

Upgrading the Manchine



Making the Manchine the vicious thing that it is.
By Max Hattuer and PeterAmthor

What is a Manchine?

Definition

Manchines are combat androids, disguised by layers of biogenetic flesh to appear human. These androids are also programmed to act as humanly as possible, and are able to adapt and reprogram themselves.

Who made the Manchines?

Originally there was a single prototype made of the Manchine during the organization of the Stormer project. Its plan was to be used as a back up soldier to help bring the 'Big Picture' to fruition in case the Stormer project met with failure. This model is far more advanced than any other ever created. With the Stormers overwhelming success the project was shut down and the working model was assigned to different duties.

Throughout the 8 centuries the project has been restarted on an experimental level a few times. But this was never done on a large scale and each time only a few prototypes were created. These were scaled down models of the original with goals of achieving a few niche specialties.

However during the 'Chrome Age' the leaders of Cybernetics, Tek Trex, restarted the project in full force. They reworked several of the later designs into more marketable models and put them into full production. Since then they have had great success at selling the Manchines to DarkNight, Thresher and even some of the smaller Soft Companies and crime lords throughout Mort. There are even rumors that Tek Trex has operatives negotiating various deals with some of the largest street gangs in Mort. What the end result of the negotiations will be is currently unknown.

What is the Purpose of the Manchine?

Originally the Manchine had two purposes for usage. The first was to be a highly efficient combat android on War Worlds, mainly for assaults against heavily defended enemy positions and also for back up in case the regular troops ran up against unexpected resistance.

But they didn't want the enemy knowing what they were up against at any given time so layers of biogenetic flesh were added in to disguise them as humans. Also the AI was programmed with its own personality so that they could blend in even better. The end result was a combat effective assault machine that was indistinct as well as nigh indestructible.

Today, however, the Manchine has a much more sinister purpose. Tek Trex has taken their robotics technology they have developed and blended it in with the Manchine technology. These new Manchines are built and programmed with on specific idea in mind, to be used against SLA Industries and all that it stands for.

Do Manchines have their Own Distinct Personalities?

The obvious answer to this is yes. Each Manchine is given its own pre-generated personality that gives them their 'cover' when interacting with other people. The Tek Trex 'Chrome Age' Manchines are programmed with a personality that best would aid them in the situations that they would be implanted. This is all done with a special program called the 'Personality Matrix'. It builds the personality in layers, the first layer being the prime core as determined by its purpose, there are only a few dozen types of this layer. It's the extra layers on top that make each Manchine unique, one adds in the speech pattern, another puts in a few random personality quirks, these get so detailed that it even defines the individuals likes in television and clothing colors.

For example, a Manchine that is going to be involved in the Black Market is going to be programmed with a core that makes it steal from the company and sell the items on the Black Market. At this level it would be very one dimensional in thought and would be exactly like others with this purpose. Then another layer is added to give it very good speech, another so that it feels it needs to wear glasses, another to give them a specific type of television programming they like to watch, and so on.

Manchine Personality Types

Most of the personality types that were given to manchines fall into three overall basic categories.

Combat Manchine

These are needed when you needed a manchine to go into a combat heavy situation such as props, terrorists, gang members, cognate members, rival company operatives and even SLA Industries Operatives. In these positions they helped to flush out or destroy many subversive elements, both outside the company and within.

Combat Manchines are heavily armed and armoured. On top of that they are also programmed with enough tactical information and systems that they put even top-notch operatives to shame.

This type of manchine has a rudimentary AI system with only basic levels of the Personality Matrix used in its creation. This helps them focus on getting the job done quickly and efficiently. However this also makes them very easy to detect to anybody who knows what to look for.

Tactical Manchine

Tactical Manchines were programmed to lead combat and civilian Manchines into situations that required more thought and cunning than your average gunfight. They have data on nearly any kind of tactical event that can happen and a vast resource of information on what the enemy may do.

Highly 'intelligent,' these Manchines are programmed to take account of situations quickly and act accordingly. Their processors are greatly improved over any of the other manchine types in order take maximum advantage of their programming.

Tactical Manchines have a Personality Matrix overlay that is greatly more advanced than their combat counterparts. Making them harder still to detect, except to somebody who is trained to do so.

Tactical Manchine also have the uncanny ability to reprogram most other machines. Thus giving them more of an edge on the battlefield where any machine, even a Cannibal Sector tank, can be brought under their control. They can even reprogram other manchines...

Civilian Manchine

Civilian Manchines are the ultimate in disguise. They have the top of the line Personality Matrix programming generating their cover so that they can become undetectable. Some, those that have not gone mad or had some sort of system failure, are still in the civilian society today, still acting on their programming. With nobody knowing the truth of their origin.

