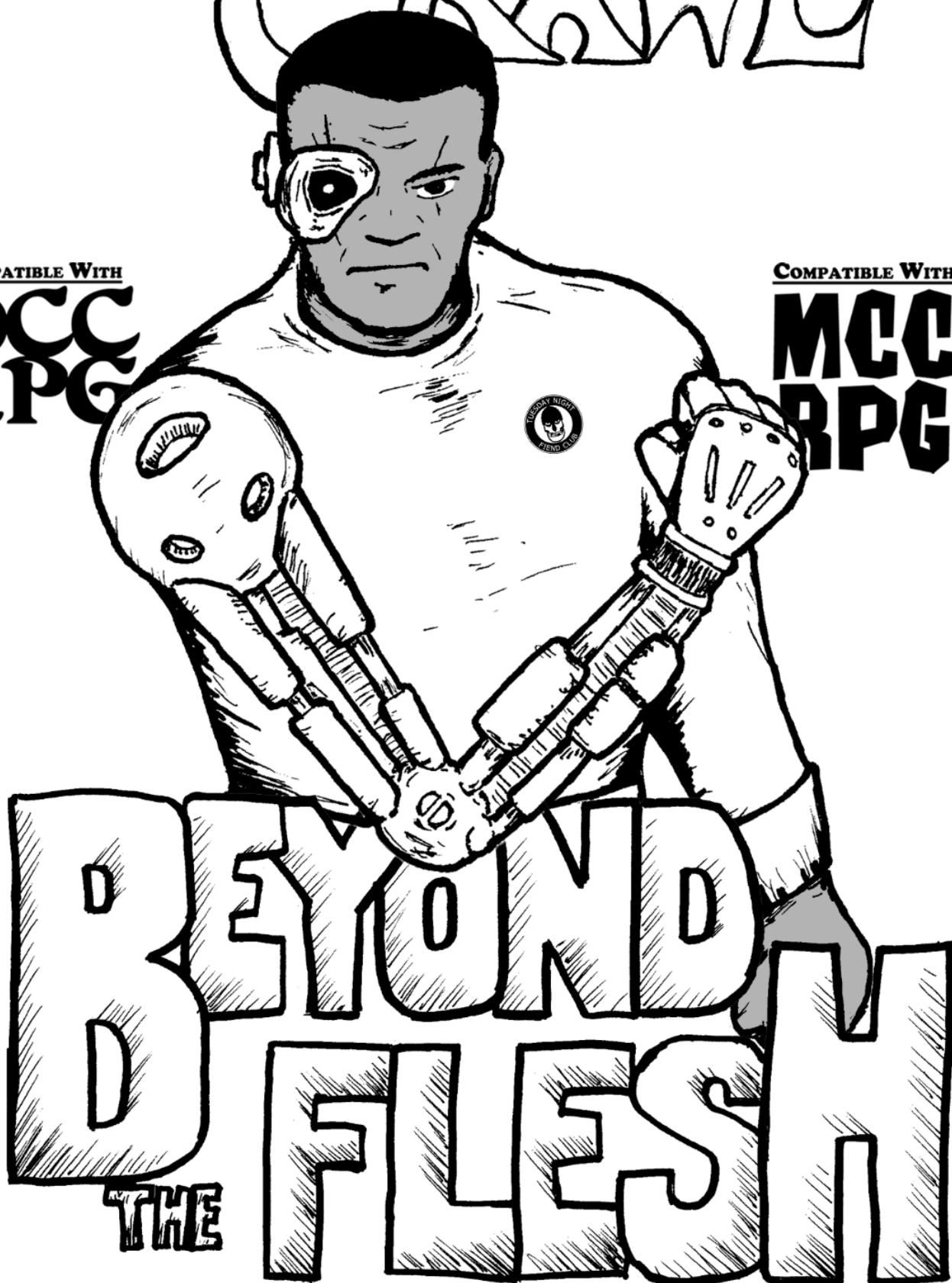


# STAR CRAWL

COMPATIBLE WITH  
**DCC  
RPG**

COMPATIBLE WITH  
**MCC  
RPG**





# Beyond the Flesh

## *A Cybernetics Supplement for Star Crawl*

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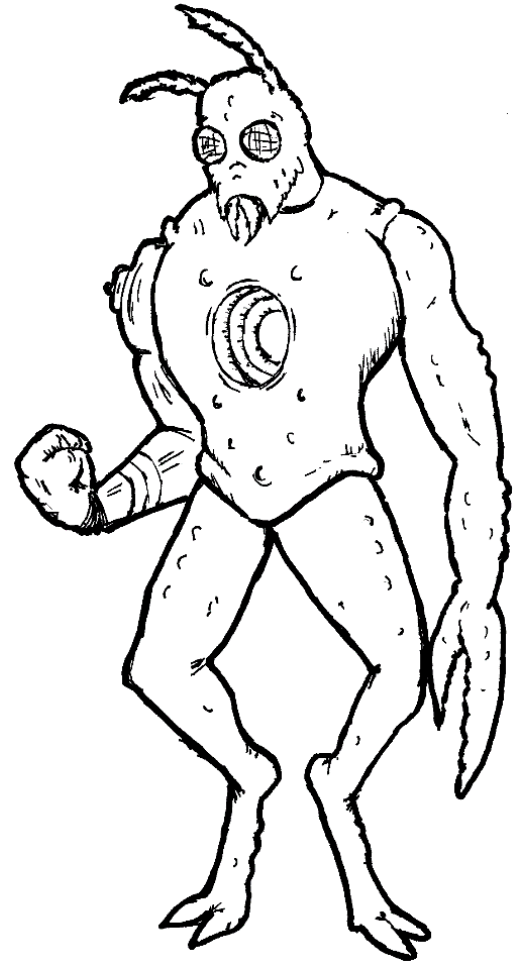
## On Cybernetics

*Cybernetics: The fusion of the organic and artificial. Technology succeeding where nature has failed. Through our advanced sciences, we may move beyond the flesh, towards a more perfect being!*

In the advanced worlds of Star Crawl, characters need not accept the limitations of illness or accident, as they have access to the wonders of cybernetics. For purposes of this supplement, cybernetics include any artificial parts permanently attached to a living thing in such a way that the host body has some control over their functions. Throughout this book, you will find rules for installing and using such cybernetic implants.

Most cybernetics will not have an impact on the character's Armor Class or Hit Points: to keep things simple, these are now considered part of the character's body for purposes of damage and healing. At the judge's discretion, severe damage or critical hits may require outside intervention to regain full function.

Each cybernetic implant entry includes a base value, in terms of Credit (the Credit system is fully described in the Star Crawl rulebook). As with any items in Star Crawl, this is simply a guideline to help the judge assess their relative worth. A player should not feel entitled to choose implants and declare they're buying them; similarly, the judge should not lay out a menu for the players to select upgrade options. Each cybernetic implant should be a rare commodity, much like magic items in a DCC game. While normal prosthetics can be installed on most planets and space stations with advanced medical facilities, uncommon enhancements must be sought out. The judge may wish to make obtaining implants (or finding a cyberdoc willing and able to install them) adventures on their own: the scenario in this book provides an excellent example.



## Installing & Using Cybernetics

There are a lot of moving parts to cybernetics, but here's the short version:

1. Location: While normal prosthetics can be installed on most planets and space stations with advanced medical facilities, unusual enhancements and capable cyberdocs must be sought out.
2. Installation: Each category of implant has its own table for installation checks. The results of this check may affect the Malfunction Die and functionality of the implant. A natural roll of 1, regardless of modifiers, will always result in the worst possible failure on the installation table.
3. Enhancement: Augmentations are modifications to basic cybernetics. If added at the same time as the basic implant, only one installation check should be made (modified as detailed on the implant table). If added later, a new installation check must be made, with the new result replacing that of the original limb. This result could improve, degrade, or disable the original limb.
4. Usage: In certain situations, the judge may call for a malfunction check, using the implant's Malfunction Die. If the result of this roll is a 1, roll on the Cybernetic Malfunction table.

Cybernetics require a professional to install or repair, whether that be a cyberdoc (the specialist surgeon class described later in this book), medic, or mechanic. Due to the specialized set of knowledge required, medics and mechanics make all cybernetic installation checks with a penalty (they still add their Base Medic or Repair modifier, as appropriate). Mechanics take a -2 die type penalty to install cybernetics and a -1 die type penalty to repair them; medics are at -1 die type to install cybernetics and -2 die types to repair them. As such, only a dedicated cyberdoc will be capable of the most successful cybernetic installations. When attempting to install an implant, roll on the table associated with the type of implant. If the implant does not fit into one of the defined categories, use the Table 9.1: Other Implant Installation. The

installation table result may include special effects which increase or decrease the implant's effectiveness. Regardless of modifiers, a natural roll of 1 on the installation table always results in the worst possible effect and a natural roll of 20 is always (at least) a complete success. Note that when using reduced die types for installation, the max die result (such as a medic rolling a 16 on a d16) does not guarantee success, but a 1 still guarantees failure. The implant tables each list a **Surgery Length**, indicating how long it will take to complete the implantation procedure. Where these entries indicate a potential reduction in time based on CL (class level), this refers to the level of the character performing the surgery.

**Table 1: Star Crawl Classes Interacting with Cybernetics**

Class	Install Checks (base d20)	Repair Checks (base d20)
CyberDoc	+ CyberSurgery	+CyberSurgery
Mechanic	-2d; +Repair	-1d; +Repair
Medic	-1d; +Base Medic	-2d; +Base Medic

Three types of cybernetics are listed: Minor implants, basic implants, and augmentations. Minor implants are special cases with their own section later in this book. Basic implants follow all the normal rules for installation. Augmentations are additions or enhancements, with their descriptions detailing what basic implant may have this sort of modification. If an augmentation is installed at the same time as the basic implant, only one installation check should be made. This installation check is modified as noted in the augmentation's entry on the implant table. If the basic implant and the augmentation have different modifiers, use the worse of the two. If an augmentation is added to an already installed basic implant, a new installation check must be made. The new result replaces that of the original implant, potentially destroying or degrading it (such are the perils of tinkering). If the installation roll is better than the original, the implant as a whole is improved.

Post-surgical recovery can be difficult, especially with complex implantations. Each installation table includes **Recovery Time** and penalties the character suffers for this duration. This time is listed in days and is inversely impacted by the character's Con modifier (so a +2 bonus will reduce the recovery time by 2 days and a -1 penalty will increase the time by 1 day). If the character takes no stressful actions (such as combat or starship engine repair) and remains under the direct care of a medic or cyberdoc, this recovery time may be reduced. The amount of the reduction is situational and at the discretion of the judge, but I would recommend a Base Medic or CyberSurgery check each day (DC= 10+ remaining days of recovery), with a success reducing the remaining time by ½.



Any time a cybernetic implant is stressed, the possessor should make a malfunction check. Each implant has an associated **malfunction die** for these checks. Some augmentations have a die modifier: for these, the modifier is applied to the base implant's malfunction die. It is at the judge's discretion what situations merit a malfunction check, but I recommend the following guidelines: making a saving throw or ability check with a DC of 16+; taking maximum damage or a critical hit from an attack; fumbling a check or attack using the implant. Examples might include using an arm for a Strength check to smash through a door; using lungs for a Fort save against caustic gasses; taking 12 damage from a 2d6 attack; or fumbling a kick attack with a cybernetic leg. Should the result of the malfunction check be a 1, roll on the Cybernetic Malfunction table to see what happens. The malfunction die is also used for saves against EMP: more reliable implants will be less vulnerable to such attacks.

An implant can be pushed beyond its normal limits, but there are significant risks. If the character declares they are pushing their implant, related actions are made using +1 die type. However, each such effort requires an immediate malfunction check.

## Table 2: Cybernetic Malfunction

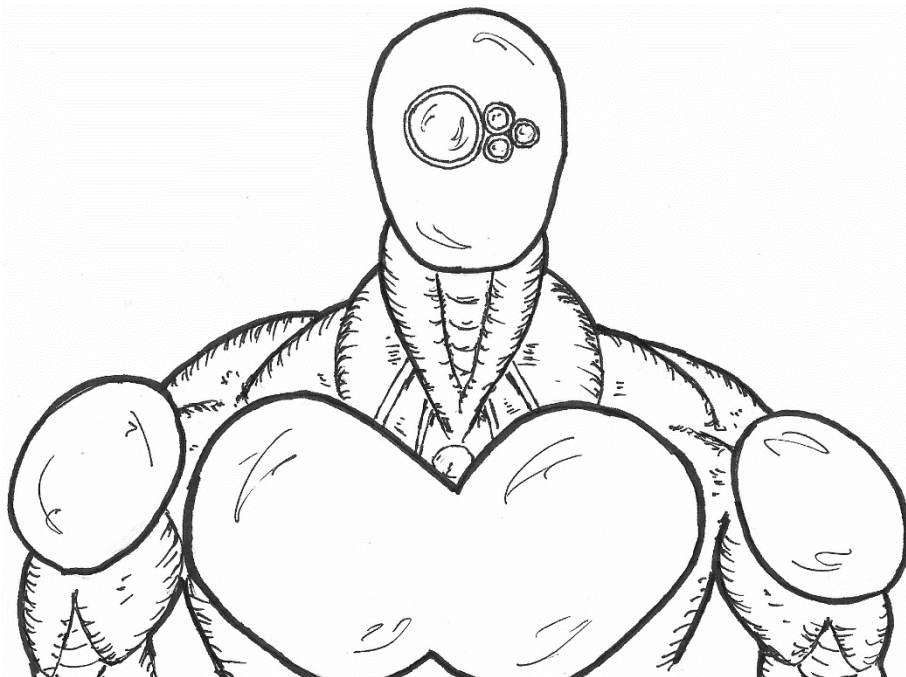
Any time a 1 is rolled with a malfunction check, roll 1d12 on the table below. Rolls on this table are inversely impacted by the character's current Luck modifier (a +1 Luck bonus modifies rolls here by -1).

≤1	<i>No Issues:</i> The glitch is momentary, with no effect on the implant.
2-3	<i>Overload:</i> The implant temporarily shuts down, taking 1d4 rounds to restart.
4-5	<i>Malfunction:</i> All functions performed with the implant are at -1 die type and special functions cannot be used until repairs are enacted. A cyberdoc, mechanic, or medic experienced with cybernetics may correct this (DC 12).
6-7	<i>Damaged:</i> Until it can be repaired, all normal functions of the implant are performed with a -2 die type penalty, special features/augmentations cannot be used, and the implant cannot be pushed. A cyberdoc, mechanic, or medic experienced with cybernetics can correct this (DC 14).
8-9	<i>Powered Down:</i> The implant's internal power source expires and must be recharged or replaced before it can function.
10-11	<i>Broken:</i> The implant is severely damaged and rendered unusable, requiring replacement parts valued at ½ the implant's Credit Value to repair. A cyberdoc, mechanic, or medic experienced with cybernetics can make the repairs (DC 16). For brain or internal implants, this will require invasive surgery.
12+	<i>Catastrophic Failure:</i> The device is irrevocably destroyed and must be completely replaced.

## Cybernetics for Robots

The judge may wish to not restrict cybernetic implants to strictly "living" characters. Most cybernetic implants should be available to robots as upgrades to their mechanical bodies. With only a few exceptions, they should function the same for robot characters.

- Installation of cybernetics on robots is best when performed by mechanics: medics cannot perform these procedures and cyberdocs will operate under a -1 die type penalty. Mechanics receive no penalties to install or repair cybernetics on robots.
- Internal implants (such as cybernetic hearts, lungs, and livers) are not available to robots, as these parts are designed to overcome limitations of flesh that robots simply do not have. However, a generous judge may wish to make available system upgrades that mimic some of the benefits of these implants (but there should be some risks: overclocking the robot could have catastrophic results!)
- All robots are assumed to have their own Power Core (as per the internal implant of the same name).





## Cybernetics in Dungeon Crawl Classics

When introducing cybernetics to a DCC game, the judge may wish to give the implants more of a magical twist (especially since characters are unlikely to encounter a cyberdoc, mechanic, or medic in a typical fantasy setting). In these cases, cybernetic implants should be treated as magic items, able to be installed by wizards, dwarves, and clerics. If appropriate to the judge's campaign, this could include clockwork or steam-powered implants. The guidelines below should be followed with these special cybernetics.

- Standard DCC classes interact with magical cybernetics as Star Crawl classes interact with future tech cybernetics. Note that if using DCC characters in a Star Crawl game, wizards, dwarves, and clerics should not be able to install or repair standard cybernetics without special training.
  - Wizards receive no penalties to installing or repairing magical cybernetics. They will add their base spell check bonus to install/repair checks.
  - Dwarves install magical cybernetics with a -2 die type penalty and repair them with a -1 die type penalty. They add their Int modifier to install/repair checks.
  - Clerics take a -1 die type penalty when installing magical cybernetics and -2 die type penalty when repairing them. Their base spell check is added to install/repair checks.
- The power source for these implants will typically be magical, with their exact nature determined by the judge. Examples could include crystals, siphoned souls, or raw phlogiston. If a malfunction check results in the implant losing power, a replacement must be found.
  - Alternatively, clockwork or steam implants may be volatile devices that need constant care to keep running. In such cases, the die types for all malfunction checks would be reduced by 1 step.
- In place of integrated weapons, the judge may allow spells to be channeled through the implant. For example, a magical cyber-arm may be etched with runes that allow the bearer to throw fireballs. In such cases, they should roll for the spell effect as normal, using the character's level and Int modifier for the spell check bonus. Exceptional installations may provide bonuses for casting these spells.



## Cybernetics in Mutant Crawl Classics

As described in the MCC rules, the cybernetic implants of the ancients are self-attaching, designed to graft onto a character with a damaged limb or organ. If this method is used, treat all installation rolls as *Complete Success*. Alternatively, the judge may wish to allow shamans, healers, or medi-bots to manually install cybernetic implants as described in this book. The guidelines below should be followed with cybernetics of the ancient ones in MCC games.

- Some MCC classes may install and repair cybernetics:
  - Shamans may interact with cybernetic implants, but with a -1 die type penalty to install or repair them. They add their Artifact Check Bonus to install/repair checks.
  - Healers are treated as Star Crawl medics (taking a -1 die type penalty to install cybernetics and -2 die type penalty when repairing them). Note that this is not cumulative with the healer's Medical Artifacts ability (so the -1d installation penalty will *not* be negated). They add their Artifact Check Bonus to install/repair checks.
  - Medi-bots may install or repair cybernetics with a +1 die type bonus. Installation and repair checks by these robots should be made with a +4 modifier.
- On discovery of a cybernetic implant, an artifact check may be required to understand its nature. In order to install a cybernetic implant, it must at least be basically understood (a result of 17+ on the artifact check table).
- Implants may be incompatible with some mutants or manimals. When attempting to attach a cybernetic implant, the receiving character should make an AI Recognition roll, with failure indicating the implant is not compatible. The difficulty for this check will be determined by the judge based on how likely it is to work on a non-pure strain human, but the range should typically be 5-10.
- Should the implant experience a power loss, such as from a failed malfunction check, most implants are fully compatible with F-Cell or Q-Cell power sources.

**Table 3: DCC & MCC Classes Interacting with Cybernetics**

Class	Install Checks (base d20)	Repair Checks (base d20)
Wizard*	+Base spell check*	+ Base spell check*
Dwarf*	-2d; +Int mod*	-1d; +Int mod*
Cleric*	-1d; +Base spell check*	-2d; + Base spell check*
Shaman	-1d; +Artifact Check	-1d; +Artifact Check
Healer	-1d; +Artifact Check	-2d; +Artifact Check
Medi-bot	+1d; +4 bonus	+1d; +4 bonus

*\*DCC classes may only install/repair implants of a magical or clockwork nature, as appropriate for the campaign*



## Characteristics of Magical Cybernetics

The tables below can be used as inspiration when creating magical body part replacements. Notes are included as suggestions as to what mystical effects the device may have upon the bearer; it is completely at the judge's discretion whether these are accurate or just rumor. A judge wishing for a quick random implant should roll 1d8, 1d7, and 1d10 against the tables below.

Roll 1d8	Material	Notes
1	<b>Animals</b>	Several species of small furry animals have been gathered together, mystically bound to perform the functions of the body part. They may nibble at opponents for 2d3 dmg.
2	<b>Bone</b>	A badass looking implant constructed of bone, which will self-repair damage or injury over time. The possessor of such an item may find themselves vulnerable to being turned by clerics.
3	<b>Chitin</b>	An exoskeleton of chitin, animated with mystical hemolymph. It may engender a kinship with insects, reducing the chance such creatures will attack the character.
4	<b>Cloth</b>	Though this part may be flattened to fit into narrow spaces, it is particularly vulnerable to fire.
5	<b>Crystal</b>	This body part may be used as a focus, granting bonuses to spell casters.
6	<b>Metal</b>	Roll 1d4: 1- Steel; 2- Brass; 3- Mithril; 4- Gold. Especially strong construction. Any lightning/electric enchantments will be particularly potent.
7	<b>Mummified Flesh</b>	Magical healing may be used to repair this body part, but necromancers may be able to exert influence upon the bearer.
8	<b>Woven Rope</b>	The rope provides extra flexibility and the ability to wrap targets.

