

TRUE 20™

CYBERNETICS

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True20 Cybernetics

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Introduction

A popular technological feature in many near-future and sci-fi settings, cybernetic enhancements represent a method of improving a character's body through the addition of metal and plastic components that are implanted during complicated surgical procedures. This PDF details over 30 cybernetic enhancements and shows you how to quickly include cybernetics in your planned, or already running, *True20* campaign. Options scattered throughout the pages of this PDF enable you to easily customize these cybernetic enhancements so that they better fit your vision of how cybernetics function in your campaign.

ONE GAME, MANY OPTIONS

Please note that the system described in these pages is merely one way in which cybernetics may be treated in the *True20* system. Future *True20* settings and supplements may offer cybernetics systems tailored to their exact needs. When conflicts between systems arise, the Narrator has the final say on which cybernetic system is allowed in his campaign.

In *True20*, due to game balance issues as well as the simple fact that cybernetics are not easily neutralized or taken away from a character, the default mechanics (detailed in this PDF) treat cybernetic enhancements as a type of feat. For those players and narrators that would prefer to treat cybernetic enhancements as simple equipment that can be purchased and surgically installed, see p. 13.

The feats described herein represent the various cybernetic enhancements available in most campaigns that include such technology. Before selecting any of these feats check with your Narrator – some Narrators may elect to disallow any number of these feats that they feel are not appropriate for the campaign in question.

Unless otherwise indicated by the Narrator any character, no matter his chosen role, may select a cybernetic feat as long as it is available in the campaign.

Optional Rule: Cybernetic Drawbacks

As described in this PDF, cybernetic enhancements can provide countless benefits to their recipients – from cybernetic eyes that bestow darkvision or improve the accuracy of the recipient's ranged attacks to cybernetic brain implants that can expand the recipient's skills or protect against mind-influencing attacks – all without any negative effects.

For those Narrators and players that wish to expand the complexity of cybernetics in their campaign it is a simple matter to modify these rules so that although their benefits make cybernetic enhancements very alluring, there are associated drawbacks that make them equally discouraging.

To make the use of cybernetics more dangerous in your campaign – without sacrificing *True20's* ease of play (and ease of customization) – select from one of the following basic drawbacks:

Conviction Drawback: This drawback represents cybernetic enhancements negatively affecting that intangible, special quality that makes you a hero. When using this drawback you may safely possess a number of cybernetic enhancements equal to your Constitution score +1. For each cybernetic enhancement installed within your body past this limit you permanently lose 1 point of Conviction (see *True20*, p. 24).

Psychological Drawback: This drawback represents cybernetic enhancements negatively affecting your personal nature. When using this drawback you gain an additional Vice (see *True20*, p. 24) when you take your first cybernetic enhancement. Additionally, for every three cybernetic enhancements after the first, you gain another new Vice.

Social Drawback: This drawback represents a society in which cybernetic enhancements are viewed as an inhuman, vile form of technology that strips you of your humanity. Every visible cybernetic enhancement that you possess imposes a -1 penalty to your Charisma.

Making Cybernetics Even More Dangerous

In some campaign settings, especially those in which cybernetics are an integral part of the setting, the previously described Conviction, Psychological, and Social basic drawbacks aren't quite enough to properly reflect the dangers Narrators wish to see associated with cybernetic enhancements. For such campaigns, include one of the following advanced drawbacks in addition to the previously selected basic drawback:

Cybernetic Fixation Disorder (CFD): Grafting metal and plastic to your flesh is a dangerous procedure that slowly erodes your humanity. When using this drawback, you may safely possess a number of cybernetic enhancements equal to your Wisdom score +1. For each cybernetic enhancement installed within your body past this limit you permanently lose 1 point of Charisma; if your Charisma score is reduced to -5 by the addition of cybernetic enhancements then you become a victim of CFD. As a victim of cybernetic fixation disorder, you are driven insane, bent on having more and more cybernetic enhancements implanted into your body. Once you succumb to CFD then you lose your status as a hero and become an insane, homicidal character controlled by the Narrator.

Electricity Vulnerability: The addition of cybernetic enhancements makes the effects of electricity damage more dangerous to you. For every cybernetic enhancement that you possess the damage bonus (see *True20*, p. 95) of any attack that deals electricity damage is increased by +1. This vulnerability to electricity can be offset by an anti-shock implant (see p. 5).

Susceptibility to Attack: Your cybernetic enhancements can be disrupted when you're attacked, the cybernetics discharging a burst of electricity that negatively affects you for a limited time. When a successful critical hit is scored against you, instead of the damage being increased by the critical, roll on the following table:

D20 Critical Effect

- 1-2 Constant Trembling:** You suffer a -2 penalty on Dexterity-based skill checks for a number of rounds equal to the number of cybernetic enhancements that you possess.
- 3-4 Physical Pain:** You suffer 1 point of Constitution damage each hour, for a number of hours equal to the number of cybernetic enhancements that you possess, falling unconscious (see *True20*, p. 107) if your Constitution score drops to -5. Even after falling into a coma you may continue to suffer Constitution damage, at which point your Constitution is debilitated (see *True20*, p. 15) and you are dying (see *True20*, p. 107).
- 5-6 Dizziness:** You suffer a -1 penalty on attack rolls, saving throws, ability checks, and skill checks for a number of rounds equal to the number of cybernetic enhancements that you possess.
- 7-8 Impaired Hearing:** Static distortion imposes a -2 penalty on all Notice (*Listening*) checks that you make for a number of rounds equal to the number of cybernetic enhancements that you possess.
- 9-10 Impaired Vision:** Distorted images impose a -2 penalty on all Notice (*Spotting*) checks that you make for a number of rounds equal to the number of cybernetic enhancements that you possess.

