

Alternative Medtech



A Homebrew Guide for Medtechs and Medicine in Cyberpunk RED
among a few other things.

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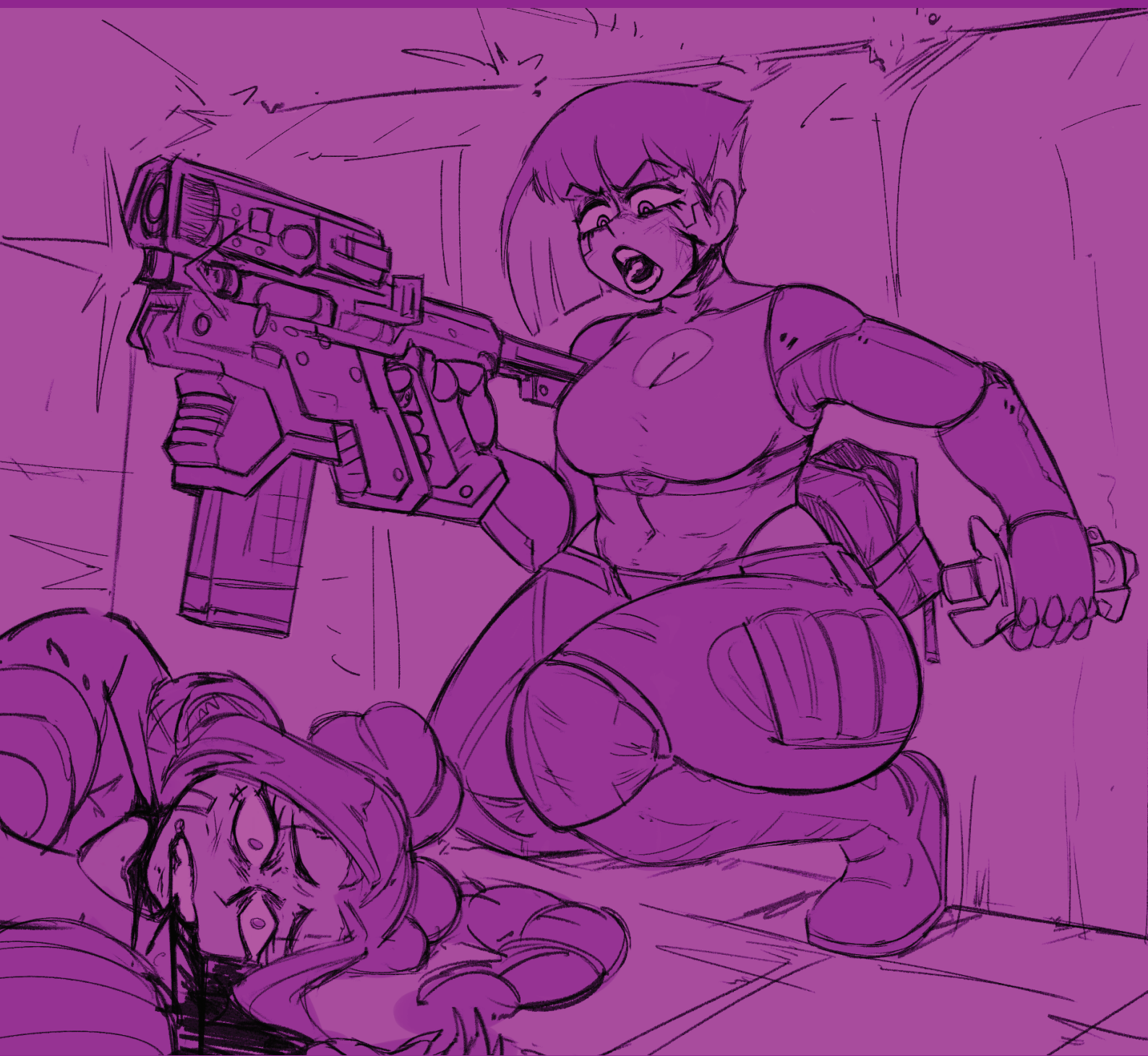
Alternative Medtech – A Homebrew Guide for Medtechs and Medicine in Cyberpunk RED

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Volume I:

New ways to keep people alive and sane



Flatlining isn't the end (yet)

There's more ways to cheat death than ever. Reaching zero HP and failing a Death Save isn't the end of your career, if you have a really good Medtech with you.

DEAD?

You failed your save. You flatlined. You have 2 minutes until you're no longer saveable. As long as you still have your brain inside your skull and your head attached to your torso, someone can bring you back before it is really over.

A MedTech can attempt to resuscitate a flatlined person by rolling ParaMedics against a DV 18 + the total of Critical Injurys penalties against a Death save. On a success, the person is unconscious and stabilized at 1 HP, ready for the cryobag.

- ▶ A failure increases the DV of the next attempt by 1.
- ▶ Each attempt takes 40 seconds.

Body Condition	Resuscitation DV
No Critical Injuries and all limbs attached.	DV 18
Each Critical Injury that raises the Death Save check	+1 to DV

These DVs are based off the idea of dying in combat and sustained damage until death. it isn't just performing CPR or defibrilating someone who had a heart attack. Instead its the MedTech doing a combination of all that and patching up the body enough until it can be revived.

Bonuses to skill from Medscanner, Biomonitor and any other item can be added to the Paramedics Check, rewarding the MedTech for preparing and gearing up.

