

THE FOREVER SERVICE

ANDRZEJ STOJ

# CYBORGS

JAKUB OSIEJEWSKI

IN NEMEZIS



 G R A M E L



NEMEZIS

**Authors:**

Andrzej Stój, Jakub Osiejewski

**Editing:**

Andy Slack

**Layout and typesetting:**

Irek Winnicki

**Cover:**

Peter Szabo Gabor

**Pictures:**

Magdalena Rudzińska, The Forge Studios (Maciej Zagorski), Tomasz Tworek

**Special Thanks to:**

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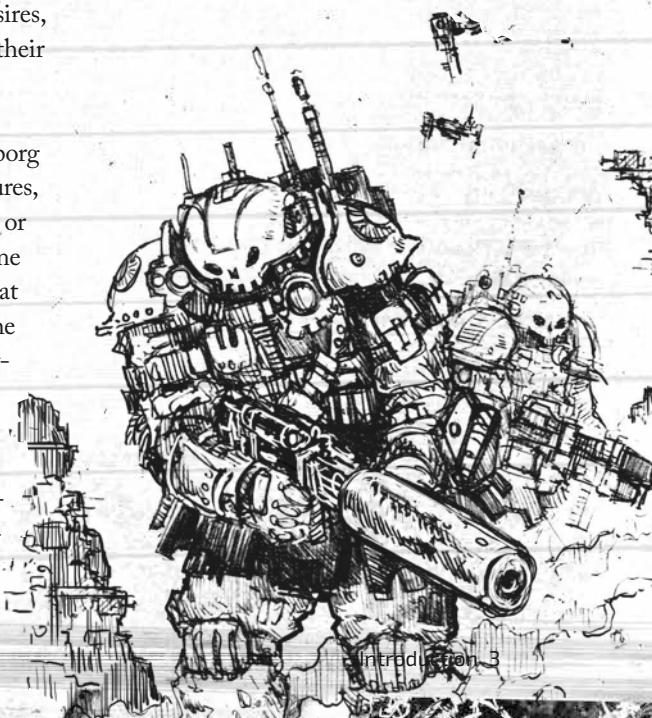


In *Nemesis* we use the word 'cyborgs' to refer to total cyborgs, beings whose minds have been transferred to artificial bodies. A human mind transferred into a specially prepared computer, superior to AIs. Cyborgs can be humanity's greatest weapon, but sometimes they're so distant from other humans that they become one of its greatest fears. A cyborg is free from most human needs – he or she doesn't feel hunger, thirst, or exhaustion. They don't feel the joy of combat or the excitement of VR games. They don't want to find partners, found families, raise children or ensure their future. Most of them undergo harsh training aboard a monastic ship – a combination of a psionic foundation, monastery, boot camp and robotics lab – where they're instilled with one need: to serve their makers. They're sentient and intelligent – but they abandon most of their desires, hopes and dreams to support their country, planet, or corporation.

There are exceptions, of course. A cyborg can be devoted to non-physical pleasures, enjoying the plots of novels, music or abstract mathematical problems. Some might still focus on their family, or at least on their family's honor or the well-being of their descendants. Nevertheless, it's clear to everyone who attempts conversion – your old life has ended. No one could even imagine a cyborg wandering across Corsican beaches, relaxing in a café on Bariz or drunkenly stumbling on the

streets of Union City. One cyborg, even a light, scouting model, is about as powerful as a platoon – and even more expensive to create, considering that there are few people able to finish their training. Few officers allow their cyborgs to relax – and even fewer cyborgs have a reliable way to relax.

It's hard to create a cyborg character – and it's even harder to roleplay an emotionless steel killing machine. However, if your campaign focuses on fast action, spectacular chases and massive combats with the nastiest spawn of the Worm, perhaps a group of cyborgs could take part in an epic, exciting campaign.



# From the Cyborg

In the game world an applicant needs to undergo gruelling training on a monastic ship, usually sponsored by someone. The most important parts of the training are not the combat training (though it's expected that the applicants were at least valued experts) nor tech skills, but self-control and empathy. The latter dies with time, and rigorous concentration and philosophical classes allow the cyborgs to preserve their human sentience and self-awareness. Unlike AIs, cyborgs have free will, can independently assess threats and change their priorities. A robot, if ordered to lead the charge, would not pay much attention to the other soldiers in the unit – it might be smart enough to seek cover, but would not retreat or seek alternative ways to destroy the enemy. A cyborg looks beyond the orders and can disobey them.