- 11-12 Insomnia:** For a number of days equal to the number of cybernetic enhancements that you possess you can only sleep for minutes at a time and gain insufficient rest to heal naturally; you cannot make recovery checks during this time.
- 13-14 Muscle Cramps:** You move at half speed for a number of rounds equal to the number of cybernetic enhancements that you possess.
- 15-16 Muscle Fatigue:** You suffer a -2 penalty on Strength-based skill checks for a number of rounds equal to the number of cybernetic enhancements that you possess.
- 17-18 Power Surge:** You're shaken for a number of rounds equal to the number of cybernetic enhancements that you possess; a successful Fortitude save (Difficulty 15) cuts this time in half (round up).
- 19-20 Psychosis:** You suffer 1 point of Charisma damage each hour, for a number of hours equal to the number of cybernetic enhancements that you possess, falling unconscious (see *True20*, p. 107) if your Charisma score drops below -5.

Going too Far

If the Narrator really wants to make cybernetic enhancements dangerous he should use as many individual drawbacks as he likes – such campaigns are truly hazardous to the health of anyone foolish enough to replace meat with metal.

Cybernetic Feat Descriptions

Each description lists the feat's name and its type, followed by any prerequisites, and then goes on to specify the feat's effects.

Prerequisites

As with other types of feats, some cybernetic feats may include prerequisites: abilities, feats, skills, or other trait(s) that a character must possess in order to acquire or use the feat. Just as with other feats, you lose the ability to use a cybernetic feat if you in any way lose the prerequisites that initially granted you access to that cybernetic feat.

ADVANCED BODY REPAIR WEAVE (CYBERNETIC)

Prerequisite: Microcomputer, Body Repair Weave.

This enhancement improves the subdermal biowires that repair your body's damaged tissue; your *Fast Healing* (see *True20* p. 129) improves so that you can make a recovery check once every 15 minutes if wounded and once every 6 hours if disabled.

ANTI-FLARE IMPLANT (CYBERNETIC)

Prerequisite: Visual Amplification.

Your visual amplification cybernetic enhancement is upgraded with flare suppressors. When subjected to bright flashes of light the suppressors automatically activate, protecting your eyes; you cannot be blinded.

ANTI-SHOCK IMPLANT (CYBERNETIC)

This tiny implant, embedded near your brain stem, protects itself and other cybernetic enhancements against electricity damage. In campaigns in which the *Electricity Vulnerability* advanced drawback (see p. 3) is in effect, the damage from electricity attacks is not increased. This feat provides no other benefit.

ANTI-STUN IMPLANT (CYBERNETIC)

A special device is implanted in your body. This implant shields your nervous system against powers with a stunning effect, like the Stun Attack feat; you cannot be stunned by such attacks. Please note that you can still suffer a stun effect when wounded.

BODY REPAIR WEAVE (CYBERNETIC)

Prerequisite: Microcomputer.

This delicate weave of subdermal biowires stimulates and automatically repairs your body's damaged tissue; you gain *Fast Healing* (see *True20* p. 129) which allows you to make a recovery check once every once every 30 minutes if wounded and once every 12 hours if disabled..

CONCEALED CYBERNETICS (CYBERNETIC)

Your obvious cybernetics, such as prosthetic arms and legs, are hidden beneath a layer of artificial flesh that perfectly matches the appearance of your own skin. In campaigns in which the *Social* basic drawback (see p. 3) is in effect, you are protected from the negative effects as long as your cybernetic enhancements remain concealed. When you suffer a critical hit there is a 50% chance that the effect penetrates the artificial skin, revealing one or more of your concealed cybernetic enhancements. You need select this feat only once in order to conceal all of your existing cybernetic enhancements. If you gain additional cybernetic enhancements after selecting this feat the new enhancements are not concealed – you will need to take this feat again in order to conceal your newly added cybernetics.

CUTTING EDGE CYBERNETICS (CYBERNETIC)

You have been the recipient of advanced cybernetic enhancements. Select two of your cybernetic enhancements that provide a numerical bonus to a skill or save (but not an ability); the bonus granted by those cybernetic enhancements is increased by +1. You may select this feat multiple times, each time applying its benefit to two different cybernetic enhancements.

CYBERNETIC VOICE BOX (CYBERNETIC)

Prerequisite: Microcomputer.

A digital larynx replacement is implanted in your body, granting you the ability to reproduce any sound imaginable, including individual voices. This cybernetic enhancement, when used to impersonate another's voice, grants you a +4 bonus to Bluff and Disguise checks. If you also possess the voice stress analyzer cybernetic enhancement (see p. 13) you can subtly alter the tone of your voice to take advantage of how those around you are reacting to your interaction with them; you get a +1 bonus to Bluff, Diplomacy, and Intimidate checks. The benefit of this feat stacks with other feats that grant a bonus to Bluff and Disguise checks.

