CYBER HEROES

A supplement for use with the Hero 8   RPG/Dice Game

By: Grant Graves

Playing the Cyber-Hero

Cyber heroes are always a favorite. They represent the hybrid of man and machine, the pinnacle of technology. Hero 8   allows you the option of playing one of many cyber-heroes in this supplement.

Can my hero have cyber gear?

Yes, any hero in the game may have cyber gear. However, unless the character is a cyber-hero, he may not have more than 4 cyber implants. This includes body part replacements. Record any selected cyber gear on your heros character sheet as **CG** for **Cyber Gear**. Any gear that costs more than 3 points may only be purchased by cyber-heroes. Not all cyber gear presented in this supplement is required to be implanted in the character. Some of it may be carried along as a device. This mainly relies on common sense and the players preferred choice.

Different Kinds of Cyber-Heroes

This supplement discusses six different templates that can be played as cyber-heroes. Of course, any cyber-hero may purchase any talent or gear the player desires.

Cyborg

The cyborg is a man that has undergone a physical augmentation that involves the complete emergence of man and machine. Cybernetic augmentation requires the removal of the brain, and placing it into a machine, transforming the once fleshy man into a super being of steel. Inside his new body, powerful micro-transmitters are connected to the characters brain allowing him to control the body by thought.

Bionic Hero

In an era of humanoid/machine integration, bionics allows humanoids to dramatically increase their capabilities through machine augmentation. A bionic implant requires the removal of a humanoid limb or organ, having it replaced with that of an artificial replica. The price of bionic implants is usually expensive, costing the recipient pain, money, and a portion of their being.

Bionically Enhanced Superhero

The bionically enhanced superhero is a hero that has undergone partial augmentation to improve his performance as a crime fighter. The hero may still select any powers and may have up to eight cyber gear implants.

Droid

A droid is a robotic character that has always been completely machine. He is the result of a vast leap in technology and artificial intelligence evolution. He is just like a normal human, having thoughts and feelings, only he is a machine.

Exosuit Hero

This hero is a normal man that wears an incredibly technologically advanced external suit of robotic armor. The armor is equal to a Full Conversion Body and may have any number of cyber gear attachments.

Technojunkie

The technojunkie has no implants on his body. Instead, he has the ability to build devices that produce the effects of all the equipment listed in this supplement. Each device may have up to five different cyber gear effects.

CYBER GEAR

Hard-Wired Reflexes (5) The character's tendons have been replaced by tightly strung nylon wire. The character's reactions are dramatically increased; +1 to initiative, +1 turn per round.

Retractable Forearm Blade (2) straight or claw-like blade. Requires arm implant. Scores +1 point.

Finger, Palm, or Eye Laser (2) scores +1 point. Requires eye implant.

Wrist/Forearm Laser (2) requires arm implant. Scores +1 point.

Cyber Tool Kit (1) tool kit includes all the necessary tools required to repair virtually any small structure.

Advanced Audio (2) can hear up to 5X that of normal human range, and picks up all frequencies across the entire spectrum.

Advanced Optics (2) Includes basic optics plus it has nightvision and thermoimaging.

Radio (1) radio transmitter and receiver; includes strength detector and scrambler. Effective up to 50 miles.

Radio Scrambler (2) allows hero to scramble radio transmissions within a mile radius.

Radar (4) can track up to ten individuals of human size or larger, within a mile radius.

Modulating Voice Synthesizer (2) allows the hero to produce any sound or voice that it has heard.

Sound Analysis (3) can analyze the sounds of any sound within hearing range and determine what made that sound. A successful roll must be made.

Nightvision (1) allows the hero to see at night, without the aid of light. Very bright flashes will shut the system down requiring a reboot of the heroes optics. This takes one turn.

Thermoimagery (1) a heat sensor that converts heat into images allowing the hero to see in darkness and light covers, such as smoke or fog.

Telescopic (2) magnifies objects up to 10X the distance of normal human range.

