

GURPS® 4th Edition Cyberware

By El Guapo

Name/Type	Advantages/Disadvantages/Notes	Points	Price†
Cyberlimbs			
Hand	Negates One Hand Disadvantage	(15)	15,000
-Increased DX*	High Manual Dexterity +1	5	5,000
Arm	Negates One Arm Disadvantage	(20)	20,000
-Increased DX*	+1 Arm DX	12	12,000
-Increased ST*	+1 Arm ST	3	3,000
Leg	Negates Lame: One Leg Disadvantage	(30)	30,000
-Increased Move*	+1 Basic Move	5	5,000
Full Cyborg Body (Base)	Damage Resistance 5 [25], Machine Meta Trait [25]	50	50,000
-Standard Model	Add +2 Move [10], +2 ST [20]	80	80,000
-Light Combat Model	Add +5 DR [25], +5 HP [10], +2 Move [10], +5 ST [50]	145	145,000
-Standard Combat Model	Add +10 DR [50], +10 HP [20], +10 ST [100]	220	220,000
Cyberlimb Armor*	+1 DR (Partial, single arm/leg only, -40%)	3	3,000
Hidden Compartments*	Payload 2 (BL/5) (Counts as Extra Weight, -50%)	1	1,000
Weapons and Gadgets			
Claws (sharp, retractable)	Claws (Sharp, Switchable, +10%)	6	6,000
-Talons (retractable)	Claws (Talons, Switchable, +10%)	9	9,000
-Long Talons (retractable)	Claws (Long Talons, Switchable, +10%)	13	13,000
Poison Reservoir (weak)	Weak Venom (P 144)	3	3,000
-Average Venom	Average Venom (P 144)	10	10,000
-Strong Venom	Strong Venom (P 144)	22	22,000
Stinger	Fangs (Switchable, +10%)	3	3,000
Tooth Compartment	Perk: Tooth Compartment	1	1,000
Weapon Implant	Varies, see P 136	varies	varies
Weapon Mount	Extra Arm: Weapon Mount, -80%	2	2,000
Weapon Link 1 ‡	Gun Bunny Talent 2 (Accessibility: Only with Link-Equipped Weapon, -10%), +2 Reaction from gun aficionados. Requires Cybereyes, Optic Readout.	18	18,000
Weapon Link 2	As above + Gunslinger (Accessibility: Only with Link-Equipped Weapon, -10%) [23]	41	41,000
Body Modifications			
Airtight Seal	Sealed [15], Temperature Tolerance 5 [5], Vacuum Support [5]	25	25,000
Audio Damping*	Silence 1	5	5,000
Biomonitor	+2 to First Aid skill of person treating PC	4	4,000
Bionic Reconstruction	+5 HP (Temporary Disadvantage: Unhealing, -30%)	7	7,000
Bone Density* ‡	+1 HP [2], +1 Striking ST [5], Adds 2/5 BL to weight [-2]	5	5,000
Boosted Reflexes 1	Combat Reflexes [15], +1 Speed [20]	35	35,000
Boosted Reflexes 2	Combat Reflexes [15], Enhanced Block 1 [5], Enhanced Parry 1 [10], +1 Speed [20]	50	50,000
Boosted Reflexes 3	Combat Reflexes [15], Enhanced Block 1 [5], Enhanced Parry 1 [10], +2 Speed [40]	70	70,000
Catfall	Catfall	10	10,000
Cortex Bomb	Purchase as Involuntary Duty	varies	varies
Dermal Plating*	Damage Resistance (Tough Skin, -40%)	3	3,000
Extra Hit Points	Extra Hit Points	2	2,000
Filtration System (Air)	Resistant to Inhaled Toxins, +8 to HT rolls	5	5,000
-Blood	Resistant to Injected Toxins, +8 to HT rolls	5	5,000
-Ingested Poisons	Resistant to Ingested Toxins, +8 to HT rolls	5	5,000

