

# The World of Future Darkness™

by Deirdre Brooks

“Rippers. Vampires. Skin grafts. Sometimes I think we’ve got a population explosion of Werewolves on our hands . . .”

—Lt. Strawberry Morressey, NCPD

Cyberpunk and Gothic-punk are a natural crossbreed; the Vampire naturally slips into the mean streets of 2020 with a vengeance. There are many themes that are common in both games: humanity and the loss of it, alienation, and a feeling of fighting the inevitable. Is there really much difference between a Netrunner, a pair of Solos, and a Medtech out to make money and flout the corporations and a group of Anarchs attempting to destroy the Establishment?

The times are changing. In the old days, you only had to worry about the other Kindred and the occasional ambitious Witch Hunter. Now, you not only have the Elders and Anarchs hunting you for your Blood, but you also have the Megacorps and Edgerunners to worry about. With the addition of Cybernetics, the humans are no longer the pushovers they’ve been over the centuries. Technological advances are now being placed in the body, providing many humans with the ability to match Kindred in physical combat. Modern weaponry has also reached a peak; a Kindred with 5 dice in Firearms and a Perception of 5 will not stand up well to a Cyberpunk with 5 dice in Firearms, a Perception of 5, and a Smartgun Link.

As if all this wasn’t bad enough, many of the youngest Anarchs were Embraced with Cyberware. They have not only Disciplines, but also Cybernetic boosts. Who wants to meet a pissed-off Brujah Solo with Reflex Boost, Muscle & Bone Lace, a Smartgun Link, and Potence and Celerity in a dark Combat Zone alley?

On the other hand, Cyber won’t stop Dominate.

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## THE MASQUERADE IN 2020

“You don’t understand; the Masquerade will be outdated inside the next thirty years. Technology has advanced to the point that nearly anyone who cares to spend the cash can identify Kindred. We must be prepared for the inevitable exposure of our ‘lifestyle.

*“The Canaille possess the means to destroy us now! What will they have in five years? Ten? Twenty? Adapt, die, or get the hell out of the way.”*

—Margali, 4th Generation Ravnos, in a letter to the Camarilla, 1994

With changing times come changing customs. When anyone who has the cash can afford to buy hearing boosts that can pick up a heartbeat or the lack of it, or perhaps a set of Thermographics that allow sight reading of skin temperature, the Kindred’s life becomes that much riskier. Many Elders simply don’t deal with mortals on any kind of basis. They stay in their Elysium, as always, and leave the humans for their retainers to deal with. Some Ancillae are so fortunate as to be able to take this stance in relation to mortals. Most Ancillae and Neonates do not. A Childe has the benefit of his Sire’s resources, but only until he is released by his Sire.

This leaves the Neonates and many Ancillae in the same position they've always held: at the bottom of the heap and going down fast. The ability to simulate normal heartbeat, breathing, and temperature is much valued in this strata.

Unfortunately, this doesn't always do the trick. How do you deal with the olfactory boosts? Masquerade doesn't simulate odor. Add to this that even those with an extremely high Humanity can't fool a person with Image Enhancement, Thermographics, or Sound Editing as often as they would like.

This means that the Cyberpunk strata—Edgerunners, Gangs, and the like—are, to some extent, aware that there is something unusual out there. More than a few even know *what*. Many of the executives in the Megacorps are quite aware that something is out there. While most of them are pawns of Ventruue, Giovanni, Tremere, or Magi, not all will be. The precise extent to which this is known is up to the Storyteller. The basic idea in any event should be that, like everything else in the world, the Masquerade is fraying to tatters rapidly. Very rapidly—by 2024—2025 at the latest; in the playtest Chronicle it fell apart in 2021. Against this backdrop you have the Elders, trying to maintain the Traditions against all odds; the Anarchs, who are simply not concerned; and the Lupines, whose packs form some of the Nomad gangs responsible for hit-and-run terrorist attacks on many Corp installations.

When the Masquerade finally falls to tattered pieces, the Elders will throw the younger generations to

the wolves to save their own Vitae. If the Neonates are careful, they will be capable of surviving this assault of paranoid religions, jealous millionaires, and open warfare from the Inquisition.

