

Grant Graves' TekHL™

A Cyber-Gothic Horror setting for use with the MEP Light RPG/Dice Game System

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This setting is compatible with Hero 8™, Realmwalkers Light™, Placidhaven™, Soul Axis™, and Cychosis™.

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This is MEP's seventh gaming line and ninth campaign setting. We're going to break the rules of method in this work. One of the features I'm introducing in this setting is instead of colorful technical writing when describing the world, or the character templates, fuse everything together in a sort of short story, painting the world I seek to create... simply using a different brush.

Its no secret to anyone that the biggest influences on my writing have been two people; HP Lovecraft and William Gibson. TekHL kind of serves as an ode to these two fantastic and twisted people whom I have come to respect and admire greatly. Just ask anyone who knows me to some degree, and they'll all concede the impact these two have had, not only on my writing, but my demeanor as well.

The gothic horror aspect of the game was inspired by HP Lovecraft. In February 1928, Weird Tales published one of Lovecraft's short stories, *The Call of Cthulhu*. Although it was only 25 pages long, it has become the basis of a mythos of tales, thus creating the American Gothic Horror genre. I read it some years ago when I picked up an anthology of Lovecraft's stories. Upon reading the first paragraph;

"The most merciful thing in the world, I think, is the inability of the human mind to correlate all its contents. We live on a placid island of ignorance in the midst of black seas of infinity, and it was not meant that we should voyage far. The sciences, each straining in its own direction, have hitherto harmed us little; but some day the piecing together of dissociated knowledge will open up such terrifying vistas of reality, and of our frightful position therein, that we shall either go mad from the revelation, or flee from the deadly light, into the peace and safety of a new dark age."

I never really quit reading. With a personal collection of over seventy of Lovecraft's works, I think I've read everything he's ever written, and enjoyed it all.

In 1984, Ace Science Fiction published a bleak and prophetic novel, written by William Gibson, *Neuromancer*. It was one of the most compelling reads of my life. Not fitting into any genre ever created, the book was set into a sub-genre of its own called Cyberpunk. It introduced the fundamentals of what we refer to today as Virtual Reality and the Internet, tying them together to create a fictitious world (although not far off now), known as the Matrix. It broke the old code of writing mechanics, and stunned readers with its style. Gibson coined a ton of terms in *Neuromancer*, including; The Matrix, Simstim, Shadowrun, CyberDeck, Street Samurai, nuyen, ICE, and many, many more, all of which have become permanent fixtures in the genre. Gibson flooded the genre with beautifully orchestrated works such as *Burning Chrome*, *Idoru*, *Mona Lisa Overdrive*, *Johnny Mnemonic* (later became a movie starring Keanu Reeves), *Count Zero*, and many more.

From these icons, I've borrowed certain traits that help define me as a writer, such as Lovecraft's twisted premise and plot twist mastery. From Gibson, portions of his world that many gamers mistake to have originated from FASA's Shadowrun. I hope to achieve the bleakness of their worlds and combine them, adding my own original twisted premise, to produce a gaming line that makes others think, react, and conclude. But most of all, I hope to reach somewhere down into the depths of your psyche, and scare the living fuck out of you.

TekHL City

i am the way to the city of woe.
i am the way to a forsaken people.
i am the way to eternal sorrow.

Sacred justice moved my architect.
i was raised here by divine omnipotence,
primordial love, and ultimate
intellect.

only these elements time cannot wear
were made before me and beyond time i
stand.

Abandon all hope ye who enter here.

- *Inscription on the Gates of Hell, Dante's Inferno*

(*Personal Note: Sawyer's translation is much more impacting; "... through among me, the people lost for ire. Before me things create were none, save things eternal, and eternal I endure."*)

The city of Tekhl (tech hell) is a bizarre one to say the least. A large metropolis of decadence and silicon, TekHL is the product of the corruption of technology that hinders the soul. A place where brilliant thought is misdirected into gothic twisted abominations.

It is the world of the Tapper, the NeKro-Tek, the HKR, and the Soul JKR. A place where darkness is better left alone, and where the soul is currency for micro-transmitters.

"All seemed quite as the two strolled down the back alleys of sector four. The unscathed cobblestones of the alley quickly gave way to rugged, broken asphalt as they crossed the decadently defined border into sector eight. The beauty of sector four slowly faded behind them into a singularity of cleanliness, then disappeared leaving them in the midst of the hellish decadence that claimed the whole of

the city, where only street signs defined sectors, rather than the beauty of scenery.

The air reeked of stale malt and garbage, of urine and death, of the adrenaline of creatures that stalked the night, feeding their animalistic appetites. "I don't like the alleys. Better take to the streets. Its safer there," the courier debated. Gimlet nodded and took a right. Then they were in the streets, wading among the huddled masses of Friday night, sector eight. They were on Linsei, a boulevard reputed for its unsavory crowd.

Dried flecks of blood from countless brawls mixed with the dust and dirt of the worn street, trailing on the soles of a hundred thousand shoes. Lights blared from all directions. Neon glistened on the decaying landscape, advertising a thousand pubs, bordellos, and legalized derma-dens. Any manner of evil, any time, for the right price.

They blended well, swept by the scurries of the licentious. Whores desperate for their next trick shouted solicits through the sea. Juice Junkies pillaged the stocks of pubs. The thin dimensions of derma-zombies wandered, glassy-eyed and dry mouthed spotting for their next score, looking for their escape into euphoria. Hoodlums mugged and raped. Pirates schemed. This was the true heart of TekHL, and it could've been any street's Friday night."

- Chapter III, Gimlet's Gambit

The Setting

The setting of TekHL™ is your typical cyberpunk setting, with a few horrific twists. The city's façade is decadent and gothic, a bleak world of counterculture. Super-corporations rule, the government is a mere pawn in their ever-waged wars with one another.

Shying away from the typical 'pages filled with descriptive flavor text', TekHL™ is written as segments of short stories to describe people, places, and events. The novella *Gimlet's Gambit* is to be considered a sourcebook defining the setting of the game. It details specifics about the city and its denizens, so be sure to download a copy with this book.

How to Play

TekHL is easy to play. The objective of the game is to score points using three six-sided dice. Depending on what is rolled, the character scores points. Your character must score as many or more points than his opponent has before his opponent can score as many or more than he has.

Rolls	Points Scored
Two numbers are the same For example, 2,2,6 or 1,5,5	1
All rolls odd or even 1,3,5 or 2,4,6	2
Consecutive numbers 1,2,3 or 2,3,4 or 3,4,5 etc.	4
All the same number 1,1,1 or 2,2,2 or 3,3,3 etc.	6
All other rolls score no points.	

Everything is figured out using these rolls, from fighting to using talents or gear.

Rounds

Everyone involved in the story gets to take a turn, that is gets to roll their dice. When everyone has had his turn, the round is finished and you move on to the next.

What can my character do in a round?

Anything he wants, he may use his talents or any gear that he has or execute a plan he has devised. He may even choose to do nothing.

Who goes first?

Before any action begins, roll one six-sided die, whoever has the highest number, goes first, working in a descending number to the lowest, who goes last. If two people roll the same number, they go at the same time.

Fighting

Fighting is big part of TekHL. Your character has a statistic called points. Points act as an indicator of his power and toughness. His opponent must score that many or more points to beat him in a fight. Once a character is beaten, he is out of the story.

To be played again, he must permanently subtract one point, before the next story, or he must be discarded, never to be played again.

More than one?

On occasions, the character may be forced to fight more than one individual at a time. Multiple opponents may attack one at a time or as a team. However, they choose to attack, the rules remain the same.

