

Cover

Blank page

CYBORGS & BADASSES! – Credits

Original Concept

Colin Chapman

Authors

Mike Bastian, Patrick Dubuc

System Design

Colin Chapman

Editors

Colin Chapman, Jo Wilding

Art Director

Colin Chapman

Cover Art

XXX

Cover & Title Design

George Cotronis

Interior Art

John Becaro, Brian "Glad" Thomas

Layout & Layout Design

Jeremy Jagosz

Special Thanks

Mike and Patrick for their willingness to get involved and their amazing patience and work, all the AH fans who've shown a truly humbling amount of creativity, and all the folks who've offered words of encouragement and support through difficult times.

SUGGESTED FOR READERS AGED 12 AND OVER - PARENTAL DISCRETION IS ADVISED

Copyright 2014 by Radioactive Ape Designs. All Rights Reserved. This material (art, logos, illustrations, characters, concepts, text and game mechanics) is protected by the copyright laws of the United Kingdom. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written consent of Radioactive Ape Designs, except for the purposes of reviews. References in this book to any companies or products are not meant to challenge the trademarks or copyrights concerned.

Permission is explicitly granted for purchasers to print out and bind this pdf supplement (so if anyone gives you grief over it, point them here, amigos!).

NUTS N' BOLTS - Contents

FLESH & RUST – THE CYBERNETIC APOCALYPSE

Chapter 1: Flesh and Rust – The Cybernetic Apocalypse

Chapter 2: The View Out The Window – Setting

RAILGUNS & ROBOTS – FUTURISTIC GEAR

Chapter 3: Rock When You Roll! – Player Advice

Chapter 4: Buckle Up! – Character Creation

FLESH & RUST - The Cybernetic Apocalypse

The following chapter presents optional modifications to the core setting elements presented in *Atomic Highway*. It is intended to make cyberware fit in seamlessly. In this chapter you will find new background elements, rules, Pursuits, scavenging tables, equipment and a whole truck load of cyberware... Get ready, this is going to be a bumpy ride!

THE POST-APOCALYPTIC WORLD OVERVIEW

The year was 20XX. Population, Health, Finance, Government... Everything had its share of problems. Then one day, nobody knows for sure what happened, but it seems that a conflict erupted somewhere on the border of two countries and that the whole thing escalated into a full-scale war. That same war spread over the entire world and soon, everybody was at war with everybody else. The population was at this time decreasing at an alarming rate. Diseases we thought gone reappeared and killed thousands more. Finance crashed and major corporations started to go bankrupt. The Government was in total chaos. The only issue seemed to be in warfare so people started to create entire battalions of cyber-enhanced soldiers to wage war, but it only made things worse.

What we see today is the result of this escalation of violence. Someday, someone, somewhere pushed the button to end it all but it seems pockets of civilization survived and prospered, if you can call the current state of affairs prosperity. A world where people struggle to survive, and wage war over the scarce resources available. A world where survivors try to hang on to their world's former glory and scavenge the wasteland to unearth pieces of lost technology.

CORRODED CHROME

What follows presents changes to the core setting elements.

Communities

The Remnant Enclave is the only community type to be modified in Flesh & Rust:

Corporate Enclaves (Formerly Remnant Enclave)

Some communities formed around the ruins of the extinct MegaCorporations or these same MegaCorporations' underground complexes. These installations were mostly untouched or reconstructed by the survivors of these "MegaCorps" and kept in operation since then. Some still produce merchandise that is bartered with wastelanders and some are very jealous of what they produce and keep it for themselves. Citizens of corporate enclaves enjoy food (typically soya protein), clothes and a decent roof over their heads in exchange for time spent working at the laboratory or factory the corporate enclave operates.

Food

The presence of corporate enclaves in the wasteland allows some new types of food to circulate in bartertowns. Canned soya beverages and soya pastes are made from vat-grown soya in most of the corporate enclaves, and are distributed as a currency when bartering with outsiders.

Entertainment

Some still functioning holoivid projectors are sometimes scavenged and are greatly cherished. These devices are placed on the head with sensors connecting to the temples of the subject, projecting movies directly "into" the head. The experience is extremely realistic and many users become addicted to these devices. In fact, entire communities are known to have become addicted, constantly fighting over a single holoivid projector.

A character who would like to experience something such as holovids would have to barter life and soul to get a chance to try it once... Many have killed to possess them, such is their value.

Clothing & Fashion

Scavenging former big cities will reveal that latex, vinyl and leather were all fashionable types of clothing. Clothes that indicate the wearer's emotions or project a neon-like message are also common, providing the character has an appropriate source of power to make them work. Other than that, everything already said in *Atomic Highway* remains the same.

Health

The human gene was completely purified before Doomsday but since the apocalypse only the very rich have the influence and resources to clean their "Genes"; this has led to a vast gap between the rich and the poor in corporate enclaves. Today, there are two branches of humanity: those who call themselves NeoHumans, and plain old-fashioned ordinary Humans. NeoHumans are never born with physical or mental defects and are not subject to mutation. When exposed to too much radiation, they simply die.

Faith & Religion

Humans and NeoHumans relied too much on technology, and even though this led to the world's destruction, they still rely heavily on it on a daily basis. As a matter of fact, some people are so totally addicted and dependent on technology that the New World has seen the appearance of Machine Cults. Such religious orders are devoted to the gathering, restoration, and veneration of past technologies. Most machine cult members are also heavily cybered with the occasional full 'borg cult leader.

REARINGS & PURSUITS (OLD & NEW)

When making your character in this cybernetic apocalypse, your character will most likely have cyberware already installed at creation.

Rearings don't have any cyberware related to them since most people have cyberware installed later on in life as a result of accident or choice. The only exception to this is the Remnant Enclave Rearing (renamed to Corporate Enclave for flavor). If a character's Rearing is Corporate Enclave, all of his starting cyberware will be considered Enclave Cyberware and thus have Flaws on a result of 1-2 on a die. Later cyberware, of course, may follow the normal rules depending on its acquisition and installation.

Pursuits on the other hand may add cyberware at creation, depending on the Pursuit chosen. The following are modifications to the existing Pursuits from *Atomic Highway* (pg. 24-29). If you think your character doesn't have cyberware, you can choose not to roll on the Cyberware line at all. As soon as a character acquires any Basic Cyberware, an Add-On or an Implant, he gains the Electrical Vulnerability Flaw (see Cyberware Installation for the Flaw Description).

Airman

Cyberware (roll a die): 1-2 None, 3-4 Link: Vehicle, 5-6 Flash Skill Slot (Drive)

Beastmaster

Cyberware (roll a die): 1-4 None, 5-6 One Basic Cyberware of choice

Bounty Hunter

Cyberware (roll a die): 1-3 CyberArm or CyberHand or CyberLeg, 4 CyberOptic System with Night Vision Add-On, 5 CyberWeapon Add-On of choice, 6 Link: Firearm

Brave

Cyberware (roll a die): 1-4 None, 5 CyberArm or CyberHand, 6 CyberLeg or CyberFoot

Greaser

Cyberware (roll a die): 1-2 None, 3-4 CyberHand with Finger Tools Add-On, 5-6 Basic Cyberware of choice

Hauler

Cyberware (roll a die): 1-2 None, 3-4 Link: Vehicle, 5-6 Flash Skill Slot (Drive)

Healer

Cyberware (roll a die): 1-4 None, 5 CyberArm or CyberHand, 6 CyberLeg or CyberFoot

Lore Keeper

Cyberware (roll a die): 1-4 None, 5 CyberOptic System with Enhanced Vision Add-On, 6 Link: Interface

Outrider

Cyberware (roll a die): 1-3 None, 4 CyberOptic with Enhanced Vision Add-On, 5 Link: Firearm, 6 Link: Vehicle

Pit Fighter

Cyberware (roll a die): 1 None, 2-3 Two Basic Cyberware with Two Add-Ons, 4-5 Two Basic Cyberware with Three Add-Ons, 6 `Borg Conversion

Raider

Cyberware (roll a die): 1 None, 2-3 Two Implants, 4 CyberOptic with One Add-On, 5 CyberWeapon of choice, 6 Link: Firearm

Road Warrior

Cyberware (roll a die): 1-3 None, 4 CyberOptic System with Enhanced Vision Add-On, 5 Link: Firearm, 6 Link: Vehicle

Scavenger

Cyberware (roll a die): 1-2 None, 3 One Basic Cyberware, 4 CyberAudio System with One Add-On, 5-6 CyberOptic System with One Add-On

Sentinel

Cyberware (roll a die): 1-2 One Basic Cyberware, 3-4 CyberOptic with One Add-On, 5 One CyberWeapon Add-On, 6 Link: Firearm

Shaman

Cyberware (roll a die): 1-4 None, 5 CyberArm or CyberHand, 6 CyberLeg or CyberFoot

Skulk

Cyberware (roll a die): 1-2 None, 3 CyberOptic System with One Add-On, 4, One Basic Cyberware with One Add-On, 5 Two Basic Cyberware with Two Add-Ons, 6 Three Basic Cyberware/Add-Ons/Implants

Wastelander

Cyberware (roll a die): 1 None, 2-3 CyberOptic with Geiger Counter, 4-5 One Basic Cyberware, 6 One Basic Cyberware and One Add-On

NEW PURSUITS

The following pursuits are specific to the Flesh & Rust concept.