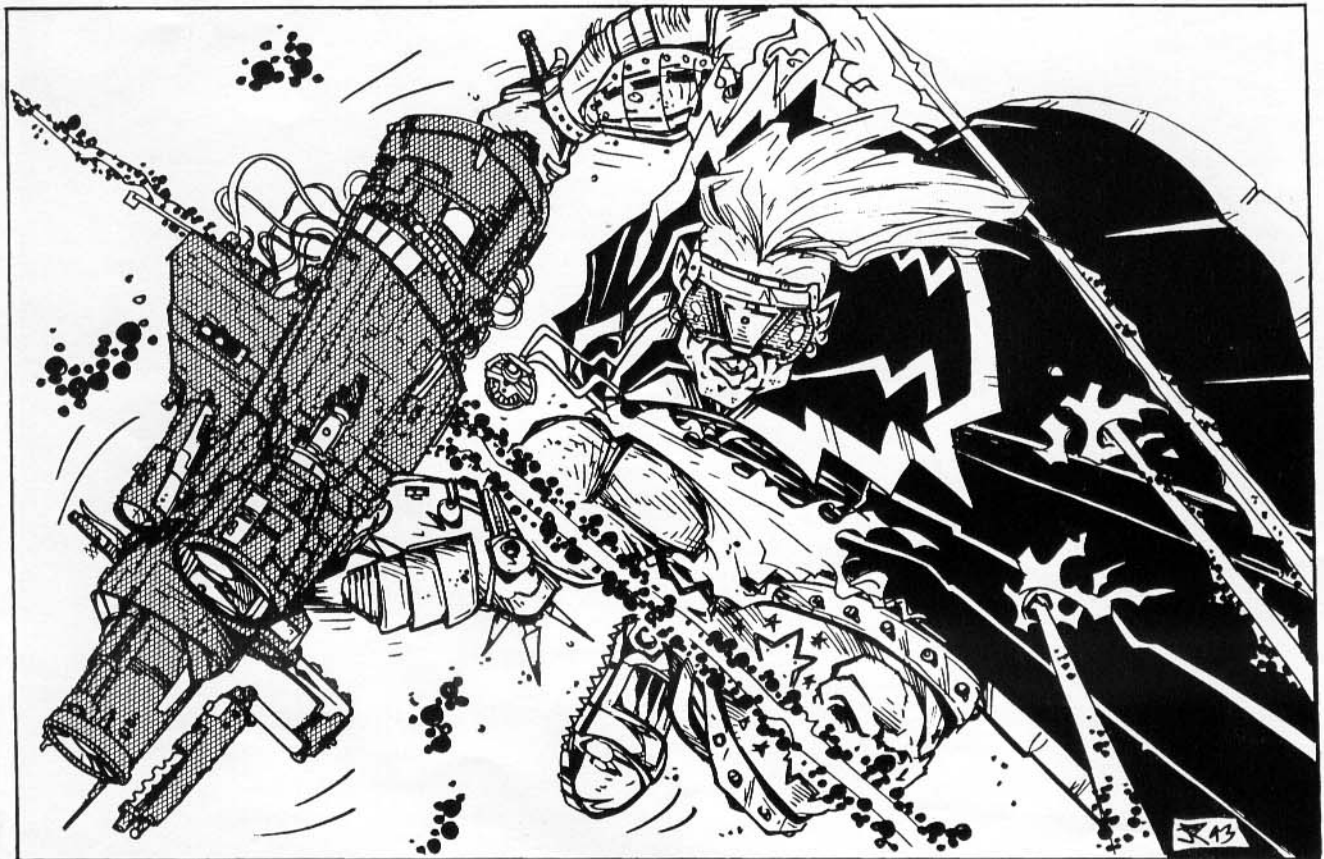
## VAMPIRIC SOCIETY IN CYBERPUNK 2020

You know I'm going to lose  
And gambling's for fools  
But that's the way I like it baby  
I don't wanna live forever  
... And don't forget the Joker!  
—Motörhead, "Ace of Spades"

### THE CAMARILLA:

The last major Conclave was held in Venice in 2009. The Inner Circle decided at that time to enforce harsher restrictions on the Neonates and Anarchs to keep them under control and lessen the risk to the Masquerade. It was also decided to bring North America under tighter control, specifically the West Coast. The advent of cybernetic enhancements has many of the Elders worried about their future.

One major effect this meeting had, although it was unknown to the Camarilla at the time, was the formation of a new faction. This faction is primarily composed of Brujah Individualists, Gangrel, Malkavians, Nosferatu, and Toreador. They call themselves the



"Children of Carthagos." Their ultimate goal is to bring about a world in which Kindred can live openly and freely. Since that time they have been working their way into the Anarch and Camarilla power structure.

The Camarilla has become aware of this group and executes any it finds for breaching the Masquerade. Blood Hunts have been declared on suspicion of membership. Many of the Anarchs view humans as their cattle and see the Children as hopeless idealists.

### **ASSAMITE:**

The Assamites have more business now than they have had in centuries. Many possess contacts with the Megacorps; this is in fact their major source of monetary income. On the other hand, with the constant increase in tensions between the Elders and the Anarchs, there is rich business to be had for elder Vitae.

### **BRUJAH:**

The modern world has even more place for rebels than the late 20th century. Iconoclasts are found leading street gangs, and a few are at the cutting edge of music. You won't find them on major labels, however. The Idealists are losing support for their tactics; with the world changing so fast, the Iconoclasts insist there is no time to plan ahead so far. The Individualists are gaining the most ground; most of them can be found in music or as street ops, although a few can be found pulling strings on the few Corps they could get into without attracting Ventrue or Giovanni interest.

### **FOLLOWERS OF SET:**

The Followers of Set are rising rapidly. Their Clan's wares are bought and sold nearly everywhere. In fact, some pride themselves on purchasing these items or services. Many can be found dealing the latest and greatest in designer drugs, running the nastier gangs, and otherwise being frustratingly annoying, but always from behind the scenes and in the shadows.

### **GANGREL:**

Travel has become much more difficult in the last thirty years. Most Gangrel find a Nomad family to run with, occasionally the Ravnos's caravans. If they run with a human pack, they don't do so for very long. In the city they stay to themselves, maintaining their loner image, often becoming Solos or Medics.

### **GIOVANNI:**

This Clan still continues to operate from the family stronghold in Venice, reaching out to gain control of as much of the wealth they can manage to grab. In the last few decades, they have come into indirect conflict with the Ventrue numerous times. The Camarilla is beginning to see them as a greater danger than ever before as their plans bloom.

### **MALKAVIAN:**

Members of this Clan still congregate where madness and insanity are common. Naturally, this means they could be *anywhere* in most modern American cities.

