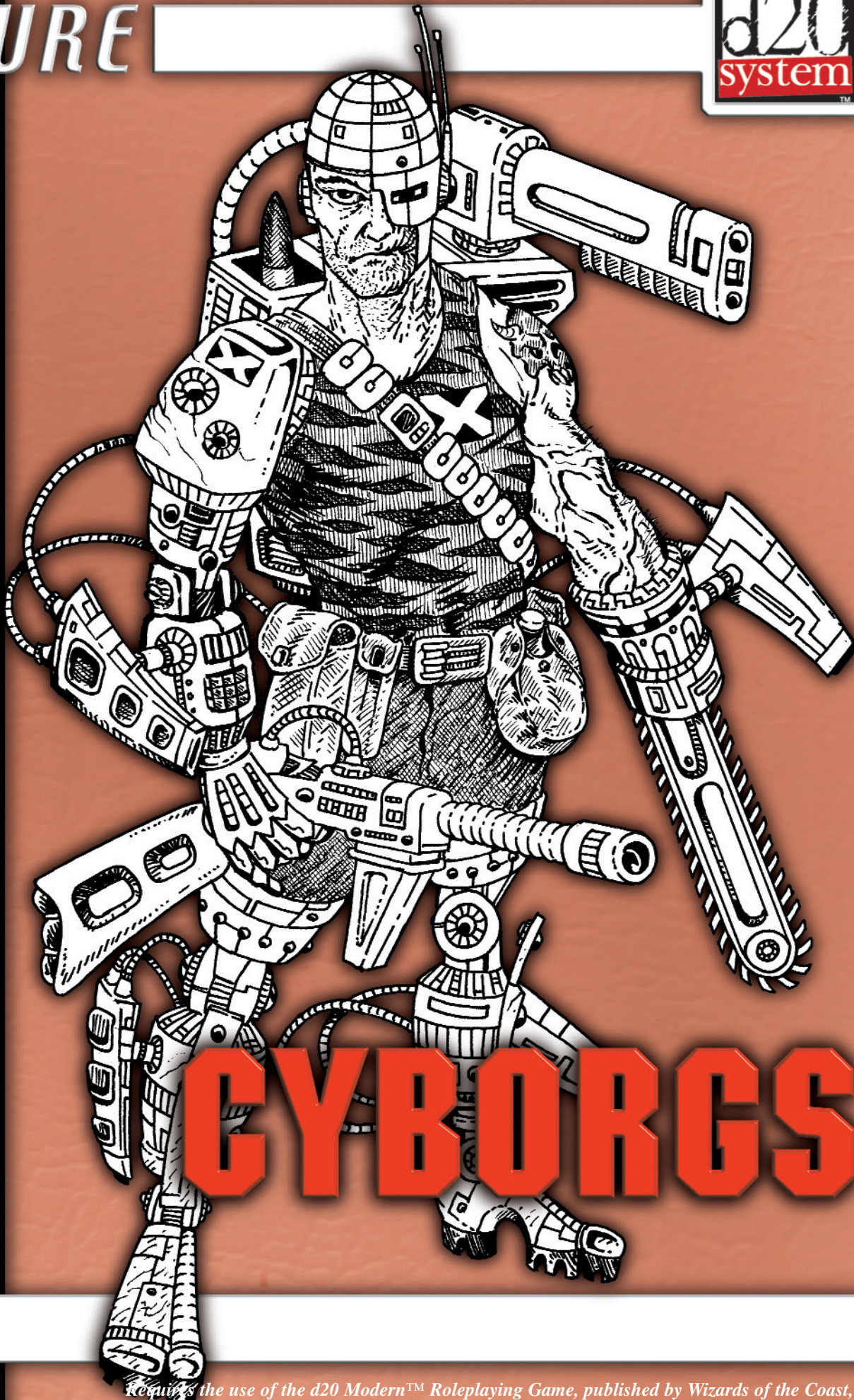


FUTURE



HEROES



CYBORGS



Requires the use of the d20 Modern™ Roleplaying Game, published by Wizards of the Coast, Inc.

