CYBERWARE AND CHIPWARE

(Price DC Typical Guidelines for CP2020 0-200 = 15 | 200-500 = 15-25 | 500-1000 = 25-35 | 1000-2000 = 35-45 | 2000 - 3000 = 45-60 | 3000+ = 60+ | Ripperdoc cost = 25% off DC Round Down)

Every character has a humanity score. Humanity is equal to double a characters charisma score and the current state of a characters humanity is known only to the GM.

Small cosmetic implants(fashionware), such as glowing hair or tattoos, don't have any adverse effects on your character's humanity. Chipware doesn't have any adverse effects but is limited to the number of your intelligence modifier. Any mod can be bought and installed by a City Government Medtech team… or a chop shop if you're hurting for money.

Body/mind altering cybernetics, like a reflex boost, directly lowers the Humanity score. As humanity lowers, it will have adverse effects on a character as they find themselves more distant and uncaring, relating less and less to 'mankind'. When a character reaches their humanity, they begin to receive penalties and adverse effects. When a character goes 15 over the humanity score, the character goes cyberpsycho and becomes under the control of the GM.
Charisma raised by cyberware does not increase humanity.
At 1-4 points over, they receive a penalty of -2 to all charisma checks, excluding intimidation which receives a bonus of +2 as all empathy is visibly gone. At 5-8 over, they also receive a +10 to speed as they function more like a well-oiled machine than human, but have a 10% chance to temporarily lose control in high stress situations. At 9-12 they also receive a bonus to all damage and accuracy rolls by +2 as their strikes are unnaturally swift and deadly, chance to temporarily lose control at 15%. At 13 or 14, all bonuses/penalties doubled. At 15, you're gone chummer.

If a player with a cyberlimb takes lightning damage, they must roll a d20. For each cyberlimb they have, add 1. If they roll a number corresponding with the numbers of cyberlimbs they have, they lose function of a random cyberlimb for 2 turns. Roll a d4 or d6 to determine what limb. Natural 1 on the d20 roll results in loss of all attached cyberlimb functionality for 3 turns.
Cyberlimb attachment cyberware carry no damage or humanity cost.

Depending on total Humanity lost, increase wound point damage caused by casting spells without a spellslot by the appropriate amount: 5-10 humanity lost = extra d4, 10-15 = extra d6, 15-20 = extra d8, 25-30 = extra d10, 30-35 = extra d12, 35-40+ = extra d20 (Per Spell Cast).

Minor Cyberware: Humanity is reduced by 1d4 - 1(minimum of 1). Take 1d6 wound point damage during operation. Double damage if done by a ripperdoc/black clinic and 10% chance of failure.

Moderate Cyberware: Humanity is reduced by 1d4 + 1. Take 2d6 wound point damage during operation. Double damage if done by a ripperdoc/black clinic and 15% chance of failure.

Major Cyberware: Humanity is reduced by 1d4 + 4. Take 3d6 wound point damage during operation. Double damage if done by a ripperdoc/black clinic and 20% chance of failure.

Bioware:

- **(Major) Grafted Muscle, DC 39:** Increases Strength by +2. This number can surpass the 20 cap limit.
- **(Major) Muscle and Bone Lace, DC 44:** Increases Constitution by +2. These numbers can surpass the 20 cap limit.
- **(Moderate) Skinweave, DC 45:** Unarmored/light armor AC is increased by 1.
- **(Moderate) Lifesaver Skinweave, DC 70:** You don't take damage when you perform actions below your wound threshold. When you spend your turn doing nothing, you regenerate 1 wound point until you reach one point over your max wound threshold.
- **(Minor) Enhanced Antibodies, DC 50:** You have advantage on hit die rolls when restoring vigor on hour rests. You also receive a free hit die to spend on an hour rest.
- **(Minor) Toxin Binders, DC 45:** Advantage on saving throws made against poison.
- **(Minor) Nano Surgeons, DC 70:** Heal 1 wound point per hit die spent on an hour rest and double the wound points restored on a day rest.
- **(Minor) Anti-Plague Nanotech, DC 38:** Advantage on saving throws made against diseases.
- **(Major) HTI's True-Body, DC 41:** A mix of pheromones adjustments, slight bodysculpting, and other subtle modifications that are made to register on a person's subconscious. Increases Charisma by +2. This number can surpass the 20 cap limit.
  Reminder: This does not increase humanity.

