

Cybernetica

A wireframe profile of a human head, facing right, composed of a grid of lines. The head is positioned on the left side of the cover, with the neck and shoulders visible. The background is a dark, textured surface with faint, glowing circuitry patterns.

A VARIANT
ROLE PLAYING
SUPPLEMENT FOR
TUNNELS & TROLLS™
FOR ADVENTURES
IN AND OUT OF
CYBERSPACE

BY CHARLIE FLEMING

RARE!
IN A MONSTER
Publishing

What is CYBERNET.ICA?

Cyber.net.ica started out as a trilogy of rules lite cyberpunk role playing games using my D4Core system. The individual games(Monkeys on Juice, Tweaks, and Souls of the Machines) could all be played as individual games or combined to create a bigger world.

The purpose of this book is to bring those three games together into a source book or sandbox environment using the rules of the *Tunnels & Trolls* role playing game, created by Ken St. Andre and published by Flying Buffalo Inc., or combined with *Mercenaries, Spies, and Private Eyes*, written by Michael Stackpole and also published by FBI. The contents and concepts inside this book are meant to be used by Game Masters(GMs) in whole or in part as they see fit. Like *Tunnels & Trolls*, GMs are encouraged to use this material to create their own virtual realities for their players to play in.

Tunnels & Trolls created by Ken St. Andre and
published by Flying Buffalo Inc.

Mercenaries, Spies, and Private Eyes written by
Michael Stackpole and published by Flying Buffalo
Inc.

Special thanks to Mark Thornton at
<http://gemsandgiants.blogspot.co.nz/>

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The world of CYBERNET.ICA:

Cyber.net.ica(CNI) takes place in a reality very similar to our own, with some slight modifications of course. Cyberspace is alive and tangible. Humans now have access to "jack" their brains into Cyberspace and experience it not just in 3D and surround sound but as if it were real life. To some it is just that. All it took for some was a few inexpensive home brew motherboards and computer components, with a bit of hacking. Others found the Cyberspace to be truly alive and could tap into the spirit of that new realm through mysticism.

Often Cyberspace is used to get information, perform functions, or get results, sometimes even legally. The data available to your neurons is immense. With the right skills, it could all be at your disposal.

Cyberspace can also be more than just numerics and string\$. On the right networks, it can be a virtual world and reality. All you need to do is find a way to get jacked in. You can explore an MMORPG or even have a second life. It would be very possible to use *Tunnels & Trolls* as a MMORPG setting.

What happens in Cyberspace doesn't always stay there. It can spill over into real life in the form of consequences, repercussions, or even physical damage. If combat happens, for instance, it happens just as it would in real life except the damage sustained reduces Intelligence not Constitution. Once your Intelligence has reached zero, you become brain dead and you are nulled.

1.0 Creating a character:

Characters in CNI use the same attributes as *Tunnels & Trolls*, with one exception. In CNI Power is used in place of Wizardry. A small semantic change, but it makes more sense in the nature of the rules. All attributes are determined the same way as *T&T*, rolling six sided dice and adding up the pips. Rolling 3 six sided dice is the traditional method, but you can use your favorite variation. Height and weight and starting money(in US Dollars or whatever currency you like) are determined the same as in *T&T* as well.

Most characters are Human. There are some exceptions and those will be handled in Appendix M.

Once you have determined your character's attributes you need to choose what type of character you want to be. There are five types, or classes, of characters, Vanillas, Tweak, Techmaturge, Tekxorcist, and Data Rogue. Details on the latter four types will be explained in their own sections.

Vanillas:

Vanilla is a slang, almost derogatory term coined by Tweaks to describe a basic, normal, everyday Human Being. They have no special abilities and cannot jack into Cyberspace, but can be very useful. They can be proficient in computers, electronics, and other things. Vanillas can pick one skill and start one level of the skill higher than they normally would.

Tweaks:

Tweaks use home brew cybernetics to connect into Cyberspace as well as enhancing their own abilities.

Techmaturges, Tekxorcists, and Data Rogues are Cybermancers. They use forms of magic to connect with Cyberspace and affect electronics, machinery, and data. They all have their own list of spells.

Techmaturge:

Techmaturges tap into the nature of electronics, machinery, and Cyberspace through mystical means. They interact with all of the above as if they were beings. Machine whisperers for lack of a better term.

Tekxorcist:

Tekxorcists deal with the spirit of electronics, machinery, and Cyberspace. They interact with all of the above as if they were supernatural or spiritual. They've also been called Cyber-clerics, though no religious connotation is involved.

Data Rogue:

Data Rogues use cybermancy to specifically affect data and programming. They take hacking to a new level.

1.1 Skills:

CNI uses the same open ended system of skills that *T&T* uses. There is no set list but what skills you choose should be sensible and make sense for your character. As per *T&T*, they must be linked to an attribute. *Ex: Social Engineering could be linked to Charisma, Mathematics linked to Intelligence, Etc.* Vanillas and Tweaks may have skills. Vanillas can start with no more than 3 skills. Tweaks can have up to 2.

1.2 Experience and levels:

Experience, or if you prefer Adventure, Points are accrued the same way as in *T&T*, by defeating foes, on save rolls, and as the GM sees fit for exceptional actions. There are no levels in CNI. The rules for advancing attribute scores remains the same.

1.3 Getting paid

Often a question amongst players is "How do we get the cash to buy all the cool stuff?" Most characters get paid for taking on jobs that cater to their skills. Sometimes a benefactor might hire the players to do something for them or keep them on a retainer for certain services. Money might also be "found" in a game session. Depending on where that money came from it could be a moral decision for the players to make. Products, equipment, and inventions can also be sold provided the GM can find you a buyer. Money can also be obtained through illegal means if that's the character's modus operandi. Very few people ever hire monkeys.