'Borg

You were once a creature of flesh and bone but not anymore. Today, oil tubing runs along your veins, hydraulics replace your muscles and rusty chrome replaces your skin. You are a 'Borg. This Pursuit comes with the 'Borg Flaw (see Cyborg Conversion).

Skills: Athletics 1, Brawl *or* Melee 2, Drive *or* Pilot 1, Intimidate 2, Shoot 1, Survive 1, Tech 2

Clothing: Boots, Pants, Shirt *or* Sweater, Cloak *or* Vest

Gear: Some mechanic's tools, oil and a handful of small replacement parts.

Cyberware: Two CyberArms, Two CyberLegs, Reinforced Frame, Plating: 'Borg and roll a die: 1-2 One Add-On of choice, 3-4 Two Add-Ons of choice, 5-6 Three Add-Ons of choice.

Boxed text

Cyborg Conversion

Becoming a 'Borg in-game is a possibility. A character must undergo many painful surgeries and hope he will survive to test his newly acquired toys. The minimum requirements to be qualified as a 'Borg are the following:

Reinforced Frame, Two CyberArms, Two CyberLegs and Plating: 'Borg

Afterward the character can have as much cyberware as he wants installed, assuming he has the parts available and the Health necessary to undergo all the surgeries.

As soon as a character meets the prerequisites to be a 'Borg, he gains the following additional Cybernetic Flaw (in addition to the Electrical Vulnerability Cybernetic Flaw):

Cybernetic Flaw - 'Borg

Becoming more of a machine than a man, a 'Borg shows very few emotions. Therefore, when dealing with humans and mutants, a 'Borg suffers a one level Difficulty increase to any rolls to Persuade. If dealing with people who frown on cybernetics that penalty increases to two levels, or three levels if the people are actively hostile toward 'Borgs. The 'Borg will provoke a reaction wherever he goes and most of the time this reaction will be negative whether it is subtle bigotry, disparaging comments, and/or acts of violence.

The 'Borg will definitely also become a prime target for ripper gangs. He will have to be able to defend himself or hope that he has some allies around to help him out.

Optional Rule: Intimidate Bonus

'Borgs are scary looking. Therefore they could be granted a one level Difficulty decrease to any rolls to Intimidate.

End boxed text

CyberFixer

Like a Healer, your vocation has to do with saving as many lives as possible but like a Greaser, you need a deep electrical and mechanical knowledge. What do you do for a living? You graft mechanical parts to flesh and bone to give the people of the Apocalypse a chance to see, hear, walk, and be able to be useful to the community once again. You are a CyberFixer.

Your clinic consists most probably of a rusty stainless steel slab with a workbench filled with various tools: scalpel, bone saw, soldering iron, staple gun and even a bottle of moonshine to disinfect and numb your mind for the gory mess you're about to make.

Skills: Drive 1, Heal 2, Lore 1, Intimidate 1 or Persuade 1, Notice 1, Scavenge 2, Tech 1 and any other one at player's choice.

Weapons: Bow or Crossbow of choice (and 12 arrows/bolts) or handgun of choice (fully loaded), knife.

Clothing: Pants *or* skirt, shoes *or* boots, shirt *or* vest, coat *or* jacket *or* cloak, hat *or* hood.

Gear: Utility belt with various spare parts to fix cyberware, leather doctor's bag *or* first aid box; assorted basic medical and mechanic's tools and supplies (scalpels, bone saw, needles and thread, bandages, mechanical oil, bottle of moonshine, etc.).

Cyberware: 1-2 None, 3-4 CyberOptic System with Two Add-Ons, 5-6 One Basic Cyberware with Two Add-Ons

Ripper

There are Raiders and there are Rippers... Who are they? They are simply the most violent of all of the gangs roaming the wasteland. They hunt cybered up people and rip the cyberware right off them with the simplest of means, whether it is a chainsaw, a shotgun, or a crowbar. They hunt in packs and operate outside any known settlements since no laws of any kind can touch them while in the wasteland. When things turn ugly, they simply move to another territory. Rippers are also known to be the most cybered up of all wastelanders. A typical Ripper can have as many as eight to ten implants with a few exceptions who aspire to become 'Borgs. Since one must be pretty tough to tolerate the pain from all the procedures to become a 'Borg, most of them pass much of their time training.

Skills: Athletics 2, Brawl 1, Criminal 2, Intimidate 1, Melee or Shoot 1, Notice 1, Pilot 1, Survive 1

Weapons: Chainsaw (fully fuelled) *or* Shotgun (fully loaded), two bladed weapons of choice *or* taser gun

Clothes: Pants *or* loincloth, shoes *or* boots, gloves, shirt *or* vest, hat *or* hood *or* scarf *or* helmet.

Gear: Backpack, some tools for their transport.

Transport: 12 vehicle points to purchase a customized car, dune buggy *or* motorcycle (fully fueled).

Cyberware: 1-2 Two Basic Cyberware, 3-4 Two Basic Cyberware with Two Add-Ons, 5 Two Basic Cyberware with Three Add-Ons, 6 Four Basic Cyberware/Add-Ons/Implants

Acquiring Cyberware

There are four known ways to acquire cyberware: bartering, scavenging, theft, and dealing with a corporate enclave. The first three might be the easiest to achieve...

Humanity/Essence Loss?

Forget about that! Atomic Highway is meant to be fast, simple and cinematic and we thought that the loss of humanity was only making cyberware more complicated than what we're trying to accomplish. If you still want to implement a house rule for Humanity Loss and you feel that it's important to incorporate that in your campaign try the following:

Allow a character to have as many implants as his Toughness Attribute + 2 without penalty. Each time that character increases the number of implants beyond that point, he must make a Toughness Check against the number of implants above his limit as his difficulty, up to a maximum of 5, per in-game months. Failure to this check means the character has become an unplayable sociopath and psychopath. Hand over that character sheet to the GM, your character is now a GMC.

Bartering

A lucky character might be able to find something worth bartering for in some of the bigger Bartertowns and more often in Raiders Camps. Any other types of settlements USUALLY don't consider cyberware to be worth bartering for.

Scavenging

In the Wasteland, one must rely on his scavenging skill to find a functional piece of cyberware. The following rules propose existing locations from *Atomic Highway Core Rulebook* as places where a character can get a hold of some cyberware parts and new locations as well.

Cyberware Scavenging Locations

From the list available in *Atomic Highway Core Rulebook*, you can consider that a character can roll on the cyberware table in the following locations: Cargo Train, Freightier, Home, Hospital, Laboratory, Military Base, Police Station, Shopping Mall and Truck Trailer.

Furthermore, here are 2 new locations a character can look for cyberware:

CyberShop (Cyberware, Medical)

Illegal CyberShop (Cyberware, Medical, Military)

Cyberware Type	
1-4	Basic Cyberware
5-6	Cyberware Add-Ons

Basic Cyberware		
	1-3	4-6
1-2	CyberArm	CyberHand
3-4	CyberLeg	CyberFeet
5	CyberAudio	CyberOptic
6	CyberOlfactive	Choose 1

Cyberware Add-On Type

	1-3	4-5	6
1-2	CyberArm Add-On	CyberHand Add-On	Cyberware Implant
3-4	CyberLeg Add-On	CyberFeet Add-On	CyberWeapon Add-On
5-6	CyberAudio Add-On	CyberOptic Add-On	CyberOlfactive Add-On

CyberArm Add-Ons		
	1-3	4-6
1-4	Dispenser	Increased Muscle
5-6	Oversized CyberArm	Twist-Lock Changing Mount

CyberHand Add-Ons		
	1-3	4-6
1-2	Digit: Light	Digit: Lockpick
3-4	Digit: Hypodermic	Digit: Tools
5-6	Rammer	Reacher

Cyberware Implants			
	1-2	3-4	5-6
1-2	Geiger Counter	Link: Firearm	Radio Transceiver
3	CyberBomb	Link: Vehicle	Plating: 'Borg
4	Plating: Cyberware	Plating: Skin	ReBreather
5	Reflex Accelerators	Reinforced Frame	Shielding: Electrical
6	Shielding: EMP	Link: Firearm	Choose 1

CyberLeg Add-Ons		
	1-3	4-6
1-3	Hidden Compartment	Landers
4-6	Runners	Hidden Compartment

CyberFeet Add-Ons		
	1-3	4-6
1-3	Jumpers	Prehensile Feet
4-6	Swimmers	Jumpers

CyberWeapon Add-Ons		
	1-4	5-6
1-4	CyberWeapon (Roll for Specific)	Mining Drill
5-6	Poison Injector	Ripper Jaw

