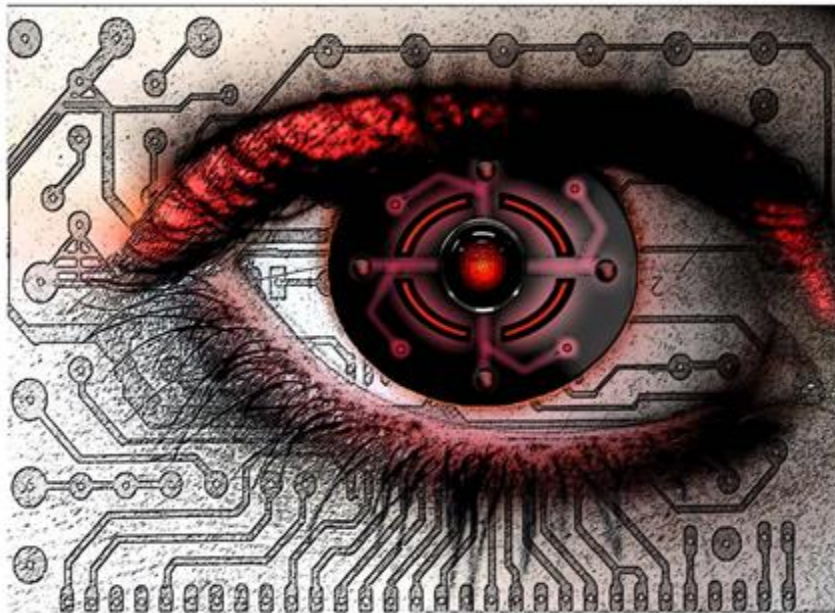# STAR WARS®

GALAXY GUIDE 17

CYBORGS & CYBERNETICS

WEST END GAMES

STAR WARS

GALAXY GUIDE 17

CYBORGS & CYBERNETICS

Players & GM's, please remember that this book is not a rule book set in stone. If you don't like a rule, change it! The goal of Role Playing Games in general is to have fun.

Players, if you have questions about how something works in the world, ask your GM. They are the final answer for the game you are playing in.

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Editor's Note

First, a warning to those who are starting to read this book for the first time. There are some decidedly adult themes in this book, so please, forgive the adult references. In a world where Cybernetics as abundant as this, life becomes very cheap, and you make happy memories with what time you can. Adult situations can be some of the happiest times in a person's life. As such, many with cybernetics attempt to live life to the fullest. The motto of the day is "*Eat, Drink, and be Merry. For Tomorrow, We May Die.*"

Since there is actually very little written in the Star Wars Universe about Cybernetics, I decided to write my own little book all about it. It wasn't until my players all wanted copies of this that I found out that what I had written was total gold. Since then, I have expanded from a small little booklet to the full-fledged NetBook you see here before you today. I have combed several sources to find the best information and cyberwear from, and for, the Star Wars Universe. That includes finding the best pictures for your enjoyment as well. From the Star Wars D6 Books, I was able to pull out some more info: Those books specifically are:

- Star Wars RPG 2nd Ed
- Alliance Intelligence Reports (61-62)
- Cracken's Rebel Field Guide
- Darkstryder Campaign Boxed Set
- Flashpoint! Brak Sector
- Galadinium's Fantastic Technology: Guns & Gear for any Occasion
- Galaxy Guide 9: Fragments from the Rim (24-27)
- Shadows of the Empire Sourcebook
- Special Edition Trilogy Sourcebook (89-90)
- Star Wars Adventure Journal #1
- Star Wars Adventure Journal #9
- Star Wars Adventure Journal #10
- Star Wars Adventure Journal #12
- Tapani Sector: Instant Adventures
- Twin Stars of Kira
- Wretched Hives of Scum & Villiany

I actually used many different books from the following RPG series:
- Cyberpunk 2020
    - Cyberpunk 2020 RPG
    - Chromebook 1
    - Chromebook 2
    - Chromebook 3
    - Chromebook 4
    - Solo of Fortune
    - The 4th Corporate War
- D20 Modern: Cyberpunk
- GURPS
    - Cyberpunk
    - Cyberpunk Adventures
    - Cyberworld
    - Ultra Tech 1
    - Ultra Tech 2
- Rifts
    - Rifts Core Book
    - Rifts Bionics Sourcebook
- Shadowrun
    - Core RPG
    - Cyberpirates
    - Cybertechnology
    - Man & Machine: Cyberware
    - Rigger 2
    - Street Samurai Catalog

From the following Star Wars D6 NetBooks, I was able to find information as well.
- Equipment Stats
- Hardware
- The Net.Guide to Spleens
- Weapon Stats

As you can see, I pulled information from any and all possible sources of information I have at my disposal. I have made this all available to you and your players. This said, I hope that you all enjoy this book, and please feel free to share it with your friends and other players.

What is Cybernetics & Prosthetics?

I think in order to understand the differences between cyborgs and cybernetics, we are going to have to dig back a little farther. I am going to attempt to explain 4 different things we will cover in this book.

1. Prosthetics
2. Bionics
3. Cybernetics
4. Cyborgs
5. Body Sculpting

All four of these have their little quirks making them set apart from the rest. Let's take a look at all four of these a little more closely.

Prosthetics: Prosthetics are replacement body parts that are designed, specifically, to mimic standard weight, strength, and normal abilities. These parts can be limbs (arms, legs, etc.), or organs (heart).
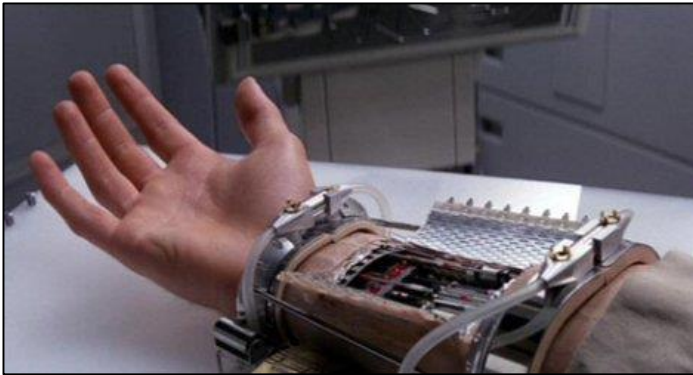
We all saw in Star Wars Episode 5: The Empire Strikes Back, Luke had his hand replaced with a hand that looked just like his original hand, and even had the same type of pain receptors. Now Luke wasn't able to lift more, or do more with his artificial hand than he was able to do prior to losing his hand. This makes Luke's hand a prosthesis, not Bionic, and not Cybernetic. Other prosthetics may not be as camouflaged as Luke's hand, rather they could look like cybernetics, without the extra functionality.

For more information on Prosthetics in our modern world, please go to the following website: http://en.wikipedia.org/wiki/Prosthesis

Bionics: Bionics are very similar to Prosthetics in the Star Wars Universe. There is one key element that makes them different, however. Bionics are specifically designed to be greater than Prosthetics. This means that character can have a faster movement rate, greater strength, augmented hearing or vision, etc. While prosthetics attempts to mimic the normal range of our natural body, bionics attempts to extend that, while still attempting to appear completely normal.
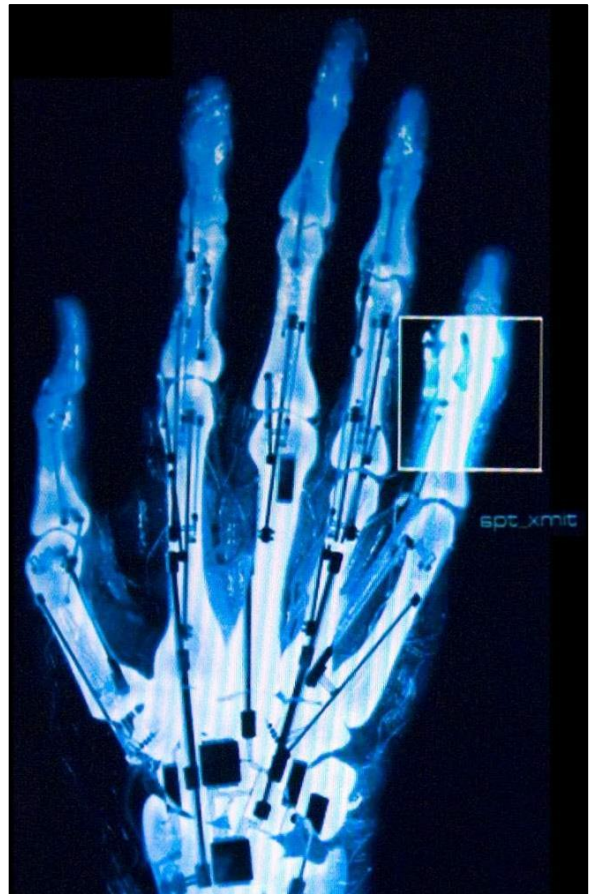
I remember growing up and watching the 6 Million Dollar Man, and the Bionic Woman on TV. These were two ordinary people that had extensive surgeries done to them to make them better as agents for the US Government after they were involved in terrible accidents. I would have loved to have been fitted with those parts back then (and would love to be

able to have those abilities to this day). Now, with this book, at least I can in the Star Wars Universe.

For more information on Bionics in our modern world, please go to the following website: http://en.wikipedia.org/wiki/Bionic

Cybernetics: Gone are the days when droid parts were the best replacement parts available. A few corporations have figured out how to attach cybernetic replacement parts. This has caused a whole new revolution within the Star Wars Universe as cybernetics are now being advertised by corporations for their abilities to go above and beyond normal limitations.

Now here is where we get to have fun. Cybernetics in the Star Wars Universe is all about flash, and showing off the latest and greatest in fashion and cyberware. The culture is its own version of punk. *Live fast, die young, and always be free.* Those with cybernetics have usually looked death in the eyes, and lived to tell the tale. They saved up their money and bought arms, or legs that would make them stronger, faster, or better in some way, and they got the bug to continue doing so.


People with cybernetics aren't afraid to show off their improved arms or legs. They don't hide their once imperfections, for what they now see as their body perfected through science. If anything, they relish their new body pieces. People with cybernetics are also more inclined to be promiscuous. They believe in a live free, die young atmosphere. This includes living a fast and furious lifestyle.

Many companies make specialty cyberware. Among these are: BioTech, Control Zone, CyberMatrix, Cybernology, Cyclops International,

Cydeal, Cytech, Electrobody, Exotica, Dynalar, Kiroshi Opticals, Psiberstuff, Raven Microcyb Inc, Neuro-Saav, Siembeida Inc, Soundcom Inc, Super Robot Corporation, Soundcom Inc, Theed Palace Engineering Corps, TokoTecnology, & Wiremasters. This is an incomplete list of manufacturers available (GM's are encouraged to come up with their own variants).

For more information on Cybernetics in our modern world, please go to the following website: http://en.wikipedia.org/wiki/Cybernetics

Cyborg: Cyborgs were once alive, whether alien or human, and have since become cyborgs. Wonderful examples of this are both General Greivous and Darth Vader. Both were definitely Cyborg conversions of what were normal people for their races. As a matter of fact, some conversions are so complete, that the Cyborgs can sometimes pass for droids.
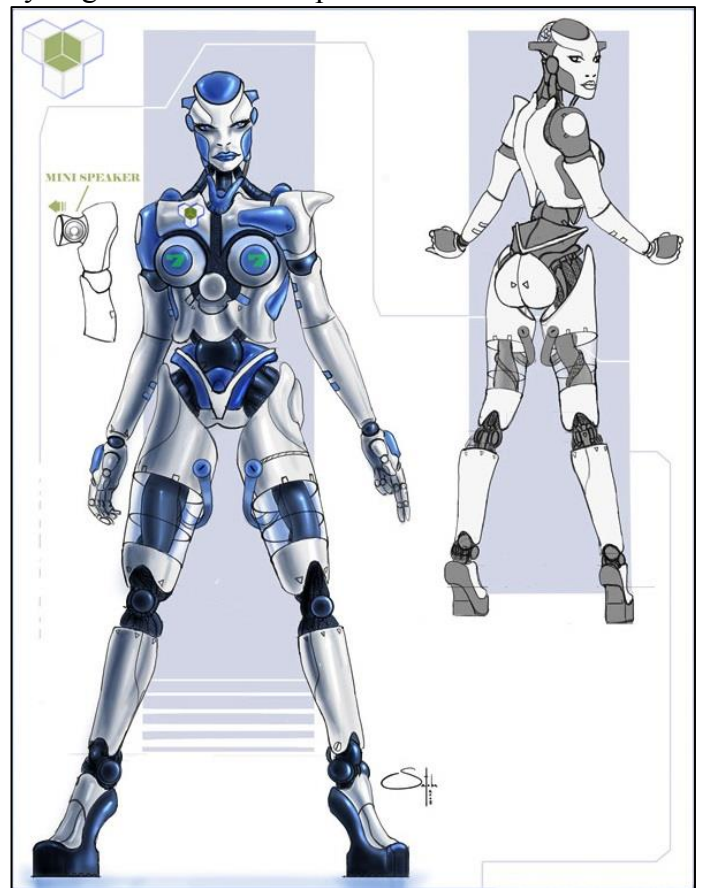
Every cyborg conversion is completely custom, depending on the individual's needs. For instance, a diplomat who is grievously injured may choose to have more of a business/diplomatic type outfit as the outer expression of his full cyborg conversion. Meanwhile warriors and soldiers like General

Greivous and Darth Vader are armored and made for more hazardous duty.

Cyborgs have been generally looked down upon by most society. In fact, cyborgs seem to only have friends among those who have cybernetics. This has been changing in recent years as society has seen Cyborgs as individuals torn apart by war and strife. Cyborgs have been encouraged to rejoin society, and take their place among some of the universe's elite. Some of the universe's elite have even taken to replacing a limb or two with a "Cybernetic Upgrade."

This change of fashion is all the rage right now, and there are no signs of it stopping.

As cyborgs are each custom made, add whatever you wish to the cyborg, and add 50% to the cost to add dermal plating and armor. Add 100% to the cost plus the cost of a passible droid if you wish to make the cyborg look exactly like a droid.

For more information on Cyborgs in our modern world, please go to the following website: http://en.wikipedia.org/wiki/Cyborg

Slang

'Base – Database

'Borg'ed – Excessive use of cybernetic body modifications.

'Dorph – A synthetic analogue for endorphins (organic painkillers produced naturally by the human body). Used to suppress pain and shock. Addictive.

'Dorpher – Member of a gang primarily identified by their heavy and frequent drug use. Very unpredictable.

2020 Hindsight – The wise act of watching your back.

A-Boys – A type of boostergang whose motif is a specific animal. Short for Animal Boys.

Ace – 1) An expert in the field. 2) Friend, buddy, pal.

Ace of Spades – Solo term for death in combat. To "draw the ace" is to die in battle. "Drawing the ace" is a short-hand expression with the same meaning.

Aces – The very best.

Aesthetics – Simple cosmetic surgery.

AMF – "Adios." Good –bye. Typically derogatory.

Angel – A benefactor, especially an unknown one.

AniMan, AniMen –Derogatory term for a body sculpted individual who resembles an animal form.

APC – An abbreviation for an Armored Personnel Carrier

Artist – An extremely professional hit-man, who usually has a signature.

B.B. – Either "Big Brother" or "Boys in Black". See Boys in Black.

BA – Pronounced "Bee-Aye", shorthand for either Bad-Ass or Black Agent (q.v.).

Badge Police – Or corporate security.

Bagged and Tagged – To die.

Bagman – Street slang for a criminal courier.

Bakebrain – General purpose derogatory term indicating someone with limited or damage mental faculties (frequently due to excessive use of neural cyberware.) (Syn. Asshole, idiot, jerk, moron.)

Ballerina – A reflex boosted female assassin.

Bangbang - Weapons, firepower.

Banger – Any one of the four, standard, offensive positions on an urban brawl team.

B-D – Breakdown

Beetle – A BTL simsense chip or recording. From the acronym, "Better Than Life."

Bennie – An out-of-towner (Usually derogatory)

Berserkide – Any combat drug

Biff – The modern male equivalent of the archaic term, "bimbo."

Biosoft – 1) Cybernetic software chips that incorporate biological components in their construction. Thought to be superior in performance to purely artificial chips. 2) Generic term for any cyber-data chip which plugs into a neural processor to provide new skills or knowledge (also known as microsofts and skillsofts).

Biosystem Overstress – The often fatal, heart attack-like condition, caused by excessive bioware implantation.

Bioware – Any biological enhancement or replacement. See wetware.

Bithead – Slang for a slicer or "nerdy" computer enthusiast

Bitty Box – A primitive, underpowered, or generally useless computer or other electronic device.

Biz – Street slang for crime. From, "business."

Black Agent – An illegal operative.

Black Clinic – A medical facility which specializes in the implant of illegal or unregistered cyberware.

Black Ops – Any unofficial, shadow-operations, either in-house or hired-out.

Blade – 1) A professional soldier or fighter, specializing in edged weapons. 2) A surgeon or doctor.

Bleed – To attack, injure, or kill.

Blood Money – Income from the illegal sale of organs to a body bank.

Blowing Code – A slicer term for inputing or uploading information.

Blue Moon – An honest police officer.

Body Bank – A storage facility for transplant organs. Many are illegal and actively "recruit" new merchandise.

Body Sculpt – The process of having the body totally re-molded by vat-grown tissue & advanced plastic surgery.

Booster – 1) Any gang member who displays a strong affinity for cyberware. 2) Gang member that uses cyberware, leathers, and violence as a way of life.

Boostergang – A gang that uses cyberware, leathers, and violence as a way of life.

Bopper – A droid or other form of robot.

Bount – Bounty hunter.

Brain Tap – A datajack

Bruce – Pronunciation of the slicer acronym BRS (Big Red Switch). 1) To deactivate a machine. 2) To kill someone or render them senseless.

Buff – To attack viciously with intent to maim or kill.

Bug-Out – To flee from a situation or area.

Bullet-Stopper – See Guardian Angel.

Burners - Lasers.

Buzz – Buzz off. Go away. Leave.

Card – To demand that a person show their personal identification.

Carpet – A electronic warfare jamming device.

Cat – A cat burglar.

Catalog – A Class-A information dossier.

Causing static – Starting trouble.

Cement poisoning – What a person dies of after being pushed off of a multi-story building and hitting the sidewalk. Also known as deceleration trauma.

Chalk outline – See Sidewalk outline.

Check out – To die.

Chill Street – Slang for 8once, a commodity now, available only to the rich who still have air-conditioners.

Chilled – A hip term meaning, to be cool, together.

Chiller - Assassin.

Chipped – 1) Anyone/thing enhanced by cyberware (e.g. senses, skills, reflexes, and so on.) 2) To interface through cyberware.

Chip-truth – The absolute truth.

Choob – Jerk, nerd, weirdo.

Chop shop – A black clinic.

Chrome – 1) Flash, glitter, bells and whistles, tinsel. Material used to spice up the appearance of something. 2) Anything pertaining to metal-finished cyberware.

Chromed – The state of being equipped with obvious offensive augmentations.

Chunking – Eating on the run, eating as a secondary activity.

City Speak – A hybrid street language, incorporating a mishmash of various languages

Cleaner – An assassin (or team) used to eliminate all traces of a mission, including the participants.

Combat Zones – Areas of urban decay in major cities, characterized by high crime rates, unmaintained streets and buildings, poor police coverage, high concentrations of homeless people, and frequent outbreaks of (often gang-related) violence.

COM-INT – An abbreviation for COMmunications INTelligence, ie bugs & wire-taps, and their users.

Cortex bomb – A small, implanted explosive device (usually in the skull) that detonates in response to a timer or remote signal. Usually implanted against the wearer's will to keep them in line. Most cortex bombs will detonate automatically if tampered with.

Cred - Money, specifically money as a function of the world financial network, i.e., electronic funds.

Credstick – A small, tapered, plastic cylinder, that serves as both ID & credit card, and occasionally, a room key.

Crow - Short for "escrow." Atype of blind account, used to store credit anonymously.

Culture Vulture – A member of the media.

C-YA – Pronounced as "see ya", acronym for "Cover Your Ass".

Cyberpsycho Squad – Any specialized law enforcement unit, who tracks down cybernetic psychotics.

Cyberpsychosis – A psychotic aberration suffered by excessive users of cyberware.

Cyberware – Any cybernetic/bionic body implant which replaces or augments a specific body function.

D/L - "Download." Anything that moves data from the Net to a local data store, including financial transactions.

Dataslave – A corporate slicer or a data processing employee.

Datasteal – Theft of data from a computer, usually by slicing.

DeeVee – Devalue. To make something worthless.

Delta – A smuggling aircraft.

Deltajock – A hotshot pilot.

Deniable – Slang for anyone hired to disavow, after the fact, all knowledge about a hosed run & participants.

De-Rezz – 1) To terminate a program. 2) To kill someone.

Derm – 1) An adhesive skin patch used to apply medication. 2) A designer drug, applied to the dermis that increases healing and limits fatigue.

Die of the measles – In military parlance, an assassination which makes the death appear to be of natural causes.

Dilligaf! – I could care less. Buzz off! Go away! From the acronym, "Do I Look Like I Give A Frag?"

Dinks – Any member of a rival boostergang.

Dirtnap – Slang for death, as in "he's takin' a dirtnap."

Dirtside – A reference to a planetary surface (as opposed to space).

Dirtsider – Derogatory term for someone who rarely or never is in space.

Dirty – 1) Derogatory term for low-tech (paper & pencil, walking, etc.) 2) Any traceable illegal item. 3) Contaminated.

Dis – Disrespect; to treat with disrespect.

Disappear – To cause a person, and all known references to that person, to become difficult or impossible to find.

DNI – Direct Neural Interface.

Do Ugly – To beat up or be beaten up (e.g. "Boy, somebody sure did him ugly!")

Doc Box – A slang term for a medic's instrument kits, usually run at least partially by an expert system.

Dock – To have sex.

Dorph Gang – A type of street gang that takes and distributes synthetic endorphin drugs.

Double Tap – To kill cleanly with a single gunshot (ref. entry and exit wounds). (E.g. "Someone double tapped him right between the eyes.")

Doughboy/girl – Derogatory term for someone wearing too much body armor.

Download – See Fuse.

Downtime – Free time; off the job.

Dr. Know – 1) A contact who always seems to have useful info. 2) a seller of knowledge and skill chips.

Dreamqueen – A simsense abuser.

Drig - Copulation. A common expletive.

Duck – A person who carries more weapons than could possibly be needed.

Dust – To kill.

DZ – Abbreviation for Drop Zone, a parachutist's/pilot's touch-down target. Also landing zone (see also Hot LZ).

Ecoterrs - Ecoguerrillas.

Edge – The fringe of society, where many engage in illegal or semi-legal acts or life –styles.

Edgerunner – Someone who lives on the edge.

Edgezone – A strip, grey area, area of potential "coolness".

ELINT ("EE-lint") – An abbreviation for Electronic Intelligence.

ELSUR ("EL-sur") – An abbreviation for Electronic Surveillance.

Exec – Corporate executive.

Exotic – An obviously biosculpted individual, usually with non-human features (fangs, fur, tail, etc.).

Expert System – A sophisticated program with access to a large database, capable of analyzing & making decisions.

Extraction – 1) A corporate kidnapping. 2) The removal of a (combat) team from its operational area. 3) The rescue of a kidnapped victim.

Faceman – A sub-fixer in the employ of a major fixer, supporting that superiors network.

Faex - Excrement. A common expletive.

Fate Meat – Someone bound for the body banks. "It is his fate to be meat"

Firelane – The clear area a weapon can put its shots into.

Fixer – A go-between, deal maker, information broker. Also a fence or mover of illegal goods.

Flash – 1) Anything spectacular (e.g. "That deck has a lot of flash!") 2) Hard currency (e.g. "Loan me some flash.")

Flashdealer - A street vender with his wares concealed inside his 9oncession coat.

Flatline – A state of death (ref. flat EEG traces upon brain-death) which may refer to either a machine or a person.

Flickercladding – A synthetic plastic material impregnated with fiber optics and temperature gauges designed to respond to skin temperature, and is worn as clothing.

Floor Routine – From gymnastics, a (usually futile) attempt to dodge automatic weapons fire.

Fodder – A derogatory term fixers use for solos.

Fold – 1) A slang term for flexible (paper or plastic) currency. 2) To shut down something or someone (e.g. "This operation is about to fold.")

Footprint – A characteristic "hacking" style; consisting of such elements as speed, number and length of pauses, commonly-appearing commands, words, phrases, and mistakes.

Fossil – 1) An elderly person. 2) Someone who refuses to give up old ways. 3) Any old or obsolete item.

Frag – 1) Common curse word to replace the "F-Bomb" Adj: Fragging. 2) To kill someone with a fragmentation grenade.

Freakers – See Berserkide.

Fringe – The Edges of society where nomads hang out, barrens.

Frob – To alter control settings in a random or mischievous fashion.

Fumigation – An assault in which no survivors are left.

Furball – 1) Any sort of confusion, snarl-up, or traffic jam. 2) An intense, chaotic battle.

Fuse – To kill someone possessing large quantities of cyberware. (Syn. "short-circ" or "download".)

Gahump – A General Purpose Heavy Machine Gun, possibly from the failed attempt to pronounce its acronym (?).

Gander – Street slang for a pimp (see also goose).

Gangbanger – A member of a street gang.

Garbage Detail – A retaliatory raid, usually against a street gang (Syn. "trash run".)

Gargoyle – Someone whose job is gathering intelligence in the field, normally bedecked with surveillance gear.

Gauss - To shoot with a Gauss needle weapon. "Gauss out": to fall down after being shot with a Gauss needle weapon.

Geek – To kill or die.

Geese – The plural form of "goose," ie. More than 1 prostitute.

Gig - Gigabyte: one billion bytes or 1,000 megabytes.

Glitter Clothes – Clothes made of flicker cladding.

Glitter Folk – Rich people who only have time and money.

Glitterboy/girl – A rich person, media figure, rock star or simsense star.

Glom – To group or gather, as in "to glom at a concert" or "they glommed at Matchsticks last night."

Gonk – Idiot or fool.

Goose – Street slang for a prostitute.

Gothic – A member of a posergang whose motif is death and old black & white movies.

GoTo – 1) A dossier, usually illegally compiled. 2) An inquiry for background info on someone or something. See also brush-up.

Grok – See suss.

Guardian Angel – Person on a bodyguard job. (Syn. "bullet-stopper".)

Gutter Jumpers – Claim jumpers among the homeless, squatters.

Gutterpunk – A slang term for street riffraff.

Hairball – See Furball.

HALO – An abbreviation for any High –Altitude Low Open para-glider/chute operation or insertion.

Handle – A working nick –name by which one is known on the streets. Also street-name.

Hard – Cool, hip, tough. A flattering term.

Hardsuit – A suit of powered-armor.

Hardwired – 1) Having Cyberware. 2) Unable to change, inflexible options.

Headset - A sensie performer.

Heat - The authorities.

Heatwave – A police crackdown.

Hexed – 1) Afflicted with cyberpsychosis. 2) Obsessed with the Net.

Holo – A holographicly generated image.

'hood - Neighborhood.

Hoop – A mild curse word, referring to a person's backside.

Hose – 1) Make a mistake; screw up. 2) To spray someone with automatic weapons fire.

Hot LZ – 1) A landing-zone under hostile fire or control 2) Of or relating to making a landing under fire (see landing hot).

Hydro, "H" – 1) Shorthand term for hydrogen fuel. 2) Anyone crazy enough to take it as a drug.

I.A.D. – A set series of actions performed by combat teams to speed reactions. From, "Immediate Action Drills."

Indesp - Industrial espionage.

Indie – Independent, underground, self-employed.

Info Bro – Information broker.

Input – Girlfriend, female companion.

Insertion – The delivery of a team near or to its operational area.

Iron – Usually weapons, but can also refer to vehicles.

Iron, Big – Heavy duty weapons or vehicles.

Jack – 1) Jack In, or enter cyberspace. Jack Out, or leave cyberspace. 2) A DNI connection (usually in the skull) for a computer. 3) Money.

Jacked – 1) Senses, skills, reflexes, muscles, and so on enhanced by cyberwear. 2) To be ripped off

Jake – 1) A homosexual prostitute. 2) A hustler. (Both uses are derogatory.)

Jam – 1) To fight or run away. 2) To have sex.

Jamming – 1) Sex. 2) Being involved in a paramilitary operation involving a large amount of flying bullets and shrapnel.

Jander – To walk in a casual or arrogant manner, to strut.

Jazzed – Equipped with reflex-enhancing cyberware.

Jock, Jockey – A person with technical skills of a high order

Johnson – See Mr. Johnson.

JoyBoy/JoyGirl – Prostitute.

Joytoy – A prostitute who has been cybernetically modified or sculpted to match the specifications of the user.

Juvie/Juve – 1) Street slang for anything relating to a juvenile. 2) A legal minor, eg anyone under 18-years-old.

Kick Artist – Street slang for a person hired to threaten or beat up someone, but not to kill them.

Killzone – 1) The body areas where a weapon will kill its target. 2) The maximum destruction area of an ambush site.

Klepto, Kleptoid – Thief, prowler.

Kludge – A makeshift or temporary solution to a problem, usually sloppy and inefficient.

Knife Bullets – Armor piercing ammunition.

Know, The – Knowledge or information.

Korpo - A corporate employee.

Landing Hot – A fast landing under hostile fire or in a damaged vehicle.

Latch Jockey – Digital hardware designer

Leash – A corporate safeguard implanted into an employee to ensure loyalty and continued service. Cortex bombs and sabotaged chipware are common examples.

Lector – Complimentary term used by boostergang members about a non-gang member when impressed by that individual's ability to perform acts of extreme violence.

Leech – Street-doc or med-tech, particularly one that is expensive or unreliable.

Like kicking dead whales down the beach – Any slow and disgusting job or process

Liquefier, liquidizer – Any weapon capable of inflicting obscene amounts of damage to the human body, particularly automatic shotguns.

Liquid Knuckles – Any powerful chemical akin to Mace; including Mace-XII and certain neurostun variants.

Livewire - Informal term of address, complimentary or sarcastic according to context.

Lizard Brain – A cold, calculating, unemotional person, somebody always running in pure floating point mode.

Lo-Tek's – Any urbanite who adopts a low technology lifestyle.

Lunchmeat – Of or relating to the remains of any unarmored person hit by heavy weapons. Also hamburger.

Lurker – A slicer who only sneaks into systems to look around, never taking anything.

LZ – An abbreviation for Landing Zone. Also drop zone or DZ.

Maglev – Shorthand term for a magnetic levitation train.

Make a deposit in the body bank – To die.

Marionette – A meat puppet.

Meat – 1) Slicer slang for un-cybered flesh. 2) A slicer curse-word, equivalent to "drek!"

Meat Puppet – A prostitute whose memory and/or senses are disabled temporarily.

Meat Rack – A house of ill repute.

Mechanic – See cleaner.

Mentat – Brainy individual, specifically one who will stare at a problem without moving for a while and come up with an answer without doing any apparent intermediate steps (like writing things down).

Metalhead – Individual with a fully mechanical body – a full 'Borg.

Microsoft – See Biosoft.

MIL-INT – 1) An abbreviation for MILitary INTelligence. 2) Anything inherently oxymoronic.

Mil-spec - Designating something built to military specifications.

Mnemonic – Someone who uses a brain implant as an electronic vault.

Moddy – A personality module. A cyber-data chip which allows the user to assume (and become totally submerged in) the personality of another person (real or fictional).

Monkey – The business term for an expendable person. (See also Scratch Monkey.)

Monkey Trick – A job in which a monkey is not expected to survive intact.

Morningstar – Generic term for incendiary or fragmentation grenades or devices, particularly white ones.

Motorhead – A mechanic.

Mouse Around – To explore in a very low profile manner (e.g. "Let's mouse around the perimeter and see if we can find a way in.").

Mr. Johnson – Any anonymous employer or corporate agent. Or person of higher authority.

MuscleBoy/Girl – A person with muscle grafts.

Nerdlings – Immature nerds, implying inconsequential, generally annoying. Pejorative term.

Nerk - Any agent, officer, or bureaucrat

Nervewires – Cybernetic reflex enhancements, normally wired Reflexes.

Net – Another term for cyberspace.

NetFet – Net Fetishist. Derogatory term for a netrunner who can only relate to life in the Net.

NetNerd – Someone who spends more time in the matrix than in the real world.

NewTek – An item or device exhibiting the very latest technological advances.

Nimbler - A professional gladiator.

NIMBY ("NIM-bee") – One who is in favor of an unpleasant or dangerous action, so long as it occurs elsewhere. From acronym, "Not In My BackYard."

Ninja – A freelance assassin.

Null Persp – A slang expression meaning, "no problem," "all right," or "affirmative." From the archaic expression, "no sweat."

Null zone - Any area where local law does not apply.

Oldvid - Archival footage.

Ops – The abbreviated form of "operations," normally 12oncessio to a dangerous or paramility activity.

Output – Boyfriend, male companion.

Panther Cozy – Any large bag used in a futile attempt to conceal an assault cannon.

Paranoid – Someone who has all the facts.

Paydata – Datafile worth money on the black market.

Perp – Perpetrator. A criminal or suspected criminal.

Pervo – A freakish-looking individual.

Pinkskin – A rural-dwelling person who affects a low-tech lifestyle.

Plastic Gangster – A person with a great deal of cyberware.

Plex – A metropolitan complex, or "metroplex".

Pods – People who are very much alike in thought, behavior, and appearance. Pejorative term. Also Podlings, particularly immature variations of the Pods.

Poli - A policlub or a policlub member.

Polymer One-shot – A cheap line of polymer plastic, non-reloadable handguns. Very inexpensive, and very unreliable, they come in a variety of colors.

Poppers – Pop-up weaponry concealed in a cyberlimb.

