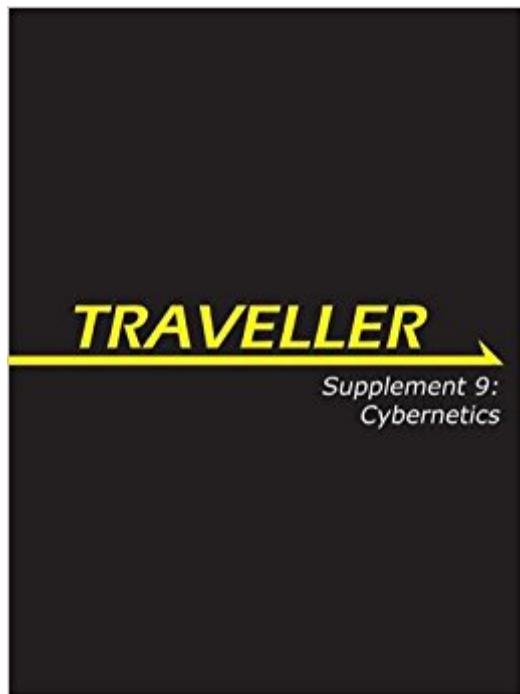


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# Traveller: Supplement 8: Cybernetics (MGP3853)



## 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. Whether or not you need that, is another question. The character generation tables are useful for the most part. It is nice to see something civilian oriented, with the civilian 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. But the book doesn't really seem to follow it elsewhere, other than by assigning numbers to implants. You do get the option for biological implants, for some entries, which is cool.The patrons are pretty good, though. Well done entries with full tables for hooks. No complaints there.Strangely, there is no equipment in this supplement, even though discrete equipment would be really neat. Like a cybernetically linked laser rifle.Cybernetics has a split personality (maybe it has the dual personality implant?). On one hand, you have the typical Traveller milleu - reasonably hard sci-fi, nothing too bonkers. Then you have the mega-man, anime inspired stuff. Integral assault rifle? Centaur lower half? Neither of those fit with anything previously published for Traveller. In the core book, you get combat implants, subdermal armor. Rather tame stuff for the most part, but still cybernetics and still useful.Keep in mind this is only 95 pages - and it covers a lot of stuff. The issue is that it covers it very superficially, with almost no depth. Elements are added as an afterthought - patrons, cyberspace - with no real integration elsewhere. The biggest mistake here is its split personality. Anime and Traveller do not mix very easily. If they had kept the anime elements out of the book, it could have been written much more tightly and the overall product would have been superior. I wouldn't buy this again.

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