CYBERPHILE (GENERAL)

You are obsessed with cybernetics – so much so that you have become addicted to them – and can handle the loss of biological parts better than most. In a campaign in which the *Psychological* basic drawback (see p. 3) is in play, you may take your first cybernetic enhancement without gaining a Vice; you gain your first additional Vice when you select your second cybernetic enhancement and for every three cybernetic enhancements after the second, you gain another new Vice.

CYBERTAKER (GENERAL)

Your body naturally adapts to implanted cybernetic enhancements, making you less prone to the potential negative effects of such enhancements. In a campaign in which drawbacks are in play (see p. 3) the number of cybernetic enhancements that you may safely take is increased by 1. You may take this feat multiple times, each time increasing the number of cybernetic enhancements that you may safely take by 1.

DATA ARCHIVE (CYBERNETIC)

Prerequisite: Microcomputer.

This is an upgrade to your implanted microcomputer that contains skill-related information on a series of biological data chips (biochips); this feat provides you with a single skill slot into which you may slot a skill chip (see box); removing one skill chip and installing a second one is a full action. You may select this feat multiple times, each time gaining an additional skill slot.

SKILL CHIPS

A skill chip is a small biochip that carries detailed information on a specific skill. When slotted into the skill slot granted by the data archive cybernetic enhancement, a skill chip grants you a +6 bonus with the selected skill. If you do not already have the skill, the skill chip gives you that skill.

Skill chips must be purchased and have a cost of 15 each.

DERMAL CAMOUFLAGE (CYBERNETIC)

The melanin in your skin is replaced with nanoaugmented cells that grant you the ability to change color in order to match your surroundings and better hide yourself; you get a +4 bonus on Stealth (hiding) checks (see *True20* p. 40). The benefit of this feat stacks with other non-cybernetic feats that improve your Stealth (hiding) checks.

ECHOLOCATION MODULE (CYBERNETIC)

Prerequisite: Microcomputer.

A receiving device and associated microprocessor are implanted within your forehead, granting you the ability to “see” by using a simple version of sonar to bounce sound waves off of solid objects; you gain *Blindsight* (see *True20* p. 128) out to a range of 30 ft. This feat does not extend any *Blindsight* range that you may already possess or gain from equipment or in any other manner – use the greatest *Blindsight* range provided to you when you gain *Blindsight* from multiple sources.

NEW BACKGROUNDS

The following new backgrounds were designed to assist you in creating a character that comes from a setting in which cybernetics are commonly available. These backgrounds must be approved by the Narrator before they may be used in the creation of a new character.

Cyberized

There exist in some future settings cultures that see cybernetics as a vital, important part of the advancement of the human race. In such settings these “cyberized” people embrace cybernetics at an early age, undergoing surgery for cybernetic implants during their formative years.

Cyberized individuals have the following background traits:

Ability Adjustments: None.

Bonus Feats: Identity Chip, Microcomputer, and one other cybernetic feat of the character’s choice.

Favored Feats: None. A cyberized individual does not gain any favored feats.

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.

Ability Adjustments: +1 Strength, -1 Charisma.

Bonus Feats: Microcomputer, Prosthetic Arm or Leg (character’s choice).

Favored Feats: Choose two of Defensive Roll, Diehard, Evasion, Elusive Target, Seize Initiative, or Tough.

ENHANCED ANTIBODIES (CYBERNETIC)

Your immune system is bolstered by the installation of a nanite factory in your liver. The factory produces microscopic machines that aid your body in fighting off disease; you a +4 bonus to Fortitude saves against disease (see *True20* p. 129). The benefit of this feat stacks with other non-

cybernetic feats that improve your Fortitude saves against disease.

EXTERNAL WEAPON MOUNT (CYBERNETIC)

Prerequisite: Prosthetic Arm.

A melee or ranged weapon is attached to your prosthetic arm in place of a hand. Attempts to disarm the attached weapon automatically fail, though the weapon can still be attacked (like any other weapon) in an attempt to destroy it (see *True20* p. 105). If the weapon is damaged it will need to be repaired (see box, below). Selecting this feat includes an appropriate melee or ranged weapon with a cost of 16 or less (a more expensive weapon may be selected when this feat is chosen though it must be purchased as described in the *True20* rules).

REPAIRING DAMAGED CYBERNETICS

Repairing a damaged or nonfunctional cybernetic enhancement requires the Craft (cybernetics) skill, 5 hours of uninterrupted work, and such repairs have a Difficulty of 25. You need both an electrical tool kit and a mechanical tool kit to facilitate repairs. Without one of the two kits you suffer a -4 penalty on the check; without both kits, the penalty increases to -8.

FORTIFIED SKELETON (CYBERNETIC)

Your skeleton is fortified with high-impact polymers that increase your ability to shrug off physical damage. You gain *Damage Reduction* +2/-. The benefit of this feat does not stack with any other form of *Damage Reduction* that you may possess.

GRAFTED MUSCULATURE (CYBERNETIC)

Synthetic muscle fibers and a tiny processor are surgically grafted to your natural muscles, greatly increasing your physical strength; your Strength score is increased by +1. The benefit of this feat stacks with other feats that improve your Strength score.

GYROSCOPIC IMPLANT (CYBERNETIC)

A tiny gyroscope is connected to your central nervous system, granting you an increased sense of balance and equilibrium; you get a +4 bonus to

Acrobatics checks. The benefit of this feat stacks with other non-cybernetic feats that grant you a bonus to Acrobatics checks.

