

FAILED CYBER CONVERSION

Failed Cyber Conversion is a Special Good Trait that costs 2 Character Points. The character has been through, and failed, the process of Cyber Conversion. This means they've retained their memories, features and torso but have had their limbs replaced with Cyberman prosthetics. These are indistinguishable from normal, provided they're concealed, and offer the following effects: +3 to Strength -1 to Coordination -2 to Awareness +1 to Presence Also the character must make a Resolve + Knowledge (Difficulty 12) test once a session to cope with the psychological effects of the change, or receive a -2 penalty on every action unless engaged in combat as he struggles with the horror.

[good](#), [special](#), [characters](#)

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