1.4 Gear

Some equipment and especially weapons may be illegal or obtained through questionable means. What a character carries with them or likes to have around depends on the, ahem, character's character. What would they morally allow themselves to use? Does the situation they're in force them to have or use something they wouldn't want to use or obtain something in a manner they would do normally?

The gear listed below is a suggested list.

Mercenaries, Spies, and Private Eyes has an extensive list of weapons and equipment that can be used with CNI. Weapons of similar nature listed in *Tunnels & Trolls* can be used as well. The lists below have been kept simple as to not re-invent the wheel so to speak.

1.4.1 Hand weapons:

<i>Weapon</i>	<i>Dice</i>	<i>Cost</i>		<i>Weapon</i>	<i>Dice</i>	<i>Cost</i>
Knife	2	\$20		Black Jack/sap	1+3	\$15
Dagger	2+2	\$30		Night stick	3	\$40
Stiletto	2-1	\$15		Brass Knuckles	1+2	\$12
Rapier	3	\$50		Snap Baton	2+1	\$18
Sword cane	3+2	\$75		Lead pipe	2	found
Machete	3+4	\$45		Rock	1+3	found
Caltrops	1+3	\$15		Bottle	1+2	found

1.4.2 Ranged Weapons: These are basic stats

<i>Weapon</i>	<i>Range</i>	<i>Damage</i>	<i>Cost</i>
Bow & arrow	100 feet	4	\$150
Pistol	300 feet	4 to 6	\$300 - \$500
Rifle	600 feet	5 to 7	\$450 - \$600
Automatic rifle	200 feet	6 to 9	\$600 - \$800

1.4.3 Advanced Ranged Weapons:

<i>Weapon</i>	<i>Range</i>	<i>Dice</i>	<i>Cost</i>
Rocket launcher			\$2000
Rockets	80000	10	\$500

	feet		
Laser pistol	100 feet	5+3	\$2500
Laser rifle	200 feet	6+2	\$4000

1.4.4 Spetsdods:

Spetsdods are needle firing wrist launchers. They are usually worn on the underside of the wrist for better concealment. They fire a variety of special needles that come in cartridges. They have a range of about 300 feet. The launcher by itself costs \$350.

<i>Needle Type</i>	<i>Cost</i>	<i>Needles Per Cartridge</i>	<i>Effect</i>
Drugged	\$50	2	Mild hallucinogen that renders the target delusional for 20 minutes.
Sharp	\$50	30	Fires 3 needles. 3 dice damage
Tech Blocker	\$150	5	Injects nanobots that prevent any connection to Cyberspace for 1 hour.
Tranq	&75	10	Knocks target out for 3 rounds.

1.4.5 Other Gear:

<i>Gear</i>	<i>Cost</i>	<i>Notes</i>
Lock Pick	\$30	+2 on lock picking save rolls.
Taser	\$275	Make a save against DEX to hit a target. Target is incapacitated for 2 rounds and must make a CON or STR save to break free. 20 foot range.
TechPads	\$350+	Portable tablet computers with spidersilk ports
Flak vests/Kevlar	\$200	Absorbs 4 points of damage
Gas grenades	\$300 per case of 6	Like regular grenades but emit a knockout gas. The gas renders anyone in a 20' radius unconscious for 2d6 rounds.
Rebreather	\$225	A small device that fits in the mouth to allow it's wearer to breath freely in a noxious gas or underwater environment for 2 hours.
GPS	\$100	To know how to get there
Motion tracker	\$160	Can detect movement up to 90 feet away.
Night vision goggles	\$300	To be able to see at night.
Gas Mask	\$40	Allows it's wearer to breath freely in a noxious gas.



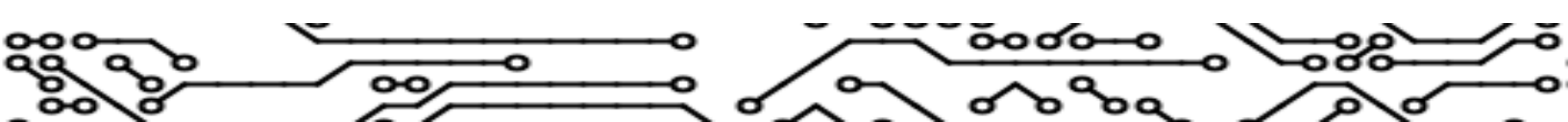


2.0 Tweaks and DIY Cybernetics

In a world of makers, DIY, and home brew electronics, it was just a matter of time. Eventually someone was going to figure out how to self install cybernetics. An inexpensive sub micro(the size of a thumbnail) motherboard, complete with processor, memory, and spidersilk ports was released to the public. It didn't take long for hardware hackers and home brew enthusiasts to figure out what to do with it. Once a homemade distribution of Linux call BIO*nix hit the torrent sites, it made the process dead simple. Now anyone with a couple hundred dollars could install a base system and directly connect their brains to Cyberspace. With a few modifications one could rewire their heads and their bodies. They identified themselves as Tweaks, as in tweaking themselves and making improvements.

Of course this didn't sit well with the Government. They were losing the regulation game and they knew it. With all the advances in technology it had become almost impossible to keep tabs on all of the activity in Cyberspace. Now people were embedding machines into their bodies in their garages. They did the only thing they thought they could and made "Bio Hacking" virtually illegal. Not that it stopped anybody. Cyberspace was becoming the Wild West reincarnated. A lawless territory running by it's own rules. Cybernetics was bridging the gap between Reality and Cyber-Reality. Tweaks are either the unsung heroes of the new world that is coming, or the vilest villains.