Porky – Someone who loves or collects weapons, and is usually bristling with them (from "porcupine").

Poser – 1) A person who pretends to be something they are not, especially through surgery. 2) A posergang member.

Poser Gang – Any gang whose members all adopt a specific look or style.

Proles – Lower class individuals, usually non-citizens; Street scum, Proletariat; literally the working class; the underprivileged.

Puppet – 1) An illegal cut-out chip that turns off most of the conscious mind, commonly fitted to prostitutes. 2) See Meat Puppet.

Puppet Gang – Any gang controlled by a corporation.

Puppet Parlor – A house of ill-repute, ie. Populated by meat puppets.

Quakers – Missiles or rockets.

R&P – "Rape and Pillage." To engage in an activity with excessive force or violence.

Rainbow File – The research and development data of a company.

Raw meat - Street slang for someone with no cyberwear, or even no obvious cyberwear.

Razor[boy/girl/gal/guy/etc] – A person who uses various bladed implant weapons.

Reality Junkie – Addicts to Virtual Reality, Braindance, the Net, or video games.

Reconfig – To kill or die in a particularly messy fashion, usually with a knife.

Recycling – Environmentally friendly act of killing someone and taking the corpse to a body bank.

Reduce – Slang for physical violence (e.g. "Hey asshole, shut down your screamer or I'll reduce your face!"). See also packing, spindling, stomping, etc.

Reduction – The act of reducing something or someone.

Rimbo – A gun-toting sex kitten (a 12once bimbo).

Ripperdoc – A surgeon who specializes in implanting illegal or unregistered cyberware.

Rippers – A slang term for hand razors.

Rock – To kick or punch someone violently, especially in the head. Derived from the Jailhouse Rock fighting style.

Roid – 1) A slang term for a steroid. 2) A derm.

S.O.P. – Any set of standing orders, used when commo is compromised. From "Standard Operating Procedueres."

Sand – Phonetic pronunciation of the phrase "S-and-D", for "Search and Destroy." To sand someone or something is to locate and severely damage them or it.

Sardine – A soldier wearing Powered Armor.

Scratch Monkey (Obsc. Slicer ref.) – Any expendable substitute used in place of a more valuable item, on the off chance that it might be damaged or destroyed. (see Monkey, Monkey trick)

Screamer – 1) Slang for mouth (e.g. "Hey asshole, shut down your screamer!"). 2) Something fast, sleek, and sexy, used as an expression of admiration (e.g. "She/He/It's a real screamer!). 3) Somebody who screams a lot while being reduced. 4) Somebody who screams a lot while being tightly interfaced. 5) Credstick (or card) or other ID that triggers computer alarms if used.

Sensie - A popular type of entertainment involving reliving another's sensory experiences through an implant chip.

Shag – To bamboozle, cheat or trick.

Shield - Bodyguard.

Shirt – A white-collar worker, usually a low level corporate employee.

Shoemaker – A street slang term for a producer of fake credsticks or identification (ie. Shoes).

Short-circ – See Fuse.

Shortwire – To burn out, flame out, splash down and generally crash mentally.

Shredder – A minigun or auto-cannon.

Shut Down – To shut up, used as an exclamation (e.g. "Hey asshole, shut down!")

Shy - A broker. Short for "shyster," a lawyer, or "shylock," a loan shark.

Sidewalk outline – A recently deceased person, or to one who expected to die soon. The reference is to the chalk outline drawn around a dead body at a murder scene by the police.

SimSense – Simulated Sensory input, usually from a commercial recording.

SimStim – Simulated stimulation of the senses, usually from a DNI recording.

SIN – Single (or System) Identification Number. An ID number unique to each citizen.Card A registered citizens universal ID card. It functions as a combination ID card, driver's license, medical data, organ donor, residence, and ATM card, all in one. Losing this card can have serious side effects for the owner.

SINless – Someone without a SIN. See Blank.

SINner – 1) An honest citizen, ie. One who has a SIN. 2) A corporate employee.

Skagman – A dealer in illegal wire or chips.

Skat – A gross-looking individual.

Skeinsuit – A near-frictionless bodyweave/catsuit, used for maneuvering through tight places, such as ventilation ducts.

Skeleton – All the collected electronic records kept on an individual; their electronic identity.

Skirt – An ordinary (defenseless) person (male or female.)

Skiv – To rob on the street.

Skrag – 1) To kill, to "off." 2) To destroy.

Skyball – A satellite (usually surveillance).

Slam – To assault or beat up (e.g. "Let's go slam some 'dorphers.")

Slam it – Generic expletive (Syn. Kiss off, up yours.)

slam: Collapse, major setback, disaster. Originally referred to economic collapse, but now in general use for anything from a corporate bankruptcy to a personal disaster.

Slammit On – 1) To get violent. 2) To attack someone without reason.

Slap Patch – See derm.

Slave – 1) Of or relating to a corporate employee. 2) Specifically, a wage-, or data-slave.

Slice n' dice – A mono-filament cyberweapon, usually mounted in the tip of a finger, which is used as a garrotte or whip. It will cut through almost all organic material and most plastics.

Slicks – A slang term for Teflon-coated bullets, ie. Primitive armor piercing.

Slot – 1) Mild curse word (i.e. "Slot THIS, chum!"). 2) To plug a moddy or daddy into a DNI (i.e. to use a skillsoft.) 3) To have sex.

Slot and run – Hurry up, get to the point, move it.

Smart – Any device which has been augmented to interface with a user via cyberware; usually applies to weapons or vehicles.

Sneetch - Snitch, informer.

Sota – State of the Art

Spare Parts – 1) A corpse. 2) Any vat-grown or donated body-part (whether by choice or not).

Sphincter Factor – A level of disgust, nervousness, or fear (usually on a scale of 1 to 10.)

Spill – To spend money.

Splash – To shoot down. E.g. to splash an idea, or "Splash that bastard!"

Splat job – A dead body, usually messy. Also sometimes used to describe a person (or persons) who are "cannon fodder" and are not expected to live much longer.

SplatMaster – Generic term for any paintball-type air pistol. Formerly a trademarked name.

Squatter – An impoverished citizen–one step up from being homeless, but just barely.

State of the Art (Aka SOTA) – 1) Hipper than Hip. 2) To be on the edge (usually technologically).

stoh? - An interjection that means roughly "really?"

Straightener – A less than affectionate form of address for a psychiatrist. Aka "shrink".

Straphangers – Derogatory term for commuters.

Street Doc – A ripperdoc who performs emergency wound surgery as well.

Street Treat – A cheap firearm. A "Saturday Night Special."

Street, The – 1) The Underground or Black Market. 2) The sub-culture. 3) The place where you live late at night.

Streetmeat – A term for people not equipped to survive on the streets: hicks, sprawling suits, or involuntary meat puppets.

Streetname – A nickname, handle, or working name by which one it known by on the streets.

Stud – 1) See Jack. 2) A slang term for anyone (or the state of being) jacked-into a machine.

Stud/Studding – Rigging or remote control of a vehicle.

Stuffit – 1) To have sex. 2) To forget about something.

Stunning – Mind-bogglingly stupid. Used sarcastically.

suit - A straight citizen, a white-collar worker, usually middle class or higher. By implication, a korper or government employee.

Suss – To solve a problem, figure out something, understand.

Swag – A commodity, usually a datafile, worth money on the black market. See paydata.

System Identification Number – See SIN.

System Overstress – See biosystem overstress.

Tag – 1) Name, handle or trademark 2) To grab or take something. 3) To mark distinctively.

Tag Team – A gang whose fights with other Tag Teams are covered by the vid networks as a commercial combat sport.

Tagged – Equipped with a tracking device. Recognized.

Tanj! – A mild expletive decrying "the unfairness of it all." From the acronym, "There Ain't No Justice!"

Tanstaafl! – An abbreviation for "There Ain't No Such Thing As A Free Lunch," meaning, "ya gotta pay as ya go."

Tapdance – See Floor Routine.

Tapper – A broker specializing in selling information.

Team – A gang.

Teamster – A gang member.

Technician – A corporate slang term for a professional hit-man.

Techno Scum – A personally very unpleasant, but technically brilliant individual.

Tek – 1) An item of a highly technical nature. 2) A technician of any kind.

Tekniki - A technician or anyone who repairs technology.

Telecomm – A telephone, normally incorporating both video and audio communication. Also comm.

Terabyte - 1,000 gigabytes: one trillion bytes.

ThreeVee – Also 3-V. Holovision. A 3-dimension projection system.

Thriddie - 3-D, three-dimensional.

Thriller – Of or relating to a thriller gang, its members, or its actions.

Thriller Gang – A type of street gang, specializing in random violence and thrill killing.

Throwback – Derogatory term for an exotic.

Thumper – A soldier slang term for a grenade, commonly but not always concussional in nature.

Tiger – A military slicer.

Tight Interfacing – To have sex.

Tin Can – A suit of Powered Armor.

Tip – A token credchip; a very small amount of money.

Tortoise – A slicer term for someone running in the NetWork with a (slow) terminal.

Towntalk – A hybrid street language, not part of any formal group. See also city speak.

Trash Run – See Garbage Detail.

Trid – Three-dimensional successor to video.

Trog – Short for troglodyte. A derogatory term meant to indicate that an individual is subhuman or extremely ugly or misshapen.

Tuning Up – The street term for the act of beating a prisoner/captive to elicit a confession.

Twinkie – A naive, defenseless, vulnerable, or otherwise useless person.

Twitch – A careless, scatterbrained, or otherwise unreliable individual.

Twitchers – Any electricity-based weapon.

U2C – Gang slang for a pedestrian. From the abbreviation for, "Upright, Uptight Citizen."

Underware – A slang term for form –fitting body armor.

Vatjob – 1) A person with extensive cyber- or bioware replacement. From the time spent in a nutrient-fluid vat. 2) Organic enhancement by means of vat-grown tissue or muscle.

Vidflick – Flat screen entertainment that predates

Vidiot – A Virtual Reality or video game addict.

Vrcade – A Virtual Reality, Braindance, and/or video game arcade or parlor.

WageSlave – A low-level or non-ambitious, corporate employee. See Shirt.

Waldoes – A common term for any set of remote-controlled mechanical arms, as used in factories and toxin handling.

Watch-over – Surveillance

Wavy – Cool or smooth.

Wearing color – Usually associated with streetgangs, to wear clothing with colors or designs which identify you with a specific gang.

Wetware – 1) human augmentation mechanisms based on biochemical methods. E.g. biochemical processors, custom crafted DNA, custom biological tissue, brain implants/grafts, mind/body altering drugs (rare). As opposed to hardware which is based on artificial, physics based methods, e.g. chips. 2) Slang for cyber-augmentation of skills or other mental functions. 3) The human brain (a backhanded reference to normal organic thought processes.) 4) Any original body organ.

Wetwork – Assassination. Murder.

Whacked – Of or relating to the state of being either "high" or insane.

Wigly – Weird or different. Usually referring to a good drug trip.

Wilson – 1) Idiot. 2) Wannabe. Often used as a slicer insult.

Wire Boy/Girl – A slicer.

Wired – Equipped with cyberware, especially increased reflexes.

Wirehead – Someone addicted to computers or electronic communication (e.g. a person who would rather slice then eat or have sex).

Wiz – 1) Very impressive. 2) Wizard.

Wizard – A slang term meaning, "great," "wonderful," or "excellent."

Wizzer – A hip term meaning, "great," "fantastic," "terrific," etc. Also wiz.

Wizzie - Contraction of WYSIWYG, "what you see is what you get," a type of virtual display

Wolver – Of or relating to hand spurs.

Word, the – The latest gossip or rumors on the street.

Wysiwyg ("Wizzy-wig") – Lit. "no nonsense." From the acronym, "What You See Is What You Get."

X-Heads – Street slang for cross-cut bullets, eg. Dum-dums.

zek - An executive.

Zero – 1) See Blank. 2) To delete or destroy a piece of software. 3) To kill someone. 4) Midnight (From zero-hour.)

Zeroman - Assassin.

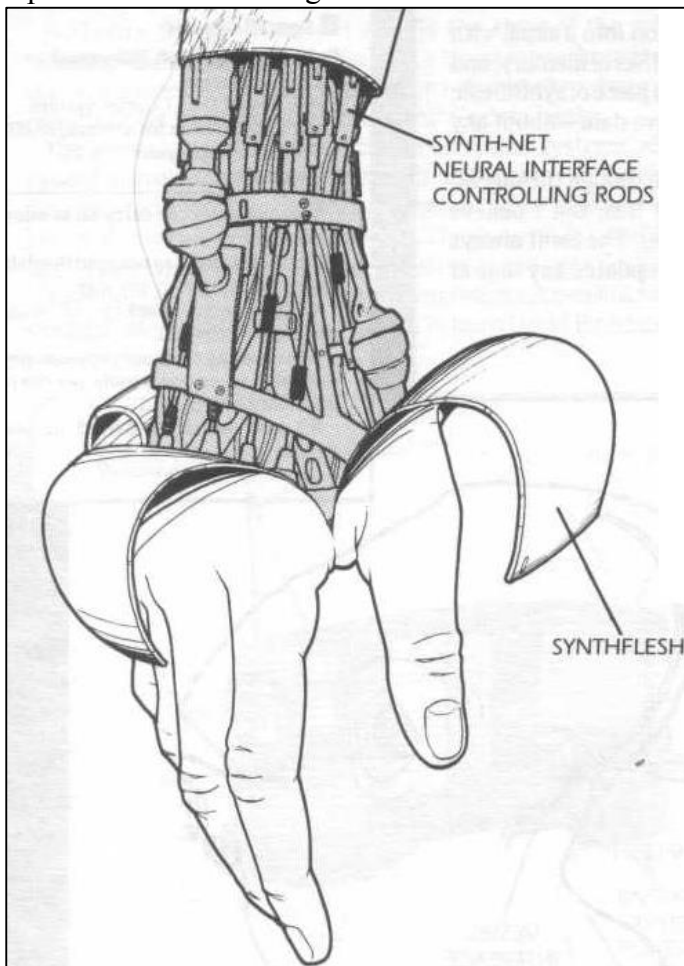**Zone** – See Combat Zones.

Zonies – Of or relating to an armed security patrol or any of its members.

Prosthetics & Bionics

Prosthetics: This is an example of the basic prosthetic, issued throughout the Rebel Alliance for limbs lost in the line of duty. The devices replace lost limbs, but do not enhance a body's performance.

BioTech's Repli-Limb line if prosthetics is one of the most dependable in the industry. Although these replacements aren't capable of super feats, they have a nearly spotless record for host tissue acceptance due to hyperflesh construction. They are also legal, while enhancement products are very carefully regulated.

The prosthetics synth-net neural interface allows full control of the limb, with the complete range of tactile sensations the prosthetic's recipient experienced with his original limb.

Location	Credits
Hand	1,000
Arm	2,000
Leg	2,000
Eye	2,750
Ear	2,750
Heart	5,000
Lungs	4,000
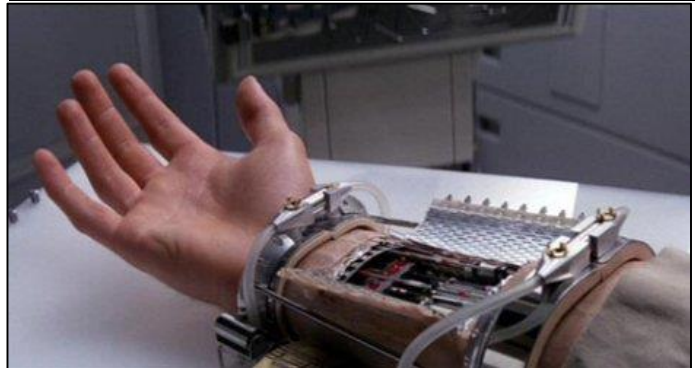
Bionics: Bionics are much like prosthetics. They are completely hidden from sight (not necessarily from scans). They have the same type of synthflesh over them. The main difference is the fact that they hide extreme abilities. For instance, a normal looking guy could throw a 5D damage punch out of nowhere, or hear a conversation from halfway across the room. These are usually reserved for government agents, and are not usually available to the general public.

Specifications: The following costs cover the basic bionic components and operation.

Availability: 4

Location	Credits by Strength:		
	4D+1 STR	**4D+2 STR**	**5D STR**
Hand	1,500	2,500	5,000
Arm	3,000	5,000	10,000
Leg	3,000	5,000	10,000

	Credits by Types of Vision:		
	Thermal	**Night**	**Zoom 10X**
Eye	5,000	5,000	6,000
	Credits by Hearing Modification:		
	Improved		**Parabolic**
Ear	5,250		5,500

Specifications: The following costs cover the basic prosthetic and operation.

Availability: 2

Cybernetics

Cybernetics are made to be seen. They are usually chrome, nickel plated, or sometimes even powder-coated so that they can shine all the time. People with cybernetics generally get cybernetics to stand out in the crowd. They aren't afraid to show off their latest gadgets.

Description of game terms:
Model: The model or version of the cyperware.
Type: The classification of the cyberware.
Surgery: An operation is necessary when installing a piece of cyberware, but the complexity of the operation varies. A person installs/operates a piece of cyberware into the body of another person by using the medicine: cyborging skill. If the medicine: cyborging roll is lower than the cyberwares surgery difficulty, something have gone wrong. The result of an operation gone wrong can be estimated by finding the difference between the medicine: cyborging roll and the difficulty on the "Surgery Failure Chart" The cost and resting period for each type of surgery is following:

Surgery	Cost	Resting Period
Very Easy	100	4D Hours
Easy	200	8D Hours
Moderate	500	1D Days
Difficult	2,000	3D Days
Very Difficult	5,000	1D Weeks
Heroic	10,000	3D Weeks

Skill: Some types of cyberware use a skill, these are listed here.
Cost: Basic cost of the cyberware. Add cost of the surgery.
Availability: Availability of the cyberware.
Game notes: Special notes, penalties and bonuses are noted here.

Medicine: cyborging roll Cyborging Roll < Difficulty By	
0-3	The cyberware has not been installed properly, and every time the wild die comes up as a 1, on any rolls related to the cyberware, it will not function the next 1D minutes.
4-8	Something is wrong with the way the cyberwaer is connected to the patient. 1D weeks after the operation the cyberware will break down.
9-12	The cyberware is out of control, reacting randomly to non-existing commands from the user.
13-15	The body's immune system is resisting the cyberware, and rejects it as foreign. The cyberware cannot be used, and unless removed, the user will become very ill (-1D to all rolls) in a matter of 1D days.
16+	The operation has gone totally wrong, and the patient has died

Temptation of Evil: The use of Cybernetics is especially dangerous to those who believe in and use the Force. The unnatural combination of man and machine makes tapping the Force harder, but also opens the person to the temptations of the Dark Side once the Force has been called upon.

Each cybernetic enhancement will give the user 1 cyber point. Increase the number of cyber points each time the character tries to modify their cybernetics to do more than they are designed to.

When a character calls upon the Force, he must roll a die. If the number is higher than the character's total cyber points, the Force may be used as described in the game. If the roll is equal to or lower than the point total, the character cannot use the Force.

Characters with any cyber points receive double the normal amount of Dark Side points.
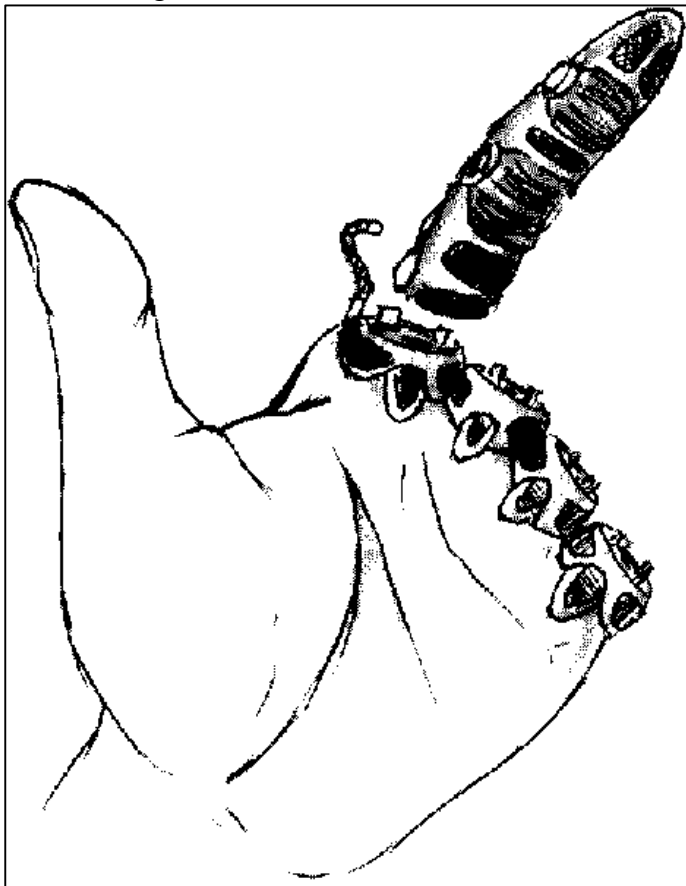
Fingers

Dynalar's DIGITZ™ Cyberfingers have essentially ruled the cyberfinger industry. So much so that few others have even dared to compete in this part of the cybernetics industry. A new line of cybernetic fingers from Dynalar Technologies! Compatible with any standard cyberhand or cyberarm; easily installed in the privacy of your own home. At Dynalar, we are giving new meaning to the term "giving you the finger!"

Dynalar also offers a new option for DIGITZ™ Cyberfingers as well:
- Flesh Mount
- Quick Change Mount

Flesh Mount: Allows fingers to be installed on "meat" hands. This may also be combined with the Quick-Change Mount.

Model: Dynalar DIGITZ™ Flesh Mount
Type: Cybernetic Finger Mounting System
Surgery: Moderate
Cost: 200 Credits per finger mount

Availability: 1

Quick Change Mount: A handy click-and-turn mount installed at the knuckle of a cyberhand. Any Dynalar DIGITZ™ Cyberfinger can be modified for use with a quick-change mount for 50 Credits.
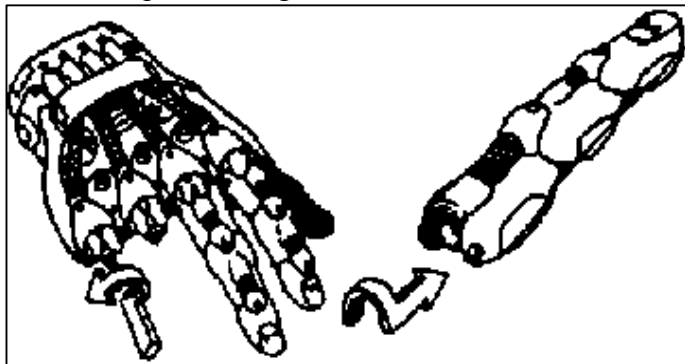
Model: Dynalar DIGITZ™ Quick Change Mount
Type: Cybernetic Finger Mounting System
Surgery: Moderate, 500 Credits, 1D Days Recovery
Cost: 50 Credits per finger mount
Availability: 1

The following is a list of current DIGITZ™ Cyberfingers:
- Ball Point Finger
- Dart Gun
- Finger Bomb
- Grenade
- Hypo
- Lighter
- Lightpen
- Lockpick
- Mace Sprayer
- Mini Light
- One Shot Special
- Scissors/ Wirecutters
- Tracker
- Video Camera

Other Cybernetic fingers include:
- Gang Jazzler
- Garrote
- Hidden Compartment Finger

Ball Point Finger: A great toy for executives or students. This leak-proof pen in the fingertip holds

enough ink to write a ten-mile line. It can even write underwater or in zero-gravity. Refills are available in a variety of colors.
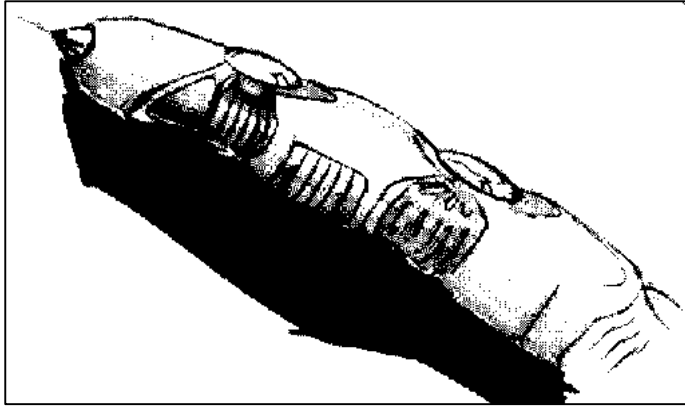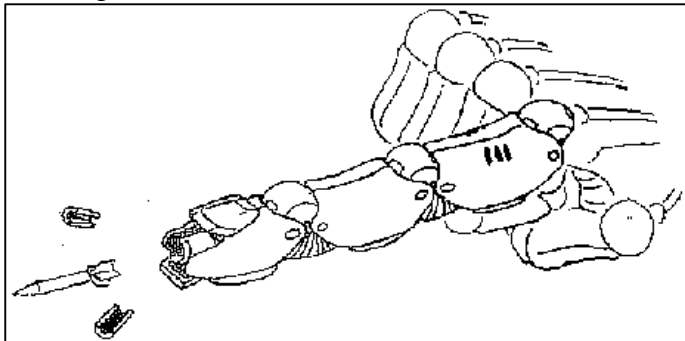

Model: Dynalar DIGITZ™ Ball Point Cyberfinger
Type: Writing Finger
Surgery: Easy, 200 Credits, 8D Hours Recovery
Cost: 50 Credits, Refills 1 Credit each
Availability: 1

Dart Gun: This compressed-air dart has the capability of delivering a toxin for you, with minimal noise. It makes for the perfect assassination tool, or for self-protection.

Model: Dynalar DIGITZ™ Dart Gun Cyberfinger
Type: Short-Range Dart Gun
Surgery: Easy, 200 Credits, 8D Hours Recovery
**Skill:** Missile Weapons: Dart Launcher
Ammo: 2
Range: 1/2/3
Damage: 1D
Cost: 200 Credits, +50 Credits – Dart
Availability: 3, F or R

Finger Bomb: This finger has a hidden bomb inside of it which can be command detonated by the user. Caution, this finger is considered Black Market Cyberwear.
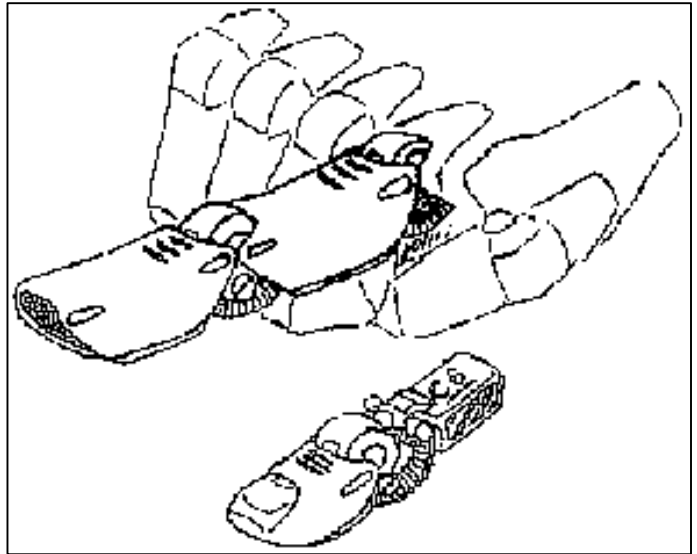
Model: Dynalar DIGITZ™ Finger Bomb Cyberfinger
Type: Explosive Charge
Surgery: Easy, 200 Credits, 8D Hours Recovery
Skill: Explosives
Ammo: 1
Range: 1/2/3
Damage: 5D/4D/3D
Cost: 300 Credits
Availability: 4, F or R

Grenade: The first joint of the cyberfinger is a self-propelled grenade.
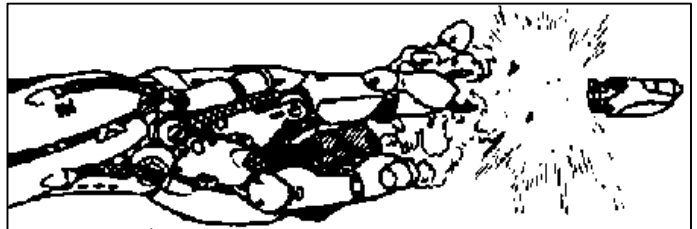
Model: Dynalar DIGITZ™ Dart Gun Cyberfinger
Type: Short-Range Dart Gun
Surgery: Easy, 200 Credits, 8D Hours Recovery
Skill: Missile Weapons: Dart Launcher
Ammo: 1
Range: 1-2/5/10
Damage: 5D
**Cost:** 500 Credits, +250 Credits – Grenade
Availability: 3, F or R

Hypo: A miniature hypodermic needle. A drug container plugs into the socket just below the knuckle. This finger holds enough compressed air for 3 injections at a time, then must be refilled with air and drug.
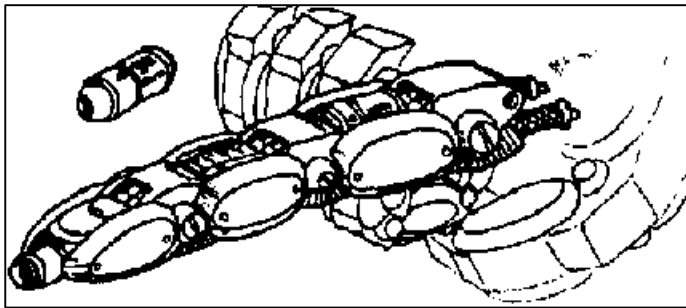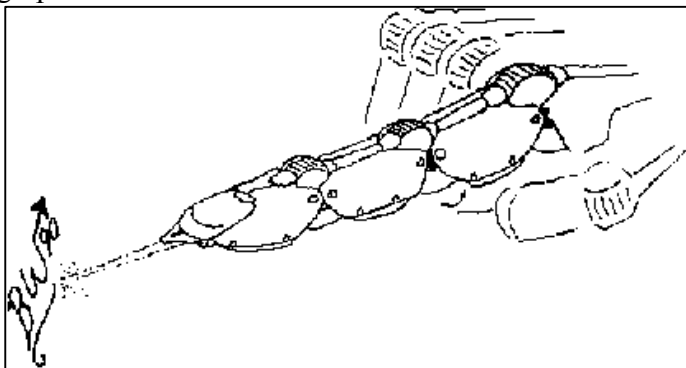
Model: Dynalar DIGITZ™ Hypodermic Cyberfinger
Type: Hypodermic Needle
Surgery: Easy, 200 Credits, 8D Hours Recovery
Cost: 400 Credits, Refills by drug type
Availability: 3

**Lighter:** This is a miniature flame lighter. It has enough fuel for 2 hours of use.
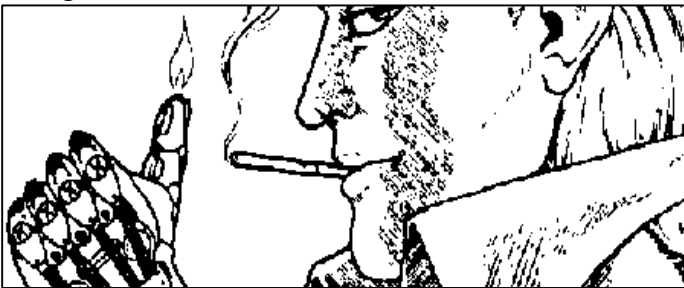
Model: Dynalar DIGITZ™ Lighter Cyberfinger
Type: Flaming Finger
Surgery: Easy, 200 Credits, 8D Hours Recovery
Cost: 50 Credits, Refills 1 Credits for 2 hours of fuel
Availability: 1

Lightpen: Used to write on computer screens and graphics tablets

Model: Dynalar DIGITZ™ Lightpen Cyberfinger
Type: Stylus
Surgery: Easy, 200 Credits, 8D Hours Recovery
Cost: 90 Credits
Availability: 1

Lockpick: A concealed "handy" breaking and entering tool.
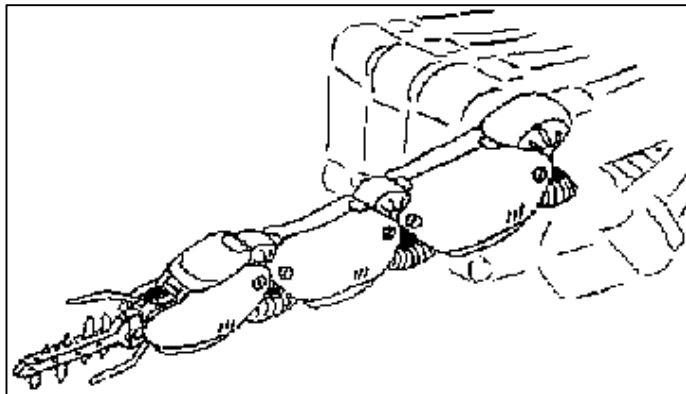
Model: Dynalar DIGITZ™ Lock Pick Cyberfinger
Type: Lock Pick
Surgery: Easy, 200 Credits, 8D Hours Recovery
Cost: 100 Credits
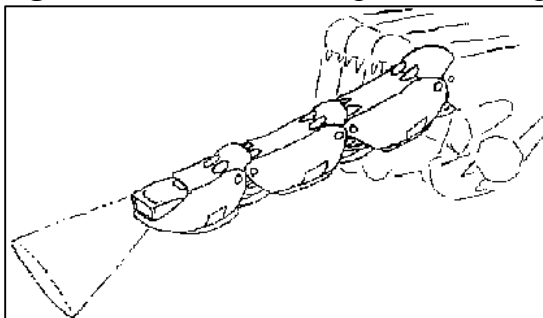**Availability:** 2, F or R

Mace Sprayer: This finger holds 2 bursts of incapaciting mist.
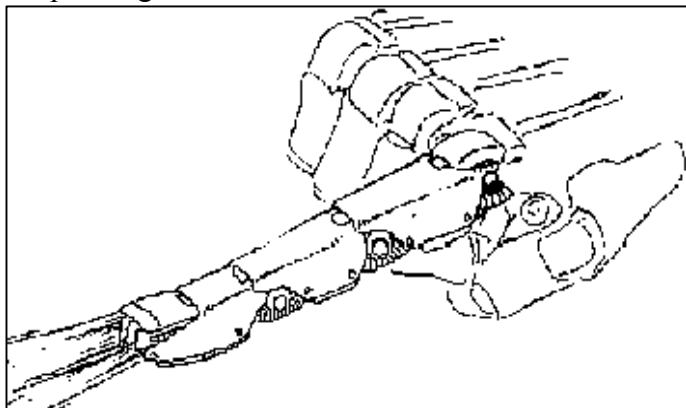
Model: Dynalar DIGITZ™ Mace Sprayer Cyberfinger
Type: Self-Defense
Surgery: Easy, 200 Credits, 8D Hours Recovery
Cost: 300 Credits
Availability: 1
Notes: -3D to all perception checks, and -3D to all dexterity related checks while under the effect of this spray. Can hit multiple targets with this spray. Cone 45° wide and 20 feet long.