Neuralware:

- **(0 humanity, moderate damage) Neural Processor, DC 30:** Enables Neuralware to be installed.
- **(Minor/Moderate/Major) Reflex Booster, DC 25/35/45:** Increases initiative modifier by +1/+2/+3.
- **(Major) Speedware, DC 43:** Increases Dexterity by +2. This number can surpass the 20 cap limit.
- **(Minor) Olfactory Boost, DC 15:** Character gains the Keen Smell Trait greatly enhancing their ability to smell, enabling certain checks based off of smell alone, such as tracking.
- **(Minor) Pain Editor, DC 15:** Impervious to physical torture. Advantage on Constitution Saving Throws made below wound threshold, including those made to stay conscious.
- **(Moderate) Interface Plugs, DC 15:** Allows the user to link directly into cybervehicles(advantage on any related vehicle checks), smartguns(able to use Wisdom or Intelligence instead of Dexterity for Firearms), the Net and more.
- **(Major) Neural Accelerator, DC 40:** Increases Intelligence by + 2. This number can surpass the 20 cap limit.
- **(Major) Hyper-Analyser, DC 44:** Increases Wisdom by +2. This number can surpass the 20 cap limit.

Cyberoptics(Maximum of two per eye):

- **(1 humanity, moderate damage) Cyberoptic, DC 25:** Enables cyberoptic cyberware to be installed.
- **(Major) Infrared, DC 45:** Gives 30ft infrared-vision. Can see most invisibility.
- **(Moderate) Low-lite, DC 25:** Gives 60ft darkvision. Additional 60ft darkvision if already given by race.
- **(Moderate) Anti-Dazzle Protection, DC 22:** Immune to Blind condition when caused by sudden brightness and lights. Also, you never need sunglasses again. (Spell 'Blindness' isn't effected by this whereas flash-bangs or the cyberlimb attachment 'flashbulb' are ineffective.)

- **(Moderate) Targeting Scope, DC 30:** Must be linked to a smartgun via Interface Plugs. Aiming is now always activated and no longer needs to use an bonus action.
- **(Minor) Micro-Optics, DC 15:** Gives advantage on Intelligence(Investigation) checks when looking fingerprints, scratches on a lock, etc.
- **(Minor) Teleoptics, DC 15:** Allows user to view objects up to 500 feet clearly.
- **(Minor) Micro Video, DC 15:** Allows user to record video and snap pictures directly. Can display videos directly to Marquee.
- **(Minor) Times Square Marquee, DC 15:** Scrolling red-letter screen in upper edge of vision that can be used for a variety of things. Is also necessary for some cyberware, such as the Chemical Analyser.
- **(Minor) Image Enhancement, DC 15:** Advantage on Wisdom(Perception) when able to view the target area for a 1 minute.

Cyberaudio:
- **(0 humanity, minor damage) Basic Hearing Module, DC 25:** Enables cyberaudio cyberware to be installed.
- **(Minor) Radio Link, DC 15:** Can communicate through radio to others on your channel within 1 mile. Voices can be heard only by you. You must speak verbally to communicate, though you can talk quietly. Scrambler with it costs extra money. Can display chat to Marquee.
- **(Minor) Bug Detector, DC 15:** This allows you to detect any bugs(not insects) within 10 feet of you.
- **(Moderate) Amplified Hearing, DC 25:** Gives the user Keen Hearing, granting advantage on Wisdom(Perception) checks that rely on hearing and is able to hear ultrasonic-based traps.
- **(Minor) Voice Stress Analyzer, DC 23:** Gives advantage on Wisdom(Insight) checks against familiar creatures. Specifics can be displayed on Marquee
- **(Minor) Level Damper, DC 15:** Immune to Deafened condition.