FUTURE: HEROES - CYBORGS

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INTRODUCTION

Future: Heroes – Cyborgs is the first in Ronin Arts' new series of PDFs for players in futuristic campaigns. This PDF provides players and GMs with material written specifically for use with cybernetic-using characters – both PC and NPC alike. Inside these pages you'll find a few new feats, a new advanced class, two new prestige classes, and a small assortment of new cybernetic attachments.

We hope that this material fits into your campaign. It's particularly important to all of us working with Ronin Arts that our material sees use in actual game sessions. If there's ever any specific type of material you'd like to see us work on, anything you think would be useful in your campaign, please feel free to contact us – we frequent most of the RPG major messageboards and I can be reached at roninartspresident@yahoo.com.

OPEN GAME CONTENT

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ABOUT THE AUTHOR

Philip Reed has been working professionally in the roleplaying game industry since 1995. In that time he has worked for such companies as West End Games, Privateer Press, and Steve Jackson Games. Today, Philip spends his days at home running Ronin Arts, writing and designing new games, and reading whatever books interest him at the time. To learn more about Philip Reed – and Ronin Arts – please visit www.roninarts.com.

OCCUPATIONS AND FEATS

OCCUPATION

CYBERNETIC TEST SUBJECT

In corrupt societies of the future, military and corporate laboratories are always in need of warm bodies on which to test their latest technological devices, drugs, and bizarre creations.

Few test subjects survive the deadly, inhumane experiments but even fewer still manage to escape the nightmarish environment.

Prerequisite: Age 15+.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you gain a +1 competence bonus on checks using that skill.

Bluff (Cha), Escape Artist (Int), Hide (Dex), Listen (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Survival (Wis).

Pre-Selected Feat: A cybernetic test subject must choose the Cybertaker feat as one of his starting feats at 1st level.

Starting Cybernetics: Choose any two cybernetic attachments. Your choices are limited only by your gamemaster's guidelines and the campaign's progress level.

Starting Wealth Bonus Decrease: -2.

FEATS

The following new feats were designed with cybernetics in mind.

BLACK MARKET SURGERY

Your cybernetics were installed in a back alley cybershop, providing you with top-of-the-line military hardware without the complications of actually belonging to a military or corporate organization.

Prerequisite: A contact or interaction with a criminal element or black market arms/equipment dealer, Wealth bonus +18 or higher.

Benefit: You may select either the CyberSoldier advanced class or Assault Borg prestige class without the need to have an affiliation with a specific organization. If you select Assault Borg, you do not gain the mental conditioning class feature.

You must meet all other requirements of the chosen class.

Special: You may select this feat up to two times, each time selecting a different class.

CYBERNETIC COMPATIBILITY

You have a natural resistance to the negative effects of taking too many cybernetic attachments.

Benefit: If you are forced to take negative levels due to having too many cybernetic attachments (as detailed in the basic cybernetics rules in the SRD), you may make a DC 35 Fortitude check at the time the cybernetic that would normally force a negative level is installed – if the check succeeds you automatically gain the Cybertaker feat as a bonus and the newly-installed cybernetic attachment has no negative effect on you. If the check fails, you gain two negative levels for this one new cybernetic attachment.

IMPLANT FOCUS

Choose a specific cybernetic implant, such as a mindscreens implant or a rage implant. You are especially good at using this implant's ability.

Prerequisite: An implanted cybernetic attachment.

Benefit: You add +1 to all rolls you make using the selected implant. The specific type of roll depends upon the chosen implant.

Special: You can gain this feat multiple times. Each time you take this feat, you must select a different implanted cybernetic attachment.

CYBERSOLDIER ADVANCED CLASS

In the near and distant future, in worlds in which cybernetics improve the organic, natural body to a point that it becomes a technologically advanced weapon, some warriors push themselves to a point at which they become more machine than man.

Corporations, military organizations, and scientific laboratories are always looking for new subjects on which to experiment.