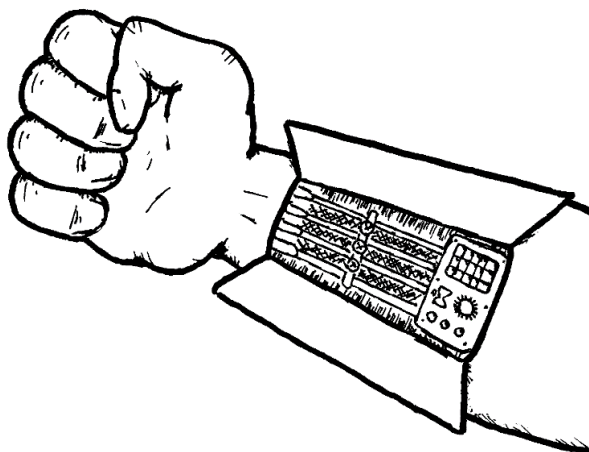
Roll 1d7	Power Source	Notes
1	<b>Arcane Magic</b>	Powered by wizard spells cast directly into it, with higher level spells powering it for longer periods. Any time the character successfully saves against a spell, the spell may be absorbed.
2	<b>Blood</b>	The reservoir must be filled with the warm vitae of living beings. Should a corpse's blood be used, terrible backlash should be expected.
3	<b>Clockwork</b>	Tiny springs and gears intricately tied together keep this device working nearly indefinitely, so long as its special key is used to wind it daily. The constant ticking and whirring of the machinery cause penalties to moving silently.
4	<b>Crystals</b>	Raw crystals are held in brass harnesses, diminishing in size as they power the device. Many possessors of such devices claim to catch glimpses of the faerie realms.
5	<b>Minerals/Gems</b>	Valuable minerals are inserted into a holding cylinder, slowly losing their luster until drained and ashen. Higher value gems will last longer and may "supercharge" the device
6	<b>Phlogiston</b>	Many of these devices contain minute portals to the space between dimensions, siphoning it for power. These are highly volatile, with malfunctions potentially drawing forth intradimensional beasts or flinging the character across the cosmos.
7	<b>Souls</b>	Only by slaying the living can the possessor of such a dread device keep it powered. Should they fail to do so, it will drain them of their own life force, lowering their Stamina steadily until death.

Roll 1d10	Enhancement	Notes
1-5	<b>None</b>	No special enchantments.
6	<b>Arcane Battery</b>	The implant amplifies spell casting power. Roll 1d3-1 to determine the benefit of each point spent for Spellburn (with a result of 0 indicating the device absorbed the power to recharge itself)
7	<b>Cursed</b>	The implant will slowly influence the mind of the character, nudging them towards behaviors aligned with it. Examples might include a bone implant shunning daylight; animals seeking shelter in the forest; crystals dragging the character towards ephemeral worlds; soul powered driving a thirst for killing. A character embracing their new nature may find the implant particularly cooperative.
8	<b>Ensorcelled</b>	Eldritch runes have been inscribed upon the surface of this device, allowing the possessor to cast a spell. Non-spellcasters will use their level plus Int modifier for casting checks. The spell should be randomly determined or thematically chosen based on the material, power source, and/or body part.
9	<b>Lucky</b>	Roll 1d2 to determine the bonus gained from each spent point of Luck.
10	<b>Sentient</b>	The limb will telepathically chat with their new host, a habit that may be helpful or bothersome. Should the character become incapacitated, there is a chance the limb can take over the body.

# Types of Cybernetics

## Cybernetic Limbs

One of the first, and still most popular, applications of cybernetics is the replacement of lost limbs. By default, cybernetic limbs are designed to function as close as possible to the flesh they replace. To legitimate practitioners of cybernetic medicine, the pinnacle achievement is a limb indistinguishable from the original. But for those who live more violent lives, something beyond flesh is often desired.



### Table 4.1: Limb Installation

*Among the most common procedures performed by a cyberdoc, this is nonetheless a delicate surgery requiring a great deal of nerve and muscle interfaces to allow full functionality.*

**Surgery Length:** 6 hours (-1 hour/CL, min 1 hour)

**Recovery Time:** 6 days; -1 die step to Agility, Strength, and all related checks.

<b>1</b>	<i>Catastrophic Failure:</i> The botched surgery leaves the character unable to ever have this sort of implant.
<b>2-11</b>	<i>Failure:</i> Once the character has healed (1d4 weeks), the procedure may be attempted again.
<b>12-14</b>	<i>Marginal Success:</i> Due to poor host interface, all actions using this limb are at -1 die type. Malfunction Die lowered by 1 step.
<b>15-20</b>	<i>Complete Success:</i> This is what the ethical cyberdoc aims for, perfect unity of flesh and machine. It functions as a normal limb.
<b>21-24</b>	<i>Increased Capacity:</i> The limb functions as normal flesh. When pushed beyond normal limits, Malfunction checks are made half as often.
<b>25-30</b>	<i>Exceptional Success:</i> The functionality is beyond expectations, granting +1 die to physical actions using the limb, including damage from unarmed attacks. Malfunction Die increased by 1 step.
<b>31+</b>	<i>Beyond Perfection:</i> This is the surgery the cyberdoc will talk about for the rest of their career. The functionality of the limb is beyond expectations, granting +1 die to physical actions using the limb, including damage from unarmed attacks. Malfunction Die increased by 2 steps and, should a malfunction check ever be failed, make a Luck check: with a success, the malfunction is ignored.

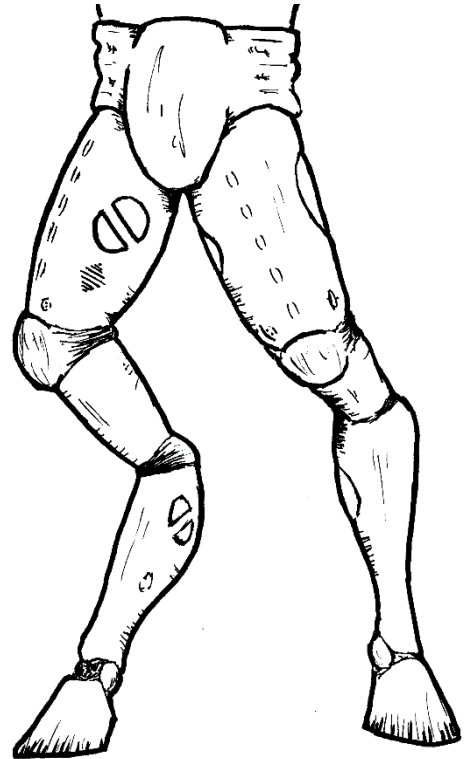
### Table 4.2: Cybernetic Limbs

	Base Malfunction Die	Install Difficulty	Credit Value	Notes
<b><u>Basic Implants</u></b>				
Arm	1d20	-	6	
Hand	1d20	-	4	
Lower Body	1d16	-	8	Includes legs
Leg	1d20	-	5	
<b><u>Augmentations</u></b>				
Enhanced Servos	+1d	-1d	(x2)	Req: Any limb
Gravitonic Stabilizers	-1d	-1d	(+3)	Req: Lower body
Gyroscopic Redundancy	-	-1d	(+2)	Req: Any limb; incompatible with Enhanced Servos
Jet Booster	-1d	-	(+3)	Req: Lower body or 2+ legs
Muffled Actuators	-	-1d	(+1)	Req: Any limb



*Basic limbs:* These are intended to provide no special abilities beyond restoration of lost function.

- **Arm:** Assumed to be attached either at the shoulder or elbow, this implant includes the hand. Bonuses from enhanced operations (such as from exceptional installation check) include melee attacks and Strength checks. The character also gains any abilities associated with cybernetic hands.
- **Hand:** Attached at the wrist, this is typically modeled to match the natural appendage of the recipient (though it is not unheard of to replace them with something wholly different, such as hoomins installing cyber-claws). Enhanced operations impact fine manipulations (including some Agility based thief/scoundrel skill checks) and gripping/crushing strength.
- **Leg:** Attached at hip or knee. Enhanced operations apply to leg-based Strength checks and kicking attacks. Penalties from poor device or installation also apply to movement (each die type of reduction translates to -10' move) and movement-based Agility checks (including Reflex saves).
- **Lower Body:** Replacing both legs and the pelvis/hips, this implant essentially takes the place of everything from the waist down on a bipedal creature (those with additional legs may find the procedure much more complex). Enhanced operations include movement (each die type of improvement translates to +10' move) and movement-based Agility checks, including Reflex saves. The character also gains any abilities associated with cybernetic legs.

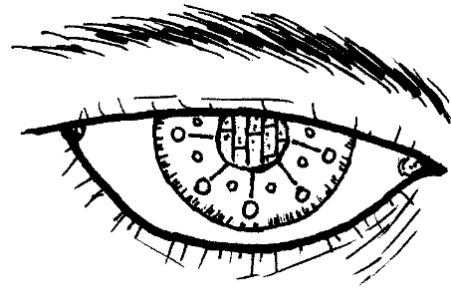


*Limb Augmentations:* Limb augmentations have become common enough that many reputable cybersurgery centers offer at least some during routine installations (in particular, muffled actuators and gyroscopic redundancy are quite popular).

- **Enhanced Servos:** This augmentation requires arm or leg cybernetics and grants the character a powerful punch or kick attack, dealing 1d6 damage. Applied to lower body or a pair of legs, they also allow powerful leaps, granting +6 to all jump checks. If implants with enhanced servos are pushed beyond normal limits, the -1 die type penalty is ignored for malfunction checks.
- **Gravitonic Stabilizers:** This enhancement is only available for a complete lower body replacement. The character gains +5 to all checks against falling over, being tripped, or otherwise losing their footing. The character is allowed a Reflex save against effects that cannot normal be resisted, such as being the target of a Mighty Deed In such cases, the DC for this check is at the discretion of the judge but should normally 14+.
- **Gyroscopic Redundancy:** While all cybernetics require power to function, limbs with this augmentation can function at limited capacity if unpowered or disabled by an EMP blast. In this state, the character is at -2 die types for all Strength or Agility related tests involving the limb and, in the case of legs, movement is reduced by ½.
- **Jet Booster:** This enhancement, requiring a cybernetic lower body or (at least) a pair of cybernetic legs, grants incredible new mobility options. Activating jet boosters gives the character a +10 bonus to jump checks and pushing beyond normal limits increases the die type for such checks by +1. The jet boosters can also be used to rocket forward at double normal speed (this movement is considered flight for purposes of crossing obstacles or gaps). Each round of sustained flight, the character must make a malfunction check. In addition to other penalties, any failed malfunction check while using the jet booster causes 2d4 damage to the character as the implant overheats.
- **Muffled Actuators:** This augmentation greatly reduces sounds produced by the cybernetic implants, making them quieter than even organic parts. When applied to the lower body or a pair of legs, the character gains a +4 bonus to all sneak or move silently checks.

## CyberSenses

Once intended to replace lost function, cybernetic sense enhancements have gained popularity among those wishing to sense beyond the normal organic range. As these implants are tied directly into the sense receptors of the brain, the cyberdoc gains +1 die type for installation checks if the host already has a Brain Processing Unit (BPU). If adding a new sense to a race (such as granting sense of smell to a Pletton sea cashew), a BPU is a prerequisite. Where bonuses to the sense are indicated, the implant should grant a +1 die type bonus to Perception checks involving the sense. In addition, the judge should grant situational bonuses to other checks when appropriate. For example, a scoundrel with exceptional cyber-hearing may get +1 die type when attempting to Pick Locks if they can hear the tumblers clicking into place.



### Table 5.1: Senses Installation

*A complex surgery, requiring delicate interfaces with the character's brain. Existing BPU (cybernetic brain processing unit) grants +1 die type to the installation check for all senses.*

**Surgery Length:** 8 hours (-1 hour/CL, min 2 hours)

**Recovery Time:** 4 days; -1 die step to Perception and all checks requiring concentration (such as psycher or spell checks)

<b>1</b>	<i>Catastrophic Failure:</i> The botched surgery leaves the character unable to ever have this sort of implant. The sense to be enhanced is lost.
<b>2-13</b>	<i>Failure:</i> Once the character has healed (1d4 weeks), the procedure may be attempted again.
<b>14-16</b>	<i>Marginal Success:</i> Due to poor host interface, all actions using this sense are at -1 die type. Malfunction Die lowered by 1 step.
<b>16-18</b>	<i>Complete Success:</i> A successful merging of flesh and machine, this implant grants normal senses.
<b>19-21</b>	<i>Increased Capacity:</i> The sense functions as normal flesh. When pushed beyond normal limits, Malfunction checks are made half as often.
<b>22-32</b>	<i>Exceptional Success:</i> The functionality is beyond expectations, granting +1 die to all Perception checks involving this sense. Malfunction Die increased by 1 step.
<b>33+</b>	<i>Beyond Perfection:</i> This is the surgery the cyberdoc will talk about for the rest of their career. The functionality of the sense is beyond expectations, granting +1 die to all Perception checks involving this sense. Malfunction Die increased by 2 steps and, should a malfunction check ever be failed, make a Luck check: with a success, the malfunction is ignored.

### Table 5.2: Cybernetic Senses

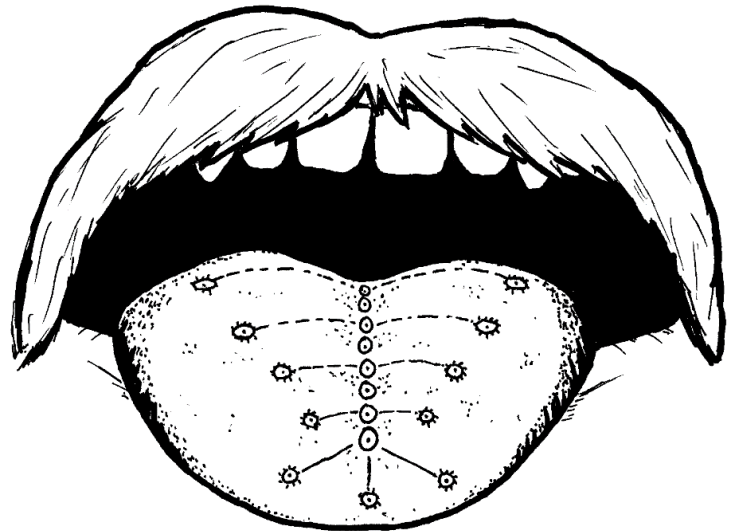
	Base Malfunction Die	Install Difficulty	Credit Value	Notes
<b><u>Basic Implants</u></b>				
Hearing	1d16	-	3	
Smell	1d14	-1d	4	
Taste	1d12	-1d	5	
Touch	1d14	-1d	4	
Vision	1d16	-	4	
<b><u>Augmentations</u></b>				
Chef's Friend	1d12	-1d	5	Req: Taste, Smell, and BPU
Chemical Analyzer	1d12	-	(+3)	Req: Taste or Smell
Dark Vision	-1d	-	(+3)	Req: Vision
Infravision	-1d	-	(+2)	Req: Vision
Shielded Sense	+1d	-	(x2)	Req: Any sense
Sixth Sense	1d12	-1d	(+5)	Req: BPU (Brain Processing Unit)
Sonar	1d14	-	(+3)	Req: Hearing or vox-box
Target Lock	1d16	-1d	(+3)	Req: Vision, BPU

*Basic Senses:* These implants are intended to replace or improve a being's normal senses.

- **Hearing:** Including internal and external devices to add or enhance auditory capacity, hearing implants are relatively common. Sonic attacks are particularly effective on those with hearing implants: all such attacks increase their damage by 1 die type. Considering this, the shielded sense augmentation is quite popular.
- **Smell:** Sense receptors implanted deep within the character's nasal cavity replace a damaged or non-existent sense of smell.
- **Taste:** This typically consists of tiny micro-sensors implanted in the surface of the tongue, but artificial tongues are available for the truly tasteless. Adding cybernetic taste is a particularly complex installation, as the surgery requires integration with the recipient's sense of smell (the listed installation penalty is ignored if the character already has cyber smell). Even in their most basic form, cybernetic taste receptors grant an increased ability to distinguish flavors, though some have stated this reduces one's ability to enjoy foods as a whole. Consuming extreme foods (such as HyperPeppers, a triple dose of kreckle, or pizza right out of the oven) requires an immediate malfunction check.
- **Touch:** This is often included as an add-on for cybernetic limbs, allowing their host to feel through the implant (conventional nano-surgery is more commonly used to repair damaged nerve endings). When installed as an independent sense implant, it is most commonly restricted to the tips of digits. Enhanced operations will allow the user to detect otherwise imperceptible changes in a surface, such as ink on paper.
- **Vision:** These cybernetics are typically achieved by replacing one or more of the host's eyes or other visual organs. Up to one vision-based augmentation can be added during initial installation without a penalty to install die; each after the first has a cumulative -1 die type penalty.

*Sense Augmentations:* These most commonly add sensations not naturally occurring for the being receiving the implant. While rarely available at typical medical facilities, they tend to be very popular with wealthy corporations seeking to enhance their workforce.

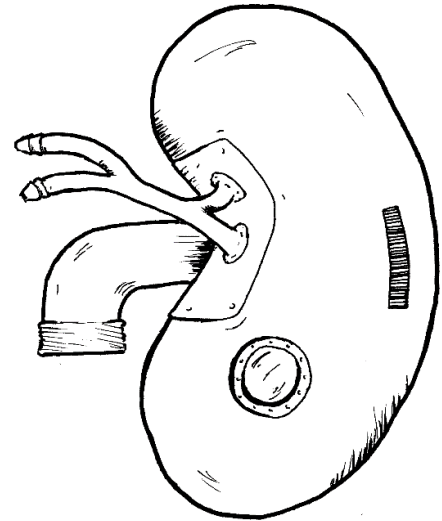
- **Chef's Friend:** Requiring cybernetic taste, smell, and a BPU, this rare augmentation is surprisingly popular with robots. It allows the user to access a database of any foods or spices they have tasted since receiving the implant and predict how they will taste together. The character will actually sense this flavor and can mentally adjust ingredients to perfect a recipe. In addition, they can analyze foods eaten to determine how to recreate the dish. This implant is banned in all professional intergalactic culinary competitions.
- **Chemical Analyzer:** Requires smell or taste implants. Allows the host to determine the chemical components of any substance. It will also detect presence of toxins. Note that this could expose the host to said toxins, but the early warnings of the analyzer will grant +1 die type to related saving throws.
- **Dark Vision:** Enhances ability to see in darkness, removing most penalties for operating without light. However, the sensors are particularly vulnerable to light-based attacks, causing the user to fail all saves against such while using dark vision. While in use, the character cannot benefit from shielded sense (vision).
- **Infravision:** With a glance, this augmented sense allows the character to read temperatures with a +/- 10% margin of error. While this is not enough for detailed diagnostics, it has many practical applications, such as identification of power sources, noticing changes in ambient temperature, or detecting cybernetic implants. In some circumstances, this may allow the character to reduce or ignore penalties for operating in darkness.
- **Shielded Sense:** Gives the implant +1 die type for saves against attacks targeting them (blinding vs eyes; sonic vs ears). For hearing, this also negates the sonic damage penalty.
- **Sixth Sense:** Special sense enhancement requiring a brain implant. Grants passive threat detection, allowing a reroll of any failed Perception checks to notice threats, dangers, or surprise attacks.



- **Sonar:** This modification to hearing or vox-box implants adds an ultrasonic speaker which grants the ability to identify objects and/or beings with echolocation. This removes most penalties for operating in darkness or while blind. In addition, the sonar may be used detect changes in density, such as mineral deposits in soil, cavities in walls, or items suspended in a liquid (DC for such perception checks are at the discretion of the judge but will typically be at least 12). While sonar is in use, the character loses any benefits they may have from shielded sense (hearing).
- **Target Lock:** This augmentation requires both vision implants and a BPU. It allows a character to mark a person or thing, highlighting them and using algorithmic analytics to trace projected movements. When a target is identified, this grants +1 die type to all checks to track/follow and negates any penalties for the target entering a crowd. When paired with specially modified smart weapons, this vision enhancement grants +4 to all attacks.

