

Cybergear (Draft 2)

Part of the 4lternity Project

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All cybergear requires that the user first learn the Cybergear skill. Nanocomputer use requires the Cybergear—nanocomputer operations specialty as well. For most advanced cybergear, a nanocomputer is required.

Cybergear is rated Ordinary / Good / Amazing. Whenever a stat (such as size or an item bonus) is listed with three values separated by slashes, the first value refers to the Ordinary version of the cybergear, the second to the Good version, and the third to the Amazing version.

Cybergear	Item Slot	Size
BattleKlaw	Hands	2
Body Plating	(Armor)	2/3/4
CF Skinweave	n/a	1
Cyberlimb (arm)	Arms	2
Cyberlimb (legs)	Feet	2
Cyberoptics	(Head)	1
ER Slot	Waist	1
ER Slot, passive	Waist	1
Exoskeleton	Armor	3
Fast Chip	(Head)	2
MusclePlus	(Armor)	2
Nanocomputer	Head	1
Neural 3D slot, external	(Head)	1
NI Jack	(Head)	1
Optic Screen	(Head)	0
Reflex	(Head)	2
Self-Repair Unit	Waist	2
Subdermal NI Jack	(Head)	1
Subdermal Weapon	Hands	2/3/4
Wireless NI Jack	(Head)	1

Cyber Tolerance

Your base cybertolerance equals 2 + your Constitution modifier.

Each piece of cybergear that you have installed takes up an

amount of size – an abstract measure of how much of your body has been replaced by cybergear.

Compare the total size of all installed cybergear to your cyber tolerance score:

Installed Cybergear	Effect
Up to your Cyber Tolerance Score	No effect.
Cyber Tolerance +1 to +3	Each time you are reduced to 0 or fewer hit points, one random item of cybergear becomes non-functional until repaired.
Cyber Tolerance +4 to +6	Each time time you become bloodied by an attack, one random item of cybergear becomes non-functional until repaired.
Cyber Tolerance +7 to +9	Each time you take damage, one random item of cybergear becomes non-functional until repaired.
Cyber Tolerance +10 or higher	You can no longer have any additional cybergear installed.

Non-functional cybergear can be repaired during an extended rest, or a short rest with the use of the Technical Science—*repair* skill (DC 12 + Progress Level). If you miss the repair check, you can't try again until a milestone has passed.

Cybernetics Skill

To use most cybergear effectively, you have to take the Cybernetics skill and the Cybernetics—*nanocomputer operations* specialty—using one each of your bonus skills and specialties for this purpose.

Cybergear List

BattleKlaw

Hands slot (size 2)

Property: You gain a +2 / +4 / +6 item bonus to damage on unarmed attacks.

Requirement: You must have a nanocomputer installed.

Requirement (Amazing): You must have a cyberlimb (arm) and an exoskeleton installed.

Body Plating

Armor slot (size 2 / 3 / 4)

Property: You gain resist 2 / 4 / 6 impact and resist 1 / 3 / 5 energy.

Special (Good, Amazing): You take a -1 armor check penalty.

Special: Body plating does not require a slot if an exoskeleton is already installed.

CF Skinweave
No slot (size 1)
Property: You gain 2 / 4 / 6 hit points.

Cyberlimb (arm)
Arms slot (size 2)
Property: You gain a +1 / +2 / +3 item bonus on all Strength-based non-attack skill checks using your arm.
Requirement: You must have a nanocomputer installed.
Requirement (Good, Amazing): You must have an exoskeleton installed.
Special: A second cyberlimb (arm) does not require a slot if a cyberlimb (arm) is already installed.

Cyberlimb (leg)
Feet slot (size 2)
Property: You gain a +1 / +2 / +3 item bonus on all Strength-based non-attack skill checks using your leg.
Requirement: You must have a nanocomputer installed.
Requirement (Good, Amazing): You must have an exoskeleton installed.

Special: A second cyberlimb (leg) does not require a slot if a cyberlimb (leg) is already installed.

Cyberoptics

Head slot (size 1)

Property: You gain a +1 / +2 / +3 item bonus on Awareness-perception checks.

Property (Amazing): You gain low-light vision and darkvision.

Requirement: You must have a nanocomputer installed.

Special: Cyberoptics do not require a slot if a nanocomputer is already installed.

ER Slot

Waist slot (size 1)

Power (Encounter): Minor action. You activate a trauma II pack on yourself.

Power (Encounter): Immediate reaction. Trigger: You are reduced to 0 or fewer hit points. Effect: You activate a trauma II pack on yourself.

Special: Using one power of the ER slot expends its other power.

Requirement: You must have a nanocomputer installed.

ER Slot, Passive

Waist slot (size 1)

Power (Encounter): Immediate reaction. Trigger: You are reduced to 0 or fewer hit points. Effect: You activate a trauma II pack on yourself.

Exoskeleton

Armor slot (size 3)

Property: You gain a +2 / +4 / +6 armor bonus to AC.

Special (Amazing): You take a -1 penalty to speed.

Requirement: You must have a nanocomputer installed.

Fast Chip

Head slot

Power (Encounter): No action. *Trigger:* You roll initiative. *Effect:* Expend a healing surge but do not gain its normal benefits. You gain an item bonus on your initiative roll equal to your healing surge value. During your first round of combat, you can take an extra standard action. At the end of the combat, you must make a Cybernetics –resist cykosis skill check.

Requirement: You must have a nanocomputer and reflex installed.

Special: A fast chip does not require a slot if a nanocomputer is already installed.

MusclePlus

Armor slot (size 2)

Effect: You gain a +1 / +2 / +3 item bonus on Strength-based damage rolls.

Requirement: You must have a nanocomputer installed.

Requirement (Good, Amazing): You must have an exoskeleton installed.

Requirement (Amazing): You must have a cyberlimb installed.

Special: MusclePlus does not require a slot if an exoskeleton is already installed.

Nanocomputer

Head Slot

Property: You have a nanocomputer with 4/5/6 slots of active memory. Each cybernetic system requiring conscious control takes one of the nanocomputer's active memory slots.

Neural 3D Data Slot, external

Requirement: You must have a nanocomputer installed.

NIJack

Requirement: You must have a nanocomputer installed.

Optic Screen

Head slot

Requirement: You must have a nanocomputer installed.

Special: An optic screen does not require a slot if a nanocomputer is installed.

Reflex

Head slot (size 2)

Power (At-Will): Free action. Until the end of your next turn, you gain a +1 / +2 / +3 item bonus on a skill for which you have an enhance program loaded. You take bleed damage equal to twice the item bonus.

Requirement: You must have a nanocomputer installed.

Special: Reflex does not require a slot if a nanocomputer is installed.

Self-Repair Unit

Waist slot

Power (Daily): Minor action. Effect: Your non-functional cybergear items are repaired.

Subdermal NI Jack

Head slot

Requirement: You must have a nanocomputer installed.

Special: A subdermal NI Jack does not require a slot if a nanocomputer is installed.

Subdermal Weapon Mount

Hands slot

Property: You have a weapon weighing up to 1 / 3 / 6 kilograms installed.

Requirement: You must have a nanocomputer installed.

Requirement (Good, Amazing): You must have a cyberlimb installed.

Requirement (Amazing): You must have an exoskeleton installed.

Wireless NI Jack

Requirement: You must have a nanocomputer installed.

Special: A subdermal NI Jack does not require a slot if a nanocomputer is installed.