SAVAGE CYBERNETICS
USING CYBERTEK IN SAVAGE WORLDS

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SUPPLEMENT
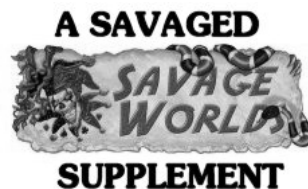
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*I highly recommend that anyone seriously interested in adding cybernetics to their campaign rush on over to **www.rpgnow.com** and pick up the Atomik Vortex Add-on Booklet (FREE) and the Atomik Cybertek Supplement ($5.45). They provide a wealth of information and are well worth the cost. In addition, I highly recommend any GURPS supplement (GURPS Cyberpunk and GURPS Cyberworld are both excellent resources) that covers the cyberpunk or cybertek genres. R. Talsorian's Cyberpunk 2020 game line is also highly recommended - the "chrome" sourcebooks are excellent sources of cyberware ideas and the sourcebooks are outstanding resources for creating a cyberpunk setting. My own extensive play testing has led me to the conclusion that cybernetic enhancements are best treated simply as trappings of the various Edges and Powers already described in the Savage Worlds rulebook. This is the approach this document assumes you will prefer as well. If that is not the case then the AB: Weird Science and AB: Super Powers Edges are easily adapted to accommodate the use of cybertek. I wish you luck in converting them for use – I found the process to not be worth the effort as far as my own cyberpunk game was concerned.*

CYBERTEK AS A VARIANT OF THE EXISTING EDGE/POWER MECHANICS

The easiest method, and the one I prefer and use, of integrating cyberware into your Savage Worlds campaign is to simply treat each individual piece of cybertek as a separate Edge. A prime benefit of this system is that it does not use power points or skill rolls – the device functions at all times (an optional rule allows for a small chance of "systems failure" to occur). In order to make use of the various devices, the character must first choose the Hardwired Edge:

HARDWIRED
Requirements: Novice
This Edge is a prerequisite for all the Cybertek Enhancement Edges. It represents the body's "preparation" to accept future cybertek implants – whatever exact processes this procedure entails is left to the individual GM to decide. In a "Steampunk" setting this may be the simple acquisition of a portable (and suitably miniaturized steam power plant. For a post-apocalyptic setting the wiring of hard points and enhancement of internal structures would be more appropriate. This Edge is classified as a "Weird Edge".

Once a character has chosen the Hardwired Edge he is eligible to choose a Cybertek Enhancement Edge any time he would normally be eligible to choose an additional Edge. While this method is certainly in keeping with the "Fast, Furious, Fun" credo of Savage Worlds, you must admit it does lack some of the "flavor" that is normally present in other cybertek systems. Have no fear – you can easily add that flavor by means of the following ***optional*** rules.

OPTIONAL RULE ONE: But at the cost of our humanity
One area that is conspicuously lacking is the concept of "Humanity". In the cyberpunk genre it is generally assumed that the more "enhancements" one obtains the less human one becomes. The easiest way to recreate this under Savage Worlds is to require a Spirit roll whenever obtaining an additional piece of cybertek. This roll should be modified by -1 for each Cybertek Enhancement Edge the character already possesses. Cybertek Enhancement Edges that enhance an existing piece of cybertek (i.e., adding a grappling hand to a cybernetic arm) are not counted when figuring this penalty. Failure indicates that the character's Spirit die type is reduced by one step. It can thereafter be raised normally (i.e., during a level opportunity). If a character's penalties due to his enhancements ever equals his current Spirit die type he is removed from the game (becomes an NPC controlled by the GM) - his insistence on repeated cybertek enhancements has reduced him to an inhumane mass of flesh and metal.

