

SAVAGED WORLDS

USING CYBERNETICS IN SAVAGE WORLDS



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I highly recommend that anyone seriously interested in adding cybernetics to their campaign rush on over to www.rpgnow.com and pick up the Atomik Vortex Add-on Booklet (FREE) and the Atomik Cybertek Supplement (\$5.45). They provide a wealth of information and are well worth the cost. In addition, I highly recommend any GURPS supplement (GURPS Cyberpunk and GURPS Cyberworld are both excellent resources) that covers the cyberpunk or cybertek genres. R. Talsorian's Cyberpunk 2020 game line is also highly recommended - the "chrome" sourcebooks are excellent sources of cyberware ideas and the sourcebooks are outstanding resources for creating a cyberpunk setting. My own extensive play testing has led me to the conclusion that cybernetic enhancements are best treated simply as trappings of the various Edges and Powers already described in the Savage Worlds rulebook. This is the approach this document assumes you will prefer as well. If that is not the case then the AB: Weird Science and AB: Super Powers Edges can be adapted to accommodate the use of cybertek. My decision was made, in no small part, from a desire to eliminate power points from the equation.

CYBERTEK AS A VARIANT OF THE EXISTING EDGE/POWER MECHANICS

The easiest method, and the one I prefer and use, of integrating cyberware into your Savage Worlds campaign is to simply treat each individual piece of cybertek as a separate Edge. A prime benefit of this system is that it does not use power points or skill rolls – the device functions at all times (an optional rule allows for a small chance of "system failure" to occur). In order to make use of the various devices, the character must first choose the Hardwired Edge:

HARDWIRED

Requirements: Novice

This Edge is a prerequisite for all the Cybertek Enhancement Edges. It represents the body's "preparation" to accept future cybertek implants – whatever exact process this procedure entails is left to the individual GM to decide. In a "Steampunk" setting this may be the simple acquisition of a portable (and suitably miniaturized) steam power plant. For a post-apocalyptic setting the wiring of hard points and enhancement of internal structures would be more appropriate. **This Edge is classified as a "Weird Edge", although in a campaign where nearly everyone makes use of cybertek it could just as easily be considered a "Background Edge".**

Once a character has chosen the Hardwired Edge he is eligible to choose a Cybertek Enhancement Edge any time he would normally be eligible to choose an Edge. While this method is certainly in keeping with the "Fast, Furious, Fun" credo of Savage Worlds, I must admit it does lack some of the "flavor" that is normally present in other cybertek systems. Have no fear – you can easily add that flavor by means of the following **optional** rules. **These rules are by no means integral to the operation of the Savaged Cybertek System – you may allow some, none, or all of them without changing the way in which the system functions.**



OPTIONAL RULE ONE: But at the cost of our humanity

One area that is conspicuously lacking is the concept of "Humanity". In the cyberpunk genre it is generally assumed that the more "enhancements" one obtains the less human one becomes. The easiest way to recreate this under Savage Worlds is to require a Spirit roll whenever obtaining an additional piece of cybertek. This roll should be modified by **-2 (or -1 if cybertek is common in your game)** for each Cybertek Enhancement Edge the character already possesses. Cybertek Enhancement Edges that enhance an existing piece of cybertek (i.e., adding a grappling hand to a cybernetic arm) are not counted when figuring this penalty. Failure indicates that the character's Spirit die type is reduced by one step. It can thereafter be raised normally (i.e., during a level opportunity). **If a character's penalties, due to his enhancements, ever force his Spirit die type below D4 (i.e., failing a roll with a Spirit of D4) then he is removed from the game (becomes an NPC controlled by the GM) - his insistence on repeated cybertek enhancements has reduced him to an inhumane mass of flesh and metal.**

OPTIONAL RULE TWO: That which does not kill us only makes us stronger

Each piece of cyberware has an associated *Risk Factor* (RF). This is a modifier that is applied to a Vigor roll made at the time the cybertek is installed. The RF of any piece of cyberware should be between 0 and -4. A RF of 0 indicates a minor procedure that requires little or no recovery time while a RF of -4 indicates a major procedure requiring a lengthy recovery period. When a piece of cyberware is installed the character makes a normal Vigor roll. Success indicates no adverse effects resulting from the procedure. **Failure indicates that the character suffers a wound. A '1' on either die indicates that two wounds are suffered. Snake eyes inflicts three wounds.** These wounds may only be healed by natural means and must be fully healed before the character can gain the benefits of the chosen Cybertek Enhancement Edge. The modifiers assume access to high tech medical facilities and well-trained medical personnel. If this is not the case, an additional penalty of -2 is appropriate.