All Tweaks start out with a basic home brew base system that's installed and functioning properly. They can use spidersilk cables(ultra thin wires) to connect to cyberspace via a computer interface. There are 2 ports that usually stick out of the back of the neck. A wireless component to do this has not been perfected yet. By the way, there is no way to hide cybernetics from any type of medical scan.





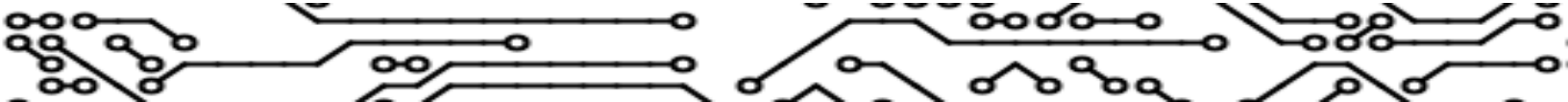
Enhancements upgrades can be bought from the online underground or physically downloaded from portable chips or drives. All enhancements are programs and not hardwired into the sub micro board. You can always upgrade an enhancement to a new version. The upgrade price is the cost base price times new version. All enhancements

2.1 List of current enhancement programs:

Control Machine: Base Cost: \$400 - User can try to control machines connected to the network they are on. The Tweak must make a Save Roll against their Power score to accomplish it. GM decides the level of difficulty for the roll. Upgrades: add the Version level (*V2 would be +2*) to the Player's Save Roll.

Detect Machine: Base Cost: \$275 - User can detect when electronic machinery is in a 10' radius. The Tweak must make a Save Roll against their Power score to accomplish it. GM decides the level of difficulty for the roll. Tweaks do not need to be connected to a computer to do this. Upgrades: add the Version level to the Player's Save Roll and add 3' to the detection radius for each version above V1.

Enhanced Sense: Base Cost: \$100 Sight and Hearing \$50 for Taste, Touch, or Smell - You must buy a new enhancement for each Sense. Sight is clearer and can see longer distances, Hearing is sharper and can focus hearing at a distance, Taste is more acute and can discriminate flavor, Touch are more sensitive and can control pressure of touch better. Smell is more acute and can discriminate scents. Upgrades: add Version level to the Player's Save Roll pertaining to the Sense being used if a saving roll applies.





Enhanced Reflexes: Base Price \$300 - Add 1d6 to Dexterity or Speed while enhancement is active. Upgrades: Add 1d6 to the attribute per version number.

Languages: Base Cost: \$50 - The user is fluent in that language while the enhancement is active. Upgrades: None.

Skills: Base Cost: \$75- The user has that skill while the enhancement is active. Upgrades: Skill levels can be bought. The level of the skill is equal to the version number.

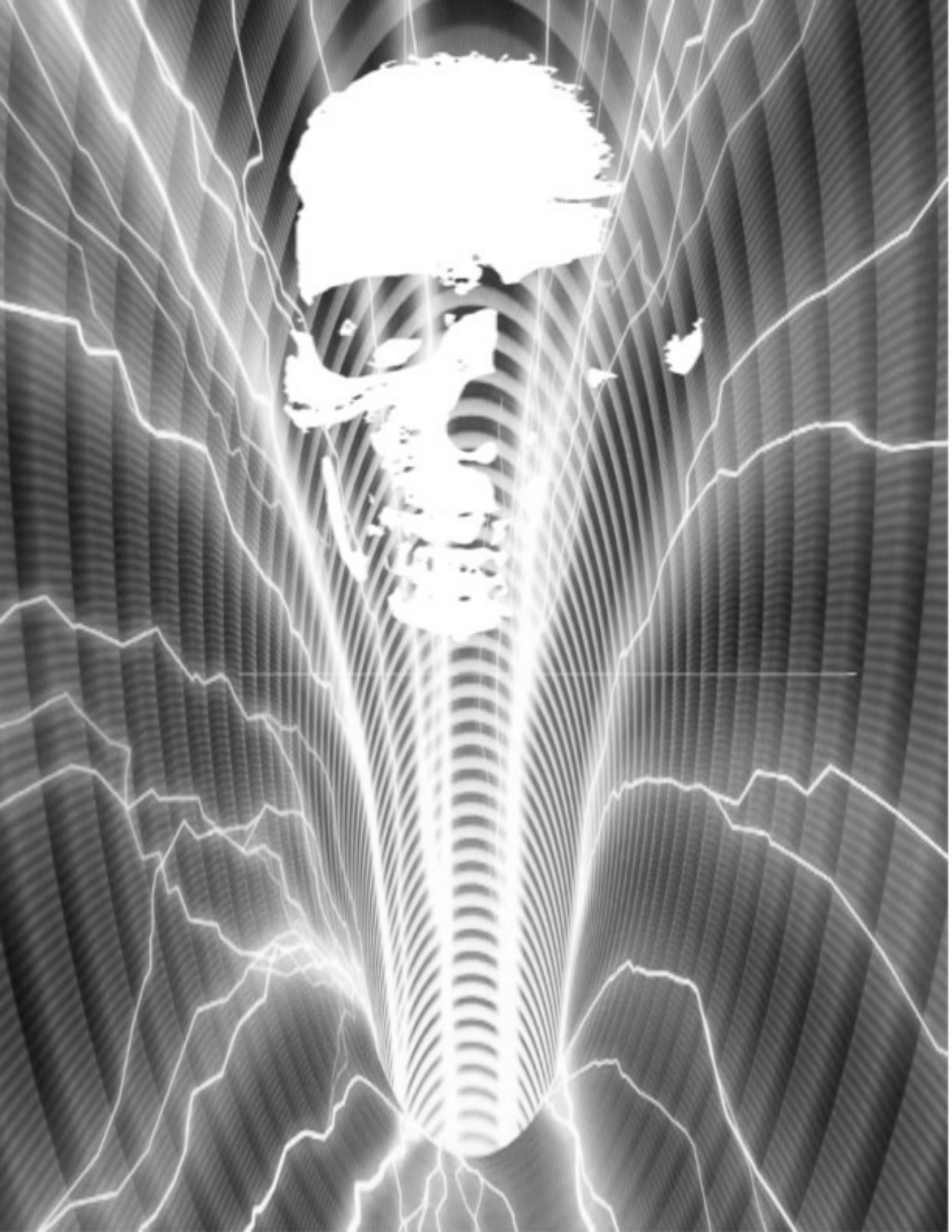
Photographic Memory: Base Cost \$500 - The user can remember everything from the time the enhancement was installed as long as it is still active. Once deactivated the user's memory will return to normal. If reactivated the user has access to the stored memories. Upgrades: None.