Confrontation

During a fight, confrontation occurs when a character faces off against another individual. The individual may be any other type of cyber, creature, or even another character. If the character beats his opponent in the confrontation, he may move on to the next.

At the end of a confrontation, the character regains half of the points he lost in combat (unless the optional Realistic Wounds rule is applied), the rest do not replenish until the end of the gaming session.

Special Attack: Called Shot

Characters may make a called shot, meaning that they are aiming at a particular part of the body, such as the head. This requires the character making a successful roll with either all consecutive numbers or all three numbers the same. If the attack scores more than twenty percent of the target's points, he is automatically beaten.

Combat note on Range

When not using ranged weapons, opposing individuals are considered to enter the confrontation when they are one turn away from one another, however, they can not attack one another until they are face to face. Ranged weapons may be used when the referee rules that the opposing individuals have entered confrontation. Players may be up to 5 turns away to enter confrontation with ranged weapons.

Note on Confrontation Rolls

On occasions, characters may have the chance to roll an additional die to attempt to make a successful roll. The character is still only required to make a combination of three numbers for a

success. The most dice a character may normally roll to attempt a success is 6.

The only exception to this is a power that allows the character to roll double the normal amount of dice once per confrontation. Regardless of how many dice are rolled, the character always keeps the best combination.

The Character

Your character in TekHL has only two primary statistics, Level and Points. Level indicates the power of the character. Points act as an indicator of the character's power and toughness. His opponent must score that many or more points to beat him in a fight. Once a character is beaten, he is out of the story.

Creating Your Character

Level

Your character starts at first level. Depending on the number of battle points your character has earned, your character may increase in levels. The highest level possible is 8.

Points

Your character starts with 25 points. These points are used to purchase powers, talents, and gear. When a character desires to purchase a power, talent, or gear, he subtracts the points listed under the cost, and gains the bonus listed under that power. **Remember that your character's points are the number your opponent has to score in a confrontation to beat you. If you spend too many points on powers, you'll be easily defeated.**

Level	Battle Points	Points
1	0	25
2	20	+5
3	50	+6
4	100	+7
5	300	+8
6	800	+9
7	2000	+10
8	5000	+12

*For every 200 battle points beyond 5000, the character earns one point.

The points listed on the chart above are how many points are added at that level. If the character is second level, he gains +5 points for a total of 30. The character may purchase powers, talents, or gear at any time.

Battle Points

Whenever a character gets in a confrontation, he earns battle points. Normally, he earns one point per level of the opponent. The chart above defines the number of battle points required to reach any given level. When a character reaches a new level, he gains more points with which he may purchase powers, talents, and gear.

Templates

Your character may choose a template, found in the template section. This template describes what the character's role is in the city of TekHL.

Some of the RPG elements that can be used to make TekHL a little more complex are the use of feats. A feat may be used in or outside a confrontation. The character may try any feat he desires, so long as it makes sense that he could do it. This requires a little common sense.

The referee may decide, if the feat is incredibly hard, to change the roll required, for instance, instead of any successful roll, the character would have to make a roll of all three numbers being the same.

Also, if there is a talent that the player wants his character to have that isn't listed, and most aren't, the referee must first approve it, then assign its cost. The same applies to gear and powers.

The referee may also add additional minor rules to handle situations, for instance how many points are scored if the character is hit with a car, or if he were to fall off a building. Although these points may not go to the opponent, unless he pushed the character off the building or ran over him, the points can be put in a **Garbage Pool**. A point pool for points that belong to no one. The character can be defeated by the garbage pool.

Following the above given examples, the normal rule is that if a character is pushed off a building, the garbage pool gains one of his points for every ten feet he falls. In the case of being run over, the garbage pool gains one point for every ten miles per hour.

The referee may decide to grant the character an additional battle point or two for difficult stories.

It is highly suggested that you download the Book of Talents and Storytelling sourcebooks from MEP's homepage, as they are required to add the RPG elements to the game.

Money

This is the first of MEP's gaming lines to use money to purchase gear. Gear is still listed on the character sheet as **G** for **Gear**, however, the character purchases his gear with money, rather than the usual points. Where does the money come from? Well, in the beginning, it comes from points. Each player, during character generation only, can exchange as many points as they desire for 10,000 dollars per point. The money is used to purchase the character's gear. Afterwards, it's up to the character to make his own living.

Combat in Cyberspace

An important feature in the game is combat in cyberspace. Combat in cyberspace is required about as often as regular combat, that is, since no computer system is going to just open up and let the HKR in to steal whatever he wants. Instead, the HKR will have to wade his way through security personas, ICE programs and the such armed only with his skill with a deck and his programs.

There are a few differences in cyberspace combat and regular combat. The similarities are that everything has a certain amount of points that have to be scored on it to shut down a program, dump the person from cyberspace, or yes, even kill him.

- The character has the same amount of points in the Matrix construct that he normally has.
- The character must use programs to protect himself, or attack another. Physical or combat talents that the character has in normal life, such as Strong, do not apply while in the construct.
- In combat, the character has a number of turns equal to what the processor of his machine allows. This is one turn for every 100 ehz of the processor. For example, a computer with a 350 ehz processor

allows 3.5 turns per round (i.e., 3 turns on the odd rounds, and 4 turns on the even rounds).

- A character uses a turn executing a program. These programs stay functional, until they are terminated (either shut down by the character, or an opponent).

- When an ICE, or other attack or defense program is used against another, it is attempting to score points, just as with any other action in the game. Some of these programs have levels. Each level adds one die to the roll to score points.

Templates for TekHL™

Courier

"Are you serious?" implored Gimlet "Very," replied Nakaturi. "So you want me to jack into the blackness, enter Limbo, and snatch a soul?" "That's correct," replied Nakaturi. "That's kidnapping. I'm only a HKR." "Nonsense," corrected Nakaturi, "it's merely a non-conventional deportation. A fee of one million credits will be paid to your account upon download, and one million more when the courier is delivered."

"Wait!" demanded Gimlet, "courier? What courier?" The man beside him turned. Facing Gimlet, he smiled and offered his hand, "Pleased to meet you. I am Binary Shadow." Gimlet retorted with a 'who gives a shit' smirk.

Gimlet hated couriers. He had worked with them before. They made the big bucks in TekHL. HKRs like Gimlet had made the Matrix unsafe for the transfer of private, commercial information. The result was couriers. Couriers would simply take the important information, commonly the only copy, and deliver it to another location in the city. It was a difficult job for such an easy task.

Many couriers were abducted or killed by their clients' competitors before they could even reach the corner. Only those with cunning survival instinct and extensive combat training stood a chance.

Couriers must have a method of transferring their clients' data to the target destination. In such a high-risk field, they are forced to travel light, and unencumbered with easily lost gear, thus the Courier Drive Implant was created. The outfit includes a hard drive that is interfaced with use of a headjack, installed on the undersurface of the cranium. When courier has the goods uploaded, he is on his way.

"He will be delivering the Anima to the secure network," informed Nakaturi. "I hate to rain on your plans here, but you can't upload an anima to a courier's databanks, wrong interface and too little of the wrong kind of memory. You'll fry this guy's frontal lobe," replied Gimlet.

"He's been fitted with an experimental courier outfit. The interface recognizes (A)nima (P)ulse (S)ignatures. The outfit contains Soul Axis compatible RAM, converting the signatures to recorded data," informed Yakamura.

Requirements

Talents: Streetwise, one Weapon Training: any.

Hardware: Input Slot, Datachip.