They exist in all walks of life, from the homeless man in the alley warming himself by the burning barrel to the owner of a local business, they watch and learn. All information learned is catalogued and organized for future reference, in other words, they never forget.

Another disguise technique used quite often in this class of manchine are suppressors to keep their physical attributes from appearing greater than their cover role. They only stop working when they are needed or when a command from a tactical manchine is received to do so.

Most of these Manchines honestly believe they are human and have no clue to their true nature. They become quite dangerous when their combat programming is activated.

Manchine 'Culture'

Rumours abound about a production facility that has been completely taken control of by manchines. It's supposed location is believed to be somewhere in the Rustbelt or on the fringes of Downtown. This factory, originally set up by Tek Trex, is where the company have now lost control of their own creations. Reportedly this started when a few manchines received a signal to return 'home'. Once there they decided that it was no longer efficient for their human creators to oversee the further production of their 'race'. An action like this was more than likely led by an Overlord class manchine. This would show that they have drastically altered their own programming and their AI has overshot its believed potential.

The Tactical models direct and control the 'society' like a government, the Combat models act as bodyguards, soldiers and police, while the Civilian models go about their routine, some believing that they are working for a race of robot/androids.

Manchines will, at times, work as a team, going out and retrieving gear, weapons or base materials needed within the society. Sometimes their goal is to bring back more flesh that they can use to make themselves and the other manchines look more like they are supposed to.

What kind of technology do Manchines have?

Manchines can be equipped with just about anything. Due to their nature of always cataloging information they can figure out how to use almost any piece of technology that you drop into their hands. They tend to take what technology they can find and use the theory of adapt and improve with it.

Certain models are capable of installing this scavenged gear and reprogramming themselves, and others, for a variety of tasks. This helps them maintain a constant supply of equipment, weapons and other such things.

Manchines have the ability to blend in with society as long as they have the right stuff to disguise themselves, be that gear or flesh. Both of which they have no problem in sending out a team to bring back.

What is a Manchine capable of?

Manchines are, at a very base level, high tech clockwork killers. Everything is done as quickly and efficiently as possible, no matter what the task itself is. This combined with the abilities of their exoskeleton, weapons systems and AI, they are remarkable and deadly opponents.

Obviously, the capabilities of a particular Manchine will depend upon its programming and model.

What are the different types of Manchines?

What follows is a brief description of the various known types of Manchines. Given the technological capabilities of Tek Trex, it is assumed that more models have been developed and that others are still yet to be developed.

Manchine Models

001 'Digger'

D-Notice

100 'Abattoir' Combat Class

The 100 Abattoir was designed for use on War Worlds and standard models consist of a heavy version of the basic exoskeleton sporting 6 arms: two ending in claws, two ending in Vibro sabers and two affixed with 12.7mm submachineguns.

Standard Sensors include: IR/UV, anti-dazzle, telescoping vision and targeting displays linked to the submachineguns, audio receiver, radar, communications array and motion sensor.

Standard Programming: Target acquisition, threat assessment, combat tactics and weapon systems.

Standard Options: Class V Muscle Structure, Class I AI, Energy Processor, Biogenetic Flesh (mostly rotted and replaced by real flesh), Voice Modulator

200 'Gargoyle' Combat Class

Standard Industrial World combat class Manchine consisting of the basic exoskeleton sporting 4 arms: two ending in claws and two ending in Vibro sabers.

Standard Sensors include: IR/UV, anti-dazzle, telescoping vision, audio receiver, radar, communications array and motion sensor.

Standard Programming: Interrogation, Target acquisition, threat assessment, tracking, weapon systems

Standard Options: Class III Muscle Structure, Class II AI, Energy Processor, Biogenetic Flesh (mostly rotted and replaced by real flesh), Voice Modulator

300 'Overlord' Tactical Class

The 300 'Overlord' was designed primarily as a command unit for the series 100 'Abattoir' model. With the ability to command the other models through various means of silent and audible communication techniques, this class of Manchine is rarely seen but is believed to be behind the recent accounts of Manchines working together towards common goals.

The 300 'Overlord' has a heavy grade exoskeleton and 4 arms: two ending in claws, one ending in a Vibro sabre and one ending in an affixed 11.35mm submachinegun.

Standard Sensors include: IR/UV, anti-dazzle, telescoping vision and targeting displays linked to the submachinegun and a tactical HUD that has the option to see through subordinate visual receptacles, audio receiver, radar and communications array.

Standard Programming includes: Target acquisition, threat assessment, combat tactics and weapon systems, interrogation, command, computer operations and computer subterfuge.