## Cybernetic Internals

Internal organ replacements are literal life savers, providing an option to improve and extend the lives of recipients.. Despite this, the risks involved in their implantation mean they are rarely considered when a star crawler is looking for ways to augment themselves. Basic cybernetic internals are available in all advanced medical facilities (though a reputable surgeon will only implant such devices in place of injured or failed normal organs). Due to the need for durability, cybernetic internals are usually shielded: unless the implant is a cheap black-market device, it gains +1 die type for all saves against EMP (max d30).



### Table 6.1: Internals Installation

*Replacing or adding to internal organs is incredibly dangerous, risking the life and health of the recipient. However, when installed properly, they can provide significant quality of life improvements.*

**Surgery Length:** 10 hours (-1 hour/CL, min 2 hours)

**Recovery Time:** 10 days; -1 die step to Stamina and all related checks/saves

<b>1</b>	<b>Deadly Surgery:</b> The botched surgery kills the patient.
<b>2-5</b>	<b>Catastrophic Failure:</b> The failed surgery leaves the patient severely impaired, requiring life support machines if their life is to continue. Once the character has healed (3d6 weeks), the procedure may be attempted again, but surgery length and recovery time are doubled and a second result of <i>Catastrophic Failure</i> should be treated as <i>Deadly Surgery</i> .
<b>6-13</b>	<b>Failure:</b> Once the character has healed (2d6 weeks), the procedure may be attempted again.
<b>14-16</b>	<b>Marginal Success:</b> The poor organ graft weakens the patient, causing all Stamina based checks (including Fort saves) to be made at -1 die type. Malfunction Die lowered by 1 step.
<b>17-22</b>	<b>Complete Success:</b> This is what the ethical cyberdoc aims for, perfect unity of flesh and machine. It functions as intended.
<b>21-24</b>	<b>Increased Capacity:</b> The organ functions as normal flesh. When pushed beyond normal limits, Malfunction checks are made half as often.
<b>25-30</b>	<b>Exceptional Success:</b> The functionality is beyond expectations, granting +1 die to any actions of the implant. Malfunction Die increased by 1 step.
<b>31+</b>	<b>Beyond Perfection:</b> This is the surgery the cyberdoc will talk about for the rest of their career. The functionality of the limb is beyond expectations, granting +1 die to any actions of the implant. Malfunction Die increased by 2 steps and, should a malfunction check ever be failed, make a Luck check: with a success, the malfunction is ignored.

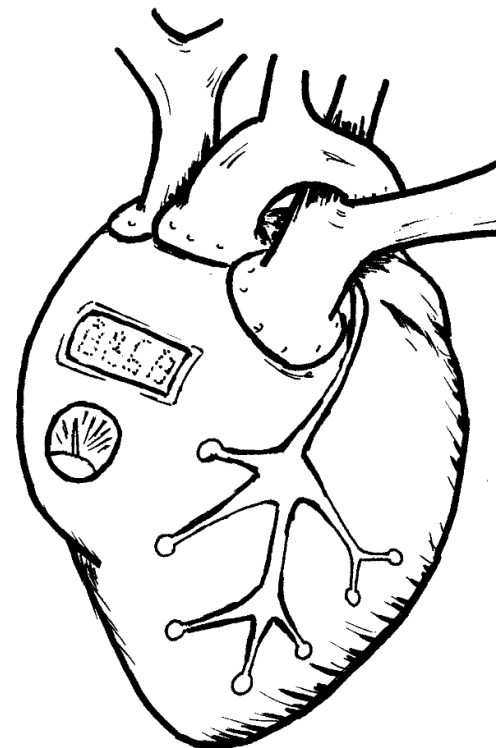


**Table 6.2: Cybernetic Internals**

	Base Malfunction Die	Install Difficulty	Credit Value	Notes
<b><u>Basic Implants</u></b>				
Heart	1d20	-	5	
Kidney	1d20	+1d	4	
Liver	1d16	-	4	
Lung	1d14	-1d	5	
Power Core	1d16		6	
<b><u>Augmentations</u></b>				
Advanced Toxin Processor	+1d	-	(+2)	Req: Liver or Kidney
Auto-healer	-	-1d	(+3)	Req: Heart or Liver
Deadman Switch	1d12	-2d	4	Req: Heart or Power Core
Improved Adrenals	-	-1d	(+2)	Req: Kidney
Internal Defibrillator	1d14	-	3	

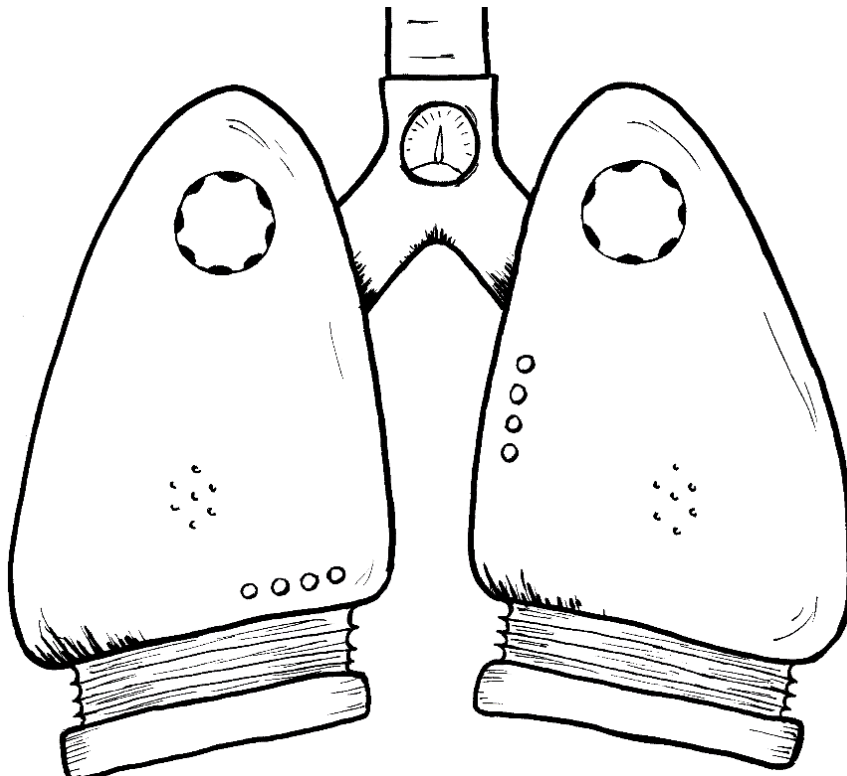
*Basic Internals:* Commercially available internal implants are built for reliability and functionality. All are designed to closely replicate the functions of the original organ, but most provide some ancillary benefits. The failure of a cybernetic organ will likely cause the death of the character. Fortunately, commercially available cybernetic organs are usually well constructed: the judge should be more generous with the level of stress requiring a malfunction check (such as the threshold for saves/ability checks being raised to DC 18-20, based on circumstances). These implants also benefit from a +1 die type for saves against EMP.

- **Heart:** Driving the circulatory system, the heart is essential to life for most beings. Should this organ fail, death will be nearly instant (within 1d3 rounds). Bonuses or penalties associated with installation impact all Stamina related checks, including Fort saves.
- **Kidney:** Providing filtration for the body, the kidney (or alien equivalent) plays a key role. Complete kidney failure will cause the character to lose one point of Stamina daily until death once this score reaches zero. Functionality bonuses impact any checks related to toxins, including saving throws and/or ability checks.
- **Liver:** A key organ, the liver helps regulate body chemistry, clean the blood, and aid digestion. Loss or failure of the liver will cause the character to lose one point of Stamina daily until death at a Stamina score of zero, Bonuses or penalties from a cyberliver impact toxin related checks (potentially stacking with kidney bonuses).
- **Lung:** The driving force of the respiratory system, lung failure will cause death within 2d4 minutes. Functionality bonuses impact all Stamina checks and any saves related to gas or breathing, including attempts to survive in space environs.
- **Power Core:** This upgrade is popular with beings who have multiple implants- true cyborgs. A reliable and nearly inexhaustible source of energy, a power core allows the character to ignore *Power Failure* results on the malfunction table. Any of the character's integrated weapons may be overcharged, granting a +1 die type damage bonus but forcing a malfunction check for the power core. Should the power core experience a Catastrophic Failure (12+ on the Cybernetics Malfunction table), the power core melts down and explodes, destroying the host and dealing 3d6 damage in a 20' radius.



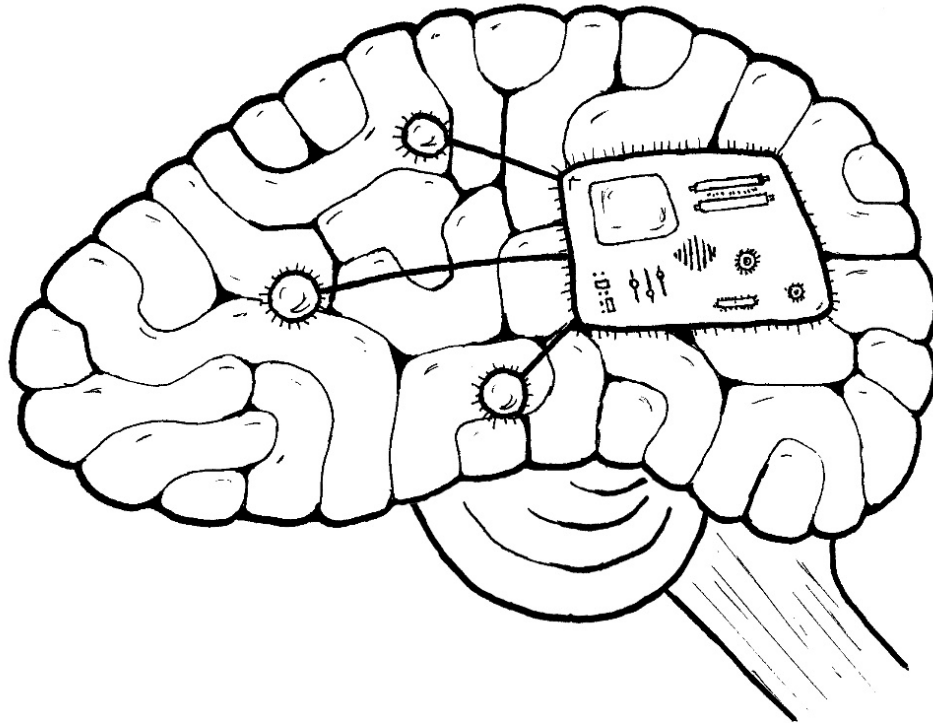
*Internal Augmentations:* Unsatisfied with simply replicating the function of flesh, some manufacturers have created advanced internal organs to increase bodily efficiency. The more dangerous of these will not be available as widely as basic cybernetic internals and reputable medical facilities will not be willing to install such implants.

- **Auto-healer:** An add-on for heart or liver. Should the character experience any physical trauma, this implant excretes powerful coagulants and/or nanotech healers which staunch bleeding and restore 1d3 HP. A malfunction check should be made with each use. The judge should be creative when considering ways for this augmentation to malfunction: growth of additional digits or sealing of vital orifices should not be ruled out.
- **Internal Defibrillator:** Versions of this implant are available for those with both artificial and natural hearts, making it the rare augmentation that does not require a prior cybernetic implant. This small device provides some redundant protection in the event of sudden death. If the character dies and fails the “recover the body” Luck check, they may roll a second time. Each use requires a malfunction check, though failure should not preclude saving the character this time.
- **Advanced Toxin Processor:** This liver or kidney add-on grants the character a reroll for any failed toxin save.
- **Improved Adrenals:** A kidney add-on, this gives the character the ability to temporarily boost Strength, Stamina, and Agility checks by +1 die type each. This process is extremely stressful: unless they have a cyber heart, make a Fort save each round (DC=5+ the number of rounds the adrenal boost has been active). Failing this roll causes immediate death from cardiac arrest. In addition, each round after the third a Malfunction check must be made. In all cases, a failed Malfunction check ends the boost.
- **Deadman Switch:** This highly dangerous implant is added to a cybernetic heart or power core. Should the character die, it triggers an explosion. The delay before explosion is determined at installation (from instant to 6 rounds). If added to a heart, this explosion deals 3d6 damage in a 10’ radius; if added to a power core, this deals 5d12 damage in a 30’ radius (this replaces the catastrophic power core explosion). If the character is ever the victim of massive damage (greater than 75% of their HP total) or a critical hit to the chest, they must make an immediate malfunction check for the device, with failure indicating the deadman switch detonates. Needless to say, should the deadman switch be triggered, there is no chance to recover the character’s body- they are irrevocably dead. If installed alongside an internal defibrillator, make a Luck check each time the defibrillator is activated, with failure indicating accidental detonation. A deadman switch may be removed with a second surgery: roll on the installation table, with any result of Marginal Success or higher removing it completely. A failure on this roll detonates the implant.



## Brain Implants

Brain implants are among the most dangerous to install, with even minor errors having grave consequences. As such, only cyberdocs and medics (operating under the standard penalties) can attempt these installations. If another class insists on attempting such an implant, they will have an additional -1 die type penalty and cannot achieve greater than a *Marginal Success*.



**Table 7.1: Brain Installation**

*Most consider brain implants to not be worth the risk, as only skilled cyberdocs can complete such surgeries without major harm to the patient. But when successful, they can make addition of future implantations much easier.*

**Surgery Length:** 10 hours (-1 hour/CL, min 2 hours)

**Recovery Time:** 6 days; -1 die step to Intelligence, Personality, and all related checks/saves

<b>1-2</b>	<i>Deadly Surgery:</i> The botched surgery kills the patient.
<b>3-6</b>	<i>Catastrophic Failure:</i> The failed surgery leaves the patient severely impaired. Roll 1d8 to find the effect: 1- blind; 2- deaf; 3- mute; 4- paraplegic; 5- quadriplegic; 6- lowered Int by 1d6; 7- switch alignment and lower Pers by 1d6; 8- lose 2d100 XP & corresponding levels
<b>7-13</b>	<i>Failure:</i> Once the character has healed (2d6 weeks), the procedure may be attempted again.
<b>14-15</b>	<i>Marginal Success:</i> The poor organ graft slows the patient's mental facilities, causing all Intelligence based checks (including spell checks) to be made at -1 die type. Malfunction Die lowered by 1 step.
<b>16-22</b>	<i>Complete Success:</i> This is what the ethical cyberdoc aims for, perfect unity of flesh and machine. It functions as intended.
<b>21-24</b>	<i>Increased Capacity:</i> The implant functions as normal flesh. When pushed beyond normal limits, Malfunction checks are made half as often.
<b>25-30</b>	<i>Exceptional Success:</i> The functionality is beyond expectations and may compensate for the failings of other implants. Ignore the first -1 die step penalty due to poor installation of any other implants or brain augmentations.
<b>31+</b>	<i>Beyond Perfection:</i> This is the surgery the cyberdoc will talk about for the rest of their career. Ignore the first -1 die step penalty due to poor installation of any other implants or brain augmentations. The perfect fusion of brain and technology grants the character a +1 bonus to Intelligence.

**Table 7.2: Brain Cybernetics**

	Base Malfunction Die	Install Difficulty	Credit Value	Notes
<b><i>Basic Implants</i></b>				
Brain Processing Unit (BPU)	1d16	-1d	5	
Control Chip	1d14	-	4	
<b><i>Augmentations</i></b>				
Combat Telemetry	-	-	(+3)	Req: BPU
Communications	-1d	-	(+2)	Req: BPU
Crystalline Memory	+1d	-1d	(x2)	Req: BPU
Hacking Interface	-	-1d	(+2)	Req: BPU
Probability Analyzer	-	-	(+2)	Req: BPU
Psi-Implant	-2d	-1d	(+4)	Req: BPU
Social Cue Processor	-	-	(+1)	Req: BPU and Hearing or Vision
Subconscious Redundancy	-1d	-1d	(+4)	Req: BPU
Vox-Box	1d16		5	May require BPU (see description)

*Basic Brain Implants:* The BPU is the core brain implant. The other basic brain implant listed here, the control chip, is a standalone device and cannot support augmentations.

- **Brain Processing Unit (BPU):** The BPU is the starting point for all brain implants and often is used as the hub for other cybernetics. The interface provided by a well installed BPU (with a result of *Increased Capacity* or higher on the Brain Installation table) grants +1 die type to all installation checks for other cybernetics. Not that this bonus is not cumulative with the bonus for installing sense implants with an existing brain implant. A BPU can support up to four brain augmentations; if more are desired, a second BPU must be installed. However, installing a second BPU incurs significant risk: the surgery has an additional -1 die type penalty and the malfunction die for both BPUs is reduced by -1 die type. In addition, a character with two BPUs permanently loses two points of Personality.
- **Control Chip:** This special brain implant is designed to allow a being to be completely controlled by someone else. The control chip is dangerous and illicit, leaving the victim conscious and aware but unable to act of their own volition, their every action directed via a remote-control device. When attempting to take control, make an opposed Will check (the controller gaining +6). Increased functionality due to high installation rolls grant bonuses to the controller's check.

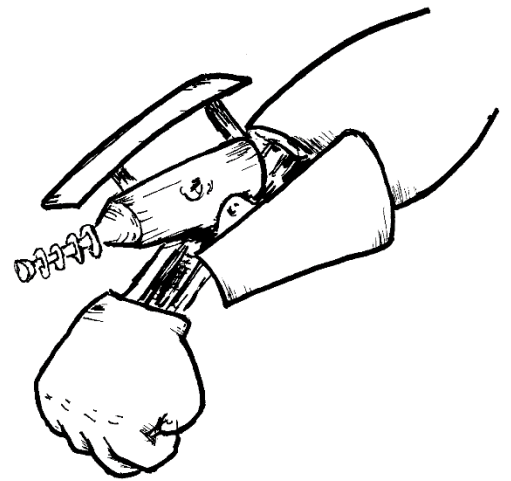
*Brain Augmentations:* All the augmentations listed below require a BPU. As described above, up to four augmentations can be added per BPU.

- **Combat Telemetry:** This augmentation improves the character's situational awareness. In combat, the judge may rule that certain situational penalties do not apply to this character, such as for moving or splitting targets. In addition, when firing into melee, there is no chance for friendly fire accidents.
- **Communications:** With this implant, the character can monitor telecommunications. They must actively scan for broadcasts, taking no other actions while doing so (these signals are very distracting). With an Int check, they may alter or add to these broadcasts. The DC for this check is at the discretion of the judge, based on the complexity of the signals, but DC 10 is suggested for simple radio and DC 20+ for encrypted or otherwise coded transmissions.
- **Crystalline Memory:** A character with this augmentation is capable of accessing memories and knowledge much more quickly and efficiently. They are considered to have a photographic memory and gain +1 die type to all Int checks related to knowledge or trivia.
- **Hacking Interface:** This BPU upgrade improves the character's ability to interface with computers and electronics. When engaged, appropriate class skills (such as a scoundrel's Disable Security or mechanic's Repair) gain +1 die type. Classes without such skills may hack with this interface, using 1d20+ Int modifier.
- **Probability Analyzer:** This advanced implant allows the recipient to better understand the possible outcomes of their actions. Each time this character burns luck, the judge should inform the player exactly how many points they will need to burn for success.

- **Psi-Implant:** Each psi-implant allows the character to use a single psyker power, making all checks using 1d16+ Int modifier. This implant is incompatible with true psychers: if a psyker receives one, they will take a -2 die type penalty to all their usual psyker power checks.
- **Social Cue Processor:** This implant requires either a hearing or vision implant to gather external information. When in place, the social cue processor grants the character a +2 bonus to Personality related checks in situations requiring direct communication.
- **Subconscious Redundancy:** When this augmentation is installed, the character may continue to act when unconscious, stunned, or similarly incapacitated. Only simple actions may be taken (basic attacks, movement, lifting things, etc.) and these are done at -1 die type, but penalties from injuries are ignored. Class skills, spell casting, and the like may not be attempted while operating under subconscious redundancy.
- **Vox-box:** This implant allows beings without capacity for speech, whether this is due to physical impediment or species limitation, to vocalize their thoughts. If the creature's species is not capable of speech, this implant requires a BPU. If connected to a BPU, it can be programmed to render speech in many different languages, even those not known to the creature.

## Integrated Weapons

Many weapons can be installed on a character's body, allowing them to always have a ready means for self-defense. These are installed as additions to other cybernetic implants (most commonly as augmentations to limbs or senses). Integrated weapons use the implant's power- as such, they are not subject to the typical Star Crawl power weapon expiration rule (with the exception of payload weapons, as noted in the Weapon Special Rules). Instead, any 1 (or value equal to the weapon's power level) rolled on an attack triggers a malfunction check, in addition to any possible consequences of the fumble. Unless otherwise noted, integrated weapons have a 1d12 malfunction die. Weapons integrated into cybernetics are typically restricted in most civilized places: obtaining them will be difficult and individuals discovered to have such implants will be seen as miscreants or worse. Many space stations expressly forbid entry by beings with weaponized implants.



