

SALVAGE



CYBERNETIC TECHNOLOGY FOR FUTURISTIC SAVAGE WORLDS SETTINGS

-Savaged by HawaiianBrian

Gamemasters interested in futuristic settings might wish to include cybernetic technology as options for characters and NPCs. What follows is an expansion upon the ideas touched on in the *Sci-Fi Gear Toolkit*, with the goal of filling out generic cyberware lists for gamemasters who wish to have more options. It also introduces a more complex mechanic for installing and regulating cyberware, including a modified system for handling tolerance and humanity drain.

By this system, cyberware is treated as gear, not Edges, so taking on new cyberware can be done any time the character has the money and can find a cyberdoc.

Prices are given in dollar amounts equivalent to gear in the *Savage Worlds Explorer's Edition*. GMs should feel free to alter these amounts as they see fit.

THE BASICS

To acquire cyberware, you must first purchase the *Hardwired Edge*. This represents both the surgery and other preparations for enhancing the body cybernetically. You may take this Edge immediately without having to level, but you commit your next advancement to this Edge.

At this time, you must also acquire a *Neural Processor*, a piece of cyberware installed at the base of the skull that serves as the connection between cybernetic components and the brain. The surgery is out-patient and not terribly complex (it is the only

cybernetics surgery that uses only local anesthetic), and largely subsidized by the companies that produce cyberware, so the Processor itself is free, and the surgery only costs one fifth of the normal fee. However, replacing a damaged Processor costs the regular list price.

CYBERDOCS

Every time you purchase and install a new piece of cyberware, you must have it surgically implanted, and like all surgeries, there is some inherent risk and expense involved in this process.

First, you must find a cyberdoc to perform the operation, someone with the *Cyberdoc Edge*. Cyberdocs charge fees depending on the level of their Healing skill. Most have a d8 (\$3000) or d10 (\$5000) in Medicine. Those with a d12 (\$8000, with an additional \$1000 for each +1) or higher charge hefty fees, but they can afford to do so because the odds of error are very low. Finding a *Wild Card* cyberdoc is best, but of course they charge double the normal fee.

By law, cyberdocs are required to keep records of all cybernetic implants they install, meaning your information will be stored on the internet somewhere. In worlds with a heavy police presence, this may not always be to a character's liking. Cyberdocs as a general rule will not jeopardize their careers by offering to install black market cyberware.

The least expensive cyberdocs are sometimes called "ripperdocs" because they don't have formal

education, lack sophisticated medical equipment, and have a larger margin of error, sometimes operating out of a grungy basement or mobile van. However, many people use ripperdocs despite the danger because they are very inexpensive and are willing to install black market cyberware. In addition, they work "under the table," so there will be no traceable record of the surgery, which many find preferable. A ripperdoc with a d6 in Healing will charge \$2000 for his services, while one with a d4 will charge only \$1000.

A player character with the appropriate Edge can perform this surgery, but they will need access to a lab with surgery tools valued at least double the cost of the cyberware to be installed. Obviously, the surgeon cannot implant his or her own cyberware.

SURGERY

Once the fee has been paid, it is time for surgery. For all implants (except the Neural Processor), the patient must be given general anesthetic, which lasts 2d6 hours

(upon awakening, the character will be at -2 to all Trait rolls for another 4d10 hours).

The gamemaster then rolls the cyberdoc's Healing check to make sure the surgery was successful. It might help to make this roll in front of the player, or even allow the player to make the roll themselves (though they cannot spend Bennies on this roll).

- If the roll is a success (a raise brings no added benefit), the cyberware was successfully installed.

- If the roll is a failure, the implant is installed but the character takes 2d6 damage.

- If the roll results in a 1 on the Trait die, the character takes 2d6 damage (dice can ace) against his Toughness and the cyberware was not successfully implanted. The character will have to try again in order to acquire that implant, after recovering, of course!

