



NANOTECHNOLOGICAL AUGMENTATION

Converted from Deus Ex for use in Cyberpunk RED

Version 1.0

The latest and most advanced of augmentation is nanotechnological based. It makes use of specialised nanites that are implanted into the body. The nanites require the use of bioelectrical energy. After receiving a bioelectrical charge, that nanites within the subject's body will activate and execute their specialised function. The temporary function of the nanite activation reduces the strain on the subject's system and makes them virtually indistinguishable from a non-enhanced individual when the nanites are not activated. As such, nano-augmentation causes no Maximum Humanity Loss, and identifying an enhanced individual requires a DV17 Cyberware roll or a DV21 Perception roll. Nano-augs may be affected by EMP effects in the same manner as Cyberware, and are compatible with Cyberware. Once installed, nano-augs cannot be removed. Augmentations may be activated or deactivated without an action, but only at the start of a character's turn.

To receive nano-augmentations a character must first receive basic nanite implantation.

Basic Nanite Implantation: 20,000eb. 14 Humanity Loss, Hospital Installation, Internal Body Cyberware

Requires three Internal Body Cyberware option slots. The character is implanted with the necessary fundamental nanites to support further augmentation. This gives them a supply of 100 charges of Bioelectrical energy that can be used to power other augmentations. Bioelectricity can be recharged through the use of specialised cells (500eb each, 50 energy restored, requires an Action), via the use of an external power supply, or through rest (10 energy restored per day).

As part of this installation, the user may have additional basic nano-augs installed. These take no option slots, and may be purchased separately in the future.

Infolink: 5000eb. 7 (1d6) Humanity Loss, Clinic Installation.

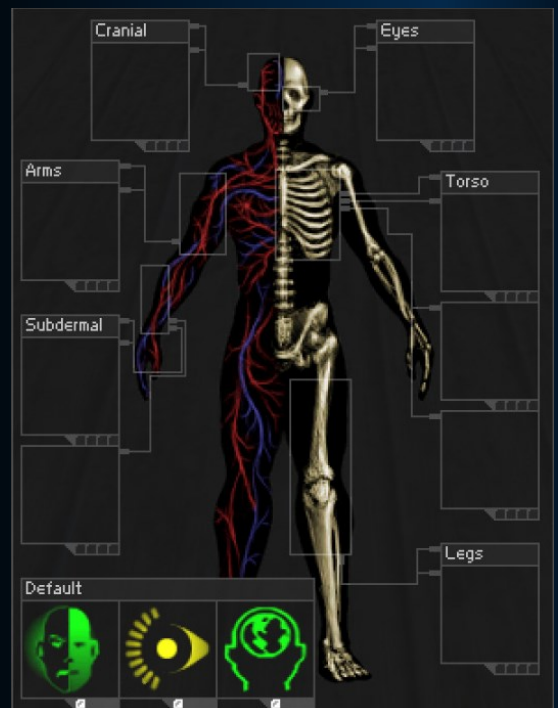
The user is implanted with a data storage device and transceiver. The user may transmit what they see and hear to others, and receive audio and video from others. Functions as an Internal Agent and Chyron.

Light: 1000eb. 3 (1d6/2) Humanity Loss, Clinic Installation.

Light emitting nanites are implanted into the eyes. The user may activate these lights giving them the ability to see in darkness. The lights consume 10 charges per minute (0.5 per round)

IFF: 1000eb. 3(1d6/2) Humanity Loss, Clinic Installation.

The IFF can be used to tag visible entities as friendly, hostile, or neutral. Additionally, if the user makes a Human Perception roll on an individual, the IFF will automatically highlight them according to their disposition towards the user.



Further nano-augmentation requires the use of limited option slots. The user has one slot for Arm augmentations, one slot for Leg augmentations, one slot for Cranial augmentations, one slot for Eye augmentations, the user may also possess up to two Subdermal augmentations, and up to three Torso augmentations.

Some Augmentations are available at various levels, a lower level may be upgraded to a higher level by purchasing and installing the higher level Augmentation.

Eye Augmentations: 1 Option Available.

