TACTICAL IMPLANT

THE DEFINITIVE d20 system GUIDE TO CYBERPUNK COMBAT OPTIONS

TERMINAL IDENTITY

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INTRODUCTION

Welcome to **Tactical Implant: The Definitive Guide to Cyberpunk Combat Options**. This book contains a set of options you can use to customize **Modern SRD** and **Future SRD** campaigns. All of these optional rules are about one thing: Combat!

Protagonists in cyberpunk fiction are often experts. Combat between novices and experienced warriors tend to be one-sided. Expert hackers aren't expected to pick up a gun and go toe to toe as backup in a general melee. Instead, professional fighters are supposed to ensure that hackers, social operators and VIPs never have to pull the trigger.

Violence is also relatively rare. Even though the worlds of cyberpunk fiction deal with wretched poverty and ruthless corporate plotters, violence in actual stories tends to climactic and swift. Trained cyborgs, genetically altered assassins and corporate security forces take center stage, skilled enough to decide a victory in minutes or seconds.

Combat-oriented characters shouldn't feel left out in the quiet times between firefights, though. Hired muscle is not only intimidating, but high maintenance. Like real bodyguards and soldiers, cyberpunk warriors train for specific scenarios, running themselves ragged through simulations and drills. Furthermore, electronic and physical security often go hand in hand. Like everything else combat adapts to the information age.

Enough about the genre. Here's what you get:

Variant Fighting Classes: Using the examples of the Soldier and Bodyguard, we demonstrate how to tweak standard Advanced Classes to serve a cyberpunk-genre campaign.

Nonlethal Damage: Standard rules for nonlethal damage don't always match the genre's penchant for martial arts action and noirish knockouts. We present a simple revamp of the **Modern SRD**'s rules for nonlethal damage that finally allows low level, unskilled combatants a chance to take each other out.

Scenario Training: Train your character the professionals do: for the mission Use scenario training to prepare for your specific encounters.

Ablative Morale: For a grittier edge, use ablative morale to measure how much violence your character can take before he psychologically shuts down or flees -- or until another character talks him back from he edge of despair. Two new talent trees give Charismatic and Dedicated heroes an edge under this system. New feats toughen your character's mind, let him inspire an entire squad, or even design a meme to influence millions.

Cyborgs in Combat: Metal and flesh collide in new rules that discuss how cybernetics influence grappling, defense, speed and power. Two new talent trees give Strong and Fast cyborgs the ability to hit harder with artificial hands or evade gunfire with enhanced reflexes.

Weapon Mods and Gadgets: New gadgets and after-market alterations let you customize your weapons and ammo. Carry nanite payloads, give a blade a fractal edge -- or make the whole sword out of wickedly sharp, retractable wire.

Combat Frames: If you'd rather be stronger *without* losing an arm and a leg, use a combat frame's exoskeleton to enhance a single limb, or piece them together into a suit of powered armor. Improve your purchase with gadgets like extra armor and defensive nanotechnology.

Combat Nanotechnology: New, invisible threats enter the field. Use gray goo, tracers and binders to attack enemies, or employ defensive nanites to keep these microscopic machines at bay. See how nanites move and threaten the battle map and how characters hack nanotech design to create their own nanotech weapons.

VARIANT FIGHTING CLASSES

In the dynamic, brutal futures of cyberpunk-genre games, warriors have evolved to meet the needs imposed by urban poverty, corporate overlords and new technologies. Therefore, it's time to revisit **Modern SRD** and **Future SRD** character classes and change them to better fit a cyberpunk future. You can use the two variants below alongside the standard classes -- or you can rule that they've superceded the "old school." In all cases, any trait that isn't mentioned in the following descriptions stay the same. Use the model below to customize other classes to the needs of your campaign.

Bodyguard Variant: Street Bodyguard

This variant of the Bodyguard advanced class protects criminal middlemen between the corporate world and the street. These upwardly mobile criminals need protection from corporate killers and street dealers eager to take their place. Street Bodyguards guard these patrons with a combination of muscle, attitude and hard-hitting technology.

Requirements: Replace Concentrate 6 ranks with Gather Information 6 ranks. Replace Personal Firearms Proficiency with Urban Tracking.

Class Skills: The Street Bodyguard loses Concentrate and Disguise and gains Computer Use and Repair.

Bonus Feats: The Street Bodyguard adds Cybertaker and Urban Tracking to the selection of bonus feats.

Feared Protection: Replace Harm's Way with Feared Protection.

Once per round, the Street Bodyguard may stand adjacent to an ally (but not necessarily in the path of an attack) in a threatening posture. If the Street Bodyguard succeeds at an Intimidate check against an attacker, add his or her Reputation and Charisma bonus to the Defense of the adjacent ally. The attacker is too frightened by the consequences of attacking to aim true.

Feared Stalking: Replace Improved Charge with Feared Stalking.

A Street Bodyguard does more than protect his or her boss. The character also threatens the boss' more distant enemies. When the character is actively searching for someone, the target's Bluff and Disguise check DCs are all increased by the character's Intimidate ranks. Furthermore, the Street Bodyguard gains a bonus to Gather Information rolls equal to his or her Reputation score whenever he or she employs the Urban Tracking feat. This Street Bodyguard is frightening enough to make his or her quarry make crucial mistakes, and those the character questions are reluctant to withhold information.

Soldier Variant: Cybersoldier

Modified for combat, the Cybersoldier's military training incorporates his or her enhanced capabilities. The character's modifications are just another weapon to use with maximum efficiency.

Requirements: Add Cybertaker. The character must also possess at least one cybernetic attachment.

Tactical Neural Implant: Replace Tactical Aid with Tactical Neural Implant.

Long term VR training combined with subtle modification's to the Cybersoldier's brain allow the character to pump action points as if he or she has participated in scenario training (see "Scenario Training," later on in this book). The Cybersoldier may increase the die type used to determine action point benefits by one step (normally from a d6 to a d8), once during any combat.

Beyond Specs: Replace Improved Reaction with Beyond Specs.

The Cybersoldier may exploit his or her cybernetic attachments to do more than the attachment normally allows. If the Cybersoldier has an artificial limb, he or she may spend an action point to increase his or her Strength by 4 for a number of rounds equal to his or her Constitution bonus. If the character has artificially implanted feats that improve his or her combat abilities, he or she may spend an action point to increase his or her Dexterity by 4 for a number of rounds equal to his or her Constitution bonus. The character may combine both benefits in the same round.

NONLETHAL DAMAGE

The **Modern SRD**'s nonlethal damage system leaves something to be desired when it comes to decisively subduing an opponent with nonlethal strikes. Cyberpunk games frequently involve skilled martial artists and instances of capture. When low level characters can't actually drop each other in unarmed combat, you can't run these scenarios. Use these rules instead. Fantasy gamers will find them familiar, but there are a few critical differences worth watching out for. You need not alter any of the **Modern SRD**'s unarmed combat feats.

Dealing Nonlethal Damage

Certain attacks deal nonlethal damage. When you take nonlethal damage, keep a running total of how much you've accumulated. Do not deduct the nonlethal damage number from your current hit points. It is not "real" damage. Instead, when your nonlethal damage equals your current hit points, you're dazed (you may take no actions, but gain the benefit of Defense), and when it exceeds your current hit points, you fall unconscious. It doesn't matter whether the nonlethal damage equals or exceeds your current hit points because the nonlethal damage has gone up or because your current hit points have gone down. Each full minute that your unconscious from taking nonlethal damage in excess of your hit points, you have a 10% chance of waking up, dazed, until your remaining nonlethal damage is less than your current hit points. You automatically regain consciousness when you no longer carry any nonlethal damage.