Mini Light: A narrow beam of light, 80 Ft. long.

Model: Dynalar DIGITZ™ Mini Light Cyberfinger
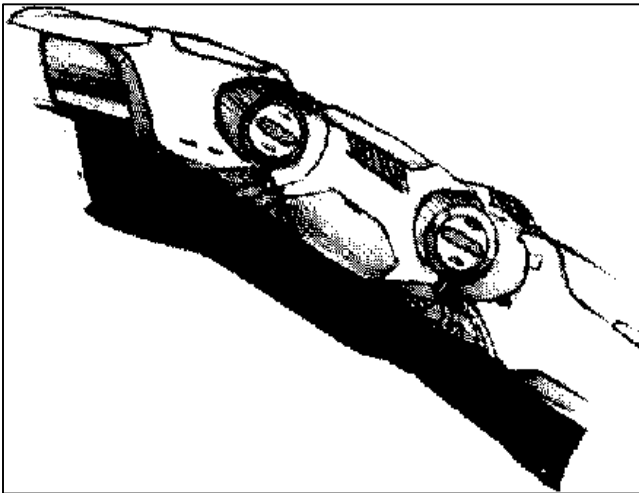**Type:** Flashlight
Surgery: Easy, 200 Credits, 8D Hours Recovery
Cost: 50 Credits
Availability: 1

Add-on:	Credits
Infra-Red Lens	50
Ultra-Violet Lens	50

One Shot Special: This cyberfinger holds a single 5mm slugthrower round. If you carry extra ammo, you can reload it. This may be black market cyberware in some areas.

Model: Dynalar DIGITZ™ One-Shot Pistol Cyberfinger
Type: Slugthrower
Surgery: Easy, 200 Credits, 8D Hours Recovery
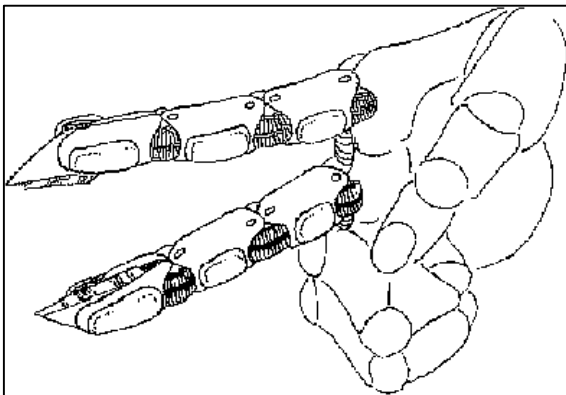**Skill:** Archaic Weapons
Ammo: 1
Range: 1-2/3/5
Damage: 4D
Cost: 600 Credits, +50 Credits per 10 rounds
Availability: 4, F or R

Scissors/ Wirecutters: A pair of cutters is built into the middle and index finger.

Model: Dynalar DIGITZ™ Scissor/Wirecutter Cyberfinger
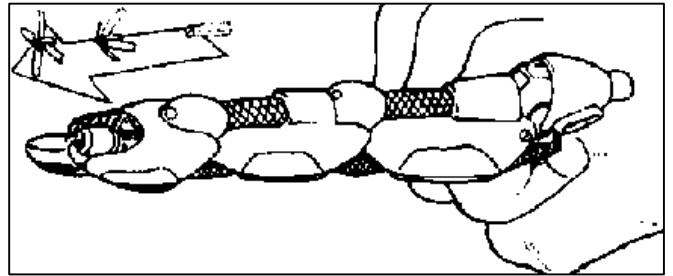**Type:** Scissor/Wirecutter
Surgery: Easy, 200 Credits, 8D Hours Recovery
Cost: 100 Credits
Difficulty: Easy
Damage: STR +1D
Availability: 1

Tracker: This cyberfinger contains a tracking device which has a range of 3 km. It transmits the direction and distance to a local personal access device. The finger holds 2 magnetized tracker bugs that can launch at 15' away.

Model: Dynalar DIGITZ™ Tracking Device Launching Cyberfinger
Type: Short-Range Tracking Device
Surgery: Easy, 200 Credits, 8D Hours Recovery
**Skill:** Missile Weapons: Tracking Device Launcher
Ammo: 1
Range: 1/2/3
Cost: 600 Credits, +100 Credits – Extra Tracking Device
Availability: 2, F or R

Video Camera: Designed in conjunction with SoroSuub's Macrobinocular division, this finger is designed to transmit its data to a remote receiver for either immediate or later viewing. This cyberfinger is ideal for peering around corners unobtrusively.
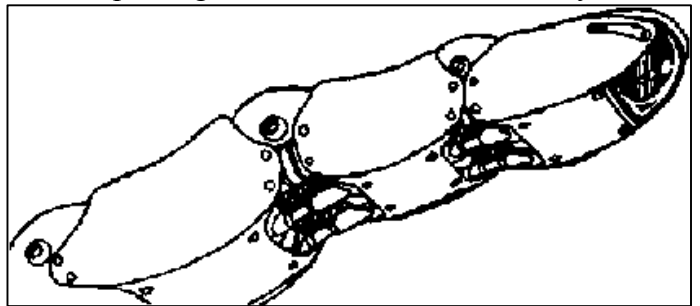
Model: Dynalar DIGITZ™ Video Camera Cyberfinger
Type: 2-D Video Camera
Surgery: Easy, 200 Credits, 8D Hours Recovery

Cost: 500 Credits, + Optionals
Availability: 1
Note: The camera can also have one of the following options:

Option	Credits
Passive Infra-Red	+500
Teleoptics (10X)	+600
Low Light	+250

Gang Jazzler: Shocking new tech from CyberMatrix! The installation of small, highly conductive needles are insulated and housed in forefinger sheaths. These are wired to a very powerful mini-battery. The battery, located in the forearm, has enough of a charge for 3 lethal surges. Gang Jazzlers are considered black market weapons.

Model: CyberMatrix™ Gang Jazzler
Type: Shock Finger
Surgery: Easy, 200 Credits, 8D Hours Recovery
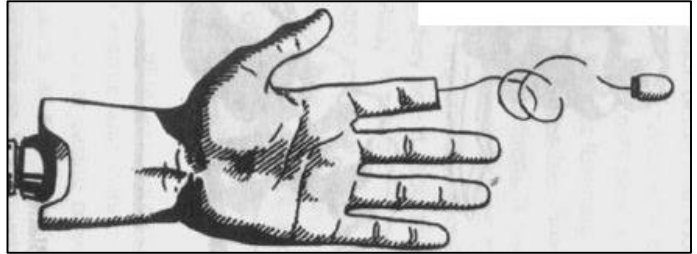**Skill:** Brawling
Ammo: 3
Difficulty: Easy
Damage: 6D

Cost: 1,200 Credits
Availability: 4, F or R

Garrote: Cybertechnology's first foray into the world of cybernetics. This hand was designed for use by Imperial Operatives. While it is still in its testing phase, we have risked life and limb to write here about it so you can be well-informed.

Model: Cybertechnology's Finger Garrote
Type: Single cord strangling weapon
Surgery: Easy, 200 Credits, 8D Hours Recovery
Skill: Melee combat: garrote
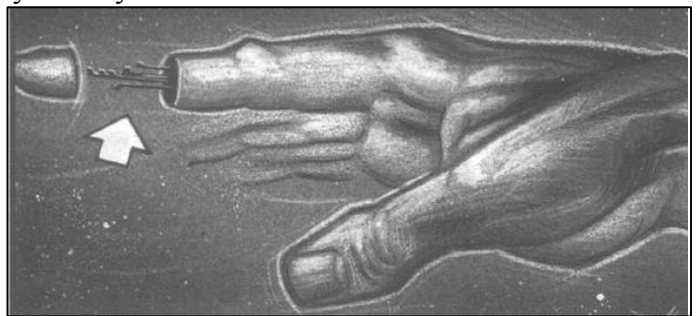**Cost:** Not available for sale
Availability: 1
Difficulty: Moderate (from behind)
Damage: STR+1D
Game Notes: Target may attempt a *brawling parry* to resist with a +10 difficulty modifier.

Hidden Compartment: This makes a handy place to store anything you want to keep concealed or hidden. Comes with a synthflesh covering to help keep prying eyes away.

Model: BioTech's Hidden Compartment Finger
Type: Hidden Storage Compartment
**Surgery:** Easy, 200 Credits, 8D Hours Recovery
Cost: 500
Availability: 1

Hands

The following is a list of current Cyberhands:

- Custom Cyberhands
- Hammer Hand
- Hand Blade, Retractable
- Hand Blaster
- Independent Cyberhand
- Mace Hand
- Model Cyberhand
- Neuro-Shock Hand
- Repulse-Hand
- Retractable Climbing Claws
- Standard Cyberhand
- Whip Hand

Custom Cyberhand: The latest line of cyberhands from Cytech™ includes 3, 4, and 6-fingered hands, as well as hands with joints that can bend in either direction and dual opposable thumbs. Do you think your cyberarm is too drab and ordinary? Cytech™ can help you rise above the crowd.
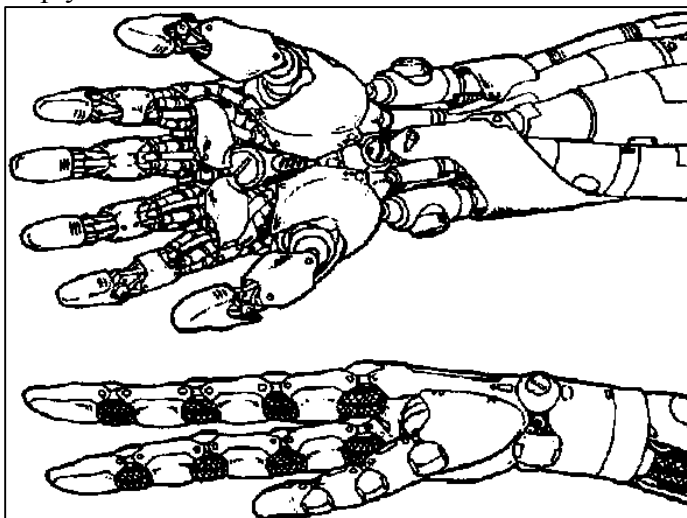
**Model:** Cytech™ Custom Cyberhand
Type: Custom Cybernetic Hand
Surgery: Moderate, 500 Credits, 1D Days Recovery
Cost: 1,800 Credits
Availability: 1
Note: The primary game effect of these cyberhands is in the realm of the cyberfinger capacity. Double-jointedness gives +1D to Escape Rolls when attempting to escape from any kind of bindings.

Hammer Hand: Increase your close combat abilities with this new design from CyberMatrix™. This hydraulic ram fist is constructed of a rugged alloy, with a patented piston action that allows you to punch with incredible strength.
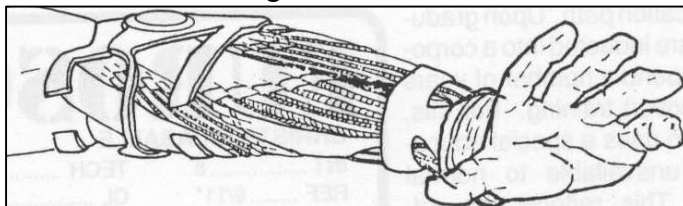
Model: CyberMatrix™ Hammer Hand
Type: Cybernetic Punching Hand
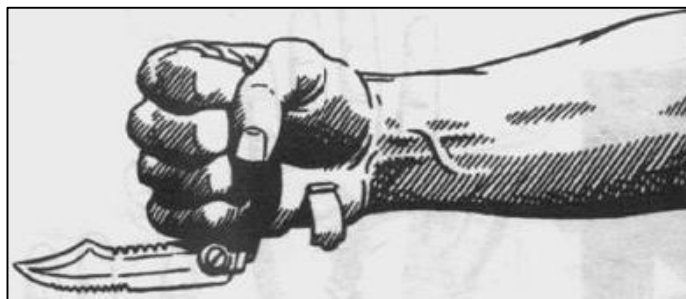**Surgery:** Moderate, 500 Credits, 1D Days Recovery
Skill: Brawling
Difficulty: Moderate
Cost: 2,300 Credits
Availability: 2, F or R
Damage: STR +3D

Hand Blade, Retractable: The hand blade slips out of the side of the hand, opposite the thumb, parallel to the hand. This dandy little weapon can make a punch pretty nasty. The side of the blade closest to your own hand has no sharp edge, so you can't cut yourself by accident. You can also get the hand blade implanted in a normal hand, but the hand side edge tends to bruise flesh if you strike out sideways and hit something to hard. That's no problem for blades in a cyberhand, of course.

Model: TokoTecnology Retractable Hand Blade
Type: Cybernetic Knife Hand
Surgery: Moderate, 500 Credits, 1D Days
Skill: Brawling
Surgery: Moderate, 500 Credits, 1D Days Recovery
Cost: 2,300 Credits
Availability: 2
Damage: STR +1D

Hand Blaster: This hand is generally covered in synthflesh, making it easier to conceal to the naked eye. Scanners will still register that the person has a weapon, but perhaps not where the weapon is on his/her person.

Model: PsiberStuff™/BlasTech Cybernetic Blaster Hand
Type: Cybernetic Mace
Surgery: Moderate, 500 Credits, 1D Days Recovery
**Skill:** Blaster: Cybernetic Blaster
Ammo: 25
Cost: 750 (power packs: 25)
Availability: 2, R or X
Range: 3-7/20/40
Damage: 5D+2

Independent Cyberhand: From Psiberstuff™–This new cyberhand has an amazing crushing strength (even if it doesn't have the actuators of an entire backing it up). This hand is specifically designed to work with the entire Dynalar's DIGITZ™ line, or you can have one option installed in the hand as a whole.
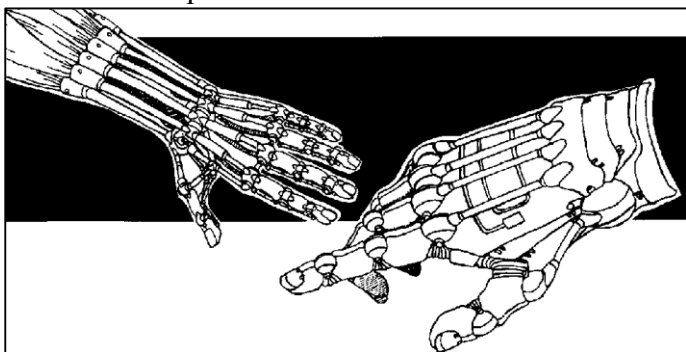
Model: Psiberstuff™ Independent Cyberhand
Type: Cybernetic Hand
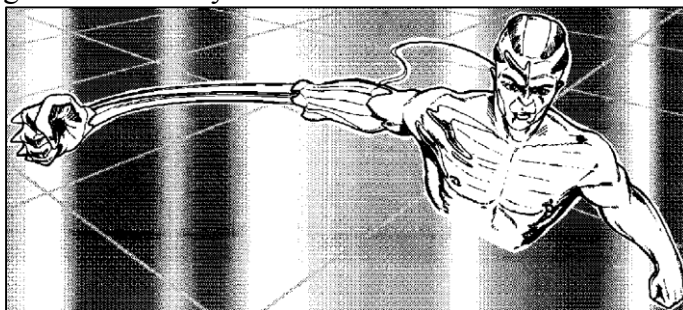**Surgery:** Moderate, 500 Credits, 1D Days Recovery
Cost: 1,500 Credits, + Option
Availability: 1
Note: This cyberhand has a 5D strength rating for crushing attacks. This cyberhand can also have one of the following covering options:

Covering Option	Credits
Synthskin Covering	+100
Superchrome	+200
Armored (Character's base STR +2D Physical & Energy)	+250

Mace Hand: The PsiberStuff™ Mace Hand is one heavy hitter. The Mace Hand is a high-density, weighted club which can be smashed into a target. Furthermore, the Mace Hand can be extended on a 3 foot long heavy cable, allowing for a longer range and greater flexibility of attacks.

Model: PsiberStuff™ Whip Hand
Type: Cybernetic Mace
Surgery: Moderate, 500 Credits, 1D Days
Skill: Melee Weapons: Mace
Surgery: Moderate, 500 Credits, 1D Days Recovery
Cost: 600 Credits
Availability: 2, F or R
Damage: STR +2D

Model Cyberhand: New from Dynalar Industries, This "Model Cyberhand" will match any standard F-24 modular cyberarm, including chromed, stripped, or powdercoat models. Full digital manipulation, plus 4 fully removable fingers for "special" work. Standard models include:

- Lockpick
- Flashlight
- Lighter
- Dart Gun
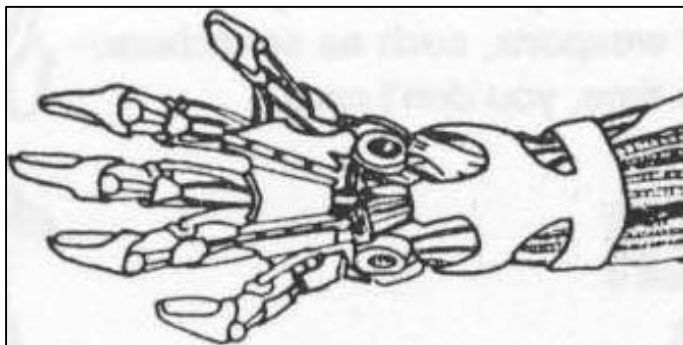
Model: Dynalar Model Cyberhand
Type: Custom Cybernetic Hand

Surgery: Moderate, 500 Credits, 1D Days Recovery
Cost: 1,300 Credits
Availability: 1
Note: The fingers mentioned above are listed with the fingers previously mentioned in this book.
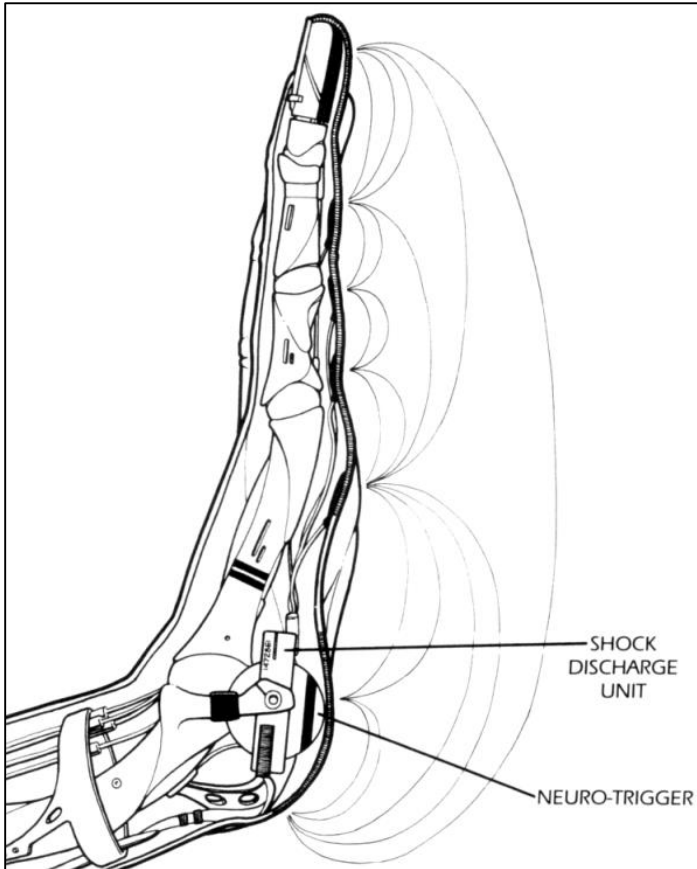
Neuro-Shock Hand
Model: BioTech Neuro-Shock Hand
Type: Offense cyber prosthetic
Surgery: Moderate, 500 Credits, 1D Days
Skill: Brawling
Cost: 300 credits per pip of damage, plus base cost of 1,000 credits

Game Notes: Neuro-Shock hand's damage code replaces user Strength code for brawling damage. Recipient must buy at least enough damage to match his Strength code. Anytime the hand makes a heavy impact the shock energy is released.
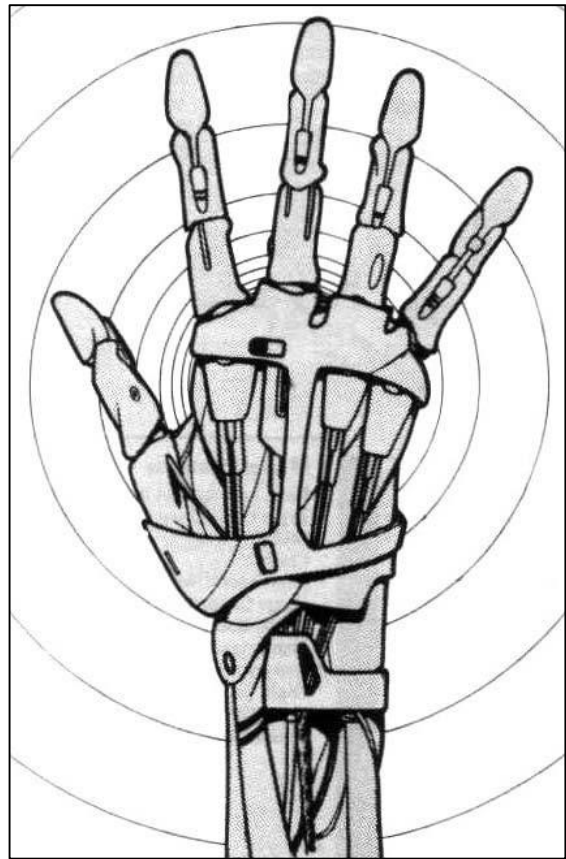
Repulse-Hand
Model: Control Zone Repulse-Hand
Type: Offense cyber prosthetic
Surgery: Moderate, 500 Credits, 1D Days Recovery
Skill: Repulse-hand
Cost: 300 credits per pip (minimum cost 1,500)

Game Notes: Repulse-hand adds 1D to repulse-hand damage. User gains repulsehand skill at 0D. Must buy repulse-hand skill to equal or greater than Strength. Skill and damage are set at time of purchase and may not be improved at a later date. Skill replaces brawling and brawling parry and may be used for melee parry. For example, if a character wants to buy a repulse-hand at 4D+2, it will cost 4,200 credits.

Retractable Climbing Claws: Wiremasters® is proud to offer the new Wilkerson compression carbide blades for their new climbing claws. Now you too can climb a tree like a Wookie. Just make sure not to bare your claws in anger. You might make the Wookie very angry.
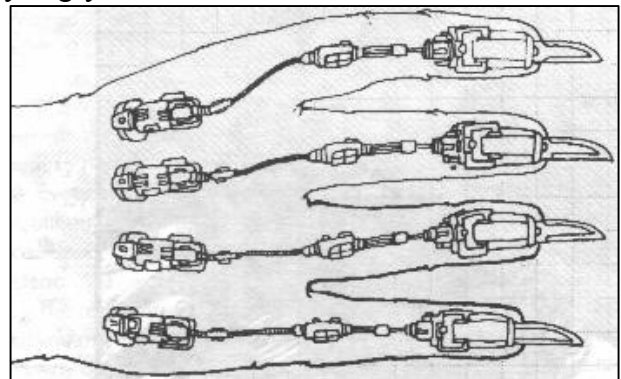
Model: Wiremasters® Retractable Climbing Claws
Type: Cybernetic Claws

Surgery: Moderate
Skill: Brawling
Surgery: Very Easy, 100 Credits, 4D Hours Recovery
Cost: 400 Credits
Availability: 2, F or R
Damage: STR +1D
Note: When used for climbing, the character may add +2D to their climb skill.

Shock Hand: The shock hand consists of shock pads built into the knuckles or palm of the hand that impart a nasty charge to the poor sap you hit. They're a little more expensive that traditional shock gloves or stun batons, but the convenience is worth the extra expense.

Model: Electrobody Shocking Grasp Cybernetic Hand
Type: Cybernetic Stun Hand
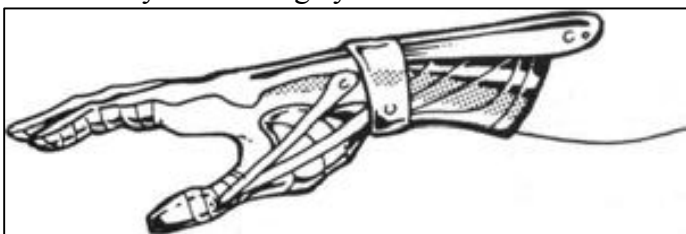**Surgery:** Moderate, 500 Credits, 1D Days Recovery
Skill: Brawling
Difficulty: Very Easy
Cost: 1200 Credits
Availability: 2, R
Damage: 5D Stun Damage

Standard Cyberhand: This hand is designed to be as strong as your original hand, without giving up the look and style of having cybernetics.

Model: Siembieda Inc. Standard Cyberhand
Type: Cybernetic Hand
Surgery: Moderate, 500 Credits, 1D Days Recovery
Cost: 250 Credits

Availability: 2

Model: Theed Palace Engineering Corps Cyberhand
Type: Cybernetic Hand
Surgery: Moderate, 500 Credits, 1D Days Recovery
Cost: 275 Credits
Availability: 2
Note: This is the exact same type of hand that General Anakin Skywalker, hero of the Clone Wars, once had.

Whip Hand: CyberMatrix™ is proud to introduce their very own whip hand. With a 7' long alloy tentacle that can either be used as a whip, or to strangle someone, or even as a short-range grapple, this whip is indispensable to the more intelligent combatants out there. The whip can spool out and retract to store it on command, making it easier to use.
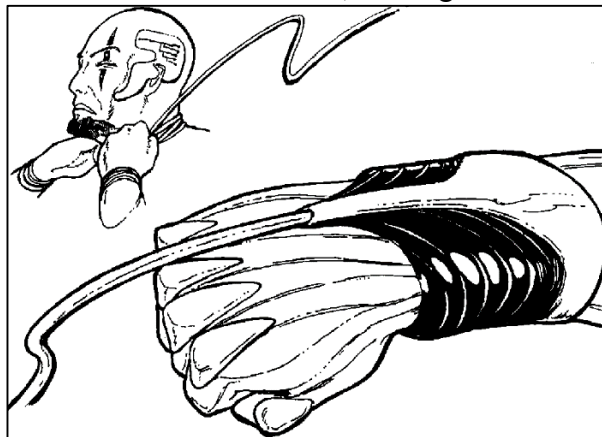
Model: CyberMatrix™ Whip Hand
Surgery: Moderate, 500 Credits, 1D Days Recovery
Surgery: Moderate
Skill: Melee Weapons: Whip
Difficulty: Moderate
Cost: 950 Credits
Availability: 2, F or R
Damage: STR +2D

Arms

Arms-The following is a list of current Cyberarms:

- BigRipp
- Blaster Cyberarm
- Blitzkrieg Arc-Thrower
- Buzzsaw
- ChainRipp
- Cyberarm, Heavy
- Cyberarm, Simple
- Cybercomputer Arm
- Extra Twist Joint Addition
- Flashbulb
- Forearm Claws
- Jedi Prosthetic
- Spider MicroWaldo
- Super-Sized Arms

BigRipp: NovelTech Ltd puts a 14 inch triangular blade of plasteel in your forearm. The ultimate expression of style and functionality!

Model: Exotica Cybernetic Forearm Claws
Type: Cyber limb with blades
Skill: Melee Combat/Melee Parry
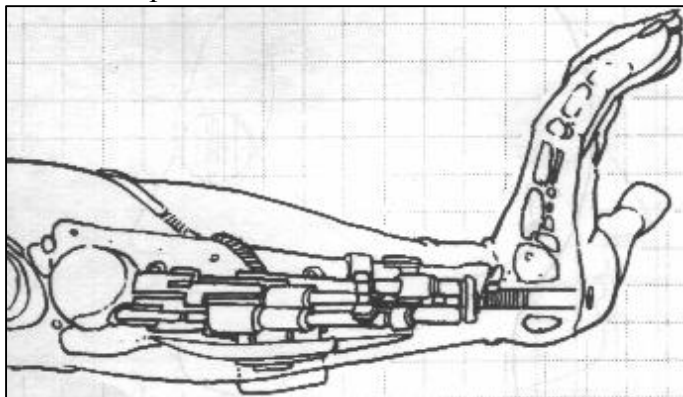**Surgery:** Difficult, 2,000 Credits, 3D Days Recovery
Availability: 2, F or R
Damage: STR+2D
Cost: 4,000

Blaster Cyberarm: In this cyberarm, there is a blaster concealed behind the chrome. Usually it is a blaster carbine, however, other weapons have been used in the past as well.

Model: PsiberStuff™/BlasTech Blaster Cyberarm
Type: Cyber limb with blaster
Surgery: Difficult, 2,000 Credits, 3D Days Recovery
Availability: 2, X
Ammo: 50
Range: 3-25/50/75
Damage: 5D
Cost: 8,500
Game notes: The PsiberStuff™/BlasTech Blaster Cyberarm has been sought after by many individuals. When found, the owner is often targeted by renegade "ripper" gangs who want the cyberarm for their own (often nefarious) use.

Blitzkrieg Arc-Thrower: The new Blitzkrieg Arc-Thrower incorporates the use of a low-energy laser to ionize an air path along which the high volt, medium-amp artificial lightning bolt is directed. Only ionic shielding can defend against this powerhouse of a weapon that ignores all other shields.

Model: PsiberStuff™/BlasTech Blaster Cyberarm
Type: Cyber limb with Lightning Gun
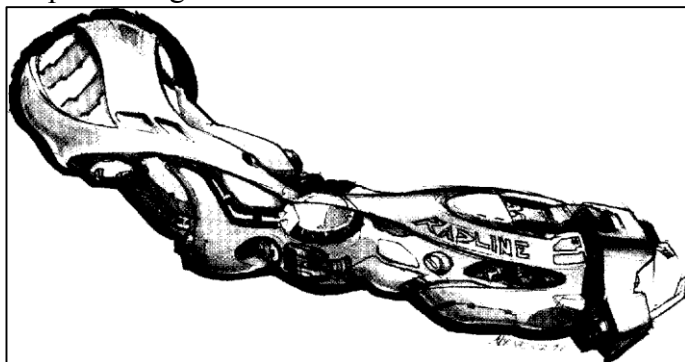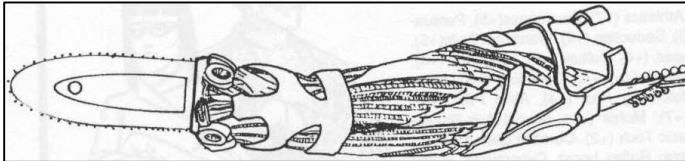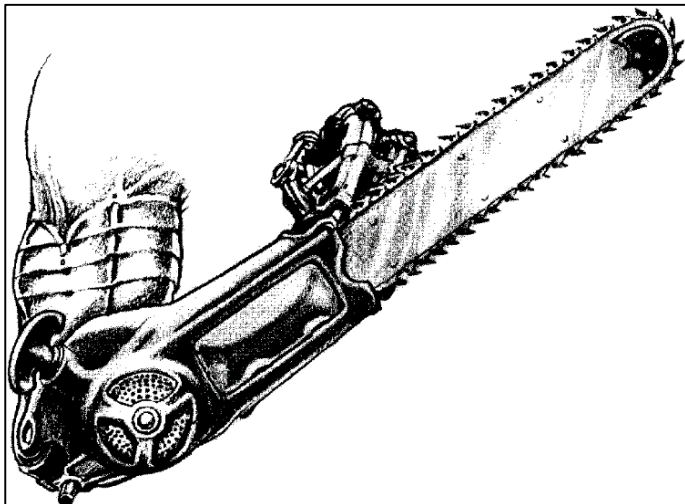**Surgery:** Difficult, 2,000 Credits, 3D Days Recovery

Availability: 2, X
Ammo: 25
Range: 3-10/20/50
Damage: 5D
Cost: 8,500

Buzzsaw: If you're the type of person who likes to get up close and personal, this is your weapon. The removable cyberhand can be pulled back to extend a 1 foot long, high speed chainsaw with a very thin, sharp plade. A secret bicep compartment can also store up to 3 knives.

Model: Exotica Cybernetic Removable Buzzsaw
Type: Cyber limb with removable chainsaw
Skill: Melee Combat/Melee Parry
Surgery: Difficult
Availability: 2, X, F or R
Surgery: Difficult, 2,000 Credits, 3D Days Recovery
Damage: STR+4D
Cost: 10,500

ChainRipp: This is a cyberarm weapon manufactured by the venerable BioTech. After seeing the success of Exotica Cybernetics' classic Buzzsaw, They immediately started production of this model. It actually does more damage due to the fuel-powered motor it uses. Also, the chainsaw retracts into the arm when it is not in use, making it at least somewhat concealable. The ChainRipp also does not register as a weapon by scanners, instead calling it a fuel-powered tool.