Cyberweapons:
- **(Minor) Vampires/Canines, DC 15:** These fangs deal 1 piercing damage on hit. Can also be loaded up with poison enough for one attack.
- **(Minor) Rippers, DC 25:** Unarmed attacks are now slashing and have +1 to attack and damage. You instead use Dexterity for attacks and damage bonuses.
- **(Minor) BigKnucks, DC 35:** Unarmed attacks have +2 to attack and damage.
- **(Moderate) Wolvers, DC 50:** Unarmed attacks are now piercing and have +3 to attack and damage.

Cyberlimb/Attachments - Max Attachments based on cyberlimb quality: Shoddy DC 20 = 0, Civilian-grade DC 35 = 1, Military-grade DC 50 = 2, Experimental DC 65 = 3:
- **(Major) Arm:** Single arm replacement, giving +1 strength(cannot exceed 20), if the limb is not Shoddy quality, and enabling cyberlimb attachments.
- **(Major) Leg:** Single Leg replacement giving +5 speed, if the limb is not of Shoddy quality, and enabling cyberlimb attachments.
- **(Major) Artificial Joints, DC 40:** Allows for two extra arms to be mounted at waist level. When your bonus action is used for an extra attack while dual wielding, you can now make two instead so long as all hands are holding a weapon. This also enables two handed/versatile weapons to be dual wielded with the dual wielder feat. However, these weapons cannot have the 'Heavy' trait(AKA no GWM feat) and can only make one attack as a bonus action. Artificial Joints also allows for normal dual wielding(also disabling the two attacks with a single bonus action perk)

while using a shield. <u>Arms are not included and do not cost humanity/surgery. -10 from the wealth DC of an arm when purchasing.</u>

- **(Legs) Thickened Myomar Strands, DC 25:** Increases high jump to 15 feet and a running long jump to Strength + 15. A pair of cyberlegs are required.
- **(Arm) Hydraulic Rams, DC 20:** Increases all melee weapon/unarmed damage by an extra 1d4. Bludgeoning damage against structures and objects deal double damage. A pair makes it an extra d6 instead when using two handers.
- **(Either) Ripper Hand/Foot, DC 15:** Gain the benefits of the Rippers cyberweapon with that limb.
- **(Arm) BigKnucks, DC 25:** Gain the benefits of the BigKnucks cyberweapon with that limb.
- **(Either) Wolvers, DC 40:** Gain the benefits of the Wolvers cyberweapon with that limb.
- **(Either) EMP and Shock Shielding, DC 15:** The player adds 1 to their roll when rolling a d20 from lightning damage to determine cyberlimb functionality and protects from EMP's.
- **(Arm) Hammer Hand, DC 27:** An explosive shell driven ram that goes off driving the fist forward with incredible velocity for 2d12 Bludgeoning + Strength Mod. A port in the top ejects the shell and opens to receive a new one. Can replace an attack. Shells sold separately. Reload requires action. Double damage against structures and objects.
- **(Arm) Tool Hand, DC 25:** This hand's four fingers conceal small microtools: 1) screwdriver with changeable heads, 2) adjustable wrench, 3) battery-powered soldiering iron, 4) adjustable socket wrench. The lower edge of the palm is hardened to make a dandy hammer.
- **(Arm) Modular Hand, DC 25:** This unit contains: 1) Drug injector, 2) 1 meter garotte line extending out of fingertip, 3) One inch monomolecular blade for cutting, 4) Picklock In addition, there is a 2"x2" Palm Storage Space.
- **(Leg) Web Foot, DC 25:** One give advantage on swimming. Two gives swim speed.
- **(Arm) Grapple Hand, DC 20:** Can be used as a grappling hook, 100 foot range. Can be attached on a cyberleg with a grip foot.
- **(Either) Spike hand/heel, DC 25:** Functions as a retractable Warpick. Can be useful for climbing.
- **(Leg) Grip Foot, DC 25:** +2 on Climbing Checks. A pair gives advantage.
- **(Arm) Blade Hand, DC 25:** Functions as a retractable Shortsword.
- **(Arm) Popup Gun, DC varies 15-30:** A Semi Pistol concealed in the forearm, or if you are proficient, you may choose Automatic Pistol. If strength is 13 or above, you may choose Revolver. If strength is 16 or above you may choose sawed-off shotgun, or if you are proficient you may choose Hand Cannon Revolver. Can be turned into a smartgun for an additional fee.
- **(Arm) Flamethrower, DC 30:** 20 foot line. Holds 3 shots. 4d6 fire damage. Enemies must make Dexterity saving throw DC = 8+prof+dex. Enemies take half damage on success. Can replace attacks.
- **(Arm) Micromissile launcher, DC 35:** Target must make a DC 15 Dexterity Saving Throw or take 2d6 fire damage and 4d6 force damage on a failure or half on a success. Holds 4 missiles. Can replace attacks. You may reload 2 missile per action. Range 300 feet. Wealth DC 25 for a bundle of 4 missiles.
- **(Arm) Grenade Launcher, DC 25:** Can fire accurately up to 80/240 feet. Can fire as part of an attack action with multiple attacks. Takes action to reload. Holds one grenade of the characters choosing.
- **(Leg) Shock Absorbers, DC 28:** Fall damage begins at 20 feet, with a pair it begins at 40 feet. This only applies if you land on your feet. For example, it wouldn't work if you were unconscious.
- **(Legs) Skate feet, DC 27:** Pair of cyberlegs required. Increases move speed by +10 when activated but requires an acrobatics check DC 12 at the start of every turn, or else you fall prone.