Nonlethal Damage with a Weapon that Deals Lethal Damage

You can use a melee weapon that deals lethal damage to deal nonlethal damage instead, but you take a -4 penalty on your attack roll. You cannot use ranged weapons, piercing weapons or weapons that inflict energy type damage (except where noted, such as with a taser) to deal nonlethal damage.

Lethal Damage with a Weapon that Deals Nonlethal Damage

You can use a weapon that deals nonlethal damage, including an unarmed strike, to deal lethal damage instead, but you take a -4 penalty on your attack roll.

Massive Nonlethal Damage

When you suffer nonlethal damage from a single source in excess of your Constitution, you must make a Fortitude save (DC 15) or fall unconscious immediately. If you succeed, you are dazed for 1 round. If you fail, you are knocked unconscious for 1d4+1 rounds.

Healing Nonlethal Damage

You heal nonlethal damage at the rate of 1 hit point per hour per character level.

When a spell or a magical power cures hit point damage, it also removes an equal amount of nonlethal damage.

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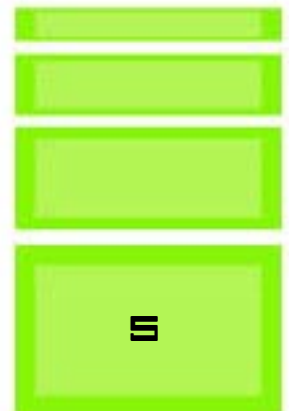
SCENARIO TRAINING

In both cyberpunk fiction and real world police and military operations, fighters train to use their skills in specific scenarios. In game terms, training for a specific operation lets characters draw on that experience for extra inspiration. In the **Modern SRD** and **Future SRD** we simulate inspiration with action points. Therefore, scenario training allows characters to "pump" and regain action points when they're confronted by a challenge that they've specifically trained for.

Pumping Action Points: "Pumping" an action point increases the die type gained to roll action point bonuses by one step. This usually increases each d6 to a d8, but some class abilities feature enhanced action point use that stacks with this, pumping each die from a d8 to a d10.

A hero can pump an action point when he or she uses it during an operation that he or she has specifically trained for. The detail of the scenario training determines how often he or she can pump an action point.

Regaining Action Points: Instead of pumping a point, a character can use it normally and then regain it at any point between the time he or she spends it and the end of the adventure. Again, a hero may do this when he or she has trained using a scenario much like the adventure itself. The detail of the scenario determines how many action points he or she can regain -- but the hero can't regain pumped action points. A pumped point represents inspiration *and* training. Regaining a point indicates that the inspiration *came* from training and didn't really exhaust the character's personal dedication.

Characters can pump or regain a number of action points determined by the detail of their scenario training. Consult the following table.

Scenario	Pump/Regain
Deviates from reality of adventure in one or more crucial ways	0
Rough simulation with improvised methods	1
Detailed simulation with professional methods	2
VR or other fully immersive simulation	3
Dangerous simulation	4
Defeated by simulated threat	-1
Victorious in simulation more than once	+1

Deviates from reality of adventure in one or more crucial ways: If any CR in the scenario is more than 2 less than the actual adventure's challenges, the scenario does not resemble the adventure enough to let characters pump or regain action points. If the scenario is otherwise inaccurate in one or more important ways (GM's discretion), it is also of no use. GMs should be somewhat lenient here. If the actual adventure would logically lead to a totally different outcome even if it were successful for the heroes, it is inaccurate.

Rough simulation with improvised methods: A rough simulation takes place in a training area totally different from the actual field of operation. Characters use rough maps (even something as simple as chalk lines or existing rooms or buildings to "stand in" for actual environmental features) or don't use real or simulated tools and weapons.

Detailed Simulation with professional methods: Professional simulations use working simulations for tools and weapons (paintball or lasers instead of actual firearms, dummy explosives and electronics) and take place in an area where characters can train with specially built "sets" that represent the field.

VR or other fully immersive situation: The characters train in a VR version of the field of operation or can use the area itself along with simulated or real equipment

Dangerous simulation: If the characters risk injury and death as part of their actual (not simulated) actions, they also learn to apply themselves under stress.

Defeated by simulated threat/Victorious in simulation more than once: If the heroes are defeated in simulation, they haven't learned to completely solve the scenario's problems. They may, however, run through it again. If they succeed twice in two different variations of the same scenario, however, they may regain or pump an extra action point.

Running Training Scenarios
Running a training scenario is easy. The heroes design the scenario's "adventure" as if it contained real threats. The GM runs it as if characters were performing real tasks and responding to actual threats, using all standard game systems. This is what is happening in the context of the simulation. Meanwhile, the characters are running through the physical reality of the scenario. A guard might be a robot with a paint gun or a referee play-acting the role, but for the purposes of the simulation, roll dice as if it's actually happening. Assign CRs and ELs as you would for an actual adventure, but award 1/4 of the benefits of a "live" adventure. The exceptions are scenarios with dangerous simulations, which grant awards commensurate with their actual threat or the 1/4 benefit -- whichever is greater.

Any character may ignore any part of the scenario that has no basis in reality. Characters who cheat in this fashion lose the all the experience and action point-related benefits of scenario training.
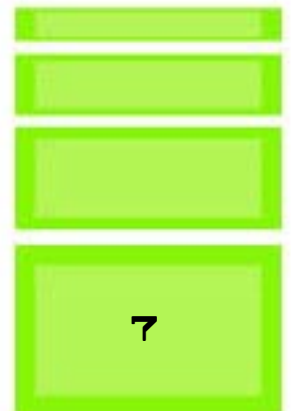
ABLATIVE MORALE

Mental preparedness is the key to victory. Battle-hardened mercenaries can shrug off carnage that would leave the average person paralyzed with shock.

To simulate this, use the following system. In it, morale is a limited resource. Like hit points, it can be chipped away until characters are too shocked to participate. Every character has a new trait: morale points.

Gaining Morale Points

Determining character morale points is simple: Morale "hit dice" are the same as the hit dice characters gain by advancing in level. Characters do not roll the morale die at 1st level. They simply record the maximum amount. Morale points are modified by characters' Wisdom scores instead of their Constitution scores.

Losing Morale Points

Characters suffer morale damage for many of the same reasons they suffer hit point damage. A wound or a close shave in combat is a frightening experience. The amount of damage is less important than the fact that the hero was struck at all though, so all morale damage tends to vary less than hit point damage.

However, the condition of a character's allies also affects his of her morale, as do a number of other situations. The table below lists the standard sources of morale damage. Damage per round is inflicted at the end of the round. Morale damage is not increased by critical hits.

Condition or Event	Morale Damage
Ally* flees or is injured	1d3
Ally* betrays characters in dangerous situation	1d8+Charisma bonus of ally.
Ally* dies	1d6
Bizarre opponent (different species, undead, etc.)	1d3 per round
Character enters a combat in progress	1d6 upon entry
Character forced to make a Fort. save to resist massive damage	1d6
Character is alone against multiple opponents	1d6 per round
Character's side appears outnumbered	1d3 per round
Character successfully Intimidated by another	1d6+Charisma bonus of Intimidating character
Character suffers hit point damage from a ranged source	1d6
Character suffers hit point damage in melee combat	1d6+Charisma bonus of attacker
Character suffers nonlethal damage in combat	1d3+Charisma bonus of attacker
Character "hit" by suppressive fire**	1d6

* An **Ally** is another player character or NPC who the character has a Friendly attitude to. For the purposes of these rules, characters have a maximum number of allies equal to 5 or the number of player characters+1 (whichever is higher).