The CyberSoldier is a master of war, as skilled with weapons and unarmed combat as any warrior that came before him. What sets

CYBORGS

CYBERSOLDIER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Rep. Bonus
1	+1	+2	+0	+0	Bonus Cybernetic Attachment, Cybertaker, Advanced Rage Implant	+1	+0
2	+2	+3	+0	+0	Bonus Feat, Improved Cybernetics	+1	+0
3	+3	+3	+1	+1	Cybertaker, Weapon Focus	+2	+1
4	+4	+4	+1	+1	Bonus Cybernetic Attachment	+2	+1
5	+5	+4	+1	+1	Bonus Feat, Cybertaker, Improved Cybernetics	+3	+1
6	+6	+5	+2	+2	Improved Critical	+3	+2
7	+7	+5	+2	+2	Bonus Cybernetic Attachment, Cybertaker, Prototype Cybernetics	+4	+2
8	+8	+6	+2	+2	Bonus Feat	+4	+2
9	+9	+6	+3	+3	Cybertaker	+5	+3
10	+10	+7	+3	+3	Bonus Cybernetic Attachment, Prototype Cybernetics	+5	+3

the CyberSoldier apart from any other highly trained warrior is the CyberSoldier's dependency upon cybernetic attachments – as skilled as CyberSoldiers are with weapons it is their cybernetic attachments that make them unique.

CyberSoldier's are uncommon in most campaign settings. The costs to upgrade a soldier to the level of a CyberSoldier are prohibitive and few organizations ever invest enough resources to put together more than a dozen squads of CyberSoldiers.

REQUIREMENTS

To qualify to become a CyberSoldier, a character must fulfill the following criteria:

Base Attack Bonus: +3.

Feats: Cybertaker, Toughness.

Tough Hero Talents: Any Damage Reduction talent, Remain Conscious.

Cybernetics: The character must have a minimum of 4 cybernetic attachments, one of which must be a rage implant.

Special: The character must be specially selected by a government organization, corporate agency, or experimental laboratory to undergo special surgery and augmentation beyond that typically allowed.

CLASS INFORMATION

The following information pertains to the CyberSoldier advanced class.

HIT DIE

The CyberSoldier gets 1d10 hit points per level. The character's Constitution modifier applies.

ACTION POINTS

The CyberSoldier gains a number of action points equal to 6 + one-half his character level, rounded down, every time he attains a new level in this class.

CLASS SKILLS

The CyberSoldier's class skills are as follows.

Climb (Str), Intimidate (Cha), Knowledge (current events, tactics) (Int), Listen (Wis), Spot (Wis), Survival (Wis).

Skill Points at Each Level: 3 + Int modifier (2 + Int modifier for nonhumans).

CLASS FEATURES

The following class features pertain to the CyberSoldier advanced class.

ADVANCED RAGE IMPLANT

One of the first modifications made when a CyberSoldier goes under the knife is the soldier's rage implant is removed and a more advanced, military-grade model is inserted in its place. This advanced version functions exactly like the original rage implant except that it operates for a number of rounds equal to 6 + the recipient's (newly acquired) Constitution modifier and the rage cannot be prematurely ended by the recipient.

BONUS CYBERNETIC ATTACHMENT

The CyberSoldier gains one free cybernetic attachment at 1st, 4th, 7th, and 10th levels. To receive this attachment the character must return to the facility in which he was enhanced where he spends two weeks having the item installed and undergoing mandatory refreshment training and reorientation.

This bonus cybernetic attachment may be any single piece of cybernetic equipment with a value equal to or less than a Purchase DC of 15 + 3 x the character's CyberSoldier level.

CYBERTAKER

The CyberSoldier gains the Cybertaker feat at 1st, 3rd, 5th, 7th, and 9th levels. This feat allows the character to have more cybernetic attachments than normal – but see the box for cybernetic rejection.

BONUS FEAT

At 2nd, 5th, and 8th level, the CyberSoldier gets a bonus feat. The bonus feat must be selected from the following list, and the character must meet all of the prerequisites of the feat to select it.

Advanced Firearms Proficiency, Alien Weapons Proficiency, Archaic Weapons Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (heavy), Armor Proficiency (powered), Brawl, Burst Fire, Cleave, Combat Reflexes, Exotic Firearms Proficiency, Exotic Melee Proficiency, Far Shot, Great Cleave, Improved

CYBERNETIC REJECTION

NOTE: This is completely optional – check with your GM to see if he will be using this rule in his campaign.