CyberWeapon (Specific)	
1-4	Roll on CyberWeapon Subtable A

5-6	Roll on CyberWeapon Subtable B
-----	--------------------------------

CyberWeapon Subtable A			
	1-2	3-4	5-6
1	Axe, Light	Axe, Medium	Bludgeon, Blunt, Light
2	Bludgeon, Blunt, Medium	Knife	Sword, Light
3	Sword, Medium	Handgun, Light	Handgun, Medium
4	Handgun, Heavy	Rifle, Medium	Shotgun
5	Crossbow, Wrist	Crossbow, Pistol	Crossbow, Light
6	Machine Gun, Light	Sword, Light	Handgun, Light

CyberWeapon Subtable B			
	1-2	3-4	5-6
1	Bayonet	Bludgeon, Vicious, Light	Bullwhip
2	Bolas	Chainsaw, Gasoline	Drill, Portable
3	Hedge Trimmer	Claws, Fangs, Horns, Spurs	Handgun, Black Powder
4	Chain, Light	Flail, Light	Flail, Medium
5	Nailgun	Hook	Flamethrower
6	Grenade Launcher, Light	Claws, Fangs, Horns, Spurs	Flamethrower

CyberAudio Add-Ons		
	1-3	4-6
1-2	Enhanced Hearing	Enhanced Hearing Range
3-4	Radio Scanner/Receiver	Sound Damper
5-6	Universal Translator	Enhanced Hearing

CyberOptic Add-Ons		
	1-3	4-6
1-3	Enhanced Vision	Night Vision
4	Targeting System	Laser System
5	Peripheral Vision	RC CyberOptic
6	Telescopic Vision	Thermographic Vision

CyberOlfactive Add-Ons		
	1-3	4-6
1-4	Enhanced Smell	Breathing Filters
5-6	Scent Enhancers	Enhanced Smell

Since we go under the basic assumption that cyberware had, most likely, a military application, we also assume that soldiers that were active at the time of Doomsday were most likely equipped with some

cyberware as well. So it's a possibility that a character might find a functional piece of cyberware on soldiers' corpses as well.

Dealing with a Corporate Enclave

Although most corporate enclaves are not immediately inclined towards helping "outsiders" they might change their mind if a character provides help or undertakes dangerous missions on their behalf. In such cases character might be rewarded with installed cyberware, especially if they are likely to undertake more dangerous activities on behalf of the enclave in the future.

Enclave cyberware have a Flaw only on a result of 1 or 2 on a dice. Otherwise it's in immaculate condition and fully functional. The appearance of Enclave Cyberware is also extremely notable, with clean chrome parts instead of the rusty iron so common in scavenged cyberware.

Characters should be wary of flashing immaculate cyberware around since it may attract the attention of Ripper Gangs. raiders specialized in the violent removal of cybernetic implants. The last thing the character might hear is the sound of a chainsaw behind him.

Cyberware Installation

Having a piece of cyberware installed is no walk in the park. A character must first find someone with enough medical skills (Understanding/Heal) to proceed with the surgery. Then, the character must undergo the surgery and will suffer damage. He will then have to recover if he doesn't want to fall unconscious the next time he trips and fall.

The surgeon that proceeds with the surgery has to match or best the Surgery Difficulty Rating (SDR) of the cyberware part with a Heal/Understanding check but can have assistants to help him out (see Teamwork, page 64 of *Atomic Highway Core Rulebook*).

If the character succeeds, the surgery is a complete success and the character now has to recover. He will soon be able to use his newly installed cyberware. But what if the surgeon fails? In all cases, if the cyberware is a replacement (arm, feet ...) the member is removed even if the surgery is incomplete so the character gains the appropriate Flaw for the situation (like Crude Hand or the like). If the cyberware is an implant or an add-on, the GM must act accordingly.

If surgery is failed by 1: The cyberware is installed but is otherwise not functional. Additional surgery will have to be performed in order to make the cyberware work.

If surgery is failed by 2: The cyberware is installed but complications add an additional 2L of Surgery Damage. Additional surgery will have to be performed in order to make the cyberware work.

If surgery is failed by 3 or more: The cyberware couldn't be installed, the character suffers the full Surgery Damage with an additional 2L added and the cyberware part is broken down with no chance it can be repaired.

As soon as a character gets his first implant, he is considered cybered-up and gains the Electrical Vulnerability Cybernetic Flaw:

Cybernetic Flaw - Electrical Vulnerability

A character with cyberware installed in his body is more vulnerable to electrical based hazards and attacks. Therefore, any time a character with cyberware is exposed to this kind of damage, the resulting damage score is increased by 1 per implant but never more than the actual damage.

Example 1: A character with both a CyberOptic System (2 parts) and a CyberArm (1 part) damaged for 2L point would suffer 3L more points of damage from an electrical based attacks.

Example 2: Another cybernetic character (4 parts) is damaged for 2L. He will suffer an additional 2L points of damage (Not 3 since the initial damage is lesser).

If a character is exposed to an Electromagnetic Pulse (EMP) attack, he suffers no damage but all his cyberware implants suffers the full effects of the damage unless EMP Shielded. This chapter includes new weapons that deal electrical based damage.

Afterward, any time a character gets a new piece of cyberware, he has two choices. He can roll on the Random Flaw table of each separate cyberware or choose an appropriate Flaw from those existing in Atomic Highway Core Rulebook, Irradiated Freaks or from the new Flaws available in this chapter called Cybernetic Flaws.

Cyberware

Each piece of cyberware in Atomic Highway has the same basic Attributes:

Name of the Cyberware.

Surgery Difficulty Rating (SDR): The number of successes it takes to successfully install the cyberware.

Surgery Damage (SD): The damage taken by the patient during the surgery.

Time: How long (In hours) it takes to install the cyberware.

Health: The number of Health Box the cyberware has.

Cost: The number of points of customization that can be fitted into the cyberware part.

Cyberware					
- Basic Cyberware					
	SDR	SD	Time	Health	Cost
CyberArm	3	12L	8	8	8
CyberHand	2*	8L	6	4	4
CyberAudio	3	12L	12	2	4
CyberLeg	3	12L	8	8	8
CyberFoot	2*	8L	6	4	4
CyberOlfactive	3	12L	12	2	4
CyberOptic	3	12L	12	2	4
Cyberware Add-Ons					
- CyberArm Add-Ons					
Dispenser	1	2N	4	4	2

Increased Muscle	2	2N	6	4	4
Oversized CyberArm	2	2N	8	10	6
Twist-Lock Changing Mount	1	2N	4	4	1
- CyberAudio Systems Add-Ons					
Enhanced Hearing	2	2L	6	2	2
Enhanced Hearing Range	2	2L	6	2	2
Radio Scanner/Receiver	2	2L	6	2	2
Sound Damper	2	2L	6	2	2
Universal Translator	2	2L	6	2	2
- CyberFeet Add-Ons					
Jumpers***	2	2L	8	4	4
Prehensile Feet***	2	2L	8	4	4
Swimmers***	2	2L	8	4	2
- CyberHand Add-Ons					
Digit: Light	1	2N	2	2	1
Digit: Lockpick	1	2N	2	2	1
Digit: Hypodermic	1	2N	2	2	1
Digit: Tools	1	2N	2	2	1
Rammer	2	2L	6	8	4
Reacher	2	2L	6	4	2
- CyberLeg Add-Ons					
Hidden Compartment	2	2N	2	2	2
Landers***	2	2L	8	8	6
Runners***	2	2L	8	4	4
- CyberOptic System Add-Ons					
Laser System	2	2L	4	2	2
Night Vision	2	2L	4	2	2
Enhanced Vision	2	2L	4	2	1
Peripheral Vision	2	2L	4	2	2
RC CyberOptic	2	2L	4	-	2
Targeting System	2	2L	4	2	1
Telescopic Vision	2	2L	4	2	2
Thermographic Vision	2	2L	4	2	2
- CyberOlfactive System Add-Ons					

Breathing Filters	2	2L	4	2	2
Enhanced Smell	2	2L	4	2	2
Scent Enhancers	2	2L	4	2	2
- Cyberware Implants					
CyberBomb	2	2N	4	10	4
Geiger Counter	3	4L	4	6	4
Link: Firearm	3	4L	8	2	-
Link: Vehicle	3	4L	8	2	-
Plating: 'Borg	4	12L	12	-	4****
Plating: Cyberware	2	2N	4	-	2
Plating: Skin	3	10L	10	-	-
Radio Transceiver	2	4L	4	-	-
ReBreather	2	8L	6	-	-
Reflex Accelerators	3	10L	10	-	-
Reinforced Frame	4	12L	12	-	-
Shielding: Electrical	1	2N	2	-	-
Shielding: EMP	1	2N	2	-	-
- CyberWeapon Add-Ons/Implants					
CyberWeapon**	2	2N	2	-	Varies
Mining Drill	2	2N	4	-	8
Poison Injector	2	2L	2	-	-
Ripper Jaw	3	10L	8	-	-
Cyberware Tables Key SDR: Surgery Difficulty Rating. Number of successes to equal or best. SD: Surgery Damage. The amount of damage the character gets when the cyberware is installed. Time: The length, in hour, it takes to install the cyberware part. Health: The amount of damage the cyberware part can take before breaking. Cost: The amount of customization points that can be added to the cyberware part. * Only apply if not part of a CyberArm/CyberLeg. ** See description for a list of available Weapons. *** Only works if both feet/legs are equipped with it. **** Cost per Arm, Feet, Hand and Leg.					

