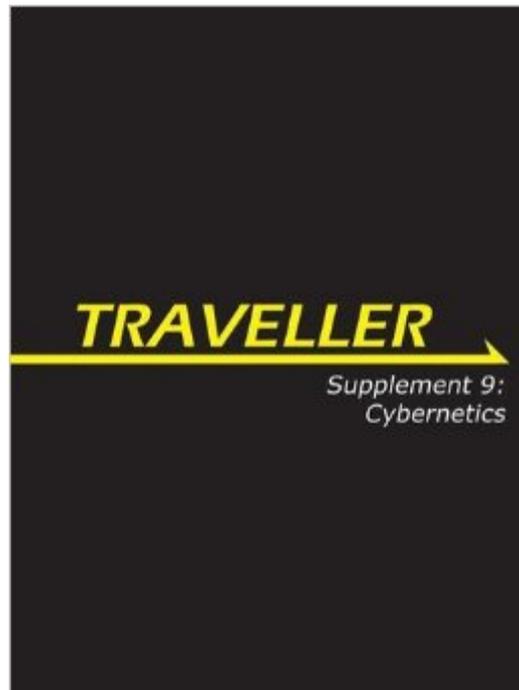# Traveller: Supplement 8: Cybernetics (MGP3853)

Synopsis

Designed for all Traveller settings, Cybernetics puts the Cyber into cyberpunk. Whether you are looking at a setting based around technological enhancements, or just wanting to build your character up with a few augments, Cybernetics is for you. With full rules for turning man into machine, Cybernetics is suitable for creating a war-grade killing machine festooned with internal weaponry and defences, or a sleek agent with the very latest enhancements and upgrades. You can now fine tune your character into an absolute master in their chosen profession.

Book Information

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Customer Reviews

Supplement 8: Cybernetics, brings the machine into your characters - literally. Wether or not you need that, is another question.The character generation tables are useful for the most part. It is nice to see something civillian oriented, with the civillian related careers. They all seem uninspired. The events and mishaps could be from any other careers, and are nowhere up to the quality that is seen with Scoundrel or Agent. The noble careers in particular I felt were inspired. What character wants to play a cybernetic fetishist, and if they do, why do they need a career for it? Also, marine and navy careers are missing, for some reason. Both of those would fit better than the noble or psion paths.Speaking of character generation, each of these cybernetic careers get implants through the development of their character, in the place of skills (typically the 5 or 6 spot on tables). Which is fine. What isn't fine is that they take no consideration of your TL (tech level) when getting these upgrades. Say you're playing in a TL 11 campaign. You will soon find several upgrades being

beyond your TL, even some of the minimum ones listed on the tables (like heavy duty arm). None of these have a TL listed next to them, and even worse, no page number - along with no index. I found myself looking for skillsofts several different times, only finding them by the page number being referenced elsewhere, under another entry.I cannot speak for the cyberspace entry, as I have no real use for it. It doesn't fit into my campaign, and it doesn't fit into what is "standard" traveller, either.There is a table that discusses how cybernetics are handled in the various TL's, from 8 on. Very useful.

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