

Cyberpunk Blue

The RipperDoc Skill Tree

Medical intern

You now can how to install cyberware over a length of time

You must roll a utility check with the dc base on the rarity of the individual cyberware

Less the Common- no surgery required no time

Common- DC 8, 2 hours

Uncommon-DC 10, 4 hours

Rare-DC 16, 6 hours

Legendary-DC 20, 8 hours

Medical intern required

I AM A SURGEON

You can now install cyberware over a shorter time

Less the Common- no surgery required no time

Common- DC 6, 15 minutes

Uncommon-DC 8, 30 minutes

Rare-DC 14, 45 minutes

Legendary-DC 18, 1 hours

I AM A SURGEON required

Doctor Engineering

Using tinkering you can build cyberware over a time equivalent to the cyberware cost

Less the Common- no time Required

Common- DC 8, 2 hours

Uncommon-DC 10, 4 hours

Rare-DC 16, 6 hours

Legendary-DC 20, 8 hour

Netrunner Skill Tree

Skill check Hacking

*Measures your ability to hack into technology to do some in the cyberspace, you must have either a cyberdeck or hacking tools
Gain a +2 bonus to the skill check.*

Require a Cyberdeck and Hacking skill

During short rests, you can make one virus based on what tier of Virus Maker you've unlocked. You can make a spell attempting to break someone's armor class or force them to roll a save.

Requires +2 int

Make a virus

During a short rest you can make a virus to infect a person or any electronics the save DC will be based off of your Int (8 + Hacking)

There isn't a limit to the amount of Virus you can have, you can simply only make one per short rest.

Effects: on anything Electronic (1d8 damage)

Number Of Targets: 1

Range: Feet By 10 Times Your Intelligence line of sight

Casting Time: Action or bonus action

Requires +5 int

Make a Demon

During a short rest you can make a virus to infect a person the save DC will be based off of your hacking (8 + Hacking)

There isn't a limit to the amount of Virus you can have, you can simply only make one per short rest.

Effects: on anything Electronic (damage is up to the dm)

Targets: 1+int mod
Range: Feet By 20 Times Your Intelligence
Casting Time: Action, bonus action. Reaction

Netrunner Abilities

Requires +3 Dexterity Modifier Netrunner	Requires make a virus Ice	Requires make a virus Electronic help
Once per turn, you can Hack as an extra action.	As a reaction you can roll contesting hacking checks to counter a virus	You can make a calculation to give a plus 1d6 to a roll

Cyberware

All Cyberware is defined by five factors: Name, Data, Cost/Rarity, and HL (Humanity Loss).

Name: The popular street name of cyberware.

Description & Data: A description of the cyberware, its game mechanics, its prerequisites, and what is known about it on The Street. Benefits from multiple installations of the same cyberware do not stack unless otherwise noted.

Equipment slots: all cyberware costs one Trinkets slot regardless if you have one or one hundred cyberware.

If you are robotic you do not need a ripperdoc in install items

Important Disclaimer

if you replace you body with augments and have magic abilities you will lose the abilities to use it

- Stage 1 HL of 25 and up you can no longer use natural magical abilities.
- Stage 2 HL of 50 and up you lose the ability to cast spells as a bonus action or reaction.

- Stage 3 HL of 75 you lose the ability to use mana consuming abilities.
- Stage 4 replacement of any more of your body past stage 3 you can not cast spells.

