has an internal power supply. Cost: 24,000 credits.

**Internal Energy Supply:** Not a weapon system in itself, the internal energy supply can be used to power weapon systems and greatly increase their payloads. Built into the bionic chest of a full conversion 'Borg, the power supply will be either an electric battery or a small nuclear engine. The battery has enough energy for 500 regular blasts from any standard energy projection weapon on the cyborg; this includes the **Forearm Blaster**, **Palm Energy Generators**, **Chest Blaster** or **Palm Weapon Link**. A nuclear generator, with an average energy life of 11 years, has an effectively unlimited payload. Cost: 500,000 credits for an electric battery, a nuclear power supply costs one million credits.

**Internal Ammo Drum:** Basically, a secret compartment that is contained in the abdomen, lower back or chest area of a cyborg with heavy bionic replacements. Unlike the standard compartment, however, the internal ammo drum is spring-loaded and holds belted rail gun ammunition for all standard ArmaTech weapons. Rather than carrying small ammunition magazines with low payloads, the cyborg can use its own internal drum that holds 3000 rounds. It is easy to reload the ammo drum, requiring a minimum of effort, a couple of tools and a few rail gun ammunition belts. Cost: 5000 credits.

**Laser Beam Eye (1 or 2):** Suitable for robots and 'Borgs. Usually draws its energy from the artificial power source. In the instances where this feature is used, the eye (or eyes) is an unusually large or a visor-like implant rather than a human-looking eye. Sometimes the entire head is oversized. Note: The NGR military also has a particle beam version. Mega-Damage: 2D6 M.D. per single eye blast or 4D6 M.D. per double blast (both eyes fire simultaneously at the same target). A double blast

counts as one melee action. Rate of Fire: Equal to the 'Borg's total number of hand to hand attacks per melee. Range: 1000 feet (305 m). Payload: Effectively unlimited. Bonus: +1 to strike. Cost: 130,000 credits.

**Palm Energy Generators:** Centered on the palm of each hand is an energy generator that fires short-range energy blasts. The palm generators are excellent back-up weapons. There are advantages to the weapons in that the cyborg will never be unarmed and the generator bores often go unnoticed. Primarily used for espionage purposes, the palm weapons are extremely popular among assassins, spies, thieves and City Rats. There are several different blasters to choose from, including lasers, ion, plasma, stun or particle beams.

**Laser Blaster:** Mega-Damage: 1D6 M.D. per single blast, 2D6 M.D. per dual palm blast. Range: 500 feet (152 m). Payload: Internal battery holds energy for 50 single blasts! Internal energy supply gives the weapon an unlimited payload. Cost: 25,000 credits.

**Ion Blaster:** Mega-Damage: 2D6 M.D. per single blast, 4D6 M.D. per dual simultaneous blast. Range: 300 feet (91.5 m). Payload: Internal battery holds energy for 30 single blasts. Internal nuclear power supply gives the blaster an unlimited payload. Cost: 22,000 credits.

**Particle Beam:** Mega-Damage: 5D6 M.D. per single blast, a dual simultaneous blast inflicts 1D6x10 M.D. Range: 300 feet (91.5 m). Payload: Battery holds energy for 20 single blasts. Nuclear power supply gives the blasters unlimited payload. Cost: 64,000 credits.

**Plasma Ejector:** Mega-Damage: 4D6 M.D. per single blast, dual blast inflicts 1D4x10 M.D. Range: 200 feet (61.0 m). Payload: Battery has energy for 20 single blasts. Effectively unlimited with nuclear power supply. Cost: 45,000 credits.

**Stun Blaster:** S.D.C. Damage: 6D6 S.D.C. per single blast, 1D6x10 S.D.C. per dual blast. Range: 500 feet (152 m). Payload: Battery has energy for 50 single blasts. Payload is unlimited when used with nuclear power supply. Cost: 42,000 credits.

## Japanese Bionic Implants & Other Features

**Environmental Upgrade:** The exterior of the cyborg is sealed to keep oxygen from leaking and to protect from outside contaminants and toxins. Radiation shielding and internal temperature control are included in this upgrade which enables the cyborg to operate in hostile environments like underwater or outer space. The process of sealing the exterior includes the addition of extra armor plating; a bonus of 25 M.D.C. to the main body and 10 M.D.C. for each limb. Cost: 68,000 credits.

**Aerial Jet Thrusters:** A jet propulsion system can be installed in a full conversion cyborg, found either in the legs or the lower back. With just a thought, the individual can hover or fly at a high speed. Unless the character also has the Internal Power Supply feature, the running time of the jet thrusters, between fueling, is extremely short. In order to operate the jet system, the character must have the Pilot Jet Pack skill. Maximum Speed: 120 mph (192 km). Engine: Liquid fuel supply or nuclear engine. Range: 120 miles (192 km) if liquid fuel powered. Effectively unlimited with nuclear power supply except that the thrusters need cooling after 800 miles (1280 km). Cost: 65,000 credits.

**H.U.D. Visor:** An easily removable face-plate with visor that attaches to the head of the cyborg. The visor blocks all regular vision but is attached to a multi-optics camera that relays visual data, equal to normal vision, directly to the visor. The visor has several split screens that can display, in addition to the camera generated view, radar information, compass direction, current time, pressure/depth, oxygen levels, floor plan grids, and maps. The SNARLS system can even be combined with the visor feature. Cost: 95,000 credits.