Enhanced Reasoning/Calculations: Base Cost: \$250 - Add 1d6 to Intelligence while enhancement is active. Upgrades: Add 1d6 to the attribute per version number.

Expertise: Base Cost \$150 - User has knowledge of a particular subject and in essence becomes an "Expert". The base cost is for basic subjects. Higher level subjects cost more. *Knowledge of brain surgery would cost a lot more than knowledge of known birds of the American North East.* Upgrades: None.

Healing: Base Cost \$50 - A once only program that heals 1d6 of Constitution.





3.0 Cybermancy, Techmaturges, Tekxorcists, and Data Rogues

Some believe that in some way, once they were all connected together, the machines took on a life of their own, that they have spirits or souls just like us. There are some that also believe that they can communicate with these souls of the machines. They are the cybermages. They are the Techmaturge, Tekxorcists, and Data Rogues. Each in their own way communing with the beings of cyberspace. They help quell the ghosts made up of data packets, defeat the constructs of power, and are the defenders when the creatures of cyberspace want to cross over into our world. The cybermages are a rare breed. They exist in the underground under a guise of myth. Their lives are in constant danger.

It is unknown if the magic behind cybermancy is really magic or some kind of psionic talent. Not even the cybermages know themselves. They just know they have the power and instinctively how to wield it. To that effect it is understood that a member of each class knows all the spells of their class, it's just a matter of if they are powerful enough to cast it.

Techmaturges and Tekxorcists both abhor using firearms, and prefer small and concealable bladed weapons instead. They've been known to use a wrist wielded, needle firing weapon called a spetsdod(see the Gear section) as well.

3.1 Spells.

3.1.1 Common Spells:

Techmaturges and Tekxorcists both have a common list of spells available to them as well as their own type specific lists. Both Techmaturges and Tekxorcists share the following spells:

All are level 1. Cost of the spell is in Power(POW)
Connect - Cost: 2 POW - The caster can enter Cyberspace on an ethereal level without the aid of physical links.

Undetectable - Cost: 2 POW - Hide your presence from detection or scan by machine

Machine empathy - Cost: 1 POW - "know" what a machine or electronics are "feeling"

Root - Cost: 1 POW - Find the center of a machine, where the basic programming is.

3.1.2 Techmaturge Spells List:

Jam - Level:1 Cost: 4 POW - Block an electric pulse, signal, or pathways out of a node.

Disconnect - Level: 2 Cost: 4 POW - The caster can forcibly disconnect someone plugged into Cyberspace.

Rise - Level: 2 Cost: 6 POW - Caster creates a personal disc of energy that they can ride on. The disc can only rise to 10'. The cost is per turn.

Zap - Level: 2 Cost: 5 POW Electrically shock something or someone by placing your hands on it/them. On a living beings this can do 1d6 of damage

Hologram - Level:3 Cost: 8 POW - Project a hologram powered by available energy close by.

Secure - Level 3 -Cost: 6 POW- Secure a room or computer node from intrusion. Cost is per round

Animate - Level: 4 Cost: 10 POW - Cause machinery or electronic parts to act as if alive. Cost is per round of animation.

EMP- Level: 5 Cost: 12 POW - The caster causes an electromagnetic pulse that shuts down all electronics in a certain radius. No effect on living beings.

Hard Light - Level: 6 Cost: 15 POW- create a hard light construct that can act as a real person or thing. The cost is per round the construct is active.

3.1.3 Tekxorcist Spells:

Heal- Level: 1 Cost: 5 POW per 1d6 healed - Quickly restore lost Brains score points.

Barrier - Level:2 Cost: 5 POW- The caster can create a protective barrier powered by the energy close by. The cost is per round the barrier is up.

Contain - Level: 2 Cost: 6 POW - Traps energy or cyberbeings in a specific location. Cost is per 2 rounds.

Juice - Level: 2 Cost: 5 POW - Repower something electronic that is drained of power.

Drain- Level: 3 Cost: 8 POW - Temporarily depower something electronic. Lasts 2 rounds.

Repel metal - Level:3 Cost: 7 POW - Use energy to force back any inanimate metal away from the caster.

Repel energy - Level:4 Cost: 10 POW- Force back any energy directed towards the caster.

Turn Machine - Level: 5 Cost: 12 POW The Caster can turn anything electronic or machinery like a cleric turning the undead.