Cyberware is described in the following format:

Name of the Cyberware Implant.

Benefits: What benefits the piece of Cyberware provides, if any.

Random Flaw (One die): Player can roll a Flaw for random or choose one from those available in this book, in Irradiated Freaks and in Atomic Highway Core Rulebook.

Possible Traits: Most Cyberware have distinct physical traits, and sample possibilities for how the piece of Cyberware might be described are provided. If the entry is None, the piece of Cyberware does

not alter the character's outward appearance because it's subtle or because the piece is implanted into his body.

Basic Cyberware

CyberArm

Benefits: The character has a cybernetic arm that is initially set to emulate his Physical Attributes. A CyberArm is always equipped with a CyberHand.

Random Flaw (One die): 1 Cosmetic Flaw, 2 Allergy, 3 Hemophilia, 4-5 Pain (Bone/Muscle), 6 Noisy

Possible Traits: Mechanical arm

CyberAudio System

Benefits: The character has a cybernetic ear that has a perfect hearing.

Random Flaw (One die): 1-2 Background Noise, 3-4 Sound Sensitive, 5 Pain (Headache), 6 Vertigo

Possible Traits: None

CyberFoot

Benefits: The character has a cybernetic foot that is initially set to emulate his Physical Attributes.

Random Flaw (One die): 1 Cosmetic Flaw, 2 Allergy, 3 Hemophilia, 4-5 Pain (Bone/Muscle), 6 Noisy

Possible Traits: Mechanical foot

CyberHand

Benefits: The character has a cybernetic hand that is initially set to emulate his Physical Attributes.

Random Flaw (One die): 1 Cosmetic Flaw, 2 Allergy, 3 Hemophilia, 4-5 Pain (Bone/Muscle), 6 Noisy

Possible Traits: Mechanical hand

CyberLeg

Benefits: The character has a cybernetic leg that is initially set to emulate his Physical Attributes.

Random Flaw (One die): 1 Cosmetic Flaw, 2 Allergy, 3 Hemophilia, 4-5 Pain (Bone/Muscle), 6 Noisy

Possible Traits: Mechanical leg

CyberOlfactive System

Benefits: The character has a cybernetic replacement for the nasal system. It allows additional implants to be added in the nasal, sinus area.

Random Flaw (One die): 1-3 Cosmetic Flaw, 4-5 Allergy, 6 Pain (Headache)

Possible Traits: Some kind of mechanical nozzle replacing the nose, no nose.

CyberOptic System

Benefits: The character has a cybernetic eye that has a perfect 20/20 vision.

Random Flaw (One die): 1 Cosmetic Flaw, 2 Color-Blind, 3 Light Sensitive, 4 Pain (Headache), 5 Vertigo, 6 Allergy

Possible Traits: Camera len, optic zoom, chrome eye

Basic Cyberware Add-Ons

CyberArm Add-Ons

Dispenser

Prerequisite: CyberArm

Benefits: This addition to the CyberArm fits it with a jet dispenser that allows use of different gas, liquid and foam canisters. The dispenser comes with one empty canister and it is refillable. A full canister is good for 6 uses before needing a refill. The content of the canister is up to the character (Gasoline, foam extinguisher, nerve gas, poison gas, water, acid ...).

Random Flaw (One die): 1-6 Uncontrolled Activation

Possible Traits: Hose muzzle, protruding canister

Increased Muscle

Prerequisite: CyberArm

Benefits: The addition to the character's CyberArm (Or CyberArms if character has two) increases the Muscle Attribute of the character by one point. This addition can be taken multiple times (Up to Muscle 6) if the character has Oversized CyberArms.

Random Flaw (One die): 1 Noisy, 2-4 Pain (Bone/Muscle), 5-6 Hyperactive Metabolism

Possible Traits: External power pack mounted on a belt, bigger mechanical arm, additional gears.

Oversized CyberArm

Prerequisite: CyberArm, Reinforced Frame

Benefits: This addition to the CyberArm converts the character's CyberArm into his giant equivalent. This new oversized arm can be modified (With Increased Muscle) up to Muscle 6.

Random Flaw (One die): 1-3 Hyperactive Metabolism, 4 Partial Biped, 5-6 Pain (Bone/Muscle)

Possible Traits: Mechanical arms twice as big as normal.

Twist-Lock Changing Mount

Prerequisite: CyberArm or CyberHand

Benefits: The addition to the CyberArm or CyberHand allows the character to change his entire arm (or hand) in 1 round assuming he has another one on hand with a Twist-Lock Changing Mount as well.

Random Flaw (One die): 1-3 Uncontrolled Activation, 4-6 Pain (Bone/Muscle)

Possible Traits: None

CyberAudio System Add-Ons

Enhanced Hearing

Prerequisite: CyberAudio System

Benefits: The character uses Senses 6/Notice to hear things. The character can't hear, however, frequencies normally inaudible to normal humans.

Random Flaw (One die): 1-2 Background Noises, 3-4 Pain (Headache), 5-6 Sound Sensitive,

Possible Traits: None

Enhanced Hearing Range

Prerequisite: CyberAudio System

Benefits: This addition to the CyberAudio System allows the character to hear sounds on frequencies normally inaudible to normal humans.

Random Flaw (One die): 1-3 Background Noises, 4 Pain (Headaches), 5 Psychic Susceptibility, 6 Sound Sensitive

Possible Traits: None

Radio Scanner/Receiver

Prerequisite: CyberAudio System

Benefits: This addition to the CyberAudio System allows the character to scan the radio band and to pick up any radio signal up to 10 miles away. Can be coupled with a Radio Transceiver to allow communication between 2 radio sources.

Random Flaw (One die): 1-3 Background Noises, 4 Pain (Headache), 5 Sound Sensitive, 6 Uncontrolled Activation

Possible Traits: Small antenna protruding from behind the ear

Sound Damper

Prerequisite: CyberAudio System

Benefits: This addition to the CyberAudio System allows the character to protect his hearing by reducing the noise level heard when it reaches dangerous levels.

Random Flaw (One die): 1-2 Deafness, 3-6 Uncontrolled Activation

Possible Traits: None

Universal Translator

Prerequisite: CyberAudio System

Benefits: This addition to the CyberAudio System allows the character to understand any of the spoken language that existed before Doomsday. The device does not necessarily understand slangs or regional terms though. Note that the Universal Translator allows comprehension not communication.

Random Flaw (One die): 1-4 Pain (Headache), 5-6 Sound Sensitive

Possible Traits: Some sort of external device plugged into the CyberAudio. Grafted chrome earphone.

CyberFeet Add-Ons

Jumpers

Prerequisite: CyberFeet

Benefits: This addition to the CyberFeet allows the character Athletics 6 for the purpose of jumping and leaping and can leap as far as 3 yards up or 10 yards across with a running start (Half without) with no roll required.

Random Flaw (One die): 1-4 Cosmetic Flaw, 5 Uncontrolled Activation, 6 Noisy

Possible Traits: Bulky CyberFeet with apparent thrusters

Prehensile Feet

Prerequisite: CyberFeet

Benefits: This addition to the CyberFeet allows the character to hold and manipulate things with their feet largely as though they were extra hands, gaining an extra die bonus to Nimbleness/Athletics rolls

when climbing. Obviously, holding and using things held in the feet while walking is impossible, and while standing is still difficult (Increase Difficulty by 1), and items requiring two hands to wield cannot be held and operated by both feet while standing either.

Random Flaw (One die): 1-2 Partial Biped, 3 Pain (Bone/Muscle), 4-6 Cosmetic Flaw

Possible Traits: Feet that looks like hands

Swimmers

Prerequisite: CyberFeet

Benefits: This addition to the CyberFeet allows the character to swim as if wearing flippers. As a matter of fact, the CyberFeet literally fan out to create a flipper. Having these in his feet, the character gains Athletics 6 for purpose of Swimming. If the character walks on land with the Swimmers opened, he temporarily gains the Slow Flaw.

Random Flaw (One die): 1-3 Cosmetic Flaw, 4-6 Uncontrolled Activation

Possible Traits: Feet fanned out like flippers.

CyberHand Add-Ons

Digit: Light

Prerequisite: CyberHand

Benefits: This addition to the CyberHand allows a character to have one of his fingers converted as a pen flashlight that cover a straight line up to 10ft. The flashlight uses the bioelectricity of the character as a source of power. Therefore, the flashlight has an unlimited power source and life.