OPTIONAL RULE THREE: There's no such thing as a free ride

Cyberware isn't free. You still have to choose the appropriate Cybertek Enhancement Edge, but you also have to pay the monetary cost as well. Each Cybertek Enhancement Edge should have an associated *Value Level (VL)* that is simply a multiplier for the base cost as set by the GM. For example, a piece of cybertek with a VL of 4 in a campaign where the GM has set the base cost of cybertek at \$2000 would actually cost the character \$8000 to obtain and have installed. You cannot choose the Edge unless you can afford the desired enhancement. The cost includes that of the device as well as the procedure required to install it.

OPTIONAL RULE FOUR: Systems failure

Cybertek is mechanical in nature and as such is subject to failure at some point. Whenever a cybertek device is used roll 2D6. If double sixes are rolled the device suffers a minor malfunction **and will not function for the current round only**. If double ones are rolled, the device suffers a major malfunction **and will not function for 2D6 rounds (If a '12' is rolled, consider the device to be inoperable until repaired)**. On a result of 3-11 the cybertek functions normally.

OPTIONAL RULE FIVE: Repairing damage

Cybertek can also be damaged due to factors other than internal systems failure – lasers, explosions, projectile weapons, etc. To reflect such possibilities simply give each enhancement a Toughness rating. Damage is inflicted according to the normal rules – hitting a piece of cybertek requires a “called shot”. If the attack beats the device's Toughness the device will no longer function until it is repaired. A successful Repair roll and 2D6 hours are required to make the repairs.

CYBERTEK DESCRIPTIONS

This list is by no means exhaustive and individual GMs are encouraged to add, delete, or modify it to suit their individual campaigns. This is simply a basic list to get your creative juices flowing! The Edges reflect their use in my personal campaign where cybertek is rare and those who rely on it are shunned by members of the “normal” populace (-1 on Charisma for each visible enhancement) – to that end, many of these enhancements are quite powerful as the negative effects of their use tend to balance out the positives. It should also be noted that I employ all five optional rules in my games. The values for Risk Factor, Value Level, and Toughness are left for the individual GM to determine – the ones I have included are set to reflect their use in *my campaign* and should not be construed as being applicable to other campaigns. I allow players to come up with their own enhancements – I simply put them into a form that is “balanced” as far as my own game is concerned. The following examples have all been extensively play tested.

All cybertek enhancements are considered to be individual Edges – each with the Hardwired Edge as a prerequisite. Any enhancement listed as ‘military (improved)’ requires the base enhancement as a prerequisite. The GM is the final arbiter of whether or not the bonuses granted by cybertek enhancements stack with those provided by mundane Edges.

Enhanced Sensory and Targeting Array

This enhancement allows the user to add a +2 modifier to any Notice rolls he may make in the same manner as the Alertness Edge. In addition, a character with this enhancement is treated as having taken the Aim maneuver in any turn in which he makes a ranged attack and did not move. The military (improved) version of this enhancement allows a +2 modifier on all Shooting and Throwing rolls.

Nanotech Healing Enhancement

A character with this enhancement may add +2 to his Vigor rolls when checking for natural healing. In addition, he may apply a +2 modifier when attempting to recover from being Shaken. Such bonuses are due to the

strategically placed nanopods containing nanobots and quick acting therapeutic drugs. The military (improved) version of this enhancement lets the character ignore one point of wound penalties **in addition to automatically recovering from Shaken at the start of their turn**.

Cyber Arm

Each instance of this Edge replaces one of the character's arms with a cybernetically enhanced version. **The arm is optimized for strength and dexterity – allowing a +2 bonus on Strength and Agility-based rolls**. There are also numerous “add-ons” that can be obtained for a cyber arm (each is treated as an additional Edge). **Finally, long term movement or use of the arm does not fatigue the character**.

Cyber Leg

When this Edge is chosen both of the character's legs (and their pelvic/hip girdle) are cybernetically enhanced. The benefit of this enhancement is a +2" bonus to Pace. When running the character rolls a D10 instead of a D6. Finally, moving long distances does not fatigue the character.