Dispel - Level: 6 Cost: 15 POW The caster can force a cyber-being or hard light construct out of a local

machine/computer/room.

3.1.4 Data Rogue Spells:

Connect - Level 1 Cost: 2 POW - The caster can enter Cyberspace on an ethereal level without the aid of physical links.

Com Mode - Level:1 Cost: 3 POW - The rogue can “talk” to a machine or computer.

Feep - Level: 1 Cost: 2 POW - A cantrip to make a terminal make a “bing” sound. It's a really annoying sound. A repeated binging can also be caused for no extra cost.

Catatonia - Level: 2 Cost: 5 POW rogue can put a system to sleep for 2 rounds.

Parse - Level:2 Cost: 4 POW - The rogue can understand a program, what it's for, etc.

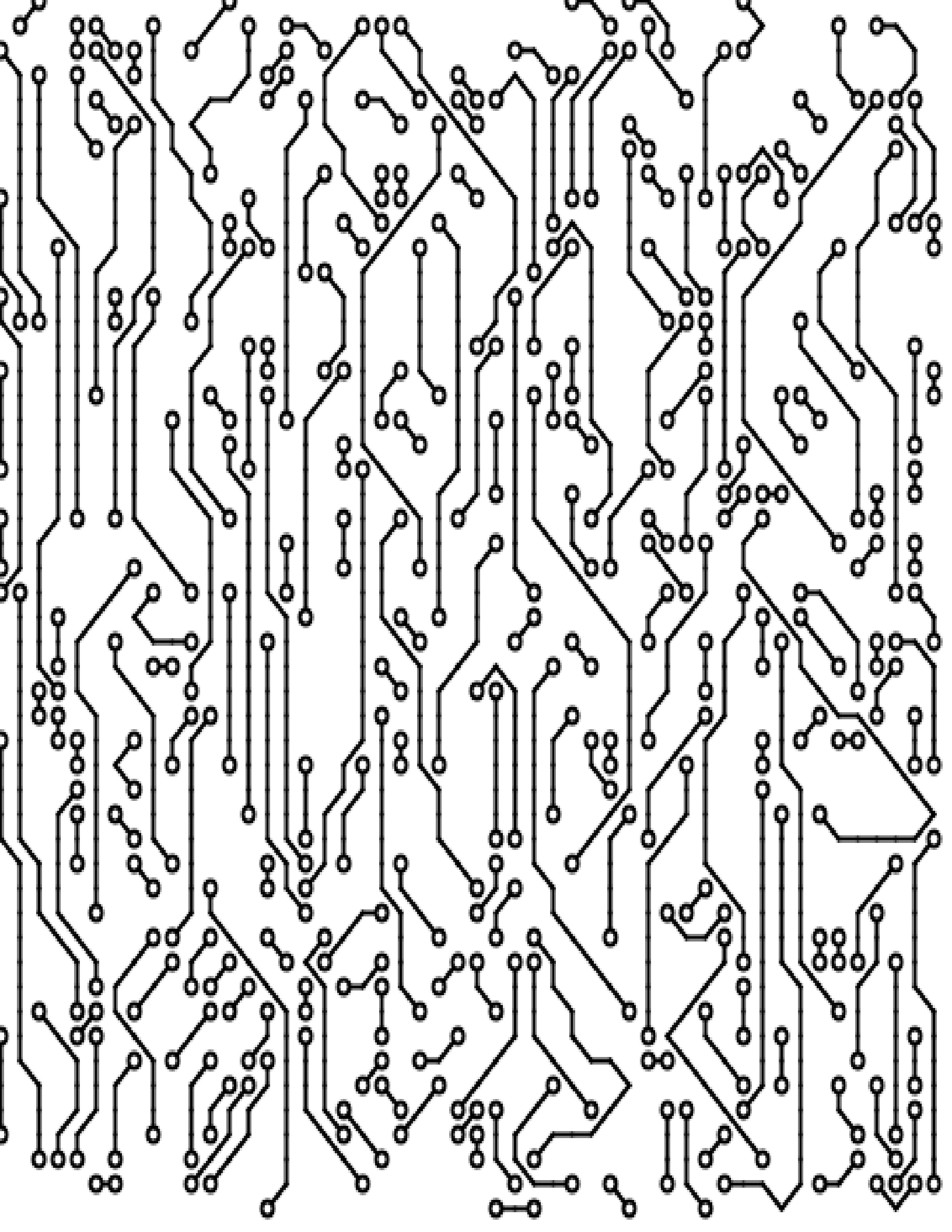
Bug - Level:3 Cost: 6 POW - The rogue can create a small glitch in the programming.

Snarf - Level:3 Cost: 6 POW - The rogue can grab a chunk of data to be looked at later.

Mung - Level: 4 Cost: 8 POW - The rogue can create a large irrevocable glitch in programming.

Daemon - Level:5 Cost: 10 POW - The rogue can create a temporary entity that can take over a machine for a limited amount of time. Cost is per 15 minutes.

Bogosity - Level:6 Cost: 20 POW - The rogue create a data creature, like a bot, in cyberspace that has a temporary lifespan. Cost is per 30 minutes.



4.0 Combat and Death in Cyberspace:

As per usual, combat and taking damage is the same as in T&T. Damage is directly subtracted from the characters Constitution. If their CON is reduced to zero or less then they are dead.

If damage is taken by a character while in Cyberspace then damage is subtracted from the Intelligence score. If the Intelligence score is reduced to zero while in the Net, then the character becomes a vegetable. In the world of Cyber.net.ica, this is what's known as being nulled.