Random Flaw (One die): 1-4 Cosmetic Flaw, 5 Pain (Bone/Muscle), 6 Uncontrolled Activation,

Possible Traits: LED at fingertip

Digit: Lockpick

Prerequisite: CyberHand

Benefits: This addition to the CyberHand allows a character to have one of his fingers (usually the index) equipped with a lockpick allowing uses of Criminal 6 for purposes of lockpicking.

Random Flaw (One die): 1-4 Cosmetic Flaw, 5-6 Pain (Bone/Muscle)

Possible Traits: Lockpicking tools at fingertips

Digit: Hypodermic

Prerequisite: CyberHand

Benefits: This addition to the CyberHand allows a character to have one of his fingers equipped with a hypodermic injector and a small reservoir (located in a hidden compartment on the hand). The reservoir can be filled with whatever sounds appropriate for the character (toxins, drugs, sedatives). The injector can be used 1 time before it must be refilled and takes one round to recharge.

Random Flaw: 1-4 Cosmetic Flaw, 5-6 Uncontrolled Activation

Possible Traits: An injector at fingertip

Digit: Tools

Prerequisite: CyberHand

Benefits: This addition to the CyberHand allows the character to have the proper tool(s) for the proper job on hand at any time. When installing a Digit: Tools the character decide what kind of tools he wants

(Electrical, mechanical or structural) and any time the character has to use these tools, the Difficulty of the task is decreased one rank.

Random Flaw (One die): 1-4 Cosmetic Flaw, 5 Crude Hands, 6 Pain (Bone/Muscle)

Possible Traits: Tools protruding at fingertips.

Rammer

Prerequisite: CyberHand

Benefits: This addition to the CyberHand has a hydraulic ram built into the wrist that is released as soon as the knuckles hit a surface with enough pressure (Usually a punch). It results in a powerful punch that can actually break bones easily or even punch through light structural materials. Used as a weapon, it inflicts ML damage instead of the usual MN. The Rammer, once released, must be pushed back in place manually and it takes the character one action to do so.

Random Flaw (One die): 1-3 Cosmetic Flaw, 4-5 Pain (Muscle/Bone), 6 Uncontrolled Activation

Possible Traits: Bulky wrist

Reacher

Prerequisite: CyberHand

Benefits: This addition to the CyberHand allows the character to extend his hand up to 1 yard away.

Random Flaw (One die): 1-4 Cosmetic Flaw, 5-6 Uncontrolled Activation

Possible Traits: Bulky wrist

CyberLeg Add-Ons

Hidden Compartment

Prerequisite: CyberLeg

Benefits: This addition to the CyberLeg adds a retractable casing to the CyberLeg that acts as a small compartment for hiding objects up to the size of a large handgun. In that matter, the compartment can be easily modified to become a holster. This hidden holster can hold a single one-handed firearm and once retracted into the leg, it requires an Extreme Senses (Vision)/Notice check to spot.

Random Flaw (One die): 1-3 Noisy (When filled), 4-6 Pain (Bone/Muscle)

Possible Traits: None. Seamlessly integrated into the CyberLeg design.

Landers

Prerequisite: CyberLeg

Benefits: This addition to the CyberLeg allow the character to reduce the Damage by 4 per Success on a Nimbleness/Athletics when falling instead of reducing the Damage by 2.

Random Flaw (One die): 1-3 Cosmetic Flaw, 4 Hemophilia, 5-6 Pain (Muscle/Bone)

Possible Traits: Shock suppressors behind legs

Runners

Prerequisite: CyberLegs

Benefits: This addition to the CyberLeg allow the character to run at a tremendous speed. In game terms, it means that the character never has to make Athletics checks when needed. Furthermore, the character can be counted as a vehicle when it comes to car chases.

Random Flaw (One die): 1-2 Cosmetic Flaw, 3-5 Hyperactive Metabolism, 6 Pain (Bone/Muscle)

Possible Traits: Slender mechanical legs

CyberOptic System Add-Ons

Laser System

Prerequisite: CyberOptic System

Benefits: This addition to the character's CyberOptic System adds a laser weapon in the eye. Such a device provides a very useful last resort weapon in case of emergency. The laser can strike with a successful Nimbleness Attribute-Only roll and can reach up to Long Range for 4L damage. The character can use this laser up to six times per day.

Random Flaw (One die):

Possible Traits:

Night Vision

Prerequisite: CyberOptic System

Benefits: This addition to the CyberOptic System allows the character to see as well in conditions of low light as they can in daylight. A low light condition can be as extreme as a moonless night. The light of a cigarette is enough to produce light for that add-on.

Random Flaw (One die): 1-3 Cosmetic Flaw, 4 Light Sensitive, 5 Optic Glitch, 6 Pain (Headache)

Possible Traits: Green lighted lens.

Enhanced Vision

Prerequisite: CyberOptic System

Benefits: This addition to the CyberOptic System allows the character to use Senses 6/Notice to spot things.

Random Flaw (One die): 1-2 Cosmetic Flaw, 3 Optic Glitch, 4-5 Pain (Headache), 6 Vertigo

Possible Traits: Additional lens

Peripheral Vision

Prerequisite: CyberOptic System

Benefits: This addition of the CyberOptic System provides the character with nearly 360 degrees of vision, the only blind spot being directly behind him. The character with such a vision can actively defend against a number of attackers in a round equal to their Notice + 1.

Random Flaw (One die): 1 Color-Blind, 2-3 Cosmetic Flaw, 4 Optic Glitch, 5 Pain (Headache), 6 Vertigo

Possible Traits: Two eyes/lens/visor behind the head.

RC CyberOptic

Prerequisite: CyberOptic System

Benefits: This addition to the CyberOptic allows the character to pluck out one of his CyberOptic and send it skittering on small mechanical legs. The character can see anything their mobile eye can see providing the eye is anywhere within Long Range. The eye only possesses the CyberOptic Add-Ons associated with it. So if the RC CyberOptic possesses a Thermographic and an Enhanced Vision Add-Ons these are the only type of vision it will be able to use. It moves as if it had Nimbleness 1/Athletics, and has Stealth 5 by virtue of being tiny and quiet. The eye only has 2 Health but is Tremendous (4) Difficulty to hit. While the eye is deployed, any rolls by the character requiring vision

suffer a 1 die penalty. If the eye is destroyed, the character must provide a new CyberOptic System to replace it.

Random Flaw (One die): 1 Color-Blind, 2-3 Cosmetic Flaw, 4 Optic Glitch, 5 Pain (Headache), 6 Vertigo

Possible Traits: Independent eye.

Targeting System

Prerequisite: CyberOptic System

Benefits: This addition to the CyberOptic System allows the character to aim twice as quick as if aiming normally. This means that the character gains two additional dices when rolling for chances of hitting by aiming for one round instead of the usual two. All the other rules for aiming remain the same as per page 71 of Atomic Highway Core Rulebook.

Random Flaw (One die): 1-2 Cosmetic Flaw, 3 Dull Sense, 4-5 Optic Glitch, 6 Vertigo

Possible Trait: Crosshair over CyberOptics

Telescopic Vision

Prerequisite: CyberOptic System

Benefits: This addition to the CyberOptic System allows the character to use weapons such as rifles at Distant Range without the need of a telescopic sight.

Random Flaw (One die): 1-2 Cosmetic Flaw, 3 Dull Sense, 4-5 Optic Glitch, 6 Vertigo

Possible Traits: Telescope over the CyberOptic System

Thermographic Vision

Prerequisite: CyberOptic System

Benefits: This addition to the CyberOptic System allows a character to see heat sources as a gradient going from dark blue (Coldest) to white (Hottest). The character can virtually see other people through light structural materials or see if someone has cyberware on him (since it would radiate as a dark blue zones on a bright orange silhouette).

Random Flaw (One die): 1-2 Cosmetic Flaw, 3 Dull Sense, 4-5 Optic Glitch, 6 Vertigo

Possible Traits: Goggles seamlessly grafted over the eyes of the character.

CyberOlfactive System Add-Ons

Breathing Filter

Prerequisite: CyberOlfactive System

Benefits: This addition to the CyberOlfactive System allows the character to withstand airborne toxins/fumes/gas more easily. The Breathing Filter provides the character an extra dice on Competing Toughness rolls against toxins.

Random Flaw (One die): 1-3 Cosmetic Flaw, 4 Pain (Muscle/Bone), 5-6 Speech Impediment

Possible Traits: Some kind of implanted gas mask

Enhanced Smell

Prerequisite: CyberOlfactive System

Benefits: The character can use Senses 6/Notice to track by scent, notice subtle odors, and recognize individuals by scent as per Enhanced Sense Mutation on page 35 of Irradiated Freaks.