- **(Arm) Flashbulb, DC 32:** Spend action to attempt to blind a target. Constitution Save DC 15. Range 20 feet. Lasts three rounds. Target makes a save at the end of each of his turns to end the effect early.
- **(Arm) Whip, DC 23:** Functions as a retractable Whip.
- **(Arm) Cutting Torch, DC 20:** Equivalent of a blow torch.
- **(Arm) Taser Grip, DC 34:** Make a melee weapon attack. Target takes 2d10 lightning damage, no modifiers are added to damage. Can replace an attack. Takes 2 rounds to recharge. Can target a cyberlimb directly. If the limb isn't shielded, it is disabled for two round but the target takes no damage.

Implants:
- **(Moderate) Gill Implant, DC 23:** Allows breathing underwater for up to four hours. If water is polluted or contains toxic chemicals, saves against poison must be made.
- **(Moderate) Independent Air Supply, DC 22:** Able to hold breath for 25 minutes if inactive, or 10 minutes if active.
- **(Moderate) Mr. Studd/Midnight Lady Sexual Implant, DC 22:** Advantage on Performance Checks when having a tumble in the sheets.
- **(Moderate) Adrenal Booster, DC 25:** Can roll a d4 and add the number to your initiative. Limit 3 times. Refills on Long Rest.
- **(Major) Subdermal Armor, DC 38:** Unarmored AC is set to 15. Cannot be increased by Dexterity mod or class unarmored features.
- **(Moderate) Motion Detector, DC 30:** Passive Perception increased by +3.
- **(Minor) Chemical Analyzer, DC 15:** Modification to the nasal passages analyses smells and breaks them down to their chemical components. Marquee required to display info.
- **(Moderate) Voice Synthesizer, DC 35:** Allows you to mimic the voice of a previously recorded voice. Gives advantage on initial deception checks(disguise required if in person) and short convos where mannerisms aren't much noticed(generally anything less than a minute). Marquee required for interface.
- **(Minor) AudioVox, DC 31:** Advantage on Charisma(Performance) checks that rely on voice.
- **(Minor) 'Forked Tongue', DC 35:** Uses ultrasonics. Gives a +2 to checks when attempting to seduce or make a suggestion.
- **(Minor) 'Cyberliver', DC 45:** Nearly immune to alcohol and grants advantage on drug addiction saving throws.
- **(Minor) Gyro-Stabilizer, DC 19:** Advantage on Acrobatic checks made to keep from falling prone.

Chipware:
- (Minor) Chipware Socket: Allows for the usage of chipware up to your current Intelligence Modifier. DC 15
- Proficiency in a skill or tool. This can only be applied to a skill that you are not already proficient in.
    - Bonus +1 = *Price: 15*
    - Bonus +2 = *Price: 30*
    - Bonus +3 = *Price: 45*
- Proficiency in a language.

- - Basic price: 28
  - Exotic price: 40
- Proficiency with a weapon.
  - Simple price: 12
  - Martial price: 28