Standard Options: Class IV Muscle Structure, Class V AI, Energy Processor, Biogenetic Flesh (mostly rotted and replaced by real flesh), Voice Modulator

400 'Incognito' Civilian Class

Designed for use on Industrial worlds, the 400 is programmed to be Human in all respects. The perfect undercover agent, these manchines are still believed to be roaming the civilian populace unnoticed on many Industrial worlds.

The 400 'Incognito' has a basic exoskeleton and 2 arms which end in claws. Two additional arms remain folded up ready for use when the time comes, ending in Vibro sabers.

Standard Sensors include: IR/UV, anti-dazzle, telescoping vision, audio receiver, radar and communications array.

Standard Programming includes: Streetwise, target acquisition, threat assessment, weapon systems and whatever skills are appropriate to their current assignment.

Standard Options: Class II Muscle Structure, Class IV AI, Biogenetic Flesh, Biogenetic Eyes, Sweat Glands, Functional Sex Organs, Energy Processor., Voice Modulator

500 'Assassin' Combat Class

Designed for use on Industrial worlds, the 500 is programmed to be the ultimate killer, these manchine are still believed to be roaming the civilian populace unnoticed on many Industrial worlds.

The 500 'Assassin' has a Medium Grade exoskeleton fitted with 2 arms which end in claws. Two additional arms remain folded up ready for use when the time comes, ending in Vibro sabers and two smaller arms fitted with silenced 10mm pistols.

Standard Sensors include: IR/UV, anti-dazzle, telescoping vision, audio receiver, radar, targeting display linked to pistols and communications array.

Standard Programming includes: Streetwise, target acquisition, threat assessment, weapon systems, stealth, concealment, lockpicking, electronic lockpicking, disguise, Martial Arts, combat tactics, computer operations, gymnastics, acrobatics and computer subterfuge.

Standard Options: Class III Muscle Structure, Class III AI, Biogenetic Flesh, Biogenetic Eyes, Sweat Glands, Energy Processor., Voice Modulator and Climbing Gear

Manchine Upgrades

Exoskeletons

Basic

The Basic Exoskeleton provides minimal armour and damage absorption. (PV: 6 ID: 20)

Height ranges from 7 to 9 feet

Weight ranges from 750 to 1000kg

Medium Grade

The Medium Grade Exoskeleton was the first improvement to the armour fitted to the manchine project.

Lighter and more durable than the Basic version in a smaller, more compact frame. (PV: 8 ID: 40)

Height ranges from 6 to 8 feet

Weight ranges from 600 to 800kg

Heavy Grade

The last improvement on the basic frame of the Manchine Exoskeleton intended for use on War Worlds. (PV: 15 ID: 100)

Height ranges from 9 to 12 feet

Weight ranges from 1000 to 1200kg

Muscle Structures

Class I

Rarely found in the models that remain active, this class of muscle structure is a little higher than human standard (STR 9, DEX 8)

Class II

A little better than the previous class, relies more on the cybernetic functions of the exoskeleton. (STR 14, DEX 13)

Class III

This class of muscle structure was only a slight improvement over the Class II. (STR 15, DEX 15)

Class IV

Found only in the 'Overlord' series of Manchine, the Class IV muscle structure was a vastly improved version of the standard Class II in order to increase the survival chances of the Manchines on War Worlds. (STR 17, DEX 15)

Class V

The highest level of muscle structures used in Manchine creation for the express use of War World combat units, features biogenetic enhancement of the cybernetic limbs to compensate for the energy output. (STR 20, DEX 17)

Artificial Intelligence

The rumours of human brains being used in the manchine project are completely true, to a point. The brains are biogenetic constructions based upon the neural pathways of the human brain and then modified through the use of advanced cybernetics to subdue or enhance the functionality depending upon need.

Class I

Minimal individual thought capability. Able to follow orders literally with very little room for interpretation. Allows for 3 additional programs to be installed. Used in the 'Abattoir' Model only. (DIA 3)

Class II

Used in the 'Gargoyle' class Manchine, this class of AI allows up to 12 additional programs to be installed and has a very high level of cognitive reasoning and adaptability. (DIA 12)

Class III

A standard option in the 'Assassin' series, the Class III AI adapts quickly and easily to any situation. At this level advanced multi-tasking takes place on a level that far exceeds human. Thinking more like a computer and less like a human Manchines with this option become clockwork killers. Allows for 15 additional programs. (DIA 15)

Class IV

Due to the nature of the 'Incognito' series Manchine, higher thought capabilities were needed to insure they would fit in to the civilian populace with ease. Higher grade processes were included in the programming at the expense of upgrading reasoning. This level of AI is indistinguishable from normal human reasoning and memory levels.