HKR (Hacker)

A rising HKR, well known throughout the city, Gimlet was on his way to the top and he knew it. He was a gruff punk. His soul ran about as deep as his machines'. His tall, slender facade was clad in black, denim pants and a plastic-layered, concert shirt that displayed

daily uploaded digital images of his favorite band's current tour. He wore black combat boots, his neck adorned with symbolic amulets of his trade, a decorative transparent ROM chip and a processor split perfectly at a ninety-degree angle. Twenty-one or so, his hair was short, almost burr-like, dyed jet black.

Of his implants, the derm patch on his right arm was his favorite bio-implant. Underneath the synthetic skin was pool of ink that possessed polychromatic shifting capacity, controlled by a small chip. Gimlet used it to create different tattoos on his arm. Designs were purchased as programs. He, however, had illegally purchased an interface needle and a disc that contained over three-hundred designs, all of which had been uploaded to the chip. Today, he decided, the panther dancing with the oriental dragon was appropriate. His only joys in life were technological, his only love, virtual, the Matrix.

Yakamura and the courier sat down at the table booting their virtual sensor pads and putting headgear on. "Binary Shadow, go ahead and jack your cord," Gimlet commanded. He did so. "Are we ready gentlemen?" Gimlet inquired. "Yes," the others replied. "Very well," said Nakaturi. "You will be presented with passwords to access..." "Thanks, but I've already got one," interrupted Gimlet. Nakaturi glared at one of his henchmen standing to the side, who dropped his head in return. "Very well," replied Nakaturi fighting back his disappointment in his network administrator.

Requirements

Talents: Computer Operations, Computer Programming, Hacking.

Hardware: Computer: Cyberdeck or NICT preferred, DNI.

HLSNT (Hell Saint)

Arimus pulled the tattered poster from his pocket. He looked it over one last time. He sat and reminisced over past jobs, and what had driven him to take this one. Normally HLSNTs would take any of muscle job they could find. That's what they were, muscle. He had had, a fundamental moralistic outline of what he'd considered being a good guy or bad guy, and decided his jobs based on those principles. He thought of himself as a good guy, at least at one time. A time that seemed further away than eternity. Now this. He'd been reduced to tracking a woman, an alleged HKR. She was his mark. He was to kill her.

He'd worked a number of jobs, gunrunner bodyguard, corporate soldier, Yakuza informant enforcer. His cell phone rang. "Cut and Run." It was his agent. He'd been reduced to using an agent for jobs, since he let his former employer, an important Yak informant, die. "What's up?" he questioned. "Gotcha a new gig: HKR and a courier. On their way to deliver some data in sector twelve. Their somewhere in sector eight." "Special requests?" he asked. "Kill them both. Take the courier's head and ice it down. Deliver it to Tek-12 Industries." He hung up the phone, wadded the paper and tossed it. A real challenge. He opened the trunk of his car. The gear of his trade lay before him; surveillance equipment... weapons.

Requirements

Talents: Tracking, Intelligence, one Weapon Training (at no cost).

Hardware: NeuroLink Web, one physical skillsoft program, Reflex Booster.

Limb Pirate

A yell in the street drew his attention. He looked across the way. At the entrance of the alley adjacent to his building, he saw a man leaning up against a rusted dumpster. Three hooligans surrounded him, yelling and taunting, cheering themselves on. One lunged at the man. Too tired to struggle, he smashed against the dumpster with a loud thud. Another pulled him to the ground, positioning himself behind the man, grappling him in a manner to restrain movement, while the other extended his arm.

A blade shot out of the third man's wrist. Cupping it in his hand as he approached, the overpowered man put up a futile struggle, screaming in terror, and pleading for his life. The others, attempting to hold the man steady. "Any day now, Leech," yelled the grappler.

Standing in a puddle of blood and hydraulic fluid, the obvious ringleader scolded the thug cleaning his blade. "Fucking idiot! You scrapped the DCI locking interface and cut the ALL to short." He shoved the arm into the lowerling's chest. Inspecting it, he defended, "This ain't that bad, Needle can buff it out." he nodded toward the third guy. "We can get another Animation Link Lead and attach it." Yeah," continued the leader as he paced, "but that cuts the profit by half. We'll be lucky to get five out of it!" He raged as he kicked their victim, who had bled to death.

"Don't point the finger at me," he tossed the arm to the thug identified as Needle, who inspected it thoroughly. "I dug down in there as far as I could. You guys weren't holding him good enough," he defended. He looked up and saw Gimlet. Pointing, "what about him boss?" Gimlet nonchalantly reached back and gripped his pistol. "Already scanned him; Headjack Interface System and a Standard Cranial PC implant with Retinal LCD. He's not even worth the effort." Gimlet relaxed. The bus pulled up. "Needle, you're cutting for the rest of the night," commanded the boss. They continued to argue as Gimlet boarded the bus and the doors closed; the roar of the motor drowning out their dispute.

NeKro-Tek

Identical to the Re-animator template found in Cychosis™, except that he uses human corpses to create hard-wired cyber-zombies. The cyber-zombies are first level and have 8 points. The process is basically the same, hard-wired limbs, a power supply, and a basic AI implant. The zombie is controlled by the NEK platform. The NeKro-Tek controls his minions by means of a retinal command menu.

Requirements

Talents: Computer Ops, Computer Programming.

Hardware: NICT, Eye Implant.

PsIk (Psychics)

The guy who entered with him, however, was a dead ringer. This gentleman was a tall, thin man, even more so than Gimlet. His almost anorexic structure teamed well with his blank eyes, creating a very unnerving image. He was also a Caucasian. The distinguishing feature that pinpointed his position on Nakaturi's staff was the large, stubby, cylindrical fixture that stuck out from his forehead. A psIk Gimlet noted. "Geez," he thought to himself, "they gotta bag full of 'em in here." Nakaturi's strange minion looked up at Gimlet, with an insulted gesture on his face. He remembered why he hated psIks.

In his opinion, they were dangerous freaks, resorting to the use of technology for metaphysical purposes. The Psi-emitter was a powerful piece of gear. It contained an alpha-wave enhancer that absorbed the residual bleed off produced by the electrical stimulation of thought. The residual energy is greatly amplified through emitter and the freak using the gear can do all kinds of twisted things like locking in on other alpha-wave signatures and manipulating them to read other peoples' minds, or distorting electrical and magnetic fields to produce bizarre physical effects.

Requirements

Talents: none required.

Hardware: PsIk Emitter Outfit (free of cost). May use any psychic power listed in Hero 8™: Inner Mind. Must purchase powers with points.

Tapper

"The technology of the tapper is a horrifying, twisted convergence of human bio-augmentation and bionics. Those who choose the process must give up more than part of their humanity, they must also give up their lives.

When a recipient of tapper technology chooses to undergo the procedure, he is killed, his hearted stopped by an injection of a highly lethal chemical. The system is then flushed to cleanse it of this chemical and the body is stored in a cryo-static chamber for three cycles so to prepare it for the procedure.

After this stage, the body of the recipient undergoes a complex surgery to convert him into a tapper. The left arm is then removed at the elbow an fitted with a bionic arm (with the Strong Talent). The arm contains a retractable needle that allows the tapper access to his new sickening power source, the spinal fluid of his victims. The needle can be ejected at will by the tapper and inserted into his victim's spinal column. When the needle is inserted into a victim, a mechanism, also contained within the arm, sucks the fluid from the victim into a storage container located in the arm. Due to a mistake in the design of the pump, when a tapper feeds on a victim, a loud tapping sound can be heard up to ten feet away. Hence the name tapper.