Martial arts are, however, useful as a technique of focusing thoughts on a single goal. Cyborgs don't have adrenaline, and are unable to find pleasure in combat – but melee combat is still a valuable device to maintain the remnants of their humanity. A prospective novice without combat talent, as well as many other cyborgs, focuses on some other activity – often work. Usually people to be transferred into cyborg bodies are already experts at their current vocation – and they receive additional training to both broaden their

competencies and allow them to adjust to their new tasks in mechanical bodies. Many cyborgs speak of their Duty with almost religious zeal.

On Earth, many religions taught the importance of abandoning their body and its base needs – and for monastic adepts, these ancient religious formulas have been adapted for their meditation and fasting rituals. Addictions, negative personal habits or innocent quirks – all of them must be either discarded or channelled via meditation. Some habits and very strong personal goals, however, can 'survive' – for instance personal vengeance (especially if rationalized or compatible with the sponsor's goals), scientific curiosity or family ties. When a new, single-minded persona is ready, the transfer to the artificial body can begin.

Though an average 'man on the street' might think of cyborgs as 'brains in jars', the artificial bodies are completely synthetic. The process of transferring a brain to a 'synth-brain' is similar to mnemonic banks. All sponsors want to have their cyborgs used – therefore, they install limitation software in their cybernetic brains, to protect themselves in case the cyborg goes rogue. Few cyborgs really do so; if they do go rogue, this does not necessarily mean they went insane – but their personal goals



and priorities stopped being compatible with their sponsor's.

In game terms, we treat artificial bodies as cyberware – they have a certain cost, and replace the entire body of the character. Usually, they grant very high levels of physical Traits, which can't be raised later, a set of Edges and many other bonuses. They're usually incompatible with any other cyberware – outside of software, their new brains replace jacks.

However, the Cybernetics Threshold of artificial bodies would be too high for a character even with the Monastic Training Edge and Spirit d12! That Edge reflects a character who attempted the training but never completed it. To portray a true cyborg that has undergone the treatment, select the following Edge with the GM's permission.

### Ready for Service (background)

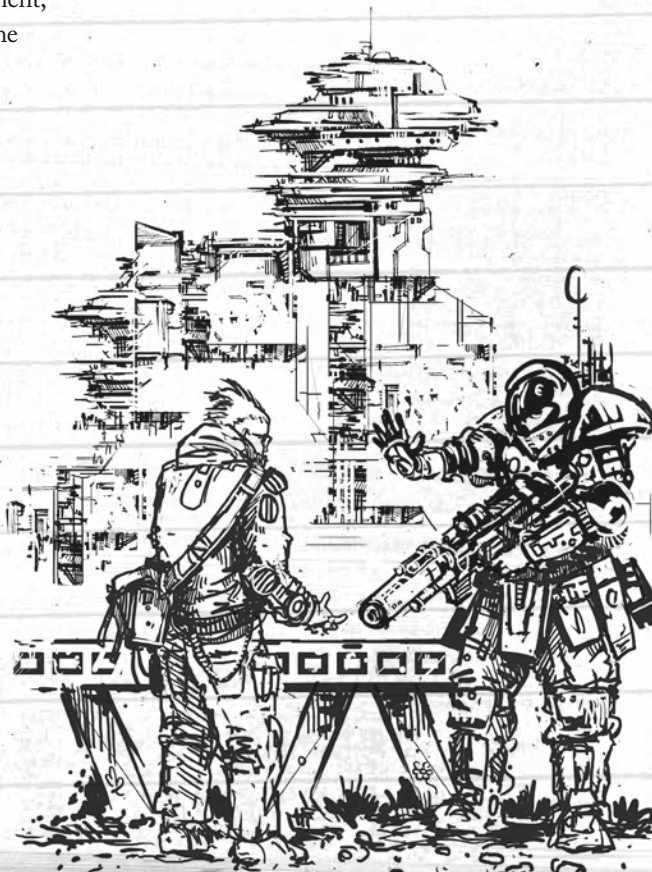
**Requirements:** Novice (but see below), Spirit d8+, Vigor d8+

This Edge allows you to switch to an artificial body regardless of Cybernetic Threshold. The character can have any number of cybernetic implants, without risking losing control over their own bodies. This Edge represents completion of the monastic training, and the vast majority of the characters with it will be eventually transferred to artificial bodies, but you can also take it to represent a hero who completed his training and then

left – and uses “classical” improvements of his cybernetic implants.

