

THE ARMORY



002 - CYBERTECH

Welcome to the second issue of "The Armory"! In this issue I will centralize all the stuff relevant for cybertech, and do a fresh rebranding of G-Mods. Mechanically I'm okay with them, but not thematically.



SCAN ME

I'm not a fan of genetic modifications that give humans the ability to breathe underwater. It just sounds too sci-fi for me to inject something into someone and have them mutate into superpowers.

So I will treat them as just classic and normal implants. You want to breathe underwater? Fine. Just install a filter and rebreather into your cyber-lungs. Same functionality, different lore.

All that and more, like incorporating the Hardpoints rules from weapons into implants.

Author | *cyberpunk.clon01.net*
Illustrations | *NanoBanana Pro*



CYBERNETICS

People alter their bodies for all sorts of reasons, from medical necessity to pure vanity. What used to stop at tattoos and piercings now means replacing entire sections with synthetic or gene-tweaked systems. This full-scale overhaul has thinkers questioning what it even means to stay human.

These cybernetics are special pieces of gear that must be installed on a character with an Average (◆◆) **Medicine check**. They cannot be removed without surgery, requiring a second successful Average (◆◆) **Medicine check**.

Each attribute, skill, or characteristic may only be increased by +1 due to cybernetics, no matter how many different cybernetics your character has that would other-wise increase that number.

Cyberware comes in many varieties. Passive implants carry a permanent Strain cost listed in their description. Active implants have no permanent cost but cost Strain to use. Attachments slot into hardpoints on larger cyberware like cyberarms and usually cost 0 Strain. Minor fashion or narrative implants often cost 0 Strain and exist purely for aesthetics or story.

REPLACEMENTS

The cybernetics presented here are designed to enhance a person's attributes. However, a market still exists for simpler, cheaper replacements designed to simply replace a lost limb or a damaged organ.

In game terms, these cybernetics can be purchased to compensate for a Critical Injury of Maimed or Gruesome Injury (as well as any other injury that causes the permanent loss of function, such as the Blinded Critical Injury if your GM decides the sight loss is permanent).

You and your GM should determine which of the cybernetics makes the most sense as a replacement (cybereyes to restore sight, a cyberlimb to replace a missing arm, etc.).

The cost of that cybernetic is halved, but it only restores the previously lost function; it conveys no further benefit. Because these replacements are tuned to function exactly like their organic counterparts, **they do not reduce your character's strain threshold.**



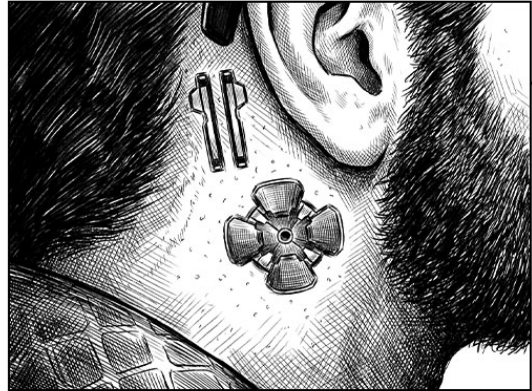
CYBERNETICS

THE NEUROPORT

Invented in the late 2030s by Rocklin Augmentics under the leadership of Jacinda Hidalgo, the Neuroport changed everything. Before its arrival, neural interfaces were clunky, limited, and often incompatible with the growing wave of advanced cyberware. Rocklin Augmentics solved that problem with a single elegant implant that could serve as the universal brain-machine bridge.

This compact neural port, slotted at the base of the skull or along the upper spine, became the central operating system for the new generation of cyberware. It translates thought into action with zero lag, routes data between flesh and chrome, and opens a direct line to the Net. Without one, most Gen 3 implants simply will not function. It is the reason chrome went from rare upgrades to everyday necessity.

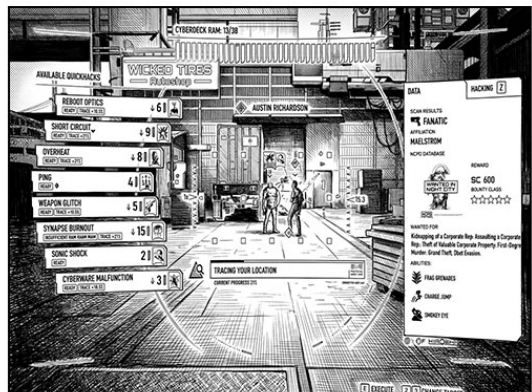
Today nearly every major megacorporation produces its own variant, but they all trace back to that original Rocklin design. In Night City, getting your first Neuroport marks the moment you stop being just meat and start becoming part of the machine. Once it is installed, there is no going back.