► Fashionware (7 Option Slots available)

Name	Description & Data	Cost	HL
Biomonitor	Subdermal implant which generates a readout of vitals. Can link to Agent.	5 silver (Common)	0 (N/A)
Chemskin	Dyes and pigments infused into the skin to permanently change its hue. +1 Charasma if the user also has Techhair.	5 silver (Common)	0 (N/A)
EMP Threading	Thin silver lines that run in circuit-like patterns across the body	1 silver (common)	0 (N/A)
Light Tattoo	Subdermal patches store light and project colored tattoos under the skin.	5 silver (Common)	0 (N/A)
Shift Tacts	Color-changing lenses implanted into the eye.	5 silver (Common)	0 (N/A)
Skinwatch	Subdermally implanted LED watch.	5 silver (Common)	0 (N/A)
Techhair	Color-light-emitting artificial hair. +1 to Charasma if the user also has Chemskin.	5 silver (Common)	0 (N/A)

► Neuralware (Foundational Cyberware: Neural Link)

Name	Description & Data	Cost	HL
Neural Link	Wired artificial nervous system. Required to use Neuralware and Subdermal Grip. Has 5 Option Slots.	10g (Uncommon)	7 (2d6)
Braindance Recorder	Records user's experiences to memory chips or external devices. Requires Neural Link.	10g (Uncommon)	7(2d6)
Chipware Socket	A single socket installed in the back of the neck. Required to use Chipware.	10g (Uncommon)	7(2d6)

	Requires Neural Link.		
Interface Plugs	Plugs in the wrist or head that allow connection to machines. Requires Neural Link.	10g (Uncommon)	14 (4d6)
Kerenzikov	As a bonus action Speedware Users can double actions and speed for one round 1 level of exhaustion Only 1 piece of Speedware can be installed at a time. Requires Neural Link.	10g (Uncommon)	3(1d6)
Sandevistan	as a bonus action Speedware users have triple action and speed for 2 rounds causing 2 levels of exhaustion during the use of the speedware you are immune to level of exhaustion. Only 1 piece of Speedware can be installed at a time. Requires Neural Link	10g (Uncommon)	7 (2d6)
Chemical Analyzer	Chipware. Tests substance for precise chemical composition and compares it to a database. Requires Chipware Socket.	10g (Uncommon)	0 (N/A)
Memory Chip	Data storage. User's cyberware can store or access data on it	1 copper (less than common)	7(2d6)
Olfactory Boost	Chipware. Users can use Tracking Skill to track via scent. Requires Chipware Socket	5 silver (Common)	14 (4d6)
Pain Editor	Chipware. Users ignore penalties due to being grievously Wounded for a combat before suffering twice the penalties for a time equal to the combat Requires Chipware Socket	1,000g (V. Expensive)	7(2d6)
Tactile Boost	Chipware. Users can detect motion within 60 ft by placing their hand on the surface of a wall, floor, or ceiling. Requires Chipware Socket.	10g (Uncommon)	7(2d6)

Empathy Booster	grants extra +2 will to save off cyberpsychosis Multiple installations of this option provide user no additional benefit	5 silver (Common)	-14 (-4d6)
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► Cyberoptics (Foundational Cyberware: Cybereye)

Name	Description & Data	Cost	HL
Cybereye	Artificial Eye. Each Cybereye has 3 Option Slots. Some options must be paired (purchased twice and installed in two different Cybereyes on a user. HL must be paid for each).	5 silver (Common)	7 (2d6)
Anti-Dazzle	Users immune to effects caused by flashes of light. Requires two Cybereyes and must be paired	5 silver (Common)	2 (1d6/2 Round up)
Chyron	Projects subscreen into the user's field of vision. Requires a Cybereye.	5 silver (Common)	2 (1d6/2 Round up)
Color Shift	Unlimited color and pattern changes for the eye. Requires a Cybereye.	5 silver (Common)	2 (1d6/2 Round up)
Dart Gun	Single shot Dartgun Exotic Weapon concealed in eye. Dart holds any poison Requires a Cybereye and takes 3 Option Slots.	10g (Uncommon)	2 (1d6/2 Round up)
Image Enhance	Adds +4 to Perception Requires two Cybereyes and must be paired.	10g (Uncommon)	3(1d6)
Low Light/ Infrared/ UV	Cybereye Option. Reduces penalties imposed by darkness and other intangible obscurement, like smoke, fog, etc. to 0. Users can distinguish hot meat from cold metal but cannot see through anything that could provide cover. Requires two Cybereyes, must be paired, and takes 2 Option Slots per Cybereye	10g (Uncommon)	3(1d6)
MicroOptics	Cybereye Option. Microscope providing users up to 400x magnification.	5 silver (Common)	2 (1d6/2 Round up)