Most cyberdocs are willing to refund surgery fees for botched surgeries, but ripperdocs can be notoriously cheap. One failed surgery might result in the ripperdoc dumping the wounded, anesthetized body in a remote location and keeping the money.



DAMAGE TO CYBERWARE

If a character is the victim of a successful attack specifically targeting a cybernetic device (like the eye, hand, etc.), use the “Breaking Things” rules on page 65 of *Savage Worlds Explorer’s Edition*. Most external implants have a physical Toughness of 10, and internal implants a Toughness 8. However, any time a character with implants suffers electrical damage from any source, the damage must be calculated against each of her implants. Cybernetic devices have only 6 Toughness against electrical damage. If damaged, they cease function and must be repaired, which costs 50% of the device’s initial price. Most devices are located inside the chest cavity unless otherwise noted.

TOLERANCE

Pairing the organic mind with inorganic machinery has a tendency to cause a noticeable decaying effect on the soul. Characters with cyberware must worry about *tolerance*, the mind and body’s ability to merge with

the new technology. Characters are usually fine until a situation gets dicey. Stress causes the mind’s tenuous acceptance of cyberware to slip, potentially causing major problems. Any time a character with cyberware is in a situation in which her emotions start to run too high, she has to make a *Stress check* to see if she can maintain her mental hold. This roll is similar to a Fright check, but triggered instead by extreme tension (pinned down in a gunfight, jumped in an alleyway, cyberware taking electrical damage, a phobia being triggered, a close friend killed in front of you, betrayed by a loved one, etc.). A success means the character is able to suppress a bad reaction, but with a failure she must roll a d20, adding the amount of cyberware she has over his limit, then check the table below. Characters cannot become used to these conditions to avoid future Stress rolls.

In addition, characters can tolerate a limited amount of cyberware before beginning to lose their basic humanity. *Characters can install a number of cybernetic implants up to half their Spirit die*. After this point, every new piece of installed cyberware imposes a -1 penalty to the character’s Charisma (Neural Processors don’t count toward this limit).

Thus, a character with a d6 in Spirit could have three cybernetic implants safely installed, and no more, before her Charisma would start to suffer. Subsystems are not counted toward this maximum; a cybereye would count as one implant, but the Low Light or VideoCam *enhancements* do not. However, the costs and risks of surgery would still apply.

Stress Check Failure Table

1d20 Effect

- 1-4 Adrenalin Surge:** The hero adds +2 to all Trait and damage rolls on his next turn.
- 5-8 Shaken:** The hero is Shaken.
- 9-12 Panicked:** The character is Panicked.
- 13-16 System Shock:** Character unable to take any actions until he passes another Spirit roll.
- 17-18 Temporary Cyberpsychosis:** Go Berserk as per the Edge (although the character is still able to use the Shooting skill).
- 19-20 Mental Breakdown:** Go Berserk as above, plus hero permanently loses 1 Charisma.
- 21+ Cyberpsycho:** Character totally loses his link to humanity and becomes a soulless NPC.



NEW EDGES & HINDRANCES

Several new options are available to characters in campaigns that use cybernetic enhancements.

Cyberware Edges

Cyberdoc

Requirements: Novice, Knowledge (Medicine) d8

You may use the Healing skill to surgically implant cybernetics. In addition, you gain +1 to Knowledge (Electronics) checks regarding trends in cybernetics.

Hardwired

Requirements: Novice

Your body has been prepared for the addition of cyberware, and a Neural Processor has been installed at the base of your skull to interface with installed cybernetic devices. You may now gain a number of cybernetic enhancements up to your Spirit die (for example, a character with a d8 Spirit can install up to eight cybernetic devices) before suffering penalties.

More Human Than Human

Requirements: Novice, Hardwired

You were born for cybernetic enhancement, and find it quite natural. You may install one more piece of cyberware than your Spirit die would normally allow, and you do not add the number of cyberware over your limit when making Stress checks.