### Table 8.1: Weapon Installation

*While fairly straight forward additions to cybernetics, dealing with weapons leaves the patient and surgeon open to unique risks. .*

**Surgery Length:** 6 hours (-1 hour/CL, min 1 hour)

**Recovery Time:** 6 days; -1 die step to Agility, Strength, and all related checks.

<b>1-2</b>	<i>Fumbled Failure:</i> The weapon is discharged during installation, dealing damage to both the patient and surgeon (roll for damage as if from a fully charged attack). The surgery must be abandoned, but assuming the character survives, the procedure may be attempted again once they have healed (in 1d4 weeks).
<b>3-11</b>	<i>Failure:</i> Once the character has healed (1d4 weeks), the procedure may be attempted again.
<b>12-14</b>	<i>Marginal Success:</i> Due to poor host interface, all attacks using this weapon are made using -1 die type. Malfunction Die lowered by 1 step.
<b>15-20</b>	<i>Complete Success:</i> The weapon is fully integrated and functions as expected.
<b>21-24</b>	<i>Increased Capacity:</i> The weapon functions well and the Malfunction Die is increased by 1 step.
<b>25-30</b>	<i>Exceptional Success:</i> The functionality is beyond expectations, granting +1 die to all attacks with the weapon. Malfunction Die increased by 1 step.
<b>31+</b>	<i>Beyond Perfection:</i> This is the surgery the cyberdoc will talk about for the rest of their career. The functionality is beyond expectations, granting +1 die to all attacks and damage with the weapon. The Malfunction Die is also increased by 1 step.

**Table 8.2: Integrated Weapons**

Weapon	Damage	Range	Value	Notes
Acid Spittle	2d4	5	3	Reservoir
Electro Whip	2d4	Melee	4	Wrap (1d4 dmg/rd)
Hypo-gun	1	20	2	Payload: Darts
<i>Coagulant Dart</i>	<i>Heal</i>		2	<i>Heal 1d6</i>
<i>Daze Dart</i>	<i>Confusion</i>		3	<i>Will DC 12 or -1 die step for 1d4 turns</i>
<i>Tranq Dart</i>	<i>Stun</i>		3	<i>Stun (DC 12, 1d10)</i>
Laser Vision	1d8/eye	20		Req: Cyber Vision
Micro-Projectile Launcher (MPL)	By Payload	50	4	Payload: Micro Missiles (MM)
<i>Explosive MM</i>	<i>3d4: 10' radius</i>		3	
<i>Gas MM</i>	<i>Gas: 10' radius</i>		2	<i>Stun (DC 10, 1d6)</i>
<i>Piercer MM</i>	<i>2d6</i>		4	<i>+2 to hit vs armor</i>
Photon Pistol	1: Stun (DC 12) 2: 1d8	50	2	Variable
Plasma Pistol	1: 2d4 2: 3d4	40	3	Variable
Shock Touch	2d4	Melee		Req: Cyber Limb or Touch
Sonic Attack	2d4+ Stun	20 Cone		Req: Sonar or Vox-box Stun (DC 10, 1d4)
Stun Rod	Stun	Melee	2	Stun (DC 15, 1d10)
Concealed Weapon	-	-	(x2)	Increases install difficulty by -1d

### Weapon Special Rules

**ALL WEAPONS:** On an Attack roll of 1 make an immediate malfunction check.

**Payload:** Before firing, select the type of ammo to be used. On a to hit roll of 1-5, that payload expires after this shot.

**Req:** This weapon must be installed as an enhancement to the specified implant type

**Reservoir:** With each use, roll 1d4; on a 1, the internal reservoir expires and will take 1d6 minutes to refill.

**Stun:** This weapon will incapacitate a target unless they make a Fortitude save against the indicated DC. After the DC is listed a duration in rounds for the effect (if no duration is listed, default is 1d6 rounds).

**Variable:** The weapon has variable settings, which must be selected prior to firing. If the attack roll is equal to or less than the current power level, make a malfunction check.

**Wrap:** With a successful hit, the target is entangled and must make a successful Agility or Strength roll against the attack roll result to escape. Some weapons continue to deal listed damage to the target while entangled.

Some of the weaponized implants require additional description:

- **Acid spittle:** The character's salivary glands are replaced by cybersacs that generate a potent acid. Once an adequate volume is generated, it can be spit as an attack.
- **Laser Vision:** Small photon beam installed in a cybernetic eye. For each cybernetic eye with this augmentation, add another die of damage. Each use requires a malfunction check, with failure causing 1d4 dmg to the user in addition to effects of malfunction.
- **Shock Touch:** The character's implants have been modified to allow a discharge of energy through physical contact. A malfunction with this weapon will neutralize the associated limb's sense of touch until repaired.
- **Sonic Scream:** This enhancement to a sonar or vox-box implant allows the character to alter the frequency of their ultrasonic emissions so they can be used as an attack. The sonic scream creates a cone (20' long and 10' wide at its terminus) of damaging sound waves.
- **Concealed Weapon:** Most integrated weapons can optionally be installed as a concealed weapon, making them very difficult to detect until used. Unless special screening devices are used, these weapons will be undistinguishable from normal cybernetics. Installation for these is very difficult, applying a -1d penalty to the installation check. Acid Spittle, Laser Vision, Shock Touch, and Sonic Scream are all considered concealed by default and do not suffer the installation penalty.

## Other Cybernetics

Inevitably, there will be a call for cybernetic replacements or body modifications not covered within this book. This may include abnormal additions to the body, unconventional augmentations, or simply things I didn't consider. This section details some examples: the judge should feel free to design their own.

**Table 9.1: Other Implant Installation**

*The judge should shape entries on this table to fit the type of implant. Dependent upon what body systems the surgery involves, Catastrophic Failure may result in the patient's death.*

**Surgery Length:** Judge's discretion, generally 6 hrs for relatively simple surgeries to 10 hrs for very complex (-1 hour/CL, min 1-3 hrs)

**Recovery Time:** Judge's discretion, generally 5-10 days; penalty dependent upon associated body systems

<b>1</b>	<i>Catastrophic Failure:</i> The botched surgery leaves the character unable to ever have this sort of implant.
<b>2-11</b>	<i>Failure:</i> Once the character has healed (1d4 weeks), the procedure may be attempted again.
<b>12-14</b>	<i>Marginal Success:</i> Due to poor host interface, all actions using this interface are at -1 die type. Malfunction Die lowered by 1 step.
<b>15-20</b>	<i>Complete Success:</i> This is what the ethical cyberdoc aims for, perfect unity of flesh and machine. It functions as a normal organic equivalent.
<b>21-24</b>	<i>Increased Capacity:</i> The implant functions as normal flesh. When pushed beyond normal limits, Malfunction checks are made half as often.
<b>25-30</b>	<i>Exceptional Success:</i> The functionality is beyond expectations, granting +1 die to actions using the implant. Malfunction Die increased by 1 step.
<b>31+</b>	<i>Beyond Perfection:</i> This is the surgery the cyberdoc will talk about for the rest of their career. The functionality of the implant is beyond expectations, granting +1 die to actions using the implant. Malfunction Die increased by 2 steps and, should a malfunction check ever be failed, make a Luck check: with a success, the malfunction is ignored.

**Table 9.2: Other Implants**

	Base Malfunction Die	Install Difficulty	Credit Value	Notes
<b><u>Basic Implants</u></b>				
Dermal Armor	1d20	-1	3+	
Extra Limb	1d14	-2	6	
Full Body Job	1d16	-2	10	
Wings	1d16	-2	6	
<b><u>Augmentations</u></b>				
Energy Ablation	-1d	-	(x2)	Req: Dermal Implants
Multi-tasking Routines	-1d (to BPU)	-1d	(+4)	Req: Extra Limb & BPU
Razor Tipped	-	-1d	(+2)	Req: Wings
Slottable Brain	-	-	(+3)/6	Req: Full Body Job

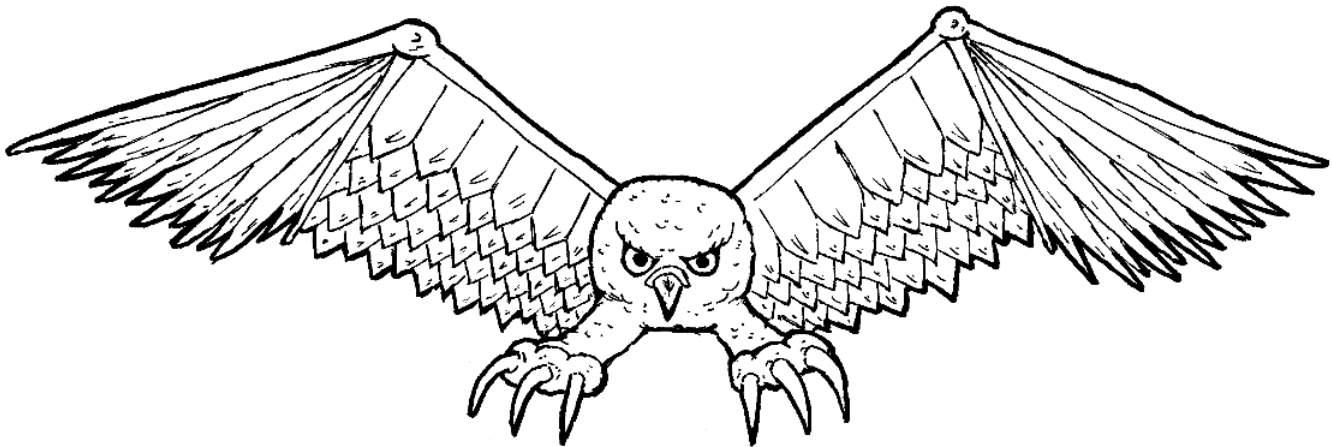
*Other Cybernetic Implants:* These implants are listed alongside examples of their possible augmentations.

- Dermal Armor: Plating is installed over the character's body, providing improved protection. In its most basic form, dermal implants grant a +3 bonus to AC; heavier armor can be installed, up to a maximum of +6 (each point of AC beyond 3 adds 2 to the credit value). Refer to Table 9.3: Dermal Armor for other adjustments. Poor or exceptional results on the installation table will affect the armor's check penalty. The presence of dermal armor will typically be obvious.
  - Energy Ablation: The normal dermal armor is improved with energy resistant materials. Damage from energy attacks (such as photon & plasma weapons or electricity) is reduced by -1 die type.

**Table 9.3: Dermal Armor**

AC Value	Check Penalty	Speed	Fumble Die
+3	-	-	d6
+4	-1	-	d6
+5	-2	-	d8
+6	-3	-5	d10

- **Extra Limb:** Most commonly, this adds an additional arm and hand. If installed without a BPU upgrade, it does not grant bonus actions and all attacks taken with the extra limb are considered to be off-handed. Adjustments due to poor or exceptional installation apply to the off-hand penalty when using this limb.
  - **Multi-tasking Routines:** This augmentation takes up a BPU slot. While installed, it allows the character an additional action or attack with their extra limb, taken with a -1 die type penalty.
- **Full Body Job:** This is the final transition from flesh to machine, where the character's entire body is replaced by artificial materials, essentially becoming a brain in a bot. The character's race template should be changed to Robot. They will not gain the Intelligence bonus associated with robots, but they will take the Personality penalty (detachment from their body makes interaction much more difficult). Note that the character will have no special defenses against psyer powers, as they retain their fleshy brain. The value associated with this includes a basic cyber-body: any upgrades or additions will incur additional cost. This cybersurgery should use table 2.7: Brain Installation.
  - **Slottable Brain:** The capsule holding the character's brain is easily exchanged between bodies. It also includes its own power supply and life support, enabling the brain capsule to exist outside a robotic body indefinitely. As such, if this upgrade is completed alongside the full body job, this procedure may be done before a robotic body is available, reducing the total credit value of the operation to 6.
- **Wings:** If replacing wings on a creature normally possessing them, the judge should treat as a limb installation (ignore the -2 installation die penalty) and they will use the being's normal flying speed. All others will gain a 30' flying speed. Modifiers from installation rolls will apply as +/- 5' speed for each +/-1 die type.
  - **Razor Tipped:** With this augmentation, the character's wings are edged with concealed duralloy blades. They may make slashing attacks, dealing 1d8 damage and using all the character's normal melee combat bonuses. Given enough space, the character may also make a diving slash attack against grounded opponents for double damage.





## Minor Cybernetics

Not all cybernetics are major devices which change the bearer's life. Minor cybernetics are the equivalent of simple trinkets, providing minor conveniences or cosmetic enhancements. These are assumed to have a value of 1d3 and only require a simple installation check (modified as usual by the installer's class): 1-8 indicates failure and loss of the minor cybernetic; 9+ indicates successful installation (there are no special bonuses from exceptionally successful installations). Unless otherwise noted, the Malfunction Die for minor cybernetics is 1d16. The judge should be creative when determining the effects of a malfunction, but in almost all cases a malfunction will destroy a minor cybernetic. The table below offers some examples, but the judge is encouraged to come up with their own.

**Table 10: Minor Cybernetics**

1d20	Minor Cybernetic
1	Clic Inc. Personal Embossing Nib: This addition to a digit applies indelible marks upon nearly any surface (even when writing upside down!)
2	Brite Lite: Laser pointer/flashlight combo, most commonly added to hands or digits.
3	Royale Warmth Pet Lap: When added to a being's legs, they will always have a comfortably warm lap.
4	Clortid Hump Beverage Bag: Attachment to one's torso or within limbs, allows clandestine storage of large quantities of liquids. Many are equipped with a hose for spraying out the contents. Excessively popular on the debauchery worlds of the Frat Cluster.
5	SXY Stylz AXNT: LED accent lighting designed to highlight the character's cybernetic implants. 40% include ReaxBtz digital music sync to display patterns based on ambient sound.
6	PlazTouch Electro-skin: This coating for limbs creates a pattern of lights whenever touched.
7	DubzScrubz Nano Cleaning: A special addon ensures the cybernetic implant is always clean. Beings with sensitive skin may have irritation in the area surrounding the implant.
8	Supra Chrome: This gives a cybernetic implant an ultra-reflective surface, making it look extra fancy.
9	WeC Imager: This projector includes a data input, but it may be plugged directly into a BPU to project the user's thoughts onto a surface.
10	Fizzle Foam: When in the presence of fire (or any extreme heat), this deploys a generous amount of fire suppressant foam. Note that this foam is potentially dangerous: the character must make a Fort save (DC 6) or suffocate in the foam.
11	Ding Dongle: This small cochlear implant connects to the user's personal scheduling device and sends a low-volume chime directly into their ear when appointments are due.
12	The Bone Locker: A bone replacement made of high-grade surgical steel which includes a wireless datacube that can hold roughly 1/4 the amount of data of a regular datacube.
13	Palette Cleanser: When installed within a creature's eating orifice, this implant periodically releases a crew of nanobots to remove traces of food. The primary effect is to freshen breath and improve oral hygiene.
14	Know-more No-No Notes Corrective Fingers: finger augmentation for music students that send a mild electrical shock when a music student plays an incorrect note during practice. Coming soon: Know-more No-No Beatz Corrective Ankles for drummers.
15	SaniHanz: Automatic hand sanitizer spray, dispenses 10 seconds after any contact.
16	NoTouch Social Distance Enforcement: Delivers a gentle, non-damaging shock to any organic materials approaching within 1 inch of the cyborg
17	Plant's Friend: A LED panel emits light on a spectrum very beneficial to plants in the immediate vicinity.
18	Personal Breeze: A small fan, providing cool air movement even in stagnant areas. While it gives no real benefit, it is popular to have the Personal Breeze installed on the shoulders to dramatically blow the character's hair.
19	Anti-Distractify: When activated, this pair of tiny speakers emit a constant stream of white noise, cancelling out other ambient sounds. They are known for their poor construction (make a malfunction check with each use; on a malfunction, the speaker will not turn off, granting a -2 die type penalty to all Perception checks).
20	SmokFX: This cosmetic addition to cybernetic limbs releases a dramatic puff of smoke, accompanied by a hissing sound effect, when defined conditions are met. Said circumstances may be extreme exertion, extended effort, or even just lifting the limb above one's head. On malfunction, SmokFX disgorges an obscene amount of smoke, obscuring vision for the character and requiring a Fort save (DC 10) to avoid losing consciousness

## Special & Unique Implants

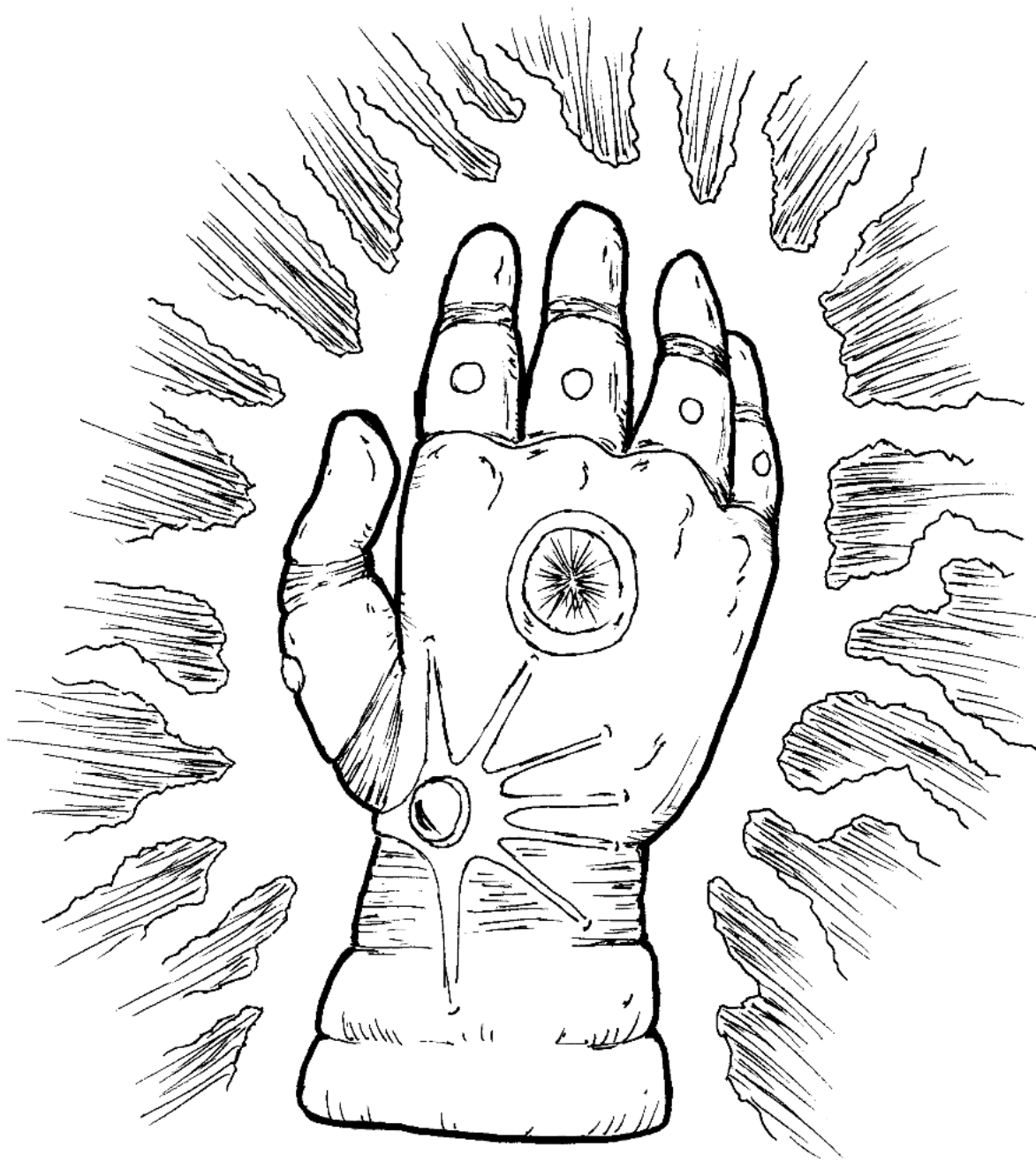
The judge should always feel empowered to create strange, unusual, and unique cybernetic implants for their games: this book is for guidance, not regulation. Below are a few examples to use or inspire. Note that none have credit values as these should be considered special artifacts introduced over the course of play.