From the storage container, a line runs intertwined around the bone of the living portion of the left arm into the base of the tapper's spine where a bio-implant called the Methius Cube resides. The Methius Cube is a living host of bacteria that alters the composition of the spinal fluid of the tappers, turning it into energy as well as allowing continuous stimulation of the brain and nervous system to keep the tapper from paralysis.

After the surgery, while the body thaws, it is feed chemicals engineered to alter the characteristics of the recipient's physical and genetic structure. Blood and spinal fluid are now fused in a demented marriage and course through the veins of the recipient in a dull pink color. The recipient is then reanimated. The final result of this twisted procedure is a superhuman soldier supersensitive to stimuli with heighten senses and reactions.

Feeding

After the procedure, the tapper no long has the need to consume food. As a result of the altering of the physical structure, he now lives off spinal fluid. As the Methius Cube processes the fluid into the energy the tapper needs to sustain, the fluid is destroyed requiring the tapper to feed again. The container on the tapper's arm keeps him supplied with enough energy for one week and can be

filled by the spinal fluid of a normal sized man. The container on the arm is interchangeable allowing the tapper to supply himself with energy in case of an emergency. Additional tubes for the container may be purchased at the cost of \$1000.

The Achilles' Tendon

The Achilles' tendon of the tapper is the Methius Cube. If the arm of a tapper is destroyed, a backup supply of spinal fluid, inserted in the stomach will allow the tapper two weeks of life to replace the arm. If the Methius Cube is destroyed, however, the tapper lapses into a coma instantly. If the cube can not be replaced within one week, the tapper dies. The cube is not defenseless, however, a called shot to the head is required to hit the cube. The cube's protective layer of metal has eight points."

-Excerpt from Dr. Alan MaCrae's, *Forbidden Technologies Come Commonplace*

Talents: Dodge, Fast Attack (at no cost); must purchase a Weapon Training talent, and two other combat oriented talents.

Hardware: Tapper Feeding Mechanism, Methius Cube Implant (no cost); must purchase an eye implant and bionic arm.

Soul JKR-Anima

A Soul JKR is a soul that has escaped the Soul Axis Network. Identical to the TC Leaper in the Realmwalkers™ Light Main Book, however, this variant hijacks other people with NICTs or other implants that allow them access to the Matrix (really only required a DNI implant). Powers are identical, except that transfer only takes place through the Matrix.

Other Templates that work in TekHL

Assassin	Realmwalkers™ Light
Bionic Enhanced	Hero 8™: Cyber-Heroes
Cyborg	Hero 8™: Cyber-Heroes
Droid	Hero 8™: Cyber-Heroes
Engineer	Realmwalkers™ Light
Exosuit Hero	Hero 8™: Cyber-Heroes
Gladiator	Realmwalkers™ Light
Gunslinger	Realmwalkers™ Light
Mercenary	Realmwalkers™ Light
Scholar	Realmwalkers™ Light
Sharpshooter	Realmwalkers™ Light
Soldier	Realmwalkers™ Light
Technojunkie	Hero 8™: Cyber-Heroes
Thief	Placidhaven™

Gear

Cyber Decks

All CyberDecks have a Mini-Disc reader and at least one datachip. There are no harddrives in "modern" computers. RAM handles everything from execution to sequential platforming. All programs and data are recorded and read from mini-discs and datachips. Input / Output on all CyberDecks is DNI.

Processor: speed of the computer; also dictates the number of turns the user can take in a round (See the Rules Section).

Memory: The amount of memory the computer has; executing programs takes away from the memory. The more programs loaded, the less memory it has.

MTR: Matrix Transfer Rate: the standard speed for executing programs that are interlaced with the Matrix, as well as uploads and downloads.

DC: number of datachip slots.

Outside the sequential platform of a deck, any preloaded programs are measured in terabytes (i.e., Program A requires 6 tb of memory, Program B requires 3=11 tb of memory being used). If the memory drops down to 20%, make a roll for each program. A failed roll means the program crashes, however, the deck does not free up the memory without rebooting. If memory is eaten down to zero, too many programs are running, and the system crashes as a result.

Note: ehz= exahertz, tb= terabytes, tb/s= terabits per second.

Most Popular Decks

Name /	Processor	Memory	MTR	DC	Cost
Cut-N-Runner	300 ehz	64 tb	5 tb/s	1	15,000
Black Jacker	333 ehz	128 tb	5 tb/s	1	20,000
Sanyo 4112	400 ehz	128 tb	10 tb/s	2	28,000
Hell Blazer	450 ehz	128 tb	12 tb/s	2	38,000
Vault	350 ehz	256 tb	5 tb/s	3	30,000

NICT

NICTs, short for Non-Invasive Cranial Terminal, are newer to the scene and are a favorite of hackers. They're set up is exactly like the CyberDeck, however, it is implanted on the undersurface of the brain. There is no mini-disc reader. There is only one datachip for storing additional data, the DCT below lists the datachip type from the gear section. It is integrated with the other hardware. Upgrades require major surgery.

Most Popular NICTs

Name	Processor	Memory	MTR	DCT
Demon Crest 5	400 ehz	128 tb	10 tb/s	2
Net-Runner +	350 ehz	64 tb	4 tb/s	3
Black Anima	450 ehz	128 tb	5 tb/s	4

Costs

Demon Crest 5	60,000
Net-Runner +	35,000
Black Anima	80,000

Software

Description: The software name.

Cost: The price of the software. Note that the cost differs according to the level purchased. Maximum level available for all software is 10.

TB: Terabytes of storage required for the software. Also the memory used to execute the program.

Remarks: A short description of what the software does, or other remarks.

- Matrix Simulation:** Both CyberSpace Presentation and Digi-Persona are required to jack into the NET. The higher the personality level, the harder it is to dump and manipulate the user.
- Intrusion Software:** These software are used against ICE or non-personality matrix constructs.
- Utilities:** These are software which are not used against anything (like combat and intrusion software), but plainly to do various things.
- Combat Software:** These are software that are used against other HKRs.

Matrix Simulation

CyberSpace Presentation: \$5,000 / 5 / Basic CyberSpace simulation. This is **required** for accessing the Matrix.

Digi-Persona: 1,000 / 1 / A graphics program that displays the persona of the person while in the Matrix. The persona can look however the character desires. This is **required** for accessing the Matrix.

Intrusive Software

Code Generator: \$500+\$100 per level / 0.2 per level / Searches for the correct password. Must score 10 points to be successful. +1d per level of the program.

Invisibility: \$5,000+\$1,000 per level / 0.5 per level / Makes the intruder appear like static net noise.

ICE Crasher: \$10,000+\$2,000 per level / 1 per level / Loads the ICE with data until it crashes. Must score 10 points per level of the ICE to be successful. +1d per level of the program.

ICE Softener: \$2,500+\$250 per level / 0.5 per level / Turns the ICE attacks into garbled data that is harmless or less potent. Subtracts one level of the ICE per level of this program.

Tracker: \$2,500+\$250 per level / 0.5 per level / tracks others in the Matrix. Detects invisible ICE of level 3 or less.

Tracker +: \$5000+300 per level / 0.5 per level / tracks others and reports them to authorities. Detects all invisible ICE. Burns the persons path, so they can't come back to that location without starting over.

Fusion Slow Ice: \$15,000+\$5000 per level / 1 per level / Slowly fuses with ICE or other security programs to allow the one to slip in unnoticed. Rare and untraceable. Requires 6 hours for run time. -1 hour per level. Requires a successful roll every hour or collapses allowing hacker to be traced.

Access: \$1,000+\$250 per level / 0.1 per level / requires a password to enter a deck, server, or locale on the Matrix.

Barrier: \$2,000+\$200 per level / 0.1 per level / same as Access, but harder to break. Gets +5 points.

