

Augmentations

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Augmentations alter the human base condition in terms of physical and mental feats, the alterations can either be minor such as neural networks which remain common to mostly everyone to extensive such as full body prosthesis. The dangers implied with extensive augmentations depend solely on the nature of the augmentation and the means in which it is implanted into a playing character, biotechnology for instance does not have too many invasive surgeries to implant but comes with other genetic risks. In the end the augmented human is a standard part of popular culture today and is used in broad areas such as media to military. Augmentations take time and resources to maintain and install and only players with license may do so, although a heavy influence of illegal or stolen augmentations flood the black market, although these second rate jobs come with a higher rejection rate during surgery.

Base augmentations or beginner grade augmentations cover the entire range of augmentations a player may begin roleplay with from flashlight eyes to enhanced hearing etc. These beginning augmentations represent the lowest level of implants and do not effect the character stats whatsoever. That being said players may imagine their own inherent augmentations to begin with which may only affect roleplay in its broadest implication. Players need to take care not to over embellish a base augmentation to punch through walls, leap to the top of buildings or see peoples hidden weapons. This falls in the range of god modding which is why these rp system exists. The moment a player opts to purchase or change their statistic due to an augmentation they must pay for it and adhere to the system provided.

Diseases and augmentation rejection syndrome are more common for lower grade implants and unlicensed doctors however there is always a risk when implanting augmentations into a player. If a player who is installing an implant critical fails then a player may roll his endurance to counter the fail if that also fails then the player incurs 1 of the provided diseases associated with augmentations. The player rolls a 1D6 and applies the disease to their statistics, a player who suffers a disease must seek medical help to neutralize the detrimental effect on their statistics, this is only discovered after the operation is completed and takes a week to recover from. The difficulty modifier to heal such diseases are a 30 and players who are trying to heal the player may need help from additional players to stack their modifier, they may try once a day and the week recovery only happens upon a successful roll, a critical success nets half a week recover and a critical fail means that another healing attempt may not be tried for another week.

- 1 Augmentation Rejection Syndrome (-10% agility, -10% Endurance)
- 2 Accelerated Cellular Degeneration (-10% Strength, -10% Intelligence)
- 3 Cyberbrain Sclerosis (-10% Perception, -10% Charisma)
- 4 Circulatory System Decrepitude (-10% Charisma, -10 health)
- 5 Codon Syndrome (-5 move, -10 aim)
- 6 Descolada (-10 defense, -10 health)

The availability means how easy to difficult it is to obtain such an augmentation. Low is easily found and can be obtained at most stores located around the city. Medium are a little more rare and are obtained in only specific locations. High are rare and can only be obtained through private channels or ordered off world. Illegal augmentations may only be obtained off the black market. The availability also represents how long it takes to obtain the augmentations, while low may take several days medium and high may takes weeks to months to coordinate or order. There is a general rule of thumb here the harder it is to find an augmentation the longer it takes to track it down, order it and install it. Use your best judgement in this regard. Also concerning all military grade augmentations, equipment or androids, you will need a high faction relation of 25% in order to approach them for purchasing all done in character.

Cybernetics require chassis or grafts while biotech required genetic modifications which act as the foundation for future augmentations. Only six augmentations may be used at any time, in order to change out your augmentations you must undergo surgery and take the appropriate time for the changes to take effect.

[Augmentation - Modifications - Cost - Availability - Requirement]

Cybernetics

--- Standard Cybernetic graft, Cost 500c,

--- Advanced Cybernetic graft, Cost 1000c,

--- Combat chassis, 2000c,

--- Military Grade Combat Chassis, Cost 4500c,

--- IFF Optical Overlay / Correction Method perk / Cost 1500c / Low / Standard graft required

--- Dermal plating / 4 Armor HP / Cost 1200c / Low / Advanced graft required *can be stacked with tech plating

--- Smart link / Dead Eye Perk / Cost 2200c / High / Combat graft required

--- Move by wire / Sprinter Perk / Cost 2300c / -2% Global / Medium / Standard graft required

--- Padded feet / 5 target modifier (sneak) / Cost 2200c / Medium / Advanced graft required

--- Heuristic Functions Adapter / 5 target modifier (Int) / Cost 3000c / Low / Standard graft required

--- Environmental detail enhancer / 5 target modifier (per) / Cost 2800c / Low / Standard graft required

--- Rebreather / immune to poison & toxins / Cost 2600c / High / Advanced graft required