HEARING AMPLIFICATION (CYBERNETIC)

Your inner ear is augmented by the installation of an aural implant that improves your sense of hearing; your audio sensitivity is dramatically enhanced by the system, granting you a +4 bonus to Notice (listening) checks (see *True20* p. 37). The benefit of this feat stacks with other non-cybernetic feats that provide a bonus to Notice (listening) checks.

IDENTITY CHIP (CYBERNETIC)

An identity chip, a device that provides identification without requiring visual recognition, is implanted beneath your skin. The identity chip is a type of high-tech ID card that functions even when you are physically deformed or otherwise unrecognizable. An identity chip functions as both legal ID and a credit card, allowing you to make Wealth checks even when separated from your funds.

OPTIONAL RULE: CONSTRUCTING CYBERNETIC ENHANCEMENTS

Cybernetic enhancements are complex instruments with both electrical and mechanical components and in most campaigns you will never have any need to deal with constructing them (this type of mundane activity takes time away from the real excitement). That said, if it suits your campaign's needs, to build a cybernetic enhancement you must have the Craft (cybernetics) skill. A cybernetic enhancement without any prerequisites is treated as moderate complexity for construction purposes; a cybernetic enhancement with prerequisites is treated as advanced complexity for construction purposes.

INITIATIVE IMPLANT (CYBERNETIC)

Prerequisite: Microcomputer.

This cybernetic implant consists of a series of wires threaded around your spinal cord and attached directly to your nervous system, stimulating even faster response times. This implant grants you a +4

MEDICINAL CHEMICALS

The following chemicals are available for use in the injector unit; you must purchase each desired medicinal chemical separately from the acquisition of the injector unit cybernetic enhancement.

Antitox

A chemical found in many first aid kits, antitox is a special hypodermic injection that can be used to save your life when you're infected by a poison. Each antitox injector contains a specialized analyzer linked to chemical generators. When the needle penetrates your skin, it samples your blood and sends the data back to the analyzer, which determines the nature of the poison and generates an antidote from stored chemical compounds. Once the antitox delivers its specially formulated chemicals, you are completely cured of the poison and its effects in 1 minute.

Cost: 6.

Biocort

Biocort is a unique chemical compound that enhances your body's natural ability to heal. Biocort pushes your immune system into overdrive, and can cause you to heal from grievous wounds at a greatly increased rate. Any character injected with biocort may make two recovery (see *True20*, p. 108) checks each hour for 3 hours.

Cost: 6.

Boost

A drug that is both beneficial and highly dangerous, boost functions as a temporary adrenaline-enhancer. Boost was originally conceived for military purposes in an attempt to make soldiers stronger, faster, and more combat-capable. A single injection of boost grants you a +2 bonus to Strength and a +2 bonus on Reflex saves, and increases your movement speed by 10 feet. These effects last for 1 minute (10 rounds).

Unfortunately, the side effects of boost almost outweigh the benefits. For one, the chemical is addictive and can alter your perceptions so that you think that you cannot live without a dose of the drug. Additionally, repeated use of boost has debilitating effects on your body's immune and nervous systems.

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bonus to initiative checks. If you also possess the Improved Initiative feat (see *True20* p. 47) you gain a total bonus of +6 on initiative checks. The benefit of this feat does not otherwise stack with any initiative bonus gained from any other source.

INJECTOR UNIT (CYBERNETIC)

Prerequisite: Microcomputer.

This cybernetic enhancement, attached to your forearm or thigh, incorporates three medical hypodermic syringes, each one of which holds a single dose of one of the following medicinal chemicals: antitox, biocort, boost, neutrad, or sporekill (see box). As a free action, during your turn, you can contract your muscles in order to inject yourself with any or all of the loaded chemicals, gaining the benefits immediately. A drained hypo can be removed and replaced as a full action.

INTERNAL COMPASS (CYBERNETIC)

A micro-navigation computer linked to an advanced GPS system grants you the uncanny ability to know your exact location at any time; you always know which direction north is. Additionally, you can patch into the GPS network (when one is available) to get your exact global coordinates (accurate within 5 ft.) – you cannot get lost. If the GPS network is offline or blocked you lose the benefits of this cybernetic enhancement until the network is returned to operational status.

INTERNAL WEAPON MOUNT (CYBERNETIC)

Prerequisite: Prosthetic Arm.

A subcutaneous weapon is embedded in your body, in a prosthetic forearm or hand. The weapon

MEDICINAL CHEMICALS (CONTINUED)

Each time you use a dose of boost, you have a 10% chance of suffering a –1 penalty to your Dexterity and a –1 penalty on Fortitude saves. These penalties last for 24 hours.

If you use the drug again before recovering from these penalties, the penalties increase and the recovery time extends for an additional 24 hours. For example, if you use another dose of boost while still under the effect of the penalties, the character suffers a -2 penalty to Dexterity and -2 on Fortitude saves, and the recovery time increases to 48 hours.

Cost: 6.

Neutrad

A chemical found in many first aid kits, neutrad is a special hypodermic injection that can be used to neutralize the effects of radiation poisoning. Each neutrad injector contains a specialized analyzer linked to chemical generators. When the needle penetrates your skin, it samples your blood and sends the data back to the analyzer, which determines the nature of the radiation sickness and generates an antidote from stored chemical compounds. Once the neutrad delivers its specially formulated chemicals, you are completely cured of the radiation poisoning and its effects in 4 hours.