Once a character has five or more cybernetic attachments – even if he is under no risk of gaining negative levels – there becomes a risk of rejection. Each time a new cybernetic attachment is added to a character's body, starting with the fifth attachment, the character must make a Fortitude save – DC = 15 + the total number of attachments the character possesses, including the newly added attachment. On a successful check the character suffers no negative consequences (assuming he is not at risk of gaining negative levels as described in the core cybernetics rules). On a failed check, the newly added cybernetic attachment is rejected by the character's body – the character suffers 1d6 Con damage and an additional 1 point of Con damage for each day the rejected cybernetic attachment is not treated by a skilled cybersurgeon. Treating cybernetic rejection requires a new cybernetic attachment be purchased – the old one can be sold as described in the core rules – and a successful (DC 25 + the total number of attachments the character possesses) Treat Injury check be made by a skilled cybersurgeon (a character with the Cybernetic Surgery feat). If this Treat Injury check fails the character's body rejects the new attachment and the process must repeat itself.

Brawl, Improved Knockout Punch, Knockout Punch, Power Attack, Strong Plus, Tough Plus, Ultra Immune System.

IMPROVED CYBERNETICS

One existing cybernetics attachment of the CyberSoldier's choice is improved – all numerical values of that attachment are increased by 50% (round up). If the improved attachment is a weapon mount the mounted weapon's damage is increased by 1d6.

Examples: An improved prosthetic arm upgrade has a hardness of 8 and 15 hit points. An improved fortified skeleton increases the CyberSoldier's hit points by 38%. An improved skill implant grants the CyberSoldier a +3 competence bonus. Improved subcutaneous body armor, light, provides the CyberSoldier with a +3 natural armor bonus to Defense.

WEAPON FOCUS

At 3rd level, a CyberSoldier gains the Weapon Focus class feature, providing the benefit of the feat with the same name. The soldier chooses a specific weapon, such as a laser pistol or laser rifle. The CyberSoldier can choose unarmed strike or grapple as the weapon. The CyberSoldier must be proficient with the chosen weapon.

The CyberSoldier adds +1 to all attack rolls made using his selected weapon.

IMPROVED CRITICAL

A CyberSoldier of 6th level or higher knows how to strike more effectively and have a better chance of dealing significant damage with the weapon he has applied weapon focus to.

For that weapon, the threat range increases by one. For example, a laser rifle threatens a critical hit on a 20. With this class feature applied to the laser pistol, the threat range becomes 19-20.

PROTOTYPE CYBERNETICS

One cybernetic attachment of the CyberSoldier's choice – either existing or the bonus attachment gained at the same time as this class feature – is a/replaced with a prototype device. All numerical values of the prototype cybernetic attachment are doubled. If the prototype attachment is a weapon mount the mounted weapon's damage is increased by 1d10.

Examples: A prototype prosthetic arm upgrade has a hardness of 10 and 20 hit points. A prototype, fortified skeleton increases the CyberSoldier's hit points by 50%. A prototype skill implant grants the CyberSoldier a +4 competence bonus. Prototype subcutaneous body armor, light, provides the CyberSoldier with a +4 natural armor bonus to Defense.

ASSAULT BORG PRESTIGE CLASS

At times, CyberSoldiers are selected for further modification and training. As rare as CyberSoldiers are, Assault Borks are rarer still – few military organizations have more than one Assault Borg squad at their disposal. For that reason, Assault Borg's are well equipped and supported. Also, it is very difficult to leave the ranks of an Assault Borg squad once the resources have been invested in the character (see *Class Features*, below).

REQUIREMENTS

To qualify to become an assault borg, a character must fulfill the following criteria:

Base Attack Bonus: +6.

Feats: Cybertaker 4x.

Cybernetics: The character must have a minimum of 5 cybernetic attachments, 2 of which must be replacement limbs.

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ASSAULT BORG

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Rep. Bonus
1	+0	+1	+1	+0	Full Torso Replacement, Cybertaker, Bonus Cybernetic Attachment, Mental Conditioning	+1	+0
2	+1	+2	+2	+0	Greater Weapon Specialization, Bonus Feat	+2	+0
3	+2	+2	+2	+1	Cybertaker, Bonus Cybernetic Attachment	+2	+0
4	+3	+2	+2	+1	Bonus Feat	+3	+0
5	+3	+3	+3	+1	Cybertaker, Bonus Cybernetic Attachment	+4	+1

Weapon Specialization: The character must be specialized in one weapon.