This Edge is very powerful and thus a GM can veto it at any moment. During an ongoing campaign it can't be selected unless the character undergoes training on a monastic ship (which takes at least five years). Most Hindrances (whether mental or physical) of such a hero should be bought off or replaced with new ones, like Quirks reflecting a dehumanized outlook or Heroic to reflect his new devotion to protecting mankind.

If a player decides to become a true cyborg, besides choosing an artificial



body (often after discussing it with the GM and other players), he should also choose his Limitations.

Every cyborg has been programmed with Limitation software, enforcing or banning certain behaviours in given situations. Usually these are very detailed instructions, a kind of safety valve protecting the investor (usually the military) from a rebellion by a mad, damaged or simply bored cyborg. For Player Characters these will mean three specific rules determined together with the GM, which the character will not be able to break. These should be determined before the character's mind is transferred to an artificial body. These rules can't be changed without wiping the synthbrain - and killing the character. Often they're installed without the soldier's knowledge, but even if the character doesn't know about his limits, all the players should be aware of them, Sample limitations include:

- ④ Never attack a person serving in the Cor army, unless ordered to do so by a major or more senior officer.
- ④ Never spare a cultist, regardless of their identity.
- ④ Never retreat from a battlefield, unless you receive an order from a superior.
- ④ Never accept payment for your service.
- ④ If there's a high probability of the destruction of your body, retreat from the battlefield.

Such Limitations are built into synthetic brains to ensure loyalty and exact obedience from a cyborg. These must be fairly specific, but the training and lesser programming instructions endow

the cyborg with many less severe limits. Whenever a character finds himself in a situation where his loyalty to his creator, or the sponsor (army, corporation, state) he serves might be compromised, the player must either spend a Benny or pass a Spirit -2 roll to be able to act against his employers, his own monastic ship or the people responsible for building his body.

### Who Can Sponsor a Cyborg

Cyborgs are created by a powerful organization for a specific purpose. For many characters these are their sponsors. Almost all cyborgs are utterly loyal to their sponsors, at least at the beginning.

**Government** - For many planetary governments spending billions of credits to create and maintain a group of a few dozen cyborgs (for government protection, as an elite police squad, or army special forces) isn't a major budget expense.

**Corporation** - A private army isn't anything unusual in the Galaxy. Many corporations with bases in dozens of star systems can afford as many cyborgs as a planetary government.

**Military groups** - Few independent mercenaries, peacekeeping forces or troops fighting the Horde can afford to create more than a handful of cyborgs, but nevertheless it still happens sometimes.

**Individuals** - Yes, a few individuals with massive bank accounts and loyal servants can secretly fund training for trusted retainers on one of the older monastic ships. Sure, even the richest people can only afford about half a dozen cyborgs - but for a team of devoted bodyguards or special assault group it's enough.

**Church** – In the Galaxy there are still various cults, and some of them might perceive a transformation into a cyborg as a religious ritual. A very charismatic, devoted religious leader might go onto a monastic ship, to lead their followers forever.

**Rogue Agent** – Some monastic ships have been taken over by groups who shouldn't control them: pirates, gurus of weird sects, mafias... Such organizations are a serious threat, since the normal rules and Limitations of synthetic brains don't apply to these.

## A Party of Cyborgs

Adventures for cyborgs only should be perfect for smaller groups. Two or three players running true cyborg characters should be able to cope with any threat imagined by the GM. Most “ordinary” opponents (gang members, soldiers, crawlers, zombies) will be simply meaningless to even the lighter cyborg bodies – the only threat would be the “final opponent”, a major threat that should be a challenge for two or three cyborgs.

Thanks to the Savage Worlds system, the GM is free to run even large combats, just to remind players how much firepower their characters can muster. You shouldn't play out every single combat against dozens of opponents – players will get bored with that sooner or later.

Tasks for troops equipped with artificial bodies should

be difficult, and require not only combat skills, but also social and analytical capabilities – and also common sense. Cyborgs can also search for a rogue companion (or one dominated by Lij), track down a blasphemous sect, participate in the great game of intelligence services on a planet dominated by various states, or act as corporate spies (kidnapping researchers, sabotaging plans and even assassination). Players creating cyborg characters probably don't want to focus on social scenes and encounters – after all, that's not why they picked up artificial



bodies – but the whole tale should not solely depend on PCs' firepower.