Random Flaw (One die): 1-3 Allergy, 4-5 Cosmetic Flaw, 6 Scent Sensitive

Possible Traits: Oversized mechanical nozzle

Scent Enhancers

Prerequisite: CyberOlfactive System

Benefits: This addition to the CyberOlfactive System allows the character to use Senses 6/Notice to track by scent, notice subtle odors, and recognize individuals by scent.

Random Flaw (One die): 1-2 Cosmetic Flaw, 3-6 Allergy (Choose airborne source)

Possible Traits: Mechanical nozzle

Cyberware Implants

CyberBomb

Prerequisite: Any Basic Cyberware, Twist-Lock Changing Mount

Benefits: This addition to a character's cyberlimb of choice adds an explosive device into it. As a last resort solution, the character can detach the limb, prime the bomb and has 1 minute to leave the premises. The bomb inflicts 20L to everything within the blast radius and sends slivers of metallic junk flying everywhere to inflict even further structural damage.

Random Flaw (One die): 1-2 Cosmetic Flaw, 4-6 Phobia (Electricity and/or Fire)

Possible Traits: None.

Geiger Counter Implant

Prerequisite: None

Benefits: Allow the character to actually "sense" radiation in a radius of 10 yards. The sensor sends feelings to the brain like: mild, moderate, strong, overwhelming. If the character has a CyberOptic System, the Geiger Counter Implant can be connected to the CyberOptic System to allow a visual display and more exact reading of the radiation present.

Random Flaw (One die): 1-4 Cosmetic Flaw, 5 Pain (Headache), 6 Power Source

Possible Traits: A protruding metallic rod somewhere on the body.

Link: Firearm

Prerequisite: None

Benefits: Allows the character and his weapon to become one. The character will instinctively know how much ammunitions there are left in the firearm and is considered having Shoot 6 when using weapons from the Firearm category (see Atomic Highway Core Rulebook for listing). The only drawback is that while the character is linked, he is totally focused on his weapon and its use so he can't do anything else while doing so. The link can be turned ON and OFF on a thought.

Random Flaw (One die) 1-4 Cosmetic Flaw, 5 Hemophilia, 6 Pain (Headache)

Note: Each individual weapon must be modified first to be compatible with the link.

New Customization: Linked Weapon

The weapon is equipped with sensors and CPUs that allows communication with the human brain. It allows a quasi-perfect use of the weapon.

Cost: 1

Possible Traits: Some sort of plug on the side of the head.

Link: Vehicle

Prerequisite: None

Benefits: Allow the character and his vehicle to become one. The character will instinctively know the oil and gas levels of his vehicle know if there is some kind of mechanical or electrical problems in the systems and are able to push the envelope of his vehicle to its upper limits. This means that if you use the Fuel Consumption rule on page 43 of the Atomic Highway Core Rulebook, you get the equivalent of a Free Plot Tweak per game session for ignoring the effects of running out of gas. It also means that the character is considered having a Drive 6 skill when linked. The only drawback is that while the character is linked, he is totally focused on his vehicle and his driving so he can't do anything else while doing so. The link can be turned ON and OFF on a thought.

Random Flaw (One die): 1-4 Cosmetic Flaw, 5 Hemophilia, 6 Pain (Headache)

Note: Each individual vehicle must be modified first to be compatible with the link.

New Customization: Linked Vehicle

The vehicle is equipped with sensors and CPUs that allows communication with the human brain. When linked, it allows a quasi-perfect use of the vehicle.

Cost: 1

Possible Traits: Some sort of plug on the side of the head.

Plating: 'Borg

Prerequisite: CyberArms, CyberLegs, Reinforced Frame

Benefits: This addition to the character's cyberware and body adds Protection 8. No additional armors may be worn over the plating.

Random Flaw (One die): 1 Pain (Body/Muscle), 2-3 Hyperactive Metabolism, 4 Noisy, 5-6 Slow

Possible Traits: Heavy metallic plates all over the character's body and cyberware.

Plating : Cyberware

Prerequisite: CyberArm, CyberLeg, CyberFoot, CyberHand

Benefits: This addition to the Basic Cyberware adds Protection 2 to the cyberware. No additional armors may be worn over the plating.

Random Flaw (One die): 1-2 Cosmetic Flaw, 3-6 Noisy

Possible Traits: Additional plates on the Basic Cyberware.

Plating: Skin

Prerequisite: None

Benefits: The character has some sort of armor grafted to part of his skin or over his whole body. It provides the character with Protection 2 who can also wear armor over it.

Random Flaw (One die): Pain (Muscle/Bone), Repulsive

Possible Traits: metallic plates sewn/burned to the skin.

Radio Transceiver

Prerequisite: None but CyberAudio System recommended

Benefits: This modification to the throat allows the character to transmit his voice over as a radio signal with a range of up to 10 miles. This implant can be coupled with a Radio Scanner/Receiver to allow communication between 2 radio sources.

Random Flaw (One die): Cosmetic Flaw, Pain (Muscle/Bone), Speech Impediment

Note: Both sources MUST be equipped with both a Scanner/Receiver and a Transceiver to be able to communicate freely. The character must actually talk (Even if it's in a whisper) to be able to transmit his voice.

Possible Traits: Sensors on the neck, antenna.

ReBreather

Prerequisite: None

Benefits: A major modification of the respiratory system allows a character to hold his breath longer above or under water. In game terms it means that the ReBreather provides the character with Toughness x 25 when holding their breath instead of the normal x10.

Random Flaw (One die): 1 Allergy, 2-3 Cosmetic Flaw, 4-5 Hyperactive Metabolism, 6 Moisture-Dependent

Possible Traits: Tubing that comes out of the character's ribcage and goes all the way back on both sides of the neck and possibly, some sort of reservoir.

Reflex Accelerators

Prerequisite: None

Benefits: These cables that relay signals from the brain to the different muscle groups of the body allow the character to react more quickly. In game terms, it means that the character is considered Nimbleness 6 when determining initiative.

Random Flaw (One die): 1-3 Cosmetic Flaw, 4-5 Hyperactive Metabolism, 6 Pain (Muscle/Bone)

Possible Traits: Hydraulic tubes that runs along the arms and legs and connected to the different muscle groups.

Reinforced Frame

Prerequisite: None

Benefits: The character's entire skeleton is reinforced with metallic parts. Even though the whole process is long and painful, the final result, once the character has healed from his surgery, is impressive. First the character now calculates his Health with the following formula:

$$(\text{Muscle} + \text{Tenacity} + \text{Toughness}) \times 3$$

Furthermore, if the character is confronted with the Knockdown rule presented on page 74 of Atomic Highway Core Rulebook, the character with a Reinforced Frame can take ($\frac{1}{2}$ Health + Toughness) in one attack before falling down instead of the usual ($\frac{1}{2}$ Health) rule.

Random Flaw: 1 Cosmetic Flaw, 2 Hyperactive Metabolism, 3-4 Noisy, 5 Pain (Bone/Muscle), 6 Slow

Possible Traits: Bolts protruding from skin everywhere, rivets, clanking noise.

Shielding: Electrical

Prerequisite: Any Cyberware/Implant

Benefits: This addition to a character's cyberware prevents additional damage from this source as per Electrical Vulnerability Flaw rules. Electrical Shielding must be bought separately for each cyberware part a character wants to shield.

Example: A character with both a CyberLeg and a CyberArm would normally receive 2 additional points of damage from electrical based damage but if the CyberArm is shielded, the character would only suffer 1 additional point of damage (CyberLeg not shielded).

Random Flaw (One die): 1-4 Cosmetic Flaw, 5 Background Noises/Optic Glitch*, 6 Power Source

Possible Traits: A blueish sheen on the cyberware's surface

* If character has a CyberOptic or a CyberAudio System equipped.

Shielding: EMP

Prerequisite: Any Cyberware/Implant

Benefits: This addition to a character's cyberware nullifies any damage from EMP. EMP Shielding must be bought separately for each cyberware part a character wants to shield.

Random Flaw (One die): 1-4 Cosmetic Flaw, 5 Background Noises/Optic Glitch, 6 Power Source

Possible Traits: A blueish sheen on the cyberware's surface

* If character has a CyberOptic or a CyberAudio System equipped.

CyberWeapons Add-On

CyberWeapons Add-Ons

Prerequisite: Various

Benefits: This addition allows the character to add a weapon to one of his CyberArm or Hand. The following list indicates what weapons can be added to a replacement, a list of possible locations and whether or not the weapon is retractable. When a (R) is next to a location it means that this weapon basically replaces the cyberware at this location. Stats for weapons can be found on pages 40 through 42 of the *Atomic Highway Core Rulebook*.

