

CYBER CRAWL CLASSICS CYBERNETICS



COMPATIBLE WITH
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RPG**

CR  **SSPLANES**
GAME STUDIO

Cyber Crawl Classics: Cybernetics

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PREFACE

Cyber Crawl Classics is my attempt to fuse the CyberPunk genre with the Magic, Elves, Dwarves, etc. of Dungeon Crawl Classics. I know there is a venerable game that already does this, however, I've never been a fan of its rules and have always wanted a game with rules closer to DCC. So, I've begun working on it.

This first micro-supplement, CCC: Cybernetics is testing the waters, so to speak. Hopefully, my interest in such a game is matched by yours. I figure with Cybernetics, Judges can start tinkering while I work out classes, equipment, and other areas to expand to further Cyber Crawl Classics.

If things go well, this is just the beginning.

CYBERNETICS

Each major cybernetic upgrade reduces a being's ability to cast magic. Each piece of cyberware has a Cyber Reduction (round up when necessary) that is applied when a spell check is made, e.g., if a wizard has a Cyber Reduction of 1-1/2, it is rounded up to 2, and they have a -2 penalty to all spell checks.

Unless stated otherwise within the description of a piece of cyberware, their bonuses do not stack, nor can they be bought multiple times.

Body Sculpt: Cosmetic surgery allows +1 to personality, to a max of +4 (25 gp per +1; Cyber Reduction 1 per +1).

Cybernetic Ear: You are considered trained and therefore roll a d20 when making skill checks to listen (15 gp; Cyber Reduction 1/2).

Enhancements

- **Cosmetic Modification:** Customization of the ear (2 gp).
- **Sound dampener:** +2 on Fortitude saving throws against deafness (5 gp).

Cybernetic Eyes: You are considered trained and therefore roll a d20 when making skill checks to see and look around (15 gp; Cyber Reduction 1/2).

Enhancement

- **Cosmetic Modification:** Customization to the eyes (3 gp).
- **Flash Dampener:** +2 on Fortitude saving throws against blindness (5 gp),
- **Nightvision:** Infravision to 60'. If you already possess infravision it increases to 90' (10 gp).
- **Telescopic Vision:** Your line of sight is doubled (5 gp).

Cortex Bomb: When you die or you activate this device, your skull explodes dealing 3d6 damage to any creature within 10 feet and killing you (30 gp; Cyber Reduction 2).

Cybernetic limbs: Clearly artificial (15 gp; Soul Reduction 1 per limb) or natural looking (25 gp; Cyber Reduction 1 per limb).

Enhancements

- **Finger Compartment:** Storage in the last knuckle of a finger (3 gp).
- **Finger Pistol:** 1d6 damage (range 20/40/60) (10 gp).
- **Smartgun Link:** +1 to hit and damage with linked firearm (30 gp).

• **Retractable Climbing Spikes:** You are considered trained and therefore roll a d20 when making skill checks to climb, if you are already trained in Climb Sheer Surfaces then gain a +2 (15 gp).

• **Hand Blades:** Retractable blades built into your hands and arms that deal 1d4 damage (6 gp).

• **Runner's Legs:** Your movement increases by 10' (30 gp per 30' [10']).

• **Hydraulic Legs:** The distance you can jump is doubled. (15 gp).

Dermal Armor: +3 to AC, check penalty -1, speed -, fumble die d4 (80 gp/ Cyber Reduction 1).

Enhancements

• **Flesh Compartment:** Storage in your torso for a pistol-size item (3 gp).

Endurance Enhancement: +1 to constitution, to a max of +4 (25 gp per +1; Cyber Reduction 1 per +1).

Filtration System: You are amphibious (25 gp; Cyber Reduction 1).

Muscle Weave: +1 to strength, to a max of +4 (25 gp per +1; Cyber Reduction 1 per +1).

Skull Computer: Acts as radio, telephone, and personal computer that is web enabled (3 gp/ Cyber Reduction 1/2).

Enhancements

• **Skill Download:** You may possess one of these benefits at a time: you are considered trained with one particular skill and therefore roll a d20 when making a skill check or you may gain a +1 to hit and to damage with a particular weapon. (25 gp).

• **Chip Reader:** Input/output slot (2 gp).

• **Synthport:** Port for musical instruments.
Wired port (1 gp).
Wireless (3 gp).

• **Vehicle Control Link:** You are considered Trained when piloting a linked vehicle and roll a d20 on any skill checks (15 gp).

Wired Reflexes: +1 to dexterity, to a max of +4 (25 gp per +1; Cyber Reduction 1 per +1).

Voice Modulation: You are considered trained and therefore roll a d20 when making skill checks to disguise your voice, persuade, or intimidate someone (15 gp; Cyber Reduction 1/4).



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