### **NOSFERATU:**

The Nosferatu remain separated from Mortal and Kindred society for the most part, although their information network has expanded to even greater levels. Members of this Clan are likely to know *anything* about *anyone*.

### **RAVNOS:**

The American members of this Clan travel about as Nomads, wandering from city to city, trying to find what enjoyment they can in their particular form of unlife.

### **TOREADOR:**

This Clan continues to be a powerful influence in the Camarilla. Several influential Toreador own several Entertainment Corps specializing in every medium available in the world of 2020.

### **TREMERE:**

Many of the Tremere have puppets in the middle to upper levels of several Corps, including those controlled by Ventrue and Giovanni. The Tremere are still interested in gaining influence in the mortal world, and the balance of power is shifting from national governments to Megacorporations. During the last pilgrimage to Transylvania to meet with Tremere, it was noticed that he was behaving strangely.

### **VENTRUE:**

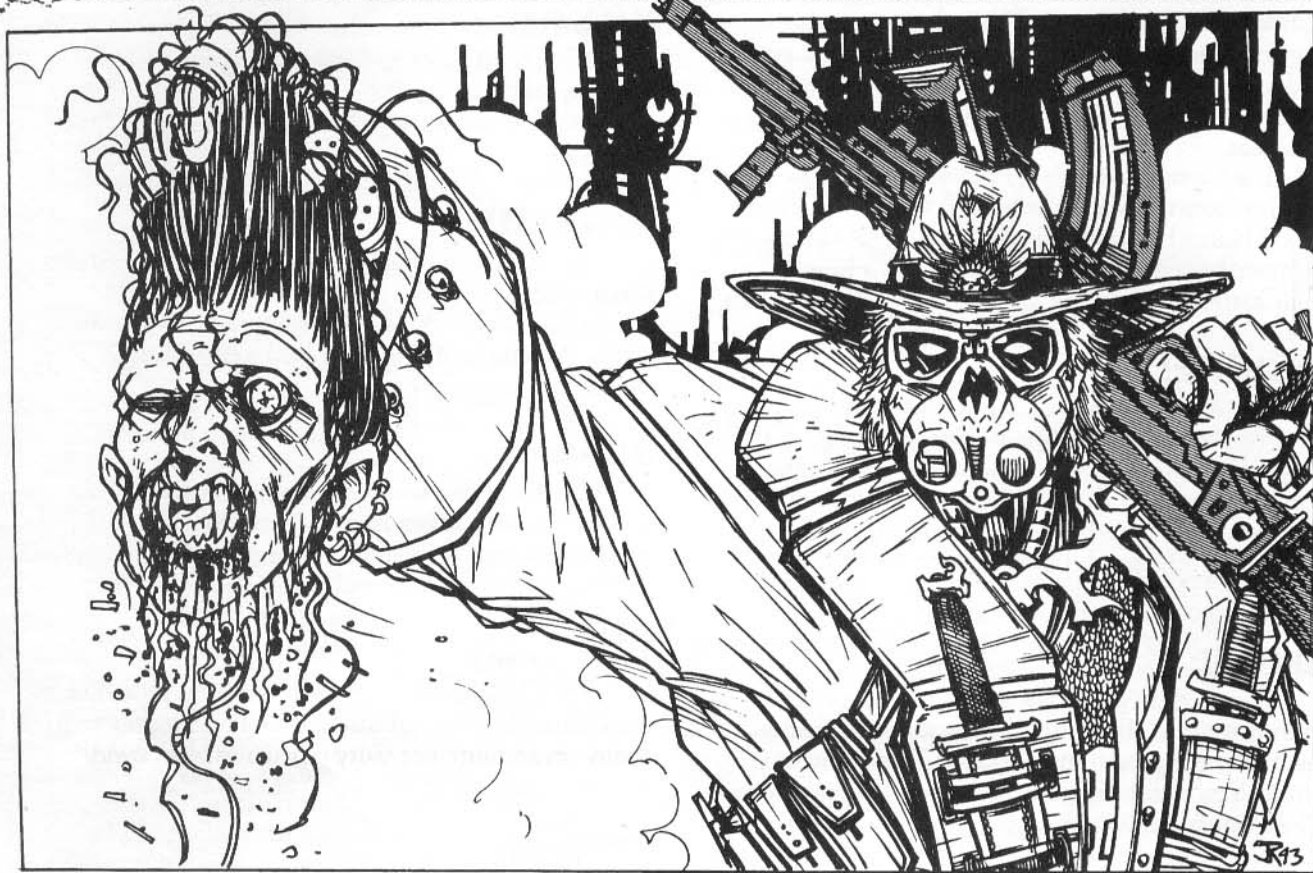
The Ventrue possess much influence since many of the more powerful shareholders in many corporations are in their pockets. Money, favors, Dominate, and Blood Bonds ensure their status in the human world. Ever wonder why cybernetics are unpopular in Europe?

### **CAITIFF:**

In a time when individuality is becoming a rare resource, the Caitiff are having even more difficulty keeping theirs. Many are currently found in gangs or simply trying to survive on their own or in small groups. Quite a few have joined Anarch or Sabbat packs in the last few years.

### **INCONNU:**

These Kindred are even more strict about noninterference than ever before. They have also become even more ferocious in enforcing it. In latter years, fewer Kindred have been accepted into the Inconnu. Perhaps the members of this group have completely lost



interest in bringing new members into the fold, or are they focusing their efforts on the Tremere?