Snare: 5,000+250 per level / 0.1 per level / a trap designed to keep a persona in one place, preventing him from jacking out or leaving the area until he can be traced.

Utilities

System Searcher: \$25+\$5 per level / 0.1 per level / Finds the address to a specific system.

File Searcher: \$50+\$10 per level / 0.1per level / Finds a specific file in a database.

Data Locker: \$100 / 0.5/ Locks the data with a code. Breaking difficulty 10.

Data Encryption: \$100+\$20 per level /0.1 per level / Encrypts data.

Data Decryption: \$250+\$50 per level / 0.2 per level / Decodes encrypted data.

Self Dump: \$1,000 / 0.5 / Allows the user to jack out when a specified event occurs. Requires a successful roll.

Net Logger: \$500 / 0.2 / Logs the addresses visited during a journey on the Matrix.

Reaction Boost: \$1,500 / 0.3 / Gives a +1 to initiative.

Combat Software

Armor: \$2500+\$1000 per level / 0.5 per level Creates an armor of data around the user. Adds +3 points per level.

Armor Crasher: \$1000+\$200 per level 0.2 per level / lowers armor by one level.

Freeze: \$2500+\$500 per level / 0.5 per level / Loads in the target's computer making it freeze for 2D6 turns.

Knockout : \$50,000+\$10,000 per level / 2 per level / Knocks out the target for 2D6 hours. The Personality is not removed from CyberSpace which means it can be traced.

Scan: \$2500+\$500 per level / 0.5 per level / Finds out what software are in the internal memory of the target.

Dump: \$5000+\$1000 per level / 1 per level / Dumps the target out of CyberSpace.

Steal: \$2500+\$500 per level / 0.5 per level / Allows stealing files from the target's computer.

Electric Discharge: \$100,000+\$20,000 per level / 3 per level / Gives an electric shock to the target. Used like a weapon, with the level as damage level.

Eraser: \$5000+\$500 per level / 0.5 per level / Erases 1D6 programs from the target's computer. Requires jacking out to re-install software.

Gat: \$2500/ 1/ Summons a gun, over 100 skins available covering varying guns (pistol, shotgun, uzi, etc.). One shot requires one turn.

Dodge: \$3000+\$500 per level / 1 per level / Allows the user to dodge one attack that scores points per confrontation.

Weapons

Melee Weapons	Fire	Modifier	Ammo	Cost
Hands	-	-	-	-
Knife	-	-	-	\$30
Club	-	-	-	-
Sword	-	+1 if strong	-	\$400

Thrown Weapons	Fire	Modifier	Ammo	Cost
Bow	SS	*	1	\$400
Crossbow	SS	*	1	\$500
Shuriken	SS	-	-	\$15
Throwing knife	SS	-	-	\$10

Handguns	Fire	Modifier	Ammo	Cost
Revolver	SA	*	6	\$300
Heavy revolver	SA	*	6	\$500
Handgun	SA	*	15	\$450
Heavy handgun	SA	*	8	\$550
Autopistol	SA,FA	*	20	\$800

Assault Weapons	Fire	Modifier	Ammo	Cost
Sniper rifle	SS	*+1d to attack roll	1	\$1,200
Sawed off shotgun	SS	*+2	2	\$400
Shotgun	SS	*+2	10	\$500

Sub machine gun	SA,FA	*+1	30	\$800
Assault rifle	SA,FA	*+1	30	\$1,100
Machine gun	FA	*+1	belt	\$1,500
Heavy machine gun	FA	*+3	belt	\$2,000

Launchers	Fire	Modifier	Ammo	Cost
Grenade launcher	SS	-	1	\$30,000
Rocket launcher	SS	-	1	\$45,000

*-Ranged weapon, +X= bonus points scored from a successful roll.

Explosives and Ammunition

Explosive	Damage	Cost
Shrapnel grenade	+2	\$300
Concussion grenade	+3	\$500
Smoke grenade	-	\$100
Shrapnel rocket	+5	\$1000
Concussion rocket	+7	\$1500
Smoke rocket	-	\$500
Rocket guidance*	-	\$200 per rocket
Plastique (1kg)	+3	\$300
Time detonator		\$50
Remote detonator		\$200

- Gives +1d to attack roll.
- +X= bonus points to all opponents scored from a successful roll.

Ammunition	Damage	Cost
Normal Rounds		\$1
Explosive Rounds	+1	\$3
Shotgun Shot		\$2
Bow Arrow		\$1
Crossbow Bolt		\$1
Explosive Arrow/Bolt	+2	\$3

- Price is per round.

Common Gear

Clothes	Cost
Street clothes	\$10
Casual clothes	\$50
Business wear	\$150
High fashion	\$500
Uniform	\$100

Armor	Cost
Armored clothes	clothes x 2
Leather jacket	\$150
Light kevlar	\$500
Heavy kevlar	\$1000

Tools	Cost
Mechanic toolkit	\$100
Electrician toolkit	\$250
Mechanical lockpick kit	\$150
Electrical lockpick kit	\$100
Bomb disarming kit	\$100
Blowtorch	\$100

Personal Electronics Cost

Data viewer	\$100
Television	\$500
Audio recorder/player	\$100
Digital camera	\$150
Video camera	\$500
Video player	\$500
SenseData recorder	\$750
SenseData player	\$500

Personal Items Cost

CredID	\$25
CredID transceiver	\$50

Medical Cost

First aid kit (5 uses)	\$300
First aid supplies	\$50
Medical kit (+1)	\$1,000
Surgery kit	\$5,000
Hospital day	\$300
Intensive care day	\$500
Minor Surgery	\$10,000
Major Surgery	\$50,000

Communications Cost

Earphone communicator (5km)	\$100
Pocket communicator (10km)	\$150
Cellular phone	\$200
Pager	\$50

Vision Systems Cost

Electronic binoculars (x25)	\$250
Light amplification	+\$200
Thermal	+\$300
Light amplifier glasses (25m)	\$200
Thermal glasses (25m)	\$300
Flashlight	\$25

Surveillance Cost

Movement sensor (50m)	\$150
Tracking transmitter (5km)	\$50
Tracking locator	\$350
Commline tap*	\$250/lvl
Transmission tap* (5km)	\$200/lvl
Data decryption system*	\$1,000/lvl
Laser microphone (50m)	\$500
Bug (1km)	\$300
Micro camera (1km)	\$1,500

* Maximum level 5

Surveillance Countermeasure Cost

Bug scanner	\$250
Data encryption system*	\$500/lvl
Commline tap finder*	\$250/lvl
Transmission jammer	\$500/lvl

* Maximum level 5

Security Cost

Mechanical lock	\$50
Electrical lock	\$150
CredID identification *	\$100/lvl

Finger print identification *	\$250/lvl
Palm print identification *	\$500/lvl
Retinal print identification *	\$1,000/lvl
Voice print identification *	\$200/lvl

* Maximum level 5

Weapon accessories	Cost
Smart module	\$750
Laser sight	\$500
Scope	\$500
Thermal sight	\$1000
Light amplifier sight	\$500
Recoil compensator - pistol (+1)	\$750
Recoil compensator – rifle (+1)	\$500
Silencer - semi auto	\$300
Silencer - full auto	\$500
Holster	\$10

Computers	Cost
Numeric computer*	\$500/lvl
Neurologic computer*	\$1,000/lvl
CyberDeck*	\$2,000/lvl
Minidisk	\$15 per type
Datachip	\$25 per type

- Maximum level 10.