Model: BioTech ChainRipp

Type: Cyber limb with chainsaw attachment
Skill: Melee Combat/Melee Parry
Surgery: Difficult, 2,000 Credits, 3D Days Recovery
Availability: 2, X, F or R
Difficulty: Difficult
Damage: STR+5D
Cost: 10,500

Cyberarm, Heavy: Extremely heavy cyberarm making the wearer a deadly opponent, even if unarmed.
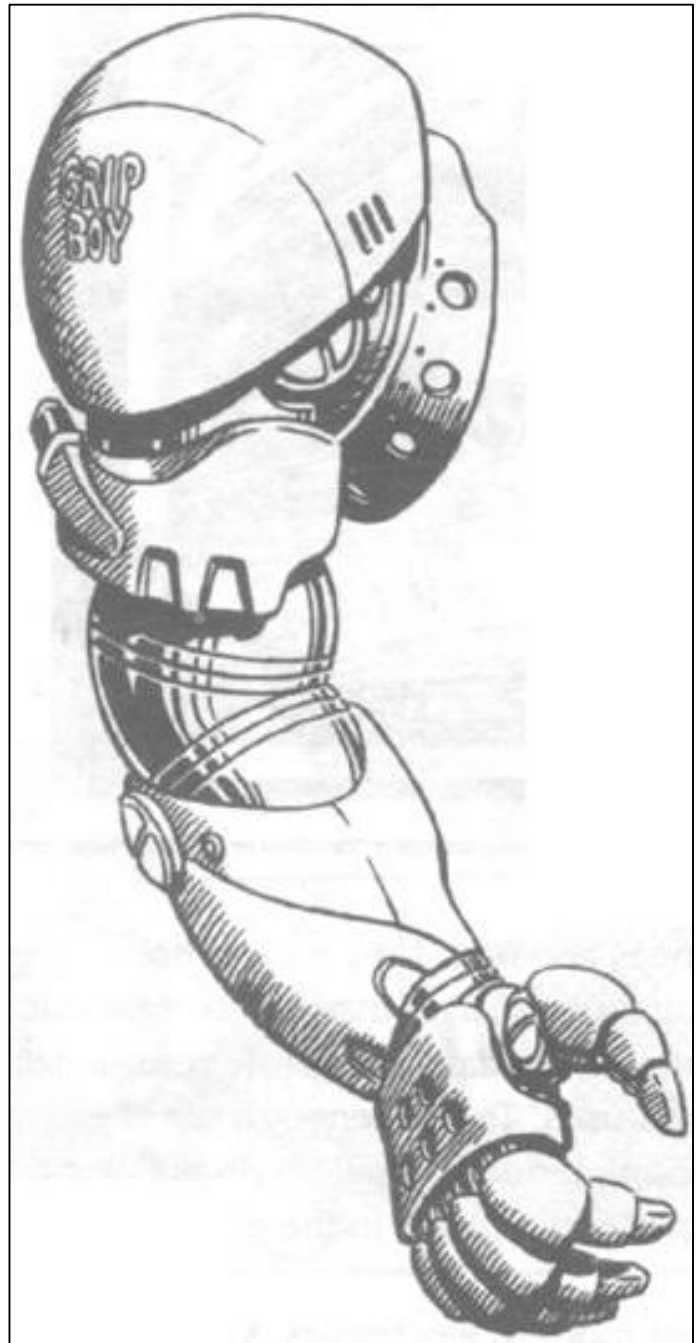
Model: TokoTecnology Heavy cyber arm V3
Type: Cyber limb
Surgery: Difficult, 2,000 Credits, 3D Days Recovery

Cost: 6,500
Availability: 2, F or R
Game notes: The heavy cyber arm has strength 5D, when resisting damage. The arm adds +2D to the wearers brawling, and melee damage. The wearer also gets +3D to the lifting skill.

Cyberarm, Simple: Replacement metal arm. Servo assisted hydraulics allow the carrying of heavier items.

Model: Electrobody 834/D Cyber arm
Type: Cyber limb
Surgery: Difficult, 2,000 Credits, 3D Days Recovery
Cost: 4,000
Availability: 2
Game notes: The simple cyber arm has strength 3D, when resisting damage. The arm adds +1D to the wearers lifting and brawling skills, this bonus also applies to melee and brawling damage.
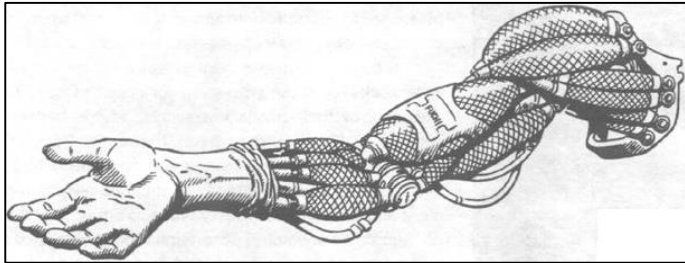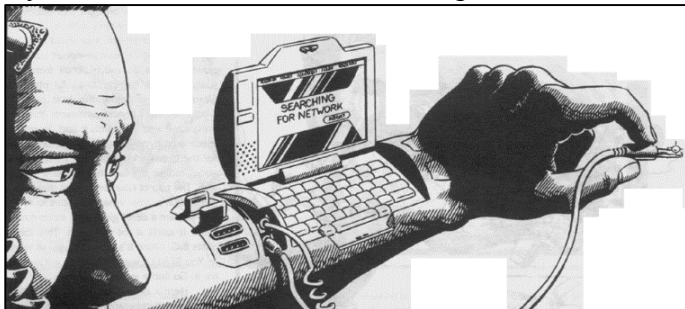
Cybercomputer Arm: Simply put, this is a multi-function computer, which sits within your forearm. Easy to use, and view. Great for slicers on the run, and anyone else with the need for a computer terminal.

Model: BioTech Forearm Cybernetic Computer
Type: Cybernetic Computer
Surgery: Difficult, 2,000 Credits, 3D Days Recovery
Skill: Computer programming/repair
Cost: Varies (see below)
Availability: 2
Game Notes: Cybernetic computers can be used to access public information networks, or even to slice into the HoloNet or other secure networks. It can be loaded with as many as 5 datacards simultaneously. Handheld computers grant a computer programming/repair bonus to rolls relating to calculation, or involving information download. The bonus depends on the computer's power:

Bonus	Cost
+1D	4,000
1D+1	4,500
1D+2	6,000
2D	9,000

Extra Twist Joint Addition: Your mom used to say "your arm won't bend that way!" Well, now it will! Thanks to the people at Dynalar, you've got the extra move that'll put you ahead of the pack. These extra joints can be added to supplement anthromorphic configurations found in cyberware today. With this mod in your 'ware, they'll never know what hit them, when you make that move totally out of the norm. Several martial arts schools are currently experimenting with these new body joints to develop new katas, throws, and holds.
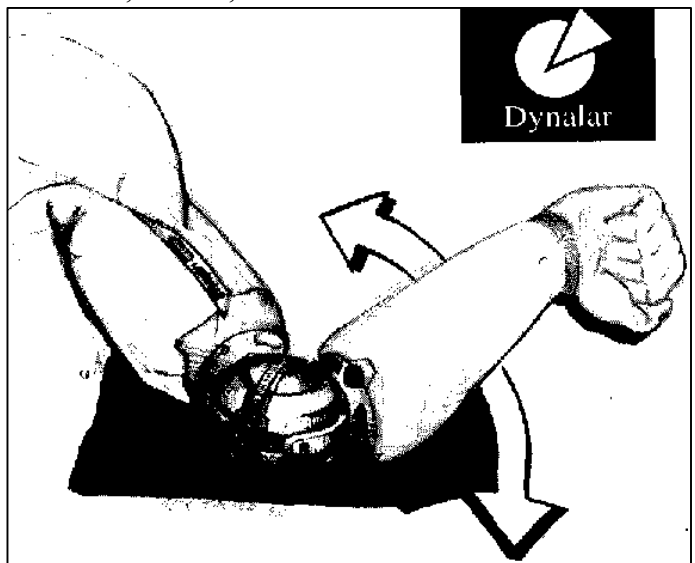
Model: Dynalar Extra Twist Joint Addition Cyberarm
Type: Cyber limb with extra joints
Surgery: Difficult, 2,000 Credits, 3D Days Recovery
Skill: Melee Combat, Melee Parry, Brawling, Brawling Parry
Availability: 2
Cost: 9,500

Flashbulb: This cyberarm contains a 20,000 candlepower strobe light installed in the palm. It effects a 4 meter cone with a 6 meter max effective range. So like PsiberStuff's add says, *"Make 'em see the light… for the last time!"*

Model: PsiberStuff Flashbulb Cyberarm
Type: Cyber limb with Stunning Strobe Light
Surgery: Difficult, 2,000 Credits, 3D Days Recovery
Availability: 2, F, or R
Cost: 8,000
Note: A Difficult Dexterity Check must be made to avoid being temporarily blinded by this arm. This temporary blindness lasts for 4d6 rounds. Blinded characters lose their dexterity benefits and half their Perception Stat and skill while under the effect of the temporary blindness.
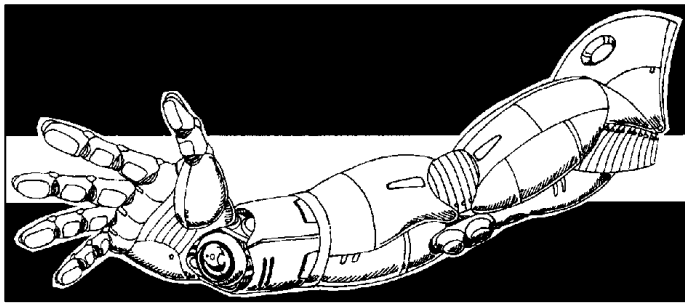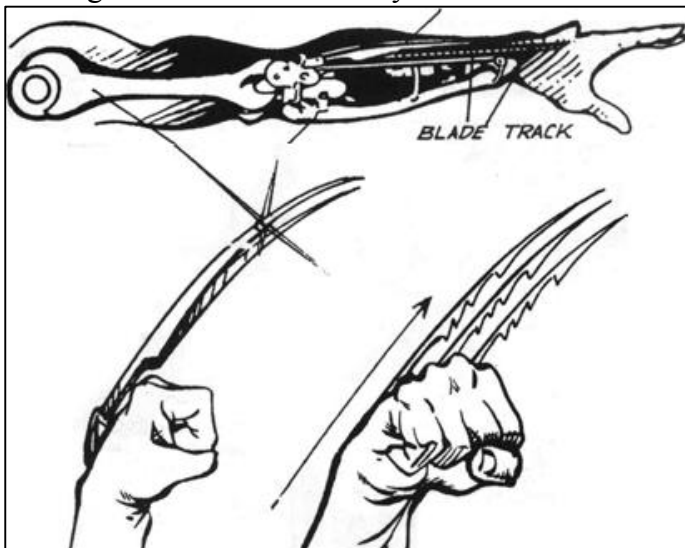
Forearm Claws: These claws fit just under the skin. It uses partial bionics, and partial cybernetics. The value of having a weapon almost completely hidden from sight like this is absolutely unbelievable.

Model: BioTech Cybernetic Forearm Claws
Type: Cyber limb with blades
Surgery: Difficult, 2,000 Credits, 3D Days Recovery
Skill: Melee Combat/Melee Parry
Availability: 2, F or R
Surgery: Moderate, 500 Credits, 1D Days Recovery
Damage: STR+3D
Cost: 9,500

Jedi Prosthetic: Sometimes, a Jedi looses a limb. This can happen in weapon training, or perhaps in combat. However it happens, the Jedi Temple had a favorite way to handle these incidents, and that was with a prosthetic that housed a hidden lightsaber. Usually the Jedi would craft a new lightsaber, but would also have a prosthetic version for a back-up.
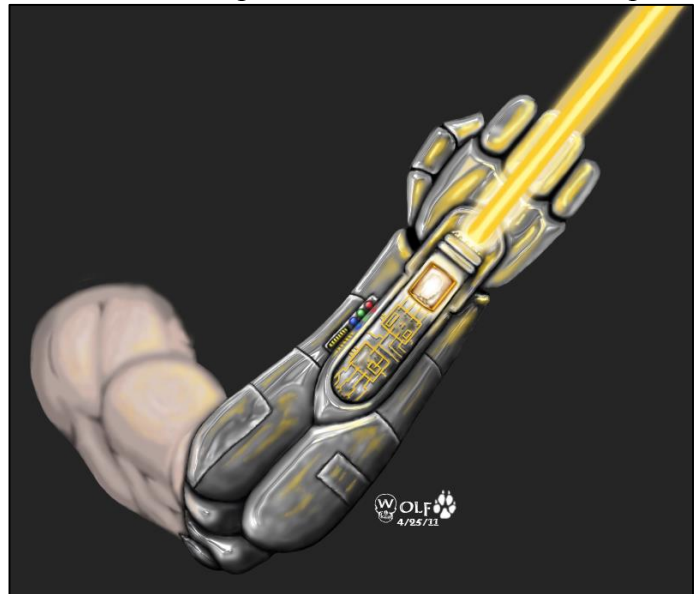
Model: Jedi Prosthetic
Type: Custom Built Prosthetic with a Jedi Weapon
Surgery: Difficult, 2,000 Credits, 3D Days Recovery
Skill: Lightsaber Combat
Damage: 5D
Availability: 3, F or R
Cost: Not Available For Sale
Note: With this cyber arm, your character can never be disarmed, unless he were to loose his arm again.

Spider MicroWaldo: The Raven Microcyb Inc Spider MicroWaldo is the next step in personal assistance for the techie. You always complain about wanting another pair of hands. What you really want are more fingers to hold those wires out of the way while you work on the connection, or to hold the component steady while you attach it. The Spider is designed to solve these problems for you. Eight fully articulated probes that can tackle the hard to reach areas where your fingers can't go. Tangled wires are no problem, for the Spider!
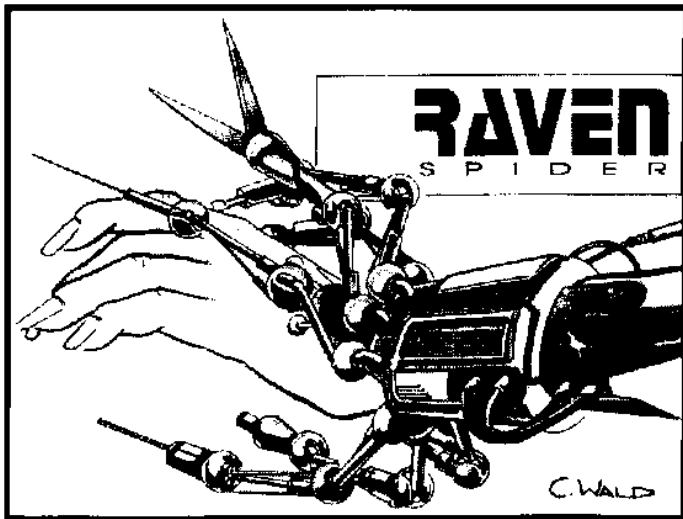
Model: Raven Microcyb Inc Spider MicroWaldo
Type: Cyber limb with extra fingers & tools
Surgery: Difficult, 2,000 Credits, 3D Days Recovery
Skill: All Repair Skills
Availability: 1, F or R
Cost: 9,500
Note: With this cyber arm, your character receives a +2D to all repair skills.

Super-Sized Arms: These are a new release from Super Robot Corporation. Of course no one would want super bulky arms as is, so Super Robot Corporation hired some local artists to give these arms some pizzazz. Now the arms are horrendously mutated and sculpted to look like the arms of some creature out of an old "B-Holovid." This is a favorite among Ripper Gangs.

Model: Super Robot Corporation Super-Sized Cybernetic Arms
Type: Very Large Cybernetic Arms
Surgery: Very Difficult, 5,000 Credits, 1D Weeks Recovery
Availability: 1, F or R
Cost: 10,000
Note: With these cyber arms, your character receives a +2D to all lifting skills, and a +1D to all Intimidation checks.

WatchMan: This mini 2-D video screen is installed on Psiberstuff's standard cybernetic arm. This gives the user a 7.5 cm by 5 cm large screen to watch local 2-D Video Stations, replay video chips, or act as a 2-D communications platform when needed.
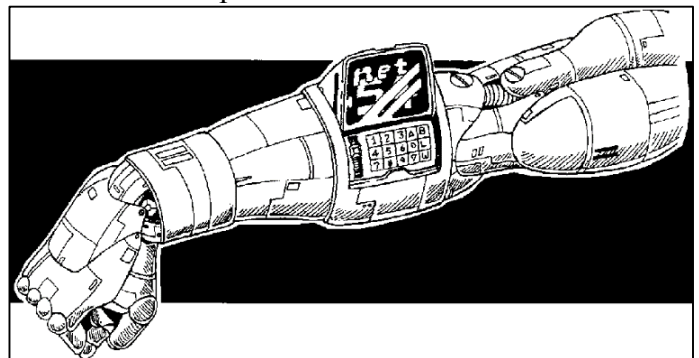
Model: PsiberStuff Watchman Cyberarm
Type: Cyber limb with 2-D Video Screen
Surgery: Difficult, 2,000 Credits, 3D Days Recovery
Availability: 2
Cost: 4,500

Feet

Feet-The following is a list of current Cyberfeet:
- Anchoring Cyber Feet
- Seismic Detector
- Skate Foot

Anchoring Cyberfeet: These cyberfeet have anchoring spikes with fold-out hooks. These spikes can penetrate almost any kind of material. They can be used to adhere to a surface, or to avoid being knocked down. The anchor spike detaches when you wish to move again. This device can be used 4 times before it needs general maintenance, and the spikes must be replaced.
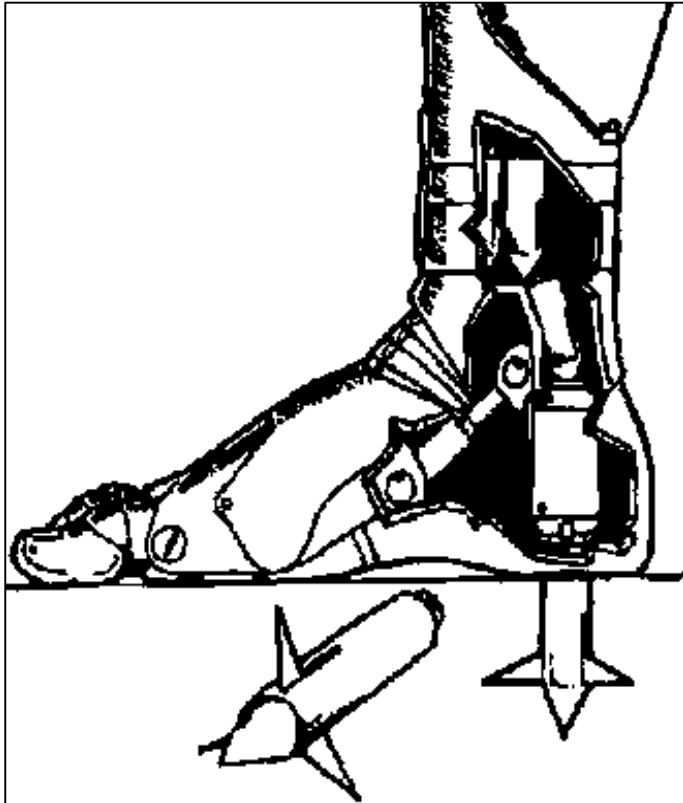
Model: Psiberstuff Anchoring Cyberfeet
Type: Self-Anchoring Cybernetic Feet
Surgery: Moderate, 500 Credits, 1D Days Recovery
Availability: 2
Cost: 1,200

Seismic Detector: Operating in a no-light situation? Blinded by Imperial Flash Grenades? Doc Richter senses motion through floor vibrations. Information is relayed directly to your central nervous system processing center as range and movement data.
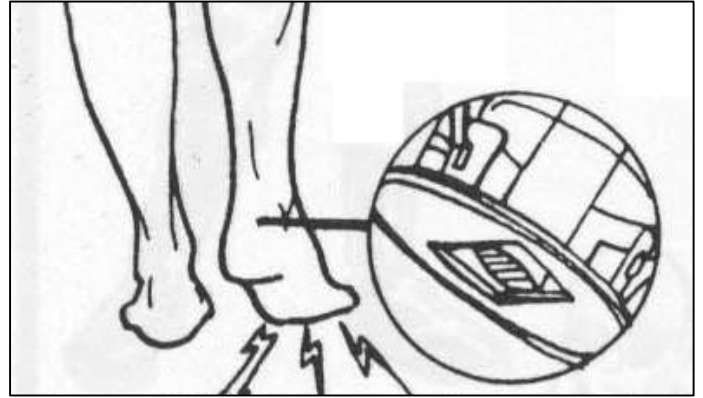
Model: Doc Richter's Seismic Detectors
Type: Tremor sensing Cybernetic Feet
Surgery: Moderate, 500 Credits, 1D Days Recovery
Availability: 2
Cost: 500

Skate Foot: Skate or Die! That is the slogan for these brand new skate feet from Psiberstuff. This motorized foot module is fitted with 4 chain-driven, super-grip wheels which fold up behind the heel when not in use. Once activated, micro-hydraulic servos slide the wheels down into place, and ZOOM!! Beat the rush hour traffic by reaching speeds over 35 MPH, in just under half a minute.
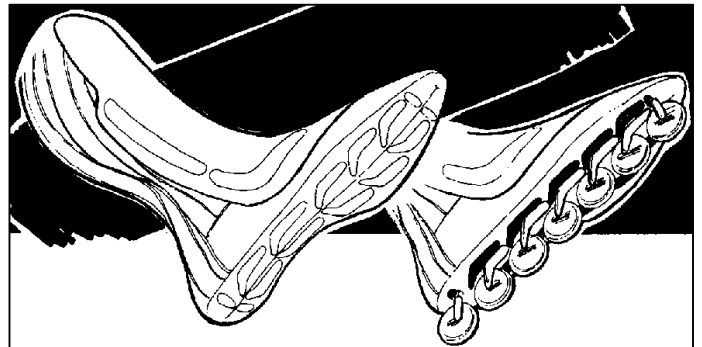
Model: Psiberstuff Skate Foot
Type: Cybernetic Limb & Powered In-Line Roller Skate
Surgery: Moderate, 500 Credits, 1D Days Recovery
Skill: Athletics: Skating
Move: 21
Availability: 2
Cost: 900
Note: With this cyber arm, your character receives a +2D to all repair skills.

Legs

Legs-The following is a list of current Cyberlegs:

- Blaster Compartment Cyberleg
- Kid Stealth Cyberlegs
- Romanova Cyberlegs
- Standard Cyberlegs
- Walker Platform

Blaster Compartment Cyberleg: The Blaster Compartment is probably the most utilized version of a standard cyberleg. It can hold up to 4 Hold-Out or Micro-Blasters, or one Blaster Pistol, Heavy Blaster Bistol, or Blaster Carbine (user's choice). The leg opposite the Blaster Compartment Leg looks the same, just without the hidden compartment feature.

Model: Electrobody Blaster Compartment Cyberleg
Type: Cybernetic Limb with Blaster Housing
Surgery: Difficult, 2,000 Credits, 3D Days Recovery
Availability: 2, F or R

Cost: 15,000

"Kid Stealth" Cyberlegs: These obviously non-humanoid cyberlegs are shaped like the hind legs of a quadruped animal like a dog. The feet can be hoof-shaped, paw shaped, or splayed like the feet of a bird. The shape of these legs allows the user to run more quickly. It also can increase the power of kicking attacks. Characters may also install toe razors or retractable claws.
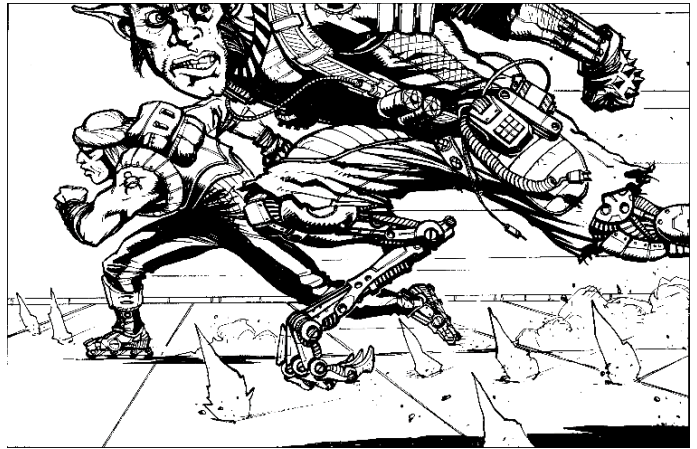
Model: BioTech "Kid Stealth" Cyberlegs
Type: Cybernetic Limbs
Surgery: Difficult, 2,000 Credits, 3D Days Recovery
Availability: 2
Character Speed: +3
Kick Damage: STR+2D
Cost: 10,000
Note: Optional weapons are:

Option	Availability	Cost
Toe Razors	2, F or R	+500
Retractable Claws	2, X	+1,000

Romanova Cyberlegs: Designed with the feminine customer in mind, Wyzard Technologies has constructed these legs to accentuate a woman's (or any close approximation's) figure. Regardless of the particular design, the leg's look is based on the sensibilities of high-heeled fashion shoes, without the inconvenience or discomfort. These legs are perfect for a night on the town, or just to turn heads. The heels include shock absorbers to increase support and comfort level, and balancing gyros add extra stability, making them as comfortable as sneakers, with terabytes more fashion.

Model: Wyzard Technologies Romanova Cyberlegs
Type: Cybernetic Limbs with built-in High Heels
Surgery: Difficult, 2,000 Credits, 3D Days Recovery
Availability: 2
Cost: 10,000
Note: With these cyberfeet, your character gains 4" to 6" in height.

Standard CyberLegs: These legs are a typical type of cybernetic leg. They do not have any other function than to provide the wearer with the necessary ambulatory abilities he/she is suddenly without.
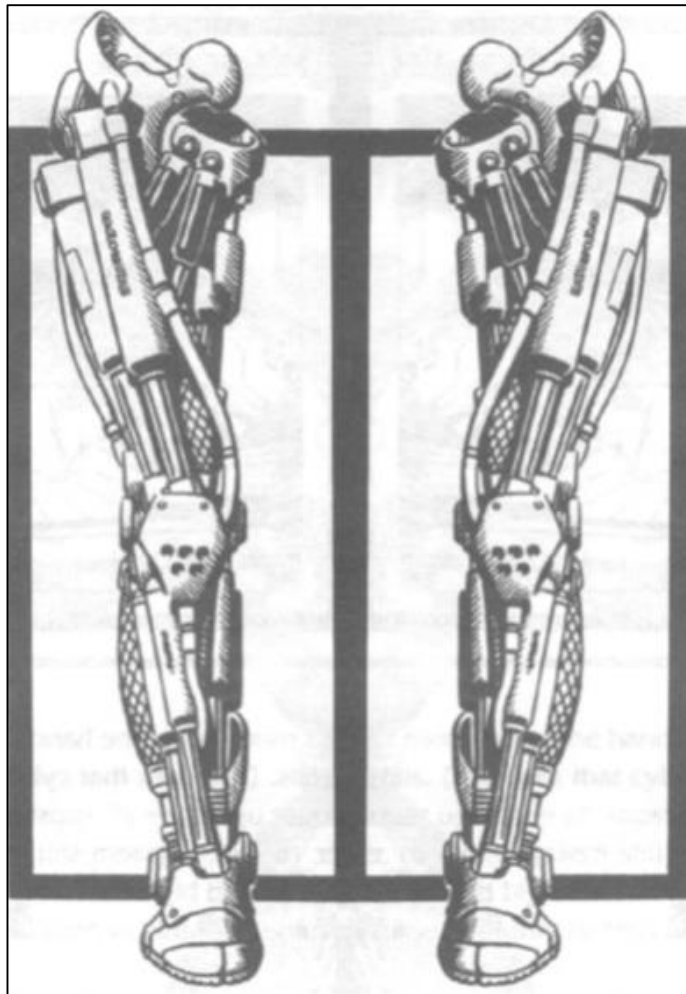
Model: Biotech Cyberleg
Type: Cybernetic Limb
Surgery: Moderate, 500 Credits, 1D Days Recovery
Availability: 2
Cost: 5,000

Walker Platform: These legs were designed to give a fallen warrior the use of his legs back. Designed and manufactured by SosoSuub, these legs are designed more for intimidation factor and less for concealability.

Model: Sorusuub Centaur Mount Legs
Type: Cybernetic Limbs with four legs
Surgery: Very Difficult, 5,000 Credits, 1D Weeks Recovery
Availability: 3
Cost: 15,000
Note: With these cyberfeet, your character gains +2 to movement. The GM may also choose to add up to 2D of discretionary dice should the character attempt to use intimidation.

Eyes

Eyes-The following is a list of current Cybereyes:

- Bug Eyes
- Color Control Gland
- Dodgeball
- Eye Weapons
- Hi-Sense Enhanced Eye
- Light Eyes
- Monovision
- Night Vision Eye
- Optical Interface
- OptiShield
- Range Finder
- Remote Eye
- Thermo-Graphic Eye
- UV Tracking Eye
- Windows of the Soul
- Zooming Eye

Bug Eyes: New from Cyclops International, the eyes that get you noticed, Bug Eyes. Are standard optics not good enough for you? Do you want a cool look? Then the Cyclops International Bug Eyes are for you.

The Cyclops International Bug Eyes are oversized cyberoptics that fit into an extended optic mount. Because of the eye's large size and extended mounting, they look like bulging insect eyes. Cyclops International offers a variety of eye appearances at no additional cost: Chrome, Multifaceted, Transition Lenses, Blackened, Etc.

Model: Cyclops International Bug Eyes
Type: Cyberware Eyes
Surgery: Moderate, 500 Credits, 1D Days Recovery
Cost: 1,500 (Sold in pairs only)
Availability: 2

Color Control Gland: BioTech proudly announces a brand new way to control the color of your natural eyes. There's a little gland in the back of your eye that works only once in your life; changing your eye color from blue (the color all Humans and Near Humans are born with) to your adult color 6 to 8 weeks after birth. With the gland control unit which stimulates the gland's functioning, you can change the color of your eyes to almost any color of the spectrum without having major cybernetics. The shift takes 1D6 minutes to affect and the colors must be pre-programmed in.
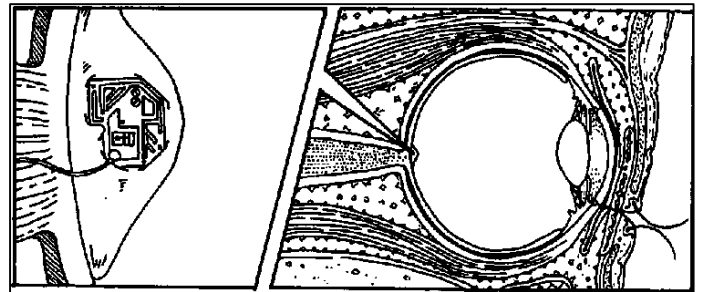
Model: BioTech Color Control Gland
Type: Cyberware Eye Color Control
Surgery: Moderate, 500 Credits, 1D Days Recovery
Cost: 500
Availability: 2

Dodgeball: You'll be one step ahead of them! With these cybereyes from Kiroshi Optics, consisting of a logic processor keyed to predict movements of the human body according to established patterns of body language. The device will enhance the user's close-combat capabilities, allowing him/her to predict an opponent's offensive and/or offensive actions. The user must observe his/her opponent for 3 combat turns before receiving this bonus.
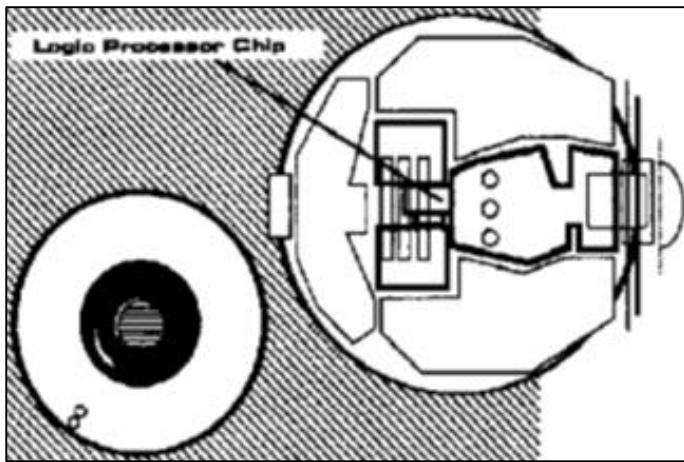
Model: Kiroshi Opticals Dodgeball
Type: Cybernetic Eye Upgrade
Surgery: Moderate, 500 Credits, 1D Days Recovery
Cost: 900
Availability: 2 F, or R
Game notes: +2D to all Brawling, Brawling Parry, Melee Weapons, and Melee Parry rolls.

Eye Weapons: There are enough deranged minds in the world that *somebody* had to be working on these things. Eye weapons have specific and limited uses, and they are not recommended for normal combat situations. For one thing, using them tends to leave you blinded in that eye for a while. Firing a slugthrower from your eye also inflicts some nasty shocks–like some nasty recoil for instance–but if you're willing to live with that, one of these things just might save your life.