Special: The character must have ties to a military or corporate organization. The character must have at least two levels as a CyberSoldier.

CLASS INFORMATION

The following information pertains to the assault borg prestige class.

HIT DIE

The Assault Borg gets 1d10 hit points per level. The character's Constitution modifier applies.

ACTION POINTS

The Assault Borg gains a number of action points equal to 6 + one-half his character level, rounded down, every time he attains a new level in this class.

CLASS SKILLS

The Assault Borg's class skills are as follows.

Climb (Str), Demolitions (Int), Intimidate (Cha), Knowledge (current events, tactics) (Int), Listen (Wis), Speak Language (none), Spot (Wis), Survival (Wis).

Skill Points at Each Level: 5 + Int modifier (4 + Int modifier for nonhumans).

CLASS FEATURES

The following class features pertain to the Assault Borg prestige class.

FULL TORSO REPLACEMENT

As 1st level, the Assault Borg's organic torso and organs are replaced with the cybernetic torso (see the *New Cybernetics* section for information). Few Assault Borgs have organic limbs though the removal of all of the character's original limbs is not a requirement to become an Assault Borg or to have a cybernetic torso. A cybernetic torso does not count toward the total number of cybernetic attachments that an Assault Borg can have before taking negative levels. Other character's that take the cybernetic torso do not get this benefit – it is unique to characters with levels in the Assault Borg prestige class.

CYBERTAKER

The Assault Borg gains the Cybertaker feat at 1st, 3rd, and 5th 9th levels. This feat allows the character to have more cybernetic attachments than normal.

BONUS CYBERNETIC ATTACHMENT

The Assault Borg gains one free cybernetic attachment at 1st, 3rd, and 5th levels. To receive this attachment the character must return to the facility in which he was enhanced where he spends four weeks having the item

BREAKING THE MIND CONDITIONING

To break free of the effects of mind conditioning, an Assault Borg must go 9 days without communicating with his superiors, during which time he must be ignoring his orders (an Assault Borg behind enemy lines that is still following orders and attempting to return to his group is not considered to be attempting to break free of the mind conditioning). The Assault Borg must make a successful DC 45 Will save three times during that period, once at the end of each 3 days. Once the Assault Borg has made the three saves successfully – and without any lapse or failure in attempting to resist the mind conditioning – the character is free of this inhumane penalty.

An Assault Borg that abandons his unit will be hunted by the organization that created him.

installed and undergoing mandatory refreshment training and reorientation.

This bonus cybernetic attachment may be any single piece of cybernetic equipment with a value equal to or less than a Purchase DC of $20 + 3 \times$ the character's Assault Borg level.

MENTAL CONDITIONING

Once indoctrinated into the ranks of an Assault Borg squad, the character is subjected to extreme psionic, pharmaceutical, and psychological conditioning that almost brainwashes the character so that he does not attempt to leave the organization that created him into the warrior he is today. An Assault Borg, while aggressive and freethinking, is conditioned to remain loyal to his "maker" and to follow orders.

If an Assault Borg refuses to follow the orders of a superior, he takes a -2 penalty to each of his ability scores and on all saves, skill checks, and attack rolls. Each subsequent refusal to follow orders inflicts additional penalties – the penalties accumulate, up to a total of -12. If any one of an Assault Borg's ability scores are reduced to less than 1 due to failure to follow orders, he falls into a catatonic state and is unable to function. These penalties are removed 2d6 hours after the Assault Borg begins following orders.

This mental conditioning can rarely be entirely broken (see box) but its effects can be reduced. If the Assault Borg succeeds a DC 35

Will save, the penalty for failure to obey orders is reduced by half.

GREATER WEAPON SPECIALIZATION

At 2nd level, the Assault Borg gains greater weapon specialization with a weapon he specialized with before becoming an Assault Borg. This ability increases the bonus on damage rolls to +4 when using the weapon he is specialized in.

BONUS FEAT

At 2nd and 4th level, the Assault Borg gets a bonus feat. The bonus feat must be selected from the following list, and the character must meet all of the prerequisites of the feat to select it.