Suppressive fire consists of attacks with ranged weapons intended to keep a target cowering. To use suppressive fire, make a ranged touch attack against the opponent, ignoring cover and concealment. If successful, the attack does not actually strike the opponent, but hits near enough to hinder him or her.

When a character loses all morale points, he or she may continue to act normally, but at an increasing penalty. The character's negative morale point score is applied as a penalty to all attack rolls, skill checks and saving throws. There is no limit to this penalty; the character can be driven into too much psychic shock to act effectively at all.

Massive Stress Threshold

In addition, every character has a massive stress threshold equal to his or her Wisdom score. Whenever the moral damage inflicted in a single round (not just from a single source) exceeds the character's massive stress threshold, he or she must make a Will save (DC 20) or immediately drop to -1 morale points.

Healing Morale Points

Fortunately, there are a number of ways to recover morale:

Action Points: A hero may spend an action point to immediately regain 6 morale points.

Cower: At any time, a character can take on the cowering condition. The hero is frozen in fear, loses his or her Dexterity bonus, and can take no actions. In addition, the hero suffers a -2 penalty to Defense. Each round the character cowers, he or she regains 1d3 morale points.

Leadership: As a full round action a character may use a Diplomacy check (DC 20) to improve one ally's morale. A successful check restores morale points equal to1d3+the ally's character level. The character must be able to communicate with the ally.

Panic: At any time, a character may take on the panicked condition. A panicked character must flee as fast as possible and defends normally, but may not attack. Each round the character panics, he or she regains 1d3 morale points.

Safety: Characters regain 1 morale point per character level for every hour in which they are not at risk of obvious physical danger. Simply being out of combat is not enough. The character must not be aware of a potential danger that he or she must take non-routine steps to avoid. For example, a character who has just returned to his or her hideout may heal morale in this fashion, while one who is infiltrating a hostile complex may not.

Victory: Characters who overcome a physically dangerous challenge immediately regain 2d6 morale points.

Battle Hardening

If you use ablative morale in your campaign, add the Battle Hardening talent tree to those available to Dedicated heroes.

Battle Hardening: The Dedicated hero ignores 1 point of morale damage per round.

Improved Battle Hardening: The Dedicated hero ignores 2 point of morale damage per round. *Prerequisite:* Battle Hardening.

Advanced Battle Hardening: The Dedicated hero ignores 3 points of morale damage per round. *Prerequisite:* Improved Battle Hardening.
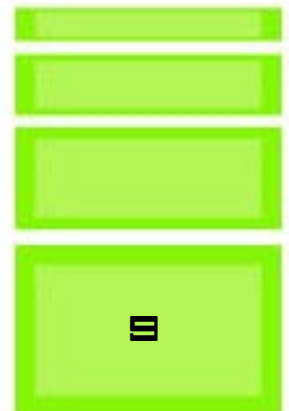
Combat Leadership

If you use ablative morale in your campaign, add the Combat Leadership talent tree to those available to Charismatic heroes.

Combat Leadership: When the Charismatic hero succeeds at a Diplomacy check to restore allies' morale, roll 1d4 and add the character's level to determine how many morale points an ally regains.

Improved Combat Leadership: When the Charismatic hero succeeds at a Diplomacy check to restore allies' morale, roll 1d6 and add the character's level to determine how many morale points an ally regains. *Prerequisite:* Combat Leadership.

Advanced Combat Leadership: When the Charismatic hero succeeds at a Diplomacy check to restore allies' morale, roll 1d8 and add the character's level to determine how many morale points an ally regains.
Prerequisite: Improved Combat Leadership.

New Feats

If you use ablative morale, you may also wish to include the following feats.

Rally

If you use Rally, it becomes a bonus feat selection for the following **Modern SRD** and **Future SRD** classes: Dedicated Hero, Charismatic Hero, Soldier, Negotiator, Ambassador, Field Officer, and Swindler.

Prerequisites: Charisma 13, Diplomacy 4 ranks.

Benefit: Using the Diplomacy skill, you may restore the morale points of multiple allies simultaneously. You may restore morale points in a number of characters equal to your Charisma bonus.

Normal: You may only restore the morale points of one ally per round.

Special: You may take this feat multiple times. Each time, you may restore an additional number of allies equal to your Charisma bonus.

Strategic Memetics

If you use Strategic Memetics, it becomes a bonus feat selection for the following **Modern** and **Future SRD** classes: Smart Hero, Charismatic Hero, Negotiator, Personality, Ambassador, Field Officer and Swindler.
Prerequisites: Intelligence 15, Knowledge (psychology) 4 ranks.

Benefit: You may create strategic memes: viral ideas, images and beliefs that can influence morale. This requires a Knowledge (psychology) check. The base DC of the check to create a strategic meme depends on the number of people who might be exposed to it.

Reach	DC	Infection Rate*	Chance of Encounter**
Few than 2000	5	1 day	10%
2000-9,999	10	1 day	20%
10,000-49,999	15	1 day	30%
50,000-99,999	20	1 week	40%
100,000-499,999	25	1 week	50%
500,000-1 million	30	1 week	60%
1 million-10 million	35	1 month	70%
10 million-100 million	40	1 month	80%
100 million-1 billion	45	1 month	90%
over 1 billion/global	50	1 year	99%

Condition	DC Modifier
Wealth check to fund meme	-1 per 5 points of the check
Multiply meme lifespan	+5 per multiple
Linked to successful Performance check (DC 20)	-5

* This lists the time the meme takes to spread to the number of people listed. Apply this to each step so that, for example, a meme that reaches 10,000 people takes three days to spread to its fullest extent, while a global meme takes one year, three months, three weeks and three days. Memes spread gradually, "up" the chart, so that after one week and three days, a global meme will have spread to up to 99,999 people.

** When the character interacts with members of a community exposed to this meme, this is the chance that he or she will also be exposed to this meme.

A meme spreads through groups with related interests. Each strategic meme fades from public consciousness shortly after reaching its peak, with the number of "infected" subjects declining at the same pace it increased. People vaguely remember the meme, but it doesn't have the same power to influence their thoughts and emotions.

A strategic meme can have various effects. A meme provides one effect for free. Additional effects increase the DC of constructing the meme by 5 each. Choose from the list below.

Countermeme: This nullifies the effect of another meme. Those exposed are considered to have not been affected by a single meme.

Create Consensus: The meme encourages those exposed to agree with a particular opinion. Diplomacy and Bluff checks that espouse support of the position gain a +2 bonus.

Disinformation: The meme creates confusion about a particular issue. This increases the DC of Gather Information checks related to the issue by 5.

Demoralize: This meme singles out a single allegiance for scorn. Members who fail a Will save (DC 15) take 1d6 points of morale damage every day they are exposed to this meme (check for the chance of an encounter once per day).