4.1 Combat Adds:

Combat Adds and Missile Adds(ranged weapons) are calculated as per normal T&T rules.

4.2 Ghosts:

Ghosts are people who have been disconnected from their bodies(they may even be dead) yet still alive in Cyberspace. As long as the integrity of their data stays intact they can live on forever inside the machines.

5.0 Denizens of the Data Flow:

Any new realm has the potential to spawn new life. Cyberspace is no exception. Over time, whether created by Humans or other mysterious means, new species of living(and non living) beings have begun to flourish in the ebb and flow of primordial data that makes up Cyberspace.

Bots - MR 15 - Preprogrammed creatures of data that re controlled by another cyber entity. They can be used as minions in Cyberspace and can inhabit small electronics.

Cybinder - MR 35+ -Ghosts of non cybermancers that have gained power in Cyberspace. They can manifest in Reality

for short periods of time.

Ghosts - Ghosts are the essence or soul of living things that became disconnected from their bodies(they may even be dead) yet still alive in Cyberspace. As long as the integrity of their data stays intact they can live on forever inside the machines. They can inhabit, or "haunt" systems or machines. Ghosts also cannot be physically hurt.

Progs - MR 26+ - Artificial Intelligence programs and scripts that have evolved into sentience. They behave just as Humans would, with less emotion. They also hate to be referred to as "artificial".

Ticks - MR 15 - Ticks are tiny robotic "bugs" equipped with a micro flash drive. The main purpose of these robots is to attach themselves to Ethernet and fire wire cables and copy bits of information flowing through them. Once the flash drive is full they detach themselves and return to their owner. Data is collected in a "chunk". Ticks cannot be used to collect specific data, just all data from the time that it connects itself to the wire until the drive is full. Ticks can be bought from underground sources for about \$100 per gigabyte of data the flash drive holds. They can be made DIY(do it yourself) if there is someone who has the knowledge. The info on how to build one is out there, you just have to know where to find it.

Web spiders - MR 24 - Malicious daemons used to collect data from unsuspecting nodes.

WORlock - MR 60+ -Malicious ghosts of Techmaturges that have retained their power. They can manifest in Reality if needed. They can cast spells inside Cyberspace as normal. In Reality casting spells costs them 10 MR points per level of the spell due to the power it takes to manifest.

Wraiths - MR 30 - Deadly supernatural beings of unknown origin that haunt Cyberspace.

Zombies - MR 15 - Bots used to convert nodes for other purposes, like running bots or viruses.

6.0 NODs:

NODs, or NanoDrugs are designer drugs that use nanobots over chemicals as a basis. The nanobots have a limited lifespan and have a temporary effect on the user. Some are used as "Smart Drugs" or enhancers. Other times they are used for recreation. There are a few out there that have been created for the purpose of debilitating or even killing their users.

NODs come as a plasma like liquid, safe to the Human body, that has a certain number of nanobots designed to perform a specific function. The liquid is injected anywhere into the body and take effect with in 5 minutes. NODs are purchased in half ounce vials.

EagleEye: Cost: \$30 Duration: 15 minutes

The brain connection between the user's eyes and brain is enhanced so that they can see twice as far.

Hour Man: Cost: \$150 Duration: 1 Hour

Doubles the current value of a specific attribute.

Virt: Cost: \$50+ Duration: 10 to 60 min.

Creates a specific virtual reality for the user. The cost is determined by the duration and experience of the VR. It's been said that Cybermancers have been know to be able to enter these VR sessions. There has been some confirmation on a few underground Tweak forums and user groups that people with micro motherboard implants using Virt have been able to hack into each others VR sessions and share or influence the experience.

Leprosy: Cost: At least \$500 Duration: 30 minutes

The nanobots have in Leprosy have been preprogrammed to break down the muscle and nerve tissue in a particular limb to the point where it becomes useless. The effects are permanent.

ReGen: Cost \$750+ Duration: 1 hour

Inverse to Leprosy, ReGen can rebuild damaged muscle and nerve tissue. The effect is permanent. The nanobots have been preloaded with raw material to use to rebuild tissue. They also use the bodies of each other. There are some modified versions out there that can be used on healthy tissue to build up muscles and skin, much like steroids, sometimes even to the point of mutation of body shape and size. They are called AusMods, or even roids in some circles. The effects of these mods are various and can add to the Build attribute or make skin harder to absorb damage better like armor.

Pron: Cost \$20+ Duration: 5 minutes or more

A variation of Virt designed with adult entertainment in mind.

Hector: Cost \$1000 Duration: 30 minutes

Like Leprosy, The nanobots have in Leprosy have been preprogrammed to break down the muscle and nerve tissue in a particular limb to the point where it becomes useless. However the muscle tissue is reconstructed as brain tissue and doubling the Brains attribute of the user. The effects are permanent.

Austin: Cost: \$600 Duration: 1 hour

The user's Speed and Build are doubled for one hour. The user also has telescopic vision for the duration as well.

Wall Crawler: Cost \$75 Duration: 20 minutes

Creates a bond between the users fingers and toes with

any surface enabling them to scale walls, stick to ceilings, etc.

Braniac: Cost: \$60 Duration: 30 minutes

Enhances synapse firing to triple the users Brains score and let them use it to it's full potential.

7.0 Social Engineering:

Social engineering is the art of manipulating other people into performing some action or divulging information. Usually performed over the phone.

There are four methods of social engineering:

Intimidation: Bullying or verbally attack the other person with threats, usually towards their job, or other belligerence.

Helplessness: Acting very distressed or concerned about a problem or that you may have done something wrong.

Name dropping: Using key words and relevant important names.