Advanced Firearms Proficiency, Alien Weapons Proficiency, Archaic Weapons Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (heavy), Armor Proficiency (powered), Brawl, Burst Fire, Cleave, Combat Reflexes, Exotic Firearms Proficiency, Exotic Melee Proficiency, Far Shot, Great Cleave, Improved Brawl, Improved Knockout Punch, Knockout Punch, Power Attack, Strong Plus, Tough Plus, Ultra Immune System.

CYBERNETIC PSI-SOLDIER PRESTIGE CLASS

Many would assume that cybernetics and psionic abilities do not make a good match. Surprisingly, special psi implants greatly increase the combat effectiveness of soldiers, creating skilled warriors with a deadly range of psionic powers.

The Cybernetic Psi-Soldier is definitely *not* appropriate to all types of futuristic campaigns.

REQUIREMENTS

To qualify to become a Cybernetic Psi-Soldier, a character must fulfill the following criteria:

Base Attack Bonus: +3.

Cybernetics: The character must have a minimum of 5 cybernetic attachments, 1 of which must be a psi implant.

Special: The character must have ties to a military or corporate organization. The character must have at least two levels as a CyberSoldier.

CLASS INFORMATION

The following information pertains to the Cybernetic Psi-Soldier prestige class.

HIT DIE

The Cybernetic Psi-Soldier gets 1d8 hit points per level. The character's Constitution modifier applies.

ACTION POINTS

The Cybernetic Psi-Soldier gains a number of action points equal to 6 + one-half his character level, rounded down, every time he attains a new level in this class.

CLASS SKILLS

The Cybernetic Psi-Soldier's class skills are as follows.

Climb (Str), Demolitions (Int), Intimidate (Cha), Knowledge (current events, tactics) (Int),

CYBERNETIC PSI-SOLDIER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Rep. Bonus
1	+0	+0	+0	+2	Cybertaker, Level One Psi Power Implant, Psionic Power Enhancement	+1	+0
2	+1	+0	+0	+3	Cybertaker, Level One Psi Power Implant, Weapon Focus	+2	+0
3	+1	+1	+1	+3	Cybertaker, Level Two Psi Power Implant, Psionic Power Enhancement	+2	+0
4	+2	+1	+1	+4	Cybertaker, Level Two Psi Power Implant	+3	+0
5	+2	+1	+1	+4	Cybertaker, Level Three Psi Power Implant, Psionic Power Enhancement	+4	+1

PSI-SOLDIER GEAR

The Cybernetic Psi-Soldier relies not only on his cybernetic attachments and psionic powers, but also specialized equipment. The following equipment may either be provided to a player character when he takes this prestige class or the GM may choose to have the character purchase the equipment. An interesting campaign involving CyberSoldiers (and related classes) could easily be devised by the GM – in such a campaign, the PCs would become members of a special forces unit and they would all be provided with the appropriate equipment.

The following equipment is Progress Level 8.

MK. VI ARMOR “PSI-COMBAT SUIT”

This modified PL 7 medium combat suit has been redesigned to fit the needs of a psi-soldier. The suit covers the wearer from neck to toe, leaving the head uncovered (most psi-soldiers wear the psionic augmentation helm, see below). The armor is wired with “psionic white noise” generators that envelope the wearer in an anti-psi screen specially focused to prevent psionic powers from affecting the wearer – wearing a psi-combat suit provides the character with a +2 equipment bonus to saves against psionic powers. The suit is designed so that it has no effect on any psionic powers manifested by the wearer.

Type: Tactical.

Equipment Bonus: +4.

Nonproficient Bonus: +2.

Maximum Dex Bonus: +4.

Armor Penalty: -2.

Speed (30 ft.): 20 ft.

Weight: 8 lbs.

Purchase DC: 18.

Restriction: Military (+3).

PSIONIC AUGMENTATION HELM

This helmet is designed to boost the psionic powers of the wearer. The wearer of this helmet may, up to four times per day, manifest any known power (either known naturally or due to a cybernetic implant) as a free action. There is no power point cost for using a power with the psionic augmentation helm.

Type: Tactical.

Equipment Bonus: +2.

Nonproficient Bonus: +1.

Maximum Dex Bonus: +8.

Armor Penalty: –.

Speed (30 ft.): 30 ft.

Weight: 3 lbs.

Purchase DC: 22.

Restriction: Military (+3).

Listen (Wis), Psicraft (Int), Speak Language (none), Spot (Wis), Survival (Wis).