Hindrances

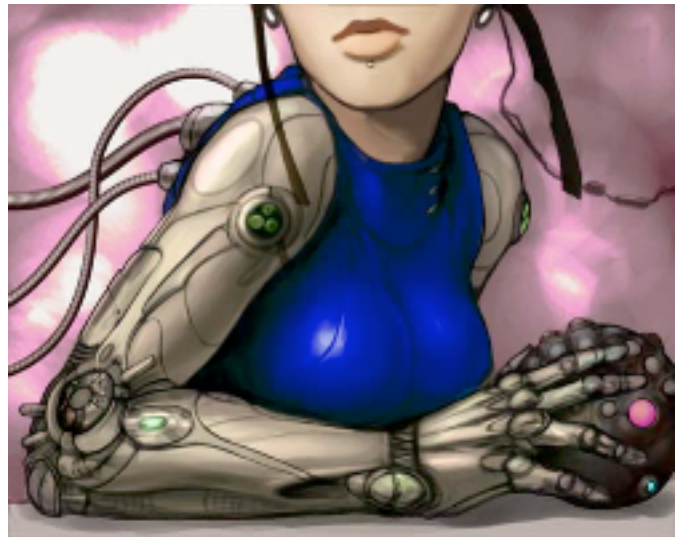
Old School (Major)

For some reason -- trauma, a distrust of computers, a religious abhorrence for the unnatural -- cyberware and you just do not get along. You see people with cyberware as inherently untrustworthy and you prefer to stay away from them. If you have to deal with them, you do so with a -2 Charisma penalty. Should you ever decide to get cyberware yourself, you may install two less implants than your Spirit die would normally allow, due to feelings of body horror.

Next-Gen (Major)

To you, cyberware is the wave of the future, and the allure of silicon and chrome is more attractive, more

clean, than all that nasty meat. You find non-cybered bodies repulsive, so you deal with people without cyberware at a -2 Charisma -- when you deal with them at all. This is cumulative with other Charisma loss, such as loss caused by excess cyberware. In addition, you will always choose the nearest (apparently) non-cybered person when a Stress check causes you to go Berserk.



CYBERWARE

The following list of cyberware is fairly complete, though gamemasters may wish to add to it. For the sake of brevity, each implant is given only a short description. Gamemasters and players are encouraged to develop personalized details for cybernetic devices.

Cyberware costs are going to vary wildly based on how common cyberware is in a campaign, the predominant currency and character rank, and various economic or political factors. Thus, the prices below are given as categories, instead of dollar amounts. The categories range from A, being the cheapest, to E, being the most expensive. Gamemasters can then assign prices that fit their campaign models.

A sixth category, F, indicates items that are cutting edge and thus are generally not available, except to military sources. Characters should not be able to purchase these items without great effort. In fact, obtaining it might even be the subject of an entire adventure.

SUGGESTED PRICES

A	\$5000	D	\$50,000
B	\$10,000	E	\$120,000
C	\$20,000	F	\$1,000,000+

Cyberware with an asterisk (*) is black market. Only ripperdocs will willingly install these items. Characters caught with black market cybertech face jail time.

Some cybernetic implants have the same function as existing Edges. Unless otherwise noted, if a character has both the cyberware and an overlapping Edge, there is no additional effect.

All cyberware is powered by the user's own metabolic system, or contains a built-in battery with a long life (usually at least 1 year).

At the Gamemaster's option, enhancements which provide room for subsystems (such as cyberlegs) may contain more space, allowing one more subsystem for each price step increase.