**Internal IV Feed:** A device implanted in the torso of the character that supplies liquid nutrients directly into the bloodstream. The individual has complete control over the flow of nutrients. Most recipients of the IV feed implant will be full conversion cyborgs or special forces troopers. These characters will use the liquids for survival, when they are unable to stop to hunt for food. While the system holds only enough nutrients for 3 days, the trained soldier can stretch that amount to last for a week to ten days, twice that time for 'Borgs. Note that the individual will be able to function but they will be uncomfortable from lingering hunger pains. After the 7-10 days are over, the character will start suffering from the effects of starvation. Cost: 5,000 credits.

**Rebreather Lung:** A new and revolutionary oxygen storage cell that does more than store oxygen. Its special chemical process allows the lung implant to recycle breathable air. When it is not in use, the rebreather lung stores oxygen from the character's regular breathing. When oxygen is low, the storage cell releases oxygen back into the lungs. Using the stored oxygen, the character has the ability to go without breathing for 2 hours. Once the stored oxygen is used up, the chemical process starts to recycle the air, allowing it to be "rebreathed." Through this process, the character can go for 12 hours without breathing. If the character has two rebreather lung implants, the individual will be able to go without breathing fresh air for an amazing 24 hours. Cost: 210,000 credits per lung.

**Security Clearance Chip:** A chip with security clearance codes used in top secret military facilities, usually implanted in the recipient's head. The Republic of Japan uses the security chip, which is required in maximum security military or manufacturing facilities, although these are a fraction of the total. Workers, guards and technicians all have the chips implanted. Top military brass and the best scientists also have the chip. Professional thieves, saboteurs, spies and assassins would love to get their hands on one security clearance chip from which a technician could easily jury-rig more. To stop theft of the chips, the military has included a small explosive charge in each chip that automatically detonates if the implant is tampered with in any way. The explosion immediately kills the individual in whom the chip was implanted, everyone else in a 5 foot (1.5 m) radius will suffer 1D4 S.D.C. Cost: Not available, but would sell for tens of millions on the black market.

**Underwater Propulsion:** Similar to the jet thruster system, the bionic legs or lower back can have a propulsion system installed for underwater use. The system operates in the same manner as the Underwater Propulsion Pack but has a fairly limited range unless the cyborg is also outfitted with an internal energy supply. Maximum Speed: 50 mph (80 km). Engine: Electric battery supply or nuclear engine. Range: 150 miles (240 km) if battery operated. The underwater propulsion system can run indefinitely with a nuclear power supply, the only factor restricting range is the oxygen supply of the pilot. Cost: 72,000 credits.

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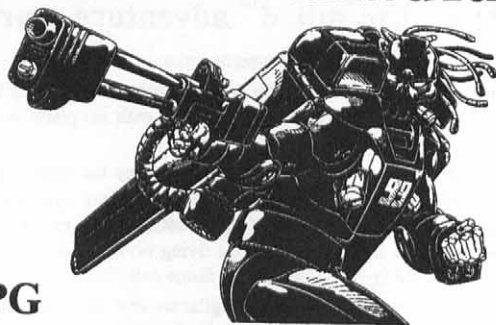
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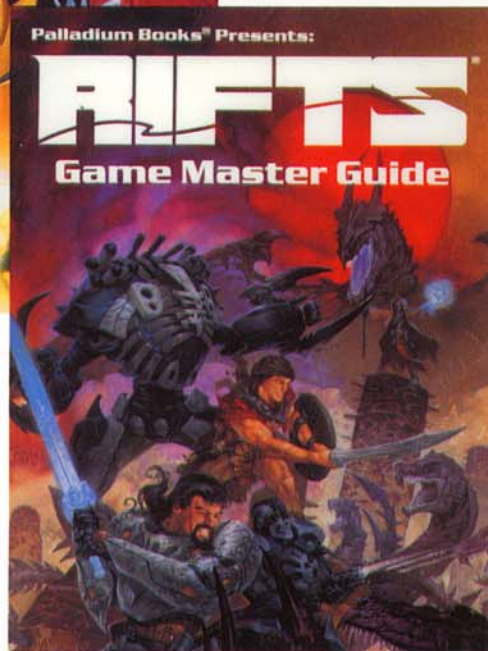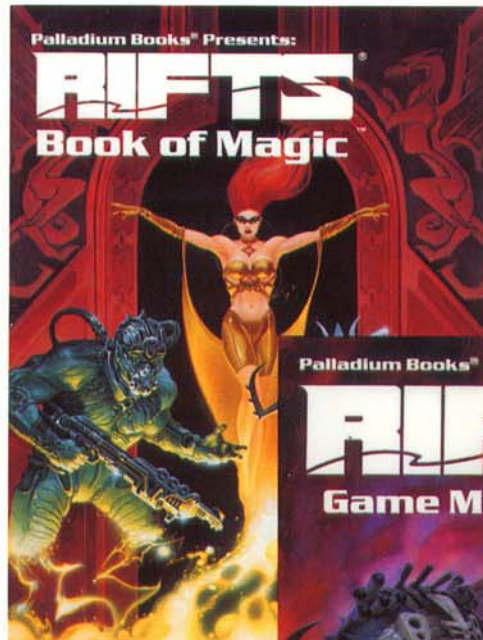
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