- Enhanced Reflexes / 5 target modifier (agi) / Cost 3200c / High / Combat chassis required
- Retinal Prosthesis / 5 target modifier (per) / Cost 3100c / Medium / Advanced graft required
- Neural Interface / 5 target modifier (Int) / Cost 5000c / Low / Standard graft required
- Thermal Masking / 5 target modifier (sneak) / Cost 1000c / Medium / Standard graft required
- Biotoxin Injector / 5 target modifier (end) / Cost 4800c / Low / Advanced graft required
- Nano fiber skeleton prosthesis / 5 target modifier (subterfuge) / Cost 1000c/ Medium / Advanced graft required
- Microfibril Muscle / 5 target modifier (str) / Cost 6000c / High / Advanced graft required
- Ballistic Protection / 4 Armor HP / Cost 2400c / High / Combat Chassis
- Synthetic Heart / 5 target modifier (end) / Cost 5000c / High / Combat Chassis
- Power Recirculator / 5 target modifier (tech)/ Cost 4800c / Medium / Standard graft required
- Aqualung / 5 target modifier (end) / Cost 3200c / Low / Standard graft required
- Bone Lacing 5 target modifier (end) / Cost 4400c / High / Advanced graft required
- Augmented Arms / Augmented Strength perk / Cost 4200c / Medium / Combat Chassis required
- Augmented Legs / Enhanced Legs perk / Cost 4200c / Medium / Combat Chassis required

Cyber Brains

- Bio dynamics CPU, Cost 400c 1 program slot, barrier 10
- Augmentation CPU, Cost 800c 2 program slots, barrier 12
- Neronet inc CPU, Cost 1600c 3 program slots, barrier 15
- Military Net CPU, Cost 2200c 4 program slots, barrier 20

CPU Software

- Tactical command livesoft, 5 target modifier (security), Cost 420c, Program Slot 1
- Field surgery livesoft, 5 target modifier (medical) Cost 600c, Program Slot 1
- Empathy modifier, 5 target modifier (cha), Cost 800c, Program Slot 1
- Deception detection 5 target modifier (interrogation), Cost 600c, Program Slot 1

- Infiltration (perk), Cost 1000c, Program Slot 1
- Network Burn (perk), Cost 1200c, Program Slot 1
- Neural Feedback (perk), Cost 2200c, Program slot 1
- False Memories (perk), Cost 2400c, Program Slot 1
- Distortion Field (perk), Cost 3000c, Program Slot 2
- Ghost Shadow (perk), Npack, Program Slot 2
- Ghost Hack (perk), Npack, Program Slot 2

Biotechnology

Alterations to the genetics of a player takes days to weeks real time, depending on the extensiveness of modifications. They may be modified via AGIS or any licensed biotechnology facility. The quality of the facility will effect the time for any of these modifications.

(Substandard 10 days, Moderate 5 days, Upper 2 days) In addition to the mod time of the gene modification.

Gene Mods

- Genetic modification, 2 days, Cost 5,000c
- Genetic modification extensive, 4 days, Cost 8,000c
- Genetic modifications military, 1 week, Cost 10,000c

- Genome mapping, switch two skill with each other / 2 days / Cost 5000c / Requires Gen Mod
- Genetic manipulation change your characters entire appearance, 2 days / Cost 4200c, Requires Gen Mod
- Transgenic Alteration 25% temp alignment, 2 days / Cost 2200c / Requires Gen Mod
- Genetic Infusion / 5 target modifier (cha) / 4 days / Cost 3200c / High / Genetic modification required
- Reinforced Heart / Reinforced Heart perk / 1 week / Cost 2400c / Medium / Genetic modification required
- DNA reprint / 25% temp alignment / 6 days / Cost 3200c / Illegal / Genetic modification extensive required

--- Accelerated Cell Restoration/ Healing Factor perk / 4 days / Cost 2200c / High / Genetic modification extensive required

--- Enhanced Adrenalin Gland / Adrenaline Rush / 4 days / 4200c / Genetic modification extensive required

--- Enhanced neuronal transmission / 5 target modifier (int) / 4 days / Cost 5200c / High / Genetic modification required

--- Pain Safeguards / 5 target modifier (end) / 6 days / Cost 6000c / High / Genetic modification required

--- Overshadow / Over Shadow perk / 4 days / Cost 4000c / Low / Genetic Modification required

--- Elastic Joints / Immune to fall damage / 1 week / Cost 12,000c / High / Genetic modification extensive required

--- Hearing Enhancement / 5 target modifier (per) / 6 days / Cost 8000c / High / Genetic modification extensive required

--- Muscle Augmentation / 5 target modifier (str) / 6 days / Cost 6000c / Medium / Genetic modification required

--- Tactile Sensitivity / 5 target modifier (per) / 1 week / Cost 6800c / Medium / Genetic modification required

--- Mnemonic Enhancer / 5 target modifier (int) / 1 week / Cost 7000c / High / Genetic modification extensive required

--- Heartbeat Detector / Heartbeat Detector perk / 1 week / 12,000c / High / Genetic modifications military

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