Enhance Aggression: The meme grants willing members of a single allegiance a +1 morale bonus to attack rolls and a +2 morale bonus to Intimidate rolls, but a -2 to Will saves.
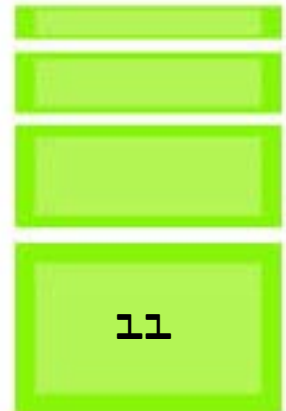
Tough-Minded

If you use Tough-Minded, it becomes a bonus feat selection for the following **Modern SRD** and **Future SRD** classes: Dedicated Hero, Tough Hero, Soldier, Martial Artist, Gunslinger, Bodyguard, Daredevil, Field Medic, Negotiator, Dreadnought, Field Officer, Helix Warrior, Space Monkey and Tracer.

Benefit: You gain +3 morale points.

Special: A character may gain this feat multiple times. Its effects stack.

Beyond These Rules

This section presents a functional set of rules suitable for immediate use in a cyberpunk genre campaign. However, they only touch on the possibilities of the system. One of the pleasure of open source gaming is that we can encourage other individuals and companies to expand this and other systems in directions that increase their consistency and applicability.

Class-based Morale

For simplicity's sake, this system assumes that physically tough characters are mentally tough as well. This works well with the function of hit points. They reflect the combat expertise necessary to avoid damage. This ability implies bravery and resolve. Similar levels of morale reflect this.

You may wish to assign morale dice to each class based on other criteria. For example, you might determine a class' morale dice based on Will save. Better will save progressions get better morale dice. This will create some strange situations (many veteran warriors will have less morale than the scientists they protect!), but improved the situation of Dedicated heroes and other strong-willed classes. Alternately, you may want to assign morale dice based on the function of each class. If you use this option, reduce the morale dice of classes with high hit points slightly (d8 morale dice paired with a Strong hero's hit dice progression, for instance) and increase those who you think would be particularly unshakable in battle despite their generally lower hit points.

Morale Damage Types

If your campaign features unusual sources of fear, such as supernatural or alien opponents, you may wish to introduce different types of morale damage similar to the differing types of hit point damage. For example, you may wish to create an Aberration type of morale damage to reflect morale damage caused in combat with Aberrations.

FX Abilities

Fear-causing FX powers should be able to cause morale damage as well. Use the hit point damage caused by FX abilities of a given level to determine the morale damage caused by an FX ability. For example a 3rd level magic spell should cause 1d6 morale damage per caster level (10d6 maximum). In general, successful Will saves negate such damage completely.

CYBORGS IN COMBAT

Metal, plastic, nanoforged diamond -- all of these have advantages compared to frail human flesh. Let's reexamine combat with an eye toward the effects of cybernetic hardware. See the **Future SRD** (and optionally **Posthuman: The Definitive D20 Guide to Human Augmentation**) for the basic rules of cybernetic attachments.

Unnatural Speed

Heroes who've been altered to move faster than normal are a staple of cyberpunk fiction and gaming. The **Future SRD** includes the Initiative Implant, but the genre really calls out for a more detailed treatment. Thus, add the following implants to simulate a "wired" character in cyberpunk genre games.

Haste Implant (PL 7)

Benefit: When making a full attack action, a hero with the haste implant may make one extra attack with any weapon he is holding. The attack is made using the hero's full base attack bonus, plus any modifiers appropriate to the situation. (This effect is not cumulative with similar effects nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.)

A hasted hero gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

All of the hasted hero's modes of movement (including land movement, burrow, climb, fly, and swim) increase by 30 feet, to a maximum of twice the subject's normal speed using that form of movement. This increase counts as an equipment bonus, and it affects the hero's jumping distance as normal for increased speed.

Special Drawback: Activating this implant requires a full round. The character may take other actions that round. The implant can be used a maximum number

of rounds equal to the hero's character level, either broken up between periods of use or all at once.

Type: Internal

Hardness/Hit Points: -/10

Base Purchase DC: 25

Restriction: Military (+3)

Reaction Implant (PL 7)

Benefit: When a hero uses a full attack action, he or she may make his second attack at any point in the round, interrupting another character's action to do so if he or she wishes. This uses up the hero's second attack, but if he has successive attacks, he may make them when his or her initiative turn comes around again as usual.

Type: Internal

Hardness/Hit Points: -/10

Base Purchase DC: 22

Restriction: Restricted (+2)

Converting Speed to Power

Force equal mass times acceleration. When it comes to cybernetically boosted speed, this means that unnaturally fast characters might be able to strike harder than their unenhanced counterparts. Optionally, you may give cybernetically enhanced characters a

power option for each implant, as follows:

Initiative Implant: You may sacrifice the implant's initiative bonus to add +1 to melee combat damage. You must declare that you are using this option before rolling initiative. If combat is already in progress, you must reroll initiative

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without the bonus.

Haste Implant: In exchange for giving up the implant's combat benefits (but not its enhanced movement) for a round, the character adds 4 to the threat range of any melee weapon he or she uses. You must declare that you are using this benefit at the beginning of the round.

Reaction Implant: You may give up your second iterative attack to increase the die type of a melee weapon by one step. For example, your knife strikes for 1d6 points of damage instead of 1d4. You must declare that you are using this benefit at the beginning of the round.

Shielding With Prosthetics

Characters with cybernetic arms have a distinct advantage in melee combat. Even if their arms don't provide extra strength, they may use them to block incoming melee attacks.

A hero can use his own arms as a shield. Each free cybernetic arm (which cannot be used to attack with a weapon that round) adds +1 to the hero's Defense. However, any attack that misses because of this shielding maneuver strikes one arm (if more than one arm is employed, determine this at random) and inflicts damage. No more than 4 arms can be employed in this fashion.

Grappling With Metal

Wrestling with a cyborg isn't easy. Grappling often relies on pain compliance and a strong grip; heroes with cybernetic limbs have the advantage on both counts. On the other hand, the juncture between human and machine is a vulnerable point that a sadistic grappler might be able to exploit.
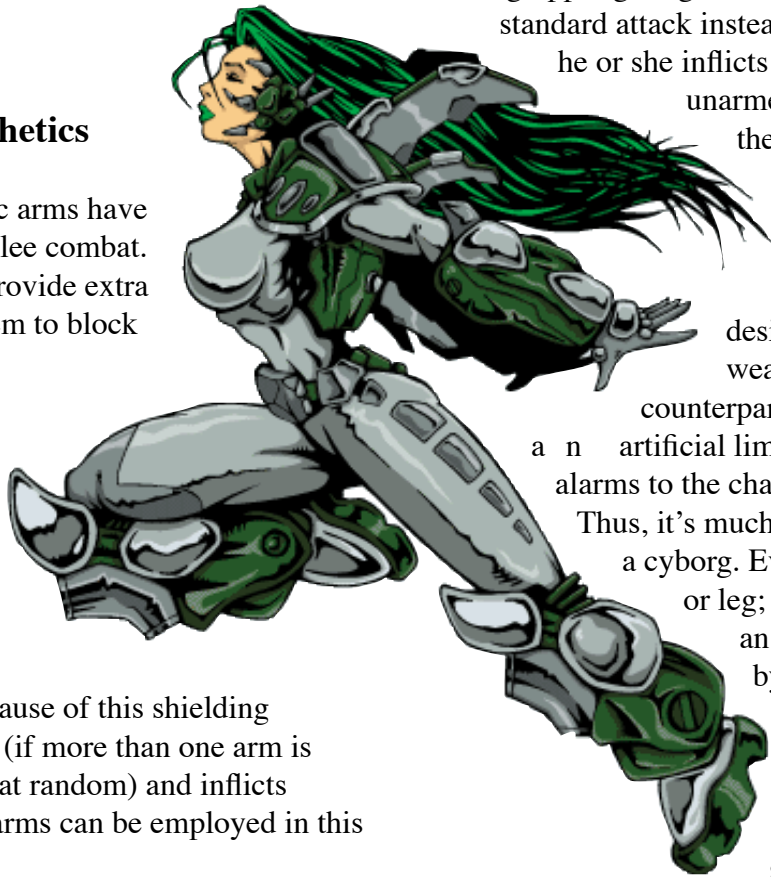
Sacrifice Limb: A character with a cybernetic arm may interpose it between the attack of opportunity that comes when he or she closes for a grapple. If the character succeeds at a Reflex save (DC equal to the attack roll) the attack injures the cybernetic arm instead of the character. Characters with two cybernetic arms gain a +2 bonus to this save.