Vision Enhancement: Price varies. 7 (2d6) Humanity Loss, Clinic Installation.



The user's vision is augmented by alteration of the photoreceptors in the eyes. Higher levels integrate basic sonar technologies, granting the ability to "see" through walls. Vision Enhancement must be activated and drains 40 charges per minute (2 charges per round).

Level 1: 1000eb. The user gains low light vision

Level 2: 5000eb. The user gains low light and IR vision.

Level 3: 10,000eb. The user gains low light and IR vision, and can perceive objects through walls up to a distance of 10m.

Level 4: 20,000eb. The user gains low light and IR vision, and can perceive objects through walls up to a distance of 20m.

Targeting: Price varies. 7 (2d6) Humanity Loss, Clinic Installation.



Target recognition is added to the user's vision, and their accuracy is improved via doping the optic nerve with nanites. Targeting must be activated and drains 40 charges per minute (2 charges per round).

Level 1: 1000eb. The user reduces their aimed shot penalty to 7, and knows the wound state of their target.

Level 2: 5000eb. The user reduces their aimed shot penalty to 6, and knows the health percentage of their target.

Level 3: 10,000eb. The user reduces their aimed shot penalty to 5, knows the health percentage of their target, and identifies any weapons the target is carrying.

Level 4: 20,000eb. The user reduces their aimed shot penalty to 4, knows the health percentage of their target, identifies the target's carried weapons, and gains the functionality of TeleOptics cyberware.

Arm Augmentations: 1 Option Available.

Combat Strength: Price varies. 7 (2d6) Humanity Loss, Clinic Installation.



The user's muscle speed is increased through the application of sorting rotors to increase the calcium ion concentration in the sarcoplasmic reticulum. Combat Strength must be activated and drains 20 charges per minute (1 charge per round).

Level 1: 500eb. The user increases their damage with melee attacks by 1.

Level 2: 1000eb. The user increases their damage with melee attacks by 2.

Level 3: 5000eb. The user increases their damage with melee attacks by 3.

Level 4: 10,000eb. The user increases their damage with melee attacks by 4.

Microfibril Muscle : Price varies. 7 (2d6) Humanity Loss, Clinic Installation.



The user's muscle strength is amplified with the use of ionic polymeric gel myofibrils, enabling them to lift and throw heavy objects. Microfibril Muscle must be activated and drains 20 charges per minute (1 charge per round).

Level 1: 500eb. The user increases their Body to 10 for the purposes of lifting, throwing, and choking.

Level 2: 1000eb. The user increases their Body to 12 for the purposes of lifting, throwing, and choking.

Level 3: 5000eb. The user increases their Body to 14 for the purposes of lifting, throwing, and choking.

Level 4: 10,000eb. The user increases their Body to 16 for the purposes of lifting, throwing, and choking.

Leg Augmentations: 1 Option Available.

Speed Enhancement: Price varies. 7 (2d6) Humanity Loss, Clinic Installation.

Similar to Microfibril Muscle, this augmentation dramatically increases the power of the user's leg muscles. Speed Enhancement must be activated and drains 40 charges per minute (2 charges per round).

Level 1: 1000eb. The user increases their move by 1.

Level 2: 2000eb. The user increases their move by 2.

Level 3: 5000eb. The user increases their Move by 2, gains the benefits of Jump Booster cyberware, and can fall from up to 20m safely.

Level 4: 10,000eb. The user increases their Move by 3, gains the benefits of Jump Booster cyberware, and can fall from up to 30m safely.



Run Silent: Price varies. 7 (2d6) Humanity Loss, Clinic Installation.

The user's body analyses their movements, and corrects their motion to reduce noise. Speed Enhancement must be activated and drains 40 charges per minute (2 charges per round).

Level 1: 500eb. The user increases their stealth rolls against hearing by +1.

Level 2: 1000eb. The user increases their stealth rolls against hearing by +2.

Level 3: 5000eb. The user increases their stealth rolls against hearing by +3, and their steps cannot be detected by tactile boost cyberware or similar.

Level 4: 10,000eb. The increases their stealth rolls against hearing by +4, and their steps cannot be detected by tactile boost cyberware or similar.