Melee Weapons	Location	Retractable Y/N	Note	Cost
-Primitive (Muscle/Melee)				
Axe, Medium	Hand (R)	N	-	-
Bayonet	Arm	Y	-	1
Bludgeon, Blunt, Medium	Hand (R)	N	-	-
Flail, Medium	Hand (R)	Y	Only chain is retractable	-
-Primitive (Nimbleness/Melee)				
Axe, Light	Hand (R)	N	Can be released for throwing	-
Bludgeon, Blunt, Light	Hand (R)	N	-	-
Bludgeon, Vicious, Light	Hand (R)	N	-	-
Bullwhip	Arm	Y	-	1
Chain, Light	Arm	Y	-	1

Flail, Light	Hand (R)	Y	Only chain is retractable	-
Hook	Hand (R)	N	-	-
Knife	Arm	Y	Can be released for throwing	1
Sword, Light	Arm, Hand (R)	Y	Only retractable as an arm weapon	1
Sword, Medium	Hand (R)	N	-	-
-Powered (Muscle/Melee)				
Chainsaw, Gasoline*	Arm (R)	N	-	8
Drill, Portable	Arm	Y	Only the drill bit is retractable	4
Hedge Trimmer*	Hand (R)	N	-	-
-Unarmed (Muscle or Nimbleness/Brawl)				
Claws, Fangs, Horns/Spurs	Hand, Head, Arm, Leg or Foot	N	-	1
-Firearm (Nimbleness/Shoot)				
Handgun, Light	Arm, Hand	N	Only the cannon's mouth is visible	1
Handgun, Medium	Arm, Hand	N	Only the cannon's mouth is visible	2
Handgun, Heavy	Arm, Hand	N	Only the cannon's mouth is visible	4
Handgun, Black Powder	Arm, Hand	N	Only the cannon's mouth is visible	1
Machine Gun, Light	Arm	N	External magazine slot	1
Nail Gun	Arm	N	-	2
Rifle, Medium	Arm	N	-	2
Shotgun	Arm	N	Single shell or external magazine slot	4
-Heavy (Understanding/Shoot)				
Flamethrower*	Arm	N	External weapon and must be linked to an external tank	4
Grenade Launcher, Light	Arm	N	External	2
-Primitive Missiles (Nimbleness/Shoot)				

Crossbow, Wrist	Arm	N	-	1
Crossbow, Pistol	Arm	N	-	1
Crossbow, Light	Arm	N	-	1
-Thrown Weapons (Nimbleness/Athletics)				
Axe, Light	Hand (R)	N	Can be released for throwing	-
Bolas	Arm	N	Released from an internal tube	2
Knife	Arm	Y	Can be released for throwing	1
Cyberware Tables Key Location: Indicates where the weapon can be installed. An (R) indicates that it replaces the location. Retractable: Indicates if Yes or No the weapon is retractable. Note: Additional notes concerning the weapon. Cost: The amount of customization slots the weapon takes. * Prerequisite: Reinforced Frame				

Random Flaw (One die): 1-3 Cosmetic Flaw, 4 Pain (Bone/Muscle), 5 Noisy*, 6 Uncontrolled Activation*

Possible Traits: The weapon attached to the arm or hand or replacing the later.

* Only if applicable

Mining Drill

Prerequisite: CyberArm, Reinforced Frame

Benefits: This Replacement takes away the lower arm and the hand of the CyberArm and replaces it with an industrial-grade mining drill. It allows the character to damage and penetrate light to moderate structures and if used as a weapon, it decreases the chances to hit by one die but inflicts 14L of damage.

Random Flaw (One die): 1 Cosmetic Flaw, 2-4 Slow, 5-6 Pain (Bone/Muscle)

Possible Traits: Huge mining drill replacing the forearm and hand.

Poison Injector

Prerequisite: Piercing or Slashing CyberWeapon Add-On or Implant

Benefits: This addition to one of the character's CyberWeapon Add-On or Implant provides the weapon with a poison injector that has a small canister that can hold up to three doses of poison before needing a recharge. When using the rigged weapon, the character can choose to inject poison or not as he uses it.

Toxin	Toxicity/Amount	Type
Poison	3/Dose	Lethal

The poison injector installation comes with an antidote that provides the character immunity to his own poison.

Random Flaw (One die):

Possible Traits: None

Ripper Jaw

Prerequisite: None

Benefits: This piece of cyberware replaces the character's jaw and teeth with metallic equivalent and enhanced pressure. It also adds hydraulics to replace the muscles. A bite from a Ripper Jaw inflicts M+2L.

Random Flaw (One die): 1-2 Repulsive, 3-5 Speech Impediment, 6 Pain (Headache)

Possible Traits: A trap-like jaw, nails and screws instead of teeth, hydraulics on both sides of the head, mechanical mandibles.

Nanotechnology

Before Doomsday, nanotechnology was beginning to be explored as a way to eventually replace cyberware. Nanites (microscopic robots) were programmed for a specific task and inserted into a synthetic blood mixture. Once injected into a human host, it started running its programming that consisted of different tasks going from modifying the host on a microscopic level to reprogramming of cell functions.

Electricity VS Nanotechnology

Even though Nanites feeds on bioelectricity to operate, any electrical discharge that is superior to what the body would normally produce is a threat to Nanites. So any Lethal Damage superior to the Toughness score of the NanoEnhanced character disrupts the microscopic robots.

Electrical Magnetic Pulse (EMP) automatically disrupts the Nanites.

Scavenging for Nanotechs

The only possible places where one can expect to find Nanotech Treatments are military installation because the base assumption is that Nanotechnology was highly experimental and unstable when Doomsday came.

From the list available in *Atomic Highway Core Rulebook*, you can consider that a character can roll on the Nanotechnology table in the following locations: Laboratory and Military Base. And again, one must roll a dice. If the result is anything else than six, no rolls on the Nanotechnology table can be made. Then again, the GM can choose to incorporate treatments as he wishes but these tends to be fairly more powerful than regular Cyberware so take into consideration that a Nanite Treatment is a very rare occurrence.

Activating a Nanotech

Once injected, it takes the Nanites 1-6 rounds to take place and be able to start working. Once activated, the Nanites works non-stop until deactivated or destroyed. A character must be careful when using Nanites because since they are experimental, they can give some pretty serious side effects if they don't function appropriately.

Corrupted Nanites

Although a rare occurrence, sometimes the Nanites can be corrupted, whether it is by time or by the environment in which they are stocked. For a GM to determine if a particular Nanite Treatment is corrupted, he rolls a die. If the result is one, the Nanites are indeed corrupted. It is recommended that the GM keeps this a secret until the Nanites are activated into the character since there are no known ways to detect Nanite Corruption in the Post-Apocalyptic World of Atomic Highway. Each Nanite Treatment has a Corrupted Nanites entry.

Nanite Treatments are described in the following format:

Name of the Treatment.

Benefits: What benefits the treatment provides, if any.

Corrupted Nanites: Describes what happens when the Nanites are corrupted.

Possible Traits: A list of possible traits, if any.

Nanite Treatments

Bioluminescence Treatment

Benefits: Once injected, the character's body starts to glow like a firefly. The character can produce up to six hours of light per day with the brightness of a torch.

Corrupted Nanites: If the nanites are corrupted, the character doesn't control the glow (Uncontrolled Activation Flaw) and each time the glow is activated, the character suffers poisoning (Toxicity 3/Activation). This poisoning can be treated as normal per Treating Toxins rules on page 75 of Atomic Highway Core Rulebook.

Possible Traits: A visible glow that can even be seen during the day.

Chameleon Treatment

Benefits: Once injected, the character's skin starts to change colors and patterns at his will. These colors and patterns always adapt to fit the surrounding providing the character with Stealth 6 for hiding purposes considering he is mostly naked.

Corrupted Nanites: If the nanites are corrupted, the character doesn't control the change of colors and patterns (Uncontrolled Activation Flaw) and each time the chameleon effect is activated, the character suffers poisoning (Toxicity 3/Activation). This poisoning can be treated as normal per Treating Toxins rules on page 75 of Atomic Highway Core Rulebook.

Possible Traits: Shifting hues and patterns on the character's skin.

Body Morph Treatment

Benefits: Once injected, the character whole body can be changed. Facial features, skin and hair color, and even gender to appear as another member of the same species of approximately the same mass and height. The change is solely cosmetic: Attributes and skills are not modified and any other traits that are not natural remain. When asleep or if rendered unconscious, the character returns to their normal form. Minor changes such as skin color or slight modifications to the face take a round; a whole body change takes six rounds. The character has Persuade 6 for purposes of appearing to be someone else.

Corrupted Nanites: If the Nanites are corrupted, things turn really really ugly for the character. His skin is constantly warping and reshaping in sometimes painful ways. The character automatically gains the Pain (Bone/Muscle) Flaw AND the Repulsive Flaw as well.

Possible Traits: A smooth, almost featureless skin.

Psychic Catalyst Treatment

Benefits: Once injected, the character's brain starts to awaken and, occasionally, the awakened brain manifests some psychic abilities. In game terms it means the character have a slight chance (A result of "One" on two dices) to manifest a psychic power. If the result indeed produces a psychic power, choose or roll on the list of powers available in the books you have on hand (Both Atomic Highway Core Rulebook and Irradiated Freaks have psychic powers). Once they have awakened the brain, the Nanites are flushed through natural means.