Damaging Grab: A character with a cybernetic hand can inflict damage during the initial grab used to enter grappling range. If the character opts for a standard attack instead of a melee touch attack, he or she inflicts 1d3 (+Strength bonus) unarmed damage and establishes the grab.

Hardened Joints: Battle-tested cybernetic limbs aren't designed to replicate the weaknesses of their fleshly counterparts. Furthermore, twisting an artificial limb doesn't send desperate alarms to the character's nervous system. Thus, it's much harder to damage or pin a cyborg. Every cybernetic limb (arm or leg; maximum of 4) penalizes an opponent's grapple check by -2.

Tearing off Cybernetics: The most brutal move in a grapple with a cyborg is attempting to tear away one of his or her artificial limbs. Make an opposed grapple check. If you inflict more damage that the opponent's Constitution score after declaring your intention to attack the human/machine connection point, you render his or her artificial body part inoperable. If your attack inflicts more than twice the character's Constitution in successive attacks to the body part, you rip it clean off. The cyborg must make a Fortitude save (DC 15) or be nauseated until he makes the save in a successive round. Roll once per round until the character succeeds.

CYBORG TALENTS

Combat cyborgs are frightening to fight, but once a hero truly learns to make the metal a part of him, he becomes a posthuman warrior with awesome capabilities.

Metal Fist Talent Tree (Strong Hero)

A Strong hero learns that his or her prosthetic arm can be used to strike devastating unarmed blows. The hero uses technique and sheer bravery to turn his or her artificial limbs into maces and clubs. Unlike other talent trees, these require that characters possess one or more cybernetic attachments.

Prerequisite for all talents: Prosthetic Arm

Metal Fist: The Strong hero's strikes with his or her unyielding cybernetic limb inflict 1d3 points of normal damage instead of unarmed damage (Crit: 20/x2).

Improved Metal Fist: The Strong hero's strikes with his or her prosthetic inflict 1d4 points of normal damage (Crit: 20/x2).

Prerequisite: Metal Fist.

Advanced Metal Fist: The Strong hero's strikes with his or her prosthetic inflict 1d6 points of normal damage (Crit: 20/x2).

Prerequisites: Metal Fist, Improved Metal Fist.

Boost Talent Tree (Strong Hero)

Once a Strong hero's adapted to his or her powerful new limbs, he can use a combination of technical know-how and biomechanical technique to improve his running and leaping far beyond the specs of his or her limbs. Wear, tear and fatigue prevent the hero from boosting his power all the time.

Prerequisite for all talents: Both the character's legs must have prosthetic replacements.

Boost: The Strong hero adds 5 feet to his or her running speed and +1 to Jump checks. After a number of rounds equal to his Strength bonus, he or she loses this benefit for one minute.

Improved Boost: The Strong hero adds 10 feet to his or her running speed and +2 to Jump checks. After a number of rounds equal to his Strength bonus, he or she loses this benefit for one minute.

Prerequisite: Boost.

Advanced Boost: The Strong hero adds 15 feet to his or her running speed and +3 to Jump checks. After a number of rounds equal to his Strength bonus, he or she loses this benefit for one minute.

Prerequisites: Boost, Improved Boost.

Dodge Bullets Talent Tree (Fast Hero)

Fast heroes can use cybernetically enhanced reflexes to dodge gunfire. They can't move faster than a bullet, but they can think fast enough to see where the barrel's pointing.

Prerequisite for all talents: Initiative implant, haste implant or reaction implant.

Dodge Bullets: The Fast hero gains a +1 dodge bonus to Defense against gunfire from a single attacker. The character must designate the attacker at the beginning of the round

Improved Dodge Bullets: The Fast hero gains a +1 dodge bonus to Defense against gunfire from a two attackers. The character must designate the attackers at the beginning of the round.

Prerequisite: Dodge Bullets.

Advanced Dodge Bullets: The Fast hero gains a +1 dodge bonus to Defense against gunfire from a three attackers. The character must designate the attacker at the beginning of the round.

Prerequisites: Dodge Bullets,
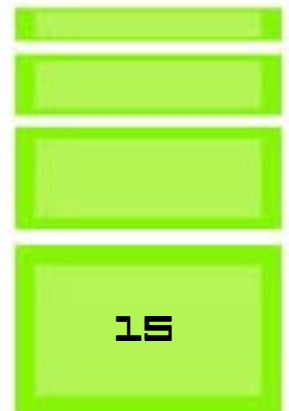
Improved Dodge Bullets.

Interrupting Shot: On any round where the Fast hero goes before his or her opponent, he or she may hold her attack until the moment the opponent uses a ranged attack. The Fast hero attacks at the same time, depriving the opponent of his or her Dexterity bonus to Defense.

Prerequisite: Dodge Bullets.

Close With the Enemy: By spending an action point, the Fast hero can move to melee range of an opponent before than opponent uses a ranged attack -- even if the opponent would move before the hero. The Fast hero must be able to move to the opponent and cannot move beforehand. The player declares that he or she is using this talent when the opponent declares he or she is going to attack. The opponent may not change his or her action.

Prerequisites: Dodge Bullets, Interrupting Shot.

WEAPON MODS & GADGETS

Black Market (the third book in the **Terminal Identity** line) introduced the concept of weapon "mods:" after-market modifications to weapons. This section introduces new adjustments for weapons. Many can either be built in as a gadget upon purchase, or added later as a mod. Ammunition gadgets and mods are purchased by magazine.

Rebounding Ammunition

Intelligent materials allow these bullets to bounce off walls but sink into flesh with full power. Characters using this ammunition may attack targets they are aware of but are out of their line of sight with a 50% miss chance of they cannot be seen at all, or at a -4 penalty to hit if they can be seen through a camera, sensed with thermal imaging or their position can otherwise be precisely known.

Gadget Purchase DC Modifier: +2
Mod Purchase DC: Not available as a mod.
Restrictions: Ballistic weapon ammunition only.

Cybereye Targeting

This gadget or mod superimposes cross-hair over a cybernetic eye according to the direction the ranged weapon is currently pointing. A stud on the weapon also allows a split-view down the weapon's barrel. This device incorporates a camera and a material-conductive personal network signal, making it nearly impossible to hack remotely. The effect: a +1 cybernetic bonus to attack rolls with that ranged weapon. The gadget is integrated; the mod slides on to an existing firearm.