**Table 11: Special & Unique Implants**

Implant	Base Malfunction Die	Install Difficulty	Notes
Admiral Starr's Kidney	1d24	- (Internal)	Unique
The Bilious Liver	1d16	-1d (Internal)	Illicit implant
Compliant Heart	1d12	-1d (Internal)	Illicit implant
Hand of Doom	1d16	-1d (Limb)	Unique

- Admiral Starr's Kidney:** A legendary hoomin space navy commander, Admiral Entiria Starr had a notorious love of alien beverages. After an unfortunate experience with home-brewed tentacloid liquor, she had her kidneys replaced with this cybernetic organ. Over the following years, her chronic abuses required numerous improvements and upgrades. The final result was a powerful machine which granted total immunity to all toxins injected, ingested, or otherwise introduced to the bloodstream, including any possible addictive or habit-forming properties. As an unfortunate side effect, she was unable to enjoy the intoxicating effects of her beloved booze. With the admiral's newfound clear-headedness, her ambition and drive were reawakened. She put her once-dulled tactical mind to use leading a coup against what she saw as the corrupt and incompetent leadership of the Hoomin Empire. Her campaign was short-lived, ending with her capture and execution. She was buried without honors on an unmarked asteroid, but a grave robber tracked down her body and extracted the famous kidney. Since then, it has passed through countless scoundrels, each with an ending more violent than the last. Over the years, Admiral Starr's Kidney has become the stuff of legend, spoken of as more a joke than an historic artifact—the exclamation, “I wouldn't drink that with Admiral Starr's Kidney!” has become common in disreputable bars across the cosmos.
- The Bilious Liver:** Despite being extremely rare, this strange artificial liver is banned on over 200 worlds (mostly due to the “Liver Shiver” frenzy when it first hit the market). It continues to be the subject of dedicated legislation and a focus for anti-cyber sentiment though the original manufacturer went under decades ago. Originally designed to aid certain subspecies of bugs with digestion, other races quickly saw its potential as a weapon. The Bilious Liver allows the recipient to spew forth acidic vomit at will, dealing 3d4 acid damage in a 5' spray. As acid reserves need to be refilled, this attack can only be used once per hour. It takes time for The Bilious Liver to build up the host's tolerance to this acid: for the first month after receiving the implant the vomitor also takes 1d4 damage with each use. By the end of this period of adjustment, the character's skin or chitin will have gained a slight greenish tone. In addition to any bonuses from exceptional installation, the host reduces all damage from acid attacks by 1 die type.
- Compliant Heart:** This suite of implants is highly dangerous and only installed by the most disreputable cyberdocs. It includes an artificial heart, deadman switch, and special performance enhancements. The installation check for this suite uses Table 6.1: Internals Installation (with a -1 die type penalty) and the base Malfunction Die for the implant is 1d12. The heart can be “superclocked” to grant the character a +2 modifier to Strength, Agility, and Stamina (this includes attack rolls and related saves). While in this state, the character ignores all damage— in fact, they will not even be aware of damage sustained until they die or the effect ends (the judge should track all damage without informing the player). Each round, they must make a Malfunction check: failure will end the superclocked state and any malfunction result of *Broken* or higher will detonate the deadman switch. The deadman switch is typically paired with a remote detonator to ensure compliance; as such, most of these implants are not placed in willing recipients.
- Hand of Doom:** The culmination of years of research, the prototype for this powerful device was stolen before it could be moved to production. As a result, there is only one known Hand of Doom. It is a five-fingered humanoid right hand, appearing as a metal gauntlet (the prototype never received cosmetic upgrades). When mounted onto a host, the Hand of Doom is considered to have 18 Strength (+3 mod) for all hand-based Strength checks and

deals 1d4+3 punch damage. It is capable of delivering a powerful electric shock on contact, causing 2d4 damage and requiring a Fort save (DC 12) to avoid being stunned for 1d10 rounds. With an opposed Str check, the bearer of the Hand of Doom may keep the target in their grip (in which case the shock damage may be dealt each round). But the true innovation is in the hand's remote capabilities, allowing it to be launched and controlled from a distance. With a Will check (DC 14; psychers get a +1 die type bonus for this check), the user can psychically control its movements and grab, punch, shock, or choke from up to 100' away. Should it exceed this range or lose contact with the host, it is programmed to immediately fly back into its wrist-socket. Even if it cannot be psychically controlled, the hand can be fired for a rocket punch, dealing 2d6 damage with a range of 60'. It can be fired in this manner once every two rounds (spending the round between returning to the host). Each shock attack or rocket punch requires a malfunction check.



## The New Flesh

A treatise on cybernetics cannot be complete without a mention of New Flesh\*, a disreputable variety of illicit replacement body parts. While genetic cloning and lab-grown organs have yielded positive medical advancements, New Flesh goes beyond this by grafting living semi-intelligent tissue capable of self-replication onto a host.

*\*Not to be confused with NuFlesh, the line of hyper-realistic cybernetic limbs developed by Electric Friends Intergalactic; Near Flesh, the controversial meat substitute made from sentient fungus; or New Fletch, the popular HyperVue series documenting the bungling adventures of a shape-shifting detective.*

No respectable cyberdoc or medic would ever condone the use of New Flesh: the perils are well documented, and the life expectancies of new flesh hosts are a fraction of those with cybernetics or conventional tissue transplants. Despite this, New Flesh offers a relatively inexpensive option for those desperate for replacement limbs (or those seeking the reputed euphoria accompanying New Flesh). Many seedy worlds and pirate space stations host “fleshdocs”, the back-alley predators who install these dangerous augmentations.



- Any basic cybernetic limb or organ has a New Flesh alternative, costing half the credit value.
- Mechanics cannot install or repair New Flesh.
- Installation of New Flesh uses the same installation tables as cybernetics but treat all *Catastrophic Failure* results as *Marginal Failure* (the New Flesh is always willing). *Deadly Surgery* results still apply.
- All New Flesh installation rolls are made at +1 die type. The New Flesh wants to be implanted.
- All malfunction dice for New Flesh are reduced by one step.
- New Flesh has its own dedicated malfunction table. Each time New Flesh malfunctions, add a cumulative +1 modifier to all future rolls on Table 12: New Flesh Malfunctions.

### Table 12: New Flesh Malfunction

Any time a 1 is rolled with a malfunction check for New Flesh, roll 1d12 on the table below. Rolls on this table are inversely impacted by the character's current Luck modifier (a +1 Luck bonus modifies rolls here by -1).

≤2	<i>No Issues:</i> The New Flesh undulates suspiciously, but there is no effect on the implant.
3-4	<i>The Flesh is Weak:</i> Painful feedback interferes with the host, causing 2d4 damage. Until this damage is healed (via time, medicine, or magic) all actions performed by the host are at -1 die type.
5-6	<i>Blackout:</i> The New Flesh floods the host's mind with powerful hallucinogens, driving them into a euphoric catatonia lasting 2d20 hours. When they emerge, the host may find themselves in a strange place with no memories of their actions- who knows to what ends the New Flesh used their body?
7-8	<i>Cult of the Flesh:</i> The host's mind is touched by the New Flesh, driving them get more. Until they gain another New Flesh implant, either from surgery or expansion of their current implants, they will lose 1 point of Personality each week. Should this drop their Personality to 1, they will become a ravenous beast, attacking all beings without New Flesh. Only half the Personality points lost this way can be regained, returning at a rate of 1 per day.
9-11	<i>Ever Expanding:</i> The New Flesh implant grows, consuming and replacing a neighboring area (hand overtakes arm; arm overtakes shoulder/chest; chest overtakes lungs; and so forth).
12+	<i>Tetsuoooo!</i> The host's body is transformed into a hideous vision of New Flesh, writhing and bursting with malignant growths. Their mind is warped with madness, driving them to consume all non-New Flesh in the vicinity- at least for the 2d4 rounds before they explode in lethal gore.

The Mother of Hearts, a patron described in Star Crawl, has a special distaste for New Flesh. She will never permit one of her children to receive a New Flesh implant (triggering the highest levels of Invoke Patron to prevent this if necessary). Should a Sibling bond to someone with New Flesh implants, the Sibling injects a substance toxic to New Flesh, causing all implants to immediately shrivel, die, and drop off. The judge will determine what impact this may have, but immediate death of the host should not be ruled out.

## New Star Crawl Character Class: CyberDoc

**CyberDoc** A blend of medic and mechanic, cyberdocs are surgeons specializing in the fusion of flesh and machine. High Intelligence and Agility will help a cyberdoc be more successful.

**Hit Points:** CyberDocs gain 1d6 hit points at each level.

**CyberSurgery:** Any attempts to install, repair, or upgrade a cybernetic implant use this skill. To determine this value, the cyberdoc's Intelligence and Agility modifiers are added to the score listed on the CyberDoc Level Advancement table. Specific implants will have modifiers to the die type used for checks, included in the implant's description. A cyberdoc may use this score to make a Medic Check or Repair roll, as would a medic or mechanic respectively, but unless the check is related to cybernetics, this roll will have a -2 die type penalty.

**Emergency Surgery:** Any time another being is brought to death's door, the cyberdoc has a chance to save them. Assuming they have access to tools and some cybernetic materials, the cyberdoc can improvise an implant to save a character at 0 HP. Roll on the Internals Installation table at -1 die type, treating all results above 17 as Complete Success. The judge should determine what organ is now cybernetic.

**Xenobiology:** With the vast number of alien species across the cosmos, no cyberdoc can be an expert in them all. At character creation, the cyberdoc should select two race templates: when installing implants on one of these races, they may reroll the result on the Cybernetics Installation table, using the better of the two results. As they acquire experience and knowledge, the cyberdoc gains more xenobiology slots and should select a new race template for which they gain this bonus.

**Hit 'em Where It Hurts:** When attacking races known through Xenobiology, the cyberdoc gains a +1 bonus to the crit die type and crit table.

**CyberDoc Level Advancement**

Level	Attack	Crit Die/ Table	Action Dice	Ref	Fort	Will	Cyber- Surgery	Xeno- biology
1	+0	1d6/III	1d20	+1	+0	+1	+1	2
2	+1	1d8/III	1d20	+2	+1	+2	+1	
3	+1	1d8/III	1d20	+2	+1	+2	+2	+1
4	+2	1d10/III	1d20	+2	+2	+3	+3	
5	+2	1d10/III	1d20+ 1d14	+3	+2	+4	+3	+1
6	+3	1d12/III	1d20+ 1d16	+3	+3	+4	+4	
7	+3	1d12/III	1d20 (x2)	+4	+3	+5	+5	+1
8	+4	1d14/III	1d20 (x2)	+4	+4	+6	+5	
9	+4	1d14/III	1d20 (x2)	+4	+4	+6	+6	+1
10	+5	1d16/III	1d20 (x2)	+5	+5	+7	+7	+1



## Combined Implant Table

Implant	Base Malfunction Die	Install Difficulty	Credit Value	Notes
<b><u>Basic Implants</u></b>				
Arm	1d20	-	6	
Brain Processing Unit (BPU)	1d16		5	
Control Chip	1d14		4	
Dermal Armor	1d20	-1	3+	
Extra Limb	1d14	-2	6	
Full Body Job	1d16	-2	10	
Hand	1d20	-	4	
Hearing	1d16	-	3	
Heart	1d20	-	5	
Kidney	1d20	+1d	4	
Leg	1d20	-	5	
Liver	1d16	-	4	
Lung	1d14	-1d	5	
Lower Body	1d16	-	8	
Power Core	1d16		6	
Smell	1d14	-1d	4	
Taste	1d12	-1d	5	
Touch	1d14	-1d	4	
Vision	1d16	-	4	
Wings	1d16	-2	6	
<b><u>Augmentations</u></b>				
Advanced Toxin Processor	+1d	-	(+2)	Req: Liver or Kidney
Auto-healer	-	-1d	(+3)	Req: Heart or Liver
Chef's Friend	1d12	-1d	5	Req: Taste, Smell, and BPU
Chemical Analyzer	1d12	-	(+3)	Req: Taste or Smell
Combat Telemetry	-	-	(+3)	Req: BPU
Communications	-1d	-	(+2)	Req: BPU
Crystalline Memory	+1d	-1d	(x2)	Req: BPU
Dark Vision	-1d	-1d	(+3)	Req: Vision
Deadman Switch	1d12	-2d	4	Req: Heart or Power Core
Energy Ablation	-1d	-	(x2)	Req: Dermal Implants
Enhanced Servos	+1d	-1d	(x2)	Req: Any limb
Gravitonic Stabilizers	-1d	-1d	(+3)	Req: Lower body
Gyroscopic Redundancy	-	-1d	(+2)	Req: Any limb; incompatible with Enhanced Servos
Hacking Interface	-	-1d	(+2)	Req: BPU
Improved Adrenals	-	-1d	(+2)	Req: Kidney
Infravision	-1d	-	(+2)	Req: Vision
Internal Defibrillator	1d14	-	3	
Jet Booster	-1d	-	(+2)	Req: Both legs
Muffled Actuators	-	-1d	(+1)	Req: Any limb
Multi-tasking Routines	-1d (to BPU)	-1d	(+4)	Req: Extra Limb & BPU
Probability Analyzer	-	-	(+2)	Req: BPU
Psi-Implant	-2d	-1d	(+4)	Req: BPU
Razor Tipped	-	-1d	(+2)	Req: Wings
Shielded Sense	+1d	-	(x2)	Req: Any sense
Sixth Sense	1d12	-1d	(+5)	Req: BPU (Brain Processing Unit)
Slottable Brain	-	-	(+3)/6	Req: Full Body Job
Social Cue Processor	-	-	(+1)	Req: BPU and Hearing or Vision
Sonar	1d14	-	(+3)	Req: Hearing or vox-box
Target Lock	1d16	-1d	(+3)	Req: Vision, BPU
Vox-Box	1d16		5	Req: BPU

## Cybernetic Star Crawl Characters

Name	Str	Agi	Sta	Per	Int	Luck	HP
Bleaktalon	13	10	9	14	8	9	9
Clem Truffles	8	15	13	10	9	7	13
"Streets"	10	13	13	17	9	11	15
Mr. Scraps	8	11	11	15	13	12	10
Zentoss	12	10	16	16	12	9	58

Name	Str	Agi	Sta	Per	Int	Luck	HP
Melthor	9	18	8	12	11	11	41
Sammy	14	12	14	6	9	10	68
Alabaster	8	13	14	8	14	5	33
Dr. Rockwell	12	9	9	11	16	15	52
Korkrek	17	9	10	12	15	10	53

*The characters below each have cybernetic implants and are ready to be dropped into your game as quick PCs, allies, or antagonists. Unless other noted, all weapons and equipment have standard stats as defined in the Star Crawl rulebook.*

**Bleaktalon, 1<sup>st</sup> Level Avian Swashbuckler** (former Stellar Police). Born under the sign of the Chosen. *Notable Equipment:* Cybernetic Wings w/ Razor Tips (completely successful installation; d16 malfunction); Stun Rod, Pair of Photon Pistols

**Clem Truffles, 2<sup>nd</sup> Level Space Pig Thief** (former Brood Nurse). Born under the sign of the Sweeper. *Notable Equipment:* Cybernetic Eyes w/ Dark Vision (completely successful install; d14 malfunction); Duralloy Dagger (1d4+1 dmg), Plasma Pistol

**"Streets", 3<sup>rd</sup> Level Lizard Scoundrel** (former Journalist). Born under the sign of the Sentinel. *Notable Equipment:* Cybernetic Lower Body w/ Muffled Actuators (completely successful installation; d16 malfunction); Photon Pistol, Duraweave Vest

**Mr. Scraps, Lumioste of Karn VIII, 4<sup>th</sup> Level Rodent Psyker** (former Hyperspace Navigator). Born under the sign of the Adept. *Psyker Powers:* Astral Projection, Mental Illusion, Mind Reading, Psyche Crush. *Notable Equipment:* Cybernetic Heart w/ Auto Healer (increased capacity; d20 malfunction); Plasma Knife, Deflector Cloak

**Cell Leader Zentoss, 5<sup>th</sup> Level Grey Soldier** (former Scavenger). Born under the sign of the Comet. *Specialty Field:* Recon. *Notable Equipment:* Cybernetic Hearing (completely successful installation; d16 malfunction), Sonar (completely successful installation; d14 malfunction); Plasma Rifle, Duraweave Armor

**Melthor the Gripper, 6<sup>th</sup> Level Tentacloid Space Cowboy** (former Valet). Born under the sign of the Stalwart. *Notable Equipment:* 2 Cybernetic Limbs (function as arms or legs; completely successful installation, d20 malfunction), Acid Spit (marginally successful installation, d12 malfunction); Acid Spit (Range 5, -1 die type to hit; 2d3 dmg); Custom Plasma Pistol (tentacloid grips, laser sights, +1 to hit), Scoped Photon Rifle (+2 to hit)

**Sammy the Wall, 7<sup>th</sup> Level Hoomin Warrior** (former Numismatist). Born under the sign of the Slayer. *Notable Equipment:* Dermal Armor, AC +4 w/ Energy Ablation (completely successful installation, d20 malfunction); Artisan Power Axe (+2 to hit, 2d8+2 dmg), Plasma Rifle

**Alabaster the Scorned, Accursed of the Trees, 8<sup>th</sup> Level Prime Ape Wizard** (former Wanderer). Born under the sign of the Guide. *Wizard Spells:* Comprehend Languages, Feather Fall, Magic Shield, Ropework; Fire Resistance, Phantasm, Scare; Fireball, Fly; Transmute Earth. *Notable Equipment:* Cybernetic liver w/ Advanced Toxin Processing (marginally successful installation; d16 malfunction) Plasma Pistol, Flame Pistol (Range 10, 2d4 dmg each round until 1 is rolled, Payload: accelerant), EMP Pendant

**Dr. Rockwell, 9<sup>th</sup> Level Stonefolk Medic** (former Nuclear Physicist). Born under the sign of the Scourge. *Notable Equipment:* Cybernetic Hand (completely successful installation, d20 malfunction) w/ Concealed Integrated Hypo-gun (completely successful installation, d12 malfunction); Spare Payload (Coagulant & Tranq Darts), First Aid kit, MedSpray (x3)

**Korkrek, "The Mad Snapper", 10<sup>th</sup> Level Bug Mechanic** (former Aeronaut). Born under the sign of the Dancer. *Notable Equipment:* Cybernetic Pincer (increased capacity; d20 malfunction), Cybernetic Taste (exceptionally successful installation; d14 malfunction), Chemical Analyzer (completely successful installation; d12 malfunction); Cyber-pinch (1d6 dmg), Stinger (1d4 dmg, hallucinogenic toxin, DC 22)



# Vehicle Pursuit Rules

This system is meant to simulate a quick, cinematic vehicle chase and should be easy to drop into an adventure. For starship chases, I recommend using the ship pursuit rules in the Star Crawl rulebook: this is a simplified version of those rules, removing the complexities of ship-to-ship combat. And for those wanting a more intense & detailed vehicle chase simulator, I humbly suggest the Vehicle Mayhem 'zine, available from Tuesday Night Fiend Club in print & PDF. Those rules make the chase the centerpiece of the game and are fantastic for large scale road warrior scenarios.

## Vehicle Statistics

Blank examples of the Vehicle Record Sheet below are included at the end of this book and are available to download at the Star Crawl resources section of [www.tuesdaynightfiendclub.com](http://www.tuesdaynightfiendclub.com). Complete one for each vehicle involved in the chase. If the campaign is in a setting where chases may be common, one player will maintain their ship sheet as they would their own character's sheet. A well-prepared judge may find it useful to keep on hand copies for each vehicle that may be encountered during an adventure, much as one would prepare NPCs in advance.

The sample sheet below shows a Hoverskiff. Note that the excess Armor & Chassis spots have been blacked out.

VEHICLE RECORD

**Name:**

**Vehicle Type:** Hoverskiff

**Speed Die:** d20

**Maneuvering Die:** d16

**Damage Denominator:** 5

**Weight:** 2

ARMOR

CHASSIS

Modifications & Notes

**Vehicle Type** is a broad classification of vehicles and intended only as a starting point. The Vehicle Record Sheet is designed to accommodate all types of vehicles. Each vehicle type is intended as a broad class: the judge will find the closest match and modify as needed to fit the scenario.

## Vehicle Stats by Type

Vehicle Type	Speed Die	Maneuvering Die	Damage Denominator	Base Armor	Chassis	Weight
Motorbike	d20	d24	2	0	2	1
Jetbike	d24	d20	2	1	2	1
Car	d16	d16	5	4	4	3
Hoverskiff	d20	d16	5	2	4	2
Bus	d16	d10	5	8	6	4
Rickshaw	d10	d10	2	0	1	1
Chariot	d12	d6	2	1	2	2
Horse or Mount	d14	d12	1	*	*	1



## Vehicle Modifications

Modification	Effect
AI Driver	If the driver is no longer able to drive, the vehicle AI takes control. All Speed & Maneuvering roll results are considered to ½ the die's max value and no special maneuvers or collisions may be attempted
Armor Plating	Increase the Armor rating; for each 2 points of increase, reduce the Speed Die by 1 step & increase Weight by 1
Boost (nitrous, supercharger, etc.)	Roll 2 dice for all Speed checks and use the better of the two. If double 1s are ever rolled, the engine explodes, disabling the vehicle
Ram Bar	When collision occurs on the side with the ram bar, add 2d6 damage to the target and reduce this vehicle's damage taken by ½
Stabilizers	The vehicle's Maneuvering die is increased by 1 step

The **Speed Die** represents how fast the vehicle can move; this is especially important when trying to flee or catch other vehicles. The driver's skill does not impact this roll, but vehicle modifications or passenger actions may.