Myoskeletal Enhancement

This enhancement involves strengthening the character's bones and supplementing his muscles. The end result is a +1 bonus to Toughness and an increase in his Load Limit (x8 rather than x5). In addition, he accumulates Fatigue levels from physical exertion at ½ the normal rate. The military (improved) version of this enhancement allows a +2 modifier to Strength rolls as well.

Reaction Time Neuro Enhancement

This enhancement allows the character to draw two cards when determining Initiative. He may then act on the best card. In addition, he is also treated as if he had the Quick Draw Edge.

Neuro Rewire

This enhancement allows the user to use both arms as if he were ambidextrous and ignore the standard MAP when fighting with a weapon in both hands as if he had the Two-Fisted Edge.

Internal Stabilizer

This enhancement incorporates an internal stabilizer that not only allows the user to ignore the normal penalty for firing from an unstable platform, but also to ignore the normal -2 penalty for firing an automatic weapon – whether he moves or not!

Carbon Weave Skin

This enhancement grants the recipient two points of armor (all over) as well as increasing Toughness by +1. This armor bonus may be stacked with the benefits of more mundane forms or armor.

Enhanced Camouflage/Concealment Array

This enhancement consists of a skin weave that adjusts to match the user's surroundings and grants a +2 bonus on Stealth rolls and a -4 modifier against all attempts to detect the user. This enhancement cannot be combined with the Carbon Skin Weave.

Attribute Enhancement Array

This enhancement acts to allow the character to add +2 to any rolls made against a specific attribute. In addition, any skills linked to the attribute gain a +1 bonus as well. Each enhancement only affects a single attribute. Taking the Edge more than once may enhance multiple attributes.

Cyber Arm Enhancements

There are many variations of this enhancement – each requires the Hardwired and Cyber Arm Enhancement Edges as prerequisites.

- Grappling Hand: The user's cyber hand is detachable and is attached to a cable capable of bearing up to 300lbs. It has a range of 3/6/12. An Agility roll is required to hit one's target and "catch".
- Cyber Fingers: The user's fingers each have a unique and relatively minor effect – one may be a wire cutter, another may be a small flashlight, and yet another may be a "Swiss army knife" type device. Up to five enhanced fingers are allowed when this enhancement is taken.
- Projectile Hand: The user's hand is a ranged weapon. Make a normal Shooting roll when using it as such. Its range is 2/4/8 and it does 2D6 points of damage if it hits.

Cyber Leg Enhancements

There are many variations of this enhancement – each requires the Hardwired and Cyber Leg Enhancement Edges as prerequisites.

- Internal Rocket Boosters: The user's legs contain internal rocket boosters that allow the user to make vertical and horizontal jumps of up to 5". One jump per round is possible and an Agility roll is required to land properly. Failure costs the user his next action as he lands in a heap. Snake eyes indicates the user has landed so badly that he takes a Wound (which can be soaked normally) in addition to losing his next action.
- Roller Blades: The user can increase his pace by +4" by utilizing the retractable roller blades in his feet. An Agility roll is required to stay balanced - Failure costs the user his next action as he lands in a heap. Snake eyes indicates the user has landed so badly that he takes a Wound (which can be soaked normally) in addition to losing his next action.
- Toe Blade: A retractable toe blade allows the user to make hand-to-hand attacks (kicks) that score damage equal to STR+2.

Hidden Storage Compartment

This enhancement creates a storage compartment within an existing cyber arm or leg. The exact size is up to the user but should not exceed 2"x6"x2" for an arm or 4"x12"x4" for a leg. The compartment is opened either by a small external clip or internally via a neuromuscular stimulant.

Enhanced Visual Array

This enhancement allows users the ability to see in the infrared spectrum as well as gaining the equivalent vision granted by standard night vision goggles. The military version allows vision in the x-ray spectrum.

Device	VL*	RF	T
Enhanced Sensory and Targeting Array	4	-3	C
Cyber Arm	2	-1	8
Cyber Leg	2	-1	10
Myoskeletal Enhancement	3	-4	N/A
Reaction Time Neuro Enhancement	3	-2	C
Neuro Rewire	3	-2	C
Internal Stabilizer	2	-2	C
Carbon Weave Skin	2	-3	N/A
Enhanced Camouflage and Concealment Array	3	-2	C
Attribute Enhancement Array	2	-2	C
Cyber Arm Enhancements	1-2	0	4
Cyber Leg Enhancements	1-2	0	4
Hidden Storage Compartment	1	0	3
Enhanced Visual Array	1	-1	S

* = I assume a base value level of \$2500

C = All are located in the cranial region. Any headshot that causes damage will render a random device inoperable.