It can safely be assumed that whoever has created the artificial bodies of heroes will also be their chief employer. PCs should be utterly loyal to their sponsor, and will undertake any kind of action, unless it conflicts with their Limitations. Money shouldn't be a problem, though if PCs are mercenaries or bounty hunters maybe they should find themselves lacking funds. The most important thing about preparing missions will be the non-combat skills of characters – if a mission will require hacking skills, the ability to keep hidden and to scale walls, if the PCs are utterly unprepared, the mission will be a lot harder than if they had to face dozens of elite soldiers.

Below we present three example group concepts for the teams of cyborgs. Two of them are tied to the Horizon system, the third one is more mobile and can be placed in any area of the Galaxy.

## Ghosts

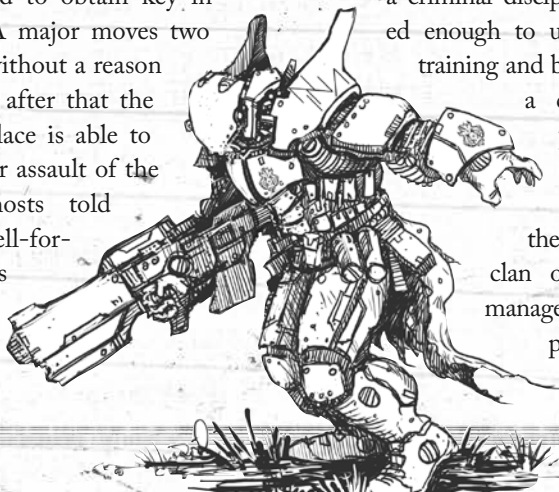
Most of soldiers on Cor think that 'Ghosts' are just a flimsy cover by High Command for some advanced technologies used to obtain key information. A major moves two companies without a reason and the day after that the reinforced place is able to resist a major assault of the Horde? Ghosts told him to. A well-fortified base is evacuated an hour

before a massive wave of monsters attacks? Ghosts did it. Someone finds mysterious coordinates, sets Artillery Auxiliaries to aim whatever they have, and it turns out that a colony of nemotics was wiped out? Ghosts set this up.

Ghosts indeed exist. There are only a few of them, but not because almost none is able to survive in the jungle, nor due to lack of volunteers. Every single member of this elite scouting squad has been offloaded to Cor straight from *Emperor Tenji*, a monastic ship present in the Horizon system since the invasion of the Horde. The Ghosts' new bodies are a marvel of technology – able to resist the influence of Lij. Ghosts don't need food, drink, sleep or air, are invulnerable to Horde-spawned diseases, and aren't motivated by fear, anger or revenge. They just do their job: set explosive charges, scout forward, warn the High Command of any strange movements. The truth about Ghosts is known only to a handful of people from Southern Army command – to the rest they are a myth – and have to remain one.

## Chrome Dragons

Few people in the Galaxy could imagine a criminal disciplined and devoted enough to undergo monastic training and be transferred into a cyber-body. And yet, it has happened. Shiro Hino, daimyo of the Golden Dragon clan of the Syndicate managed to reach certain people, who used





their contacts, and as a result the Syndicate became the first criminal organization whose men managed to complete the monastic training. Golden Dragon so far has less than a dozen cyborgs – but if it comes to an open gang war, these will probably be the most powerful squad on Ash, maybe except for the black magic of the Mesu cultists.

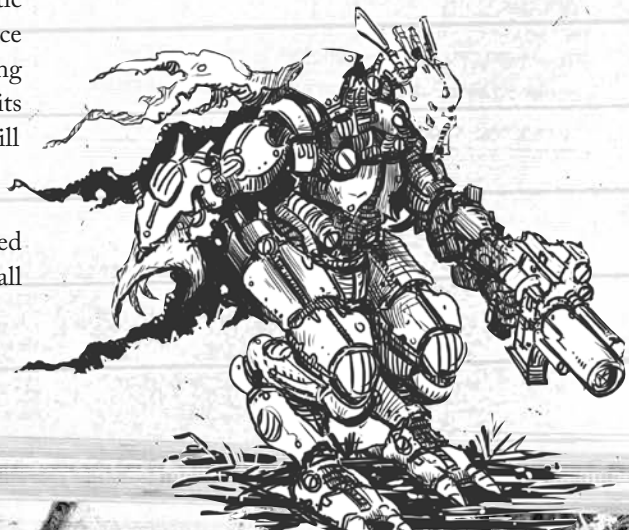
Hino initially wanted to keep the existence of these 'Chrome Dragons' secret. All of his men therefore have light, humanoid bodies, covered by a synthetic skin created by gengineers, able to imitate a variety of skin colors, and the colors of their surroundings. So far the cyborgs of the Dragons have completed only 4 missions – all were successful, but during the last one a cyborg was photographed by an independent reporter. She wasn't stupid, and promised Shiro to keep quiet in exchange for money. Both sides have kept their word so far, but if a third side encounters the photos (the girl kept these to ensure her safety), she and the Golden Dragon clan will find themselves in real trouble.