Skill Points at Each Level: 5 + Int modifier (4 + Int modifier for nonhumans).

CLASS FEATURES

The following class features pertain to the Cybernetic Psi-Soldier prestige class.

CYBERTAKER

The Cybernetic Psi-Soldier gains the Cybertaker feat each time he gains a level. This feat allows the character to have more cybernetic attachments than normal.

LEVEL ONE PSI POWER IMPLANT

At 1st level, and again at 2nd level, the Cybernetic Psi-Soldier gains the level one psi power implant cybernetic attachment as a bonus cybernetic enhancement. This allows the Cybernetic Psi-Soldier to select one psionic power – see the *New Cybernetics* section, below, for more information.

PSIONIC POWER ENHANCEMENT

At 1st, 3rd, and 5th level the Cybernetic Psi-Soldier may select one psionic power – either a natural power or one granted by a cybernetic implant – to gain the effect of special enhancement. The selected power may be used one additional time per 24-hour period – at no power point cost – and all numerical variables of that power are doubled.

Any one psionic power may only be enhanced by this class feature once – a character may not select the same psionic power for enhancement if it has already been enhanced.

The psionic power enhancement is a small chip that is implanted alongside the Cybernetic Psi-Soldier's psi implant device. This implant does not count toward the total number of cybernetic attachments the recipient can have before taking negative levels.

WEAPON FOCUS

At 2nd level, a Cybernetic Psi-Soldier gains the Weapon Focus class feature, providing the benefit of the feat with the same name. The character chooses a specific weapon, such as a laser pistol or laser rifle. The Cybernetic Psi-Soldier can choose unarmed strike or grapple as the weapon. The Cybernetic Psi-Soldier must be proficient with the chosen weapon.

The Cybernetic Psi-Soldier adds +1 to all attack rolls made using his selected weapon.

LEVEL TWO PSI POWER IMPLANT

At 2nd level, and again at 3rd level, the Cybernetic Psi-Soldier gains the level two psi power implant cybernetic attachment as a bonus cybernetic enhancement. This allows the Cybernetic Psi-Soldier to select one psionic power – see the *New Cybernetics* section, below, for more information.

LEVEL THREE PSI POWER IMPLANT

At 5th level the Cybernetic Psi-Soldier gains the level two psi power implant cybernetic attachment as a bonus cybernetic enhancement. This allows the Cybernetic Psi-Soldier to select one psionic power – see the *New Cybernetics* section, below, for more information.

NEW CYBERNETICS

The following new cybernetic attachments are included so that the options open to players and GMs – especially for CyberSoldier characters – can be greater than those presented in the basic cybernetic rules found in the SRD. For a wider selection of cybernetic enhancements, see Ronin Arts' *Future: 13 Cybernetic Enhancements*.

REPLACEMENTS

CYBERNETIC TORSO (PL 7)

The recipient's natural torso, and all of his organs, are replaced by a machine that interfaces perfectly with any remaining biological parts of the recipient's original body. The recipient of a cybernetic torso must still eat

and breathe – this cybernetic replacement still requires the basics and converts oxygen and food/drink into energy to drive the device and replenish the nutrients that the original body parts still require.

Benefit: The cybernetic torso duplicates the function of its biological counterpart.

Type: External.

Hardness/Hit Points: 6/20.

Base Purchase DC: 33.

Restriction: Military (+3).

ENHANCEMENTS

HEARING AMPLIFICATION (PL 6)

Small, directional microphone implants provide the recipient with vastly superior hearing.

Benefit: Hearing amplification grants the character a +6 equipment bonus on Listen checks.

Type: Internal.

Hardness/Hit Points: –/1.

Base Purchase DC: 16.

Restriction: None.

GYROSCOPIC STABILIZATION IMPLANT (PL 7)

This implanted system hardwires the recipient's body with a mass of microchips and wires which all lead directly to the brainstem and inner ear. The system makes it more difficult for the recipient to be knocked off-balance.

Benefit: The character gains a +4 equipment bonus on all Dexterity checks made to oppose a trip attack. A character with this cybernetic enhancement stands up from a prone position as a free action.

Type: Internal.

Hardness/Hit Points: –/1.

Base Purchase DC: 20.

Restriction: None.