Cost: 6.

Sporekill

A chemical found in many first aid kits, sporekill is a special hypodermic injection that can be used to neutralize the effects of most diseases. Each sporekill injector contains a specialized analyzer linked to chemical generators. When the needle penetrates your skin, it samples your blood and sends the data back to the analyzer, which determines the nature of the disease and generates an antidote from stored chemical compounds. Once the sporekill delivers its specially formulated chemicals, you are completely cured of the disease and its effects in 10 hours. Some genetically engineered diseases are created to circumvent sporekill chemical, and are unaffected by this chemical.

Cost: 6.

extends from the prosthesis and is visible when in use. Attempts to disarm you of the attached weapon automatically fail, and the weapon itself cannot be attacked (see **True20** p. 105) unless it is extended. If the weapon is damaged it will need to be repaired (see p. 7). Extending or retracting the weapon is a free action. Selecting this feat includes an appropriate melee or ranged weapon with a cost of 16 or less (a more expensive weapon may be selected when this feat is chosen though it must be purchased as described in the **True20** rules).

Spotting a subcutaneous weapon requires a successful Notice (spotting) check opposed by your Sleight of Hand check. The weapon's size applies a modifier to the Sleight of Hand check.

INVISIWARE (CYBERNETIC)

Prerequisite: Dermal Camouflage

This technology, an upgrade to the dermal camouflage cybernetic enhancement, grants you the ability to turn invisible for a short time. Invisiware uses crystalline refractors grafted to your

skin and powered by rechargeable solar battery units protruding from various points on your body (usually the spine). Activating or deactivating invisware is a free action. However, the technology consumes a great deal of the battery power; after 10 rounds (1 minute) of use, the solar batteries must be recharged for 1 hour, during which time the invisware cannot be activated.

When activated, invisware bends light around your body, making you effectively invisible (see **True20** p. 109). The benefits of this feat do not stack with any other ability or equipment that grants you invisibility; you're either invisible or you're not.

MICROCOMPUTER (CYBERNETIC)

A miniature computer is attached to your nervous system that grants you a +4 bonus to Computers checks. Additionally, the microcomputer reduces by half the time required to make Computers checks (see **True20** p. 32 for a listing of sample times). A data port in the back of the unit allows for the insertion of a standard interface cable, allowing you to transfer

OPTIONAL RULE: SUPERNATURAL ENHANCEMENTS

In some campaigns in which magic exists, the benefits of cybernetic enhancements may be granted through the use of supernatural enhancements and prosthetics. The effects of supernatural enhancements are identical to their cybernetic enhancement counterparts. A prosthetic arm, for example, provides the same benefit whether it is a cybernetic enhancement or a supernatural enhancement. The only changes to the rules as written in this PDF that are required to make this work in your campaign are cosmetic in nature. A name change, a description change, and the cybernetic enhancement is instantly transformed into a supernatural enhancement that fits perfectly well in most magic-rich settings.

Cosmetic Changes

Instead of wires, nanites, and computer systems, supernatural enhancements are comprised of intangible arcane energy, magical charms, and the occasional clockwork device. When using supernatural enhancements apply the following name changes to the cybernetic enhancements described in this PDF. In some instances cybernetic enhancements are not available as supernatural enhancements. These restrictions are noted in the following list.

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data without the benefit of a modem. If you possess it, your wireless link cybernetic enhancement (see p. 13) allows you to skip the cable completely. Connecting or disconnecting your interface cables from a computer's data port is a full action – if the connection is involuntarily severed you are stunned for one round. The benefit of this feat stacks with other non-cybernetic feats that grant you a bonus to Computers checks.

MINDSCREEN IMPLANT (CYBERNETIC)

Prerequisite: Microcomputer.

A small implant is installed in your brain that protects you against mental attacks; you gain a +2 bonus on all Will saves against mind-affecting supernatural abilities (such as Dominate). The benefit of this feat stacks with other non-cybernetic feats that improve your Will save.

NASAL FILTERS (CYBERNETICS)

Implanted in your nasal cavity, this cybernetic enhancement aids in the filtering of airborne toxins and acts as a gas mask in situations where aerosols pose a danger. Because this enhancement provides limited protection it is not as effective as a standard gas mask; you get a +4 bonus to Fortitude saves to resist airborne irritants. The benefit of this feat does not stack with any other bonus that improves your Fortitude save when resisting airborne irritants.

NIGHTVISION OPTICS (CYBERNETIC)

Prerequisite: Visual Amplification.

Your visual amplification cybernetic enhancement is upgraded with software that enables you to see better in the dark – you gain *Darkvision* with a range of 60 ft. (see *True20* p. 129). Nightvision Optics must have at least a little light to operate. A cloudy night provides sufficient ambient light, but a pitch-black cave or a sealed room doesn't (though an infrared illuminator, when switched on, allows you to see as if you were using a flashlight). This feat does not extend any *Darkvision* range that you may already possess or gain from equipment or in any other manner – use the greatest *Darkvision* range provided to you when you gain *Darkvision* from multiple sources.

