

# GURPS Cyberpunk - Cyberware Compendium

## General Notes

During character generation, cyberware is bought paying the point value and there is no risk of negative side effects (unless, of course, the players wants to take these as disadvantages, receiving the corresponding point value). Cyberware installed during play, on the other hand, can lead to cyberpsychosis.

Every time a new piece of cyberware is installed, roll 3d vs. the total amount of cyberpsychosis points currently accumulated. If the roll is below the value, the character gains MoS x 5 points of disadvantages taken from the cyberpsychosis table. Note that the disadvantages have to be taken in the order shown and points not used up are kept for the next cyberpsychosis check.

## Cyberware

### Limbs / Body

- **Cyberarm Mk I** [single: 11, pair: 9]: +1 Arm ST [3/5], Unliving (Arm only -30%, Arms only -20%) [14/16], Cyberpsychosis Cause 3/6 [-6/-12], has two option slots
- **Cyberarm Mk II** [single: 12, pair: 10]: +2 Arm ST [6/10], Unliving (Arm only -30%, Arms only -20%) [14/16], Cyberpsychosis Cause 4/8 [-8/-16], has three option slots
- **Cyberleg**: two provide Super Jump 1 [10]
- **Limb Armour** [45/60]: DR 20 (pair of arms/legs: -20%, single arm/leg: -40%) [45/60], uses two option slots

### New Disadvantage: Cyberpsychosis Cause

For each level in this disadvantage, the level of cyberpsychosis is increased. This has no effect during character creation, but if the level of cyberpsychosis increases during game play, a check is to be made, as described above. Typically, the only way of gaining this disadvantage, is by installing cyberware.

Point Value: -2/level

### Stages of Cyberpsychosis

For each failed cyberpsychosis check, the character progresses one or more stages on the table below. Points that are not used up, will be added to the result of the next check.

Note that if a character already has one of these disadvantages, he automatically skips that step. Thus, a sadist with low empathy is far more likely to become a cyberpsycho than other people.

Low Empathy [-20]
Delusions, major [-10]
Bloodlust (12 or less) [-10]
Berserk (12 or less) [-10]
Sadism (12 or less) [-15]
Bestial [-10] - at this stage, character becomes an NPC.

- **Linear Frame** [23]: Lifting ST+3 [9], Striking ST+4 [20], Cyberpsychosis Cause 3 [-6]
- **Body Mod**

### Eyes

- **Cybereyes Mk I** [2]: Acute Senses (Vision 2) [4], Cyberpsychosis Cause 1 [-2], allow the installation of up to 4 options.
- **Cybereyes Mk II** [2]: Acute Senses (Vision 2) [4], Cyberpsychosis Cause 1 [-2], allow the installation of up to 6 options.
- **Low Light Vision** [5]: Night Vision 7 [7], Cyberpsychosis Cause 1 [2], uses one option.
- **Flash Suppressor**
- **IR Vision** [8]: Infravision [10], Cyberpsychosis Cause 1, uses one option
- **Camera**
- **Fake Retina Display**

### Ears

### Organs

- **Muscle Graft**
- **Power Heart** [6]: Fatigue Points + 4 [12], Easy to Kill 1 [-2], Cyberpsychosis Cause 2 [-4]
- **Cyber Liver**
- **Berserker Glands**

### Gizmos

- Taser
- **Skinpouch** [1]: Payload 1 [1]
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### Neuralware

- **Reflex Booster Mk I** [0]: Combat Reflexes (costs fatigue 2 to activate, 1 per minute -10%, temporary disadvantage: Hemophilia -30%) [9], Quirk: restlessness [-1], Cyberpsychosis Cause 4 [-8]
- **Reflex Booster Mk II** [6]: Combat Reflexes (costs fatigue 2 to activate, 1 per minute -10%) [14], Cyberpsychosis Cause 4 [-8]
- Chip Slots
- Neural Interface Plugs
- **Painkiller** [6]: High Pain Threshold [10], Cyberpsychosis Cause 2 [-4]
- **Target Tracker** [30]: Enhanced Defences (Dodge) [15], Gunslinger [25], Cyberpsychosis Cause 5 [-10], requires Cybereyes (using up one option), Neural Interface Plugs (to connect to the gun), and a Reflex Booster.

### Armour

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### Black Cyberware

- **Rippers** [2]: Claws (Talons) [8], Cyberpsychosis Cause 3 [-6], retractable
- **Wolvers** [3]: Claws (Long Talons) [11], Cyberpsychosis Cause 4 [-8], retractable
- Cybergun
- Jammer

### Cyborg Metatrait [-25]

The Cyborg Metatrait applies to a person that has accumulated more than 5 points of cyberpsychosis. During character generation, this trait must be taken but returns the appropriate amount of points. If acquired during play, the points are lost. It comprises the following traits:

- Maintenance (1 Person, weekly) [-5]
- Electrical [-20]

Note that the DM may rule that the disadvantages only apply to those body functions replaced by cyberware.