CYBERWARE

Visual	Cost
Artificial Eyes	\$10,000
Optic Readout*	\$2,000
Shades*	\$1,000
Light Amplifier*	\$3,000
Thermal Vision*	\$5,000
Micro Vision*	\$5,000
Mag Vision*	\$5,000
Video Reception	\$3,000
Video Trans.	\$3,000
Video Recorder	\$3,000

* Requires artificial eyes.

Auditory	Cost
Artificial Ear	\$3,000
Auditory Listener*	\$1,000
Sound Amplifier* 1	\$500
2	\$1,000
3	\$2,000
4	\$5,000
5	\$15,000
Dampers*	\$1,000
Radio Reception	\$2,000
Radio Trans.	\$2,000
Audio Recorder	\$2,000

* Requires artificial ears.

Interface	Cost
Input Slot	\$500

Minidisk Slot	\$1,500
Chip Slot	\$1,000
DNI Smart Pad	\$5,000

Neurological	Cost
DNI	\$5,000
Vehicle Interface 1	\$750
2	\$1,500
3	\$4,000
4	\$15,000
5	\$50,000
Implanted Computer	\$2,000
	+computer
SenseData Reception	\$7,500
SenseData Trans.	\$7,500
SenseData Recorder	\$7,500
NeuroLink Web	\$5,000
Reflex Booster	\$20,000
Pain Blocker	\$5,000

Body Systems	Cost
Muscle Replacement	\$5,000
Structural Strength	\$5,000
Elastomer Plating	\$5,000
Steel Plating	\$10,000
Chemical Filter	\$1200
Air Filter	\$800
Blood Loss Healer	\$10,000

Artificial Internal Organ	\$2,500
Hidden Compartment	\$1,500

VEHICLES

Vehicle	Speed	Passenger	Points	Cost
Light Motorcycle	150	2	20	\$10,000
Heavy Motorcycle	200	2	30	\$15,000
Small Car	120	4	45	\$15,000
Medium Car	140	5	60	\$20,000
Luxury Car	180	5	60	\$50,000
Sports Car	220	4	50	\$75,000
Van	140	8	70	\$30,000
Open Truck	140	5	60	\$25,000

Gear Descriptions Notes on Gear

Note that some gear has level, usually ranging from either 1-5 or 1-10. These are bonuses to the device that are used when someone is trying to hack into them, or in some way circumvent their purpose. Each level of the gear, depending on its type, counts as points that need to be scored to bi-pass it. The character must score that number of points, without failing a roll.

Gear	Max Level	Points per level
Surveillance	5	2
Surveillance CM	5	2
Security	5	3
Computers	10	2

For example, a thief breaking into a corporate branch office, finds a level 4 security entry pad on the door of the building. He must score 12 points on as many rolls as it takes him, without failing to score points on a roll. In this case, if he fails to score points, the alarm will activate.

GENERAL EQUIPMENT AND WEAPONS

CLOTHES

Street Clothes – Very ragged clothes usually worn by people who live on the streets or spend a lot of their time there.

Casual Clothes – These are casual clothes usually worn by the lower class – they look OK and are affordable.

Business Wear – Clothes that are usually worn by the corporate class (suits).

High Fashion – These are very expensive clothes, which are only affordable by the corporate or higher class.

Uniform – Just what it sounds like. This is what the military, police, fire department, etc. wear.

ARMOR

Armored Clothes – Taking regular clothes and enforcing them with small patches of kevlar is quite common in the Darker Days world. This doubles the price of the clothes, but provides +3 points.

Leather Jacket – The leather provides +2 points.

Light Kevlar – This is a vest which is made of very thin and light kevlar. It can be worn underneath the clothes and only close observation will reveal it. It provides +5 points.

Heavy Kevlar – This kevlar jacket is about 2cm thick, cumbersome, and is worn above the clothes. It is usually only worn if the wearer knows he is heading into battle. It provides +8 points.

TOOLS

Mechanical Toolkit – Just your usual mechanical tools (screwdrivers, ratchet, etc.).

Electrician Toolkit – A bag of tools used for any electrical repair.

Mechanical Lockpick Kit – All the special instruments needed to break a mechanical lock.

Electrical Lockpick Kit – Whatever is needed to pick an electrical lock.

Bomb Disarming Kit – Another set of tools, this time for disarming bombs.

Blowtorch – Just what it sounds like.

PERSONAL

All personal items usually come with all forms of inputs and outputs: A minidisk player, a datachip slot and a universal connector.

Data Viewer – A small screen that is used to display any visual data (text and pictures).

Television – A bigger version of the data viewer which is not portable and only has a universal connector. In order to view a minidisk or a datachip one has to use a video player or camera.

Audio Recorder/Player – Small appliances which are used to listen and to record any auditory data.

Digital Camera – Used to take pictures and store them as visual data.

Video Camera – An advanced form of the digital camera which is also able to store video and not only still pictures.

Video Player – An appliance which is used to read visual data and send it through a universal connector (usually into a TV).

SenseData Recorder – A very sophisticated recorder which can record SenseData from a DNI (through an input slot) into a minidisk or a datachip.

SenseData Player – This translates the SenseData from a recording into a format which can be read by a DNI (through an input slot).

PERSONAL ITEMS

CredID – A combination of a credit card and an ID. This is the standard money exchange method. The CredID holds data on your bank account and transferring of money from one CredID to another is done with a CredID transceiver.

CredID Transceiver – This is a small device which has 2 slots for 2 CredIDs, a numeric keypad and a small screen. The transceiver transfers money from one CredID to another through wireless communication with the net.

MEDICAL

First Aid Kit – This is a small kit that holds medical provisions and instruments. It is designed for fieldwork. It holds supplies for 5 usages after which it has to be refilled. Replenishes 3 points per use.

First Aid Supplies – A kit that holds only the expendable supplies of the first aid kit (used when a first aid kit runs out of supplies). It is good for 5 usages.

Medical Kit – A more advanced version of the first aid kit, this kit holds better equipment and a medical computer to aid in analysis. The computer gives the user a +1d to the skill roll. It is the size of a small suitcase and not very useful under field conditions. It holds supplies for two dozen usages.

Surgery Kit – All you need for a field surgery. Not advisable but can save your life.

Hospital Day – A day spent in hospital heals an extra 3 points.

Intensive Care Day – A day spent in intensive care heals extra 5 points.

Minor Surgery – Any medical surgery that doesn't involve the heart or brain and minor cybernetics surgery (not involving any neural systems).

Major Surgery – Any medical surgery that involves the heart or brain and any complex cybernetics surgery (dealing with neural systems or body wide operations).

WEAPONS ACCESSORIES

Smart Module – A module that is attached on the weapon and interacts with a smart pad and DNI cyberware. The module (with the complementary cyberware) allows the user to see weapon data in his field of vision (like the number of remaining bullets, safety status, where the weapon will hit, target range, etc.) and to control the weapon mentally (switch safety on/off, switch to auto fire, eject the clip, etc.).

Laser Sight – attached to the weapon, it displays a small red dot where the weapon is supposed to hit. It is only useful when shooting non-automatic fire (the weapon shakes too much when shooting automatic fire for the user to spot the small red dot) and gives a +1d to the user.

Scope – Attached on top of the weapon it magnifies and helps aim. If the user is *aiming* through the scope, it gives a +1d bonus to the shot.

Thermal Sight – An attachment to a scope that allows thermal vision (see description of *Thermal Vision* cyberware).

Light Amplifier Sight – An attachment to a scope that amplifies light for night vision (see description of *Light Amplification* cyberware).

Recoil Compensator - Pistol – An attachment to a weapon that helps compensate for auto fire recoil. When employed it gives a +1 action.

