

CYBORG

On some high tech worlds machinery can be used to replace body parts lost due to an injury, improvement or simply old age. The character is such a merging of flesh and machine. The cybernetic part is able to act like a Gadget, but it does also mean the character could be subject to discrimination in certain parts of the galaxy, where cyborgs are regarded as second class citizens.

Effect

Cyborg is a Special Good Trait that costs either 1 or 3 Character Points. At the lowest level, the cybernetic parts of the character are obvious. They can be hidden, but they will have to be careful. Bannakaffalatta is like this, his cybernetic chest section is something that can be hidden, but it is bulky and is obvious if he removes his shirt. At the 3-point level, the cybernetic elements are completely disguised under fairly realistic looking, plastic skin.

The Cyborg trait allows the character to have a permanent Gadget (which must be purchased separately) that will not run out of power or get lost (see Gadgets, on pg. 112). Major cybernetic overhauls, such as Max Capricorn's or full Cyberman conversion are not suitable for a character in the game, except at the Gamemaster's discretion.

Note

Cannot be taken with the [Robot](#) trait.

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

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