The 2 types of eye weapons available are a dart gun, and a slug thrower, and they work in very similar ways. One ammo load sits in the eye, and is fired through a hole running parallel to the optical axis. When the weapon fires, a sheer covering tears away and reveals the barrel. The eye dart fires either toxin rounds, or a tracking device. The eye Micro-Slugthrower fired Micro-Slugs. Anf yes, you can install these weird gadgets in more than one eye.
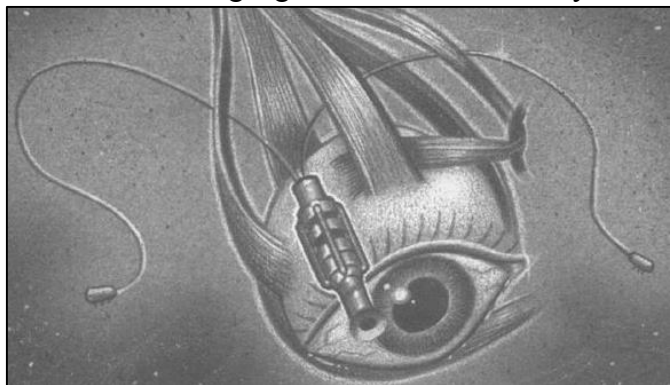
Model: Kiroshi Opticals Eye Weapons
Type: Cybernetic Eye Weapon
Surgery: Difficult, 2,000 Credits, 3D Days Recovery

Weapon	Availability	Cost
Dart	2, F or R	4,000
Micro-Slugthrower	2, X	6,000

Hi-Sense Enhanced Eye: Neuro-Saav's Hi-Sense Enhanced Eye comes complete with limited IR and UV sensory systems and high resolution color-bit breakdown coordination. It's said that once you have one installed, you will wonder how you ever survived with the limited vision you had before.
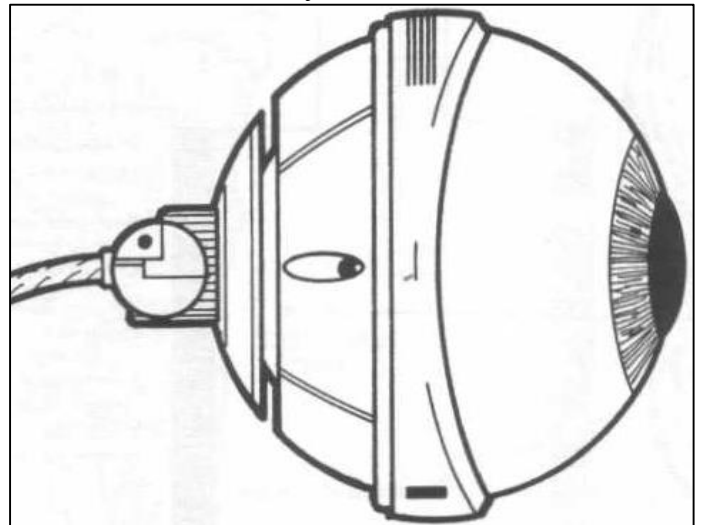
Model: Neuro-Saav Hi-Sense Enhanced Eye
Type: Cybernetic Perception Improvement
Surgery: Moderate, 500 Credits, 1D Days Recovery
Cost: 100 Credits per pip of existing skill code, plus 200 Credits per Pip of enhancement
Availability: 2

Light Eyes: Light Eyes, another nifty piece of work, can be either a tool, or a weapon. The plain vanilla light system mounts high-powered, low-heat lights in the cybernetic eye that channel a tight, polarized beam outward down a path parallel to the optical center of the eye. An amount of light sufficient to see with standard low-light falls where the user is looking. The tight beam and polarization minimize scatter from the eye, so the light can't be seen unless someone is staring right at you.

You can also get a nasty hight Intensity Bright Flash light system. Brights come in 2 intensities. The first is reusable and works just like a camera flash-pack. The second is a one-shot deal until the flash units are replaced. These are both capable of

temporarily blinding and stunning (-6D to all skills if blinded and stunned) your opponent at the same time.
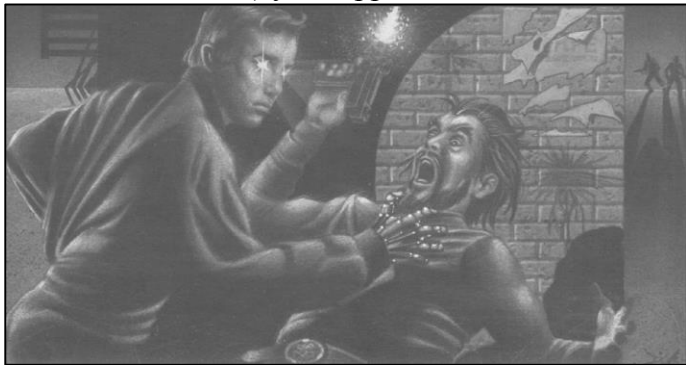
Model: Neuro-Saav Hi-Sense Enhanced Eye
Type: Cybernetic Perception Improvement
Surgery: Moderate, 500 Credits, 1D Days Recovery

Light Style	Availability	Cost
Standard	2	4,000
Reusable Flash	2 F, or R	6,000
One-Shot Flash	2 F, or R	5,000

Note: These eyes automatically come with low-light vision capabilities. To replace the one-shot flash, you must see a Cyber-Doc, and pay 1,000 for the surgery and the bulb to be replaced.

MonoVision: With the new MonoVision, we replace your entire optic ridge and both eyes with a signle, wide-angle cyberoptic, giving you that cool visored look which is so "in" right now.

Model: Kiroshi Opticals MonoVision
Type: Cyberware Eye

Surgery: Moderate, 500 Credits, 1D Days Recovery
Cost: 750
Availability: 2

Night vision eyes: The night vision eyes features electronic light-amplification, allowing the user to see in anything but total darkness without any penalty. Fog and smoke affect as normal.

Model: Electrobody 648/C night vision eyes
Type: Cyberware eyes
Surgery: Moderate, 500 Credits, 1D Days Recovery
Cost: 2,500
Availability: 2

Optical Interface: This cybernetic fashion allows the user to plug into interface cables into the cyberoptic itself. When in use as a plug, the optic is rotates in the socket so that the lens is completely protected from any potential scratching or loss. These work well on macrobinoculars and weapon scopes so the user does not have to be directly behind the devices being used. This gives them the greatest advantage.

Model: Cyclops International Optical Interface
Type: Cyberware Eye
Surgery: Moderate, 500 Credits, 1D Days Recovery
Cost: 1,200
Availability: 2

Optishield: By Kiroshi Opticals, this eye protection is the ultimate in style and function. With lenses that transition from shades in sunlight to nearly clear in low-light situations, these more than make a fashion statement. These mirrorshades are built into housings on the forehead and orbital ridge, making sure that they never come off. They can also be used underwater. They also offer better than average protection from slugthrowers, chemical irritants, and stunning (from sudden bright light).
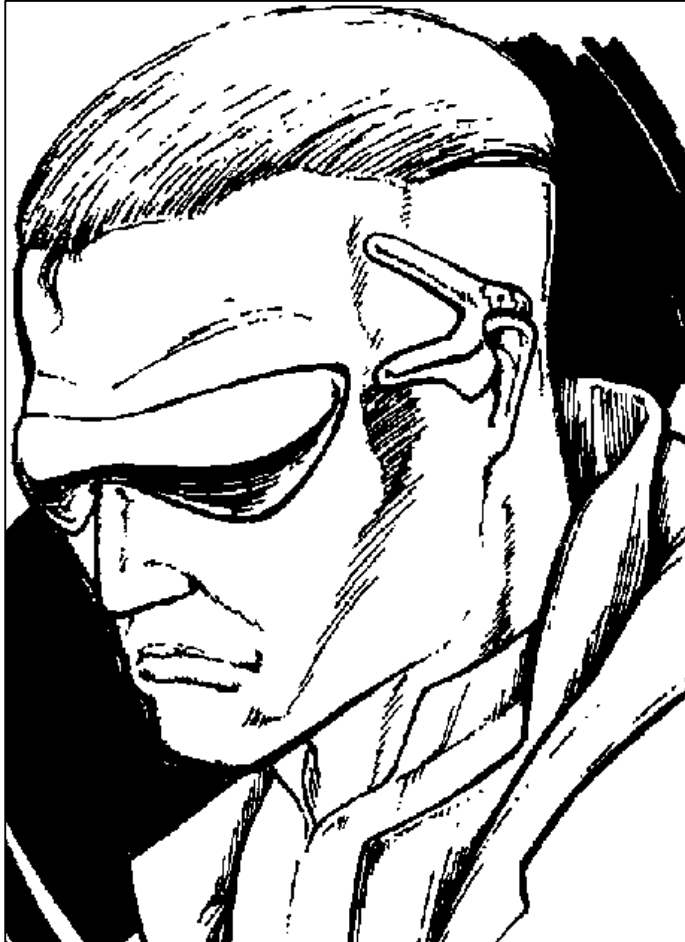
Model: Kiroshi Opticals Optishield
Type: Cybernetic Eye Armor
Surgery: Moderate, 500 Credits, 1D Days Recovery
Cost: 600
Availability: 2
Game notes: STR+2D Vs Physical Damage, +1D Vs Energy Weapons, Max depth of 300 Meters

Range Finder: These cybernetic eyes are identical to the weapon-mounted range-finder systems currently in use. When coupled with a display, the rangefinder indicates the current range to the target the wearer is looking at.
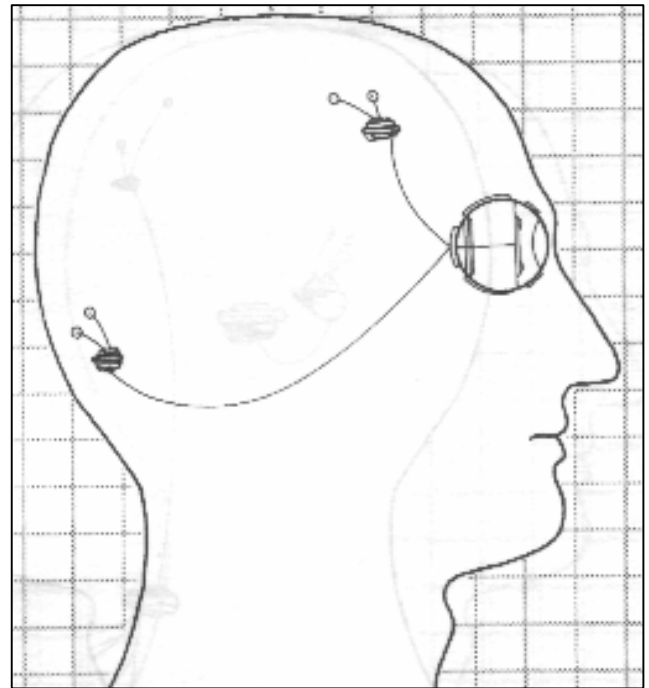
Model: Kiroshi Opticals Range Finder
Type: Cybernetic Eye Range Finder
Surgery: Moderate, 500 Credits, 1D Days Recovery
Cost: 3,000
Availability: 2
Game notes: This eye gives the wearer an extra +1D to all aimed shots (for a total of +2D on Aimed Shots).

Remote Eye: This is a strange and particularly disturbing idea created by the Cyphire Cyberware Company. Upon internal command, the eye detaches and can be placed in a small mount with magnetic and velcro feet (standard equipment that comes with the eye). It then transmits back to the user as if he/she were seeing from that position. You must have a receiver set or video projector in your other eye. Transmission range is 100 meters.
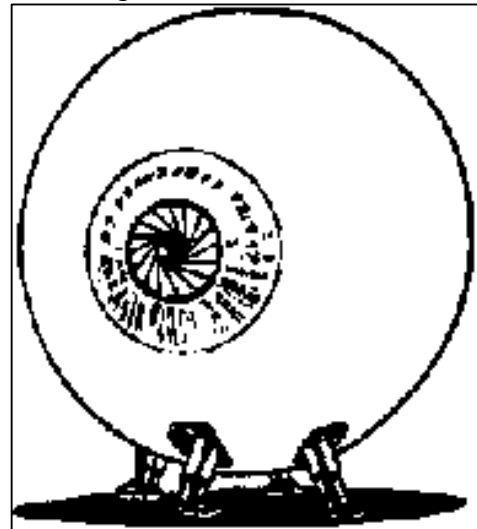
Model: Cyphire Cyberware Company Remote Eye
Type: Cybernetic Eye Transmitter
Surgery: Moderate, 500 Credits, 1D Days Recovery
Cost: 3,000
Availability: 2
Game notes: STR+2D Vs Physical Damage, +1D Vs Energy Weapons, Max depth of 300 Meters
Notes: The receiver eye allows you to see everything for yourself. The projector eye allows you to project an image on a wall to show others what is going on as well.

Option	Cost
Reciever Eye	500
Projector Eye	1,500

Thermo-Graphic eyes: The user of Thermo-Graphic eyes is able to see by sensing temperature differences between objects. When using the Thermo-Graphic vision the user suffers no penalty for fog, smoke or darkness. However, Thermo-Graphic vision is color-blind, and objects of same temperature show no contrast, generally a ten degree difference in heat is needed to distinguish objects from their background. While using Thermo-Graphic vision the user cannot see the normal visual spectrum, and switch counts as an action.

Model: Sarif Technologies Thermo-Graphic eyes
Type: Cyberware eyes
Surgery: Moderate, 500 Credits, 1D Days Recovery
Cost: 2,500
Availability: 2
Game notes: While using Thermo-Graphic vision the user suffers no penalty for fog, smoke or darkness. The user gets +2D to search, when looking for warm (living) objects.

UV Tracking Eye: This unique cyberoptic from Kiroshi can spot fluorescent tracking powders or radioactive tracking devices. Built in UV flash from the eye illuminates the target, reading the reflected light.
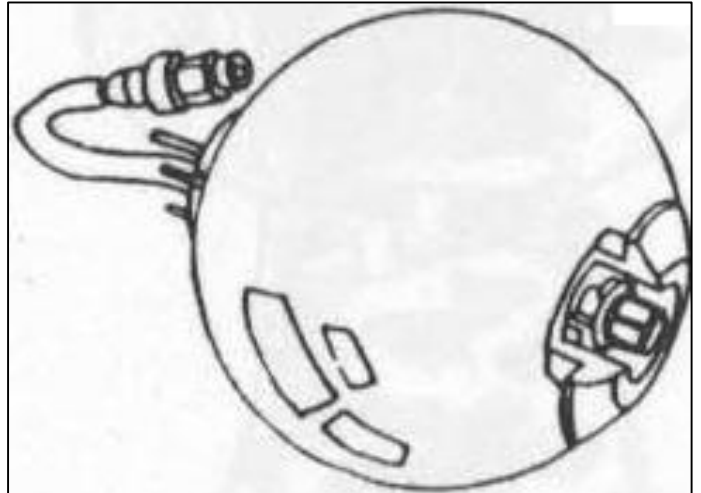
Model: Kiroshi Opticals UV Tracking Eye
Type: Cybernetic UV Eye Tracking Device
Surgery: Moderate, 500 Credits, 1D Days Recovery
Cost: 600
Availability: 2
Game notes: Tracking powders are 30 Credits per ounce.

Video Link: Until recently, a still video image was all that could be recorded from a cybernetic sight system. A video Link can be transmitted to a remore receiver within 100 meters of the user, or can be recorded by an external memory drive unit. If some form of cybernetic hearing system is in place, an audio track can be made as well.
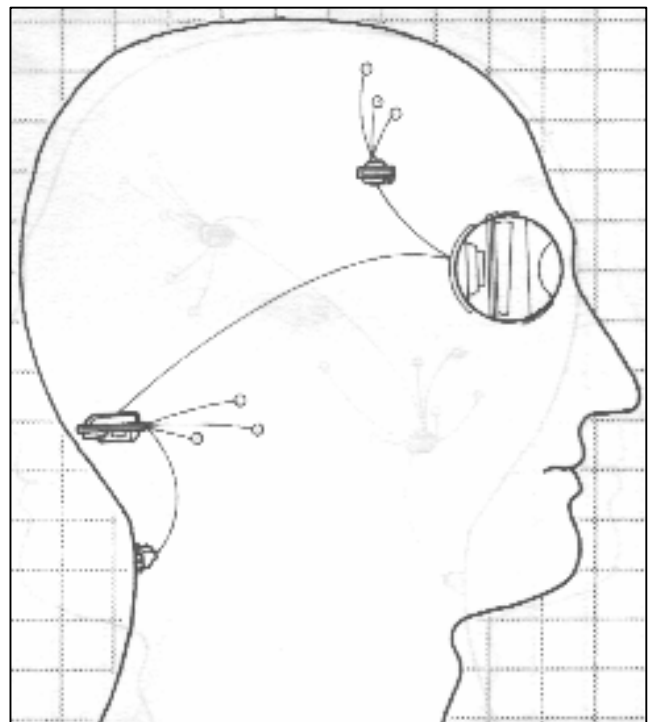
Model: Kiroshi Opticals Video Link
Type: Cyberware eyes
Surgery: Moderate, 500 Credits, 1D Days Recovery
Cost: 7,500
Availability: 2

Windows of the Soul: Let your eyes be the window of your soul with this new optical modification from Wyzard Technologies. This product projects images into your eyes, so that your irises and whites show pictures approximate to your mood. Different pictures can be shown on each eye to keep them distinct, or you can choose to have both eyes show the same image. The database holds many different images, and uploads are constantly being made available as well. The eyes must be told which image to project and when. It will continue to project the last image is told to, until you change the image.

Model: Wyzard Technologies Windows of the Soul
Type: Cyberware Mood Eyes

Surgery: Moderate, 500 Credits, 1D Days Recovery
Cost: 1,500
Availability: 2
Game notes: While using Windows of the Soul eyes, circumstance modifiers can be given for creative use of images. The GM should be the final say as to what is creative enough to add a bonus. Bonuses should never go above 1D.

Zooming eyes: By using the zooming ability of these cyber eyes the user can have his eyes zoom in on objects of interest. The user may perform certain analytic and scientific tasks without instruments.

Model: Cybernology outcome zoom eyes
Type: Cyberware eyes
Surgery: Moderate, 500 Credits, 1D Days Recovery
Cost: 2,700
Availability: 2
Game notes: All search- and perception- oriented skills are increased by 3D when using the zooming eyes to view areas more than 100 meters away, or to view objects less than 30 centimetres away.

Ears

Ears-The following is a list of current Cyberears:
- NanoAuditory Rebuild
- Parabolic Hearing Chip
- Sound Filtration

NanoAuditory Rebuild: Don't feel like having your skull cracked open to get cyberaudio crammed in there? Expertly designed nanosurgeons can rebuild sections of your auditory canal to improve your hearing.

Nanotechologically restructured auditory canal, including rebuilt tympanic membrane, vestibular apparatus and the vestibulochlear nerve. They also thoroughly clean the Eustachian tube.
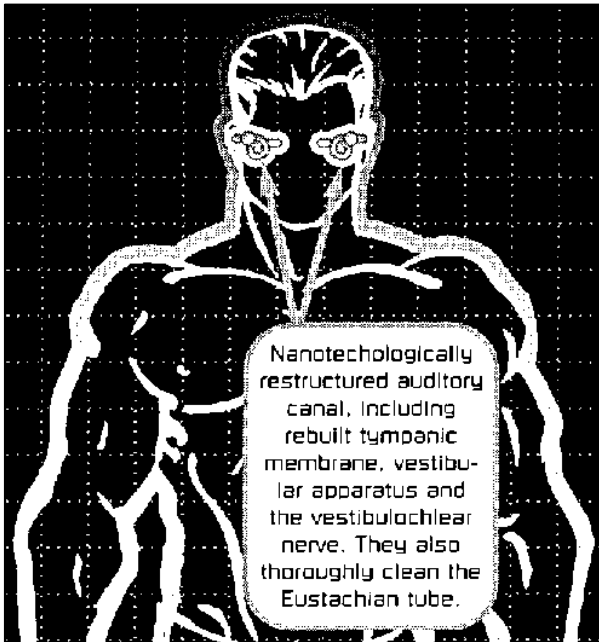
Model: Soundcom Inc NanoAuditory Rebuild
Type: Nannite constructed hearing apparatus
Surgery: Moderate, 500 Credits, 1D Days Recovery
Cost: 4,000
Availability: 2
Game notes: Gives the user enhanced hearing range and level damper as if he had 2 cybernetic options.

Parabolic Hearing Chip: The inside of the ear is removed and replaced with an advanced sound chip. The user can "zoom in" on a particular distant sound or area, filtering out background noise.
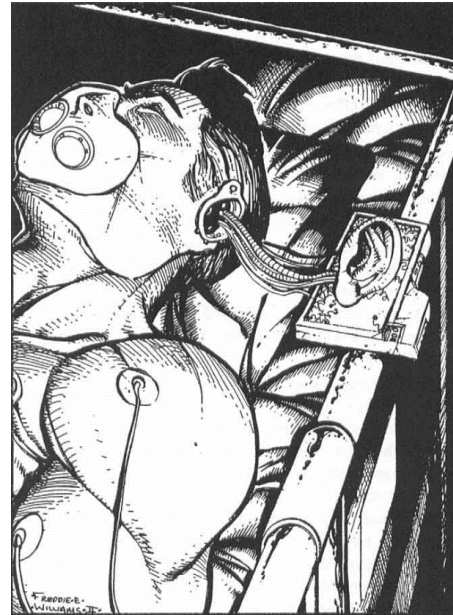
Model: Soundcom.inc PH chip
Type: Cyberware hearing aid
Surgery: Moderate, 500 Credits, 1D Days Recovery
Cost: 1,000
Availability: 2
Game notes: +2D to perception when listening for specific sounds.

Sound Filtration: This option allows the user to focus in on certain sounds, by filtering out all other sounds. You simply concentrate on the sounds you want to hear, and the rest just fades away.
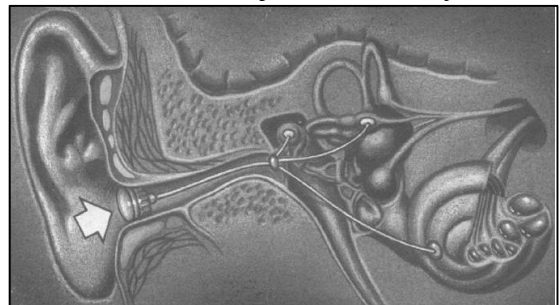
Model: Soundcom Inc Sound Filtration
Type: Cybernetic Sound Filtration Device
Surgery: Moderate, 500 Credits, 1D Days Recovery
Cost: 1,200
Availability: 2

Head

Head-The following is a list of current Cyber for Heads:
- Cyberfacial Remount
- Cyborg Construct Aj^6
- Hifold Sensory Package
- Implant Communicator
- Swift 78B Vessel Courier System
- Synth Skin Cyberfacial Remount

Cyberfacial Remount: Many cyber-fashion bugs out there have a cyberoptic or a set of interface plugs and think that they are total cyborgs. Do you really wish to be a total cyborg? Become one of the few, the proud, and get a facial remount.

Model: Dynalar Cyberfacial Remount
Type: Cybernetic face and skull replacement
Surgery: Difficult, 2,000 Credits, 3D Days Recovery
Cost: 3,500
Availability: 2

Cyborg Construct Aj^6: BioTech's Cyborg Construct Aj^6 is the state of the art in brain/ biocomp interfaces. Utilizing BioTech's latest neurothread technology, the system provides a clean connection between the cyborgs mind, and the computer data contained within the Aj^6's data banks.

The system provides a direct link to computer systems, allowing the cyborg to program with greater ease. In addition to the standard library data incorporated into a cyborg implant, it is now possible to add data nowledge into the system. These versatile cartridges can be added and removed to the cyborg system as the user desires.

All cyborg systems allow the user to establish a direct link to computer systems. Most systems have a built-in cyborg/droid interface.
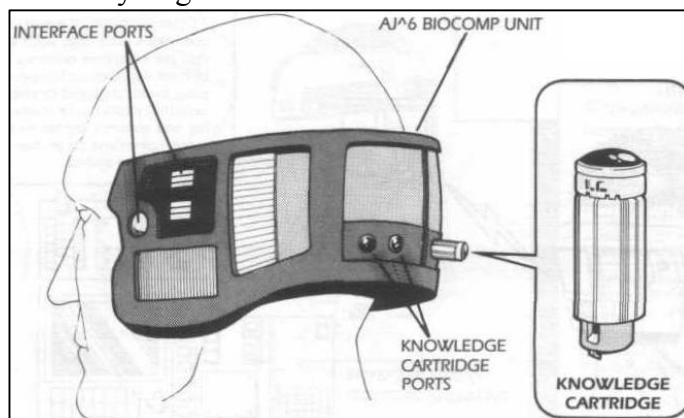
Model: BioTech Cyborg Construct Aj^6
Type: Basic Cyborg Construct
Surgery: Heroic, 10,000 Credits, 3D Weeks Recovery
Cost: 150,000
Availability: 1
Notes:
- Increases computer programming/repair by 2D
- Increase any Knowledge or Technical skill by 1D
- Construct can store up to 15D worth of additional information
- Cyborg can read the data in his data banks at any time
- Subtract 5,000 credits it the user does not have a droid interface

Hifold Sensory Package: For those who need the ultimate in sensory enhancements, there's Neuro-Saav Corporation's Hifold Sensory Package. The package

comes complete with enhanced ears and eyes, increasing all aspects of perception.

The Hifold system integrates the ear and eye prosthetics into an interconnected unit. The package actually increases the brain's capability to handle the extra input of data and keep it organized. This is done through a combination of true-fleck brain implants and artificial hypergleamum glands placed in the brain. The glands release chemicals to help the recipient understand all sensory output.
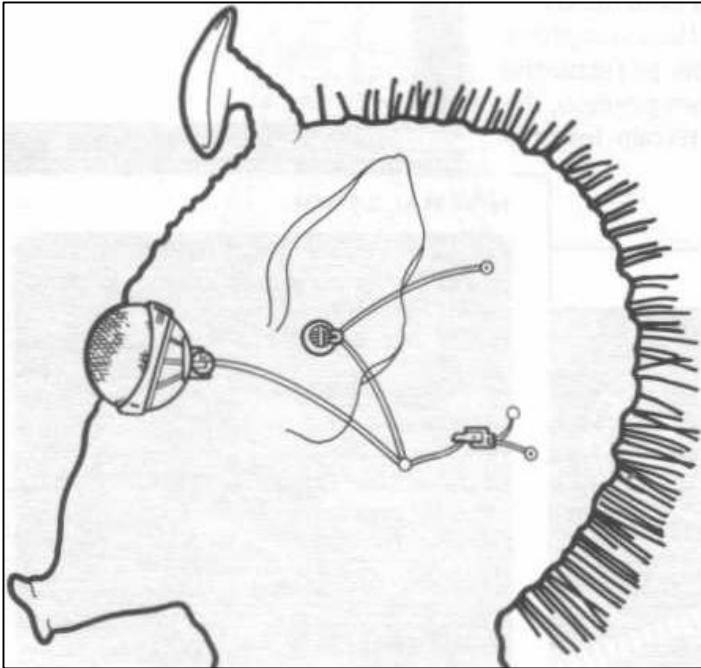
Model: Neuro-Saav Hifold Sensory Package
Type: Cybernetic Perception Improvement
Surgery: Moderate, 500 Credits, 1D Days Recovery
Cost: 400 Credits per Pip
Availability: 2

Implant Communicator: This works like a standard comlink, with preset communications channels.
Model: Traxes BioElectronic Implant Communicator
Type: Implanted Personal Communications Unit
Cost: 12,500 (Operation and license costs will vary)
Availability: 4, F, R, or X
Game Notes: Max Broadcast range is 1 Kilometer
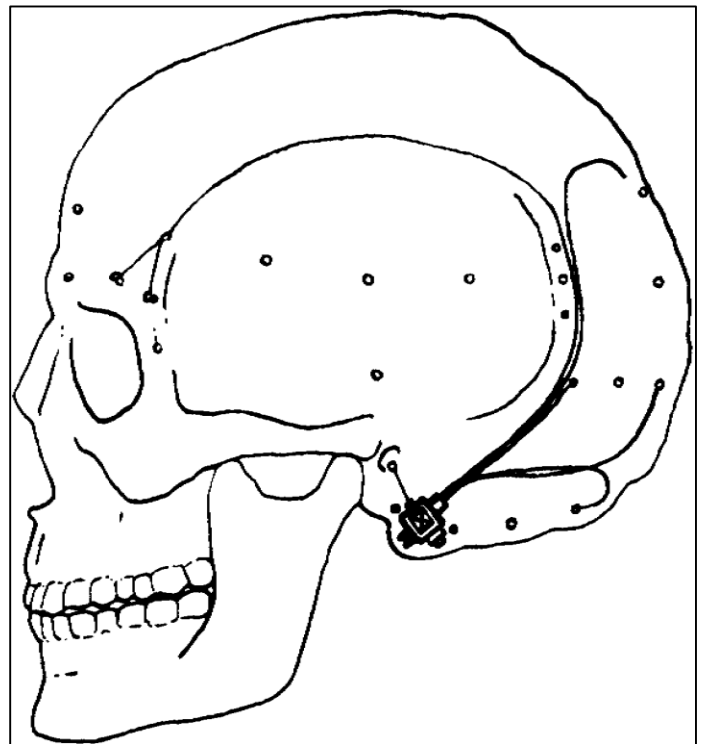
Swift 78B Vessel Courier System: This vessel system guarantees a clean implantation into a skull, with no interface to the spinal column. It can carry up to 800 terrabytes of memory, and the interface jack is tiny enough to tuck under a small piece of synthflesh. A vessel system is a great way to carry sensitive data without any obvious mechanical assistance.

The machine's speed allows for a quick download, though the upload often calls for patience. The Swift always comes with a virus protection package that can be updated at any time at any BioTech facility for a fee of 50 credits.
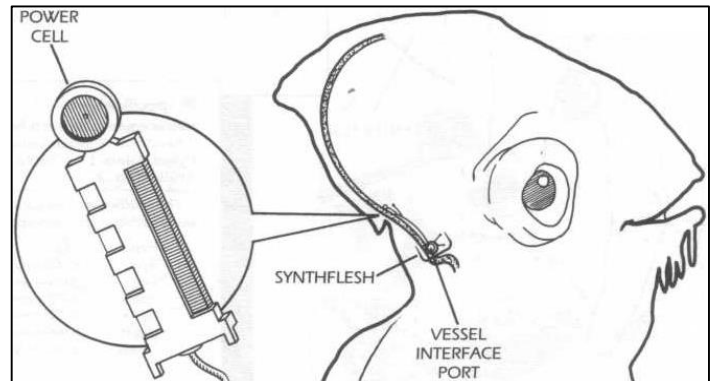
Model: BioTech Swift 78B Vessel Courier System
Type: Vessel Data Courier System
Surgery: Moderate, 500 Credits, 1D Days Recovery
Cost: 25,000
Availability: 1
Notes:

- Vessel System carries 15D of information
- Vessel courier may not read the data or interact with it in any way
- Virus protection package that can be updated at any time at any BioTech facility for a fee of 50 credits
- After beating the *computer programming* difficulty, takes one minute per die of information to upload.
- 15D may be downloaded in 2 minutes

Synth Skin Cyberfacial Remount: Do you know someone who has too many scars to be considered pretty or handsome anymore? Well, here at Wyzard Technologies, we are always looking for ways to improve the appearance of our cybernetic products. And enhance your reputation. That includes designing and prototyping with the best possible materials so you can have the best look out there.


Model: Wyzard Technologies Synth Skin Cyberfacial Remount
Type: Cybernetic face and skull replacement
Surgery: Difficult, 2,000 Credits, 3D Days Recovery
Cost: 4,500
Availability: 2

Body

- Bio Illumination
- Muscle Weave
- Skeletal Rebuild
- Skinweave
- Subdermal Armor
- Video Player Skin

Bio Illumination: This small patch of cultured skin impregnated with the same bioluminescent material found in insect and deep-water fish. Powered by the body's natural neuro-electricity, it produces the low-candlepower equivalent of a mini-flashlight. Popular with miners, divers, and techs who always have their hands full, Revolution Genetics now brings this useful bioware to the home consumer.
Model: Revolution Genetics Bio-Illumination Patch
Type: Light Source
Surgery: Difficult, 2,000 Credits, 3D Days Recovery
Cost: 250 Credits
Availability: 2

Sites suitable for implantation of bioluminescent epidermal tissue. Caution should be taken not to implant near ultra-sensitive skin such as the underarms or groin.
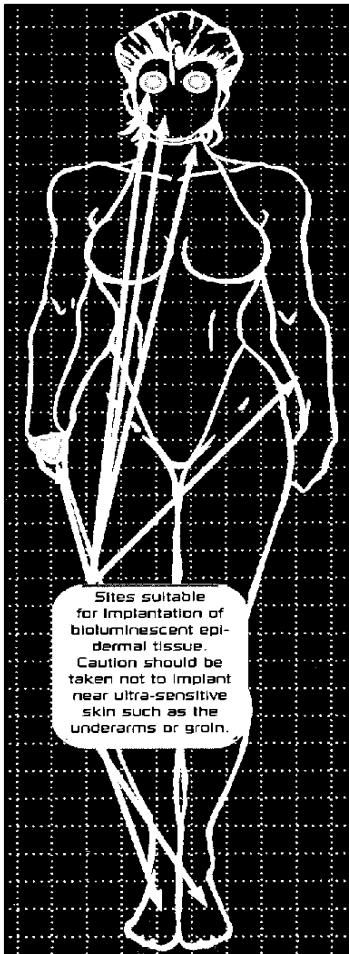
Notes: The skin produces a non-glare, semi-focused glow similar to a glowrod (approximately 1 meter range). The implant can be placed on the palm, back of the hand, forearm, or even the cheeks and/or forehead. Users should note that the light is visible to outside observers up to 100 meters away.