### **SABBAT:**

The Sabbat have continued to expand operations across the continent, taking control of a few cities to the south and west of their primary holdings. Several packs now operate as Nomads, traveling from city to city. Those who have taken to violent action are generally considered dangerous Boostergangs and are occasionally hunted by Cyberpsycho squads.

## **OTHER GROUPS**

### **MAGI:**

Those who become involved in human politics are ruthless about using their abilities to gain influence over those they consider major players. So long as it doesn't risk *their* Masquerade, they will use all of the powers at their disposal.

While it might be nice to think that the Corps will discover and control the Magi, remember that the Order of Hermes has been around for over a thousand years. These are not amateurs; they may not fully understand firearms, but, really, what is the difference between a hail of bullets and a ball of fire? The condition of the corpse, Choomba. Remember that.

Most Magi, however, consider themselves above such manipulations. At least those of the Order of Hermes.

### **MUMMIES:**

These immortals have changed little, no more than necessary to adjust to the modern world. Perhaps a few of them have taken to adding Cyberware to their bodies. It is unlikely more than a few of them would, however.

### **SPIRITS:**

Stories about ghosts haunting mainframes, while not common, are being circulated through the Net.

### **WEREWOLVES:**

Several packs of Garou now wander the country with Nomad Families, nearly always Relatives, often making "terrorist" attacks upon Corporate installations. They generally spend enough time in a city to resupply and no more.

### **VAMPIRE HUNTERS:**

The Society of Leopold currently has the ear of the Pope, along with enough evidence to prove that Vampires exist. The hunters associated are now more of a paramilitary organization. Expect them all to possess any cybernetic enhancements they can get, specifically anything that will put them on fairly even footing with an enraged Garou or a Frenzying Vampire.

The FBI Special Affairs division has had its funding reduced and has nearly ground to a halt. The

current director, William T. Burroughs, suspects Vampire interference and is working through shadier channels to locate the precise source of the interference; specifically, he is hiring Edgerunners.

The NSA is currently split into three factions and only one is aware of it. The Sabbat and Camarilla each control one of the factions, with the third working to locate the Vampires behind the first two. It is generally engaged in TSSI-level internecine warfare.

The Center for Disease Control has not discovered the cause for the mysterious spread of AIDS. Petrondon, the Nosferatu Justicar, called a Conclave in Atlanta in 1994 with the intent to solve the problem. Currently, a small group of Vampires are responsible for insuring that CDC research into the problem goes nowhere. Unfortunately, this manipulation will not last much longer.

The Arcanum is still studying the supernatural in every form in which they can find it. Jonathan Kelvin, the former head of the American Order, disappeared from the Georgetown Chapter House in 1993. The only clue was found by the Psychometrists in the order: there were traces of an ancient, powerful presence having been in his room the night he disappeared. The man who replaced him is Thomas Yardley, who is becoming bored and frustrated with the restrictions placed on his fieldwork.

## CYBERPUNKS

Waiting for the revolution  
New clear vision - Genocide  
Computerize God - It's the new religion  
Program the brain - Not the heartbeat  
—Black Sabbath, “Computer God”

In the modern age technology takes a larger and larger space in the lives of Kindred and Kine alike. Considering the speed at which it advances, the ability to deal with such technology is a prized ability. Thus, the Clan known as the Cyberpunks.

This Bloodline was created by the Netrunner known as Eryn and the Ravnos known as Margali in 2016. It took a little over two years to perfect it, with a few false starts along the way.

The Bloodline is currently confined to Night City and all of its members are Anarchs. They are not well known to Carlo or Helen.

They can be a frightening presence, taking control of technological devices, causing malfunctions and misfires. Those who encounter them in a hostile manner rarely wish to do so again.

**Appearance:** Cyberpunks can look like anyone, naturally. There is a tendency toward the cutting-edge look among the members, however.

**Haven:** Anything from a heavily defended basement in an abandoned building to a high tech heaven in which you could find any gadget you can conceive.

**Background:** Cyberpunks generally come from the Edgerunner strata with Solos, Techies, and Netrunners especially common. Age before death can be anywhere, but should range between sixteen and thirty. The Bloodline is so new that none should be older than four years. Avant Garde is a common demeanor.

**Character Creation:** For Solos, Physical Attributes are primary; for Netrunners and Techies, Mental Attributes are ascendant. In any event Skills or Talents are primary.

**Weakness:** Cyberpunks tend to use technology where Disciplines might work better. If a Cyberpunk begins relying upon Disciplines (other than the specials for Bloodline) more often than technology, assess a Willpower cost.

**Disciplines:** Celerity, Potence, Technica.

**Quote:** “Dead meat? Choomba, you ain’t fast enough to shoot before I make you ‘dead meat.’ Chill it.”

## TECHNICA

Technica is the Cyberpunks’ special relationship with technology. With this power, they can understand machines much more fully, or even speak with them—an absolute necessity in the modern world.

### LEVEL 1 (INTERFACE)

This ability allows the Kindred to interface with any piece of equipment designed for this that she can touch: Smartguns, Dataterms, Vehicles, and Cyberdecks. A touch on the device or on an interface cord is all that is necessary. However, the touch must be maintained; if contact is lost, control is lost.

### LEVEL 2 (TECHNICAL TOUCH)

With this ability, the Kindred can roll his Perception + Appropriate Ability (Target number 6) to gain an understanding about a device. While maintaining this ability he can use, repair, or modify the device, rolling a number of dice equal to his successes if he does not already have the necessary skill needed to do whatever he wants.