PERSONALITY CHIP (PL 7)

This small chip is wired directly to the recipient's brain. The personality chip makes

the recipient more charismatic and outgoing – these chips can turn even the driest personality into a warm, friendly one.

Benefit: The character's Charisma score is increased by 2 points.

Type: Internal.

Hardness/Hit Points: –/1.

Base Purchase DC: 35.

Restriction: Restricted (+2).

Special: Multiple personality chips may be installed into a character's brain – the effects stack. Each chip counts toward the character's maximum number of allowed cybernetic attachments.

RETRACTABLE JETPACK (PL 7)

A standard jetpack is implanted into the recipient's body, concealed beneath a flesh-like covering when not in use.

Prerequisite: Fortified Skeleton.

Benefit: The jetpack houses enough fuel cells for one hour of flight. The character can fly at a speed of 60 feet (good maneuverability). Replacement fuel cells have a purchase DC of 8. Extending or retracting the jetpack is a free action. The character cannot be wearing a backpack and any clothing or armor must be specially designed to allow the jetpack to function: the Purchase DC of customized clothing or armor is increased by +3. If the jetpack is in any way obstructed, built-in sensor and safety systems will prevent the jetpack from deploying on command.

Spotting a retractable jetpack requires a successful Spot check opposed by the recipient's Sleight of Hand check. The jetpack's size – large – applies a modifier to the Sleight of Hand check.

Type: Internal.

Hardness/Hit Points: 8/15.

Base Purchase DC: 32.

Restriction: Restricted (+2).

WIRED REFLEX NET IMPLANT (PL 7)

The recipient's muscles and nervous system are enhanced with a web of wires and small energy boosters, the entire system feed-

ing from nutrients found in the recipient's bloodstream. This implant grants the recipients with near-inhuman reflexes.

Benefit: The character gains a +2 equipment bonus on all Dexterity checks. This bonus stacks with any one other equipment bonus to Dexterity.

Type: Internal.

Hardness/Hit Points: -/1.

Base Purchase DC: 30.

Restriction: Military (+3).

MINDSCREEN IMPLANT, ADVANCED (PL 8)

This chip is an advanced version of the basic mindscreen implant.

Benefit: The recipient gains a +4 equipment bonus on saving throws against mind-affecting attacks.

An advanced mindscreen implant does not count toward the total number of cybernetic attachments the recipient can have before taking negative levels.

Type: Internal.

Hardness/Hit Points: -/3.

Base Purchase DC: 32.

Restriction: Military (+3).

PSI POWER IMPLANT, LEVEL ONE (PL 8)

This brain implant must be used with a standard psi implant. The implant loads a specific psionic power into the recipient's mind, granting him access to it.

Prerequisite: Psi Implant.

Benefit: The character may select one 1st-level psionic power. This power may be manifested up to two times in a 24-hour period. There is no power point cost for using this power.

A level one psi power implant counts as 1/3 of a cybernetic enhancement toward the total number of cybernetic attachments the recipient can have before taking negative levels. Every three selected level one psi power implants counts as one enhancement for purposes of negative levels due to cybernetic enhancements.

Type: Internal.

Hardness/Hit Points: -/2.

Base Purchase DC: 38.

Restriction: Military (+3).

Special: A character may select this cybernetic enhancement multiple times, each time selecting a new 1st-level psionic power. A character may also opt to select a psionic power already granted by an existing psi power implant – each additional identical implant increases the number of uses of the power in a 24-hour period by two.

PSI POWER IMPLANT, LEVEL TWO (PL 8)

Identical to the level one psi power implant except that the character selects one 2nd-level psionic power. A level two psi power implant counts toward the character's maximum number of allowed cybernetic attachments.

Base Purchase DC: 42.

PSI POWER IMPLANT, LEVEL THREE (PL 8)

Identical to the level one psi power implant except that the character selects one 3rd-level psionic power. A level three psi power implant counts toward the character's maximum number of allowed cybernetic attachments.

Base Purchase DC: 46.

WIRED REFLEX NET IMPLANT, ADVANCED (PL 8)

Identical to the basic wired reflex net implant except that the recipient gains a +2 bonus to Dexterity in addition to the +2 equipment bonus on Dexterity checks.

Base Purchase DC: 34.

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