Gadget Purchase DC Modifier: +2
Mod Purchase DC: 12
Restrictions: Ranged weapons only. Requires a cybernetic eye attachment.

Energy Damage

Miniature capacitors or timed chemical reactions add 1d3 points of damage belonging to one of the following energy types: fire, cold or electricity. This is either built into the weapon's ammunition or available as a nanotech spray-on sufficient to treat one box of ammunition or one Medium-sized melee weapon. A melee weapon's mod must be replaced after every combat where the weapon successfully strikes at least once. A melee weapon gadget only needs to be recharged or exposed to a nanite repair/growth medium (no cost).

Gadget Purchase DC Modifier: +6
Mod Purchase DC: 16
Restriction: Ballistic weapon ammunition or melee weapons only.

Force Feedback Guidance

A "rumble pack" alters the weapon's weight distribution and nudges the user's hand in the right direction to strike. This is linked to a miniature computer and weapon mounted camera or sensor suite that recognized and locks on nearby human silhouettes. All in all, the gadget or mod provides a +1 active equipment bonus to attack rolls.

Gadget Purchase DC Modifier: +4
Mod Purchase DC: 14
Restriction: Melee or ranged weapons only.

Fractal Edging

This gadget arranges the atoms of a slashing weapon's edge in a fractal pattern, resulting in a sharp edge that is several times longer but does not increase the size of the weapon. This doubles the weapon's threat range.

Gadget Purchase DC Modifier: +4
Mod Purchase DC: Not available as a mod.
Restriction: Slashing weapons only.

Guided Ammunition

Chemical thrusters and variable geometry combined with nanotech sensors and computing power let this ammunition track a target while it's in flight, granting a +1 ammunition bonus to attack rolls

Gadget Purchase DC: +4
Mod Purchase DC: Not available as a mod.
Restriction: Ballistic weapon ammunition only.

Nanite Delivery Ammunition

Each round of this type of ammunition delivers a single nanite dose in addition to its standard effects. On a successful attack roll, the nanites immediately occupy the same square as the target. The attack can forego attempting to damage the target by making a ranged touch attack. Success indicates the nanites were delivered to the same square as the target, but does not inflict damage. Marker and gray goo nanites are the most common types used with this ammunition.

Gadget Purchase DC: +10 (and the cost of each nanite dose)
Mod Purchase DC: Not available as a mod.
Restriction: Ballistic weapon ammunition only.

Nanowire Weapon

Any slashing or piercing weapon can be purchased as a nanowire weapon. Ultra-strong, sharp wire takes the shape of the weapon's cutting or piercing surface. This wire can be retracted into a spool the weapon's handle. Regardless of the weapon's type, it weighs a pound. Deploying the weapon from the handle is a move action. Regardless of its normal size, the weapon is considered Small. Coiled in its handle, it's a Diminutive object (not its weapon handling category).

Gadget Purchase DC: +12
Mod Purchase DC: Not available as a mod.
Restriction: Piercing or slashing weapons only.

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ULHIT Ammunition

ULHIT (Ultralight, Hi Thrust -- pronounced "you'll hit") ammunition is partly self-propelled and is made of very strong, light materials. This allows each round to maintain a stable trajectory for longer than normal. Add 50% to the range increment of a firearm using this ammunition.

Gadget Purchase DC: +2
Mod Purchase DC: Not available as a mod.
Restriction: Ballistic ammunition only.

COMBAT FRAMES

In our world, powered exoskeletons have been the subject of serious research and high-flying fiction since the 1950s. Despite this, only Information Age societies begin to overcome the basic mechanical and material hurdles required to mechanically augment human movement. In cyberpunk genre games, the same technology that allows prosthetics to duplicate flesh and blood limbs enhances the necessary technology. Miniaturization allows for the creation of powered sleeves and braces for specific body parts. Once they're rugged enough for a fight, they're combat frames.

Body Part Frames

Each body part frame encloses one limb or torso in an armored sleeve filled with sensors and force feedback devices. In addition to enhancing the wearer's strength (and nullifying its weight), a frame's casing provides some armor. Combat frames can deflect blows and shots, but intentional strikes to their joints or exposed elements allows them to be damaged. Therefore, while shots that are deflected due to its armor cause no damage, each frame can be attacked using the normal rules for attacking an object. When a combat frame is destroyed, it is no longer considered weightless for encumbrance purposes.

Frames are purchased in standard sizes. They cannot be transferred to another wearer with more than a 3" height difference or 20 lb. weight difference from the original user. After 8 hours of continuous use, any combat frame requires an hour to recharge.

Arm

An arm frame includes the sleeve itself along with straps to brace any load across both shoulders.

Benefit: The arm frame adds a +2 equipment bonus to the wearer's Strength when using that arm, except when it comes to lifting and carrying loads. If the wearer also has a torso frame, the Strength bonus *does* apply to lifting and carrying loads. The user now has enough of s supporting exoskeleton to allow it.

Two arm frames do not double the wearer's Strength bonus. The traits below apply to a single arm frame.

Defense Bonus: +1
Armor Check Penalty: 0
Hardness/Hit Points: 5/10
Weight: 10 lbs
Purchase DC: 20

Leg

Leg frames are normally purchased in pairs. They include a supporting harness for the wearer's hips.

Benefit: A pair of leg frame adds a +2 equipment bonus to the wearer's Strength and 10 feet to his or her base movement. Single legs provide no advantage.

Defense Bonus: +1; +2 for a pair.
Armor Check Penalty: -2 for one or both legs.
Hardness/Hit Points: 5/15
Weight: 15 lbs for each leg.
Purchase DC: 22 each; 26 per pair.

Torso

A torso frame includes a harness and servomotors that redistribute weight to the wearer's upper arms and upper legs. These bracing points connect the torso frame to the user's arm and leg frames.

Benefit: A torso frame allows the wearer to bear loads as is he or she is one size category larger. In addition, if the wearer also wears arm and/or leg frames, he or she may add an additional +2 to the Strength bonus provided by other frames.

Defense Bonus: +3
Armor Check Penalty: -2
Hardness/Hit Points: 5/15
Weight: 20 lbs
Purchase DC: 22

Combined Frames

When worn together, combat frames combine their bonuses to Defense and Strength. They also combine armor check penalties. For convenience's sake, we've summarized these in the table below.

Combined Frames	Defense Bonus	Strength Bonus	Armor Check Penalty
One Arm and Torso*	+3	+4	-2
One Arm and Both Legs*	+3	+4	-2
Both Arms and Torso	+4	+4	-2
Both Arms and Both Legs	+4	+4	-2
One Arm, Both Legs and Torso*	+5	+6	-4
Both Arms, Both Legs and Torso	+6	+6	-4

*Reduce the Strength bonus by 2 when using the arm that isn't covered by a combat frame.

Integrated Combat Frames

Characters may purchase an integrated frame that includes both arms, both legs and the torso. The parts of an integrated combat frame are designed to work together. This adds an additional +2 bonus to the wearer's Defense compared to frames that are combined piecemeal. The frame can still be broken down into its component pieces.

Benefit: The wearer can carry loads as if he or she is a size category larger. His or her base movement increased by 10 feet.

Defense Bonus: +8
Armor Check Penalty: -4
Hardness/Hit Points: As per components
Weight: 70 lbs
Purchase DC: 32

Combat Frame Accessories and Gadgets

In a cyberpunk genre campaign, a combat frame can take advantage of the following armor gadgets: Environment seal (integrated combat frame only), Integrated equipment, integrated weapon, self-repairing, prehensile appendage, storage compartment and ultralight composition. In addition, combat frames may make use of the new gadgets that follow. Note that the purchase DC modifier is the same for individual body part frames as for an integrated combat frame. If you buy a suit all at once, you get a discount.