### LEVEL 3 (EMPOWER DEVICE)

The Kindred can now draw energy from the differentials in the air to power equipment she is touching. With this level, she can run a flashlight without batteries or a cyberdeck without a power source. Use of this ability requires the expenditure of 1 Willpower point.

### LEVEL 4 (REMOTE TOUCH)

At this level the Kindred can use all of the above abilities upon any technological item within 100 feet.

### LEVEL 5 (SPIRITUS EX MACHINA)

Now the Kindred can speak directly with the machine. He merely needs to touch it to become

capable of conversing with it. If the machine is an AI, the Kindred can speak to it normally. Otherwise, the Kindred speaks to the "Spirit" of the object, as per Wooden Tongues power (*Player's Guide*, p. 88), but using the chart below to determine amount of information gained. Roll vs. Charisma + Appropriate Ability. (These can quite reasonably be the Net Spiders found in *Werewolf*.)

- 1 success General ideas can come across.
- 2 successes Simple sentences.
- 3 successes Basic communication with responses to straightforward questions.
- 4 successes Complete communication is possible.
- 5 successes As four, but the machine will not mislead the character.

## LEVEL 6 (GHOST IN THE MACHINE)

The Cyberpunk can send her life force into any machine, inhabiting it. She has absolute control over the device. Her body, however, is motionless as if in Torpor, and the character will be unaware of what is occurring around her body unless she is near death or the machine has a sensor that can monitor it. She can only leave the machine to reenter her body or enter another machine.

There are no Cyberpunks above Seventh Generation.

## CYBERWARE

Hard as iron  
Sharp as steel  
Stop for no man  
You better beg and kneel  
—Judas Priest, "Hard as Iron"

Cyberware is what makes the genre different. You don't play *Cyberpunk* just to shoot people; you play *Cyberpunk* to shoot people with your smartchipped Minami 10 Submachinegun and shoot *first* with your Kerenzikov Reflex Boosts. Meat doesn't cut it on the streets, Choomba. If you have the Euro, buy the toys. It'll save your worthless butt someday. Besides, the chrome looks *so* cryo!

One of the ideas that *Vampire: The Masquerade* and *Cyberpunk 2020* have in common is the concept of diminishing Humanity. In *Vampire*, you can lose it to various heinous acts. In *Cyberpunk*, you lose Humanity to Cyberware. The normal Kindred is always in danger of losing Humanity due to Frenzies and Röttschreck. With the advent of cyberware and its affect on the psyche, the flame of Humanitas burns even lower, the Beast edging closer to the surface. Yes, a Vampire can become even more powerful than other Vampires, let alone Solos with these devices, but think of the price!

Humanity Cost works much as it does in *Cyberpunk 2020*. The primary difference is that it

works against Humanity in *CyberFang*. Both Empathy from *Cyberpunk* and Humanity from the *Storyteller* system are based on a 0—10 range. Don't forget to multiply your base Humanity by ten to get your Humanity Index. If a Garou has Cyberware (Luna knows why; it would prevent the change), use Gnosis instead. If a Mummy, use Ba.

For those who do not wish to use six-sided dice in their *Vampire* Chronicles, you can determine how many ten-sided dice to roll for loss by adding up the total number of d6s, multiplying by 3, and dividing by 5. Keep the remainder as a plus. Example: Erik has 9d6 loss from Cyberware. He multiplies 9 by 3, getting 27, then divides that by 5, getting 5.4, or 5 with a remainder of 2. He rolls 5d10+2 to determine cost. Do not add fixed-cost items into this total.

## CYBERWARE IN KINDRED BODIES:

Cyberware will generally be present in those Cainites who were Embraced within the last fifteen years. Most people in the modern world have, at the minimum, a pair of interface plugs and a neuralware processor.

These guidelines are written with the assumption that the Cybernetic implants will work in a Vampiric body.

If you wish Elder Kindred to be capable of getting Cyberware, here is a little Ritual we cooked up. Note that this would only be found at the very best of clinics, such as those described in *Eurosource*. A Cainite with Contact level 4 or 5 could know someone who could get her into such a clinic.

## AWAKENING THE FLESH (LEVEL 4 THAUMATURGY RITUAL)

This two-hour ritual allows surgical modifications to be performed upon the Kindred's body. To begin, the caster must expend three points of his own Blood in a circle around the patient and a piece of amber must be placed under the patient's tongue. When the surgery is over, the Kindred heals the damage done to her, making a Wits+Medicine roll to avoid healing the modified areas. If she fails, the Cyberware is healed out of the body. Each botch means she also takes one level of Aggravated wounds. Once she is finished spending Blood (all wound boxes are unfilled), the Cyberware or biosculpt is permanent.

The Magi also have a version of this Ritual, although it does not require Blood Points. Neither Tremere nor Magi accept money as payment for this sort of work; they accept favors.

### EFFECTS:

Cyberware that enhances Strength and Stamina—namely, any *Cyberpunk* BOD boost—adds one half its normal level to the stats. This is because *Vampire* has a 1—5 range while *Cyberpunk* has a 2—10 range.

Reflex Boosters act as Celerity of that level. Kerenzikov 2 is effectively Celerity 2 without the blood

cost. Subtract one from the level of the Boost to determine what to add to Dexterity.

Movement Allowance boosts add to Dexterity for the purposes of determining running speed and to Strength for leaping ability.