	Requires a Cybereye		
Radiation Detector	<p>Cybereye Option. Radiation readings within 300 ft of the user are displayed in the user's vision hovering over their source in the form of a blue glow.</p> <p>Requires a Cybereye.</p>	30g (rare)	3 (1d6)
Targeting Scope	<p>Cybereye Option. Users get a +1 to their Check when making a ranged attack. Multiple installations of this option provide users no additional benefit.</p> <p>Requires a Cybereye.</p>	10g (Uncommon)	3 (1d6)
TeleOptics	<p>Cybereye Option. Users can see detail up to 2400 ft away. When attacking a target 150 ft or further away with either a weapon, you have added an advantage to your Check. Multiple installations of this option provide users no additional benefit.</p> <p>Requires a Cybereye</p>	10g (Uncommon)	3 (1d6)
Virtuality	<p>Cybereye Option. Projects cyberspace imagery over the user's view of the world. Never forget your Virtuality Goggles again. gives advantage on hacking checks</p> <p>Requires two Cybereyes and must be paired.</p>	5 silver (Common)	2 (1d6/2 Round up)
CameraOptics	<p>Cybereye option. Allow you to take a picture and send it to a phone or something of that nature.</p> <p>Requires a Cybereye</p>	5 silver (Common)	2 (1d6/2 Round up)

► Cyberaudio (Foundational Cyberware: Cyberaudio Suite)

Name	Description & Data	Cost	HL
Cyberaudio Suite	<p>Cyberaudio Suite is installed invisibly in the inner skull. System has 3 Option Slots for Cyberaudio Options. User can only have one Cyberaudio Suite installed</p>	10g (Uncommon)	7 (2d6)

Amplified Hearing	<p>Cyberaudio Option. User adds +4 to their Perception Skill for Checks which include hearing.</p> <p>Requires a Cyberaudio Suite. Multiple installations of this option provide user no additional benefit</p>	5 silver (Common)	3 (1d6)
Audio Recorder	<p>Cyberaudio Option. Records audio to a standard Memory Chip or a linked Agent.</p> <p>Requires a Cyberaudio Suite</p>	5 silver (Common)	2 (1d6/2 Round up)
Bug Detector	<p>Cyberaudio Option. Beeps when the user is within 20 ft of a tap, bug, or other listening device.</p> <p>Requires a Cyberaudio Suite</p>	5 silver (Common)	2 (1d6/2 Round up)
Homing Tracer	<p>Cyberaudio Option. Can follow a linked tracer up to 1 mile away. Comes with a free button-sized linked tracer. Replacements are 50g.</p> <p>Requires a Cyberaudio Suite.</p>	5 silver (Common)	2 (1d6/2 Round up)
Internal Agent	<p>Cyberaudio Option. Fully functional Agent , controlled entirely via voice commands. Images are described, but output can be linked to a Cybereye with Chyron or a nearby screen if visual output is desired. The implanted Agent's Memory Chip cannot be removed without surgery.</p> <p>Requires a Cyberaudio Suit</p>	5 silver (Common)	3 (1d6)
Level Damper	<p>Users Resistance to effects to thunder damage</p> <p>Requires a Cyberaudio Suite</p>	5 silver (Common)	2 (1d6/2 Round up)
Radio Communicator	<p>Users can communicate via radio. 1 mile range.</p> <p>Requires a Cyberaudio Suite.</p>	5 silver (Common)	2 (1d6/2 Round up)
Radio Scanner/ Music Player	<p>Can play music from Data Pool or Memory Chip or tune into radio broadcasts within 1 mile.</p> <p>Requires a Cyberaudio Suite.</p>	1 copper (Common)	2 (1d6/2 Round up)
Radar Detector	<p>Beeps if the user active radar beam is within</p>	10g	2 (1d6/2)