## Delta Mercs

*Oberon* was one of the oldest monastic ships – a second generation one, once defending Noira, a major farming and research world. Even though its halcyon days have passed, it was still used to create artificial bodies that protected the world. However, around 80 years ago, Noira was attacked by the Horde. In just a few weeks all

life in that solar system was eliminated. A small group of people survived – including the crew of the *Oberon* and soldiers undergoing monastic training aboard. To fund themselves and *Oberon*, they tried to do mercenary work – but unsuccessfully. The synth-brains of cyborgs have been encoded with loyalty to their mother planet, and few of them could effectively fight for profit.

As a result, *Oberon* grew more and more decayed. The elders of the ship sold off the major components, like armaments or fighters. Eventually, the artificial bodies produced on the ship were to be turned off and sold to researchers – but the last six soldiers who were close to the end of their training had other plans. Around sixty five years ago, a couple of months before the final destruction of the ship, they looted the transference devices, moving them to a small, stolen frigate. With the help of the crew they modified the programming in the synth-brains, and in the end transferred their minds into new bodies. They also looted the most essential parts from the ship and flew away. Currently they work as mercenaries offering their services to anyone who can afford them.





Including one cyborg in a party consisting of normal heroes won't be easy. The artificial body grants that character superhumanly high Traits, and most tasks trivial for the cyborg would be impossible for the rest of the party. Especially in combat, the group will be reduced to onlookers, watching as the cyborg tears into her opponents. Even if the GM introduces a similarly matched, powerful opponent, there's no guarantee that the monster won't finish off the rest of the party before getting to the cyborg.

However, if the rest of the party start the campaign at higher Ranks than Novice, you can at least try to balance the party. Note that a cybernetic body raises Traits to very high level, and thus the varied skills or psionic powers of the rest of party will compensate for their lower combat skills. Of course, the character can allow the entire party to create characters at a certain Rank (all Veteran heroes), and allow one of them to replace his body with a cybernetic one. However, take a close look at the PC – if the player has put all his points into mental or social skills, counting on improving his physical capabilities by conversion into cyborg, you're free to refuse such a character. We suggest that the character buys at least d8

in the skills his body grants a bonus to, as well as Vigor and Spirit d8+.

### Road of No Return

It's not widely known, even considering that for an average inhabitant of the Galaxy cyborgs are just something out of "science-fiction". People who do know about it are cybertechnologists, people and cyborgs serving on monastic ships, experienced officers and of course cyborgs and cyborg candidates themselves. This is a road of no return. There's no way to be transferred back to a "natural" body. If the human mind is mapped and sent to a synth-brain it will remain there forever. Nothing, not even the influence of the Poisoner of Technology can reverse the process – even though Lij often takes over cyborgs by promising them to turn them into humans when they submit to her.

Below we present a way to include a cyborg in a party consisting of human heroes.

### Pay and Weep

If the entire party is cyborgs, funding the bodies is seldom a problem. However, if a player really wants to play a cyborg in a party of humans, he should finance his own body – and, if the rest of players agree, he can buy his body on credit.

That's when his problems start. First of all, one of his Limitations in such a case should be a ban on acting against the organization that has funded his body – and more fiendish GMs can certainly think up more limits. Secondly, the character should pay annual rent for his body – usually 20% of its worth, which can be a major drain on the party funds. For a body that costs \$350,000, that comes to \$70,000 per year. Finally, he also should cover the costs of the body itself – usually this is about 5% per year, but if the PC adds the costs of servicing, installing improvements etc., it might be far above characters' limits.

What happens then? Well, the rightful owner of the body will be entitled to his property back – and in this case the hero will not receive back his old organic body.

## Anti-C

In the police forces of many planets there are special units created to contain and arrest both rogue cyborgs and people with too many implants. Such units are commonly known as Anti-C. The units are composed of experienced police officers; war veterans, and soldiers after monastic training, often equipped with artificial bodies. Few planets can afford such an investment, but there are many worlds where the governments would shell out a few millions of credits to create a superhuman assault unit to fight madmen equipped with heavy weapons.