Cyberware that interfaces with the nervous system continues to work normally. This includes anything that works through a Neural Processor as well as several of the Implants. Anything that works on principles of human biochemistry does *not* work, however.

Organ replacements do not work at all. T-Maxx Livers, Sport Hearts, and the like have no use in a Vampiric body. A Decentralized Heart needs some discussion; any Kindred with such a thing could be considered unshakable. This is not true. Such a Cainite *could* be staked so long as the locations of the pumps are known; only one pump need be staked. It is difficult to locate, like a misplaced heart.

Armor implants such as Subdermal Armor and Skinweave simply add to the Soak Dice. One die for each four SP should be sufficient.

## CYBERWARE AND DISCIPLINES

### AUSPEX:

Auspex will not enhance the acuity of Cyberoptics or Cyberaudio. It will improve the sense of touch,

smell, or taste, even with the presence of boosters, since the actual sensing organ is not replaced.

Aura Perception will work as normal so long as the Lick possesses usable eyes, either Cyberoptic or meat.

### CELERITY:

With the above rules, a Neonate could start with Sandevistan with a Boostmaster, all three dots in Celerity, *and* fourteen Freebie points on two more dots in Celerity. This will give him an effective Celerity of 9 with negligible loss of Humanitas.

This will leave the Vampire in the same position relative to humans he had before—faster than they are. What does the Storyteller do in this situation? Let the Lick get away with it and waste him *anyway*. That's the Cyberpunk way, remember?

### DOMINATE:

The presence of Cyberoptics does not interfere with the use of this ability. Dominate cannot, however, interfere with cybernetic memory in the subject. This includes Wetdrives, Eidetic Chips, A/V recording, and other similar devices. A human who has been dominated by a Lick and happens to look back in her Eidetic Chip might notice something unusual lurking in there.

# WINNING WIZARDS WAIT WITH WONDER...

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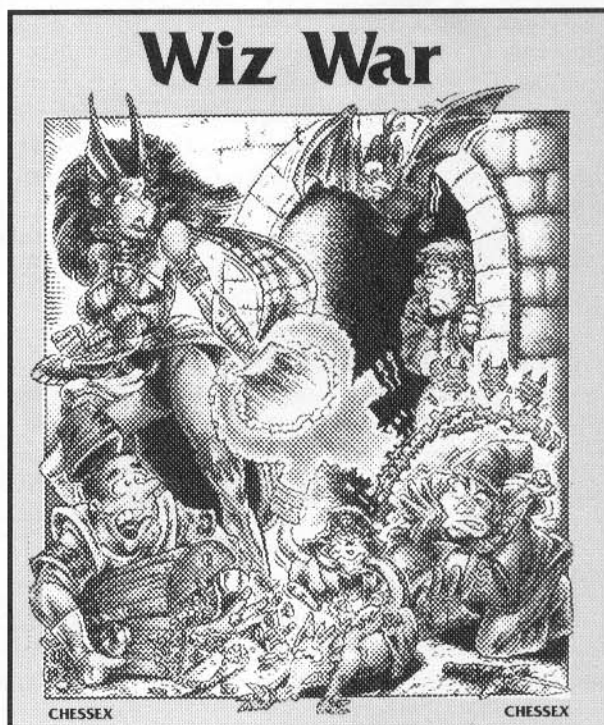
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## FORTITUDE & POTENCE:

Fortitude and Potence can provide some interesting results when combined with cybernetic limbs and Bioware. Fortitude will work with any part of the body that is still natural. It will not improve the survivability of a cybernetic limb. Potence works similarly; it will work fine with Grafted Muscle or Muscle & Bone Lace, but does not apply to the strength of a Cyberarm.

## PROTEAN:

Possessing Cyberware makes use of this ability more difficult than normal. If Cyberoptics are present, Gleam of Red Eyes costs one Blood Point to activate. If Cyberhands or arms are present, the price to activate Claws of the Wolf is two Blood Points. This can be spent at the rate of one point on each of two turns.

Shadow of the Beast costs two Blood Points and takes three turns if both are paid in one turn, or six turns otherwise. Six Blood Points allow a one-turn change. Form of Mist is treated much the same.

## VAMPIRES IN THE NET (OR ANYONE ELSE, FOR THAT MATTER)

Netrunning is a new form of interactive conflict and uses slightly different rules than normal combat. Nearly all tests involve computer skill.

Initiative is Wits + Computer. Multiple actions are possible, and a Cyberdeck adds its speed as extra actions.

Combat works much like Melee, except that you roll your Intelligence + Computer against the opponent's Intelligence + Computer, with the Program Strength added as automatic successes. The target number is always a six. In Combat, successes over the foe's successes count as damage dice. The loser gets Soak Dice equal to his Wits. Protection Programs can be used to slow down an attack. Add the Program Strength to Soak Dice.

A computer system has three dots of Intelligence for each two CPUs present, and always possesses five dots in Computer.

When engaged in tests against programs, roll Computer + Program Strength against System Intelligence + Program Strength. This is used for Evasion/Stealth, Detection, Intrusion, or Decryption.

## STARTING CYBERWARE

### RESOURCES

This is a revision for the Resources Background as supplied in *Vampire: The Masquerade*. Instead of starting wealthy, you simply start with cash. If you were Embraced after the advent of Cyberware, you can even buy some. Consider it a survival choice.