	300 ft. Requires a Cyberaudio Suite	(Uncommon)	Round up)
Scrambler Descrambler	Allows users to scramble outgoing communications and descramble incoming communications. Requires a Cyberaudio Suite.	5 silver (Common)	2 (1d6/2 Round up)
Voice Stress Analyzer	x2 to Perception and insight. Requires a Cyberaudio Suite	5 silver (Common)	3 (1d6)

► Internal Cyberware (7 Option Slots Available)

Name	Description & Data	Cost	HL
AudioVox	Voice synthesizer. Adds +4 performance that use your voice	10g (Uncommon)	3(1d6)
Contraceptive Implant	Prevents undesired pregnancy	1 copper (less than common)	0(n/a)
Enhanced Antibodies	user heal x2 HP for every healing.	10g (Uncommon)	2 (1d6/2 Round up)
Cybersnake	Esophagus mounted 1d12+stat Weapon. Can be concealed.	30g (rare)	14 (4d6)
Gills	Users can breathe underwater.	30g (rare)	7 (2d6)
Grafted Muscle and Bone Lace	Increases Constitution mod by +2 Multiple installments stack. Cannot raise your Constitution above +5 in this way.	30g (rare)	14 (4d6)
Independent Air Supply	Provides 30 minutes of oxygen. Takes 1 hour to refill from the ambient atmosphere.	30g (rare)	2 (1d6/2 Round up)
Midnight Lady™ Sexual Implant	Be a Venus, be the fire, be desire	5 silver (Common)	7 (2d6)
Mr. Studd™ Sexual Implant	All night, every night, and they'll never know.	5 silver (Common)	7 (2d6)

Nasal Filters	Users immune to effects of toxic gasses, fumes, and similar dangers.	5 silver (Common)	2 (1d6/2 Round up)
Radar / Sonar Implant	Constantly scans terrain within 150 ft of the user, including underwater, for new threats. Scan does not include anything behind cover, like the contents of a room behind a closed door. User receives a beep from the GM along with the direction of its source whenever a new moving object is detected on the scan. Multiple installations of this option provide user no additional benefit	30g (rare)	2 (1d6/2 Round up)
Toxin Binders	Advantage against resisting drugs	5 silver (Common)	2 (1d6/2 Round up)
Vampyres	Excellent Quality simple Melee Weapon implanted in mouth. Can be concealed. Users can add Poison or Biotoxin.	10g (Uncommon)	14 (4d6)

► External Cyberware (7 Option Slots Available)

Name	Description & Data	Cost	HL
Hidden Holster	Can store weapon capable of concealment inside body	10g (Uncommon)	7(2d6)
Skin Weave	Gives 5 x con hit points	10g (Uncommon)	7(2d6)
Subdermal Armor	Gives a Base AC 17	30g (rare)	14(4d6)
Subdermal Pocket	2" x 4" (5cm x 10cm) storage space just under the skin with RealSkinn™ zipper.	5 silver (Common)	3(1d6)

► Cyberlimbs (Foundational Cyberware)

Name	Description & Data	Cost	HL
Cyberarm	Replacement arm. Has 4 Option Slots. Comes installed with Standard Hand that doesn't cause Humanity Loss or take up an Option	10g (Uncommon)	7 (2d6)