But Anti-C is not just a hammer against the crazies. These units are composed of elite, experienced soldiers, too valuable to waste on the "frontlines".

The officers often cooperate with other departments, helping to destroy major gangs, assault dangerous murderers or protect important public figures. Some people claim that governments use such cyborgs as assassins, but that rumor has little basis in fact, and no journalist in the last few years has found even a shred of evidence.

## Artificial Bodies

On every monastic ship there are laboratories, where new models of artificial bodies are designed. Even the pre-existing models receive various improvements and updates, sometimes they can even be built from scratch. There are various models of bodies, but in practice no two cyborgs are exactly the same. Models share basic requirements, physical build, require similar spare parts and maintenance, but over time cyborgs become more and more unique. Below we present a couple of artificial bodies that demonstrate the capabilities of modern technology.

### Artificial Body: Ares Class

A standard body based on ancient designs of the pioneers of cybernetics. Fitted out for the modern battlefield, it has proven very versatile – an Ares can perform well on any mission.

**Type:** Total conversion; **Place:** Entire body (no); **Effect:** A character transferring his mind inside an Ares body receives the following benefits:

- ⊕ Physical traits are increased to following values: Strength d12+2, Agility d12+2, Vigor d12+2.

These values can't be increased by advances.

- ⊕ Receives +20 Armor.
- ⊕ Pace increases to 10"
- ⊕ Jumping range doubles compared to an average man.
- ⊕ Can't swim, all Swimming rolls end with an automatic failure.
- ⊕ Becomes immune to all poisons and diseases, can't be suffocated or blinded.
- ⊕ Always succeeds at all Fear tests.
- ⊕ Ignores all Fatigue rules.
- ⊕ All Shooting rolls are made with a +2 bonus.
- ⊕ Receives Edges: Quick, Alertness, Ambidextrous, No Mercy, Block, Level Headed, Steady Hands, Two-Fisted, Hard to Kill, Harder to Kill, Combat Reflexes.
- ⊕ Does not suffer penalties for Wounds.
- ⊕ Nanoids in the body quicken healing –can make 1 Vigor roll per hour.
- ⊕ Has low light vision, and is able to see in total darkness to a range of 120 feet.
- ⊕ Has a +4 bonus on all Tests of Will
- ⊕ Receives the following equipment built into the body: military force field (2d8) powered by a tactical battery, two light ranged weapons (light plasma or modern weapons), and a pair of blades similar to short swords (Str+d6). The character can use a jack and software, but no other implants.
- ⊕ Other traits remain unchanged and can be increased using advances.

⊕ If the character was an Extra, he or she becomes a Wild Card.

CP: +100; Availability: D; Cost: 350 000.

#### Artificial Body – Mercury Class

This powerful synthetic body is designed for operations in urban environments or for scouting activities. Thanks to its immense agility and speed, the body is often used as an assassin when the ordinary humans can't do the job.

Type: Total conversion; Place: Entire body (no); Effect: A character transferring his mind inside a Mercury body receives the following benefits:

- ⊕ Physical traits are increased to the following values: Strength d12, Agility d12+6, Vigor d12+2. These values can't be increased using advances.
- ⊕ Receives +20 Armor.
- ⊕ Pace increases to 15"
- ⊕ Jumping range doubles compared to an average man.
- ⊕ Can't swim, all Swimming rolls end with an automatic failure.
- ⊕ Becomes immune to all poisons and diseases, can't be suffocated or blinded.
- ⊕ Always succeeds at all Fear tests.
- ⊕ Ignores all Fatigue rules.
- ⊕ All Shooting, Stealth, Notice and Climbing rolls are made with a +2 bonus.
- ⊕ Receives Edges: Quick, Alertness, Ambidextrous, No Mercy, Block, Level Headed, Steady Hands, Two-Fisted, Rock and Roll!, Hard to Kill, Harder to Kill, Combat Reflexes.



- ⊕ Does not suffer penalties for Wounds.
- ⊕ Nanoids in the body quicken healing – can make 1 Vigor roll per hour.
- ⊕ Has low light vision, and is able to see in total darkness to a range of 120 feet.
- ⊕ Has a +4 bonus on all Tests of Will
- ⊕ Receives the following equipment built into the body: military force field (2d8) powered by a tactical battery, two light ranged weapons (light plasma or modern weapons), and a pair of blades similar to short swords (Str+d6). The character can use a jack and software, but no other implants.
- ⊕ Other traits remain unchanged and can be raised using advances.
- ⊕ If the character was an Extra he or she becomes a Wild Card.