Technology: Using tech to send a correspondence in hopes that you will get the info you need in return. Posing as an agent of the law or someone of a high security level is important.

8.0 Adventure Seeds

1. A ghost(by game definition) of a wronged employee is terrorizing a company.
2. Is the new MMORPG really recruiting for a cult?
3. A rival has become a WORlock and is seeking revenge.
4. Ghosts are haunting you. Why?
5. Asked to do espionage.
6. Why is this node protected by ghosts?
7. Something is going down in the neighborhood/city that's bad news for the crew. What do you do about it?
8. Are cyberbeings gathering for a war?

9. Hired to exorcise ghosts or worse from a system.
10. Machines are attacking people. Find out why. Can you stop it?
11. Bot infestation.
12. Rival cybermancer is coming after you.
13. Someone is after you. Why? What can you do about it?
14. Cyberdrugs?
15. A rogue hacker is nulling Tweaks. Maybe the Government is?

9.0 Gloassary

Cybermancy: A sphere of magic that revolves around computers, machinery, and electronics.

Cybernetics: Computer and electronic parts that have been integrated with flesh and blood beings.

DIY: Stands for Do It Yourself. A movement of people creating and building things themselves as opposed to being pre-manufactured.

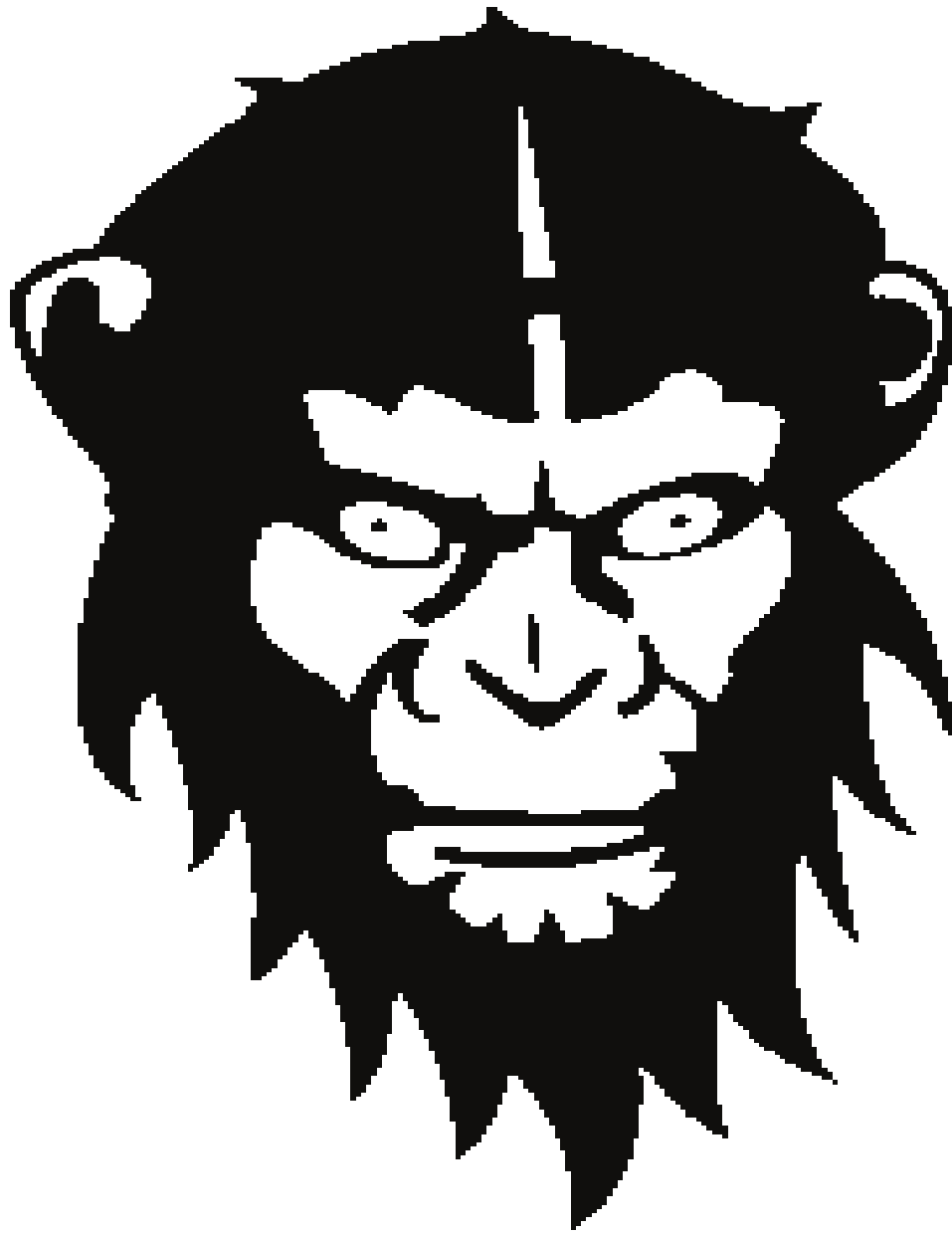
Linux: A freely developed open source computer operating system.

Node, or computer node: A single destination in a network. A computer, data or media drive, or server usually.

Motherboards: A circuit board that is the basis of a computer system.

Spidersilk: A purely fictional computer component. It's an ultra thin cord for connecting devices or a computer to another computer.

