DUALINK

Chrome & Cyberpsychosis

System



Cyberpunk Edition

Chrome & Cyberpsychosis

Steel can replace anything but the part of you that decides why. Your body pays for the chrome it can hold. Your mind pays for the chrome it shouldn't.

Installing Cyberware

Cyberware is a category of magic item that must be **installed** to work. Installing works like attunement: an implant that isn't installed grants none of its properties. Installed cyberware doesn't count against the number of items you can attune to.

To install or remove an implant, you visit a **ripperdoc** and spend 1 hour in surgery. Who can do the work depends on the implant's rarity:

- **Common, Uncommon:** any street clinic.
- **Rare, Very Rare:** a licensed ripperdoc.
- **Legendary:** hospital-grade surgery.

Medical-grade cyberware, which only replaces a lost body part, costs no Capacity and has no effect on your Humanity.

Categories

Each implant belongs to one category, and you can have only one installed implant per category. The category sets which ability the implant uses.

- **Neuralware** (Intelligence): cyberdecks, chipware, cortex boosters.
- **Speedware** (Dexterity): Sandevistan, Kerenzikov.
- **Cyberoptics** (Wisdom): Kiroshi optics, targeting scopes, audio

amplifiers.

- **Bodyware** (Constitution): subdermal armor, grafted muscle, blood pumps.
- **Cyberarms** (Strength): Gorilla Arms, Mantis Blades, Monowire.
- **Cyberlegs** (Strength): Fortified Ankles, reinforced tendons.
- **Fashionware** (Charisma): Chemskin, light tattoos, techhair.

Cyberware DC. If an implant calls for a saving throw, the DC is 8 + your proficiency bonus + the modifier of the implant's category ability.

Chrome Capacity

Your body can only hold so much steel. Your **Chrome Capacity** equals your Constitution modifier + your proficiency bonus (minimum 2). Each implant uses Capacity based on its rarity:

- **Common** 1 · **Uncommon** 2 · **Rare** 3 · **Very Rare** 4 · **Legendary** 5

Your **Chrome Load** is the total Capacity cost of all your installed implants.

Edgerunning

You can install cyberware beyond your Capacity, up to a number of points over it equal to your Intelligence modifier (minimum 1). While your Chrome Load is over your Capacity, you are **Edgerunning** . Your **Edgerunning score** is the number of points your Chrome Load exceeds your Capacity.

Your mind integrates this extra chrome cleanly: chrome beyond your Capacity doesn't reduce your Humanity maximum. It still counts toward your Chrome Load, and it

makes every Overclock cost more.

Humanity

Humanity is what stays human under the steel.

Humanity maximum = 10 + half your Wisdom score (rounded down), minus your Chrome Load up to your Capacity.

Example: you have Wisdom 14, Capacity 7 and a Chrome Load of 9. Your base is 10 + 7 = 17. Only 7 points of your Load are within your Capacity, so your Humanity maximum is 17 – 7 = 10. The remaining 2 points are Edgerunning chrome and don't reduce it, but they give you an Edgerunning score of 2.

Installing chrome within your Capacity lowers both your maximum and your current Humanity by its Capacity cost. Removing an implant restores the maximum it took. A ripperdoc won't install an implant that would reduce your Humanity maximum below 1.

Regaining Humanity

- **Long rest.** When you finish a long rest, you regain Humanity equal to your Wisdom modifier (minimum 1).
- **Therapy.** During a workweek of downtime, another creature can treat you for 250 gp with a DC 15 Wisdom (Medicine) check. On a success, you regain 2d4 Humanity. You can't treat yourself.

Overclock

Every implant has a base function and an **Overclock**, which pushes it past its safe limits.

Overclocking costs **1 Humanity + your Edgerunning score**. Some implants list an additional cost.

Pushing past zero. If an Overclock would reduce your Humanity below 0, it still takes effect, your Humanity drops to 0, and you make the Psychosis Save for reaching 0 with disadvantage.

Thresholds

Stable (above half your Humanity maximum). No effect.

Glitching (half your Humanity maximum or less, but above 0).

