

Refuge Exalt

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Enhanced Respiration, Emotional Dampers, Medichines

Aptitude Maximum: 30

Durability: 35

Wound Threshold: 7

Advantages: +5 COG, +5 WIL, +5 INT, +5 COO

Refuge Synth

Enhancements: Access Jacks, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Eidetic Memory, Mnemonic Augmentation, Multitasking, Ghostrider Module, Medichines, Enhanced Vision, T-ray Emitter.

Mobility System: Walker (4/20)

Aptitude Maximum: 30

Durability: 40

Wound Threshold: 8

Advantages: +10 SOM, +5 COG, +5 WIL, +5 INT, +5 REF, Armor 8/8