OPTIONAL RULE TWO: That which does not kill us only makes us stronger
Each piece if cyberware has an associated *Risk Factor* (RF). This is a modifier that is applied to a Vigor roll made at the time the cybertek is installed. The RF of any piece of cyberware should be between 0 and -4. A RF of 0 indicates a minor procedure that requires little or no recovery time while a RF of -4 indicates a major procedure requiring a lengthy recovery period. When a piece of cyberware is installed the character makes a normal Vigor roll. Success indicates no adverse effects resulting from the procedure. Failure indicates that the character suffers a wound. Snake eyes inflicts two wounds. These wounds may only be healed by natural means and must be fully healed before the character can gain the benefits of the chosen Cybertek Enhancement Edge. The modifiers assume access to high tech medical facilities and well-trained medical personnel. If this is not the case, an additional penalty of -2 would not be considered inappropriate.

OPTIONAL RULE THREE: There's no such thing as a free ride
Cyberware isn't free. You still have to choose the appropriate Cybertek Enhancement Edge, but you also have to pay the monetary cost as well. Each Cybertek Enhancement Edge should have an associated *Value Level* (VL) that is simply a multiplier for the base cost as set by the GM. For example, a piece of cybertek with a VL of 4 in a campaign where the GM has set the base cost of cybertek at $2000 would actually cost the character $8000 to obtain and have installed. You cannot choose the Edge unless you can afford the desired enhancement. The cost includes that of the device as well as the procedure required to install it.

OPTIONAL RULE FOUR: Systems failure
Cybertek is mechanical in nature and as such is subject to failure at some point. Whenever a cybertek device is used roll 2D6. If double sixes are rolled the device suffers a minor malfunction *for the current round only*. If double ones are rolled, the device suffers a major malfunction *for 2D6* rounds.

OPTIONAL RULE FIVE: Repairing damage from an external source
Cybertek can also be damaged due to factors other than internal systems failure – lasers, explosions, projectile weapons, etc... To reflect such possibilities simply give each enhancement a Toughness rating. Damage is inflicted according to the normal rules – hitting a piece of cybertek requires a "called shot". If the attack beats the device's Toughness the device will no longer function until it is repaired. A successful Repair roll and 2D6 hours are required to make the repairs.

Cybertek Descriptions

This list is by no means exhaustive and individual GMs are encouraged to add, delete, or modify it to suit their individual campaigns. This is simply a basic list to get your creative juices flowing! The Edges reflect their use in my personal campaign where cybertek is rare and those who rely on it are shunned by members of the "normal" populace (-1 on Charisma for each visible enhancement) – to that end, many of these enhancements are quite powerful as the negative effects of their use tend to balance out the positives. It should also be noted that I employ all five optional rules in my games. The values for Risk Factor, Value Level, and Toughnessare left for the individual GM to determine – the ones I have included are set to reflect their use in *my campaign* and should not be construed as being applicable to other campaigns. I allow players to come up with their own enhancements – I simply put them into a form that is "balanced" as far as my own game is concerned. The following examples have all been extensively play tested.

Remember, all cybertek enhancements are considered to be individual Edges – each with the Hardwired Edge as a prerequisite. Any enhancement listed as 'military (improved)' requires the base enhancement as a prerequisite. The GM is the final arbiter of whether or not the bonuses granted by cybertek enhancements stack with those provided by mundane Edges – I would rule, in most cases, that thy do stack.

Enhanced Sensory and Targeting Array
This enhancement allows the user to add a +2 modifier to any Notice rolls he may make in the same manner as the Alertness Edge. In addition, a character with this enhancement is treated as having taken the Aim maneuver in any turn in which he makes a ranged attack and did not move. The military (improved) version of this enhancement allows a +2 modifier on all Shooting and Throwing rolls.

Nanotech Healing Enhancement
A character with this enhancement may add +2 to his Vigor rolls when checking for natural healing. In addition, he may apply a +2 modifier when attempting to recover from being Shaken. Such bonuses are due to the strategically placed nanopods containing nanobots and quick acting therapeutic drugs. The military (improved) version of this enhancement lets the character ignore one point of wound penalties.