N/A = When the user suffers three or more cumulative wounds the device is rendered inoperable until repaired.



ONE LAST OPTION!

Whenever you fail your Humanity Check (assuming you're using Optional Rule One) roll on the following table (in addition to losing a Spirit die step):

2D6	Result
2	Bad wiring results in a nervous tic. -1 Charisma
3-4	Shoddy workmanship – your cybertek enhancement is obvious. -1 Charisma
5-6	A crossed wire allows you to pick up intermittent radio transmissions. -2 Notice (until repaired)
7-8	Make a daily Spirit roll – failure means that you forget a random skill for the day.
9-10	Gain the Habit (Addiction) Hindrance due to the immunosuppressant and pain drugs you were taking following your last enhancement.
11	“They” are out to get you, of this you are sure – gain the Delusional Hindrance
12	You no longer feel human – each day is a constant struggle to suppress the “beast within”. Make a Spirit roll at the start of each day – if you fail gain the Bloodthirsty Hindrance.

8 REVISION ONLY CYBERTEK DEVICES!

Sensa Skin (VL3, RF-4, T N/A)

This implant incorporates millions of tiny neurosensory fibers into an actual weave of vat-grown human skin. The end result is that your character makes all Notice checks at +2 and is treated as if they had the Danger Sense Edge. Built in fail safes prevent sensory overload.

Cyber-Mounted Weapon (VL1 + weapon cost, RF0, T3)

This enhancement allows the character to mount a handheld weapon of pistol size or smaller in an existing cyber hand or arm. It can be activated as if the character had the Quick Draw Edge.

Auto-Doc System (VL4, RF-3, TS)

This implant incorporates a neural implant, artificial drugs, and nanotech in order to repair injuries on the spot. The game effect is to allow an immediate Healing roll at D6 (D10 for +1VL) whenever the character takes a wound which would either Incapacitate him or force a roll on the KO Table. In addition, the character may ignore penalties due to the first wound they sustain.

Implanted Deflector Screen (VL2, RF-1, TS)

This implant projects a weak deflector screen around the character. Treat the character as if they had +3 Armor. The device may be activated as an action (for +1VL its activation may be continual). The military version also includes a cloaking device – treat the character as if they were under the effect of a Deflect power. This effect is not continual and must be activated (counting as an action). It can be turned off at will.

Ripper Blades (VL1, RF-2, T8)

This enhancement consists of mounting 4" long carbon steel blades in titanium casings mounted on the characters metacarpal bones. Damage is STR+3. The character is never unarmed in melee. They can be extended and withdrawn at will.



Cyber Finger Options (VL1-2, RF0, T4)

- The finger is a single shot weapon (treat as a pistol with all ranges halved)
- The finger conceals a 4" long razor – treat as a knife.
- The finger is a stun gun – anyone touched must make a successful Vigor roll or be Incapacitated for D6 minutes.
- The finger conceals a cigarette lighter
- The finger conceals a monowhip that has a range of 2" and does D6 points of damage (armor is ignored).
- The finger conceals a lock pick
- The finger conceals a micro camera
- The finger can be detached and used as a grenade

Rebreather (VL1, RF-1, TS)

This device allows the character to breathe in toxic environments. In addition, he can hold his breath for up to three times the normal length. It also curbs oxygen use by 75%. For +1VL a filter which allows the character to breathe underwater can be incorporated into the device.

Climber Spikes (VL2, RF-1, TSpecial)

These implants are located in the characters hands and feet – to use them they must either be barefoot (without gloves) or have specially made items (+1VL) to wear. The devices allow the character to climb as if they had the Monstrous Ability (Wall Walker). If an unarmed attack is made with the spikes exposed damage is STR+1. A called shot against the character's hand or foot that scores damage will render this device useless.



Hope you enjoyed this **Savage Worlds** supplement – stay tuned for more savaged goodies in the near future!

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All modifications since the last release of this document are in red. These modifications are the result of additional playtesting, player and GM comment, forum feedback, and simple editing errors and omissions.