Muscle Weave: Muscle weave is a long and painful surgery that literally removes the recipients muscles, surrounds them with a muscle-like metallic fiber, and are replaced where they came from. You still have your natural muscles, your Strength is just enhanced.
Model: GenTech Muscle Weave
Type: Muscle Enhancement
Surgery: Heroic, 10,000 Credits, 3D Weeks Recovery
Cost: Varies based on Strength

Cost	STR Code	Difficulty to Notice
1,000	2D	-
1,100	2D+1	-
1,200	2D+2	-
1,500	3D	-
1,600	3D+1	Heroic
1,700	3D+2	Very Difficult
2,000	4D	Difficult
2,100	4D+1	Moderate
2,200	4D+2	Easy
2,500	5D	Very Easy

Availability: 2
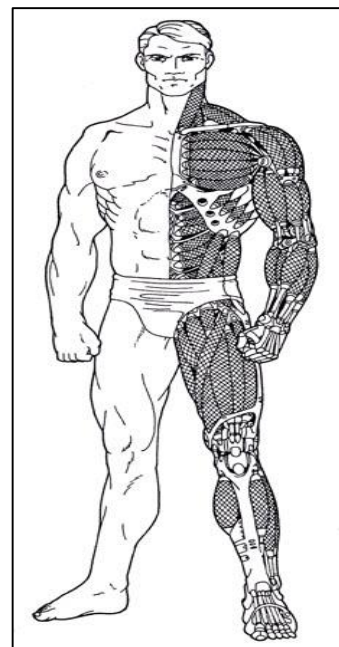
Notes: Muscleweave is a great way to increase your characters' *STRENGTH* without having any obvious cyberware. Often used by more covert style characters, this is perhaps the most painful cyberware on the market. Unfortunately the character that has this option cannot be placed into bacta tanks as the bacta will cause the muscles to grow over the implanted muscleweave, causing severe pain whenever a character tries to do anything with that limb.

Skeletal Rebuild: Originally developed as therapeutic treatment for age, or long term low-g-induced osteoporosis, Replitech's TuffBone treatment utilizes custom-designed biocompatible bacterial strains to increase your bone density for augmented skeletal strength and improved muscle anchoring. Just a few days after the initial injections, your bones will be fully colonized and begin bulking up with minerals deposited by the bacteria. Don't worry—We've made sure the process is self-limiting and stabilizes in maintenance mode after reaching full development.
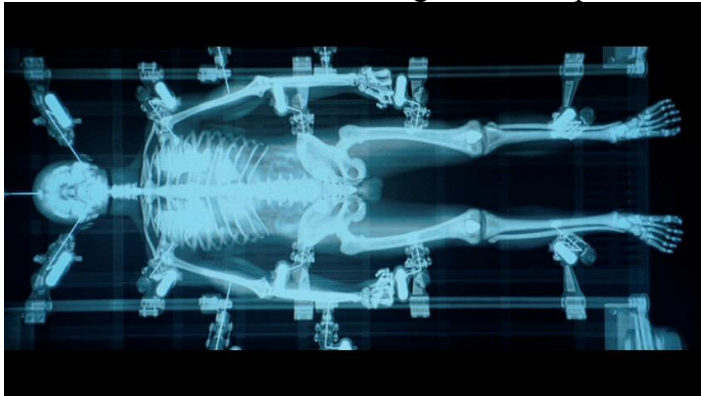
Model: Replitech's TuffBone Sekeletal Rebuild
Type: Skeletal Strength Enhancement
Surgery: Heroic, 10,000 Credits, 3D Weeks Recovery
Cost: Varies based on STR

Cost	STR
1,000	+1
1,200	+2
1,500	+1D
1,700	+1D+1
2,000	+1D+2

Availability: 4, R or F
Notes: Due to it's highly concealable nature, this modification is considered illegal.

Skinweave: Skinweave is available almost everywhere. Skinweave can be upgraded to different levels. Remember, skinweave cannot be downgraded or removed without undergoing a treatment equal in price and time to the original treatment, so choose carefully.
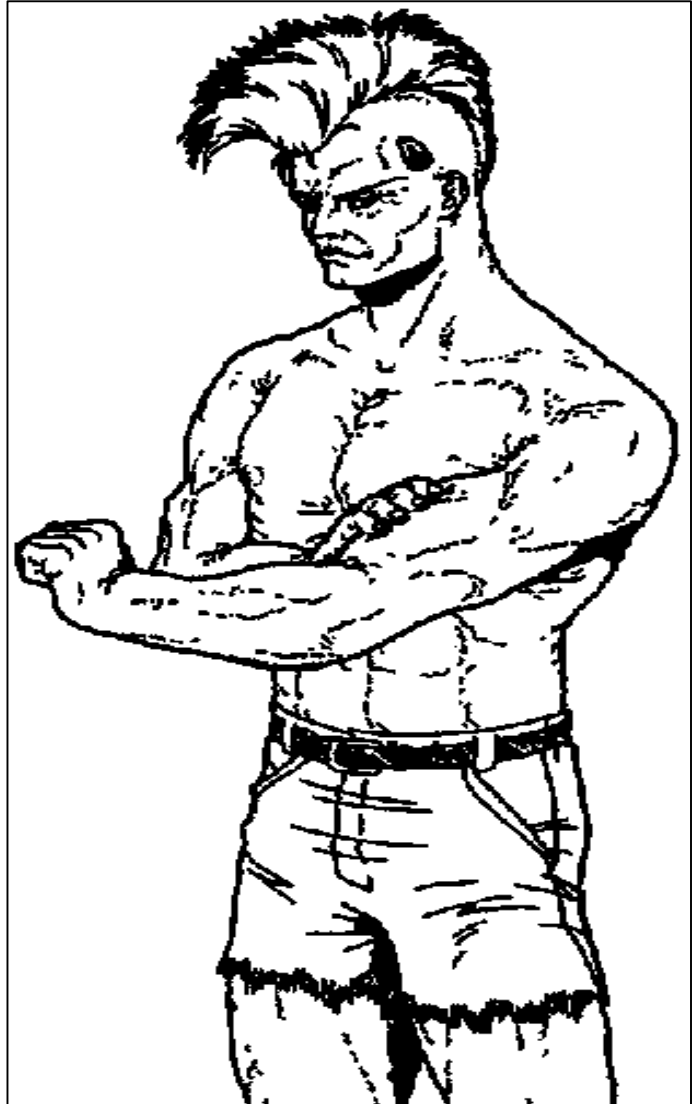
Model: Standard Skinweave Armor
Surgery: Very Difficult, 5,000 Credits, 1D Weeks Recovery
Type: Skin Armor Enhancement
Surgery: Very Difficult, 5,000 Credits, 1D Weeks Recovery
Cost: Varies based on STR

Cost	Physical	Energy	Difficulty to Notice
1250	+1	+0	Heroic
1600	+2	+0	Very Difficult
2,000	+1D	+1	Difficult
2,400	+1D+1	+2	Moderate
2,750	+1D+2	+1D	Easy

Availability: 4, R or F
Notes: Due to it's highly concealable nature, this modification is considered illegal.

Subdermal Armor: Dynalar's Personal Subdermal Armor is one of the most discreet ways to protect yourself without actually wearing armor.
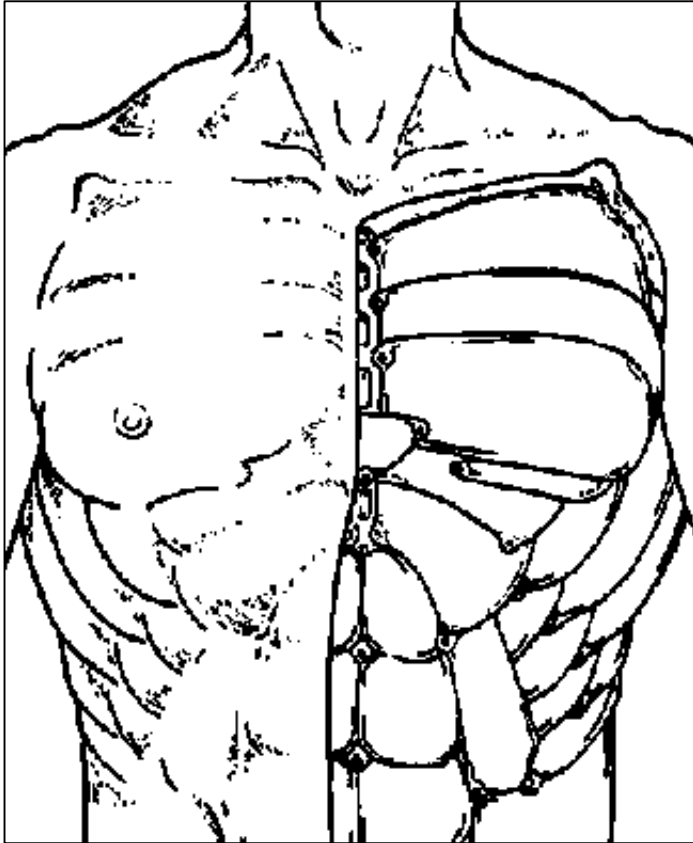
Model: Dynalar's Personal Subdermal Armor
Type: Subdermal Armor
Surgery: Difficult, 2,000 Credits, 3D Days Recovery
Cost: Varies based on Protection Level

Cost	Phy	Energy	DEX	Difficulty to Notice
5,000	+1	+0	-0	Heroic
5,500	+2	+0	-0	Very Difficult
6,000	+1D	+1	-1	Difficult
6,750	+1D+1	+2	-2	Moderate
7,500	+1D+2	+1D	-1D	Easy
8,500	+2D	+1D+1	-1D+1	Very Easy

Availability: 4, R or F
Notes: Due to the concealable nature of this armor, it is often considered illegal, and only available to operatives who are considered to valuable to be expendable.

Video Player Skin: Nu-Tek's new synthskin uses the latest in optical fiber technology to make your body a vidscreen. You can use the VidSkin's patented GridWork™ system and tuning chip to make the screen any size and anywhere.
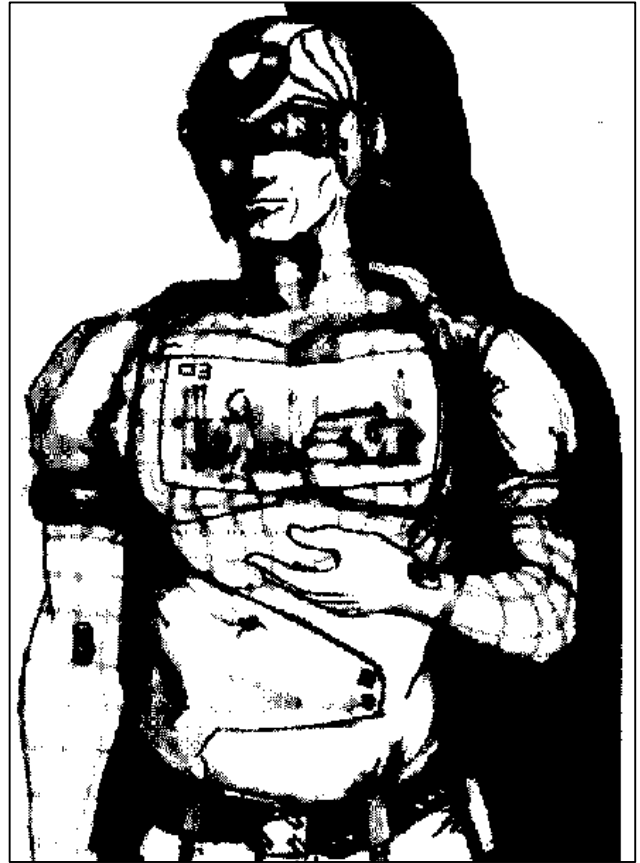
Model: Nu-Tek Vid Skin
Type: Video Player
Surgery: Difficult, 2,000 Credits, 3D Days Recovery
Cost: 600 Credits
Availability: 2
Note: This includes linkages for standard macro-binoculars, and other video feeds. On activation, the operator will see a green grid screen crisscrossing their body. They select first the top left corner, then the lower right corner, and the screen will become the equivalent to a vidscreen.

Organs

Combat Shockspleen
Decentralized Heart
Hemofibrinic Nodes
Ileocecal Siphon
Neo Appendix
Neo Lungs
Secondary Gut
Synthspleen
Toxin Screen

Combat Scockspleen: During the Clone Wars, the techno-artisans of the little-known Kovat- Bhraai Manufacturing, spread across 14 major offices, factories and stock-houses across the Arkanis Sector, have created a synthetic spleen that not only mimics the function of a natural spleen, but it also stores electrical energy within its micro-cells and discharges through a subdermal mesh in the implanted person's hands for the purpose of combat. Unfortunately Kovat-Bhraai has long since gone out of business because of the large quantity of malfunctioning spleens, which for technical reasons electrocute the implanted person himself instead of his opponent.

Model: Kovat-Bhraai Zapinator-series Combat Shockspleen
Type: Combat Shockspleen
Surgery: Very Difficult, 5,000 Credits, 1D Weeks

Recovery
Cost to purchase: 5000 credits for the Zapinator-1 and 7000 credits for the Zapinator-2.
Availability: 2

Decentralized Heart: Don't put your heart on the line. Replace it with synthetic implants that disperse the chambers, main arteries, and main veins to three areas within the torso. This cuts down on the critical damage done by a single wound.
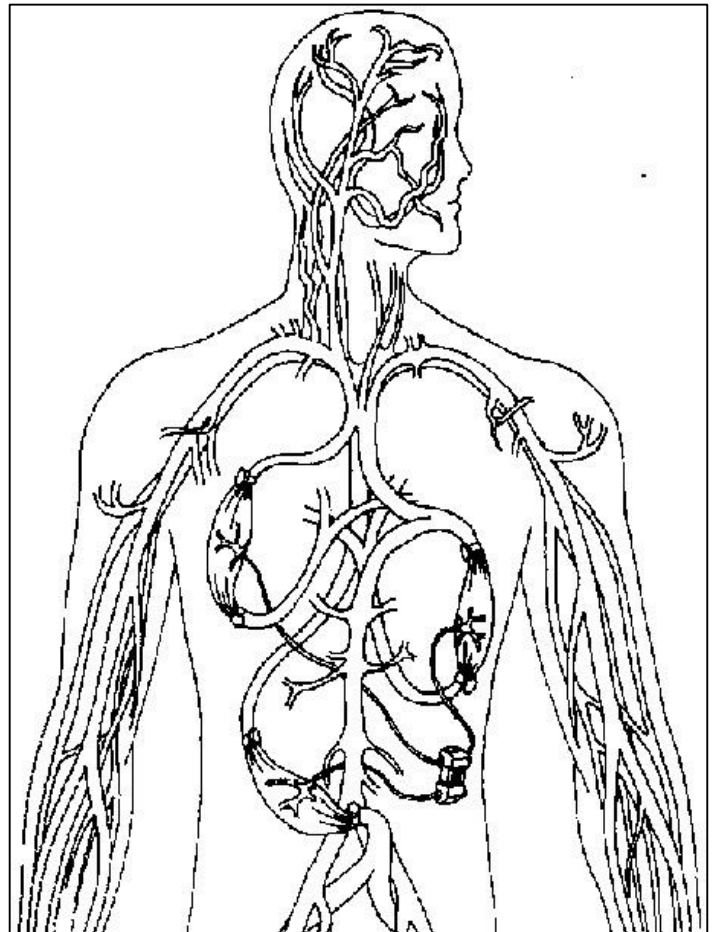
Model: Body Weight Life Preservation Systems Decentralized Heart
Type: Decentralized Heart
Surgery: Heroic, 10,000 Credits, 3D Weeks Recovery
Cost: 2,600 Credits
Availability: 2
Note: This brings your wound level down by one.

GM Note: My players have taken to calling this the Dr Who Special, after Dr Who, who, as a Gallifreyan (Time Lord) has two hearts.

Hemofibrinic Nodes: The Quick clot relies on two bioengineered glands that produce and store the bloodclotting compounds fibrin and fibrinogen. One gland is attached to the femoral arteries leading to the legs, while the other is located at the aortic arch where it branches into the auxiliary arteries to the arms and the carotid arteries to the head. Wounds that cause a drop in blood pressure, or elevated levels of histamine, trigger the nodes to release their contents and quickly seal off the site with a tough fibrous scab.
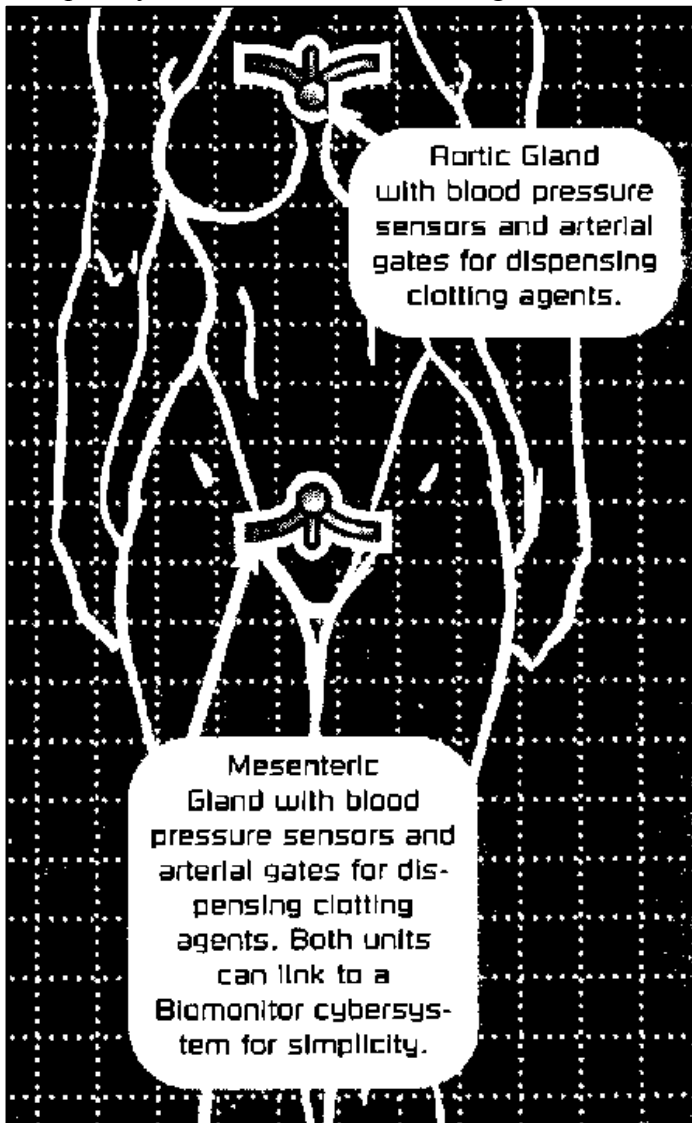
Model: No-Ahme Caldwell "QuickClot" Hemofibric Nodes
Type: Hemofibrinic Nodes
Surgery: Moderate, 500 Credits, 1D Days Recovery
Cost: 3,000 Credits
Availability: 2

Note: All wound states are treated as one level less in severity. On the down side, the sudden release of clotting compounds has a 1 in 6 chance of causing a stroke or heart attack from clots lodging in the blood stream.

Ileocecal Siphon: Whether you're in the desert—or the tropics—with the new ileocecal siphon from T-MAXX makes your stay a pleasant one. This artificial organ coils around the large intestine and removes up to 80% of the water from the body's solid waste products.
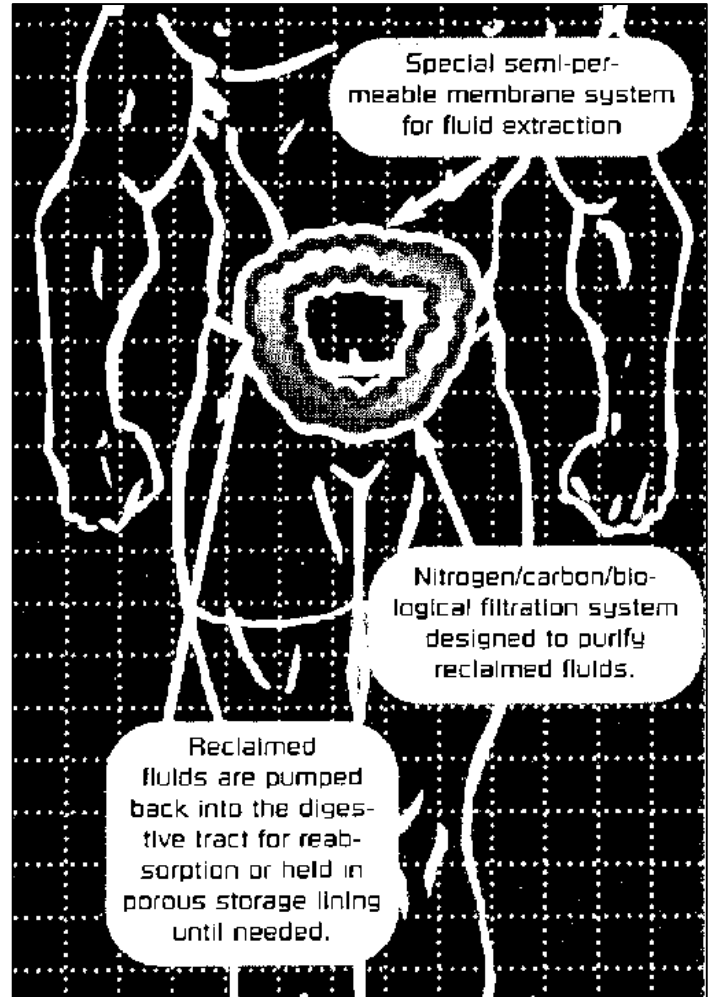
Model: T-MAXX Ileocecal Siphin
Type: Water Siphon
Surgery: Moderate, 500 Credits, 1D Days Recovery
Cost: 500 Credits
Availability: 2
Note: The siphon's efficient recycling of fluid allows the user to function normally without water for 48 hours in a temperate climate. Of course, someone's going to make fun of the "bunny pellets" that you leave behind. Just let them laugh as their throats get dry.

Neo Appendix: Gonna be out of the front for a long period of time? Need more food than you'll be able carry? The NeoAppendix from BioTechnica can help! The NeoAppendix is an activated form of your natural organ (which was deactivated by evolution), enabling your body to digest cellulose. You can live off of tree bark and grass trimmings if necessary.
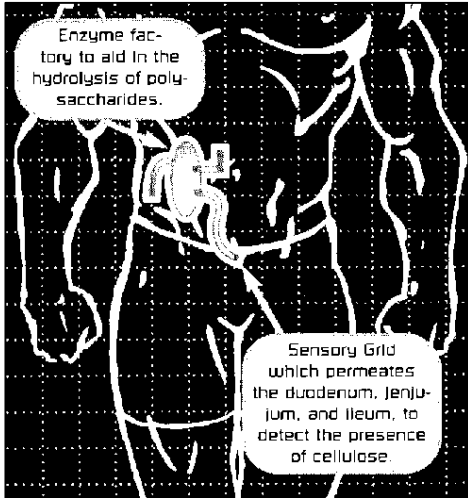
Model: BioTechnica NeoAppendix
Type: Alternative Food Source Provider
Surgery: Moderate, 500 Credits, 1D Days Recovery
Cost: 500 Credits
Availability: 2
Note: Gives the owner a +1D to *Survival: Wilderness* checks related to finding food. Warning: A diet of cellulose bearing organic material will produce an excess of bodily-generated methane. This will make it easier to track the subject through smell, and may pose a fire hazard.

Neo Lungs: The evolved lung is not a very efficient system—it only utilizes 17% of the oxygen inhaled at any given time. NeoLungs from BioTechnica improve the flow-patterns of inhaled air, making them more circular, increasing the amount of oxygen your body can take in.
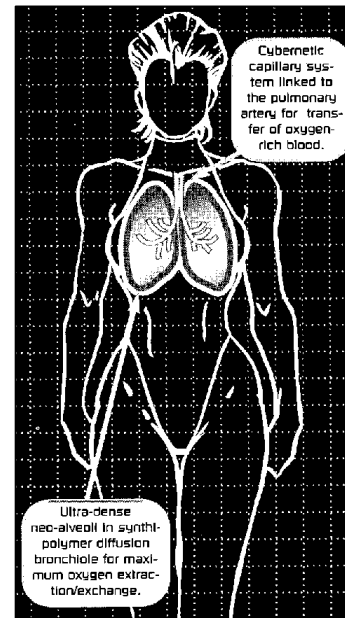
Model: BioTechnica NeoLungs
Type: Cybernetically Enhanced Lungs
Surgery: Very Difficult, 5,000 Credits, 1D Weeks
Cost: 1,000 Credits
Availability: 2
Note: The user becomes able to hold their breath for twice as long as normal, and they breathe at half their normal rate.

Secondary Gut: Rushed? Wish you could free up some more time in your day? Or are you planning a long duration trek and need to keep your weight to a minimum? The No-Ahme Caldwell comes to the rescue with the Kaloric—a secondary stomach chamber that empties into the small intestine in response to low blood sugar levels. You can eat when you have the time and the Kaloric won't send the food on to finish digestion until your body demands it.
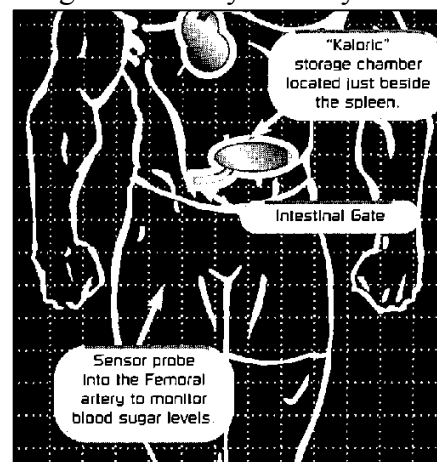
Model: No-Ahme Caldwell Kaloric Secondary Gut
Type: Secondary Gut System
Surgery: Moderate, 500 Credits, 1D Days Recovery

Cost: 750 Credits
Availability: 2
Note: Allows you to store up to a two-day food supply in the gut and function as though you'd been eating normally.

Synthspleen: A basic model from BioTech, the BTH-1900 Synthespleen does everything a natural human spleen can do. BioTech's engineers, technicians and overpaid contract consultants have also designed the synthflesh- polymer exterior to look and feel like a real spleen. When implanted, the BTH-1900 has a lifetime guarantee and BioTech surgeons will gladly replace a damaged model with a new one for free.
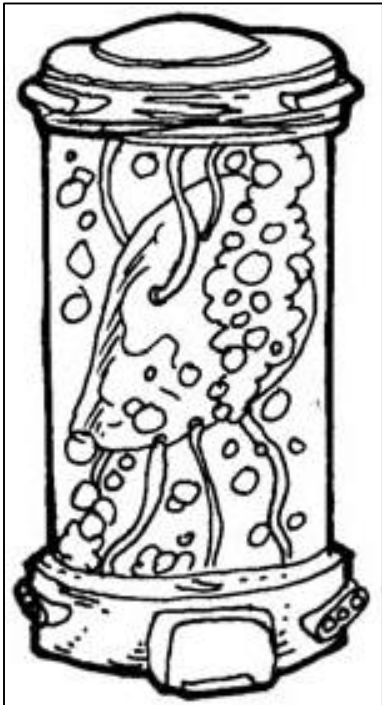
Name: BioTech Corporation BTH-1900 Standard Synthespleen
Type: Synthetic Spleen
Surgery: Very Difficult, 5,000 Credits, 1D Weeks
Availability: 2
Cost: 6,000 credits

Toxin Screen: In the dog eat dog contest of the universe, chances are you'll eventually be on the receiving end of a poisoning attempt. Protect yourself with Replitech's Toxin Screen: a cluster of sensory tendrils in the stomach that detect certain poisons in any food or drink ingested and automatically trigger the stomach to empty by reflex vomiting. You'll sleep more easily knowing that you are protected by Replitech.
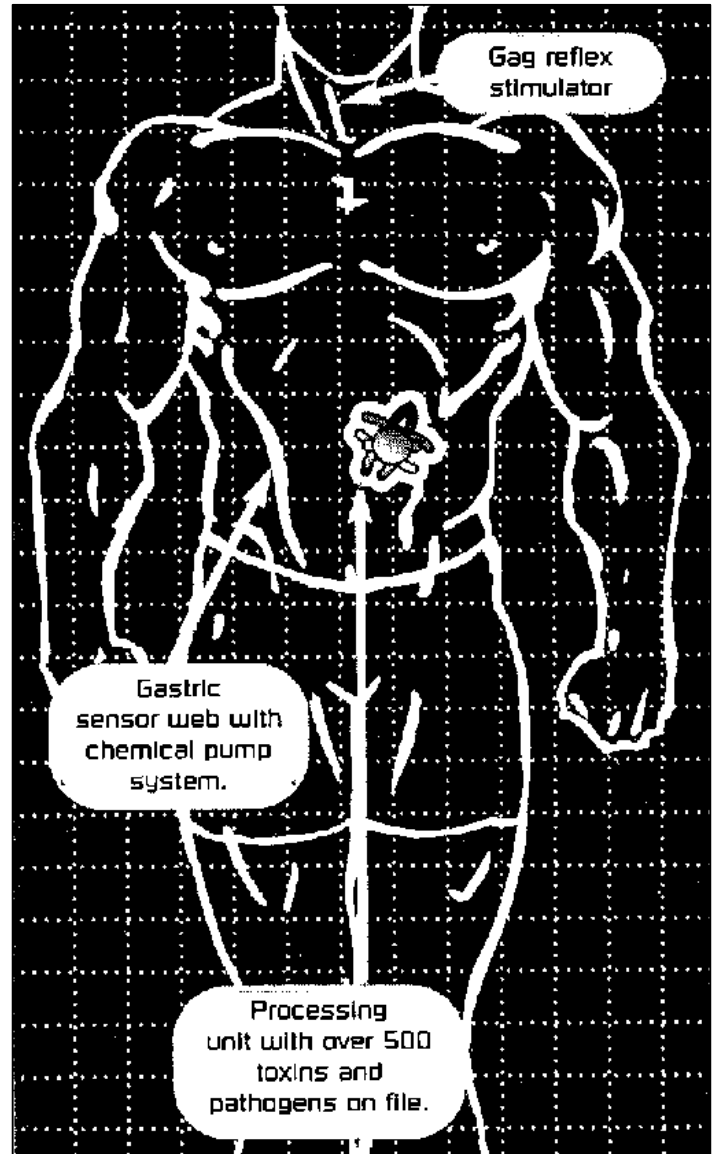
Model: Replitech Toxin Screen
Type: Toxin Filter
Surgery: Moderate, 500 Credits, 1D Days Recovery
Cost: 3,400 Credits
Availability: 2
Note: Detects orally administered toxins on a roll of 2-6 on 1D6 and triggers the stomach to vomit tainted food. Whether the toxin is effective before being vomited is at the discretion of the Game Master.

Other

- Custom Pheremone Dispenser
- Husher Mike
- Nasal Filters
- Prehensile Tail
- Retractable Fangs

Custom Pheremone Dispenser: Pheremones have been scientifically proven to help attract a mate. What you do with the mate you attract is up to you; all we do is help arrange the introduction.

Model: BioTech Custom Pheremone Dispenser
Type: Mate Attracter
Surgery: Difficult, 2,000 Credits, 3D Days Recovery
Cost: 1,500 Credits
Availability: 2
Game Notes: With this, you can customize your pheremones to add up to a +2D to attract someone of your chosen mate type.

Husher Mike: These allow one-way communication with whomever you want to speak to. It des not allow for
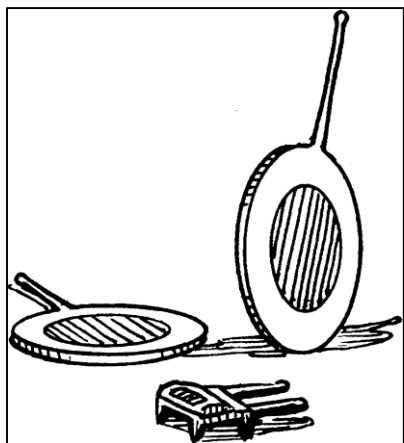
Model: Crozo Undustrial Products At-Cyb Husher Mike
Type: Vocal Communications Implant
Surgery: Difficult, 2,000 Credits, 3D Days Recovery
Cost: 3,000
Availability: 3
Game Notes: Effective operating range is 1 kilometer. This device offers one-way transmission of voice only and does not cover the reception of voice or data transmissions.

Nasal Filters: These discrete plugs enter the nasal cavity and will filter out most known forms of contamination.
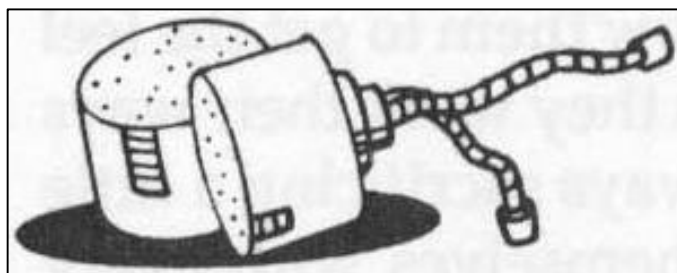
Model: Body Weight Nasal Filtration Unit
Type: Nose/Breathing Filter
Surgery: Easy, 200 Credits, 8D Hours Recovery
Cost: 500 Credits
Availability: 2
Capsule: Capable of handling most forms of riot control gas (5 out of 6 times), and many forms of knock-out gasses (4 out of 6 times). This can be installed at home with the optional at home surgery kit (600 credits), or installed at your local clinic.

Prehensile Tail: These were originally made for species that had tails as cybernetic replacements. It wasn't until somebody experimented and had a tail installed on her that she realized how helpful it was. From extra balance and extra ability to grab something temporarily.

Model: Zetatech Prehensile Tail
Type: Prehensile Tail
Surgery: Moderate, 500 Credits, 1D Days Recovery
Cost: 18,000
Availability: 3
Game Notes: This cybernetic modification will give the user a +1D to DEX as well as can act as a prehensile tail for use of picking up equipment, or grabbing something like to keep from loosing your balance.