Cyber Arm
Each instance of this Edge replaces one of the character's arms with a cybernetically enhanced version. The arm can be optimized for strength or dexterity when installed – it can later be optimized for the other attribute, but this requires an additional Edge. There are also numerous "add-ons" that can be obtained for a cyber arm (each is treated as an additional Edge). Arms optimized for strength allow a +2 modifier on all Strength rolls. Those optimized for dexterity allow the same bonus but in regards to Agility rolls.

Cyber Leg
When this Edge is chosen both of the character's legs (and their pelvic/hip girdle) are cybernetically enhanced. The benefit of this enhancement is a +2" bonus to Pace. When running the character rolls a D10 instead of a D6. Finally, the character is not Fatigued by moving long distances.

Myoskeletal Enhancement
This enhancement involves strengthening the character's bones and supplementing his muscles. The end result is a +1 bonus to Toughness and an increase in his Load Limit (x8 rather than x5). In addition, he accumulates Fatigue levels from physical exertion at ½ the normal rate. The military (improved) version of this enhancement allows a +2 modifier to Strength rolls.

Reaction Time Neuro Enhancement
This enhancement allows the character to draw two cards when determining Initiative. He may then act on the best card. In addition, he is also treated as if he had the Quick Draw Edge. The military (improved) version of this enhancement allows two additional cards to be drawn rather than one.

Neuro Rewire
This enhancement allows the user to use both arms as if he were ambidextrous. The military (improved) version of this enhancement allows the character to ignore the standard MAP when fighting with a weapon in both hands.

Internal Stabilizer
This enhancement incorporates an internal stabilizer that not only allows the user to ignore the normal penalty for firing from an unstable platform, but also to ignore the normal -2 penalty for firing an automatic weapon – whether he moves or not!

Carbon Weave Skin
This enhancement grants the recipient two points of armor (all over) as well as increasing Toughness by +1. This armor bonus may be stacked with the benefits of more mundane forms or armor.

Enhanced Camouflage and Concealment Array
This enhancement consists of a skin weave that adjusts to match the user's surroundings and grants a +2 bonus on Stealth rolls and a -2 modifier against all attempts to detect the user. This enhancement cannot be combined with the Carbon Skin Weave.

Attribute Enhancement Array
This enhancement acts to allow the character to add +2 to any rolls made against a specific attribute. In addition, any skills linked to the attribute gain a +1 bonus as well. Each enhancement only affects a single attribute. Multiple attributes may be enhanced by taking the Edge more than once.

Cyber Arm Enhancements
There are many variations of this enhancement – each requires the Cyber Arm Enhancement Edge as a prerequisite.

- Grappling Hand: The user's cyber hand is detachable and is attached to a 50' cable capable of bearing up to 300lbs. It may be "shot" up to 50' using an internal explosive device. An Agility roll is required to hit one's target and "catch".
- Cyber Fingers: The user's fingers each have a unique and relatively minor effect – one may be a wire cutter, another may be a small flashlight, and yet another may be a "Swiss army knife" type device. Up to five enhanced fingers are allowed when this enhancement is taken.
- Projectile Hand: The user's hand is a ranged weapon. Make a normal Shooting roll when using it as such. Its range is 3/6/12 and it does 2D6 points of damage if it hits.

Cyber Leg Enhancements

There are many variations of this enhancement – each requires the Cyber Leg Enhancement Edge as a prerequisite.

- Internal Rocket Boosters: The user's legs contain internal rocket boosters that allow the user to make vertical and horizontal jumps of up to 25'. One jump per round is possible and an Agility roll is required to land properly. Failure costs the user his next action as he lands in a heap. Snake eyes indicates the user has landed so badly that he takes a Wound (which can be soaked normally) in addition to losing his next action.
- Roller Blades: The user can increase his pace by +2" by utilizing the retractable roller blades in his feet. An Agility roll is required to stay balanced - Failure costs the user his next action as he lands in a heap. Snake eyes indicates the user has landed so badly that he takes a Wound (which can be soaked normally) in addition to losing his next action.
- Toe Blade: A retractable toe blade allows the user to make hand-to-hand attacks (kicks) that score damage equal to STR+2.