The Referee may increase the penalty however they judge appropriate depending on damage types the character received before death, amount of gunshots or melee strikes. Optionally, critical injuries to the head may increase the DV by 2 instead and +1 for each time the character took damage to the head.

Emergency Treatment

As a Medtech, you need a place to operate on people, sometimes you don't get to pick where. However there's still a huge difference between operating on a choom in the filthy backalley they got eviscerated by a shotgun and a top of the line Hospital room.

In the situation you're able to move your patient and have the time for it, you can set up your operating corner. Bar, restaurant, living room tables, as long as it's not open to the elements, you can sterilize surfaces, lay a sterile plastic sheet, set your tools and claim a +2 to First Aid or Paramedics roll as long as you have a Medtech bag.

Referees may choose to make the MedTech buy a Crash Kit (500eb) for this purpose.

To claim the +2 bonus from a Medkit, the Medtech MUST take extra time and make an effort to find a suitable indoors place, protected from the elements. Use the Crash Kit to prepare the area and then roll First Aid or Paramedics. The Medtech may claim bonuses from Medscanner and other suitable gear.

Surgery Tables

For actual Surgery rolls, the place and conditions more important.

-3 if done on a filthy floor or a particularly shady and dirty Ripperdoc clinic.

+0 for a regular corner Ripperdoc clinic.

+2 for an actual Hospital.

+3 if the Medtech has rank 10 or above.

Characters that Sold Out to a Corporation may get access to corpo clinics and hospitals for treatment. Most likely if the Medtech player is working under an Exec player character. Access to Hospital quality comes with the usual Catches from this path, with the Medtech keeping records on everyone that uses the service for the Corporation, including cyberware.

Medtech Skill: Cyber Integration

Prerequisite: 4 Medicine Points in Surgery, totalling 8 levels in Surgery Skill.

A really skilled MedTech can really push the cyberware implants further: tuning receptors, optimizing soft and hardware, conversating with the patient and deeply customizing the implant to their body.

A Tech upgraded non-borgware implant that would cost 2d6 or higher Humanity, can be further reduced by another 1d6, for a minimum of 1d6 HL and doubling the cost.

You can also reduce the Humanity Loss from borgware implants by 1d6. Follow the same rules from the Upgrade Table in Corebook pg.149 for the DV, cost and time, treating Cyber Integration as if Upgrading a piece of cyberware.

You cannot "Upgrade" borgware twice and any cyberware that gets Cyber Integrated, MUST be implanted.

To Integrate Cyberware, roll Tech + Surgery skill + 1d10 against DV20, for Borgware its DV24.

Rolling 30 and above on the skill check, results in halving the permanent Humanity Loss of cyberware and borgware.

Cyber Integration is the process of making the body see the cyberware as part of itself, reducing Humanity Loss and Depersonalization Disorder. As if it's always been a cyberarm with a grenade launcher, instead of just a meat arm.

Plan and track these implants carefully, if they're removed, the patient takes the implant's full HL cost. If it's replaced, the replacement's HL cost is added to it.

Cyber Integration will not work on the replacement.

Cyber Integration expanded

"Cyberpsychosis is mainly tied to cyberware, but the main media channels use the name loosely. While it is an actual issue, even low chrome and non chromed people can go 'cyberpsycho'.

So it's more about mental health than just chrome, even if chrome really sets you on the path to loose your marbles. So if you can't cure the disease, maybe you can preventively treat the symptoms to avoid or at least reduce the final condition.

So far what I've found out is that "humane" treatment of a patient and custom chrom helps a lot with the dissociative disorder. By making the patient 'sociate' with the chrome and feel whole. That may sound dumb but I'm a doctor, not a writist, this is the best I can think on how to describe this.

Drugs

"I'm a Straight Edge bitch, that's not a secret. I simply hate the taste of alcohol and loosing control of my actions.

There's more than enough PSA's about alcohol and drugs for you to know better. If they damage your brain, they also damage your neural connections with chrome. It might not be noticeable at first, but drug addiction deteriorates everything with time.

It piles up with any disorders caused by excessive chroming, creating the perfect recipe for cyberpsychosis. Just look at the average Mae-sltormer.

Every person is a custom job. Hard and software has to be optimized to their body and brain, add BD therapy so they can prepare for the numbness of chrome and get used to it.

Physiotherapy helps more the mind than the body, since the neural connections have already been perfect, the body works fine but the mind has to be taught how it all works again despite the current easy plug 'n play state of cyberware.

It's better to safely acostume someone to their new projectile launcher than to just send them away after implanting, risking them setting it off by accident. Everyone should be intimaly familiar with all their implants, this is a way to do so.

It costs a lot more in time and eddies but nothing is free in this bitch of a world."
- Saint

My best reccomendation is to go Straight Edge too if you're planning on going fullborg. You can deal with whatever social pressure, you're a grown fucking adult.

Occasional drinks and smokes should be fine enough, but I'm not dealing with addicts and streetdrugs anymore. Alcoholics, cokefiends andblacklace boosters don't get to walk into my clinic unless it's to get clean.

My patience has ran out with addicts ruining all my hard work, fuck off with your inhalers."

- Saint

Optional mechanic

Straight Edge PCs may get a temporary +10 to their Humanity and deal with any social issues the Referee may throw at them for not partaking in drinking or recreational drugs. PCs that smoke and drink only occasionally can get a +5 to Humanity.

They lose that Humanity the moment the willingly use street drugs or go on a self indulgent binge of alcohol and other drugs. But not if forced to use against their will.