The **Maneuvering Die** is used to move and position vehicles. High rolls will give the driver much greater control over the flow of the chase. The driver adds their Pilot skill (an aggregate of Int & Agi modifiers, plus class-specific bonuses) to Maneuvering rolls.

**Damage Denominator (DD)** is the amount of damage required to remove a single point of armor or chassis. When taking damage, each multiple of the damage denominator from a single attack will remove 1 point of armor (or chassis). Damage beyond this is lost.

For example, a car with DD of 5 is shot by two plasma rifle blasts. The first does 7 points of damage and the second does 4 points, resulting in the car losing 1 point of armor (the extra 2 points from the first shot are lost; the second shot did not reach the threshold to punch the armor).

**Base Armor** represents the amount of damage a vehicle can safely take while protecting the chassis. The base armor is a single pool that applies to attacks from any side, with the dots on the Vehicle Record sheet representing remaining armor. When filling out your Vehicle Reference sheet, cross off excess points.

Once the armor is penetrated, further attacks will be applied against the **Chassis**. Each time chassis damage is sustained, roll one d4 for each cumulative point of chassis damage sustained and consult the Chassis Damage table. So, if you took one point of chassis damage last round and take two more this round, you will roll 3d4 on the table. If all chassis points are removed, the vehicle is destroyed: make one final roll on the Chassis Damage table to see if the destruction is particularly dramatic.

**Weight** comes into play when considering damage from collisions. This is an abstract value, relative to the other entries on this table. The judge may adjust this value as appropriate when designing vehicle.

The Vehicle Record sheet also includes extra space for modifications & notes. The players should record any special vehicle bonuses or penalties here.

### The Pursuit

To track relative position of vehicles during the pursuit, it is recommended that figures or chits be used on a paper sheet or battlemat. At the end of these rules you will find a full-page image for tracking pursuit in an urban environment (also available on the Star Crawl Resources page at [tuesdaynightfiendclub.com](http://tuesdaynightfiendclub.com)). This image is entirely optional (particularly if it's inappropriate to your setting): the pursuit track just needs to be 5 squares in a row, each large enough to accommodate your vehicle models/chits.

The driver of each player-controlled vehicle should be clearly identified at the start of the chase: they will be making all the Speed & Maneuvering rolls. Other passengers may make attacks during the chase, but all attacks by the driver are made at -1 die type (in addition to any other penalties).

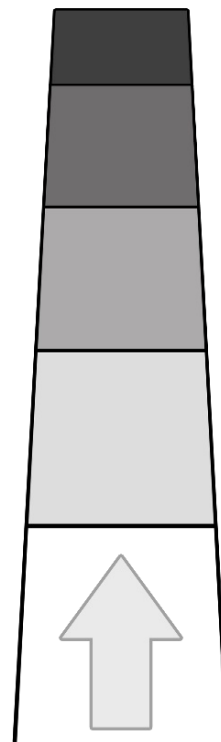
**Place Vehicles:** At the start of the pursuit, place the vehicle tokens on the pursuit track. The fleeing vehicle will start at the center space and the pursuer(s) on the space behind. Based on the situation, the judge may choose to make this gap larger and/or give one of the vehicles a Speed modifier on the first round. For example, if the characters are jumping into their car to chase a cab that just drove by, they may start on the last spot with a -1 die Speed penalty for the first round.

Each round, the following steps will be taken in order:

1. Drivers make Speed rolls
2. Move vehicles
3. Passenger actions & attacks (initiative order)

**Speed Rolls:** At the start of each round, each driver makes a Speed roll. Compare the speed rolls of all vehicles in the chase to determine their movement options this turn.

- If only two vehicles are in the chase, the vehicle which rolled higher may move forward one space; the other vehicle may only hold their place or fall backwards.
- If there are more than two vehicles in the chase:
  - If the fleeing vehicle rolled highest, they may move forward one space; all others may either hold their place or drop back.
  - If at least one pursuer had a higher Speed result than the fleeing vehicle, all pursuing vehicles that rolled higher than the fleeing vehicle may move forward one space; all other vehicles may hold their place or drop back.



If necessary, shift all vehicles forward or back to keep as many as possible on the track. If more than three spaces lie between the first and last vehicles, the back vehicle is lost and out of the pursuit. If at any point only the fleeing vehicle remains on the track, it loses its tail and the pursuit ends. It is at the discretion of the judge whether the pursuers will be able to pick up the trail again.

**Move Vehicles:** Starting with the highest speed roll, each driver moves their vehicle and takes vehicle actions. Positioning of vehicles will determine available vehicle actions and may impact the passenger actions phase. The following actions are only suggestions: the judge should feel free to limit these based on the scenario or allow other creative ideas suggested by the players.

- **Ram:** Slamming their vehicle into another vehicle. In a collision, each vehicle deals 1d6 damage per point of weight to the other vehicle. If the target vehicle tries to evade the collision, both drivers make a Maneuvering roll: if the defender meets or exceeds the attacker's result, the collision does not happen.
  - **Side Slam:** The target may be any vehicle in the same space on the pursuit track.
  - **Rear End:** Targeting a vehicle in the space directly ahead. This option is only available if the attacker rolled a higher Speed roll than the target this round. If this option is chosen, the attacker may not move forward this round.
  - **Brake Check:** Suddenly stop, slamming into a vehicle directly behind you. If this option is chosen, the attacker may not move forward this round. If the collision is avoided, the attacker drops back one space.
- **Block:** The driver positions their vehicle in such a manner to prevent other vehicles from passing. Until this vehicle's action next round, any attempts to move next to or ahead of this vehicle require the other driver to win an opposed Maneuvering roll.

**Passenger Actions & Attack:** Once all vehicles have moved, passengers may act in initiative order. The passengers may attack or attempt other actions, as situationally appropriate. Some examples are listed below, but players are encouraged to be creative.

- **Attack:** Base DC for attacks against vehicles is 10 for vehicles in the same space and +2 for each additional space away (12 for adjacent spaces, 14 if one space separates them, etc.). If targeting a vehicle's passenger, you will use the

target's AC, with an additional -4 penalty. Note that melee attacks are only possible from the same space. The driver may attack at this time if armed, but keep in mind the driver always suffers a -1 die type attack penalty.

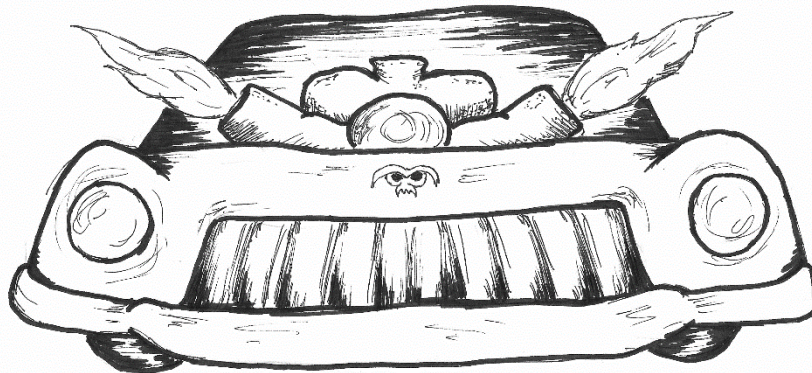
- **Increase Engine Output:** If the vehicle is designed such that a mechanic can access the propulsion system while in motion (or if a player has a great idea how to achieve this), they may make a Repair roll (DC 12) to optimize the engines. Success increases the Speed die by +1 die type for the duration of the chase. If the mechanic rolls a 1 on the check, both Speed and Maneuvering are reduced by -1 die type for the duration of the pursuit. While operating with increased output, any Speed roll of 1 forces a 1d4 roll on the Chassis Damage table.
- **Make Repairs:** A mechanic may try to reverse some effects of chassis damage. Whether this is an option is purely at the discretion of the judge: in some vehicles or situations, repairs may not be feasible.
- **Boarding Action:** Passengers can attempt to jump to another vehicle in the same square or right behind. Vehicles directly ahead can only be boarded if they rear ended that vehicle this round. To board a neighboring vehicle, the character must first make an Agility check (base DC is 14, modified based on the scenario). They should then make a Luck check: success indicates they are fully in the other vehicle; failure means they are hanging on and must spend another action pulling themselves into the vehicle. Characters with multiple actions can pull themselves in or combine this move with an attack. This is a risky maneuver, with failure removing the passenger from the chase and possibly causing lethal damage (at the discretion of the judge).

## Damaging Vehicles

Damage from attacks will remove armor from the vehicle first; once the armor is completely removed, move on to chassis damage (note that some special attacks and events may damage the chassis directly). Each time a vehicle takes chassis damage, roll on the Chassis Damage table, rolling one d4 for each cumulative point of chassis damage sustained. All penalties on this table stack. If all chassis points are removed, the vehicle is destroyed: make one final roll on the Chassis Damage table to see if the destruction is particularly dramatic.

**Chassis Damage Table**

Roll xd4*	Effect
1-2	<i>Superficial Damage:</i> Just a few scratches, everything's fine.
3	<i>Control Damage:</i> -1 step to Maneuvering die
4	<i>Performance Loss:</i> -1 step to Speed Die
5	<i>Front End Damage:</i> -2 to all Maneuvering roll results
6	<i>Destabilized:</i> All passengers should make a Reflex save (DC= 10+current chassis damage) or fall out of the vehicle.
7-8	<i>Fire:</i> The vehicle is burning & will explode (see Boom below) in 1d4 rounds.
9-11	<i>Disabled:</i> Vehicle slows to a stop, dropping back 2 spaces per turn.
12-14	<i>Crash &amp; Roll:</i> Vehicle disabled; make Maneuvering roll (DC=12+ current chassis damage) to avoid flipping. If failed, deal 2d6 damage to each passenger.
15+	<i>Boom:</i> Explosive destruction. Deal 6d6 damage to all passengers and 1d8 damage to all adjacent vehicles.
<i>*x is the total number of chassis damage points the vehicle has sustained</i>	

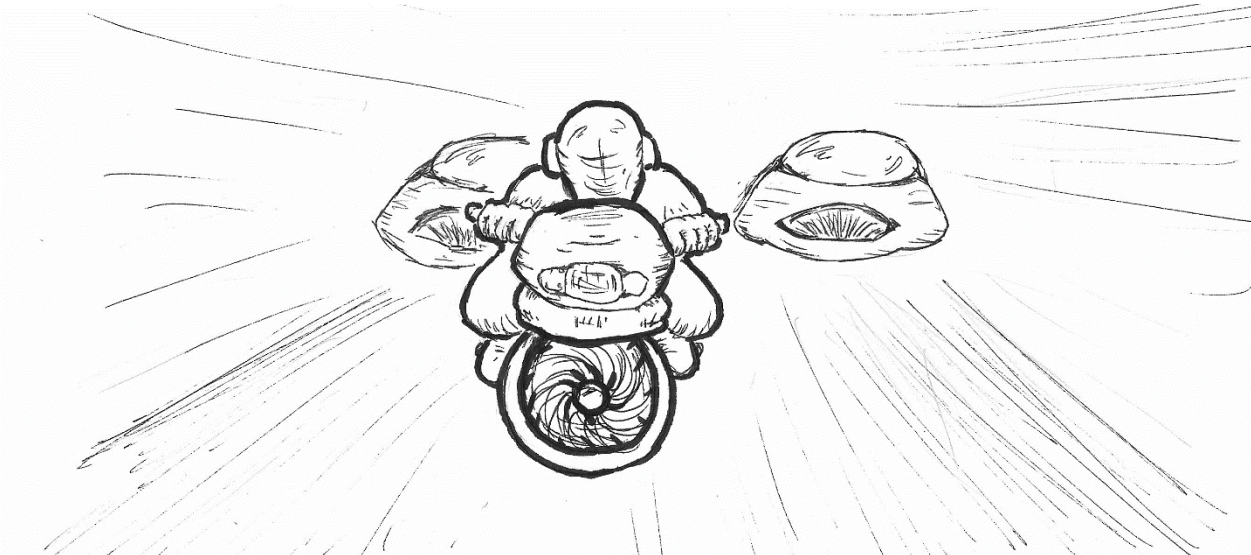


## Events

To spice up the chase, the judge may wish to roll on the Events Table at the start of each round. The table below has been created with urban pursuits in mind; the judge should modified entries to fit the scenario and setting.

### Events Table

Roll 1d12	Result
1	<i>Spoiler:</i> An NPC vehicle enters the chase (examples may include police, rival gang, vigilante, or confused tourist). The judge should keep on hand an extra stat sheet for a nasty foe to drop in & wreak some havoc...
2	<i>Crosswalk:</i> Roll 1d4 to determine what sort of pedestrian is crossing in the pursuit path (1- dude reading data slate; 2- elderly alien frozen in terror; 3- kid chasing ball; 4- runaway baby stroller. Each driver must either slow down (dropping back one space) or make a Maneuvering roll (DC 12) to avoid. Vehicles hitting the pedestrian take 1d6 damage and the driver loses Luck equal to the d4 roll.
3	<i>Clear Roads:</i> All drivers get +1 die type to all Speed & Maneuvering rolls this round.
4	<i>Side Street:</i> The fleeing vehicle may make a turn. Pursuing vehicles must make a Maneuvering roll (DC 12) to avoid dropping back 1 space. Any vehicles ahead of the fleeing vehicle must drop back 2 spaces if they wish to continue pursuit.
5	<i>Shootout:</i> The chase winds through a violent clash in the streets. All drivers make Luck checks; those failing take 1d10 damage to their vehicles from a stray shot.
6	<i>Another Pursuit:</i> The vehicles cross paths with another pursuit! In the confusion and chaos, the drivers of all pursuing vehicles must make Intelligence checks (DC 8); if failed, they find themselves chasing the wrong vehicle next round!
7	<i>Short Cut:</i> Maybe they can use side streets to pull ahead! If a pursuing vehicle takes the short cut, the driver must make a Luck check. If successful, they re-enter the road next round one space ahead of all other vehicles.
8	<i>Red Light:</i> Cross traffic poses a collision risk; each driver must make a maneuvering roll (DC 10) or take 3d6 collision damage.
9	<i>Convenient Ramp:</i> Any driver may try to make a dramatic jump. With a successful Maneuvering roll (DC 16), they move ahead one space and the driver regains 1 Luck. If the roll is failed, the vehicle takes 2d6 damage directly to the chassis.
10	<i>Traffic:</i> All drivers get -1 die type to Speed & Maneuvering rolls this round.
11	<i>Construction Zone:</i> Make Maneuvering roll (DC 12) to avoid smashing into construction equipment and taking 2d6 damage to their vehicle.
12	<i>Sink Hole!</i> The road ahead opens into a massive sinkhole. Make an immediate maneuvering roll (DC 12) to avoid; vehicles that fail this check take 2d6 damage directly to their chassis and immediately fall back 1 space. Buses cannot avoid the sinkhole.





# The Cybernetic Underbelly

A 4<sup>th</sup> Level Adventure, written by Dave 8cylinder

*This adventure is intended for four to six 4th level characters. It serves as an introduction to the exciting world of cybernetics in Star Crawl but can easily be included as part of an ongoing campaign.*



## Players' Introduction

The adventure takes place in a sprawling city where countless gleaming towers stand shoulder-to-shoulder for miles in every direction. Here is where the technology that propels expansion beyond the limits of the galaxy is forged and where the subsequent profits are hoarded. Scientific breakthroughs in space travel, energy, medicine, and weaponry are an everyday occurrence. Every week there is a corporate merger involving enough credits to buy a planet.

But these fortunes are not shared by every citizen. Under the long shadows cast by these pillars of industry, most survive by pouncing on any opportunity. Robberies, smuggling, shakedowns, corporate sabotage- the streets are teeming with desperate individuals and bickering gangs who accept unsavory work without batting an eye, even if it means meeting a bloody end. With such fierce competition, any advantage a person can acquire to stand out in the crowd is worth pursuing. It is here that the party finds themselves living outside the confines of the cozy corporate life and looking for work.

Over the years, the characters have acquired a variety of contacts. Some are other street scoundrels while others are eavesdropping shop owners or crooked security personnel or lackeys for the well-to-do who don't want to get their hands dirty. These contacts typically provide little more than vague rumors, salacious gossip, and paranoid ramblings, but today is one of those rare days they've come through with something useful. Across a crackling, twice-encrypted connection, a fateful question is asked: "Have you heard of *The Hand of Doom*?"

## Background (For Judge's Eyes Only)

The adventure revolves around the acquisition and installation of *The Hand of Doom*, a cybernetic prototype developed by *Exomoon Cybernetics Research*. However, the adventurers were not the only ones who got this hot scoop. The story begins as the party enters Exomoon, soon to discover the place has already been ransacked and *The Hand of Doom* is nowhere to be found. *The Scheduler* had hired *The Tender Loins* space pig gang to procure this device on behalf of their client, *The Surgeon*. Much to the frustration of their employer, the pigs have started celebrating before delivering the goods.

After scouring the city for *The Tender Loins*, the party will find themselves in the facilities of rogue cybernetics researcher *The Surgeon*. It was he who arranged to have the prototype stolen so he could study it more closely. Hearty adventurers make great test subjects, so he offers to install *The Hand of Doom* on someone from the party in order to observe it in action. Unfortunately, *The Surgeon*'s past catches up with him and the characters are forced to make a fateful choice in the middle of a delicate operation.

## The Adventure

### Getting the Scoop from the Contact

The contact doesn't have a lot of hard data, but they let the party know that the implant is in the prototype stage and is said to be in working order. It is rumored to be a cybernetic hand of untold power called "*The Hand of Doom*". The judge should feel free to swap out the prototype implant with something they think it will be more appealing to their players.

The contact tells the party that *Exomoon* is a modest company with a reputation for creating practical, high-quality cybernetic products. They are not known for bold, flashy designs, so the news of this exciting prototype is unexpected. Located in one of the city's bustling business districts and nestled in the shadow of its many neighboring mega-corporations, the facility is a nondescript 2-story building that is not hard to find.

The judge is free to get the ball rolling quickly and begin the adventure outside of *Exomoon*. However, if anyone in the party wants to further investigate *Exomoon* or the prototype before heading out, they can scour computer networks and message boards for more information. For each such attempt, roll 1d10:

1. "I heard you can punch a guy 100 feet away with their new implant." (true)
2. "Come on, *Exomoon* didn't even make that damned thing. I have a friend who has an uncle who works at a company that secretly buys and sells technology unearthed from alien spaceship crash sites. He says the prototype was salvaged from one of those wrecks and *Exomoon* bought it. It makes sense if you think about it." (no, it doesn't...this is false)
3. "It's tricky to install. I mean, like really tricky. You'll need a CyberDoc to install it or you might not live long enough to use it." (true)
4. "For a top-secret project, a lot of people seem to know about it. *Exomoon* is a real leaky ship." (true)
5. "It works on Hoomins and cats. Yeah, big cats, small cats, doesn't matter." (true? false?)
6. "*Exomoon* has a modest little security detail. It's not much, but it's gotten the job done. Well, up until now... they never had anything \*this\* good to steal before." (true)
7. "Oh, it's probably worth a fortune. Good luck trying to sell it, though. You'd have better luck fencing the Mona Lisa. What's the Mona Lisa? It's a hoomin painting, man. You seriously never heard of it? It's like the most famous hoomin painting ever, they talk about how great it is all the time. It's also a Slick Rick song. Who is Slick Rick? Are you for real?" (this is all true)
8. "Check this out. It's so dangerous that they are going to lock it away in a vault, never to be used again. Then destroy all of the computer files on the design. I heard they might even wipe the memories of everyone at *Exomoon* who worked on it." (false)
9. "The implant is some kind of tricked-out hand. I guess you have to lop your hand off to get it? Probably your left hand." (somewhat true: the prototype is a right hand)
10. "The design for the prototype came to the lead designer during a fever dream. They killed themselves when they realized what they had wrought." (false)

## The Empty-handed Heist

The characters find themselves standing outside *Exomoon* with the creeping suspicion that they have been beaten to the punch. The security system was recently disabled, doors leading into the building have been ripped off the hinges, and there are no signs of any guards.

