

CYBORG SAMURAI ARE GO!

BUILD A PC

PCs are cybernetic-enhanced mercenaries, usually hired as spies or saboteurs to infiltrate corporate bases and gangland dens.

1° Choose armour. This gives your PC an armour class (AC) and a movement rate (MV).

| Armour | AC | MV |
|----------------------|----|----|
| No armour | 9 | 12 |
| Black Leather Coat | 7 | 9 |
| Bulletproof Vest | 5 | 6 |
| Armoured Exoskeleton | 3 | 3 |
| Sub-dermal Plates | -1 | -1 |

2° Roll for hit points, 1d8 per level (HD). So, 1d8 for a PC starting at level 1.

3° Choose two weapons:

10 x Shuriken 1d4 damage

6 x Micro-Explosives: (10' rad) 1d6 damage

Katana: 1d8 damage

Submachine Pistol: 1d10 damage

Automatic Shotgun: 2d6 damage

4° Number of attacks (AT) is 1 at start, then raise at 2 at level 5, 3 at level 9 and so on.

When a PC kills an adversary, he can make another attack at the end of the same round.

5° Choose either a surname (e.g. Tanner) or a codename from mythology (e.g. Medusa) then roll 1d4 for cybernetic enhancement:

1 Ultra Coordination: (-1 to Stealth/Stunts roll)

2 Brainchip: (-1 to Tech Saving throws e.g. disarm bomb, hack computer)

3 Improved Reflexes: (+1 to Initiative)

4 Retractable Claws: 1d4 damage

6° Roll 1d4 for starting equipment:

1 Mirrorshades: (+1 to adversary's Morale Roll)

2 Infrared/UV Goggles: (see in dark)

3 Medikit: (heals 1d6 hp, can be used twice)

4 Cigar (+1 damage for 1d4 rounds when smoked, one use only)

FIGHTING

1° Initiative: Each one roll 1d10+his AC. The best score has initiative, then each one attack in descending order. So a lighter fighter has better chances to strike first. If one has several attacks (AT), he rolls initiative several times.

2° Attack: roll 1d20. If the score is *equal to or under* your opponent AC + your own level, it's a hit. Example: to hit an adversary with AC 6, a 3 level scavenger needs a 9 or below.

3° Damage: When you hit an opponent, roll the damage dice. Deduct the result from your opponent's hit points (hp). At or below 0, adversaries are dead, and PC's are knocked out. Adversaries could kill them easily, but usually they won't, keeping them imprisoned. If the damage roll for a gun results in a '1' it is out of ammo, that was the last shot. It takes a round to reload. A samurai carries enough ammo to reload once during a mission but thereafter has a 2 in 6 chance of finding some ammo in the guns of defeated adversaries.

4° Morale: If outnumbered, after the first death, and when reduced to one-half number of hit points, adversary checks for morale. The DM

rolls 1d10. If the result is over the adversary's hit dice, he will withdraw or surrender to get a better position.

5° Rest and bandages: After that, all hit points (hp) are restored back their initial score. After all, hit points reflect the capacity to escape or stand hits. If a PC has been sent below 0hp, he may need a longer rest, or even a medikit because he's wounded.

ADVENTURE

1° Stealth & stunts: sneak past guards, hide in shadows, move silently, climb are easier with a lighter armour. For each such an action, roll 1d20 under the character's AC+level. So a 4th level samurai wearing a leather coat with sub-dermal plates must roll 10 to creep past a guard. For easier actions, the DM may choose 1d10 instead.

2° Saving throws: when such a roll is needed for any reason, roll 1d20 under the character's level, +4. So a 7th level samurai must roll under 11 to resist the charms of a sexy corporate spy. This "level+4" rule applies to every other action which isn't covered by the "stealth & stunts" rule, but fits the common samurai knowledge like searching for a hidden safe or 'picking' an electronic lock.

3° Dangers: If something could kill a man, like a fall, a fire or a trap, it does 1d8 points of damage. If it could kill a horse, 2d8. If it could destroy a small vehicle, 4d8. No more.

EXPERIENCE

PCs start at level 1 (1 Hit Dice). Each time they defeat an adversary, by killing him or another method, they get 100 experience points per adversary's hit dice, shared between the party. The number of experience points needed to level up is 2000 x the current level. There are no limits to levels. Gaining a new level means better rolls for fight/save/actions, and 1d8 more hit points. The player rerolls all hit dice. If the new score is better than the old one, he gets that new total. If not, he keeps the old one.

GEAR

Special equipment may be given/loaned to the PCs by their employers to use on the mission e.g. Surveillance jamming devices, electronic maps, silencers and chameleon suits. The employer may want them returned intact.

MISSIONS

These may include retrieving information or objects, freeing captives, sabotage, escorting VIPs, destroying bases, bounty hunting etc.

SAMPLE ADVERSARIES

Corporate Guards, Rogue Cyborgs, Ninja, Gangmembers, Guard Dogs, Mercenaries, Mad Scientists, Enhanced Cops, Journalists, Experimental Robots, Clones, Foreign Agents. By Sean Wills, based on 'Searchers of the Unknown' written by Nicolas Dessaux. Dungeons & Dragons is Registered Trademarks® of Wizards of the Coast, Inc. No challenge or claim to the ownership of these trademarks is intended or implied. This is a not-for-profit fan work and is believed to reside within Fair Use.