- You have disadvantage on Wisdom saving throws and Charisma (Persuasion) checks.
- Whenever you Overclock, make a Psychosis Save. On a failure, the implant shorts out: the Overclock has no effect, but the Humanity is still spent.

Cyberpsychosis (0 Humanity).

- You have disadvantage on Charisma (Persuasion) checks.
- You make a Psychosis Save when you reach 0 Humanity (with disadvantage if an Overclock pushed you past 0), when you start a combat at 0 (with disadvantage), and when you Overclock while at 0 (with disadvantage; the Overclock costs no Humanity).
- On a failed save, you gain 1 Crack and suffer a **Psychotic Break** for 1 minute.

Psychotic Break. You have advantage on weapon attack rolls and resistance to bludgeoning, piercing, and slashing damage. At the start of

each of your turns, you must use your action to attack the nearest creature you can see. At the end of each of your turns, you make a normal Psychosis Save, ending the break on a success. When the break ends, you gain 1 level of exhaustion.

Psychosis Save

A Psychosis Save is a Wisdom saving throw against your Psychosis DC:

Psychosis DC = 10 + half your Chrome Load (rounded down) + your Cracks

Cracks. Each time you fail a Psychosis Save while at 0 Humanity, you gain 1 **Crack**. Cracks are permanent, and nothing can remove them.

Fractures. Every 3 Cracks form a **Fracture**.

- **0–2 Cracks:** 0 Fractures. You can't be Gone.
- **3–5 Cracks:** 1 Fracture. Gone on a natural 1.
- **6–8 Cracks:** 2 Fractures. Gone on a natural 1–2.
- **9+ Cracks:** 3 Fractures. Gone on a natural 1–3.

Gone. When you make a Psychosis Save, if the natural roll is equal to or lower than your number of Fractures, you are **Gone**. You become a cyberpsycho, and your character becomes an NPC under the DM's control.

Immunoblockers

Consumable, uncommon (100 gp)

As an action, you take a dose. For 1 hour, you ignore the disadvantage from Glitching, and your implants don't short out when you fail a

Psychosis Save. Immunoblockers have no effect at 0 Humanity; the pills hide the damage, they don't stop it.

When the dose wears off, you lose 1 Humanity. Each additional dose you take before finishing a long rest requires a Constitution saving throw (DC 12, +2 for each dose you've already taken). On a failure, you are poisoned for 1 hour.

Legend

- **Installed:** the cyberware version of attuned. An implant only works once a ripperdoc has put it in.
- **Ripperdoc:** the surgeon who installs and removes cyberware.
- **Category:** an implant's type. It sets which ability the implant uses, and you can have one implant per category.
- **Cyberware DC:** 8 + proficiency bonus + the category ability's modifier.
- **Chrome Capacity:** how much chrome your body holds (Constitution modifier + proficiency bonus).
- **Chrome Load:** the total Capacity cost of everything you have installed.
- **Edgerunning:** running more chrome than your Capacity, up to your Intelligence modifier in extra points.
- **Edgerunning score:** how many points you are over your Capacity.
- **Humanity:** your hold on yourself (10 + half your Wisdom score, minus the chrome within your Capacity).
- **Overclock:** pushing an implant

past its limits for 1 Humanity + your Edgerunning score.
- **Stable:** above half your Humanity maximum. No effect.
- **Glitching:** at half your Humanity maximum or less. Social and Wisdom penalties, and Overclocks can short out.
- **Cyberpsychosis:** at 0 Humanity. Psychosis Saves become a constant threat.
- **Psychosis Save:** a Wisdom saving throw against 10 + half your Chrome Load + your Cracks.
- **Psychotic Break:** a minute of berserk violence against the nearest creature after a failed save at 0.
- **Crack:** a permanent mark from a failed save at 0. Each one raises your Psychosis DC by 1.
- **Fracture:** every 3 Cracks. Each Fracture adds one more natural roll that means you are Gone.
- **Gone:** you have become a cyberpsycho, and the character is lost.
- **Immunoblockers:** pills that mask Glitching for 1 hour, at a cost later.