CP: +120; Availability: D; Cost: 400 000.

#### Artificial Body – Butcher Class

One of the heaviest bodies available, designed for frontline operations. It's durable, heavily armored and equipped with a powerful energy shield, which effectively changes it to a vaguely human-shaped tank. Equipped with a Heavy Weapon it's more than a match for any standard vehicle.

**Type:** Total conversion; **Place:** Entire body (no); **Effect:** A character transferring his mind inside a Butcher body receives the following benefits:

- ⊕ Physical traits are increased to following values: Strength d12+8, Agility d12, Vigor d12+8. These values can't be increased using advances.
- ⊕ Receives +30 Armor.

- ⊕ Pace increases to 8"
- ⊕ Jumping range doubles compared to an average man.
- ⊕ Can't swim, all Swimming rolls end with an automatic failure.
- ⊕ Becomes immune to all poisons and diseases, can't be suffocated or blinded.
- ⊕ Always succeeds at all Fear tests.
- ⊕ Ignores all Fatigue rules.
- ⊕ All Shooting and Fighting rolls are made with a +2 bonus.
- ⊕ Receives Edges: Quick, Alertness, Ambidextrous, No Mercy, Block, Level Headed, Steady Hands, Two-Fisted, Hard to Kill, Harder to Kill, Combat Reflexes.
- ⊕ Does not suffer penalties for Wounds.
- ⊕ Nanoids in the body quicken healing –can make 1 Vigor roll per hour.
- ⊕ Has low light vision, and is able to see in total darkness in the range of 120 feet.
- ⊕ Has a +4 bonus on all Tests of Will.
- ⊕ Receives the following equipment built into the body: assault force field (2d10) powered by a tactical battery, two ranged weapons (plasma or modern weapons, one Heavy Weapon), and a pair of blades similar to short swords (Str+d6). The character can use a jack and software, but no other implants.
- ⊕ Other traits remain unchanged and can be raised using advances.
- ⊕ If the character was an Extra, he or she becomes a Wild Card.

CP: +150; Availability: D; Cost: 500 000.

#### Artificial Body – Ghost Class

Cor's military tries to sell itself as the last, best hope for humanity, equipped

with the most modern gadgets created by the human mind. In truth, for most generals there are more important things than a new, faulty model of plasma rifle. However, with the help of Infinity and other corporations, they do indeed manage to get their hands on amazing inventions, especially in the field of cybernetic implants. One such breakthrough was a new artificial body used by Ghosts.

This body, human-shaped but still visibly mechanical, is one of the pinnacles of cybertechnology, the result of years of experiments aboard the *Emperor Tenji*. Ghosts' bodies have been designed to work on long missions and can work for months without the need for recharging.

**Type:** Total conversion; **Place:** Entire body (no); **Effect:** A character transferring his mind inside a Ghost body receives the following benefits:

- ⊕ Physical traits are increased to following values: Strength d12+2, Agility d12+4, Vigor d12+2. These values can't be increased using advances.
- ⊕ Receives +20 Armor.
- ⊕ Pace increases to 15"
- ⊕ Jumping range doubles compared to an average man.
- ⊕ Can't swim, all Swimming rolls end with an automatic failure.
- ⊕ Becomes immune to all poisons and diseases, can't be suffocated or blinded.
- ⊕ Is immune to all black magic spells cast by Lij's cultists or daemons

as well as any influence from Lij herself.

- ⊕ Always succeeds at all Fear tests.
- ⊕ Ignores all Fatigue rules.
- ⊕ All Shooting, Stealth, Notice and Climbing rolls are made with a +2 bonus.
- ⊕ Receives Edges: Quick, Alertness, Ambidextrous, No Mercy, Block, Level Headed, Steady Hands, Two-Fisted, Rock and Roll!, Hard to Kill, Harder to Kill, Combat Reflexes.
- ⊕ Does not suffer penalties for Wounds.
- ⊕ Nanoids in the body quicken healing –can make 1 Vigor roll per hour.
- ⊕ Has low light vision, and is able to see in total darkness to a range of 120 feet.
- ⊕ Has a +4 bonus on all Tests of Will
- ⊕ Receives the following equipment built into the body: military force field (2d8) powered by a tactical battery, one light plasma ranged weapon, a pair of blades similar to short swords (Str+d6), as well as a long range (50 miles) commlink, with encoding systems.. The character can use a jack and software, but no other implants.
- ⊕ Other traits remain unchanged and can be raised using advances.
- ⊕ If the character was an Extra he or she becomes a Wild Card.