Hidden Storage Compartment

This enhancement creates a storage compartment within an existing cyber arm or leg. The exact size is up to the user but should not exceed 2"x6"x2" for an arm or 4"x12"x4" for a leg. The compartment is opened either by a small external clip or internally via a neuromuscular stimulant.

Enhanced Visual Array

This enhancement allows users the ability to see in the infrared spectrum as well as gaining the equivalent vision granted by standard night vision goggles.
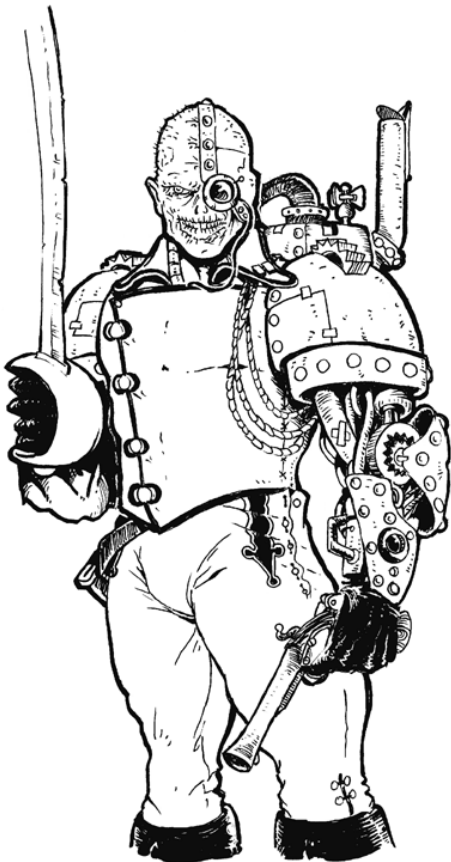
Device	VL*	RF	T
Enhanced Sensory and Targeting Array	4	-3	S
Cyber Arm	2	-1	8
Cyber Leg	2	-1	10
Myoskeletal Enhancement	3	-4	N/A
Reaction Time Neuro Enhancement	3	-2	S
Neuro Rewire	3	-2	S
Internal Stabilizer	2	-2	S
Carbon Weave Skin	2	-3	N/A
Enhanced Camouflage and Concealment Array	3	-2	S
Attribute Enhancement Array	2	-2	S
Cyber Arm Enhancements	1-2	0	4
Cyber Leg Enhancements	1-2	0	4
Hidden Storage Compartment	1	0	2
Enhanced Visual Array	1	-1	S

* = I assume a base value level of $2500

S = All are located in the cranial region. Any head shot that causes damage will render a random device inoperable.

N/A = When the user suffers three or more cumulative wounds the device is rendered inoperable.

One Last Option!

Whenever you fail your Humanity Check roll on the following table (in addition to losing a Spirit die step):

2D6	Result
2	Bad wiring results in a nervous tic of some sort – apply a -1 modifier to your Charisma.
3-4	Shoddy workmanship – your cybertek enhancement is obvious – apply a -1 modifier to your Charisma
5-6	A crossed wire somewhere allows you to pick up intermittent radio transmissions – apply a -2 modifier to your Notice rolls until this problem is repaired.
7-8	Each day you must make a Spirit roll – failure means that you forget a random skill for the day.
9-10	Gain the Habit (Addiction) Hindrance due to the immunosuppressant and pain drugs you were taking following your last enhancement.
11	"They" are out to get you, of this you are sure – gain the Delusional Hindrance
12	You no longer feel human – each day is a constant struggle to suppress the "beast within". Make a Spirit roll at the start of each day – if you fail gain the Bloodthirsty Hindrance.