*	2,000 eb
**	5,000 eb
***	10,000 eb

****	20,000 eb
*****	50,000 eb

All you new Licks feeling down?  
What do you do when . . .  
*Two thirds of the Solos on the street have Thermo graphic Imaging?*  
Learn Masquerade, Choomba.  
*You were Embraced before Cyberware?*  
Pick up Celerity. A lot of it. All you can find.  
*The guns are bigger than you?*  
Buy even bigger guns.  
*Everyone you fight is stronger/faster/tougher than you?*  
Burn blood. If you win, you can have their Vitae.  
If you lose, it doesn't matter.  
Remember, the tech is there for *everybody* to use.  
Just because you're Kindred doesn't mean you have to be stupid.

## CYBERWARE LIST

If a piece of Cyberware is not mentioned, assume no changes from *Cyberpunk*. Most of the Cyberware from *Cyberpunk 2020*, *Interface Magazine*, *Chromebook 1*, and *Chromebook 2* is listed here.

### FASHIONWARE

Biomonitor -2 to TN for resisting drugs, poisons, and torture. These don't do a lot for Kindred, other than to tell them that they really *are* dead.

Neuralware Processor	does not change
Kerenzikov	+1 Celerity/Level, +1 Dexterity at Level 2
Speedware	+3 Celerity, +2 Dexterity for 5 combat rounds
Tactile Boost	-3 on TN relating to touch
Olfactory Boost	-3 on TN relating to smell
Pain Editor	Ignore wound penalties due to injury
Vehicle Link	-2 on TN with vehicle
Smartgun Link	-2 on TN with weapon
Machine/Tech Link	-2 on TN with equipment
Reflex Chips	Comes in Level 1- Talents or Skills
Memory Chips	As above - Knowledges
Boostmaster	Adds +1 Celerity and +1 Dexterity to the efficacy of any Boosterware package.

### IMPLANTS

Adrenal Booster*	+1 Celerity and Dexterity for 1d10/2 + 2 rounds, 3x/day
Subdermal Armor	+4 Soak Dice
Forked Tongue	+1 die to Social tests
Decentral Heart*~	+1 Soak Die
Sport Heart*+	+1 Strength, +1 Stamina (not for soak), -1 Soak Dice, +1 Meter max run

Overdrive Heart\*+ +2 Strength, +2 Stamina (not for soak), -2 Soak Dice, +2 Meters max run

T-Maxx Cyberliver\* -2 TN for resisting drugs, poisons, and alcohol

Gyro-Stabilizer -2 TN for resisting Spacesickness, +1 die in Athletics for purposes of Zero-G Maneuvers

Gang Jazler Target makes Stamina + Fortitude roll vs. an 8. If failed, she is immobilized for 2—11 minutes. If nothing over a 6 was rolled, she is dead. Kindred simply take one Aggravated wound.

\*If Kindred had this before the Embrace, it no longer operates.  
 +If a Kindred possesses this, he is considered to have a normal heartbeat.  
 ~A Kindred with this only needs to be staked through one pump.

## BIOWARE

Grafted Muscle Lvl 1: +1 Strength, Lvl 2: +1 Stamina

Muscle & Bone Lace +1 Strength, +1 Stamina

Skinweave +3 Soak Dice

Enhanced Antibodies Reduce healing time by one line on the chart on page 191

Toxin Binders of Vampire: Second Edition. -4 to TN to resist drugs or poisons

Nanosurgeons Humans heal in one half the normal time with these.

Lifesaver Skinweave As per Enhanced Antibodies. If the patient is down to -7 to -9 Wound levels, she is in no danger of dying unless subjected to rough treatment.

Anti-Plague Nano -3 TN to resist diseases. Kindred do not benefit from Nanotech in the blood.

European Biotech Body Reflex MA +1 Strength, +1 Stamina +1 Dexterity (not Celerity) +2 to Dexterity for running, +2 to Strength for leaping