CP: +125; Availability: D; Cost: 750 000.

#### Artificial Body – Talos Class

This is your basic "covert" cyborg body. With a cursory scan, it resembles a hu-

man, but closer examination reveals a lack of body hair except on the head, lack of natural odor etc. In “combat mode”, the body reveals hidden weaponry and armor built underneath the skin – and naturally, it weighs far more than a human.

**Type:** Total conversion; **Place:** Entire body (no); **Effect:** A character transferring his mind inside a Talos body receives the following benefits:

- ⊕ Physical traits are increased to following values: Strength d12+2, Agility d12, Vigor d12+2. These values can't be increased using advances.
- ⊕ Receives +15 Armor.
- ⊕ Pace increases to 12"
- ⊕ Jumping range doubles compared to an average man.
- ⊕ Can't swim, all Swimming rolls end with an automatic failure.
- ⊕ Becomes immune to all poisons and diseases, can't be suffocated or blinded.
- ⊕ Always succeeds at all Fear tests.
- ⊕ Ignores all Fatigue rules.
- ⊕ All Shooting, Taunt, Notice and Stealth rolls are made with a +2 bonus.
- ⊕ To distinguish it from normal human, observers must succeed at a Notice +2 roll. If cyborg disguises itself, this is opposed by the cyborg's Persuasion.
- ⊕ Receives Edges: Quick, Alertness, Ambidextrous, No Mercy, Block, Level Headed, Steady Hands, Two-Fisted, Rock and Roll!, Hard to Kill, Harder to Kill, Combat Reflexes.

- ⊕ Does not suffer penalties for Wounds.
- ⊕ Nanoids in the body quicken healing – can make 1 Vigor roll per hour.
- ⊕ Has low light vision, and is able to see in total darkness in the range of 120 feet.
- ⊕ Has a +4 bonus on all Tests of Will
- ⊕ Receives the following equipment built into the body: heavy force field (2d6) powered by a tactical battery, a light ranged weapon (modern or plasma), a pair of blades similar to short swords (Str+d6). The character can use a jack and software, but no other implants.
- ⊕ Other traits remain unchanged and can be raised using advances.
- ⊕ If the character was an Extra he or she becomes a Wild Card.

CP: +100;  
Availability: D;  
Cost: 300 000.

#### Artificial Body – Mantis Class

One of the older bodies, but still very popular. It's not fully humanoid – to



onlookers it resembles the insect it's named after. It's equipped with two pairs of upper limbs, one of which is adorned with massive, thermal blades – which make it very effective in short-range combat (urban environments, spaceships, thick forests)

**Type:** Total conversion; **Place:** Entire body (no); **Effect:** A character transferring his mind inside a Mantis body receives the following benefits:

- ⊕ Physical traits are increased to following values: Strength d12+2, Agility d12+4, Vigor d12+2. These values can't be increased using advances.
- ⊕ Receives +20 Armor.
- ⊕ Pace increases to 15"
- ⊕ Jumping range triples compared to an average man.
- ⊕ Can't swim, all Swimming rolls end with an automatic failure.
- ⊕ Becomes immune to all poisons and diseases, can't be suffocated or blinded.
- ⊕ Always succeeds at all Fear tests.
- ⊕ Ignores all Fatigue rules.
- ⊕ All Shooting, Notice and Climbing rolls are made with a +2 bonus.
- ⊕ Receives Edges: Quick, Alertness, Ambidextrous, No Mercy, Block,

Level Headed, Steady Hands, Two-Fisted, Rock and Roll!, Hard to Kill, Harder to Kill, Combat Reflexes.

- ⊕ Does not suffer penalties for Wounds.
- ⊕ Nanoids in the body quicken healing –can make 1 Vigor roll per hour.
- ⊕ Has low light vision, and is able to see in total darkness to a range of 120 feet.
- ⊕ Has a +4 bonus on all Tests of Will
- ⊕ Receives the following equipment built into the body: military force field (2d8) powered by a tactical battery, two light plasma ranged weapons, a pair of heated blades similar to short swords (Str+d6+2, targets can catch fire), as well as a long range (50 miles) commlink, with encoding systems. The character can use a jack and software, but no other implants.
- ⊕ Other traits remain unchanged and can be raised using advances.
- ⊕ If the character was an Extra he or she becomes a Wild Card.

CP: +150; Availability: D; Cost: 350 000.