Appendix M



Appendix M: Monkeys on Juice

The cybernetic experiments were supposed to be for the benefit of Mankind. According to the Gene Tech Corporation, the company responsible for the cybernetics project, the experiments were supposed to be the saving grace of the Human race, allowing Man to live a better life through Science. Little did anyone guess that the test subjects, the monkeys, would have evolved. Several thousand monkeys all over the World escaped from Gene Tech Corp. labs...and rebelled. What if you were one of the monkeys that just escaped? What would you do next? That is this tail, er, tale!

How to make a Monkey:

M1. What type of monkey are you:

There are a couple hundred types of monkeys in the world. You can pick one and develop a character on your own or you can use one of the following examples:

Baboon: STR, CON x1.25 Weight: 33-80lbs. Body length: 20-40 inches long. Bite damage:2 dice. Claw damage: 1+3 dice.

Chimpanzee: STR x.75 INT x1.5 Weight: 70-130lbs. Body length: 4-5 1/2 feet. Bite damage:1+3 dice. Claw damage: 2-1 dice.

Howler Monkey: SPD x 1.5 CON, STR x.75. Weight: 15-22lbs. Body length: 22-36 inches long. Bite damage:1+2 dice. Claw damage: 1 die. Their howl can cause disorientation in Humans in the round it's used.

Rhesus Monkey: SPD x2 INT,DEX x1.25 CONx .75 STRx.5.
Weight: 9-25lbs. Body length: 18-25 inches long. Bite damage:1-1 dice. Claw damage: 1+1 dice.

Spider Monkey: SPD,DEX x1.5 CONx.75, subtract 2 from Build. Weight: 10-15lbs. Body length: 14-26 inches long. Bite damage:1 Die. Claw damage: 1+2 dice.

M2. Cybernetic Enhancement:

Each monkey has some sort of cybernetic “power” granted by the experimental parts that have been grafted into the monkey's body/brain.

Roll 2d6:

2. Local EMP burst - For 1 round the monkey can create an electromagnetic pulse that fries all electronics in a 5 foot radius.
3. Enhanced Strength - Add 1d6 to the monkey's Strength
4. Laser vision - The monkey can emit a laser beam from its eyes with a range of 100 feet and does 2d4 damage.
5. Enhanced Dexterity - Add 1d6 to the monkey's Dexterity
6. Extendable hands - Cybernetic hands that can extend up to 15 feet.
7. Enhanced Speed - Add 1d6 to the monkey's Speed
8. Computer jack - The monkey can connect it's brain to any computer through USB or Fire Wire
9. Enhanced Intelligence - Add 1d6 to the monkey's Intelligence
10. X-Ray vision - The monkey can see through solid objects
11. Antigrav - The monkey can levitate it's self to a height of 10 times it's body length. The monkey can also move while levitated in any direction at a rate of 10 feet per turn.
12. Enhanced hearing or vision - The monkey can hear sounds from far away or has binocular vision. Pick one.

M3. Money:

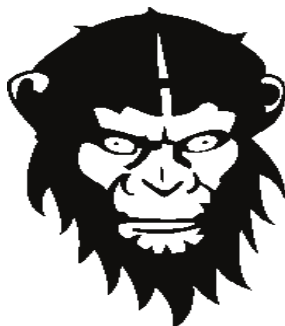
Monkeys have no money in general. They can accrue it in American Dollars if needed. Monkeys generally just take what they need.

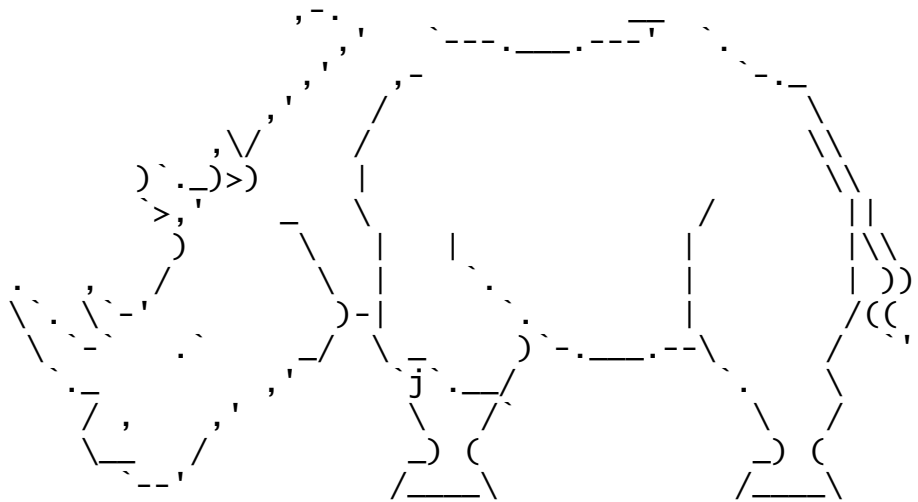
M4. Natural abilities:

Monkeys can and will use their hands a Human would. Anything a Human can do with their hands, a monkey can also do. That includes wielding weapons.

M4. Adventure Seeds:

1. Mission to liberate more monkeys.
2. The group is being hunted by an elite squad of Humans.
3. The group needs to take out an elite squad of Humans.
4. Your trapped behind enemy lines and need to get to safety.
5. It's the day they escape from captivity.
6. The group needs to stop the delivery of an anti-monkey weapon.
7. Encountering a rogue gang of monkeys that are out for themselves.
8. Encountering a traitorous number of monkeys hunting other monkeys for their Human masters.
9. Anti-monkey robots?
10. Dog attack.
11. Blowing up a Human control center.
12. Cyberterrorizing a Human control center.
13. Stealing something important to the monkey cause.
14. Stop a plague deadly to monkeys.
15. Provision raid.





CyberRhino says “Moo”

2013

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