Laser Targeting (3) once per confrontation, hero may take two turns in a single round.

Spotlight (1) sends a beam of light, covering a 90-degree arc over an area within a 200ft range.

Life Scanner (2) Detects the vital signs of all within a 200ft range.

Secret Compartment (2) Secret compartments may be installed in the upper or lower arm or upper or lower leg. These compartments may be used to carry equipment or conceal weapons. If the latter is the purpose and the weapon is to be active upon revealing it, a weapons interface port is required.

Advanced Headjack Interface System (AHIS) (3) Allows hero to link himself with machines and computers.

Weapons Interface Port (WIP) (3) A weapons interface port is a universal adapter that locks a weapon into an interface allowing instant usage. Any body weapon may be converted for use with the interface.

Full Body Conversion: Light (1) One of these three conversions are required for and usable only by cyborg and droid. Complete replacement of the human body. Grants +7 points. These points may not be used to purchase anything.

Full Body Conversion: Medium (2) One of these three conversions are required for and usable only by cyborg and droid. Complete replacement of the human body. Grants +9 points. These points may not be used to purchase anything.

Full Body Conversion: Heavy (3) One of these three conversions are required for and usable only by cyborg and droid. Complete replacement of the human body. Grants +12 points. These points may not be used to purchase anything.

Cyber Armor: Light (1) Grants +3 points. These points may not be used to purchase anything.

Cyber Armor: Medium (2) Grants +5 points. These points may not be used to purchase anything.

Cyber Armor: Heavy (3) Grants +8 points. These points may not be used to purchase anything.

Fast Reflexes (3) Hero may negate any successful roll made against him once per confrontation.

Strong (2) The Hero is strong. When not using a ranged attack, he scores +1 point against an opponent with a successful roll.

Mega-Strong (4) The Hero is mega-strong. When not using a ranged attack, a successful roll against an opponent scores one category of points higher. For example, rolling all odd numbers normally scores 2 points. In this case, it scores 4. If all the same number is rolled, the hero scores 8 points against his opponent.

Telescopic (1) magnifies objects up to 10X the distance of normal human range.

Laser Targeting (5) rolls four die instead of three to attempt a successful roll when attacking.

Video Recorder (1) records images, up to six hours, within the hero's sight range.

Spotlight (1) sends a beam of light, covering a 90-degree arc over an area within a 200ft range.

Life Scanner (3) Detects the vital signs of all living creatures within a 200ft range.

Radiation Detector (2) detects all radiation within a 100ft radius.

Biting Jaws (2) powerful biting jaws, +1 point scored.

Synthetic Skin (3) Looks and feels like the real thing. Includes a thin layer of blood that is pumped through artificial veins and tiny sensors that emit heat equal to that of the normal human.

Enhanced Touch (2) Bionic limbs have a sensitivity of the sensation of touch that is equal to 25% that of normal humans. This enhancement increases sensitivity to 50%.

Arm (2) +1 point scored from punches. Some implants require this aspect.

Leg (2) +1 point scored from kicks. If both legs are replaced, cost of (4), then the character may use the leap power as mentioned in the powers section of the Hero 8 ™ main rules.

Skull: Partial (1) required for ear, eye, or throat/mouth implants.

Skull: Total (2) required for more than one ear, eye, or throat/mouth implant.

Gun Arm: Pop up: Projectile (1) Acts as a ranged weapon.

Gun Arm: Pop Up: Energy (2) Acts as a ranged weapon.

Cyber Rifle (3) Larger than average. Ranged weapon, scores +2 points.

Cyber Pistol (2) Larger than average. Ranged weapon, scores +1 point.

Towline and Hook (2) Allows the hero to scale buildings and other sheer, vertical surfaces.

Personal Computer/ Laptop (1) lastest advancements in technology.

Mini-Computer (2) lastest advancements in technology.

Internal Computer (3) lastest advancements in technology.

Motion Detector (2) Hero can detect motion within the area. Gains +1 to initiative and +1 turn on the first round of a confrontation.