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Full Metal Jacket*	Damage Resistance (Obvious, Can't Conceal, -20%)	4	4,000
Gills	Doesn't Breathe (Gills, -50%)	10	10,000
Gyrobalance	Perfect Balance	15	15,000
Heat Damping*	Chameleon 2/IR (Machines Only, -50%)	5	5,000
Hyperdense Skeleton	DR 60 (Skull Only, -70%) [90]; Injury Tolerance: Damage Reduction 2 (Limited, Only Crushing and Cutting attacks, -30%) [35]; Injury Tolerance: Unbreakable Bones [10].	135	135,000
-Budget Version	As above, but Skull DR 20 [30]	75	75,000
Internal Oxygen Supply*	Breath Holding 1	2	2,000
Laser Reflective Exterior*	DR 2 (Limited, Light, -40%) [6], Enhanced Dodge 1 (Limited, Light, -40%) [9], Feature: Shiny Skin [0]	15	15,000
Muscle Replacement*	+1 DX [20], +1 ST [10]	30	30,000
Pheromone Control	Appearance (Area Effect, 4 yards, +100%; Accessibility: own species only, -10%; Emanation, -20%; Sense-Based: smell, -20%) [6]; Affliction (Area Effect, 4 yards, +100%; Disadvantage: Lecherousness, +10%; Accessibility: own species only, -10%; Emanation, -20%; Sense-Based: smell, -20%) [16]	22	22,000
Pockets*	Payload 2 (BL/5) (Counts as Extra Weight, -50%)	1	1,000
Reaction Enhancer*	+1 Basic Speed [20], -1 Basic Move [-5]	15	15,000
Reflex Trigger	Can negate Disadvantages associated w/ Wired Reflexes	varies	varies
Subdermal Armor*	Damage Resistance (Flexible, -20%)	4	4,000
Wired Reflexes 1 ‡	Combat Reflexes [15], Enhanced Block 1 [5], Enhanced Parry 1 [10], +1 Speed [20]	50	50,000
Wired Reflexes 2 ‡	Combat Reflexes [15], Enhanced Block 2 [10], Enhanced Parry 2 [20], +2 Speed [40]	85	85,000
Wired Reflexes 3 ‡	Combat Reflexes [15], Enhanced Block 3 [15], Enhanced Parry 3 [30], Extra Attack [25], +3 Speed [60]	145	145,000
Wired Reflexes 4 ‡	Enhanced Block 3 [15], Enhanced Parry 3 [30], Enhanced Time Sense [45], Extra Attack [25], +4 Speed [80]	195	195,000
Sense Organs			
Bionic Eyes	Negates Blindness	(50)	50,000
Acute Vision*	Acute Vision +1	2	2,000
Bug Detector	Extended Low Band Enhancement to Hyperspectral Vision, +30%	8	8,000
Light Intensification*	Night Vision +1	1	1,000
Hyperspectral Vision	Hyperspectral Vision	25	25,000
Independently Focusable Eyes*	Enhanced Tracking 1	5	5,000
Infravision	Infravision	10	10,000
Microscopic Vision*	Microscopic Vision 1	5	5,000
Night Sight	Scanning Sense: Active UV (P 72)	20	20,000
Optic Readout	Perk: Optic Readout	1	1,000
Polarization	Protected Sense (Vision)	5	5,000
Protective Cover*	Nictitating Membrane 1	1	1,000
Retinaprint	Alternate Identity (Retinaprint Only, -50%)	8	8,000
Telescopic Vision*	Telescopic Vision 1	5	5,000
360 Degree Vision	360 Degree Vision	25	25,000
Ultravision	Ultravision	10	10,000
Video Reception	Adds Video Enhancement (+40%) to	4	4,000