Active Camouflage
A series of minute cameras scan the light and color patterns of the surrounding environment. They transmit this data to the frame's LCD coating, which changes to match. Each frame worn adds +1 to the user's Hide check (+5 for a full suit or integrated combat frame). Linked to a computer, active camouflage equipped combat frames can also display any form of two dimensional video data along their surfaces.

Purchase DC Modifier: +4
Restriction: Combat frames or armor only. For normal armor, active camouflage adds +5 to the user's Hide check.

Extra Armor
This gadget adds an extra layer of armor to a combat frame. Add 1 point to the armor bonus of one body part frame. You may add no more than an additional +1 to an arm or leg frame or +2 to a torso frame.

Purchase DC Modifier: +2 per +1 armor bonus.
Restriction: Combat frames only.

Speed
Added to two leg frames, this gadget increases the wearer's base speed by an additional 10 feet, for a total bonus of 20 feet to the user's movement.

Purchase DC Modifier: +4
Restriction: This gadget must be bought once for each leg frame (the bonus speed does not increase any more than an additional 10 feet) or once for an integrated combat frame only.

Nanite Countermeasures
Common in campaigns where nanites are a frequent combat hazard, this gadget automatically releases a single dose of standard blue nanotech (see **Combat Nanotech**, below) whenever foreign nanites enter the same square as the wearer. You must purchase the dose of "blue goo" separately.

Purchase DC Modifier: +4
Restriction: None

COMBAT NANOTECH

In some futuristic games, nanotechnology both augments human performance and serves as a weapon system of its own. For information about nanotech augmentation see the **Future SRD** and **Posthuman: The Definitive Guide to Human Augmentation**. In settings where nanotechnology is common, characters will carry routine countermeasures against nanite hazards.

Autonomous nanotechnology is programmed to move and protect itself from harm. By default, it attacks and defends itself from all nanotechnology created by another manufacturer. A Computer Programming check (DC 15) can instruct colonies to work together. This requires nanite programming equipment (Purchase DC 22).

At PL 6 single dose of nanites is contained in a Tiny capsule. At PL 7, a 2.5 lb. container can carry a nanite dose. Once released, nanites move 5 feet per round at PL 6, 15 feet at PL 7 and 30 feet at PL 8. A single dose of nanotechnology occupies a 4 5 foot squares in any contiguous configuration (including in the air), but an unlimited number of multiple doses can occupy the same squares. Nanites can only sense objects in adjacent 5 foot squares. Heroes may relay navigation instructions to nanites with a personal computer and transmitter as long as They possess the correct software.

Nanites are immune to critical hits and all forms of damage except for electricity, fire, cold and radiation. Each dose can execute one movement, one nanoattack action against other nanites and, if applicable, an additional attack action against characters or objects.

Nanites are undetectable to normal human senses unless They form very large colonies. A microscope, chemicomp or similar gear (see the **Future SRD**) can detect nanites if the user succeeds at a Crafts (nanotechnology) Knowledge (chemistry or nanotechnology) check (DC 20).

Releasing a single dose is an attack action.
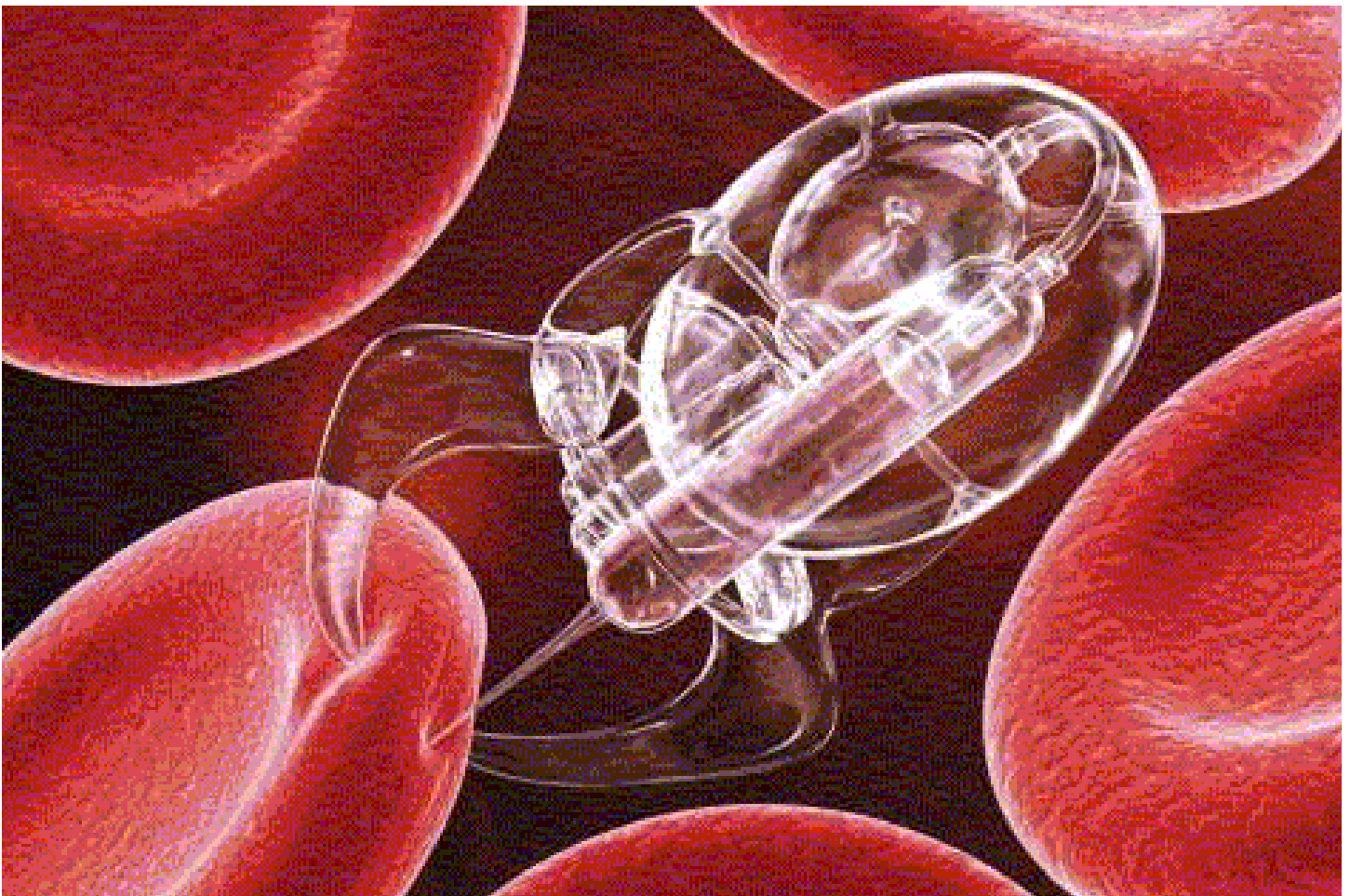
External nanotechnology has the following game traits:

Type: The type and manufacturer of the nanites

Effect: The effect the nanites have on characters and objects

Nanoattack Bonus: The nanites gain this bonus to attack rolls against other nanites and inflict the listed damage.