	Slot.		
Standard Hand	Standard cybernetic hand. Can be installed in a meat arm.	5 silver (Common)	2 (1d6/2 Round up)
Big Knucks	Armored knuckles. 1d8+stat. Can be concealed. Can be installed as the only piece of Cyberware in a meat arm.	5 silver (Common)	3 (1d6)
Cyberdeck	Cyberdeck installed in Cyberarm. Requires a Cyberarm and takes up 3 Option Slots	10g (Uncommon)	3 (1d6)
Grapple Hand	Fires hand, along with a grapple line up to 90 ft. Cannot be used as a weapon. Requires a Cyberarm	5 silver (Common)	3 (1d6)
Medscanner	Medscanner installed in Cyberarm. Helps diagnose illness and injury. +4 to medicine. Requires a Cyberarm and takes 2 Option Slots.	10g (Uncommon)	7 (2d6)
Popup Grenade Launcher	A single shot Grenade Launcher installed in a Cyberarm. Weapons can be concealed. Requires a Cyberarm and takes up 2 Option Slots	10g (Uncommon)	7 (2d6)
Popup Melee weapon	Any Melee Weapon can be installed in a Cyberarm. Weapons can be concealed even if not normally concealable. Requires a Cyberarm and takes up 2 Option Slots Example Mantis Blades	10g (Uncommon)	7 (2d6)
Popup Shield	A Bulletproof Shield installed in the Cyberarm gives 2+ ac when deployed. Requires a Cyberarm and takes up 3 Option Slots.	10g (Uncommon)	7 (2d6)

Popup Ranged Weapon	<p>Any One Handed Ranged Weapon installed in a Cyberarm. Weapons can be concealed even if not normally concealable.</p> <p>Requires a Cyberarm and takes up 2 Option Slots.</p>	10g (Uncommon)	7 (2d6)
Quick Change Mount	<p>Allows users to remove or install a Cyberarm as an Action.</p>	5 sliver (Common)	7 (2d6)
Rippers	<p>Carbo-glass claws. 1d8+stat. Can be concealed.</p> <p>Can be installed as the only piece of Cyberware in a meat arm.</p>	10g (Uncommon)	3(1d6)
Scratchers	<p>Carbo-glass fingernails. 1d4+stat. Can be concealed.</p> <p>Can be installed as the only piece of Cyberware in a meat arm.</p>	5 silver (Common)	2 (1d6/2 Round up)
Shoulder Cam	<p>Video camera mounted in the shoulder. Can be concealed.</p> <p>Requires a Cyberarm and takes up 2 Option Slots</p>	10g (Uncommon)	7 (2d6)
Slice 'N Dice	<p>Monofilament whip implanted in the thumb. Medium Melee Weapon. Can be concealed.</p> <p>Can be installed as the only piece of Cyberware in a meat arm.</p>	10g (Uncommon)	3 (1d6)
Subdermal Grip	<p>Allows users to use Smart Gun without Interface Plug.</p> <p>Can be installed as only piece of Cyberware in a meat arm.</p> <p>Requires Neural Link.</p>	5 silver (Common)	3 (1d6)
Techscanner	<p>Techscanner installed in Cyberarm. Helps diagnose broken tech. Gain a +4 in technology</p> <p>Requires a Cyberarm and takes 2 Option Slots.</p>	10g (Uncommon)	7 (2d6)
Tool Hand	<p>Fingers contain screwdrivers, wrench, small drill, and other tools.</p>	5 silver (Common))	3 (1d6)

	Can be installed as the only piece of Cyberware in a meat arm.		
Wolvers	<p>Long claws extended from the knuckles. Heavy Melee Weapon. Can be concealed.</p> <p>Can be installed as the only piece of Cyberware in a meat arm</p>	10g (Uncommon)	7 (2d6)

