

BIONIC LOCOMOTION (LEGS, HIPS, PELVIS, ETC.)

Common locomotion bionics must be fully integrated into the spine and nervous system to function properly; basic models accomplish this without any loss of function over the human norm.

Poor versions halve the character's Movement Rates (round up), and such characters that attempt to run must succeed on an Agility Test or fall at the end of their movement.

Good versions of these systems grant the owner the Sprint talent. In addition they add a +20 bonus to Athletics Tests made to jump or leap.

BIONIC RESPIRATORY SYSTEM

Common bionic lungs and implanted respiratory systems mimic the action of human lungs and keep the body supplied with oxygen. Such characters gain a +20 bonus to Toughness Tests made to resist airborne toxins and gas weapons.

Poor bionic lungs offer the same benefits as the Common system. However, they are raucously loud affairs and characters take a -20 penalty to all Silent Move checks. A generally poor oxygen supply to the body means all tests involving strenuous physical activity are increased by one level of Difficulty.

Good bionic lungs count as a full life support system (thus if for any reason the user's own respiratory system fails, his bionic lungs will keep his blood oxygenated), and their presence may be unnoticeable if designed to be so.

IMPLANT SYSTEMS

What follows are some of the more widely used bionic and cybernetic implants desired to improve or salvage the human body. Implants usually serve to grant a human some ability they did not already possess, or integrate external devices into their bodies.

AUGER ARRAYS

These are implanted devices duplicating the effects of special sensors. In all cases their use requires concentration and a Half Action.

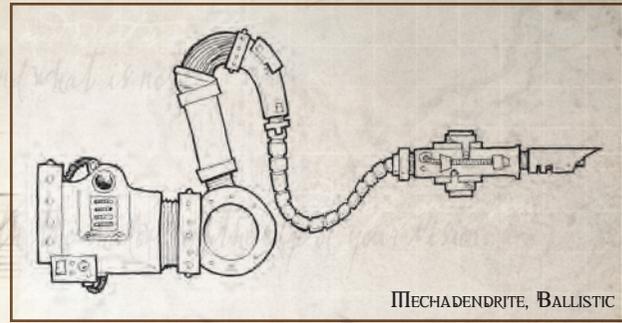
Common systems function identically to a standard auspex (see page 150).

Poor systems possess only a single detection ability (either heat, radiation or electromagnetics) and only function within 20 metres.

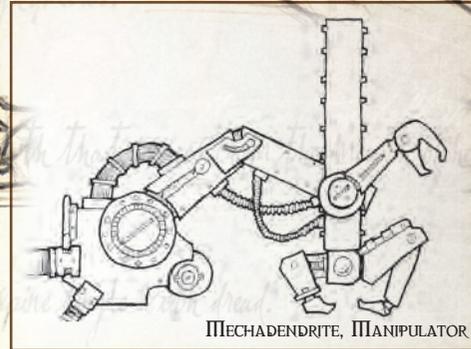
Good systems function as a full auspex but also allow rerolls on all Perception based Tests when using its functions.

BALLISTIC MECHADENDRITE

This solid, shoulder-mounted mechadendrite is designed for self-defence. This two metre limb is mounted with a sleek-looking laspistol of Adeptus Mechanicus design. This weapon counts as a laspistol with the Compact upgrade. As a reaction, the Tech-Priest may use this mechadendrite as if it were his off-hand, but suffers no penalties to hit. Note that this weapon has no optical targeting facilities built in. You must have the appropriate Mechadendrite Use talent to operate this implant.



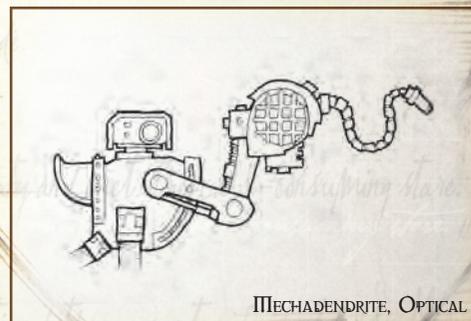
MECHADENDRITE, BALLISTIC



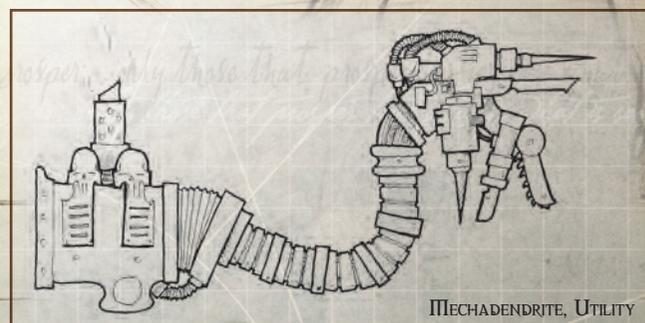
MECHADENDRITE, MANIPULATOR



MECHADENDRITE, MEDICAE



MECHADENDRITE, OPTICAL



MECHADENDRITE, UTILITY

CORTEX IMPLANTS

These systems may be used to repair a severely damaged brain, or seek to augment its abilities.

Common cortex implants are used to restore paralysed and brain-damaged individuals to some semblance of normality. The best that can be managed by these systems is a permanent loss of 1d10 points from the character's Weapon Skill, Ballistic Skill, Agility, Intelligence and Fellowship. In addition, such characters gain 1d10 Insanity Points.

Poor cortex implants restore brain function but destroy the personality and memories of the subject, effectively making them a servitor, and are obviously unsuitable for characters.

Good cortex implants are extremely rare even among the Mechanicus, and their creation is an almost lost art (therefore they cost ten times the usual cost for a rare item). They grant the trait Unnatural Intelligence (×2) (see [page 332](#)) and in addition perform all the functions of a cogitator system. However, characters with this implant gain 1d10 Insanity Points.

CYBERNETIC SENSES

Sight, hearing and even touch and taste may be duplicated artificially, and more esoteric senses may be added.

Common systems, while usually very obviously artificial and often oversized, manage to more or less duplicate the approximate human range of senses adequately and have no further game effects.

Poor cybernetic senses are troublesome and poor imitations of the real thing (hearing may be troubled by static, vision glitches or rendered in low-resolution monochrome, and so on). A character with this system takes a -20 penalty to Tests made involving the cybernetic sense.

Good cybernetic senses grant the Heightened Senses talent for that particular sense, and a +20 bonus to Tests made to resist attacks on the sense itself (deafening noises, blinding flashes and so on). Basic and advanced cyber-eyes may also incorporate telescopic sights (counting as a telescopic sight, see [page 142](#) for more details), a full photo-visior, and/or a system allowing the Dark Sight trait (see [page 329](#)). Likewise, basic or advanced cybernetic hearing may also include an internal micro-bead system. Each of these "extra" upgrades counts as a separate implant for the purposes of cost.

MANIPULATOR MECHADENDRITE

This powerful shoulder-mounted mechadendrite is designed for heavy lifting and manipulation of industrial gear. Built of fire-hardened ceramite and steel, this limb may extend to a length of 1.5m. When using the arm, the character gains a +20 bonus to Strength Tests. This limb is tipped with two sets of gripping and crushing pincers. These may be locked around a suitable anchor point as a Free Action to safely tether the Tech-Priest to lifting gear, high gantries and so on. Finally, a character may use the manipulator as a club. It counts as a Primitive weapon that deals 1d5+2 Impact Damage.

The manipulator may not be used for any task requiring fine manipulation (typing on a key pad, handling delicate objects, doing up a zip and so on). You must have the appropriate Mechadendrite Use talent to operate this implant.

