Cybernetic Implants

Implants are broken down by type, and then listed alphabetically. Only non-robots can use implants (humans, ghouls, super mutants, animals, etc.) and only one implant of each kind. As their name suggests, animal-only implants can only be used by beasts and mutants.

Implants do not require any perks, because only a fully trained and fully equipped cybernetics surgeon (pejoratively called “ripperdocs”) or Auto-Docs can safely and successfully integrate them. Even Auto-Docs still require assistance from a surgeon, save for the highly-advanced Mark IX.

**Cyber Psychosis**

Whenever a cybernetic implant is integrated into a creature, that creature must succeed two of three Intelligence saving throws (DC 10 + number of previously integrated implants). On a success, there are no psychological side-effects from the implant. On a failure, the brain struggles to accept the implant and suffers a form of madness, a phenomenon call “cyber-psychosis.” Roll a d6. On a 4-6 the madness is short term, on a 2-3 it’s long term, and on a 1 it’s indefinite. To determine what the madness does roll on the corresponding short term, long term, or indefinite madness table.

**Robot Weapon Implants**

Should you find a surgeon willing to use them, a creature can receive robot weapons as cybernetic implants replacing one or more of their limbs. Consult with your Overseer to see which weapons are possible to use.

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| **Animal-Only Implants** | | |
| Name | Effect | Cost |
| Sapiency Uplifter | Increases the animal’s Intelligence score to 5 or gives a +1 to Intelligence if it was already 5 or higher. | 9,000 |
| Universal Translator | The animal can speak and understand one language. | 1,500 |

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| **Combat Implants** | | |
| Name | Effect | Cost |
| Amygdala Regulator | You have advantage on saving throws against the *frightened* condition. | 2,000 |
| Cyber Eyes | You gain Darkvision out to 120 ft. and can see *invisible* creatures within 15 feet. | 5,000 |
| Implant GRX | Once per day, you can slow down time relative to your perception. You gain 5 bonus AP until the start of your next turn. | 10,000 |
| Infrared Optical Hacking Module | You can perform Science (Hacking) checks from up to 30 feet away from the target provided you have line-of-sight to the target and a Pip-Boy. | 3,000 |
| Limbitless Cyber Arms | All melee, thrown, and unarmed attacks deal two additional damage dice. | 6,000 |
| NEMEAN Sub-Dermal Armor | While not wearing armor, your base AC is 8 + your Agility modifier. | 8,000 |
| ONYX Cyber Legs | Your movement speed and jump height increase by 10 feet. | 6,000 |

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| **Miscellaneous Implants** | | |
| Name | Effect | Cost |
| Cranial Addiction Inhibitors | You have advantage on saving throws to resist addiction. | 3,000 |
| IRON GUT Liver Enhancement | You gain resistance to poison damage and have advantage on saving throws against the *poisoned* condition. | 2,000 |
| PHOENIX Monocyte Breeder | You regenerate 1d4 lost hit points every two hours. | 12,000 |
| Reinforced Spine | Your carrying capacity is increased by a number of pounds equal to your Strength score \* 10. This proportionately increases the weight you can push, drag, or lift. | 5,000 |

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| **SPECIAL Implants** | | |
| Name | Effect | Cost |
| Empathy Synthesizer | +1 Charisma | 4,000 |
| Hypertrophy Accelerator | +1 Strength | 4,000 |
| Logic Co-Processor | +1 Intelligence | 4,000 |
| Nociception Regulator | +1 Endurance | 4,000 |
| Optics Enhancer | +1 Perception | 4,000 |
| Probability Calculator | +1 Luck | 4,000 |
| Reflex Booster | +1 Agility | 4,000 |