Cranial Augmentations: 1 Option Available.

Aggressive Defence System. Price varies. 14 (4d6) Humanity Loss, Clinic Installation.

A nanoparticle weapon is deployed from the user. It acts to detonate prematurely any explosive weapons fired or thrown in the user's vicinity. The aggressive defence system may detonate an explosive when the user is in the blast radius. It requires line of sight. Those able to dodge explosives may attempt to dodge the premature detonation. The Aggressive Defence System must be activated and drains 40 charges per minute (2 charges per round).

Level 1: 5000eb. Explosives within 3m of the user are detonated prematurely.

Level 2: 10,000. Explosives within 6m of the user are detonated prematurely.

Level 3: 20,000. Explosives within 10m of the user are detonated prematurely.

Level 4: 50,000eb. Explosives within 15m of the user are detonated prematurely.



Spy Drone. Price varies. 14 (4d6) Humanity Loss, Clinic Installation.

Microfactories assemble a flight capable drone from the user's nanite reserves. The user may control the drone on each of their turns with a Move Action. The user can see everything that the drone is seeing in a window in their vision. The drone is equipped with a self destruct weapon that the user may detonate with an action. After a drone is destroyed, the user must wait one minute before being able to generate a new drone. The spy drone augmentation must be activated and drains 200 charges per minute. (10 per round).

Level 1: 5000eb. The drone has Move 4 and 10 hp. Self destruct weapon has a 6x6m area and acts as an EMP grenade.

Level 2: 10,000. The drone has Move 6 and 15 hp. Self destruct weapon has a 6x6m area and acts as an EMP grenade that also deals 3d6 damage.

Level 3: 20,000. The drone has Move 8 and 20 hp. Self destruct weapon has a 10x10m area and acts as an EMP grenade that also deals 3d6 damage.

Level 4: 50,000eb. The drone has Move 10 and 25 hp. Self destruct weapon has a 10x10m area and acts as an EMP grenade that also deals 6d6 damage.



Subdermal Augmentations: 2 Options Available.

Ballistic Protection: Price varies. 14 (4d6) Humanity Loss, Clinic Installation.

Protective plates are generated beneath the user's skin to provide protection against incoming attacks. The user gains the benefit of the listed armour for as long as this augmentation is active. The armour can be repaired if damaged by deactivating and reactivating the armour. Ballistic Protection drains 60 charges per minute (3 charges per round).

Level 1: 1000eb. The user's head and body is armoured to SP4.

Level 2: 5000eb. The user's head and body is armoured to SP7.

Level 3: 10,000eb. The user's head and body is armoured to SP11.

Level 4: 50,000eb. The user's head and body is armoured to SP13.



EMP Shield: Price varies. 7 (2d6) Humanity Loss, Clinic Installation.

Individual nanites within the body are shielded, and implanted microgenerators are implanted to cancel out incoming pulses. EMP Shield must be activated and drains 20 charges per minute (1 charge per round).

Level 1: 500eb. The user adds +1 to Cybertech rolls to resist EMP effects.

Level 2: 1000eb. The user adds +2 to Cybertech rolls to resist EMP effects.

Level 3: 5000eb. The user adds +2 to Cybertech rolls to resist EMP effects, and ignores the first EMP effect in a round.

Level 4: 10,000eb. The user adds +2 to Cybertech rolls to resist EMP effects, and ignores the first two EMP effects in a round.



Cloak: Price varies. 14 (4d6) Humanity Loss, Clinic Installation.

The pigmentation within the user's skin is implanted nanites that can blend with their surroundings to camouflage the user, with them being rendered effectively invisible at upgrade levels. Cloak must be activated and drains 300 charges per minute (15 charges per round).

Level 1: 5000eb. The user is hidden from visible sense unless the perceiver succeeds at a DV17 Perception check.

Level 2: 10,000eb. As above, except the charges drained are reduced to 250 per minute (12.5 per round).

Level 3: 20,000eb. As above, except the charges drained are reduced to 200 per minute (10 per round).