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	Telecommunication (Radio). Also allows broadcast of video if PC has Broadcast.		
Bionic Ears	Negates Deafness	(20)	20,000
Acute Hearing*	Acute Hearing +1	2	2,000
Parabolic Hearing*	Parabolic Hearing +1	4	4,000
Radio Reception	Telecommunication (Radio, Receive Only, -50%)	5	5,000
Radio Descrambler	Add Secure Enhancement (+20%) to above. Will also allow secure transmission if PC is capable of radio transmission.	2	2,000
Recorder	Eiditic Memory: Photographic (Audio Only, -50%)	5	5,000
Subsonics	Subsonic Hearing	5	5,000
Ultrasonics	Ultrahearing	5	5,000
Volume Cutout	Protected Sense (Hearing)	5	5,000
Other Senses			
Radar	Scanning Sense: Radar	20	20,000
Sensitive Touch*	Acute Touch +1	2	2,000
Communications			
Broadcast	Telecommunication: Radio (Send Only, -50%)	5	5,000
-Secure	See as Radio Descrambler	--	----
-Sense	Telecommunication: Broadband (Send Only, -50%; Sense, +80%)	26	26,000
-Video	See Video Reception	--	----
Cellular Link	Telecommunication: Cellular	10	10,000
-Secure	Add Secure Enhancement, +20%	2	2,000
Remote Datalink	Telecommunication: Broadband	20	20,000
-Secure	Add Secure Enhancement, +20%	4	4,000
Silver Tongue	Voice	10	10,000
Speakers	Mimicry (No memory, -50%)	5	5,000
Mental Implants			
Chip Slots (Mental Only)	Modular Abilities (Chip Slots)	5	5,000
Chip Slots (Physical Only)	Add Physical, +50%	8	8,000
Chip Slots (Phys/Mental)	Add Physical/Mental, +100%	10	10,000
-Skill Points (Mental)*	Modular Abilities (Chip Slots): One Skill Point	3	3,000
-Skill Points (Physical)*	Add Physical Enhancement, +50%	5	5,000
-Skill Points (Both)*	Add Physical/Mental Enhancement, +100%	6	6,000
Personality Chips			
Attitude Chip	varies	varies	varies
Behavior Chip	varies	varies	varies
Berserker Chip	Berserk (12)	-10	10,000
Psych Implants	varies	varies	varies
Dummy Chip*	-1 IQ	-20	20,000
Personality Implant	Purchase as Alternate Form, changing only mental advantages and disadvantages.***	varies	varies
Physical Control Chips			
Amp Chip*	Less Sleep 1	2	2,000
Incapacity Override‡	Hard to Subdue 5 (Temporary Disadvantage: Cowardice (6), -20%; Trigger: Potential Knockout, -20%)	6	6,000
Macho Chip	High Pain Threshold [10], Numb (Only to Pain and	0	??

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	Injury Localization, -50%) [-10]		
Talent Chips			
Advantage Chips	varies	varies	varies
Clock Chips	Absolute Timing	2	2,000
Eiditic Chips	Eiditic Memory: Photographic	10	10,000
Math Chips	Lightning Calculator	2	2,000
Skill Chips*	See Chip Slots	--	-----
Reflex Chips*	See Chip Slots	--	-----
Neuro-Tech			
Cyberdeck‡	Allows for various Cyberspace Advantages (below), all with the Limitation: Gadget (-40%) (Breakable, DR 5, -15%; SM -5, -10%; Can Be Stolen: Quick Contest, Will Not Immediately Work for Thief, -15%)	see below	see below
-Skill Rating*	Neural Interface Talent 1 (+1 to ANY skill used in cyberspace, +1 reaction from Deckers).	9	9,000
-Speed Rating*	Altered Time Rate 1 (Accessibility: Only by Alternate Form in Cyberspace, -30%)	30	30,000
Digital Backup	Extra Life (Copy, -20%; Requires Body, -20%)	15	15,000
Interface Jack	Perk: Interface Jack	1	1,000
-Upgrade*	Neural Interface Talent 1	15	15,000
Neural Interface (Realistic)*	Computer Talent (+1 to Computer Hacking/TL, Computer Operation/TL, and Computer Programming/TL, +1 Reaction from other Deckers)	5	5,000
Neural Interface (Cinematic)	Jumper (Cyberspace) (Cannot Escort, -10%, Cannot Follow, -20%, Projection, -25%; Special Portal: Net Connection, -20%)	25	25,000
-Avatar‡	Alternate Form (Accessibility: Net Connection, -20%; Projection, -50%), Feature: Projected into Cyberspace, not Physical World [0].	As per Alternate Form, -70%	varies
-Avatar (safe mode) ‡	As above, but the Alternate Form has the Insubstantiality Advantage (-65%) (Always On, -50%; No Vertical Move, -10%, Noisy, -5%), which costs the Alternate Form 28 points.	varies	varies
Vehicle Control Rig (2 drones)	Compartmentalized Mind 1 (Controls) [25], Mindlink (2 – 10 Drones, Cybernetic Only, -50%) [5], Possession (Specialized: Drone, -40%; Mindlink Required, -40%) [20], Puppet Group [10], Telesend (Cybernetic Only, -50%) [15]	55	55,000
-Each Additional Drone (up to 10)*	Compartmentalized Mind (Controls)	25	25,000
-Drones	Purchase as Ally (Puppet) with IQ 0	varies	varies

†Price is just points x 1000 until I can come up with something better.