Retractable Fangs: These fangs are usually implanted in someone who seeks attention due to their metallic nature. They retract when not in use so the user doesn't bite themselves on accident. Thy make useful weapons in a pinch, but users of these implants are warned not to use them unless absolutely necessary.
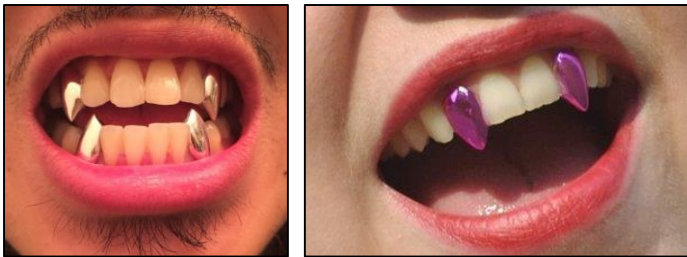
Model: Cyberware Retractable Fangs
Type: Concealable Melee Combat
Surgery: Easy, 200 Credits, 8D Hours Recovery
Cost: 750 Credits
Damage: STR+1D (With possible extra damage from poison or incapacitating agents)
Skill: Brawling
Availability: 2
Game Notes: For an extra 250 credits auto-injectors that can inject any number of solutions into a victim, to include poisons or incapacitating agents. The auto-injectors are only activated when the fangs are extended.

Cybernetic Race

Iskalloni
Height: 1.3-1.5 Meters
DEXTERITY 3D+1
KNOWLEDGE 3D+1
MECHANICAL 2D+2
PERCEPTION 3D
STRENGTH 3D+2
TECHNICAL 2D
Special Abilities: Damage done to Iskalloni by energy weapons is reduced by one level of effect (as if the weapon were set on stun). Additionally, each Iskalloni will have at least one implant which can be used as a weapon. Blaster-type modifications can be placed virtually anywhere on the body, and will generally be 3D to 5D. Any melee weapons (or equipment effectively amounting to melee weapons) will be on the order of STR+1 damage to STR+2D.

Physical Description: The Iskalloni are pale, hairless, blue-skinned creatures. They generally wear tight-fitting leather-like clothing in colors which are generally unflattering to their appearance. A bright burgundy color seems to be their favorite. The clothing generally has large, rough rips in it where the Iskalloni have cut through to insert some odd piece of machinery or other. Usually within the area of the tear, a puffy pink scar can be seen where the implant was made.

The creatures have deeply recessed eyes with black irises. Facially, their lack of eyebrows, the high forehead, their high, pronounced cheekbones, and their perfectly white teeth (which are all perfect triangles and very sharp), all combine to produce the appearance of a creature who is always brooding, always on the edge of a violent outburst.

The average Iskalloni will have a number of cybernetic enhancements. Many of these are mundane and only serve the purpose of helping the Iskalloni react quickly, or think well mathematically. The Iskalloni usually submerge their implants deep within their skin to protect the items. Now that the Iskalloni intend to increase their dealings with Humans, they are increasing the amount of equipment which they allow to jut past the surface in hopes of gaining a psychological edge by virtue of their appearance. Some of the aliens have even had limbs removed and replaced with cybernetic arms or Droid equipment.

Roleplaying Hints: Iskalloni appear calm, as though their thoughts are somewhere else – they always seem to be emotionally detached from whatever they are doing.

The Iskalloni are bent on enslaving Humankind, not out of any particular hatred, but simply because they feel the Humans and the species which associate with them are all weak and worthless. Additionally, the bio-technology currently used by the Iskalloni produces toxic wastes which the Iskalloni must process by hand. No Iskalloni can last more than a few months of constant exposure to these toxins, so the species has decided that

it would be most prudent to place a less important species in jeopardy.

The Iskalloni are quiet and calculating. They do not speak much, but when they do, they appear as if they are being distracted by something else going on in their bodies—as if they are listening for an odd noise to repeat itself. The truth is that the Iskalloni are distracted nearly all the time because they are continually forcing their bodies to adapt to new physical conditions.

Source: Twin Stars of Kira, Page 92-93

NPC's

The following NPC's are directly from the Star Wars D6 Game books published by West End Games. None of the information for using these characters has been changed and are used as a references for cybernetic characters.

- Cragus 12
- Daye Azur-Jamin
- Death Hunter Cyborg
- Haelon Tice
- Hass Sonax

- High Inquisitor Tremayne
- Howzmin
- Leesa One-Eye
- Lobot
- Lieutenant Darryn Thyte
- Major Equa Felens
- Sollaine
- The "Spek-Man"
- Themion Hejaran
- Zoodia Tantra

Cragus 12

DEXTERITY 3D+2

Blaster 6D+2, Blaster: Arm Repeating Blaster 8D+2, Brawling Parry 5D, Dodge 8D, Grenade 4D+2, Melee Combat 5D, Melee Parry 5D, Missile Weapons 5D+1, Running 4D+1, Vehicle Blasters 5D+2

KNOWLEDGE 2D+2

Alien Species 5D, Cultures 4D+2, Intimidation 7D, Languages 4D, Planetary Systems 5D+2, Streetwise 7D, Survival 6D, Willpower 6D+1

MECHANICAL 3D

Astrogation 6D, Communications 5D+1, Jet Pack Operation 5D, Repulsorlift Operation 6D Sensors 4D, Space Transports 7D+1, Starfighter Piloting 5D, Starship Gunnery 6D+2, Starship Shields 4D+2

PERCEPTION 4D

Bargain 5D, Command 5D, Con 4D+2, Forgery 6D, Gambling 5D, Hide 5D+2, Investigation 6D, Search 6D+2, Sneak 4D+2

STRENGTH 4D+2

Brawling 7D, Lifting 8D, Stamina 8D

TECHNICAL 3D

Armor Repair 7D, Blaster Repair 6D+2, Computer Programming/Repair 5D, Demolition 5D, Droid Programming 6D, Droid Repair 5D, First Aid 6D, (A) Medicine: Cyborging 2D+2, Repulsorlift Repair 4D, Security 6D, Space Transport Repair 6D, Starship Weapon Repair 5D+2

Special Abilities:

- **Cybernetic Improvements:** Cragus 12 has the following Cybernetic Replacements:
  - BioTech Repli-Limb Prosthetic Replacement Arm
  - Neuro-Saav Cardio-Muscular Package which increases STRENGTH and all related skills by +1D
  - Neuro-Saav Hifold Sensory Package, which increases PERCEPTION and all related skills by +1D.

Force Points: 1

Dark Side Points: 7

Cyber Points: 5 (See page 17 of this document)

Character Points: 10

Move: 10

Equipment: Arm Repeating Blaster (replaces cyberhand, 6D, 3-30/100/250), Bounty Hunter Armor, Comlink, Datapad, 4 Grenades (5D), Medpac, Syntherope, 2 Thermal Detonators (10D)

Capsule: The bounty hunter Cragus 12 is a mystery. Why he calls himself that, and where he is from is unknown. He has worked for various individuals and organizations as well as for the Empire. He has been spotted in several sectors but most often conducts his business in the bordering regions between New Republic and Imperial space. Cragus 12 is direct in his methods of capturing a target and does not mind causing a scene. This openly violent way of presenting himself in public has only increased his reputation as a fearful adversary. Although no one but his targets are ever injured, he has caused thousands of credits worth of property damage in the pursuit of his targets. Most of this damage is due to his high-powered arm repeating blaster. To improve his abilities, Cragus 12 has gone through several operations to implant cybernetic enhancements. The most noticeable alteration is his cyberarm. It has a removable hand that he can replace with his devastating repeating blaster.

Source: Adventure Journal #1: Wanted By Cracken Article, Pages 190-191

Daye Azur-Jamin

Type: Young Intellectual

DEXTERITY 1D

Blaster 4D+2, Blaster: Hold-Out Blaster 5D, Brawling Parry 2D+2, Dodge 2D+2, Grenade 2D, Melee Combat 2D, Melee Parry 2D+2

KNOWLEDGE 3D

Alien Species 4D+2, Bureaucracy 6D, Business 5D+2, Languages 4D+1, Streetwise 6D, Survival 5D+1

MECHANICAL 2D+1

Beast Riding 4D, Repulsorlift Operation 3D+2, Starship Shields 4D

PERCEPTION 4D

Bargain 6D+1, Command 5D+2, Hide 7D, Persuasion 4D+2, Search 6D+1, Sneak 7D

STRENGTH 1D+2

Brawling 2D, Climbing/Jumping 2D+2, Stamina 5D+2

TECHNICAL 3D

Computer Programming/Repair 5D, Demolition 6D, Droid Programming 4D+2, Droid Repair 5D, First Aid 4D, Repulsorlift Repair 3D+2, Security 5D

- **Cybernetic Improvements:** Daye Azue-Jamin has the following Prosthetic Replacements:
  - Left Eye replaced with a standard, non-concealable prosthetic replacement
- **Force Abilities:** Daye Azur-Jamin has the following Force Abilities:
  - *Force Skills:* Control 2D, Sense 2D+2
  - *Control:* Control Pain
  - *Sense:* Life Detection, Magnify Senses

This Character IS Force Sensitive
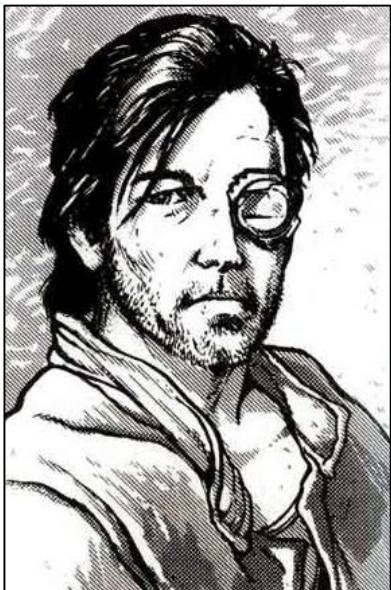
Capsule: Although severely injured, Daye is a young man of undiminished determination and intelligence, with a passion for doing what's right – even if that means putting himself in danger again. He and Tinian intended to marry on Druckenwell, but when the Empire stepped in, he personally sabotaged I'att Armament's research facility to keep the prototype shielded armor out of Imperial hands. Toalar, a Gotal freedom fighter, and Woyiq, Toalar's human companion pulled Daye out of the rubble. Unfortunately, they could not get him proper medical attention in time, and Daye has subsequently lost a great deal of mobility. After reaching Una Poot, a Rebel contact, Daye decided he would continue the fight against the Empire whatever way he could, despite his broken body.

Daye is sensitive to the Force, and a shrewd judge of character. Although untrained in the ways of the Jedi, he has slowly been learning to manipulate the Force from others more experienced with the mystical energy than himself. Una Poot helped set him in the right direction, but Agapos just might be the right teacher for him.

Source: Adventure Journal #10, Article: Only Droids Serve The Maker, Pages: 48-50

Death Hunter Cyborg

Type: Hunter/Killer Cyborg
DEXTERITY 3D+2
Blaster 7D+2, Blaster: Turbocannon 8D+2, Blaster Artillery 4D+2, Brawling Parry 4D+2, Dodge 5D+2, Melee Weapons 5D+2, Missile Weapons: Grenade Launcher 5D, Vehicle Blasters 4D+2
KNOWLEDGE 2D
MECHANICAL 2D+1
Communications 5D+2, Sensors 4D+2, Starfighter Piloting: Droid Vessel 4D, Starship Gunnery 5D+2, Starship Shields 4D
PERCEPTION 3D+2
Search 8D+2
STRENGTH 4D+1
Brawling 5D+1
TECHNICAL 2D
First Aid 4D
Move: 10
Equipment: Communications Relay Unit, Implanted Body Armor (+3D Physical, +2D Energy, -1D to Dexterity), Turbolaser Blaster Rifle (6D, 5-15/30/60), Upper Forearm Extension Claws (STR+2D, Moderate)

Special Abilities:

- *Enhanced Perception:* Low-Light Vision and Macrozoom Enhancement (additional +1D to search under low-light or distant conditions)
- *Fine Tune Hearing System:* +1D to *Search* under noisy or long-range hearing conditions
- *Lifeform Detector:* +1D to *Sensors* when searching up to 10 meters for lifeforms
- *Wideband Reciever/Transmitter:* To monitor and jam short range communications systems (+2D to *Communications* when monitoring comlinks and other short-range transmissions; +1D to *Communications* when attempting to jam.
- *Tightband Antenna:* To receive coded orders

Capsule: \<Classified\>
Source: Adventure Journal #9, Article: Death-Hunter, Pages 209-210

Haelon Tice

Type: Cyborged Assassin
DEXTERITY 5D
Blaster 10D+2, Dodge 9D, Firearms 7D+2, Grenade 8D, Melee Combat 9D+1, Missile Weapons 8D, Running 8D+2, Vehicle Blasters 8D
KNOWLEDGE 3D
Alien Species 7D, Intimidation 12D, Law Enforcement 9D, Planetary Systems 6D, Survival 7D+1, Willpower 10 D
MECHANICAL 2D
Astrogation 5D, Sensors 6D, Space Transports 7D, Starship Gunnery 7D+2, Starship Shields 5D
PERCEPTION 3D
Gambling 7D, Hide 6D, Search 11D+2, Sneak 6D+2
STRENGTH 6D
Brawling 12D+2, Climbing/Jumping 10D+1, Lifting 9D+2, Stamina 12D
TECHNICAL 2D
Computer Programming/Repair 10D+1, First Aid 7D, Security 9D
Force Points: 1
Dark Side Points: 15
Character Points: 12
Move: 14
Equipment: Biotech Borg Construct Aj^6, 'Geneering RiMPack, Neuro-Saav Hifold Sensory Package, Neuro-Saav Enhanced Enhanced Eyes, Upgraded Galven BlasTech Integrated (Left Arm) A280 Blaster Rifle (7D, 4-40/120/300), Vec-tech Integrated (Right Arm) Concussion Missile Launcher (9D, 3-40/120/400)

Capsule: There is absolutely no information on this cyborged human's history. It is widely believed that Vocta wiped out all records of his existence.

In person, however, a few things become readily apparent about Haelon Tice. He is a brutal, remorseless, physical force who would rather go through a wall rather than around it. He will stop at nothing to annihilate his prey. In the past, he has been known to engage in firefights with space transports, speeders, even light armored vehicles… and win.

He is an almost perfect physical specimen, with a muscular build that is a maze of flesh and plasteel. His cyborged eye glows bright violet, while the other pupil is dark. He is ill mannered, violent and cruel.

Tice is the complete antithesis of his partner, R'Kayza. While the Gand is quiet, stealthy, and cunning, Tice is loud, obvious, and not overly bright despite his enhancements.

Perhaps that is why they work so well together. In just under a decade of partnership, the two have an astonishing success record.
Source: Wretched Hives of Scum & Villiany, Bantha Traxx, Page 63

Hass Sonax

Type: Sluissi Cyborg
DEXTERITY 2D
  Dodge 2D+2
KNOWLEDGE 3D
  Business 4D, Planetary Systems 5D
MECHANICAL 2D
  Astrogation 4D+1
PERCEPTION 2D+2
  Forgery 5D
STRENGTH 2D+1
TECHNICAL 5D
  Capital Ship Repair 4D+1, Computer Programming/
  Repair 7D, Droid Programming 5D, Security 6D+2
Special Abilities:
- *Borg Construct:* Increases *Computer Programming/ Repair* by +1D
- *Knowledge Cartridges:* Increases any Knowledge or Technical skill by +1D
- *Knowledge Ports:* Can hold 3 Knowledge cartridges, with a maximum of 6D worth of additional information.

Character Points: 11
Move: 9
Equipment: BioTech borg construct j^6, several knowledge cartridges.

Capsule: The daughter of dockworkers, Hass Sonax was forced to learn the art of starship repair at an early age to support her family. She and her five sisters worked twelve-hour shifts at the Sluis Van stardocks, until a visiting Imperial Star Destroyer announced two temporary maintenance positions. Eager for adventure and case, Sonax and her sister Resh signed on. They were treated as slaves, and quickly became disillusioned by the Imperial Military's contempt for aliens. Later, when a faulty fucion coil caused a spectacular blow-out and a thirty-six hour mission delay, the ship's captain strode into the tech room and had Resh executed on the spot. Sick with shock, Sonax jumped ship when the war vessel reached the Roon system. She drifted between planets and jobs, eventually accepting a cyborg headband while working as an accountant on Kelrodo-Ai.

  Sonax tends to be irritable and withdrawn; apparently from the dehumanizing borg implant, the memory of her sister's death, or some combination of both.

Source: Star Wars Adventure Journal #15, Article: Scoundrels-The Great Herdship Heist, Page 164

High Inquisitor Tremayne

Type: Imperial High Inquisitor
DEXTERITY 3D+2
  Blaster 4D, Dodge 6D+2, Lightsaber 7D+1, Melee Combat 6D+2
KNOWLEDGE 4D
  Bureaucracy 6D+2, Cultures 6D, Intimidation: Interrogation 7D+1, Intimidation: Torture 7D+2, Planetary Systems 5D+2, Tactics: Fleets 5D+2
MECHANICAL 2D+1
PERCEPTION 3D+1
  Command 6D+2, Con 5D+2, Investigation 7D+1, Search 5D
STRENGTH 2D+2
  Brawling 4D, Stamina 6D+2
TECHNICAL 2D
Special Abilities:
- *Force Skills:* Control 4D, Sense 4D, Alter 5D
- *Control:* Absorb/Dissipate Energy, Accelerate Healing, Control Pain, Hibernation Trance, Reduce Injury, Resist Stun
- *Sense:* Combat Sense, Danger Sense, Life Detection, Life Sense, Magnify Senses, Receptive Telepathy, Sense Force
- *Alter:* Injure/Kill
- *Control & Alter:* Inflict Pain
- *Control & Sense:* Farseeing, Lightsaber Combat, Projective Telepathy
- *Control, Sense, & Alter:* Affect Mind, Telekinetic Kill

This Character is Force-Sensitive
Force Points: 7
Dark Side Points: 12
Character Points: 15
Move: 10
Equipment: Lightsaber (5D, Difficult), Black Robes, Datapad, Imperial Munitions KK-5 Blaster Pistol (4D, 3-10/30/120), Comlink
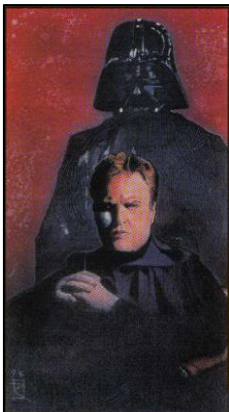
Capsule: ☐Very little is known of High Inquisitor Tremayne's past, save that he once trained as a Jedi Knight before being seduced to the Dark Side of the Force by the Emperor. It is rumored that Tremayne has trained to be a specialized operative of the "Emperor's Hand," but these rumors have never been substantiated and prudent beings avoid asking the Inquisitor about it.

Imperial Intelligence (Intell) has long proven adept at wrestling information from even the most recalcitrant of prisoners. It has many sophisticated devices of torture at its disposal, including pain tables, nerve inductors, selective neurotoxins, sensory deprivation chambers, truth drugs and IT-series interrogation droids, all of which prove frighteningly effective at breaking subjects both mentally and physically.

There are, however, two cases where the technology of Imperial Interrogation either has no effect or cannot work fast enough for time-critical information to be extracted before it is rendered out of date. The first case is in those very rare incidents where a Jedi has been captured. These individuals are invariably unaffected by the Interrogation Unit's ministrations and can even will themselves to die to avoid giving any information. The second case is where a subject proves to be far more naturally resistant (or extremely well-trained) than anticipated. In the cases where the standard technology is ineffective, the Empire has another avenue: it brings in an Inquisitor.

The Empire's High Inquisitors serve directly under the Grand Inquisitor, and Tremayne is the most feared and respected of the High Inquisitors in the Outer Rim Territories. Tremayne has formidable interrogation skills, and also has Force skills to provide additional leverage. He is a master of manipulation and his mere presence is sometimes enough to break the will of those who have resisted all other approaches. He is quiet and calm in reassuring his victims that they will break ("The procedure is regrettably, *quite* painful, I assure you. Wouldn't you rather talk to me now?"). Tremayne has failed to break only one victim: Corwin Shelvay.

Imperial Intelligence is so good at breaking victims that the special talents of an Inquisitor are needed only on rare occasions. As a result, Tremayne spends a lot of his time scouring the galaxy, looking for any individuals with Force Abilities or Force Sensitivity. On encountering a new prospect, his

prime directive will be to convert him or her to the Dark Side of the Force (a mission he succeeds at); failing that, the victim is killed. The Imperial II Star Destroyer *Interrogator* is at his disposal at all times, and he has a free hand to gowhere he wishes and act as he sees fit. He is answerable only to the Emperor, Lord Vader, and the highest echelons of the inquisitorius and the most respected of the Emperor's advisors.

Inquisitor Tremayne is a tall, slender Human, who wears black robes at all times. The right side of his face and his arm have cybernetic replacement parts, the result of losing a lightsaber duel with Corrwin Shelvay some years ago. Rather than hunt Shelvay out, Tremayne is content to wait in the knowledge tha the power of the Dark Side will allow him to triumph when next they meet. Tremayne has deliberately chosen metal pattern cybernetics for the replacements to enhance the fear that his presence induces in those he interrogates (not to mention the fear he provokes in his subordinates). He is faultlessly polite, cultured, and calm, which also serves to unnerve his subjects ("And now my Rebel friend, we shall have a… chat.")

Source: Galaxy Guide 9: Fragments from the Rim, pages 22-24

Howzmin

Type: Security Lieutenant
DEXTERITY 3D
  Blaster 7D, Brawling Parry 6D, Dodge 5D, Melee Combat 6D
KNOWLEDGE 3D
  Bureaucracy: Xizor's Palace 7D, Business 5D, Intimidation 5D+2, Streetwise: Black Sun 7D
MECHANICAL 2D
  Communications 3D+2, Repulsorlift Operation 5D, Sensors 4D
PERCEPTION 3D
  Investigation 5D, Search 6D, Sneak 5D+1
STRENGTH 4D
  Brawling 7D, Climbing/Jumping 5D+2, Lifting 5D, Stamina 6D
TECHNICAL 3D
  Computer Programming/Repair 6D, Droid Programming 6D, Security 7D
Special Abilities:
- *Infrared Cyber Optics:* Adds +1D to PER in darkness or obscured visual conditions
- *Pager Implant:* Howzmin has a cybernetic pager implant that can be remotely activated by Xizor. The implant allows Xizor to call Howzmin regardless of where he is in the palace.

Force Points: 1
Dark Side Points: 2
Character Points: 4
Move: 10
Equipment: Blaster Pistol (4D), Security Code Card

Capsule: The squat human known as Howzmin is chief of Security and Operations within Xizor's palace on Coruscant, and he reports directly to the Falleen Prince. He is informally "Captain of the Guard," overseeing their hiring, training, and deployment.

From his surveillance information center, Howzmin watches, listens, and records activity throughout the palace (except in those areas his master orders him to avoid). He coordinates the efforts of dozens of counter-espionage agents working to ferret out operatives hired by Xizor's enemies, peers, and even his Vigos.

Howzmin is also the palace's gatekeeper. He monitors the network of high-speed repulsorlift tubeways leading to and from the main entrances, controls knowledge of the entry gates, and changes the blast door codes to limit breaches in security. For many important guests—and Xizor has few who are not—Howzmin personally meets them outside the palace and guides them inside, often masking their eyes to keep them sufficiently disoriented. Nobody enters or exits Xizor's palace without Howzmin's knowledge, and in many cases, without his personal guidance.

Howzmin's physical features induce a sense of unease. He is short, squat and bald, and is rarely seen without his grey jumpsuit and a blaster strapped to his hip. His unnerving smile that reveals black-chromed teeth. He baffles visitors by rarely speaking, preferring to command by gestures and nods. Some believe these awkward social traits stem from cybernetic implants which allows Xizor to summon him at a whim. Howzmin is also able to see in darkened or abscured conditions, the result of surprisingly life-like visual implants enabling infrared vision.

Although few would question Howzmin's abilities or loyalty, it sometimes seems that he is little more than a zombie under Xizor's control.

Source: Shadows of the Empire Sourcebook, pages 47-48

Leesa One-Eye

Template: Mercenary   **Species:** Human
Height: 1.7 Meters   **Sex:** Female
Character Points: 12   **Move:** 10

DEXTERITY 4D
Blaster 7D, Brawling Parry 5D, Dodge 7D, Melee Combat 6D+1

KNOWLEDGE 3D
Alien Species 4D, Bureaucracy 6D, Cultures 5D, Languages 7D, Streetwise 8D, Survival 6D

MECHANICAL 4D
Repulsorlift Operation 6D, Starship Gunnery 7D

PERCEPTION 6D
Bargain 8D, Command 9D, Con 7D, Gambling 7D, Search 9D, Sneak 8D

STRENGTH 5D
Brawling 8D, Lifting 6D, Stamina 7D

TECHNICAL 3D
Demolition 5D, First Aid 5D, Security 9D

Equipment: Blaster Pistol (4D damage), Riot gun (8D Stun Damage), Comlink, Protective Vest (+1), Pocket Computer, Stun Club (3D+1 Stun Damage)

Description: At first glance, it appears that Leesa One-Eye actually has two eyes, but one is cybernetic. She refuses to discuss how she lost her true eye, but it seems to bear an unusually strong hatred for the Empire. She carries the scars of many brawls. Leesa appears to be in her mid 30's.

Objectives: Leesa wants to da a good job, earn a fantastic amount of money, and retire on a planet free of Imperial domination.

Background: This is for the Gamemaster only, since it is very unlikely Leesa will reveal this information herself.

Leesa was born on a backwater planet, and left home early to become a free-trader. During a run-in with an Imperial customs blockade, the customs officer deliberately injured her with his blade, which resulted in the loss of her left eye. She left the free-trader business and came to Ropagi II as hired security.

Several months and many injuries later, her efforts were noticed and she was rewarded with the title of Security Chief of Off-Worlders' Quarter.

Personality: Unlike her employers, Leesa is quick-witted, able to make snap decisions, and impulsive. Still, the Ropagu respect her because they know she is a professional, and a very effective one at that. Leesa is all-business while on duty. Off duty, she is cold, aloof, and cynical.

Quote: "Okay pal, you have two options. Either you can settle down nice and peaceably and stop bothering the other patrons, or you can be shipped off-planet, one body part at a time."

Source: Twin Stars of Kira, Page 54

Lieutenant Darryn Thyte

Type: Bridge Officer
DEXTERITY 1D*
  Blaster 1D+1*, Dodge 4D+2
KNOWLEDGE 2D
  Bureaucracy 5D, Intimidation 4D+1, Planetary Systems 4D
MECHANICAL 1D*
  Astrogation 7D+2, Capital Ship Piloting 4D+1, Capital Ship Shields 2D+2*, Communications 6D+2, Sensors 7D, Space Transports 1D+1*, Starfighter Piloting 1D+1*, Starship Gunnery 1D+1*, Starship Shields 3D*
PERCEPTION 3D
  Command 6D, Investigation 5D, Persuasion 4D
STRENGTH 3D
TECHNICAL 3D
  Computer Programming/Repair 5D+2, Droid Programming 4D, Security 6D
*: Skill/Stat reduced due to injury.

Special Abilities:
Cybernetic Hand: Thyte has a replacement cybernetic hand that has a number of specialized tool attachments and a computer data-jack. The jack allows him to access most computer ports but he can only use them when there is a visual data display to allow him to see the data he's manipulating. This jack gives him a +1D bonus to his *Computer Programming/Repair* skill.

Force Points: 3
Character Points: 10
Move: 10
Equipment: Blaster Pistol (4D), Headset Comlink

Description: Thyte is the *FarStar*'s bitter bridge operations officer, in charge of maintaining order and efficiency for the starship's command center. He's the captain's eyes and ears to everything outside the ship, from communications to sensor readings. He functions as the ship's navigator. The bridge is his responsibility and his home, and he's fiercely protective of his territory.

Thyte is a former X-Wing pilot. Several months before the New Republic task force liberated Kal'Shebbol, he was flying air support for a ground action in the mpuntains of Vaenrood. Imperial artillery fire clipped his fighter's wing and he crashed. In the incident, his canopy buckled and snapped, shearing off his right arm. Medics were able to replace the arm with a clunky cybernetic model—the only thing that was available at the time. The less sophisticated cybernetic hand doesn't have the precise sensitivity and function, but it has a computer interface that allows him to manipulate data if a visual interface is also available.

He was taken off the active duty pilot roster after his crash—given Thyte's changed attitude, his squad mates were more than happy to see the dour man go. He continued to travel with the task force aboard one of the capital ships. When word of the *FarStar*'s mission spread through the New Republic fleet, Thyte demanded to be assigned to the ship. Here, he figured, he could prove his own worth and perhaps escape his personal demons.

Thyte desperately wants to fly again but he suffers from a severe "confidence problem." He knows that if he returns to active duty with a mainstream fighter squadron his attitude and his disability would set him apart from his team members. As it is, Gorjaye is adamant that Lt. Thyte will not be assigned to fighter duty. Instead, Thyte serves on the *FarStar* bridge, where he can still see some of the action without actually piloting a starfighter.

Thyte's tall and pallid form haunts the *FarStar*'s bridge at all hours—he's rarely seen elsewhere unless his duty requires it, and he loathes leaving the *farStar* on missions, possibly indicating a fear of flying in small craft. The skin on his face has little color to it, and seems to hang under his dark eyes. Still, Thyte is a strong presence on the bridge. He can be very forceful and imposing when dealing with other bridge crewmembers and is not one to let others push him around.

Thyte is very independent and protective of his

duties on the bridge. He should be. If anyone knows the *FarStar*'s bridge—her instruments and her sensor capabilities—it's Thyte. He's also the only one with any experience as a capital ship astrogator. And Thyte knows it. He's the type of officer who doesn't take orders—he merely "accepts command suggestions" from his superiors. He knows the *FarStar* crew needs him enough to tolerate his attitude/ Thyte always seems to be walking the edge between undisciplined brilliance and a slap in the face.

Thyte often takes the offensive, making pre-emptive strikes to inflict his biting opinions on those around him, and can work behind the scenes to cause a great deal of turmoil aboard the ship. Thyte hates Lieutenant Gorjaye, the starfighter squadron commander, mostly because she's on active flight duty and he isn't.

Source: Darkstryder, Pages 50-51

Lobot

Type: Cyborg Administrator
DEXTERITY 2D+2
Blaster 4D
KNOWLEDGE 3D+1
Bureaucracy 5D+1, Bureaucracy: Cloud City 9D+2, Business 8D, Law Enforcement: Cloud City 7D, Value 4D+1, Willpower 6D
MECHANICAL 2D+2
Beast Riding: 3D, Repulsorlift Operation: Cloud Car 5D
PERCEPTION 3D
Command 4D, Command: Wing Guard 8D, Investigation: Cloud City 12D+2, Search 5D
STRENGTH 2D+1
Stamina 4D+1
TECHNICAL 4D
Computer Programming/Repair 6D, Computer Programming/Repair: Cloud City's Central Computers 11D, Security 6D, Security: Cloud City 12D+2
Force Points: 2
Character Points: 12
Move: 10
Equipment: Brain-Enhancing Cyborg Implants (Allows Instant Access to Cloud City's Central Computer Whenever Within One Kilometer of City, and Gives +2D to *Bureaucyacy*, *Law Enforcement*, *Computer Programming/Repair*, and *Security* when pertaining to Cloud City; can Remotely Control Any of Cloud City's Systems, Including Coms, Reluplsorlift Control, and Life Support), Portable Data Storage Facility (Can Hold up to Three Knowledge Cartridges).
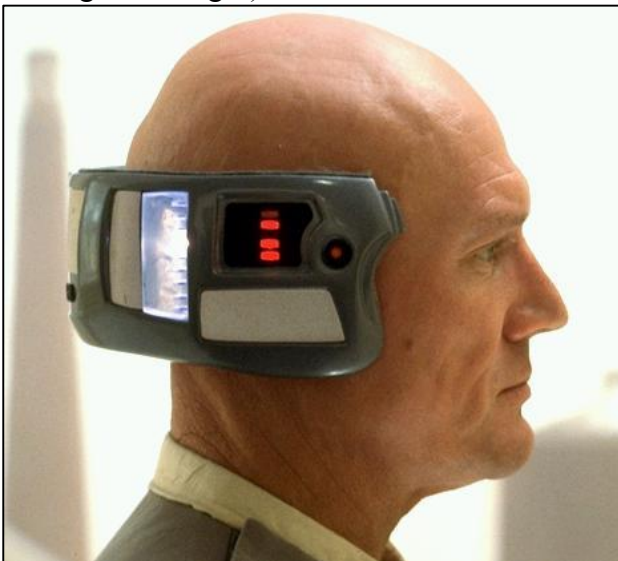
Capsule: Lobot is 38 standard years old. Attached to his baldhead is a borg implant bracket. When he accesses the city's main computer, Lobot gets a faraway look in his eyes. In recent years certain borg neural connections have worn away at Lobot's speech centers, and he speaks rarely.

Born a slaver's son, Lobot traveled the galaxy, aiding his father in raids on primitive systems. Around his fifteenth birthday, however, his father's ship was besieged by a competing group of pirates. Lobot's father was killed and the ship scuttled. The boy was made a slave for two years. His escape led him to Cloud City, where Baroness-Administrator Ellisa Shallence proposed he indenture himself to the city as a borg to pay his debts.

Now he spends more and more of his time in silent contemplation, re-working all of his observations of the world around him in terms of formulas and numbers. This has given him a certain distanced, even eerie, quality that disturbs most people.