PERSONALITY CHIP (CYBERNETIC)

A small chip is wired directly to your brain, making you more charismatic and outgoing – these chips can turn even the driest personality into a warm, friendly one. Your Charisma score is increased by +1. The benefit of this feat stacks with other non-cybernetic feats that improve your Charisma score.

PROSTHETIC ARM (CYBERNETIC)

A prosthetic arm is an obvious mechanical limb that fully replaces a lost or destroyed biological arm. The prosthetic arm may begin at the shoulder, elbow, or wrist (as determined by your specific needs). The prosthetic arm grants you a +2 bonus to Strength checks for tasks in which you use your

OPTIONAL RULE: SUPERNATURAL ENHANCEMENTS (CONTINUED)

| Cybernetic Name | Supernatural Name |
|----------------------------|---|
| Advanced Body Repair Weave | Improved Arcane Healing |
| Anti-Flare Implant | Arcane-Shielded Sight |
| Anti-Shock Implant | Not available as a supernatural enhancement |
| Anti-Stun Implant | Arcane Stun Defense |
| Body Repair Weave | Arcane Healing |
| Concealed Cybernetics | Not available as a supernatural enhancement |
| Cutting Edge Cybernetics | Not available as a supernatural enhancement |
| Cybernetic Voice Box | Arcane Voice |
| Data Archive | Not available as a supernatural enhancement |
| Dermal Camouflage | Arcane Skin |
| Echolocation Module | Arcane Blindsight |
| Enhanced Antibodies | Arcane Disease Resistance |
| External Weapon Mount | Bonded Weapon |
| Fortified Skeleton | Magesealed Bones |
| Grafted Musculature | Arcane Strength |
| Gyroscopic Implant | Not available as a supernatural enhancement |
| Hearing Amplification | Arcane Ear |
| Identity Chip | Not available as a supernatural enhancement |
| Initiative Implant | Mage-Charged Initiative |
| Injector Unit | Not available as a supernatural enhancement |
| Internal Compass | Arcane Directional Sense |
| Internal Weapon Mount | Not available as a supernatural enhancement |
| Invisiware | Invisibility |
| Microcomputer | Arcane Intellect |
| Mindscreen Implant | Magesealed Mind |
| Nasal Filters | Not available as a supernatural enhancement |
| Nightvision Optics | Darkvision Sight |
| Personality Chip | Arcane Charisma |
| Prosthetic Arm | Prosthetic Arm |
| Prosthetic Leg | Prosthetic Leg |
| Retractable Jetpack | Not available as a supernatural enhancement |
| Subcutaneous Body Armor | Arcane Toughness |
| Subcutaneous Cell Phone | Not available as a supernatural enhancement |
| Tactical Analysis Implant | Arcane Battlesight |
| Targeting Optics | Unerring Eye |
| Vehicle Link | Not available as a supernatural enhancement |
| Visual Amplification | Arcane Eye |
| Voice Stress Analyzer | Arcane Awareness |
| Wired Nerves | Arcane Reflexes |
| Wireless Link | Not available as a supernatural enhancement |

Supernatural Enhancement Drawbacks

The three basic drawbacks (see p. 00), and the rules covering their use, are exactly the same for supernatural enhancements as they are cybernetic enhancements.

The three advanced drawback options, though, should be completely discarded.

prosthetic arm. If you have selected this feat twice then you gain a +3 bonus to Strength checks for tasks in which you use both of your arms. The benefit of this feat stacks with other feats that improve your Strength.

PROSTHETIC LEG (CYBERNETIC)

A prosthetic leg is an obvious mechanical limb that fully replaces a lost or destroyed biological leg. The prosthetic leg may begin at the thigh, knee, or ankle (as determined by your specific needs). The prosthetic leg grants you a +2 bonus to Strength checks for tasks in which you use your prosthetic leg (such as kicking in doors and making Jump check). If you have selected this feat twice then you gain a +3 bonus to Strength checks for tasks in which you use both of your legs. Additionally, whether you have one or two prosthetic legs you gain a +5 ft. bonus to your base speed. The benefit of this feat stacks with other feats that improve your Strength.

RETRACTABLE JETPACK (CYBERNETIC)

Prerequisites: Fortified Skeleton, Micro-computer.

A standard jetpack is implanted into your body, concealed beneath a flesh-like covering when not in use. The jetpack houses enough fuel cells for one hour of flight. You can fly at a speed of 60 feet (good maneuverability). Replacement fuel cells have a cost of 8. Extending or retracting the jetpack is a free action. You cannot be wearing a backpack and any clothing or armor that you wear must be specially designed to allow the jetpack to function: the cost 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 Notice (spotting) check (see *True20* p. 37) opposed by your Stealth skill. The jetpack's size – large – applies a modifier to the Stealth check.

SUBCUTANEOUS BODY ARMOR (CYBERNETIC)

Small plates of flexible armor are implanted beneath your skin, granting you a +2 bonus to Toughness saves. The benefit of this feat stacks with the bonus to Toughness saves granted by worn armor but it does not stack with a bonus granted by any other feat.

SUBCUTANEOUS CELL PHONE (CYBERNETIC)

A small transceiver – connected to a tiny speaker located in your ear – is installed underneath the skin of your throat which allows you to carry on conversations using the subcutaneous cell phone without raising your voice above a whisper; Notice checks made to hear your conversation suffer a –4 penalty. The tiny speaker implanted in your ear enables you to hear the other side of the conversation while others cannot.