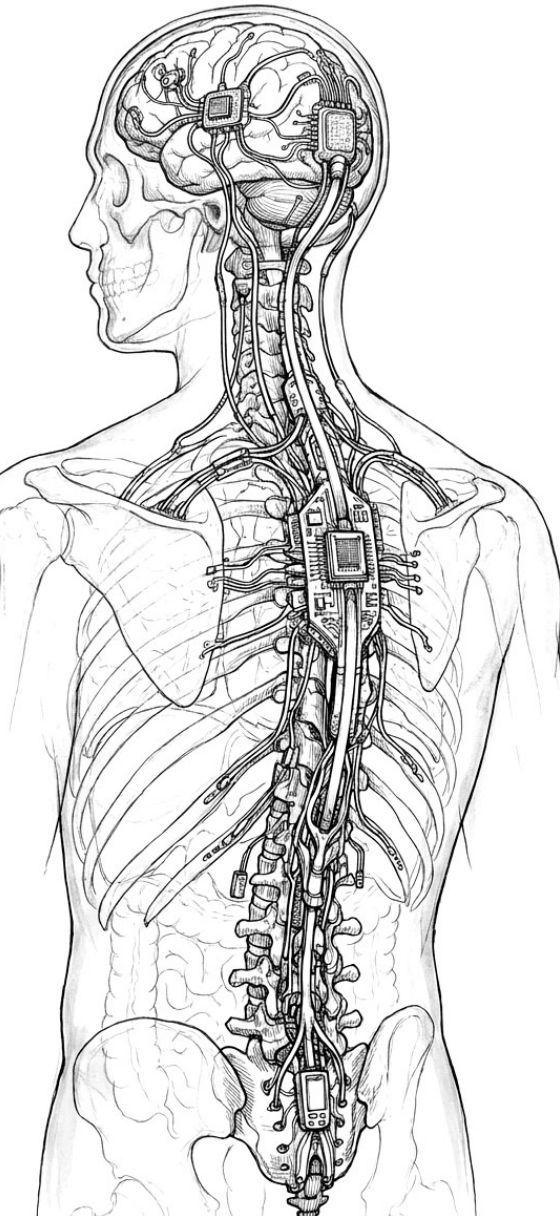


NETRUNNER VULNERABILITY

Netrunners do not need to physically touch you. They only need line of sight and a cyberdeck. Once they are in, the quickhacks begin: overheating your limbs, blinding your optics, forcing your body to move against your will, or worse.

Cost	0/800
Rarity	3
Strain Loss	0/1
Hardpoints	3





HOW IT WORKS

The Neuroport is the foundational neural interface that powers the current generation of cyberware. Subsidized by the government and routinely installed at a very young age, it is free for every citizen and functions as the central hub for most Gen 3 implants.

A standard Neuroport comes pre-loaded with the following features, none of which require additional cyberware or take up extra Option Slots:

- **Neural Link:** The base system required to use Neuralware, providing 3 hardpoints for Neuralware Options.
- **Holophone:** A fully functional brain-controlled phone with limited CitiNet access, talk, text, and scheduling.
- **Biomonitor:** Constantly monitors vital signs and broadcasts data to the user's HUD.
- **Virtu (Virtuality):** Allows full experience of virtual presentations, performances, simulations, and deep Net diving.
- **HUD (Chyron):** Projects information from the Holophone, Biomonitor, and other cyberware directly into the user's field of vision, including real-time labeling, transcripts, and language translation.
- **Two Shard Slots:** Quick-swap sockets for up to two pieces of chipware or data shards.
- **Personal Link (Interface Plug):** A retractable cord, usually in the wrist, for direct computer connection.

Mechanically, a Neuroport functions as a simple computer rig capable of running only a single piece of ice active at a time and no icebreakers. It has both wireless and wired connection ports. It is capable of being BMI-linked to a computer with the traditional advantages of it.

Because it is installed so early in life, a standard Neuroport imposes no strain threshold penalty. Characters who receive a Neuroport later in life must pay the traditional 1 strain threshold cost.