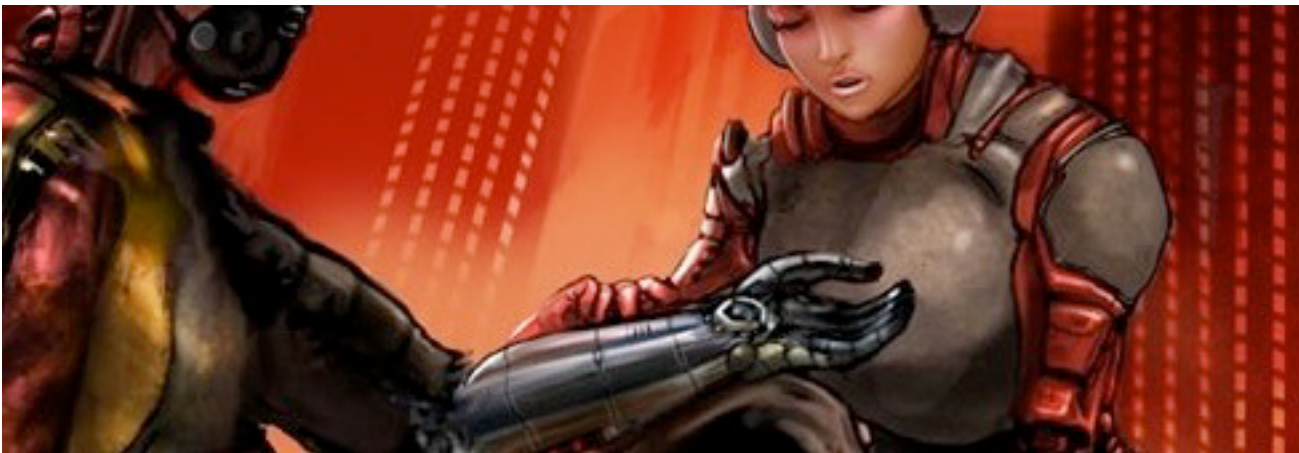
Optional Rule: Gamemasters might consider allowing multiple makers for cyberware, allowing players to choose how much money they are willing to invest in quality. For example, there might be three major corporations that make cyberware and dominate the industry. The most prominent, Takagi Industries, makes the most common cyberware, which has become the industry standard. All the entries in the list below are written to Takagi standards. Close on their heels is Enhanced Cybernetic Systems (ECS), who make top-of-the-line models that cost a lot more but are more reliable. ECS cyberware have +2 Toughness, but cost 20% more than the list price. Third in the industry is CyberWorld Electronics, a Chinese company which specializes in affordable, but weaker, cyberware. CyberWorld implants cost 25% less but have 1 less Toughness and only a 5 Toughness against electrical damage.

<u>Cybernetic Implant</u>	<u>Cost</u>	<u>Effect</u>
Neural Processor	None/A	Allows cybernetics interface. Implanted at base of skull on spine. Often installed for free as part of a package.
Adrenalin Booster	C	Releases artificial adrenalin. Cannot be Shaken for 5 rounds, after which you are immediately Shaken and gain 1 Fatigue.
Air Breather	B	Filters gases and processes oxygen. Gives user +4 on Vigor rolls to resist airborne toxins, poisons, and gases.
Ambidexterity Link	C	Neural paths in off-hand strengthened to give user full use of both arms. Grants Ambidexterity feat.
Aqualung Implant	B	Processes liquid water into breathable oxygen, allowing user to breathe normally underwater for up to 6 hours.
Artificial Skin	D	Smart skin changes appearance or color at will (takes 3 rounds). +2 Stealth for disguise or camouflage rolls.
Bullet-Timer	C	Calculates trajectories and speeds reaction time, adding +1 to Dodge. Does not work if opponents have The Drop.
Chemical Neutralizer	C	Automatically creates antitoxins against foreign chemicals. +2 Vigor rolls to resist effects of drugs and poisons.
Chip Dock	A	Tiny drive mounted in head, has room for 1 chip at a time. Changing chips requires one action.
Edge Chip	Per Rank	Grants one Edge; character need not be of Rank to use. Novice chips cost A, Seasoned cost B, etc. Does not stack.
Extra Slot	B	Additional dock adds space for 1 more chip. Limitations in chip technology only allow three chips active at a time.
Ghost Chip	E*	Contains digitized "ghost" of another character. This NPC has only mental Attributes and skills, and is self-aware.