Name	Description & Data	Cost	HL
Cyberleg	Replacement leg. Has 3 Option Slots. Comes installed with Standard Foot that doesn't cause Humanity Loss or take up an Option Slot. Most Cyberleg options must be paired (purchased twice and installed in two different Cyberlegs on a user. HL must be paid for each)	5 silver (Common)	3 (1d6)
Standard Foot	<p>Standard cybernetic foot.</p> <p>Can be installed in a meat leg.</p>	5 silver (Common)	2 (1d6/2 Round up)
Grip Foot	<p>Cyberleg Option. Feet are coated with state-of-the-art traction material. The user negates the normal movement penalty for climbing.</p> <p>Requires two Cyberlegs and must be paired</p>	10g (Uncommon)	3 (1d6)
Jump Booster	<p>Hydraulics in legs. Negates movement penalty when jumping.</p> <p>Requires two Cyberlegs, takes up 2 Option Slots, and must be paired.</p>	10g (Uncommon)	3 (1d6)
Skate Foot	<p>Inline skates built into feet. Can be concealed. Increases movement by 2x movement when using dash Action.</p> <p>Requires two Cyberlegs and must be paired.</p>	10g (Uncommon)	3 (1d6)
Talon Foot	<p>Blade mounted in foot 1d4+stat. Can be concealed.</p> <p>Can be installed as the only piece of Cyberware in a meat leg.</p>	10g (Uncommon)	3 (1d6)

Web Foot	Thin webbing between toes. Negates movement penalty when swimming. Requires Two Cyberlegs and must be paired.	10g (Uncommon)	3 (1d6)
Hardened Shielding	Cyberlimb and installed options cannot be rendered inoperable by EMP pulses or Non-Black ICE Program effects. Requires Cyberarm or Cyberleg.	10g (Uncommon)	3 (1d6)
Plastic Covering	Plastic coating for Cyberlimb. Available in a wide variety of colors and patterns. Requires a Cyberarm or Cyberleg but does not take an Option Slot.	5 silver (Common)	0 (N/A)
Realskinn™ Covering	Artificial skin coating for Cyberlimb. Requires a Cyberarm or Cyberleg but does not take an Option Slot	10g (Uncommon)	0 (N/A)
Superchrome® Covering	Shiny metallic coating for Cyberlimb. Requires a Cyberarm or Cyberleg but does not take an Option Slot	30g (Rare)	0 (N/A)

► Borgware

Name	Description & data	Cost	HL
Artificial Shoulder Mount	Users can mount 2 Cyberarms under the first set of arms.	30g (Rare)	14 (4d6)
Implanted Linear Frame Σ (Sigma)	Enhanced skeleton and support structure. Grants a physical damage immunity at a time and can be switched out at a short rest Requires Constitution +4 and 2 Grafted Muscles and Bone Lace	100g (Legendary)	14 (4d6)
Implanted Linear Frame β (Beta)	Enhanced skeleton and support structure. Grants physical damage resistance Requires Constitution +2 and Grafted Muscles and Bone Lace	30g (Rare)	14 (4d6)
MultiOptic	Users can mount up to 5 additional Cybereyes	30g	14 (4d6)

Mount		(Rare)	
Sensor Array	<p>Users can install up to 5 additional Cyberaudio Options.</p> <p>Requires Cyberaudio Suite but does not take up Cyberaudio Option Slot</p>	30g (Rare)	14 (4d6)

Humanity loss Rules

HL (Humanity Loss): How badly this installation will affect your psyche
 You can Choose to roll for your humanity Loss
 Record you humanity loss on you character sheet as a skill for simplicity sake

Cyberpsychosis (mental illness)

While have cyberware installed they will take a toll on your mental health
For every 2 humanity loss beyond the first 10 you will lose -1 sanity (round down)

Once you drop below -1 to wisdom will save
(will and wisdom bonus together)
Cyberpsychosis will start to affect you

Every time you (personal)witness or commit violence, or if you are charmed or bewitched, or controlled during combat you must roll a Wisdom based will save
 You will only roll 3 times a combat
 If you fail the save you put under the condition CYBERPSYCHOSIS

DC saves	Example of Brutality
5	Random act of violence
10	Random Murder
15	Murder or death of a known person
20	Torture of a Random person

25	Murder or death of a close loved one
30	Torture of loved one or yourself

This condition puts you in a rage seeing all those around as enemies from your past you must fight as hard as you can.

Cyberpsychosis is a directable for a short time starting out the beginning of combat the DC of control is 5 less then the save to exit cyberpsychosis but with each success it increases by 2

Every round of combat you can roll a wisdom will save to regain control.