TACTICAL ANALYSIS IMPLANT (CYBERNETIC)

Prerequisite: Microcomputer.

A small computer implanted in your upper spine, directly connected to your central nervous system, grants you the ability to analyze and react to combat situations with near-precognitive speed. You get a +1 dodge bonus to your Defense (see *True20*, p. 95). The benefit of this feat stacks with other non-cybernetic feats that improve your Defense.

TARGETING OPTICS (CYBERNETIC)

Prerequisite: Visual Amplification.

Your visual amplification cybernetic enhancement is upgraded with software that uses a projected targeting reticle to improve your aim. You get a +1 bonus on all ranged attacks within 100 feet. The benefit of this feat stacks with other feats that improve your ranged attack ability.

VEHICLE LINK (CYBERNETIC)

Prerequisite: Microcomputer.

A cyberport implanted into your body allows you to link directly to vehicles via interface cables or, if you possess it, your wireless link cybernetic enhancement (see p. 13). You gain a +4 bonus to all Drive and Pilot checks when operating a vehicle equipped with the necessary gear (wired vehicle link gear increases the cost of a vehicle by 1 while wireless gear increases the cost by 2). Connecting or disconnecting your interface cables from a vehicle's data port is a full action – if the connection is involuntarily severed you are stunned for one round. The benefit of this feat stacks with other non-cybernetic feats that improve your Drive and Pilot skill checks.

VISUAL AMPLIFICATION (CYBERNETIC)

Your eyes are replaced with implants that provide you with improved eyesight, including basic telescoping vision. You get a +4 bonus on all Notice (spotting) checks (see *True20*, p. 37). The benefit of this feat stacks with other non-cybernetic feats that improve your Notice (spotting) checks.

VOICE STRESS ANALYZER (CYBERNETIC)

Prerequisite: Microcomputer.

Sensors attached to your optic nerves and inner ear analyze minute physical indicators from living beings (including increased pulse galvanic skin response) and enable you to better determine the emotional states of others. You gain a +4 bonus to Sense Motive checks. If you also possess the cybernetic voice box enhancement (see p. 5) you can subtly alter the tone of your voice to take

advantage of how those around you are reacting to your interaction with them; you get a +1 bonus to Bluff, Diplomacy, and Intimidate checks. The benefit of this feat stacks with other non-cybernetic feats that grant a bonus to your Sense Motive checks.

WIRED NERVES (CYBERNETIC)

Micro-fiber cables and a tiny processor are surgically implanted in your body, greatly increasing your agility and reflexes; your Dexterity score is increased by +1. The benefit of this feat stacks with other feats that improve your Dexterity score.

WIRELESS LINK (CYBERNETIC)

Prerequisite: Microcomputer.

Your implanted data jack is replaced with an advanced wireless system that allows you to connect to computer systems without the need of an interface cable. Connecting or disconnecting your wireless link from a system is a free action – if the connection is involuntarily severed you are stunned for two rounds.

Cybernetics as Equipment

To treat cybernetics as equipment, rather than feats, use the costs listed in the following table:

| Cybernetic | Cost | Cybernetic | Cost |
|----------------------------|------|---------------------------|-----------|
| Advanced Body Repair Weave | 25 | Injector Unit | 15 |
| Anti-Flare Implant | 14 | Internal Compass | 12 |
| Anti-Shock Implant | 15 | Internal Weapon Mount | 19 |
| Anti-Stun Implant | 24 | Invisiware | 35 |
| Body Repair Weave | 21 | Microcomputer | Arcane 35 |
| Concealed Cybernetics | 20 | Mindscreen Implant | 28 |
| Cutting Edge Cybernetics | 18 | Nasal Filters | 15 |
| Cybernetic Voice Box | 24 | Nightvision Optics | 19 |
| Data Archive | 27 | Personality Chip | 28 |
| Dermal Camouflage | 30 | Prosthetic Arm | 17 |
| Echolocation Module | 22 | Prosthetic Leg | 17 |
| Enhanced Antibodies | 32 | Retractable Jetpack | 35 |
| External Weapon Mount | 15 | Subcutaneous Body Armor | 20 |
| Fortified Skeleton | 32 | Subcutaneous Cell Phone | 15 |
| Grafted Musculature | 28 | Tactical Analysis Implant | 30 |
| Gyroscopic Implant | 24 | Targeting Optics | 17 |
| Hearing Amplification | 14 | Vehicle Link | 22 |
| Identity Chip | 5 | Visual Amplification | 15 |
| Initiative Implant | 20 | Voice Stress Analyzer | 17 |
| | | Wired Nerves | 28 |
| | | Wireless Link | 22 |

True20 Cybernetics

Under this system, once the cost is paid, the purchased cybernetic enhancements must be surgically implanted into your body. Installing a cybernetic enhancement requires four hours in surgery and three days of recovery time in a hospital (these costs are included in the costs in the list, above). The cost of each item can be decreased by 2 if you elect to visit a black market facility but

there is a 15% chance per installed cybernetic enhancement that you will contract a disease (no Fortitude save allowed, the disease takes hold of your body automatically). This disease lies dormant for one week after which point it inflicts 1 point of Constitution damage. The disease has a virulence rank of 8 for recovery purposes. For more information on *Disease* see **True20**, p. 129.