Major Equa Felens

Type: Rebel Alliance Soldier

DEXTERITY 2D
Blaster 5D, Brawling Parry 4D, Dodge 5D, Grenade 4D, Melee Combat 5D, Melee Parry 4D, Vehicle Blasters 4D

KNOWLEDGE 2D
Alien Species 3D, Bureaucracy 4D, Languages 3D+1, Streetwise 5D, Willpower 3D+1

MECHANICAL 2D
Communications 3D, Ground Vehicle Operation 3D, Repulsorlift Operation 4D, Space Transports 3D, Sensors 3D

PERCEPTION 2D
Bargain 4D+2, Command 4D+1, Con 3D+1, Persuasion 4D+2, Search 3D+2

STRENGTH 2D
Brawling 4D

TECHNICAL 2D
Blaster Repair 4D, First Aid 3D+2

Equipment: Heavy Blaster Pistol (5D), Vibro-Shiv (STR+1D), Comlink, Protective Vest (+2 Energy, +1D Physical), Rank Insignia Plate (Hidden), Portable Computer, Cybernetic Neuro-Saav Hifold Sensory Package (+2 to *Perception* and related skills)

Description: Equa Felens's parents were mid-level managers of LMC, Since they were attached to the corporation's auditing division, they were constantly moved from planet to planet. As a result, Equa has spent time on every major world in the Brak sector.

Equa never liked LMC. When it became time for him to continue his studies, he enrolled in the galactic government program at the Bacrana Educational Institute (BEI). His sector-wide travel had already introduced him to the great disparity and oppression in Imperial government. However, Equa believed that while the Imperial Senate still existed reforms could be made. He became active in protesting against the galactic government.

While at BEI, he met and fell in love with Dara Gion. Equa introduced her to the controversies of galactic politics. When they both took part in the Amma protest, Equa made sure they marched with his more radical friends. When the demonstration was broken up, Equa and Dara found themselves in the middle of a firefight. A blast from a nearby scout walker wounded both of them, and blinded Equa. Dara pulled him fron the area.

After going into hiding, Equa and Dara were able to join Reskan's group through some of Equa's friends. Before leaving, however, Equa had his damaged eyes and auditory system replaced with a Neuro-saav Hifold Sensory Package.

As a part of Reskan's group, Equa became a capable fighter and an accomplished covert operative. His familiarity with the various worlds of the Brak sector made him a competent scout and recruiter. Since Reskan's merger with the Alliance, Equa has been assigned to a safehouse in Brenn, Genesia. His travels have kept him separated from Dara for so long that they have drifted apart.

Equa's safehouse is an apartment on the 42nd floor of the ancient Skytowers Residence. The building is old and in poor condition. Equa's apartment consists of three bedrooms, a common room and an autokitchen. Concealed beneath a movable table is the entrance to a hidden chamber into the interstitial space beneath the apartment. Crowded into the low-ceilinged chamber are a few cots, a holo projector, a computer terminal and emergency supplies. There is also a cache of explosives and weapons. The chamber is shielded from scanning, though no Imperials have ever thought to set foot in the crumbling building.

Equa Felens is a tall, black-haired Human male. He often wears torn ship's clothes or ragged Genesia streetware. Equa wears dark sunshades or helmets to conceal his enhanced eyes. He is a cunning, smart, and accomplished agent. Equa knows the major players on Genesia and has his contacts spread throughout the system. He has learned to blend in with any social group and has connections in many circles, including Kirat's and Soach's organizations. Equa has become well versed in the intricacies of the chaotic Genesian government. He is also comfortable on most any world in the Brak sector. His manner is calm and relaxed, even in the most desperate situations.

Source: Flashpoint! Brak Sector, Page 55

Sollaine

Type: ISB Central Commander
DEXTERITY 3D
  Dodge 7D+2
KNOWLEDGE 3D+1
  Bureaucracy: Imperial Military 8D+2, Cultures 6D, Intimidation 9D, Willpower 8D+1
MECHANICAL 2D+2
  Astrogation 4D, Capital Ship Gunnery 5D+2, Capital Ship Piloting 6D, Capital Ship Shields 5D+1, Sensors 5D
PERCEPTION 3D
  Command 9D+2, Investigation 9D, Search 7D
STRENGTH 3D+2
  Brawling 8D, Climbing/Jumping 6D+1
TECHNICAL 2D+1
  Computer Programming/Repair 7D, First Aid 4D, Security 10D+1
Force Points: 2
Dark Side Points: 17
Character Points: 27
Move: 10
Equipment: Comlink, Datapad, Electroshock Prosthetic Hands (STR+1D; 4D Electric Shock Damage at the user's discretion), Imperial Rank Cylinders, Modified ISB Uniform.

Capsule: Sollaine's swift rise through the ranks of the Imperial Security Security Bureau serves as fodder for endless speculation and wild rumors. To call him a controversial figure would be an appalling understatement.

Only a few facts are readily available apparent: he is endlessly ambitious, and very dangerous, and bitterly jealous of Darth Vader. The rumors are more abundant. Some reports say he's insane, others claim he has hidden talent with the Dark Side of the Force, and still others portray him as a mere puppet of the Emperor.

Though the particular incident that cost Sollaine his hands is a mystery, it is widely known that he has walked away from many encounters that by all rights he should have never survived. This just fuels the previous rumors.

Source: Star Wars Adventure Journal #12, Article: Small Favors, Pages 152-153

The Spek-Man

Type: Droid Specialist
DEXTERITY 3D
  Blaster: Blaster Pistol 4D, Running 5D
KNOWLEDGE 2D
  Survival: Malthor's "Wilds" 5D+1, Value: Droids 8D, Willpower 5D
MECHANICAL 4D
  Repulsorlift Operations 5D
PERCEPTION 3D
  Sneak 5D
STRENGTH 2D
  Brawling 3D, Lifting 3D
TECHNICAL 4D
  Armor Repair 6D+1, Blaster Repair 7D, Computer Programming/Repair 7D, Droid Programming 9D+1, Droid Repair 9D+2, Ground Vehicle Repair 6D, Repulsorlift Repair 7D+1
Character Points: 12
Move: 10
Equipment: Cybernetic Arm (+1D to *Strength* for Arm Only), Cybernetic Leg (+1D to *Strength* for Leg Only), Tools For Almost Any Location, Several Repaired and Refurbished Droids (Especially R2 Units), 1,000 Credits, Miscellaneous "Junk Parts," Blaster Pistol 4D
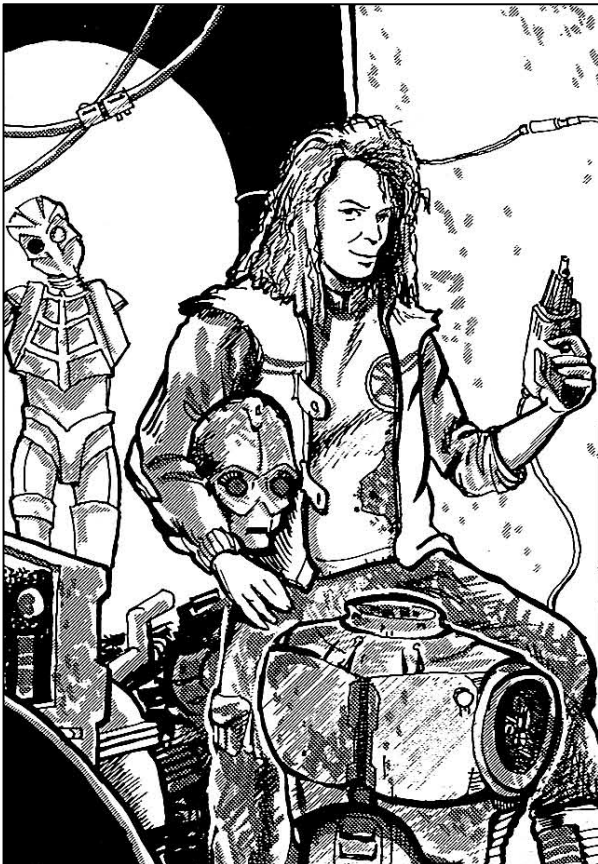
Capsule: The "Spek-Man" is an odd being, to say the least. His talk is all in abbreviations and "droid-speak," and he has the attention span of a three-year-old Rodian. He is affable and sometimes funny, but it can be frustrating to get him to do anything.

The one keyword he does recognize is "Rebellion." For some unknown reason, the Spek-Man hates the Empire—he won't say why. It might have something to do with the cybernetic arm and leg he has, but he won't talk about them either.

Spek-Man is the mechanical genius for Sleeper Cell V-16 and whenever droid parts or mechanical materials are needed by Rebels on Malthor, word has to be gotten to him. Sid knows who Spek-Man is and how to get in touch with him but, oddly, he has never tried to find out where he lives (perhaps because that lack of knowledge protects the Spek-Man if Sid were ever captured).

Source: Cracken's Rebel Operatives, Page 17

Themion Hejaran

Type: Family Administrator-House Hejaran
DEXTERITY 3D
  Archaic Weapons 5D, Blaster 5D+2, Brawling 4D, Brawling Parry 3D+2, Bows 7D+2, Dodge 5D+2, Melee Weapons 6D+1, Melee Parry 5D+2, Running 5D+2
KNOWLEDGE 4D
  Alien Species 5D+2, Bureaucracy: Hejaran 7D, Planetary Systems 5D, Survival: Forest 6D+2
MECHANICAL 2D+2
  Beast Riding 4D, Repulsorlift Operation 4D+2
PERCEPTION 3D+1
  Bargain 4D+2, Command 5D+1, Intimidation 5D+1, Search: Tracking 7D+2, Sneak 6D
STRENGTH 3D
  Brawling 4D+2, Climbing/Jumping 5D
TECHNICAL 2D
  First Aid: Toxicology 4D
Character Points: 5
Dark Side Points: 1
Equipment: Robes and Attire, Ornate Vibrorapier (STR+3D; Maximum Damage 6D+2), Cybernetic Eye (+1D to *Search*)

Capsule: Themion Hejaran considers himself directly in line to receive the title of Baron and a majority of his brother's estates and holdings. An avid hunter, there is a moody, predatory look about him. Themion regards the character identified by the Solicitor's droid in contempt, commenting that he or she is, "merely another pretender to my brother's title and holdings."

Themion has lived his entire life immersed in court intrigues and family squabbles, his view of the characters is dim at best. Ordinarily a careful man, with the stakes this high, he is prepared to cheat to obtain what he believes belongs to him—and honor be cursed.

Source: Tapani Sector Instant Adventures, Pages 45-46

Zoodia Tantra

Type: Ex-Imperial Navy Pilot
DEXTERITY 3D+1
  Blaster 5D, Blaster: Blaster Pistol 6D+1
KNOWLEDGE 2D
MECHANICAL 4D
  Astrogation 3D+2, Starfighter Piloting 6D, Starfighter Piloting: TIE Bomber 7D+1, Starship Gunnery 5D
PERCEPTION 3D
STRENGTH 2D+1
TECHNICAL 3D+1
  Starfighter Repair 5D, Starfighter Repair: TIE Bomber 6D
Move: 10
Equipment: Blaster Pistol (4D)

Capsule: Zoodia was once a TIE bomber pilot in the Imperial Navy. A highly decorated officer, Zoodia was considered a hero in the Empire. When Lieutenant Tantra flew, it was as if she and her TIE bomber were one entity. Zoodia didn't care about politics, she just wanted to fly and fight. She never paid much attention to Imperial policies.

On her sixtieth mission, Zoodia's fighter escort accidentally blasted her bomber while trying to lock on an incoming B-wing. Zoodia's craft crashed on a small moon. Her comrades never bothered to search for her wreck. A farming droid tending a nearby field pulled Zoodia from the burning wreck. Her life was saved but her right arm was badly hurt. The Empire was notified about her survival—but by the time they showed up to rescue her, the wounded arm had become infected. Her arm had to be amputated and replaced with a cybernetic limb.

Zoodia never forgave the Empire for not immediately coming to her aid. She blames the Empire for loosing her arm. Zoodia feels neglected and betrayed by the government she had risked her life for time and time again. Shortly after her rescue, she resigned her commission.

Zoodia met Xalto Sneerzick while he was preaching against the evils of droid slavery in a run-down tavern on a backwater world. Some of what Sneerzick said made sense to her. She didn't know if it was because a droid had saved her or because she was part machine herself. She only knew that she liked droids a lot better than their biological masters. She joined Xalto's small abolitionist movement and has been a key enforcer in its operations, especially against the remnants of the Empire.

Zoodia Tantra is a very beautiful woman, despite her constant brooding scowl. Her perfect figure is only marred by the cold, metal, cybernetic limb that has replaced her right arm.

Source: Star Wars Adventure Journal #9, Article: Droids Defiant, Pages 72-73

New Templates

- Cyber Doc
- Cyber Gang Member
- Cyborged Alien
- Cyborged Bounty Hunter
- Cyborged Pirate *(Originally from the 2nd Ed RPG)*
- Ripper Doc
- Ripper Gang Member

About the Template Types: Unlike other books, I am going to let you know a little extra about these template types, and what they are specifically designed for. It is primarily used to help the new player to the D6 system create a character that fits the campaign well. It can also be used for players who are new to using cybernetics and such in their games. Typically, I allow 2 separate cybernetic options for characters, but those must be located in different areas of the body, so not to much stacks in one specific area.

- **Cyber Doc:** Cyber Doctors are doctors that specialize in installing and repairing cyberware. These doctors usually charge a little more because they are legitimate doctors. They will not take in a patient that brings in their own cyberware and asks for it to be installed. They go through their own supply chain for cyberware, and never install cyberware that is considered illegal by the local constabulary.

- **Cyber Gang Member:** These guys can be good or bad. They are often heavily cybered up, and can be extremely dangerous. Cyber Gang members usually stick together. Occasionally, the ISB will round up a gang with one or two members being absent. These members will shed their gang colors and try to fit in until they can find a new group to belong to.

- **Cyborged Alien:** Not everyone who gets cyberware is human. Many aliens get cyberware as well. It can be for missing limbs, or perhaps they got caught up in the cybernetic aesthetic. Maybe they felt that the bodies they were born with were just to frail, so they opted for cybernetic enhancement. Whatever the reason, they have become one with the machine. For more inspiration, see also Hass Sonax in the NPC section, or Bao-Dur from Knights of the Old Republic 2.

- **Cyborged Bounty Hunter:** Let's be honest, being a bounty hunter is a rough and tumble life. Maybe this particular bounty hunter was injured and replacement of a limb was faster and easier than waiting for the long drawn out treatment of bacta. Maybe the bounty hunter opted to actually have limbs removed so he could hunt his prey better. Whatever the reason, this bounty hunter is now a force to be reckoned with, in or out of armor.

- **Cyborged Pirate** *(Originally from the 2nd Ed RPG)***:** Piracy runs rampant in the Star Wars Universe. A fact that the Imperials like to keep swept under the rug, so to speak. For more information on piracy see Galaxy Guide 9: Fragments from the Rim, and Pirates and Privateers. These characters have usually sustained heavy damage to an extremity and didn't get into bacta in time for it to heal them properly. They often have had limbs replaced, and modified slightly to fit their personality.

- **Ripper Doc:** A Ripper Doc usually runs a dark, back alley style clinic. One that is not officially recognized. Their prices can vary based on their reputation. These docs are not officially licensed, and as such, there can be an increased chance for minor or major issues with their cyberware. They are the only docs that will install illegal cyberware, or cyberware obviously stolen from other users.

- **Ripper Gang Member:** Ripper Gangs are gangs that hunt down a cybered up character, waiting for him or her to be alone, then ripping off their cyberwear, quite literally. They are often either employed by ripper docs, or take the cyberwear to the ripper doc for installation. Ripper Gang members are to be considered highly dangerous at all times.

These templates were designed using the original 2nd edition character sheets. You will find templates ready for use, and a blank character sheet for you to print out and use as well. This will allow players to truly customize these templates for their own character a bit better. I have also added some pictures I found on the internet of cybernetic characters for you to use should you need to be able to add them to your sheet.
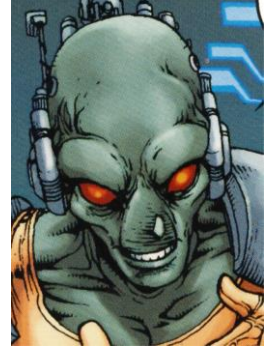
STAR WARS

Character Name _____
Type Cyber Doc
Gender/Species _____ /Human
Age _____ **Height** _____ **Weight** _____
Physical Description _____
_____
_____
_____

Dexterity _____ 3D
Blaster _____
Dodge _____
Running _____
_____
_____
_____
_____
_____

Perception _____ 3D
Bargain _____
Gambling _____
Investigation _____
_____
_____
_____
_____
_____

Knowledge _____ 4D
Alien Species _____
Scholar _____
Value _____
Willpower _____
_____
_____
_____
_____
_____

Strength _____ 2D
Climbing/Jumping _____
Stamina _____
Swimming _____
_____
_____
_____
_____
_____

Mechanical _____ 2D
Repulsorlift Operation _____
Sensors _____
Space Transports _____
Starship Shields _____
_____
_____
_____
_____
_____

Technical _____ 4D
First Aid _____
(A) Medicine _____
_____
_____
_____
_____
_____
_____
_____

Special Abilities _____
_____
_____
_____
_____
_____
_____
_____

Move 10
Force Sensitive ? _____
Force Points _____
Dark Side Points _____
Character Points _____

COMPNOR Stun Blaster Pistol
_____
_____
_____

Equipment Laser Scalpel, Datapad, Medpac, Medical Sensor Pack (+1D to *First Aid & Medicine* Rolls when used) 75,000 Credits in debt to financial institutions. 2,500 Credits.
_____
_____
_____

Background You always admired those who went through the surgeries and recieved tech. Maybe that is why you became a doctor, putting tech into other people's bodies.
_____
_____
_____
_____
_____

Personality _____
_____
_____
_____
_____
_____
_____

Objectives To save lives first, to help patients become more than the sum of their parts. Maybe get out of debt too. Student loans are a killer.
_____
_____
_____

A Quote "You know, with a little extra, I can give you parabolic hearing too. No? Well I can give you selective hearing. Yeah, great, just sign here then."
_____

Weapons _____

	Damage	Short	Medium	Long	Ammo
	2D (Stun)	3-10	30	60	10

The *Star Wars* Roleplaying Game

STAR WARS

STAR WARS

Character Name _____
Type **Cyber Gang Member**
Gender/Species _____ **/Human**
Age _____ Height _____ Weight _____
Physical Description _____
_____
_____
_____

Dexterity _____ 3D
Blaster _____
Brawling Parry _____
Dodge _____
Grenade _____
Melee Combat _____
Melee Parry _____
Pick Pocket _____
Vehicular Blasters _____

Perception _____ 3D
Bargain _____
Con _____
Forgery _____
Gambling _____
Hide _____
Persuasion _____
Search _____
Sneak _____

Knowledge _____ 2D
Intimidation _____
Languages _____
Streetwise _____
Value _____
Willpower _____

Strength _____ 3D
Brawling _____
Climbing/Jumping _____
Lifting _____
Stamina _____
Swimming _____

Mechanical _____
Communications _____
Repulsorlift Operation _____
Sensors _____
Swoop Operation _____

Technical _____ 4D
Blaster Repair _____
Cybernetics Repair _____
Droid Programming _____
Droid Repair _____
First Aid _____
Repulsorlift Repair _____

Equipment
Comlink, Medpac, Glow Rod, BlasTech T-6 "Thunderer" Heavy Blaster Piston, Electrobody 834/D Cyber Arm (+1D STR to lifting, melee, and resist damage).
_____
_____

Background
_____
_____
_____
_____
_____
_____
_____

Personality
_____
_____
_____
_____
_____

Objectives
Make Money, keep the family together, get more chrome.
_____
_____
_____

Special Abilities _____
_____
_____
_____
_____
_____
_____
_____

Move _____
Force Sensitive ? _____
Force Points _____
Dark Side Points _____
Character Points _____

BlasTech T-6 "Thunderer" HBP
_____
_____
_____

A Quote
Everything we do is to help our brothers and sisters in our family. They call us a gang, we are more than that. We are more than the sum of our parts. We are family.
_____

Weapons

	Damage	Short	Medium	Long	Ammo
BlasTech T-6 "Thunderer" HBP	6D+2	3-7	25	50	25

The *Star Wars* Roleplaying Game

STAR WARS

Character Name _____

Type _Cyborged Alien_

Gender/Species _____ /Twi'lek _____

Age _____ Height _____ Weight _____

Physical Description _____
_____
_____
_____

Dexterity _____ 3D
- Blaster _____
- Dodge _____
- Grenade _____
- Pick Pocket _____
- _____
- _____
- _____

Perception _____ 3D+1
- Bargain _____
- Con _____
- Gambling _____
- Hide _____
- Search _____
- Sneak _____
- _____

Knowledge _____ 3D+2
- Intimidation _____
- Languages _____
- Streetwise _____
- Value _____
- Willpower _____
- _____
- _____
- _____

Strength _____ 3D+2
- Brawling _____
- Climbing/Jumping _____
- Stamina _____
- _____
- _____
- _____
- _____

Mechanical _____ 2D+1
- Communications _____
- Repulsorlift Operation _____
- Sensors _____
- Space Transports _____
- Starship Gunnery _____
- Starship Shields _____
- _____
- _____
- _____
- _____

Technical _____ 2D
- Armor Repair _____
- First Aid _____
- Repulsorlift Repair _____
- Security _____
- Space Transports Repair _____
- Starship Weapons Repair _____
- _____
- _____
- _____

Equipment _Ship Suit (One Size to Small, Armless), Comlink, Breath Mask, Syntherope Dispenser, VibroBlade Czerka 411 Hold-Out Blaster, Medpac, Datapad, Glow Rod BioTech Skin/Muscle Weave (+1D to STR), Psiberstuff Flashbulb Cyberarm_
_____

Background _____
_____
_____
_____
_____
_____
_____

Personality _____
_____
_____
_____
_____
_____

Objectives _To explore the galaxy, make some money get some more tech, and maybe even find some adventure along the way. After all, life is short, may as well enjoy it while I can!_

A Quote _Live fast. Die young. Leave a good-looking corpse_
_____
_____

Special Abilities _Head Tails: Twi'leks can use their head-tails to communicate even in a room full of others. The complex movement of the tails is, in a sense, a secret language that all Twi'leks are fluent in._

Move _10_
Force Sensitive ? _____
Force Points _____
Dark Side Points _____
Character Points _____

Standard VibroBlade
Czerka 411 Hold-Out Blaster

Weapons

	Damage	Short	Medium	Long	Ammo
Standard VibroBlade	STR+3D	Moderate			
Czerka 411 Hold-Out Blaster	3D+1	2-4	8	12	10

The *Star Wars* Roleplaying Game

STAR WARS

Character Name _____
Type Cyborged Bounty Hunter
Gender/Species _____ /Human
Age _____ **Height** _____ **Weight** _____
Physical Description _____
_____
_____
_____

Dexterity _____ 4D
Blaster _____
Dodge _____
Melee Combat _____
Melee Parry _____
Thrown Weapons _____
Vehicle Blasters _____
_____
_____

Perception _____ 3D
Bargain _____
Con _____
Forgery _____
Hide _____
Persuasion _____
Search _____
Sneak _____

Knowledge _____ 2D+2
Intimidation _____
Law Enforcement _____
Planetary Systems _____
Streetwise _____
Survival _____
_____
_____
_____
_____

Strength _____ 3D+2
Brawling _____
Climbing/Jumping _____
Lifting _____
Stamina _____
Swimming _____
_____
_____

Mechanical _____ 2D+2
Beast Riding _____
Jet Pack Operation _____
Repulsorlift Operation _____
Sensors _____
Space Transports _____
Swoop Operation _____
_____
_____
_____

Technical _____ 2D
Armor Repair _____
Blaster Repair _____
Demolitions _____
First Aid _____
Security _____
_____
_____
_____
_____
_____

Special Abilities _____
_____
_____
_____
_____
_____
_____

Move 10 _____
Force Sensitive ? _____
Force Points _____
Dark Side Points _____
Character Points _____

Equipment Caelli-Merced Sentinel IV Heavy Blaster Pistol, Czerka 411 Hold-Out Blaster, Thermal Detonator (10D), 2 Standard Knives, Protective Vest (+2 Energy, +1D Physical to Torso), Jet Pack, 2 Medpacs, 1,000 Credits

Background Blaster for hire. That's you. You're still young at this game. But you've killed 23 people so far. The galaxy stinks, but you've got to make a living.
    Some say that you have no moral code at all. That's not true. You live by a strict code. A contract is a contract, that's all. You do your job. When someone hires you, you keep up your side of the bargain, no matter what it takes. Sometimes that isn't pretty, but if you were squeamish, you wouldn't be in this line of work.
    The Empire hired you. You did the job. A good man died. You fulfilled your side of the deal. The Empire didn't. You could have taken them to court, but they own the courts. They laughed at you. Now you work for the Rebellion.

Personality You don't talk much, but when you do, you mean what you say. You're dangerous. You're dependable You're smart. You don't like being conned. If people play straight with you, you play straight with them.

Objectives To get even with the Empire. You don't care much for the Rebellion either, or, at least you say that you don't care. But now you have a cause worth fighting for.

A Quote "Don't try it buddy. I'm only going to tell you one time."

Weapons

	Damage	Short	Medium	Long	Ammo
Caelli-Merced Sentinel IV HBP	5D+2	3-10	30	60	100
Czerka 411 Hold Out Blaster	3D+1	2-4	8	12	10
Standard Knife (2)	STR+1D (6D)	Very Easy			

4 7

The *Star Wars* Roleplaying Game

STAR WARS

Character Name _____

Type Cyborged Pirate

Gender/Species _____ /Human

Age _____ **Height** _____ **Weight** _____

Physical Description _____
_____
_____
_____
_____

Dexterity _____ 3D+2
- Blaster
- Blaster Artillery
- Brawling Parry
- Dodge
- Grenade
- Melee Combat

Perception _____ 3D
- Bargain
- Command
- Con
- Forgery
- Gambling

Knowledge _____ 2D
- Business
- Intimidation
- Languages
- Streetwise
- Value

Strength _____ 2D+2
- Brawling
- Stamina

Mechanical _____ 3D+2
- Astrogation
- Capital Ship Gunnery
- Repulsorlift Ops
- Space Transports
- Starship Gunnery
- Starship Shields

Technical _____ 3D
- Armor Repair
- Blaster Repair
- Demolition
- Droid Repair
- Security

Equipment
Flashy clothes, cybernetic arm (+1D to left arm to STR to resist damage in combat), lots of gaudy rings and trinkets, comlink, vacuum suit, 2,000 credits standard, Blastech DL-18 Blaster Pistol
_____
_____

Background
Before you knew it, your captain was ordering you and your friends to attack and plunder other ships, and you went along with it. You've since gotten away from that bloodthirsty bunch, but you are still a pirate, robbing ships for valuables. But at least you are not a murderer.
_____
_____

Personality _____
_____
_____
_____
_____

Objectives
To get rich. (There's something more in life?)
_____
_____
_____

Special Abilities _____
_____
_____
_____
_____
_____

Move 10 _____
Force Sensitive ? _____
Force Points _____
Dark Side Points _____
Character Points _____

BlasTech DL-18 Blaster Pistol

A Quote
"Space 'em boys! Hah-no really, if you just give me all of your money, I'll let you live! Really ! (Hearty Laugh)
_____
_____

Weapons _____

	Damage	Short	Medium	Long	Ammo
BlasTech DL-18 Blaster Pistol	4D	3-10	30	100	100

STAR WARS

Character Name _____
Type Ripper Doc
Gender/Species _____ /Human
Age _____ **Height** _____ **Weight** _____
Physical Description _____
_____
_____
_____

Dexterity _____ 3D
- Blaster _____
- Dodge _____
- Running _____
_____
_____
_____
_____
_____
_____

Perception _____ 4D
- Command _____
- Con _____
- Persuasion _____
_____
_____
_____
_____
_____
_____

Equipment Lab Clothes, Medpac, Datapad (with diagnostoc database, and catalog of known cyberware), SoroSuub OP-5 Landspeeder.
_____
_____
_____

Knowledge _____ 3D
- Alien Species _____
- Business _____
- Cultures _____
- Languages _____
_____
_____
_____
_____

Strength _____ 2D
- Brawling _____
- Climbing/Jumping _____
- Lifting _____
- Stamina _____
- Swimming _____
_____
_____
_____

Background You were once a prominent surgeon in the Imperial war machine. Your superiors left you for dead after the Rebellion destroyed the base you once worked at. As a survivor, you are now considered a traitor to the Empire. You have no love for the Empire, nor the Rebels.
_____

Mechanical _____ 2D
- Repulsorlift Operation _____
_____
_____
_____
_____
_____
_____
_____
_____

Technical _____ 4D
- Computer Programming/ Repair _____
- Droid Programming _____
- First Aid _____
- (A) Medicine _____
_____
_____
_____
_____
_____

Personality You are a dedicated and skilled physician, At first, you wanted your old life back, but now that you have settled down in your new role, you have found that being a back water cybernetic surgeon has its perks too.

Objectives To make money and build your reputation so you can charge more.
_____
_____
_____

Special Abilities _____
_____
_____
_____
_____
_____
_____
_____

Move _____
Force Sensitive ? _____
Force Points _____
Dark Side Points _____
Character Points _____

A Quote "Of course I can perform that procedure. Now how much do you have?"
_____
_____

Weapons _____

Damage	Short	Medium	Long	Ammo

The *Star Wars* Roleplaying Game

STAR WARS

Character Name _____

Type Cyber Gang Member

Gender/Species _____ /Human

Age _____ **Height** _____ **Weight** _____

Physical Description _____
_____
_____
_____
_____

Dexterity _____ 3D
- Blaster
- Brawling Parry
- Dodge
- Grenade
- Melee Combat
- Running
- Thrown Weapons

Perception _____ 3D+2
- Bargain
- Command
- Con
- Gambling
- Hide
- Persuasion
- Search
- Sneak

Knowledge _____ 2D
- Intimidation
- Languages
- Streetwise
- Survival
- Value
- Willpower

Strength _____ 3D
- Brawling
- Climbing/Jumping
- Stamina

Mechanical _____ 4D
- Repulsorlift Operation

Technical _____ 2D+1
- First Aid
- Repulsorlift Repair
- Security
- (A) Medicine: Cyberware

Special Abilities _____
_____
_____
_____
_____
_____
_____

Move _____
Force Sensitive ? _____
Force Points _____
Dark Side Points _____
Character Points _____

Standard Vibro-Shiv
BlasTech DT-12 Hvy Blaster Pistol

Equipment Comlink, Gang Jacket with Colors, Standard Vibro-Shiv, BlasTech DT-12 Heavy Blaster Pistol, 1,000 Credits
_____
_____
_____

Background You were injured in an Imperial attack. You may not love the Empire, but you don't love the Rebels either. You couldn't afford the tech to replace your arm, so you made a deal with a local back alley doctor, and you had some friends help you get someone else's cyber. Once healed, you continued to work for the doc, maybe some cash, or some new cyber for your pay.

Personality You are cold and aloof to those you don't know. Friends, however, call you bubbly and energetic. It's hard to be friendly to someone you may have to remove their cyberware, and quite probably their life too.

Objectives To get rich, and get more cyber.

A Quote "The doc just needs their cybernetics. Take it and we can get paid. This thing can die here when we are all done. It won't last long without it's cyber anyways."
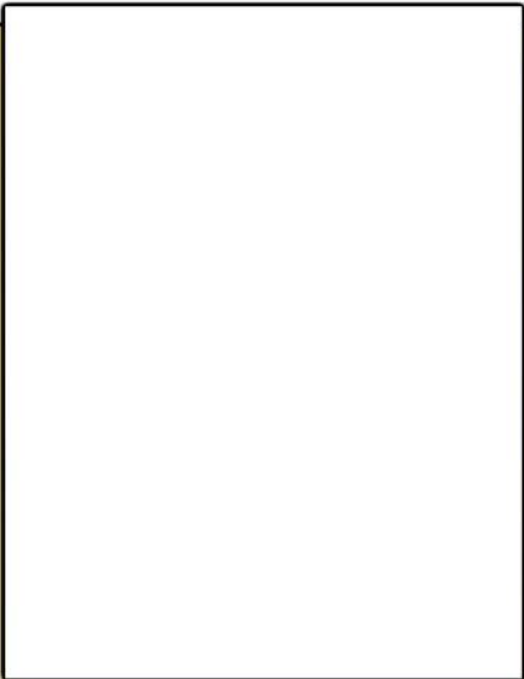
Weapons _____

Damage	Short	Medium	Long	Ammo
STR+1D	Easy			
5D+1	2-5	20	30	25

STAR WARS

Character Name _____
Type _____
Gender/Species _____
Age _____ Height _____ Weight _____
Physical Description _____
_____
_____
_____

Dexterity _____
_____
_____
_____
_____
_____
_____
_____
_____

Perception _____
_____
_____
_____
_____
_____
_____

Equipment _____
_____
_____
_____
_____

Knowledge _____
_____
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_____

Strength _____
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Background _____
_____
_____
_____

Mechanical _____
_____
_____
_____
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_____
_____

Technical _____
_____
_____
_____
_____
_____
_____
_____

Personality _____
_____
_____
_____
_____

Objectives _____
_____
_____
_____

Special Abilities _____
_____
_____
_____
_____
_____

Move _____
Force Sensitive ? _____
Force Points _____
Dark Side Points _____
Character Points _____

A Quote _____
_____
_____

Weapons _____

Damage	Short	Medium	Long	Ammo

Legal Info:

Okay, so to make sure that I don't get my butt sued off for doing all this hard work and not receiving a single penny for anything I have done here, here is the legal mumbo-jumbo that I have to put in here to cover my unpaid, underappreciated, overworked, and quite frankly in debt up to my eyeballs, butt.

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