The interior of *Exomoon* is the very definition of "function over fashion." Bland, uninspired carpeting lays between walls littered with forgettable art. Storage closets, delivery boxes, and a modest security station make up the contents of the basement. The ground floor consists mostly of offices and meeting rooms. The second floor is divided into a large research area on one side and a vast array of computer terminals and databanks on the other. *The Hand of Doom* had been resting on a shelf in this research area. A silent magnolift takes occupants between floors.

No Perception checks are needed to see that *The Tender Loins* smashed through interior glass doors and furniture as they made their way to the second-floor research lab in search of the *Hand of Doom*. They came, killed the guards, stuffed their bodies in a shipping container in the basement, stole the prototype, and left approximately an hour before the party arrived.

Any character who looks for clues should make Perception check (DC 12). For each character who passes, roll 1d5 and consult the following table for the clue they have uncovered. The judge may also decide which clue is discovered based on the nature of the character's investigation:

1. A scrap of paper with cryptic comments signed by "*The Scheduler*". It's on the back of a napkin from *The Five by Five Club*.
2. The security system was disabled by very crude means. It looks like they used a hammer to pry this panel open.
3. It appears one of the culprits was sloppily snacking during the caper. Are those Glurper rinds on the floor? There is only one dive bar in the area that serves this "delicacy" and that's *The Five by Five Club*.
4. A receipt from *Shorgy's Sure Shot Hoverskiff Sales & Rentals* for a modest amount of hoverskiff fuel. Roll 1d12: it's been that many years since anyone in the party has last rode on a hoverskiff.
5. Fresh blood smears lead out of this room and onto the magnolift. The dead guards in the basement are at the end of this morbid trail.

Space pigs and rodents (or any others with olfactory bonuses) will have a much easier time sniffing out clues. They may attempt a scent-based Perception check (DC 8). For each space pig and rodent who passes, roll 1d3 and provide the character with one of the following scents:

1. A faint hint of pickled Glurper rinds.
2. The subtly sour stench of hoverskiff fuel stings the nose.
3. Hoomin blood coming from the basement.

*The Tender Loins* had two goals in mind: steal the prototype and break things. In addition to the prototype, they snagged a handful of shiny, worthless trinkets. Though the prize is gone, a thorough search of the building may turn up some items of value:

- The main meeting room on the 1st floor is filled with small luxury items and conversation pieces. This is where the executives at *Exomoon* do their wining and dining and they spared no expense. Exquisite space cigars, bottles of fine off-world wine, and exotic bric-a-brac litter this room. The judge is encouraged to provide the party with valuable odds and ends as a consolation prize.
- *The Tender Loins* had no idea how valuable the raw research data in the 2nd floor lab's databanks could be- not that they would have known how to get it anyway. Any character may make an Intelligence check (DC 18) to try to fumble their way into the databanks (mechanics may add their Understand the Unusual bonus and scoundrels add their Disable Security bonus). Once logged in, the party is able to extract months of research data. It is nearly impossible for any character to grok without an extensive background in robotics, but it can still be sold for a hefty sum.
- The security station in the basement has a few stun rods and crude batons. A Perception check (DC 18) will reveal that one of the guards had stashed a piece of cybernetics in the desk. The guard wasn't sure what it was but they thought they could sell it for some extra scratch. The judge is encouraged to roll on Table 10: Minor Cybernetics to determine exactly what this item may be.

## Hoverskiff Dealership: Don't Just Hover... Buy Something Already!

If the characters end up at "*Shorgy's Sure Shot Hoverskiff Sales & Rentals*", they will be met as prospective customers. A cheery Prime Ape Mechanic introduces themselves as Shorgy Volante, proprietor of the finest hoverskiff dealership in the quadrant (it is, in fact, the last remaining hoverskiff dealership in the quadrant). Shorgy will steer the conversation towards purchasing a hoverskiff at every opportunity, attempting to convince the party that hoverskiffs are a safe transportation choice enjoyed by many... which is a bold and obvious lie. With each proclamation, more and more sweat accumulates on the anxious Prime Ape's brow.

**Shorgy Volante:** Init +1; Atk Promotional Ballpoint Pen +1 melee (1d3); AC 12; HD 4d4; hp 8; MV 30; Action d20; SV Fort +1 Ref +1 Will +1; AL N

Shorgy does not want to reveal their clientele list or who might have purchased fuel recently- they are terrified of getting on the wrong side of *The Tender Loins*. However, Shorgy will fold under the slightest pressure from the party and begrudgingly tell them it was *The Tender Loins* as well as where *The Tender Loins* can be found (see the *High-flying Snout-a-bouts* section). Shorgy will also admit that hoverskiffs never caught on and the bandits are basically their only customers. The bandits were in the shop a few days ago buying fuel and Shorgy overheard one of them say something about "*meeting The Scheduler at The Five by Five Club*".

## The Five by Five Club: Rendezvous with The Scheduler

You could walk past the front of *The Five by Five Club* every day of your life without ever realizing it was the entrance to a club. Located in an alley several blocks from any major street, the facade consists of a single, windowless door with a grid of 25 squares painted above it. Those in the know will tell you this is a place where robots are welcome and management turns a blind eye to trade in vice.

If the judge intends to use the *Alternate Route for "High-flying Pigs on the Rampage"* section below, they can lay a bit of groundwork here. As they approach the club, any character who passes a DC10 Perception check notices a hoverskiff parked across the street partially covered with a tarp. It is buried in a coat of dirt and hasn't been used in years, but the party can easily get this abandoned hoverskiff up and running when the time arises.

The characters' reception at *The Five by Five Club* is not particularly friendly. This bar is very dark, making it difficult for characters without enhanced senses to accurately determine how many patrons are present. Roughly half of the occupants are robots; the other half bob their heads slowly to the somber jazz filling the air. None of the patrons look up from their conversations when the party walks in. There is a large Stonefolk bouncer near the front door who has no interest in making small talk.

If approached, the bartender lets out a long, exasperated sigh before finally addressing the adventurers. No one at the bar (including the bartender) is interested in helping the party at first, but the adventurers can easily curry favor by buying drinks or offering drugs. Note that the bartender will gladly accept drugs as well. The drug du jour in the transistor scene is the high-voltage robot stimulant "Curren-zee". Once drinks have been bought and doses of "Curren-zee" have been provided, most patrons will simply point the players in the direction of *The Scheduler*, the only one here with any clout.

*The Scheduler* can be found seated in a semi-circular booth in the back corner of the establishment with a gleaming datacube resting comfortably in her hands. She is a robot with sleek, angular features and light blue metallic skin. Though impeccably dressed, she still manages to seem at home in this grimy environment. It will not be hard for the party to eavesdrop on her. She is complaining loudly into her communication device. It was she who had arranged the heist and she is not pleased with the results. *The Tender Loins* had been hired to steal the device discreetly, leave no bodies, and deliver the prototype to her client, *The Surgeon*. Instead, they wrecked the joint, left evidence everywhere, piled dead bodies in the basement, and still haven't delivered the goods to *The Surgeon*.

**The Scheduler:** Init +2; Atk Nanoedge Blade +8 melee(1d6+2); Artificial Body (immune to toxins, cannot be healed by conventional means, takes add'l 1d6 dmg from electric attack); +4 to Grift rolls; AC 17; HD 4d6+1; hp 13; MV 40; Action d20; SV Fort +2 Ref +6 Will +2; AL N



It's now many hours past the scheduled dropoff and *The Scheduler* is trying to take the edge off with a steady stream of Curren-zee, delivered by a cable plugged discreetly into her feet. Though chatty with the regular bar patrons, she is wary of the party at first and they will need to impress her before she opens up. The judge is encouraged to be open to player suggestions, but possible methods could include:

- Any member of the party that passes a Perception check (DC 12) will notice the cable plugged into her feet. Robot characters will recognize its nature immediately, but other characters may make an Intelligence or Repair check (DC 12) to figure out its function. Once identified, an offer to buy *The Scheduler* a dose of Curren-zee will go a very long way.
- The party could buy a round of drinks for the entire bar. Sure, it will cost them a Credit Check of 2 to purchase, but a showy gesture like this will catch the eye of *The Scheduler*.
- Have a nameless, intoxicated customer attempt to start a fight with the party. The rabble here is no match for the adventurers in the best of times, let alone while inebriated. This should be a quick cleanup. An Intimidation or Persuasion check (DC 14) is enough to get the would-be lout to back down and return to their drink.

Any attempt to threaten or intimidate *The Scheduler* will get the party ejected by *The Bouncer*, at which point they will have to deal with this monster of a being. A consummate professional, *The Bouncer* will fight viciously within the walls of the club and do whatever is necessary to remove the party. Once outside, however, his demeanor will lighten and he will cause as little a scene as possible to avoid drawing unwanted attention to *The Five by Five Club*. *The Bouncer* has never failed in his duty so the party would garner a tremendous amount of respect if they were able to defeat him in a fight.

**The Bouncer:** Init +2; Atk Meat Hooks +6 melee (2d8, 19-20 Threat Range); Stone Systems (immune to gas and toxins); AC 18; HD 4d16+2; hp 34; MV 30; Action d20; SV Fort +4 Ref +1 Will +2; AL L

Should the party manage to impress *The Scheduler*, she will invite them to have a drink with her. Once the ice is broken, she will express her frustration regarding the amateurs with whom she is currently saddled. Further, she mentions she would pay handsomely were a party to find *The Tender Loins*, retrieve the prototype, and deliver it to *The Surgeon*. Who knows, if they pull this off, she might even have more work for such a group in the future. If they express interest in taking the job, she will explain that *The Surgeon* resides in a state-of-the-art facility with advanced security measures and provides the party with an "invitation". This is a quick ID scan that adds them to the list of one-time visitors permitted on-site, causing the security system to stand down on their arrival. She makes an offhand recommendation to not "make any sudden moves" when the party approaches the facility. In terms of payment, she will offer what translates to a +1 transient credit bonus for the characters (see the *Star Crawl* rulebook for details on Credit Rating), in addition to any reward a grateful *Surgeon* may offer.

## High-flying Pigs on the Rampage

Whether the party is actively looking for them as they leave *The Five by Five Club* or if the players find themselves at an investigative dead end, the judge will want *The Tender Loins* to now make a loud entrance. This gang of unruly space pigs is riding high. Sure, their job went wildly off the rails, but they got to smash a bunch of stuff and they have the... thingy or whatever. They are not aware that anyone is looking for them and they are not on guard as they cruise around the city on their hoverskiff. There are four Tender Loins aboard: the boss and three mooks. They each wear sunglasses, sport a leather jacket with the collar popped up, and are rarely seen without a beer in hand.

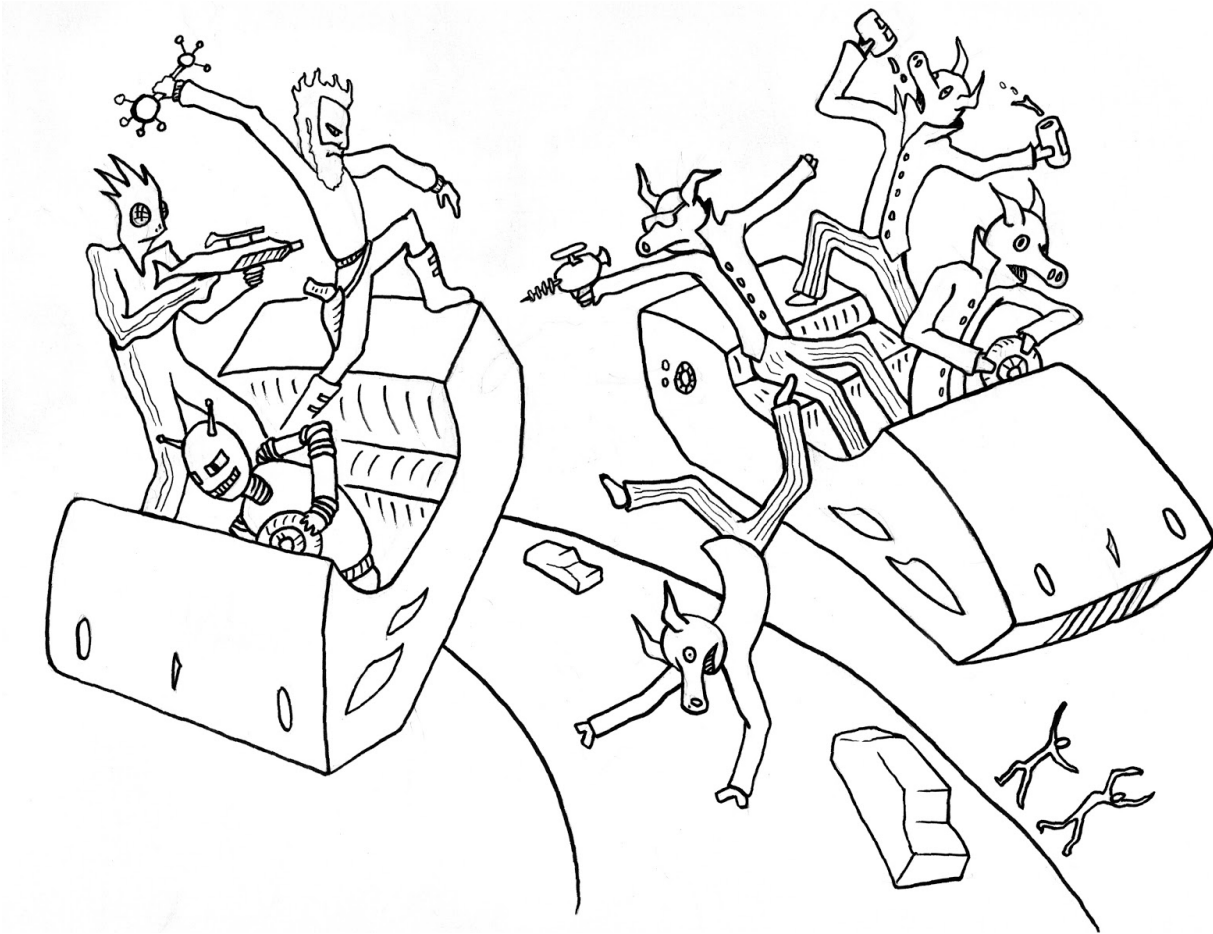
**Tender Loin Boss:** Init +4; Atk Plasma Sword +4 melee (1d8 +2) or Photon Rifle +4 ranged (Variable, 1: Stun (12), 2: 1d8, 3: 1d12, see p.29 of *Star Crawl*); Trick Shot (when declared, roll a d5: on 3+, dramatic effect happens plus add result to hit, dmg, and crit table result); +4 to Perception when using sense of smell; AC 15; HD 5d10; hp 27; MV 30; Action d20; SV Fort +5 Ref +2 Will +1; AL C

**Tender Loin Mook:** Init +4; Atk Vintage Switchblade +2 melee (1d6) or Photon Rifle +2 ranged (Variable, 1: Stun (12), 2: 1d8, 3: 1d12, see p.29 of *Star Crawl*); Trick Shot (when declared, roll a d5: on 3+, dramatic effect happens plus add result to hit, dmg, and crit table result); +4 to Perception when using sense of smell; AC 14; HD 4d10; hp 25; MV 30; Action d20; SV Fort +3 Ref +2 Will +1; AL C

They are not hard to follow: their joyride ends in an enormous, desolate spaceship hangar with a smattering of shipping containers. The *Tender Loins* are living in one of the large containers. They will have parked their hoverskiff near a couple of squat fuel cells that come up to a hoomin's waist. These cells are cracked open and ablaze with a hazy turquoise fire. Although fuel cells are highly volatile and exposure to the contents is unfathomably hazardous, a few members of the gang are warming their hands and cooking suspicious meat over the open flames.

The space pigs will happily party with any stranger who approaches. However, any attempts ask them about the heist, *The Scheduler*, *The Surgeon*, or the prototype will agitate them. Likewise, if anyone is caught snooping in their hoverskiff or rifling through their meager assortment of stuff in the storage container, the *Tender Loins* will fly off the handle and attack the nebbly interloper. The *Tender Loins* aren't looking for a fight, but if one starts, they intend to finish it.

When the *Tender Loins* are down to the last pig standing, that pig will resort to sniveling. The party will have no trouble persuading the lone space pig to reveal where the *Hand of Doom* is and *The Surgeon's* location (in the case where the party doesn't already know this). Should the party kill every last *Tender Loins* member, they will find that the boss has taped *The Surgeon's* address to the hoverskiff's control panel next to a small hologram map of the city and the *Hand of Doom* is in the glove compartment. Note that unless they have received an invitation from *The Scheduler*, they are *uninvited*.



#### ***Alternate Route for "High-flying Pigs on the Rampage"***

If the judge wants to kick it up a notch, they can present the following alternative to having the party simply follow *The Tender Loins* on foot to their hideout. When the party leaves *The Five by Five Club* and the space pigs fly overhead, remind the players of the dilapidated hoverskiff parked nearby (or give them a chance to spot it now). It is clearly abandoned, but it is in working order. A quick Intelligence or Repair check (DC 10) is enough to figure out how to hotwire the hoverskiff and perform its basic functions. The commandeered vehicle has no weapons but can reach roughly the same speed as the hoverskiff used by the *Tender Loins*. From here, follow the *Vehicle Pursuit* rules found elsewhere in this book as the gang attempts to shake off the unexpected pursuers. When the party searches through the inevitable wreckage at

the end of this pursuit, the *Hand of Doom* can be found in the glove compartment of the Space Pigs hoverskiff and *The Surgeon's* address is taped to the control panel.

**Hoverskiffs:** Maneuver Die d16; Speed Die d20; Damage Denominator 5; Armor 2; Weight 2

## The Surgeon Will See You Now

The Surgeon's facility is in the middle of a once-thriving industrial mega-district. The area is several square miles of abandoned buildings covered in chipped paint and uninvited vines. The occasional hologram sign still flickers life outside these monuments to long forgotten industries. From the outside, the Surgeon's facility appears to be no different than any of the other buildings here. It is 80 feet long, 100 feet wide, and 30 feet tall with windowless exterior walls made from mauve atomi-crete panels that were in vogue many decades ago. There are two single-door entrances on the north and south walls of the ground floor. The roof is flat with a handful of very small chimneys. Like most of the buildings in this area, the parking lot attached to this facility is being reclaimed by nature.

### Security System

The security system for *The Surgeon's* facility is concealed behind an array of off-mauve panels that have been installed over the original atomi-crete exterior of the building. Any character approaching the building who passes a Perception check (DC 8) will notice the unusual panels. The system will activate when there is any movement within scanning range (20" for doors or 10" for the roof). Once opened, the full array of sensors, cameras, and weaponry will reveal itself. Each panel contains the following, attached to extending metal arms:

- 1d3 video cameras: Small metal boxes, each with a glossy, oversized lens jutting out of the front. They quickly turn to face any movement with lightning speed and a persistent whirring sound emanates from each camera as it constantly adjusts focus.
- 1d3+1 scanners: Small, brightly colored globes surrounded in a black metal mesh. The mesh expands and contracts as it scans the immediate vicinity for life signs, electromagnetic waves, heat, etc. At least 1 scanner is responsible for identifying trespassers, consulting the guestlist, and determining if they have an invitation or not.
- 1d6 warning signs: These vary in style and construction but are unambiguously foreboding. Some are bold simple letters on a high-contrast background, others are buzzing neon signs, and a few have strobe lights mounted to the top. Each sign is written in a different exotic language, none of which the party can read.
- 1d3+1 Defensive Lasers (1d12 dmg): These were clearly intended to be mounted to a spaceship, not protruding from the side of a building. The metal arms holding these monstrous weapons quiver visibly under the strain.
- 1 Explosive Missile Launcher (3d6 dmg in a 10' radius)

Each Defensive Laser and Explosive Missile Launcher has AC16 and 25HP. All other parts have AC10 and 5HP each.