## CYBERWEAPONS

Scratchers Damage: Strength +1

Implanted Fangs Damage: Strength +1

Rippers Damage: Strength +2

Wolvers Damage: Strength +3

Big Rippis Damage: Strength +4

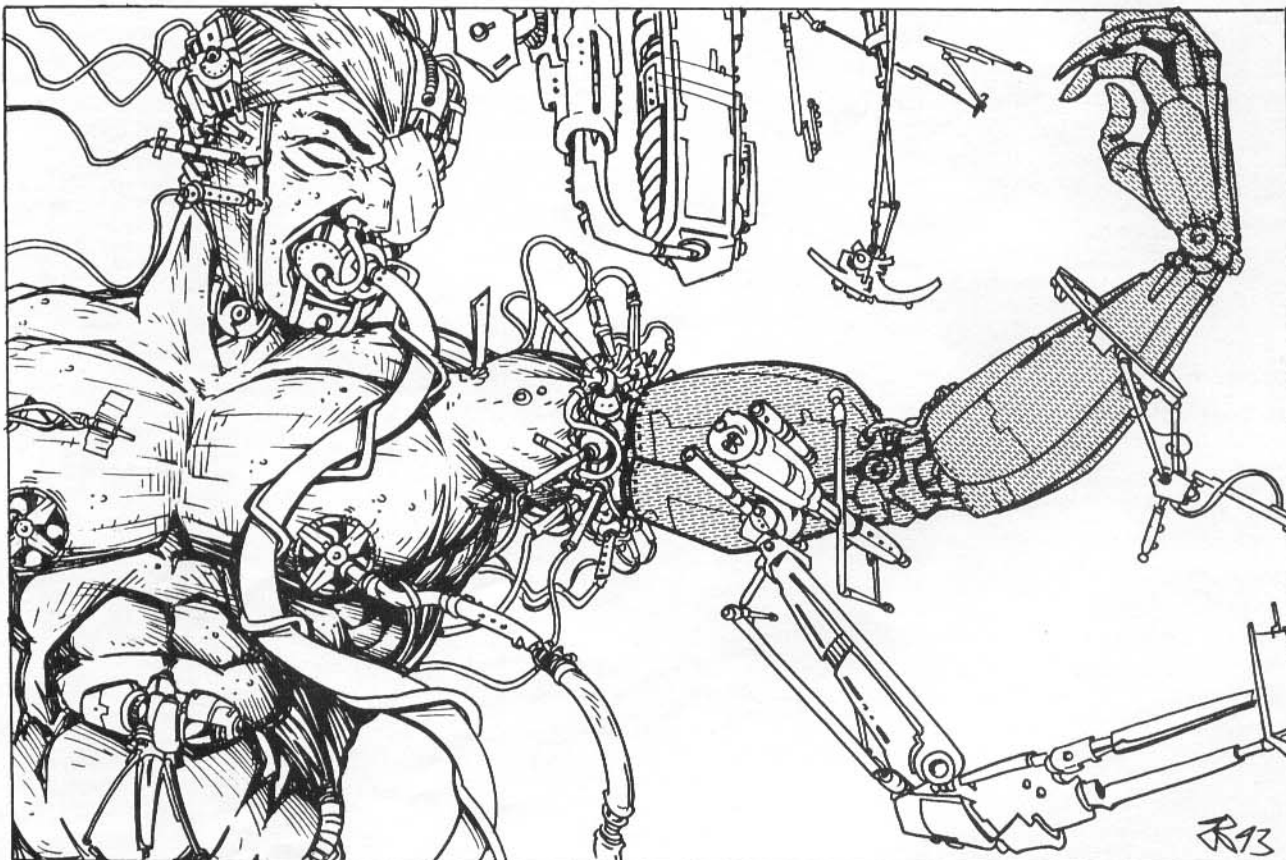
Big Knucks Damage: Strength +1

Slice N' Dice Damage: 8 (armor only provides 1 Soak Die)

Cybersnake Damage: 4

Cyberoptic No change

Image Enhancement -3 to Sight-based TN



Targeting Scope	-1 TN to Smartgun attacks
Dodgeball	After observation it adds +1 die to skill
Cyberaudio	No change
Amplified Hearing	-1 to Hearing-based TN
Voice Stress	-2 to TN for Empathy or Interrogation
Sound Editing	-2 to TN to hear one conversation

## LIMBS

Cyberarm	4 damage boxes, 4 Soak Dice
Cyberleg	4 damage boxes, 4 Soak Dice
Hydraulic Rams	6 damage boxes, 6 Soak Dice, Triple Potence
Thickened Myomar	5 damage boxes, 5 Soak Dice, Double Potence
Reinforced Joints	+1 damage box, +1 Soak Die
Armor	+4 Soak Dice
Flashbulb	Automatically blinds those with operating Auspex 1, in addition to then usual affects
Orbital Crystal Arm	12 damage boxes, 12 Soak Dice
Winch	If the user has any level of Potence and/or Fortitude, he may make full use of this item.
Speeding Bullet	Increases movement speed by +5 meters

A Cyberarm is bought for a specific strength, generally that of the recipient. Lower-strength arms can be purchased without difficulty. Arms stronger than the user can cause injury to the user.

A Cyberarm is considered to have one point of Potence for punching and two points for crushing.

Hands & Feet	No change
Independent Hand	Potence 1 for crushing purposes
Hammerhand	Damage: Strength + 4
Buzz Hand	Damage: Strength + 5
Spike Hand	Damage: Strength + 3
Talon Foot	Damage: Strength + 3
Spike Heel Foot	Damage: Strength + 4
Cutting Torch	Damage: 2 Aggravated/turn, TN 9 to resist
CyberWeapons	Built into Cyberlimb
MM Launcher	Damage: 8
2 Shot Laser	Damage: 6
Linear Frames	Implanted Exoskeleton
Sigma	Strength: 6
Beta	Strength: 7
Omega	Strength: 8

Note: Regardless of Cyborg's Strength, the Frame overrides it.

Body Plating	ExoArmor
Cowl	+8 Soak Dice, 5 extra DP
Faceplate	
Torso Plate	

## CHIPS

Memory Compression	Allows 3 Abilities to be placed on one chip. All at 1, naturally.
Maximum Lover	Add +1 die to all Seduction tests.
Stress Chip	Add +1 to Willpower and +1 to Humanity.
Adrenalin/Endorphin Surge	In addition to the benefits as explained in <b>Chromebook</b> , this chip can be used to create an Adrenalin Surge that provides +1 to Stamina for purposes of Soak Rolls and Attribute tests. If a Kindred triggers the Adrenalin Surge, she flies into a Rage Frenzy.
Fish N' Chips	Will work for Kindred. It can be used to limit the amount of blood a Kindred will drink before feeling sated. This can be used to limit a Lick to, say, 3 Blood Points. Nasty.
Visual Recognition Chips	Provides 1 extra die to tests involving the specific field covered by the chip.

Task levels convert as follows:

Cyberpunk	Task VampireTN
Easy	3
Average	5
Difficult	7
Very Difficult	9