OPTIONAL RULE: CYBERNETIC REJECTION

In place of the basic and advanced drawback options described on p. 3, if the campaign uses the option in which cybernetic enhancements are treated as equipment rather than feats, the Narrator may elect to use just this one, simple drawback.

Once a character has five or more cybernetic enhancements there becomes a risk of rejection. Each time a new cybernetic enhancement is added to a character's body, starting with the fifth enhancement, the character must make a Fortitude save (Difficulty 15 + the total number of enhancements the character possesses, including the newly added enhancement). On a successful save the character suffers no negative consequences. On a failed check, the newly added cybernetic enhancement is rejected by the character's body – the character suffers 1 point of Constitution drain and 1 point of Constitution damage for each day the rejected cybernetic enhancement is not treated by a skilled cybersurgeon. Treating cybernetic rejection requires a new cybernetic enhancement be purchased and a successful (Difficulty 25 + the total number of enhancement the character possesses) Medicine check be made by a skilled cybersurgeon (a character with the Craft (cybernetics) skill). If this Medicine check fails the character's body rejects the new enhancement and the process repeats itself.

Heroic Paths

Originally presented in the **Blue Rose Companion**, the concept of heroic paths is used to show how heroes of the same role can develop in different ways; although heroes in **True20** fall into one of three roles – adept, expert, or warrior – they follow many different paths in their development. This section looks at two heroic paths for use with characters that focus on cybernetics, from 1st level all the way up to 20th level, and how heroes can develop as they progress along them.

CYBERSOLDIER

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 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 are willing to invest the necessary resources to put together more than a dozen squads of CyberSoldiers.

Game Information

CyberSoldiers have the following game traits.

Role: Warrior.

Starting Skills: Intimidate, Survival.

Starting Feats: Armor Training (all), Firearms

Training, Microcomputer, Prosthetic Arm, Weapon Training.

CYBERHACKER

Whether operating independently or as a valued member of a corporate or military force, the CyberHacker is a master of infiltrating computer networks. Using his cybernetic enhancements and superior skills to tap into networks, the CyberHacker takes advantage of computer systems in order to pad his own bank account, rewrite programs and secure data to suit his needs or the needs of a client, and to override security systems so that allies can enter an installation without being forced to contend with computerized safeguards.

Concentrating on feats that improve his skills and grant him connections within a campaign (with a few combat feats tossed in so that he can be useful in the inevitable firefight), the CyberHacker functions best when he is given a chance to make various skill checks (especially Computers checks).

Many CyberHackers are loners, intent on sitting in the center of a web of information. Using their computer skills and network of contacts, such individuals are information brokers, buying and selling information and using knowledge to build a minor empire in the heart of a corrupt, usually corporate-owned city.

Game Information

CyberHackers have the following game traits.

Role: Expert.

Starting Skills: Computers, Gather Information.

Starting Feats: Master Plan, Microcomputer, Skill Training, Wireless Link.

CyberSoldier Progression

| Level | Feat | Feat* |
|-------|-------------------------------|-------------------------------|
| 2 | Vehicle Link | Cybertaker |
| 3 | Attack Focus | Internal Weapon Mount |
| 4 | Injector Unit | Attack Specialization |
| 5 | Initiative Implant | Attack Focus |
| 6 | Attack Specialization | Tough |
| 7 | Grafted Musculature | Cybertaker |
| 8 | Fortified Skeleton | Grafted Musculature |
| 9 | Tough | Point Blank Shot |
| 10 | Point Blank Shot | Precise Shot |
| 11 | Visual Amplification | Tough |
| 12 | Targeting Optics | Far Shot |
| 13 | Precise Shot | Initiative Implant |
| 14 | Subcutaneous Body Armor | Cybertaker |
| 15 | Far Shot | Fortified Skeleton |
| 16 | Improved Precise Shot | Improved Precise Shot |
| 17 | Greater Attack Specialization | Greater Attack Specialization |
| 18 | Tough | Subcutaneous Body Armor |
| 19 | Tactical Analysis Implant | Cybertaker |
| 20 | Greater Attack Focus | Tactical Analysis Implant |

* Use this selection of feats in a campaign in which cybernetic drawbacks (see p. 00) are in play.

CyberHacker Progression

| Level | Feat | Feat* |
|-------|-------------------------|-------------------------|
| 2 | Firearms Training | Firearms Training |
| 3 | Eidetic Memory | Cybertaker |
| 4 | Skill Focus (Computers) | Eidetic Memory |
| 5 | Data Archive | Data Archive |
| 6 | Assessment | Well-Informed |
| 7 | Well-Informed | Skill Focus (Computers) |
| 8 | Connected | Connected |
| 9 | Contacts | Cybertaker |
| 10 | Visual Amplification | Data Archive |
| 11 | Wired Nerves | Contacts |
| 12 | Data Archive | Data Archive |
| 13 | Data Archive | Cybertaker |
| 14 | Targeting Optics | Wired Nerves |
| 15 | Skill Mastery | Skill Mastery |
| 16 | Personality Chip | Data Archive |
| 17 | Nightvision Optics | Visual Amplification |
| 18 | Data Archive | Targeting Optics |
| 19 | Anti-Stun Implant | Cybertaker |
| 20 | Data Archive | Nightvision Optics |

* Use this selection of feats in a campaign in which cybernetic drawbacks (see p. 00) are in play.

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