Level 4: 50,000eb. As above, except the charges drained are reduced to 150 per minute (7.5 per round).



Radar Transparency: Price varies. 14 (4d6) Humanity Loss, Clinic Installation.

Despite the name, the microprojection units implanted into the user's body are primarily used to hide from most electronic camera systems. Radar Transparency must be activated and drains 60 charges per minute (3 charges per round).

Level 1: 1000eb. The user adds +3 to stealth rolls to hide from electronic cameras and cyberoptics, and does not appear on radar.

Level 2: 10,000eb. As above, except the charges drained are reduced to 250 per minute (12.5 per round).

Level 3: 20,000eb. As above, except the charges drained are reduced to 200 per minute (10 per round).

Level 4: 50,000eb. As above, except the charges drained are reduced to 150 per minute (7.5 per round).



Torso Augmentations: 3 Options Available

Aqualung: Price varies. 7 (2d6) Humanity Loss, Clinic Installation.

Soda lime is imbedded into the lungs, extending the time the user can hold their breath. Aqualung must be activated and drains 10 charges per minute (0.5 charges per round).

Level 1: 100eb. The user can hold their breath for up to 5 minutes.

Level 2: 500eb. The user can hold their breath for up to 10 minutes.

Level 3: 1000eb. The user can hold their breath for up to 30 minutes.

Level 4: 5000eb. The user can hold their breath for up to 60 minutes.



Environmental Resistance: Price varies. 7 (2d6) Humanity Loss, Clinic Installation.

The user's skin is toughened slightly, with keratin structures generated to prevent toxin penetration and to shield from radiation. Environmental Resistance must be activated and drains 20 charges per minute (1 charge per round).

Level 1: 500eb. The user adds +2 to Resist Torture/Drugs rolls.

Level 2: 1000eb. The user adds +2 to Resist Torture/Drugs rolls, and reduces radiation damage by 2.

Level 3: 5000eb. The user adds +4 to Resist Torture/Drugs rolls, and reduces radiation damage by 4.

Level 4: 10,000eb. The user adds +4 to Resist Torture/Drugs rolls, and reduces radiation damage by 6.



Regeneration: Price varies. 14 (4d6) Humanity Loss, Clinic Installation.

Implanted programmable protein structures direct the growth of the user's tissue and accelerate it to seal wounds. Regeneration must be activated and drains 120 charges per minute (6 charge per round). Regeneration cannot heal critical injuries.

Level 1: 5000eb. The user heals 1 HP at the end of each of their turns.

Level 2: 10,000eb. The user heals 2 HP at the end of each of their turns.

Level 3: 50,000eb. The user heals 4 HP at the end of each of their turns.

Level 4: 100,000eb. The user heals 8 HP at the end of each of their turns.



Energy Shield: Price varies. 14 (4d6) Humanity Loss, Clinic Installation.

Capacitors inserted under the skin absorb heat and electricity, offering some resistance to both. Energy Shield must be activated and drains 40 charges per minute (2 charges per round).

Level 1: 500eb. The user reduces damage from fire and electricity by 2.

Level 2: 1,000eb. The user reduces damage from fire and electricity by 4.

Level 3: 5,000eb. The user reduces damage from fire and electricity by 6.

Level 4: 10,000eb. The user is immune to fire and reduces damage from electricity by 6.



Power Recirculator : Price varies. 14 (4d6) Humanity Loss, Clinic Installation.

Cell membranes throughout the body are impregnated with conductive materials, allowing the nanites to function with far greater efficiency.

Level 1: 5000eb. The user increases their number of Bioelectric charges to 125.

Level 2: 10,000eb. The user increases their number of Bioelectric charges to 150.

Level 3: 55,000eb. The user increases their number of Bioelectric charges to 175.

Level 4: 100,000eb. The user increases their number of Bioelectric charges to 200.



Synthetic Heart : 100,000eb. 14 (4d6) Humanity Loss, Clinic Installation.

Must be activated, and drains 100 charges per minute (5 charges per round). While active, this heart circulates mechanochemical battery cells and upgrades nano-aug performance by one level. Has no effect on level 4 augs.