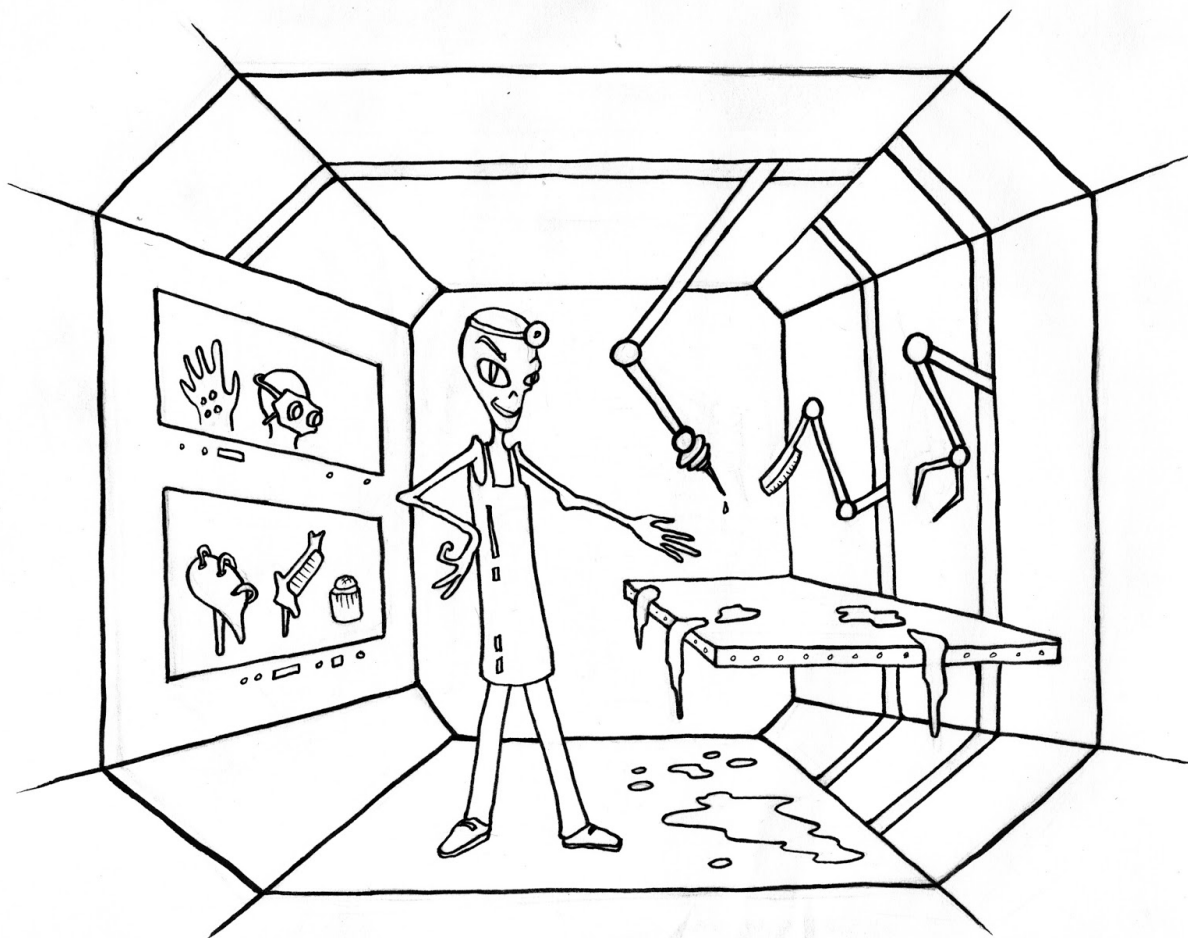
If the party has been *invited*, the system will remain active but not attack. All of the menacing warning signs will retreat into the building and new signs will emerge that welcome the guests. Each of these new signs is each covered in pleasant pastel bubble letters in languages the party can once again not read. The cameras, lasers, and missile launcher will continue to monitor all approaching characters and watch for any sudden movements. If the *invited* guests proceed calmly and make no attempt to attack, they can enter without being attacked.

**Uninvited** characters (or those who were invited but make suspicious/hostile moves while walking towards the building), will find the system unloading the full brunt of its arsenal upon them. It will fire relentlessly until the characters are dead or until they move out of scanning range. Note that *The Surgeon* is monitoring the cameras from the inside so an *uninvited* party can attempt to gain entry by convincing *The Surgeon* that they are here to deliver the prototype.

### Inside the Facility

In direct contrast to its surroundings, the interior of *The Surgeon's* facility is filled with highly advanced and sophisticated medical equipment. Everything is in immaculate condition aside from the occasional table or work area that hasn't been tidied up yet. The layout is a large central space surrounded by hallways leading to the north and south. Each hallway ends in a clean room with a specific scientific or medical function. All 3 floors have the same layout and there is an industrial grade hoverlift that quickly (but gently) takes occupants and equipment between floors. Every wall, floor, and

table surface is made from state-of-the-art medical-grade porcelain-titanium amalgam that makes the entire space feel like one large operating room. Calming ambient music plays at a tasteful volume throughout the entire building.



*The Surgeon* is an elderly Grey with a focused, academic mind. He wastes little time with social graces and is quick to get to the point. He is initially found in the central space on the first floor reading cybernetic schematics and dictating his observations into a datacube. He is slightly surprised to see the party, but not shocked or alarmed. Regardless of whether they were invited or simply made their way past his security system, *The Surgeon* will command the party's attention and extol the virtues of *The Hand of Doom* cybernetic implant. He is keen to explain what he believes it does and is desperate to see it in action. Alas, he is unable to install it on himself, so he extends an offer to install it on one of the party members. *The Surgeon* assures the party that he is more than qualified (which he is).

**The Surgeon:** Init +1; Atk +1 Scalpel (1d4); AC 12; HD 4d4; hp 8; MV 30; Action d20; SV Ref +4, Fort +3, Will +5; AL N; Cybersurgery: 1d20+7

If the party refuses the offer or attempts to steal the prototype or make any move to kill *The Surgeon*, skip the highly dramatic surgery scene below and simply have the Vegetoid assassins arrive and begin their attack. This path really misses the *je ne sais quoi* of the written finale, but it's still a fine ending, I suppose...

If the party takes *The Surgeon* up on his offer to install *The Hand of Doom*, give them time to deliberate over who should get the implant. Once the party decides, that character is put under mild anesthesia for the operation by the automated nursing system while the rest of the party is ushered into a waiting room nearby. They are told the operation requires the utmost precision and *The Surgeon* is not to be disturbed. Both the operating room and the waiting room are on the 2nd floor. The judge should follow all of the cybernetic installation rules found elsewhere in this book.

### **I'm Sorry, You Can't Go in There!**

The surgery is going fine. There are no complications. *The Surgeon* is extremely competent and the ambient music continues playing. This tranquility is abruptly shattered as the time of reckoning has arrived for *The Surgeon*.

Unbeknownst to the party, *The Surgeon* had resorted to less-than-reputable avenues of income at a low point in his career decades ago. In order to pay this debt back, he was presented with "opportunities" for work that violated every oath of ethics he had taken. Fearing he had no other option, he ran from his creditors and tried to disappear by taking up residence in this distant corner of the city. Years went by and he started to hope that he would escape retribution altogether. That hope has turned to dust as a band of highly trained Vegetoid assassins arrive with only one goal in mind: deliver fatal justice to the duplicitous doctor.



The Vegetoid assassins make short order of the security system on the roof and detonate powerful explosives, ripping the upper floor wide open. Atomi-crete shingles and syntheti-clay bricks come crashing to the floor as the ceiling is torn asunder. Characters who may have been standing guard on the roof or wandering around the third floor should have a chance to dramatically leap to safety just before the ominously blinking explosives do their work: those foolish enough to stand their ground will take 3d20 damage. If the party left a hoverskiff on the roof it is now a worthless wreck.

The assassins are highly trained and have been sent to kill *The Surgeon*. They enter the breach and fan out looking for their quarry, communicating with one another in brief, efficient statements. There are as many assassins as there are total party members and they will attack anyone or anything that gets in their way.

**Vegetoid Assassins:** Init +5; Atk Vine Whip +4 melee (2d4 dmg, wrap for 1d4 rounds, Str or Agi vs. attack roll to escape) Poison Spore Spray +4 ranged (10' range; Fort vs. DC 12 or -1 die type to all rolls for 1d3 rounds); Two-fisted Fighter (when fighting with 2 weapons, action die is d16, crit if either rolls natural max, only fumble if both natural 1's); AC 17; HD 4d8 + 1; hp 17; MV 30; Action d20; SV Fort +3 Ref +6 Will +1; AL L

A video feed of the assassins' entrance appears across all the monitors throughout the building. *The Surgeon* instantly recognizes the markings they wear: those of the dodgy organization to whom he is indebted from so those many years past. From the operating suite, he can be heard to scream, "*No! How did they find me? Why now?! What dreadful luck!*" He grabs a microphone, his voice booming over the PA system as he addresses everyone in the party (aside from the groggy member who is still under his knife). *The Surgeon* pleads with the waking characters to keep the intruders at bay, reminding them that he holds their compatriot's life in his hands: if he isn't allowed to complete the procedure, the patient will likely die! Once he has stopped talking, the ambient music resumes over the PA system.

Once the conscious characters engage the assassins in battle, the judge can secretly roll a d3. That is how many rounds it takes for *The Surgeon* to briskly finish the cybernetic installation on the remaining party member. As that timer expires, the patient wakes up and can roll Initiative to enter the fray. They are free to try out their newly installed *Hand of Doom*, but the judge should remind them that they have not received any instructions nor do they know the full depths of its capabilities. Should the player throw caution to the wind, any attempt to use the *Hand of Doom* may result in the random activation of one of its functions.

## Wrapping Things Up

If the party does nothing or is defeated by the Vegetoids, the assassins easily find and kill *The Surgeon*. A security camera feed shows the Vegetoids vacating through the same hole in the roof that they had entered.

If the party successfully quells the attack, *The Surgeon* enthusiastically thanks them, allowing them to take *The Hand of Doom* free and clear. If questioned about the attack on his life, *The Surgeon* will explain that he had failed to honor financial obligations he had made to less-than-upstanding business partners in his past. He has been hiding for decades and had hoped the people he wronged had either forgotten about his indiscretions or simply died. After this attack, he is afraid his location is known and he will need to go on the run again. He collects his datacubes and notebooks and scampers out of the nearest doorway.

Before he absconds, the character with the *Hand of Doom* has the opportunity to ask *The Surgeon* about the device and can be given a quick crash course while *The Surgeon* collects his belongings. At the judge's discretion, the character either knows how to use the device from then on or must spend time training with it in order to wield it effectively in combat.

*The Scheduler* will contact the party after the dust settles. She will let them know that she has already heard about this encounter and is impressed with their abilities. The fee she agreed to pay is transferred to the party's credsticks. She is going to stop working with *The Tender Loins* (if any are still alive) and give future jobs to the party instead. The judge is free to use *The Scheduler* as a contact who will provide the party with exciting adventure opportunities in the future.



## NPC Quick Reference

Name	Init	AC	HD	Fort	Ref	Will
Shorgy Volante	+1	12	(8 HP)	+2	-	-
The Bouncer	+2	18	(34 HP)	+4	+1	+2
The Scheduler	+2	17	(13 HP)	+2	+6	+2
Tender Loin Boss	+4	15	5d10	+5	+2	+1
Tender Loin Mook	+4	14	4d10	+3	+2	+1
The Surgeon	+1	12	(10 HP)	+3	+4	+5
Vegetoid Assassin	+5	17	4d8+1	+3	+6	+1

**Shorgy Volante:** A cheery, if somewhat sweaty, prime ape mechanic, Shorgy is the proprietor of the finest (and only) hoverskiff dealership in the quadrant. He's desperate for sales and consistently finds a way to steer conversation towards hoverskiffs.

*Shorgy Volante: Init +1; Atk Promotional Ballpoint Pen +1 (1d3); AC 12; HD 4d4 (8 hp); MV 30; Action d20; SV Fort +1 Ref +1 Will +1; AL N*



**The Bouncer:** This monster of a Stonefolk stands tall and blunt, working the door at the Five by Five Club with neither the time nor disposition for social niceties. Within the walls of the club, The Bouncer will respond quickly and efficiently to remove troublemakers. While outside, he will cause as little a scene as possible so as not to draw unwanted attention. The Bouncer has never failed in his duty: anyone able to stand toe-to-toe with him will certainly earn a reputation.

*The Bouncer: Init +2; Atk +6 Meat Hooks (2d8, 19-20 Threat Range); Stone Systems (immune to gas and toxins); AC 18; HD 4d16 + 2 (34 hp); MV 30; Action d20; SV Fort +4 Ref +1 Will +2; AL L*

**The Scheduler:** The woman known only as The Scheduler is an impeccably dressed robot with sleek, angular features and light blue metallic skin. She is something of a matchmaker, pairing up contracts with mercenaries- the nature of the work means she's forced to deal with disreputable folks on both ends of a job. She is a consummate professional, but the

enjoys spending her downtime in seedy bars with a little Curren-zee pick-me-up. Having dealt with an abundance of mediocrity, she will be eager to employ competent contractors.

*The Scheduler: Init +2; Atk +8 Nanoedge Blade (1d6); Artificial Body (immune to toxins, cannot be healed by conventional means, takes add'l 1d6 dmg from electric attack); +4 to Grift rolls; AC 17; HD 4d6 + 1; hp 13; MV 40; Action d20; SV Fort +2 Ref +6 Will +2; AL N*

**The Tender Loins:** When someone in the city needs a job done right, they call in professionals; when they need it done fast & cheap, they call The Tender Loins. This is a rowdy gang of space pigs, known more for their brash antics than their competence. The Tender Loin uniform is sunglasses, leather jacket (always with the collar popped up), and an open beer.

*Tender Loin Boss: Init +4; Atk Plasma Sword +4 melee (1d8 +2) or Photon Rifle +4 ranged (Variable, 1: Stun (12), 2: 1d8, 3: 1d12, see p.29 of Star Crawl); Trick Shot (when declared, roll a d5: on 3+, dramatic effect happens plus add result to hit, dmg, and crit table result); +4 to Perception when using sense of smell; AC 15; HD 5d10 (27 hp); MV 30; Action d20; SV Fort +5 Ref +2 Will +1; AL C*

*Tender Loin Mook: Init +4; Atk Vintage Switchblade +2 melee (1d6) or Photon Rifle +2 ranged (Variable, 1: Stun (12), 2: 1d8, 3: 1d12, see p.29 of Star Crawl); Trick Shot (when declared, roll a d5: on 3+, dramatic effect happens plus add result to hit, dmg, and crit table result); +4 to Perception when using sense of smell; AC 14; HD 4d10 (25 hp each); MV 30; Action d20; SV Fort +3 Ref +2 Will +1; AL C*

*Tender Loin Hoverskiff: Maneuver Die d16; Speed Die d20; Damage Denominator 5; Armor 2; Weight 2*



**The Surgeon:** This cyberdoc is an elderly Grey with a focused, academic mind. He wastes little time with social graces and is quick to get to the point. He is an exceptional surgeon, but a series of poor financial decisions left him plying his trade hidden away in an industrial wasteland.

*The Surgeon: Init +1; Atk +1 Scalpel (1d4); AC 12; HD 4d4; hp 10; MV 30; Action d20; SV Fort +3, Ref +4, Will +5; AL N; Cybersurgery: 1d20+7*

**Vegetoid Assassins** Highly trained mercenaries, the Vegetoid Assassins all come from the same unnamed race of vegetoid, suspected by some to be genetically engineered for combat. One arm is a spiked whip-like appendage, while the other ends in a flower of sorts, capable of spewing forth paralytic spores. They typically wear matching outfits festooned with emblems of their employers- it pays to advertise.

*Vegetoid Assassins: Init +5; Atk Vine Whip +4 melee (2d4 dmg, wrap for 1d4 rounds, Str or Agi vs. attack roll to escape) Poison Spore Spray +4 ranged (10' range; Fort vs. DC 12 or -1 die type to all rolls for 1d3 rounds); Two-fisted Fighter (when fighting with 2 weapons, action die is d16, crit if either rolls natural max, only fumble if both natural 1's); AC 17; HD 4d8 + 1; hp 17; MV 30; Action d20; SV Fort +3 Ref +6 Will +1; AL L*



# VEHICLE RECORD

**Name:**

**Vehicle Type:**

**Speed Die:**

**Maneuvering Die:**

**Damage Denominator:**

**Weight:**

ARMOR			

CHASSIS			

## Modifications & Notes

# VEHICLE RECORD

**Name:**

**Vehicle Type:**

**Speed Die:**

**Maneuvering Die:**

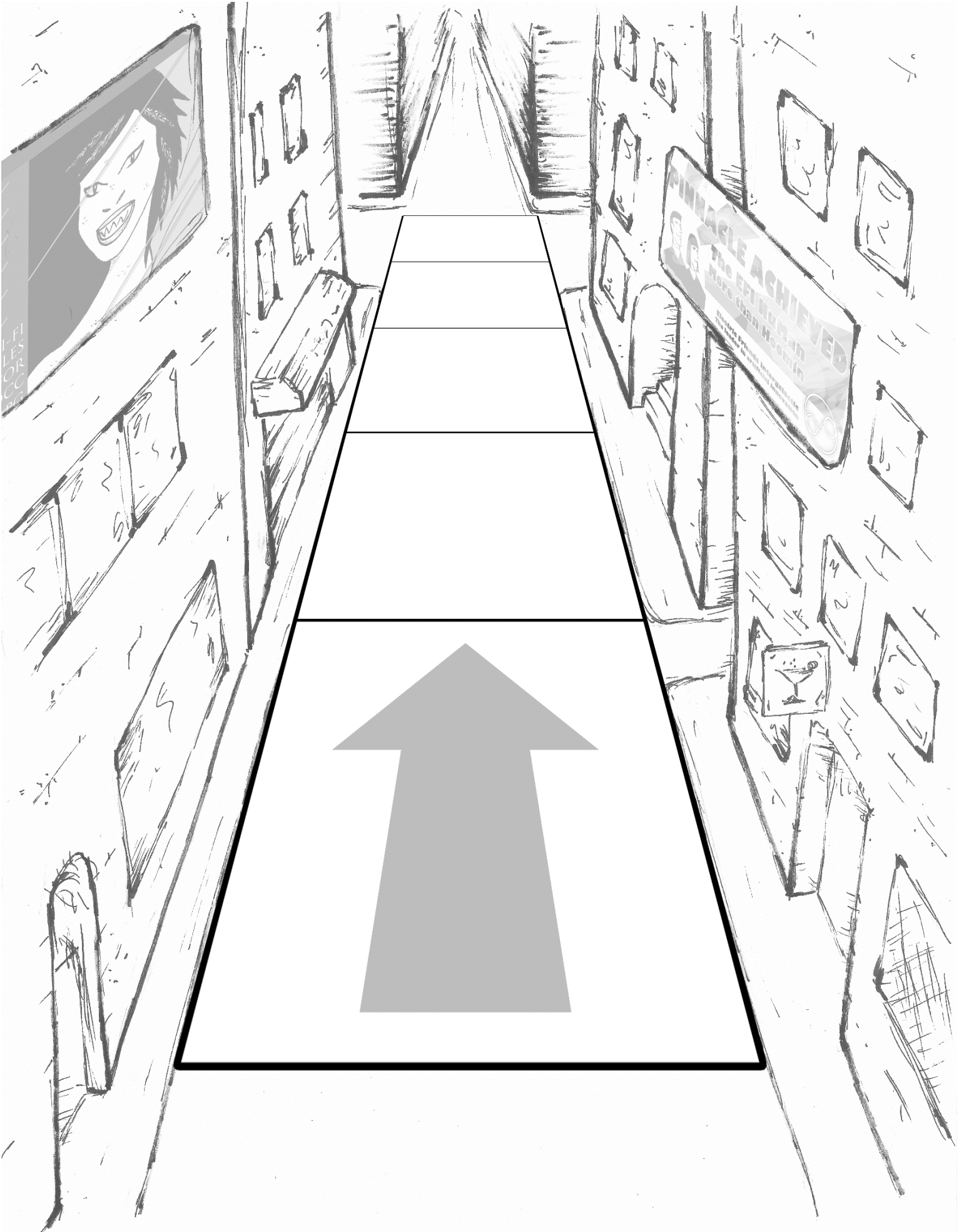
**Damage Denominator:**

**Weight:**

ARMOR			

CHASSIS			

## Modifications & Notes



# STAR CRAWL CHARACTER RECORD SHEET

Character Name
----------------

Armor Class
-------------

Hit Points
Current
Max
Hit Die:

Perception
------------

Race/Species
--------------

Occupation
------------

Level
Alignment

Base Speed
------------

Reflex Save
-------------

Fortitude Save
----------------

Will Save
-----------

Melee Attack
--------------

Missile Attack
----------------

Combat Basics
---------------

Initiative:
Action Dice:
Crit Die:
Crit Table:

Melee Damage
--------------

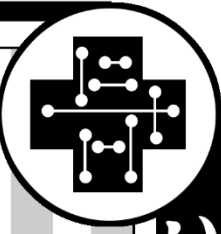
Missile Damage
----------------

Star Sign/Lucky Roll
Languages

Weapons
Treasure
Credit:

Equipment
Armor

CyberSurgery:
Emergency Surgery (cybersurgery to save being from death)
Xenobiology (reroll on installation table for known species)
Hit 'em Where It Hurts (+1 to Crit Die & Table for known Xenobiology species)
Known Xenobiology Race Templates



CYBERDOC



# STAR CRAWL CYBERNETICS

Character:

Implant

Malfunction Die

Installation

Damage/Notes

Notes

# STAR CRAWL CYBERNETICS

Character:

Implant

Malfunction Die

Installation

Damage/Notes

Notes



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