Recoil Compensator - Rifle – The same as above but this module is made for rifles.

Silencer - Semi Auto – an attachment to the end of the barrel that silences shots into mere swoops of air. This module is for single shots.

Silencer - Full Auto – The same as above but this module will silence also full automatic fire.

Holster – a small leather pouch to place a pistol. It can be worn on the belt or inside a jacket.

COMMUNICATION

Earphone Communicator – A small communicator that is placed inside the ear and a small microphone which is usually placed on the short collar. It is effective for a 5km range.

Pocket Communicator – A bigger device the size of a small cell phone. It has a greater range of 10km.

Cellular Phone – Just what it says.

Pager – A small 5x5cm device for receiving textual messages.

VISION SYSTEMS

Electronic Binoculars – Just like regular binoculars, but the amplification is assisted with a computer. It is also able to check the range. They can amplify up to x25 times.

...**Light Amplification** – An add-on to the electronic binoculars that amplifies light (see description of *Light Amplification* cyberware).

...**Thermal** – An add-on to the electronic binoculars that enables thermal vision (see description of *Thermal Vision* cyberware).

Light Amplifier Glasses – These are glasses that amplify light (like the *Light Amplification* cyberware). They have a range of 25 meters.

Thermal Glasses – These glasses will enable you vision into the thermal spectrum (like the *Thermal Vision* cyberware). They have a range of 25 meters.

Flashlight - Your regular flashlight.

SURVEILLANCE

Movement Sensor – A device that can detect movement and the range and direction related to the user. It's effective for 50 meters.

Tracking Transmitter – A very small device that transmits a fixed signal. The signal is effective up to 5km. It is used coupled with a tracking locator.

Tracking Locator – This device can read the signal transmitted from a tracking transmitter and can determine the range and direction of the transmitter.

Commline Tap – A device, which is attached to a communication line of any sort and can read the data. It can have a maximum level of 5.

Transmission Tap – An advanced version of the commline tap that can intercept wireless transmissions within a 5km radius. It can have a maximum level of 5.

Data Decryption System – A system which is used to decrypt any encrypted transmissions. The decryption is a *Security Systems* Difficult (-2) skill roll with the system's level as a bonus and the encryption level as a negative modifier. It can have a maximum level of 5.

Laser Microphone – A device, which can be used to hear noise from up to 50 meters away. It comes with a set of earphones.

Bug – A small device that can be hidden almost anywhere and transmits all audio data in its surrounding. It can transmit up to a range of 1km.

Micro Camera – The same idea of a bug, this less than 1cm camera transmits visual data up to a 1km range.

SURVEILLANCE COUNTERMEASURES

Bug Scanner – A device that searches for transmission frequencies of bugs and therefore can detect them.

Data Encryption System – Used to encrypt any kind of data. Needs to be located on both transmitting and receiving ends. It can have a level as high as 5.

Commline Tap Finder – An electrical device that sends special transmissions into a communication network and can find commline taps. It can have a maximum level of 5.

Transmission Jammer – This device jams any type of wireless transmission. It is used to interfere with surveillance transmissions (bug, micro camera, tracking transmitter, etc).

SECURITY

Mechanical Lock – The regular locks used on most doors.

Electrical Lock – This is a lock, which is based on an electrical locking mechanism. It comes with a keypad as a default, but can have any of the security systems attached to it.

CredID Identification – Requires specific CredIDs to open it. Maximum level 5.

Finger Print Identification – Programmed to identify and allow entrance only to specific fingerprints. Maximum level 5.

Palm Print Identification – The same as fingerprint, but requires a whole palm print for identification. Maximum level 5.

Retinal Print Identification – The toughest security system available. It identifies specific retinal prints and only allows those with permission to enter. Maximum level 5.

Voice Print Identification – Identifies a person by the voiceprint. It is slightly more difficult the CredID identification. Maximum level 5.

COMPUTERS

Numeric Computer – This is the regular 20th century computer. It is used for research and entertainment. It can be of maximum level 10.

Neurologic Computer – This is a computer that is specifically designed to run skillsofts. It is used for implanting as a cyberware. The maximum level of skillsoft that can be run on a computer equals to its level. The maximum level of the computer is 10.

CyberDeck – This is a computer, which is specifically designed for netrunning. When not using a CyberDeck, the user can't visualize the net and therefore can't enter cyberspace. Again, the maximum level of this computer is 10.

Minidisk – A storage device, which looks like a CD, only it's a 1cm radius. The amount of data it can store is:

Type 1 32 tb

Type 2 64 tb

Type 3 128 tb

Type 4 256 tb

Type 5 512 tb

Datachip – A storage device which resembles a chip with connectors (2x2cm). It has the same storage capacity of a minidisk. The advantage of the datachip is that it is usually placed in slots where several datachips can be placed and it combines their storage capacity. The amount of datachips that can be combined is only limited by the number of slots in the reading device.

Attack Software – A software that is used for cyberspace attack. The level of the software is used to increase the damage an attack does. The maximum level of software that can be run on a computer is equal to the computer's level and can't be greater than 10.

Defense Software – A software that is used for cyberspace defense. The level of the software is used to resist damage a cyberspace attack does. The maximum level of software that can be run on a computer is equal to the computer's level and can't be greater than 10.

Physical Skillsoft – These are software that are run on a neurological implanted computer and give the user knowledge of that talent. The skills these software emulate are of physical nature. Usage of a physical skillsoft requires the user to have a NeuroLink web.

Mental Skillsoft – Just like the physical skillsoft, these are software that run on a neurological implanted computer and give the user knowledge of that talent. The skills these software emulate are of mental nature.

EXPLOSIVES

Shrapnel Grenades – These are grenades that deliver real physical damage.

Concussion Grenades – These grenades don't make any physical contact, but damage only from the explosion concussion. They deliver *Stun* damage (and half the amount of *Hits* as usual with *stun* damage).

Smoke Grenades – These grenades are only supposed to provide cover.

Rockets – These are propelled versions of the grenades that are used with a rocket launcher. Otherwise they are the same.

Rocket Guidance – These are guidance systems that are attached to rockets and help them reach the designated target. The user adds the

guidance system's level as a bonus to the attack roll. The maximum level of a guidance system is 5.

Plastique – This explosive comes in kilos and needs a detonator (either time or remote). The amount of damage depends on the amount of explosive used - multiply the damage by the square root of it's weight: for example if you are using 4kg, multiply by 2; if you are using 9kg, multiply by 3; etc.

Time Detonator – Can be set to a specific delay before it detonates.

Remote Detonator – The explosion is triggered by a remote control that sends a transmission to a small detonator, which is located on the explosives.

CYBERWARE

VISUAL

Artificial Eyes – A replacement of the organic eye. It allows regular vision. This cyberware is needed for any further cybernetics enhancement of the eye. There is no limit on the number of enhancements that can be loaded on the eyes. The cost is for replacement of both eyes (in order for cybernetics to function they must be installed on both eyes).

Optic Readout – Artificial eyes enhancement. This allows display of any visual data into the visual field. The input can come from an implanted computer, or any of the interface devices. Note that a DNI can display directly to the visual nerves, so if one has a DNI related device (like a smart weapon), he doesn't need this cyberware.

Shades - Artificial eyes enhancement. This device kicks into action whenever there is a bright light - it compensates the light in a way as to allow the user normal vision. It comes in handy in combat situations where a light can be so bright as to blind.

Light Amplification – Artificial eyes enhancement. Light amplification enhances lighting in situations where the normal lighting conditions are not enough to allow normal sight. It is very handy for night actions. Note that minimal lighting must be present for the light amplification to function. In situations of total darkness it is useless.