Electromagnetic Suction Cups (3) Hero can scale metal walls without the use of any other equipment.

Gyro-Compass (1) acts as a compass.

Sound Suppressor (2) Hero makes very little sound. Equal to the Stealth talent. Requires making a roll to use properly.

Fly (4) Hero can leave a confrontation anytime he desires, if he stays away more than three rounds, he reenters with full points, however, so does his opponent. The hero may choose not to leave the confrontation, and may just hover in the air, meaning he may only be hit by ranged attacks.

Force Field (3) Once per confrontation, the hero can negate one roll that scores points against him. He also gains +3 points. These points can not be used to purchase more gear.

Lucky: Auto-Hit (3) The character is lucky. Once per confrontation, he can spend his turn and choose to automatically score 4 points against his opponent.

Lucky: Glancing Blow (1) The hero is lucky, he may force his opponent to subtract 2 points scored against him. This requires using the hero's turn.

Lucky: Near Miss (2) The hero is lucky, he may negate the points scored from any single hit from the opponent. This requires using the hero's turn, and may only be used once per confrontation.

Super Targeting System (4) The hero may roll, once per confrontation, double the normal number of dice attempting to make a successful roll!

HUD Display (5) The hero ALWAYS gets to roll four six-sided dice to attempt to make a successful roll.

Leap (2) The hero may leave the confrontation at any time.

Super Speed (5) The hero gets two turns every round.

Temporary Mega Field (5) For the first three rounds of a confrontation, the hero can not have any points scored against him.

Fast Attack (4) The hero gets two turns in all the even numbered rounds.

Quick Attack (2) Once per confrontation, the hero may take a second turn in a single round.

Attack: Energy Dispurser (1) May be used as a ranged attack.

Absorb Energy (3) The hero may subtract –1 point from any points scored against him, or he may opt to negate one single successful roll during a confrontation.

Dodge (3) Hero may dodge one attack that scores points for the opponent once per confrontation.

Nano-Regeneration System Hero has tiny nano-machines scattered throughout his body that rapidly repair him. Hero regains 1 point per round during a confrontation. This does not require the hero to use his turn. Points regained may not exceed the hero's normal maximum.

Flare: (1) Creates a small 1ft-radius sphere is created in a color of the user's choosing. The sphere, often used to warn others, sheds light in a 15ft radius, and can be seen several hundred feet away.

Mega Blast (3) This weapon creates a brilliant sphere of energy when used. The sphere may be hurled at any chosen target. Upon impact, the sphere explodes engulfing all within a 20ft radius in searing energy. The referee has discretion on how many opponents are hit by the explosion. This weapon scores one six-sided die in points on each opponent. Requires a successful roll.

Blend (2) This device allows the user to alter the angle light hits him so to blend in with his surroundings. As long as the user remains motionless, those looking in his direction may only detect him with a successful roll scoring 2 or more points.

Hover (1) User may hover above the ground. May only be hit by ranged weapons.

Auto-Navigation (4) This device acts as a guide that prevents the user from becoming lost. The user must merely know the name of his destination, and this device will lead him there. The destination must be a known location.

Electrokinesis (4) This device gives the user control over electricity. The aspects of this device only manifest when it is activated.

♦ **Impervious to electricity:** electrical attacks cause no damage.

♦ **Channel Electricity:** This allows the user to channel electricity through his body to another location within the power's radius, without harming him. He may also adjust the magnitude of the amount of current transferred, increasing it to 30,000 kilowatts or decreasing it to one watt.

♦ **Electrical Attack:** This aspect allows the user to send a bolt of electricity from his own body to any one target within the power's radius, scoring 1 point per level. This requires two actions, one to charge the bolt, the other to fire it.

See Energies (5) This device allows the user to actually see energies at work. The user may use this device to locate the source of any one type of energy listed below and need not physically see the source to locate its origins. The user may only choose one aspect per round and only one aspect may be active at one time. The different aspects the user may choose are; light, sound, movement, and heat.