Knowledge Chip	A	Chip contains an encyclopedic library of knowledge. Grants +2 to Common Knowledge rolls, even outside expertise.
Nerve Chip	A	Nulls the effects of fear on the psyche. Allows user to make Intimidation rolls at +2, and Fright/Stress rolls at -2.
Personality Chip	B	Complex algorithm actively suppresses antisocial behavior, granting +1 Charisma, stackable with other Edges.
Skill Enhance Chip	A	Digitized knowledge base of any skill, grants +1 in that skill to the user while chip is installed.
Skill Mastery Chip	C	Digitized expert base of any skill, grants +2 in that skill to the user while chip is installed.
Cyber Arm	C	Artificial limb with two subsystem options. Can appear metallic or natural. Increases Strength die type by one.
Carpal Deck	A	Dock and satellite uplink allows for hands-free computing. Has retractable protective cover. Computer sold separately.
Climber Mod	C*	High surface-tension pads allow user to cling to sheer surfaces, granting +4 to climbing checks.
Grapple Mod	C	Arm comes with spring-loaded metal cable and steel polymer grapple hook. Cable can extend up to 100 feet.
Storage Compartment	A	Hidden space holds up to one shoe-sized object. Requires a Notice check at -2 to be spotted during pat-downs.
Tool Hand	A	Small tools mounted in fingers, like lockpicks or surgery tools. Grants +1 to that skill check. Tools sold separately.
Weapon Mount	B	Internally-mounted melee or pistol weapon that pops out at will. Grants Quick Draw for that weapon only.
Cyber Ear	B	Artificial ears with space for one subsystem option. All hearing-based Notice checks are made at +1.
Noise Filter	A	Sifts through audio data for selected sounds, can isolate one voice or descramble garbled audio.
Radio Link	A	Allows user to listen in on radio broadcasts, or can be linked to phone or subdermal or external microphones.
Parabolic Audio	B	Advanced audio system triples normal range for hearing, granting additional +1 to hearing-based Notice checks.
Cyber Eye	C	Artificial eyes with space for three subsystem options. All vision-based Notice checks are made at +1.
Cyclops	D	Cybereye capable of emitting an intense laser beam, which acts as per the Bolt power, with 10 power points.
EM Vision	A	Allows user to see electromagnetic fields and impulses as light. Useful for finding electrical sources.
SmartLink	C	Links with a "smart" gun held in hand, for +1 Shooting. Smart guns cost double normal weapon price.
HeadsUp	A	Gives streaming environmental data readouts, links to GPS and internet, and plays video recordings.
InfraredView	D	Allows user to see heat and radiation given off as light. Grants the Infravision Monstrous ability.
Low Light	C	Allows user to see in almost total darkness by gathering available light. Grants Low Light Vision Monstrous ability.
Melee Calculator	C	Provides constant readout of close opponents, giving +1 to Parry. In addition, the user is never considered unarmed.