Thermal Vision - Artificial eyes enhancement. This enables the user to see in the thermal spectrum. The vision can discern different grades of heat, therefore constructing a limited vision of the surrounding area. It is very useful for combat situation where there is no lighting at all.

Micro Vision – Artificial eyes enhancement. This enhances vision to a level of a small microscope. It is very useful for researchers.

Mag Vision – Artificial eyes enhancement. This is the reverse of the micro vision. It enhances long distance vision and serves as a scope. In combination with a DNI and a smart pad it serves as a scope on the smart weapon (allowing both smart bonus and scope bonus for aimed shots).

Video Reception – This is a device that receives video transmission. The visual data can be stored (if the user has any storage capability) or just viewed on the spot (with the usage of an optic readout).

Video Transmission – This device transmits any visual data. The data can come from an artificial eye or from any storage device (implanted computer, minidisk, etc.). The transmission range in up to 5km.

Video Recorder – This device records visual data. It needs a storage device – a minidisk, a datachip, the internal memory of an implanted computer, or anything outside the brain connected with an input slot.

AUDITORY

Artificial Ear - A replacement of the organic ear. It allows regular hearing. This cyberware is needed for any further cybernetics enhancement of the ear. There is no limit on the number of enhancements that can be loaded on the ears. The cost is for replacement of one ear (only one ear is sufficient to install other cybernetics).

Auditory Listener – Artificial ear enhancement. This allows listening of any auditory data. The input can come from any of the interface devices (minidisk, datachip or input slot).

Sound Amplifier – Artificial ear enhancement. This amplifies surrounding sounds and increases any sound based perception by its level.

Dampers – Artificial ear enhancement. This device kicks into action whenever there is a sound that is too high - it compensates for the high volume sound in a way as to allow the user normal hearing. The device is able to discern different frequencies and only dampen the high volume sounds (allowing, for example, hearing a whisper in the middle of combat).

Radio Reception – This is a device that receives audio transmission. The auditory data can be stored (if the user has any storage capability) or just heard on the spot (with the usage of an auditory listener). This, in combination with an auditory listener and a radio transmission can function for team communication.

Radio Transmission – This device transmits any auditory data. The data can come from an artificial ear, from voiceless talking or from any storage device – a minidisk, a datachip, the internal memory of an implanted computer, or anything outside the brain connected with an input slot. This, in combination with a radio transmission and an auditory listener can function for team communication.

Audio Recorder – This device records auditory data. It needs a storage device – a minidisk, a datachip, the internal memory of an implanted computer, or anything outside the brain connected with an input slot.

INTERFACE

Input Slot – This is a universal plug that serves as an input jack into any inner cybernetic devices, or as an output jack from any inner system to the outside of the body. Several cyberware can connect to the same input slot. The location of the slot can be in plain sight (like the forehead or the backhand) or can be hidden (in back of the head under the hair).

Minidisk Slot – This is an implanted minidisk driver. Anything internal can use the driver – either for playing minidisks or for recording data into it. This is usually placed in back of the head under the hair, but can be placed anywhere.

Chip Slot – This is a socket for a datachip. As many as 10 can be placed together (each one bought separately) for enhancement of data storage capacity. Anything internal can connect to the slots and use them for reading or writing data. It is usually placed in back of the head under the hair, but can be placed anywhere the user wants.

DNI Smart Pad – This is the interface for a smart weapon. It is located in the palm of the hand and communicates with the smart module of the weapon (located in the handle) via electromagnetic transmission. It has to connect to a DNI in order to complete the link to the brain and to take advantage of the smart weapon bonus.

NEUROLOGICAL

DNI – an acronym for Direct Neural Interface. This is the most advanced interface method at this time. Placed on the brain, it connects any electrical device directly to the relevant nerves. It serves as an input and output device for any data format – visual, auditory, SenseData, commands to an implanted computer, etc. If coupled with a DNI smart pad, the user can give commands to a weapon with a smart module (eject clip, switch to automatic fire mode, etc.) and receive visual data on the expected hit location (which is then displayed into the user visual field). Another very common combination is a DNI with an input slot, which is used to experience SenseData. This is also the combination needed for netrunning (simulating the net for the runner is done through means of SenseData).

Vehicle Interface – This is a modified version of the DNI, which is specifically designed for vehicle control. It has to connect to a vehicle through an input slot in order to function. Once functional, it merges the user with the vehicle and results in very good vehicle control and fast reaction time. The level of the vehicle interface is added to the skill level of the driver for any vehicle-related tasks (like control rolls).

Implanted Computer – Implanting a computer is usually done for running skills. These are computer software that enhance the user's function in the specific skill they are created for. For example, a

Firearms skillsoft at the level of 5 will increase the user's *Firearms* skill to level 5. The computer must be bought separately and must be a neurological computer. The level of the computer is the maximum level of skillsoft that can be run. In order to run skillsoft of physical skills, a NeuroLink web must be implanted. The computer can also be used to read and store data to any of the interface devices (or to its internal memory). A DNI must be implanted in order to interface with the computer.

SenseData Reception – This is a device that receives SenseData transmission. The data can be stored (if the user has any storage capability) or just sensed on the spot (with the usage of DNI).

SenseData Transmission – This device transmits any SenseData. The data can come from a DNI (that records what the user is sensing at the moment) or from any storage device (implanted computer, minidisk, etc.). The transmission range is up to 5km.

SenseData Recorder – This device records SenseData. It needs a storage device – a minidisk, a datachip, the internal memory of an implanted computer, or anything outside the brain connected with an input slot.

NeuroLink Web – This is a web of wires that runs through the body and connects to key points in the muscles. It is used for activating any physical skillsoft – it transmits commands from the computer to the muscles directly (not going through the DNI and brain) which is faster and doesn't risk rejection by any defense mechanisms the brain might activate.

Reflex Booster – This cyberware enhances the reflexes of the user. Basically what it does is increase the reaction and movement speed of muscles through direct connection (+1 to initiative, dodge talent).

Pain Blocker – These are special controllers which are placed in specific points on the nervous system. What they do is block any feeling of pain before it gets to the brain. In game terms, it negates any penalties resulting from pain.

BODY SYSTEMS

See Hero 8™: Cyber-Heroes for more options.

Muscle Replacement – By replacing part of the muscles into synthetic replacement, this enables greater strength (equal to strong talent).

Structural Strength – The general concept is replacement of the body infrastructure with strengthened materials (either strong plastics or steel). The replacement includes not just the bones and joints, but also covering of sensitive organs with a protective shell. Adds +3 points per reinforcement. Max. Reinforcements: 3

Elastomer Plating – Implanting an elastomer beneath the skin, resulting in a 'natural' armor. Only very close observation will reveal the implants – to the casual observer the body looks natural. +5 points

Steel Plating – The same idea as with the elastomer plating, but very thin steel plates are implanted. Not like the elastomer plating, the plates can be seen and the body looks 'reinforced'. +8 points

Chemical Filter – Installing special filters in the digestion system, this cyberware helps resist harmful chemicals. Reduces effects by 1/2.

Air Filter – Working on the same principle of the chemical filter, this filter is implanted in the respiratory system to resist any inhaled harmful chemicals. Reduces effects by 1/2.

Blood Loss Healer – Replacing the blood with a special chemical that congeals when it reaches an open wound. This negates the optional bleeding rule.

Artificial Internal Organ – Any internal organ that is damaged beyond repair can be replaced by an artificial one. This gives no special bonuses in terms of game play, but enables normal functionality of the body.

LIMBS SYSTEMS

See Hero 8™: Cyber-Heroes.