Nanodefense: The nanites have innate defenses against attack from enemy nanites.

Hit Points: The hit points possessed by a single dose. Once a dose suffers any damage it suffers a -4 penalty to nanoattack actions and to the DC of saving throws against its other effects. Once is loses more than half of its hit points, the dose suffers a -8 penalty to nanoattacks and to the DCs of saving throws versus its effects . When a dose loses all of its hit points, it no longer functions and cannot be repaired.

Purchase DC: The cost of this kind of nanotech.

Restriction: The Restriction level of these nanites in many campaigns.

A Nanite Bestiary

The following nanotech types are here to get you started, so that you can start running combat in an environment with ambient nanotechnology.
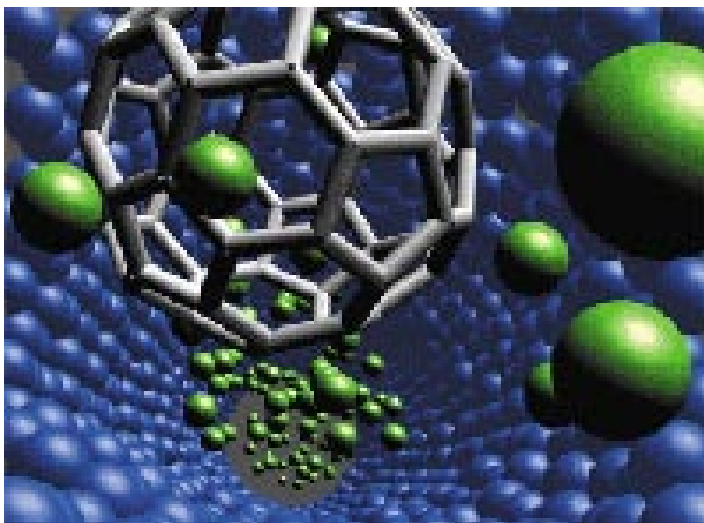
Binder: Binder nanites bond ambient material to their own bodies to hinder movement and secure objects. Bonds appear to be made of a stringy, sticky material.

Type: Hiteshi Battlegum

Effect: Anyone in a square occupied by binders must make a Reflex save. If this save succeeds, the character is entangled, but not prevented from moving, though moving is more difficult than normal for being entangled (see below). If the save fails, the character is entangled and can't move from its space, but can break loose by spending 1 round and making a DC 20 Strength check or a DC 25 Escape Artist check. Once loose (either by making the initial Reflex save or a later Strength check or Escape Artist check), a character remains entangled, but may move through the area very slowly. Each round devoted to moving allows the character to make a new Strength check or Escape Artist check. The character moves 5 feet for each full 5 points by which the check result exceeds 10.

Characters in areas occupied by multiple doses of binder nanites need not make more than one saving throw, but the difficulty of the save increases by 5 per additional dose.

Nanoattack Bonus: +6;1d4 (crit: x2/20) damage to enemy nanites.

Nanodefense: 14

Hit Points: 16

Purchase DC: 20

Restriction: Restricted (+2+)

Blue: Blue nanotech (or "blue goo") seeks out and destroys other nanotechnology. Blue nanotechnology can be programmed to discriminate between friendly and enemy nanotechnology with a Computer Programming roll (DC 20) and nanite programming equipment. Each successful check allows the blue nanites to exclude one type or production model of nanite.

Type: Intellishield Nanodefense

Effect: No effect on characters or non-nanotech objects.

Nanoattack Bonus: +8; 1d10 (crit: x2/20) damage to enemy nanites.

Nanodefense: 20

Hit Points: 16

Purchase DC: 20

Restriction: Restricted (+2)

Gray: Gray goo colonies are dissassemblers designed to render any object it comes in contact with down to a fine dust. Gray nanites can be reprogrammed to only attack one or more specific materials (substances, living creatures) with a Computer Programming check (DC 20; one check per designated target) and nanite-reprogramming equipment.

Type: NAFTA Military Deconstructor

Effect: Anyone touching gray goo must attempt a Fortitude saving throw (DC 35). If the save is successful, the character has severed contact before any damage was done. If the save fails, the nanites have gotten into the character's system. In 3d10 hours, the character is irretrievably killed and completely transformed into gray goo. The only way to prevent this is to amputate any portion of the body that has come in contact with even a single gray goo nanite.

Nanoattack Bonus: +4; 1d6 (crit: x2/20) damage to enemy nanites.

Nanodefense: 16

Hit Points: 14

Purchase DC: 28

Restriction: Military (+3)
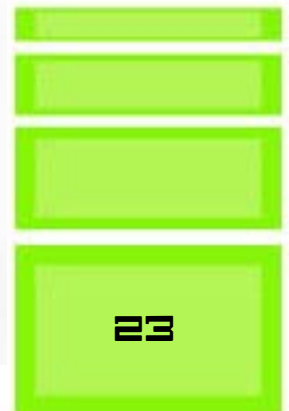
Marker: Marker nanites attach themselves to objects and characters moving through their path. Markers embed themselves in characters of materials. A Treat Injury check or Crafts check (DC 25) can detect these nanites in characters or objects, respectively. External blue nanites (or if you're using **Posthuman**, the Green nanotech attachment) can remove markers from characters. A Crafts check (DC 20) can remove them from an object.

Type: Panoptic Industries Sensor Alpha

Effect: Once implanted, marker nanites transmit their global coordinates and the composition of surrounding materials at a range of 100 feet per attached dose. This signal can be relayed through a more powerful transmitter to boost its effective range as long as the transmitter is in range. If the marker's telemetry is relayed to a weapon's targeting system, the marked target loses bonuses for Concealment. Attacks from the linked weapon acquire a +2 bonus to hit.
A damaged dose loses 10' of range for every 2 hit points of damage it suffers.

Nanoattack Bonus: +4; 1d6 (crit: x2/20) damage to enemy nanites.

Nanodefense: 14

Hit Points: 20

Purchase DC: 24

Restriction: Restricted (+2)

Hacking Nanotech

The rules above discuss how to modify nanites to select certain targets. Here are some game systems for modifying or enhancing their other qualities.

Nanoattack, Nanodefense and Hit Points: Every 2 points about 20 of a Craft (nanotechnology) allows characters to add the following:

- +2 hit points to a single dose
- +1 to one dose's Nanoattack score
- +1 to one dose's Nanodefense score
- +1 to one dose's nanoattack damage.

Hardening: A Craft (nanotechnology) check (DC 30) makes a single dose immune to damage from one of the following sources: fire, cold, radiation or electricity. Heroes can harden a dose of nanites against up two of these types (checking separately for each type.

Replication: A Craft (nanotechnology) check adds the replication trait to a single dose. Replication allows each dose to duplicate itself once every 10 turns at PL 6, Once every 5 turns at PL 7, once every 2 turns at PL 8, and every turn at PL 9. Copying errors limit replication to once for every 5 points by which the check exceeds 15 (one replication cycle at 20, two at 25, etc.).

Stealth/Counterstealth: A Craft (nanotechnology) check adds one level of the Stealth (DC 15+5 per rank) or Counterstealth (DC 10+5 per rank) trait to a single dose. Nanites with the Stealth trait avoid detection by both enemy nanites and scans from characters and equipment. Each rank of Stealth adds 5 to equipment difficulties to detect nanites. Nanites with Stealth cannot be detected by nanites without an equal or greater rank of Counterstealth.