MicroView	A	Allows user to zoom in on microscopic detail, up to 100x magnification.
Motion Tracker	B	Continually calculates relative motion and adjusts for these changes, granting the Steady Hands Edge.
SpyEye	B	Constantly analyzes vision for patterns, motion, people, or other data, giving the user an additional +1 to Notice.
TeleSight	B	User can see 10x normal vision range for distance. Drops penalty for firing at long range down to medium range.
VidCam	A	Automatically records up to 12 hours of digital video, constantly looped. Video can be downloaded wirelessly.
X-Ray Specs	E*	Allows user to see through thin layers of matter (except lead), up to 5 feet thick. Focus layer is adjustable.
Cyber Legs	D	Paired artificial legs with two subsystem options. Can look metallic or natural. Grants +2 to Pace (stacks with Edges).
Quicksilver	C	Computerized running program increases the users Running die type by +1 (stacks with the Fleet-Footed Edge).
Silentstep	B	External pads work in conjunction with sound dampening to give user +2 Stealth to avoid being heard when moving.
Springheel	B	Triples jumping distance, both vertically and horizontally. With a successful Agility roll, it can halve falling damage.
Weapon Mount	B	Internally-mounted melee or pistol weapon, “pops” out at will. Grants Quick Draw for that weapon only.
Wheel-Heel	A	Retractable wheels in the heel and sole of the foot increase Pace by additional +4, but only on smooth surfaces.
Thrusters	D	Tiny jets in heel allow for short bursts of flight. Provides Fly Power, with battery that stores 10 Power Points.
Cybernetic Organs	E	User replaces major natural organs with synthetics, raising Vigor one die type.
Endorphin Simulator	C	Implant artificially synthesizes endorphins in reaction to pain or exhaustion, giving +1 to recover from Shaken.
Environment Adapter	B	Subdermal implants respond to environmental changes, granting +4 to Vigor rolls for heat and cold.
Extra Arm	E	Additional side-mounted arm to handle tools or weapons, granting the user an additional action each round.
Fashionware	A	The most common implant, providing trendy visual alterations. +1 Charisma with fashion-minded individuals.
Flight System	F*	Crude, experimental jets and ailerons allow flight. Climb 10, Acc 15, Top Speed 40, 10 miles of fuel. Uses Piloting skill.
Hound	B	Nose-mounted implant that monitors trace airborne scents. Notice is at +2 for scent-based checks, plus +1 Tracking.
Internal Computer	E	Small computer links the body and mind more efficiently. Wild Die increases by one die type.
Jammer/EMP	C*	Jams nearby electrical devices, doing 2d6 temporary stun damage, which ends after 3 rounds. User is immune.
Light Refractor	F*	Bends light around the user for short period of time, giving Invisibility Power. Battery stores 10 Power Points.
Mirrorshades	A	Opaque lenses over eyes provide immunity to blinding lights or flashes. Plus it looks cool, granting +1 Charisma.

Motion Sensor	C	Scans and computes all motion within 60 foot radius, granting the Danger Sense Edge.
Nanobot Implants	C	Microscopic robots in the body repair tissue damage. User gains Slow Regeneration Monstrous ability
Poison Synthesizer	B	Tiny duct in mouth or weapon mount excretes a poison doing 2d6 damage with failed Vigor. Makes 3 doses a day.
Reaction Time Booster	B	Speeds up neural connections, allowing the user greatly increased response time. Grants the Quick Edge.
Reflex Enhancement	E	Full-body digital coordination enhancement and sensor array increases Agility by one die type.
Skeletal Weave	E	Nanobots reinforce the skeleton with metal polymer, giving Brawny Edge, or +1 Toughness if you possess that Edge.
Slicers	B	A hidden, retractable blade is implanted in the knee, heel, palm, or elbow, which does Str+d4 damage.
Stabilizer	C	Internal gyroscope-enhanced system grants the Acrobat Edge, or additional +1 Agility if you possess that Edge.
StimKit	C	Synthesizer automatically releases stimulant to reduce shock, giving +2 to recover from being Shaken or stunned.
Subdermal Grafts	E	A fine layer of microfiber weave is grafted under the skin, giving +2 full-body armor. Stacks with other armor bonus.
Subdermal Mic	A	Miniature microphone/transmitter implanted in the throat. User's voice requires Notice -4 to hear when used.
Vehicle Link	C	Wireless link to a vehicle with special onboard computer. The user gains +2 to Driving/Piloting checks when linked.
Voice Enhancer	A	Vocal chord amplifier triples normal voice volume. Can create a stunning blast as per the Stun Power, with 5 PP.
Vox Synth	B	Digitizer electronically changes voice and creates sound effects. Requires a Notice -2 to detect the subterfuge.



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