Corrupted Nanites: If the Nanites are corrupted, they won't leave the body. They will induce strong migraines (Consider migraines to be Pain (Headache) with a two level increases of Difficulty instead of one) and will manifest, unconsciously, a Psychic Power from times to times. In game terms, it means that there is a slight chance (A result of one on a dice per game) that the character manifests a psychic ability. It will ALWAYS happen in the worst of time and with unpredictable results (At GM's discretion).

Possible Traits: Apparent veins on forehead.

Regenerative Treatment

Benefits: Once injected, the character's wounds will heal by themselves and much quicker than natural. Any Damage from or beyond the character's halfway Health point is healed naturally at a rate of their Toughness in boxes per day (If Lethal), or Toughness in boxes per hour (If Non-Lethal). Any Damage up to the character's halfway Health point is healed naturally at a rate of their Toughness in boxes per hour (If Lethal), or Toughness in boxes per minute (If Non-Lethal).

Corrupted Nanites: If the Nanites are corrupted, the wounds don't close as easily and the character's body becomes frail. In game terms it means the character gains the Hemophilia Flaw AND the Fragile Flaw.

Possible Traits: A skin with no scars or bruises of any kind.

Toxin Adaptation Treatment

Benefits: Once injected, the character's body becomes able to adapt to toxins. This means that the character is immuned to any poison he's been damaged at least once by it. The immunity fades though if the character isn't constantly exposed to the toxin and it will vanish after a month.

Corrupted Nanites: If the Nanites are corrupted, the character becomes more vulnerable to a toxin if he's been damaged normally by it first. This means that the Toxicity of a toxin that the character has been exposed at least once by increases by one. Like the functional Nanites the additional vulnerability vanishes after one month unexposed.

Possible Traits: None.

Toxin Resistance Treatment

Benefits: Once injected, the character's body becomes more resistant to toxins. This means that the character now has Toughness 6 for purposes of resisting any ingested or injected toxins. Inhaled toxins are unaffected by this treatment.

Corrupted Nanites: If the Nanites are corrupted, the Nanites turns against the character and he is now considered Toughness 1 for purposes of resisting any ingested or injected toxins. Like the functional Nanites, Inhaled toxins are unaffected by this treatment.

Possible Traits: None.

Cybernetic Flaws (New Flaws)

Cybernetic Flaws can only be used as part of a cybernetic part/implant installation. Apart from the Flaws present in this book, most of the Flaws from *Atomic Highway Core Rulebook* and *Irradiated Freaks* can be used as Cybernetic Flaws as well.

Flaws are described in the following format:

Name of the Flaw.

Hindrance: What problems the Flaw imparts.

Possible Traits: Most Flaws have distinct physical traits, and sample possibilities on how the Flaw might be described are provided. If the entry is *None*, the Flaw does not alter the character's outward appearance.

Background Noises

Hindrance: A character with this Flaw has some bad connections somewhere in his cybernetic audio device and as a result hears background noises. Sometimes these noises can be interpreted as real and therefore, cause the character to become distracted. Effectively, it means that the character suffers the same effects as the Dull Sense: Hearing Flaw whose rules are brought back here.

The character uses Senses 1 to hear things. On the positive side, loud noises do not unduly bother them.

Possible Traits: None

Blindness

Hindrance: This Flaw makes the character totally blind. In game terms, it means that the character is unable to make Senses (Vision)/Notice checks and all the following skills have a three level Difficulty increase (Maximum 5). This penalty CANNOT be cancelled by using a Fortune Token.

Athletics, Boat, Brawl, Criminal, Drive, Melee, Pilot, Ride, Scavenge, Shoot, Sleight, Stealth, Survive, Tech

On another hand the character gets a one level Difficulty decrease in both Senses (Hearing, Smell) ... a small compensation for such a severe Flaw.

Possible Traits: Milky eyes, eyes fixing straight ahead.

Deafness

Hindrance: This Flaw makes the character totally deaf. In game terms it means that the character is unable to make Senses (Hearing)/Notice checks and must find a way to understand those around him.

New Skill: Sign Language

The character is able to communicate with other by means of gestual and mimicry. It can be learned to secretly communicate when stealthy or when someone is unable to speak properly.

Hyperactive Metabolism

Hindrance: The character's metabolism operates twice as fast as normal. As a result, the character MUST consume at least twice the normal amount of food and water each day to function normally.

Failure to do so will give the character a 8N damage that can't be healed until the character had a proper meal and some water. As soon as the character eats/drink, he can heal the damage taken from starvation normally.

Possible Traits: Tendencies to be skinny.

Optional Rule: Starvation

To make the Hyperactive Metabolism a reality for this supplement, I had to go and think of a proper way to rule Starvation. I also know that Starvation was not covered in the original Atomic Highway Core Rulebook since it sounded "UnHeroic" and I totally agree with that! But since I had to take some time to think about it to make the Hyperactive Metabolism Flaw a reality, here's the rule I came up with ...

For each day passed without food AND water, the character suffers a cumulative 4N damage that can't be healed until the character had a proper meal and some water. As soon as the character eats/drink, he can heal the damage taken from starvation normally.

An important note to GMs here! Don't kill your players with starvation! It's not cool at all.

A way to make sure you can put a difference between your starvation damage and your Lethal and Non-Lethal one is to put a horizontal line in the boxes instead of a diagonal one.

Noisy

Hindrance: The character's cyberware creaks, screeches like a rusty hinge, buzzes, and fizzes almost constantly. The character is considered having Stealth 0 when the cyberware is under function. If the cyberware can't be turned off, the penalty is permanent.

Possible Traits: Malfunctioning gears, electric sparks.

Optic Glitch

Hindrance: A character with this Flaw has glitches in his CyberEyes that produces background static noise that varies in intensities and can sometime be interpreted as movement or even someone. Effectively, it means that the character suffers the same effects as the Dull Sense: Vision Flaw whose rules are brought back here.

The character uses Senses 1 to spot things. They treat all Ranges as being one level higher, and so cannot target things at Distant Range even with vision enhancement, and require vision enhancement to target things at Long Range.

Possible Traits: Optic moving in and out of focus by itself, twitches in the lens.

Pain (Varies)

Hindrance: The character has some sort of infection or the surgery he got for his implant did not heal properly and he suffers from pain peaks at times. At the beginning of each play session the character rolls, in front of the GM, a single dice. A result of 1 means that every time during the play session the character will roll a check related in some ways to the source of his pain, he will suffer a one level Difficulty increase. This penalty CANNOT be cancelled using a Fortune Token. The type of pain (see below) presents the type of checks that is affected:

Pain	Checks Affected
------	-----------------

Articulations/Joints, Bones	Nimbleness
Muscles	Muscle, Nimbleness
Headaches	Understanding, Tenacity, Appeal, Senses

Possible Traits: Movement stiffness, red squinting eye.

Power Source

Hindrance: A character with this Flaw has a problem with some of his Cyberware. Since his body can't produce enough bioelectricity to power some of his Cyberware, the character MUST rely on an outside power source (Like a belt-mounted battery pack). This power source is subject to the same rule than Fuel Consumption on Page 43 of Atomic Highway Core Rulebook which is copied and adapted here for convenience:

Battery Consumption

Carefully tracking the battery level of your devices, like encumbrance, is time better spent on the more enjoyable aspects of play. At the start of each session, the GM secretly rolls a single die for each PC devices with the Flaw Power Source. A result of 1 means that the device runs out of power at some point during that session. A Plot Tweak (Using Fortune, page 65) can be used to ignore this result.

Possible Traits: External power pack of some sort.

Scent Sensitive

Hindrance: The character suffers a 1 level increase in the Difficulty of any tasks attempted in environments where there are strong scents, pleasant or not, including but not limited to: Corpses, flowers, body odours and the likes. The character must wear some kind of filtering device to overcome the penalty.

Possible Traits: None

Sound Sensitive

Hindrance: The character suffers a 1 level increase in the Difficulty of any tasks attempted in conditions of strong sounds (Anything more than the sound of a chainsaw). In this situation, the character can overcome the penalty by wearing some sort of protective device.

Possible Traits: None

Uncontrolled Activation

Hindrance: Somehow, the cyberware implant activates by itself and/or refuses to activate when prompted to. Every time the character wants to activate that particular piece of cyberware, he must throw a die. A result of 1-3 on the die means that the cyberware won't cooperate. The character can only try back in a number of rounds equivalent to the die throw. This penalty CANNOT be cancelled by using a Fortune Token.

Possible Traits: None

Vertigo

Hindrance: The character is victim of violent vertigo episodes. At the beginning of each play session the character rolls, in front of the GM, a single dice. A result of 1 means that anytime during the game the character wants to make a Nimbleness or a Senses check, he suffers a one level Difficulty increase. This penalty CANNOT be cancelled by using a Fortune Token.

Possible Traits: None