‡See description.

*Cost is per level. May purchase multiple levels.

Avatar: The avatar represents the player's form and inherent abilities in cyberspace. As per the Projection Limitation, death in Cyberspace results in death in the real world. Safe mode represents a different type of Alternate Form that can only interact with specifically designated (also Insubstantial) objects and cannot cause harm or be harmed, even by other Insubstantial Avatars or objects (this is a feature of Insubstantiality that is particular to the different physical laws of cyberspace). An object in cyberspace can be dual-natured, allowing both Substantial and Insubstantial characters to interact with it. Most walls in cyberspace, for example, would be dual-natured keeping both Substantial and Insubstantial characters out. Substantial characters, however, could harm Substantial walls, but Insubstantial characters could harm

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neither Substantial nor Insustantial walls. Safe mode is the type of Avatar that most people would use for conducting business meetings or casual interactions in cyberspace. Normal avatars may not have the Insustantiality Advantage.

Bone Denisty: The Adds Extra Weight Limitation is just a Disadvantage version of Payload with the Exposed, -50% Limitation, making it a -1 point Disadvantage per BL/5 added, as suggested by dataweaver.

Cyberdeck: This device can be used as a portal to access cyberspace if a connection is available. A cyberdeck increases the user's skills and speed in cyberspace by its rating in each category, but should probably be purchased with cash only rather than points. Zero-level cyberdecks are also available and allow access to cyberspace but do not provide any bonuses to skills or speed. Neural Interface Talent is 15 points/level, by Eric B. Smith.

Incapacity Override: If PC fails HT roll to avoid knockout, but would have been successful with the Hard to Subdue bonus, the Incapacity Override is activated. The PC remains conscious but has the Cowardice (6) Disadvantage lasting as long as the Knockout would have lasted.

Weapon Link 1: The Gun Bunny Talent gives a +1 to all Artillery, Beam Weapons, Gunner, Guns, and Liquid Projector skills and has a base cost of 10 points/lvl. Suggested by Eric B. Smith. LP skill added per tmedwards' suggestion.

Wired Reflexes: For someone who wants to simulate a cheaper "street"-grade version, any of the following Disadvantages are appropriate: Bad Temper [-10], Epilepsy [-30], Impulsiveness [-10], Increased Consumption [-10/lvl], Insomniac [-10 or -15], Light Sleeper [-5], Neurological Disorder [varies], Nightmares [-5], Odious Personal Habit (Twitchy) [-5 or -10], Overconfidence [-10], Paranoia [-10], Post-Combat Shakes [-5], Stuttering [-10], On the Edge [-15].

Thank you to everyone who contributed! Please let me know if I missed someone:

Biomonitor: Molokh

Bone Density: dataweaver

Cortex Bomb: Molokh

Cyberdeck: ericbsmith

Hyperdense Skeleton (converted from UT II): GnomesofZurich

Incapacity Override: Molokh

Independently Focusable Eyes: GnomesofZurich

Interface Jack: ericbsmith, Molokh

Macho Chip: Molokh

Personality Implant: Molokh

Speakers: Molokh

Weapon Link: ericbsmith, GunnerJ, tmedwards

Weapon Mount: GnomesofZurich

Thanks to Eric B. Smith for hosting!

Most of the above are conversions from GURPS Cyberpunk by Lloyd Blankenship, GURPS Cyberpunk Adventures by David Pulver, Jak Koke, and Tim Keating, GURPS Ultra Tech and Ultra Tech 2 by David Pulver, and Shadowrun 3rd Edition by Jordan Weisman, Bob Charrette, Paul Hume, Tom Dowd, L. Ross Babcock III, Sam Lewis, and Dave Wylie.

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