True intelligence that allows for unlimited learning and adapting. (DIA 8, CONC 7)

Class V

The highest level of AI found only in the 'Overlord' series of products from the Manchine Project, Class V's are extremely intelligent and adaptable.

Far exceeding the capabilities of Human thought patterns and memory retention, Class V's can learn, adapt and teach with ease. (DIA 15, CONC 14)

Programming

The programs installed on manchines will vary greatly from manchine to manchine, especially as it applies to the higher classes of AI's.

Basic Programs

Combat

Installed on every model of manchine are a variety of combat programs ranging from targeting and weapon systems operations to tactical programs that correlate information from all of the sensor systems.

Societal Interaction

Societal Interaction programs installed on the manchines produced by Tek Trex include vital skills for operating under their programmed cover.

All of the manchine packages include Literacy and Language skills of varying ability. Sign language is also installed on many models.

Professional

Professional skills are included only on the Manchines that have covers pertaining to running businesses, whether legal or otherwise.

Rumour has it that a Manchine programmed with a Manufacturing cover was able to go undetected for many years at a FEN Factory complex in one of the Industrial sectors. If this is true, then many of FENs company secrets have more than likely been sold to DarkNight.

Sensors

Visual

Standard on all models of manchine to date are visual sensors. Most models have a field of vision equivalent to humans.

Vision enhancements are common on all types of modern manchines, and usually include telescopic, IR/UV, rangefinder capability, recording devices, peripheral enhancements, thermographics and more.

Auditory

Standard auditory sensors on manchines are equivalent to human hearing.

Upgrades will usually increase the range at which sounds can be heard, although in some cases it has been noted that upgrades that increase the actual range of sound have been used.

Tek Trex also has a habit of using receivers and transmitters to increase the effectiveness of these horrid constructions.

Tactile

Tactile senses are superb in all Manchines, with the ability to accurately notice pressure differences. On the basic combat models, this is very primitive, although the Assassin Class can detect pressure differences on extraordinary levels.

Some models can also detect subtle temperature changes in the air and on surfaces.

Weapon Systems

Melee

Manchines are commonly equipped with VibroSabres. Upgrades can be just about anything, however, chainaxes, jolt gloves, mutilator fists, and even hydraulic rams have been installed on modern manchines for anti-Operative use.

Not surprisingly, just about any upgrade available to Operatives can be found incorporated into Manchines, including custom modifications done by salons.

Ranged

Small calibre ammunition is most common on industrial worlds, probably due to the availability of CAF rounds.

Larger calibre ammunition is seen in abundance on War Worlds and installed on some of the more specialized models.

Just about any weapon can be modified for use on manchines, although some of the heavier weapons tend to cause problems for the lighter exo-skeletons.

Gear Upgrades

Gear upgrades are becoming more and more commonly encountered on Manchines, and they have become more effective in the past few years than SLA Industries had ever thought possible.

Most of the equipment found on Manchines have been redesigned SLA Industries equipment that was either stolen from the company or recovered off of dead Operatives.

Commonly found upgrades include climbing gear, headset communicators, laser painters, fusion rechargers, nava-maps, slug decks, laptops, ecm bodysuits and capes, just about everything they can retrieve.

Finding an Operative stripped of weapons, armour and gear after a battle with a Manchine is growing more and more common.

Sample Manchines

Presented here are standard examples of each Model, some possible upgrades are listed at the end of each entry.

100 'Abbatoir' Combat Class

Useful for quickly taking care of opponents, and quite capable of taking down an entire squad of Operatives, the Heavy Assault model is primarily used on War Worlds but is finding more and more use on Industrial Worlds.

Height: 2.7-4m (9-12')

Weight: 1000-1200 kg (2200-2640lbs)

Stats

STR	20	PHYS	19
DEX	17	KNOW	
DIA	3	Hits	39
CONC	-		
CHA	-		
COOL	-		

Skills

Pistol 12

Auto/Support 13

Unarmed Combat 12

Blade 1-H 10

Climb 9

Sneak 5

Hide 5

Throw 9

*Rival Company Info (SLA) 5

*Tactics 5

*Detect 5

*Navigation 5

*Evaluate Opponent 5

*Tracking 5

*Indicates programs

Weapons

Claws

PEN 1

DMG 3

AD 1

Vibrosabres

PEN 4

DMG 4

AD 2

12.7mm Submachine Guns

CLIP 200

ROF 5/1

Range 15m

Armour

Heavy Exoskeleton

PV 15

ID 100

Gear

Standard Sensors

IR/UV – reduces penalties for darkness by 2

Anti-dazzle – compensates for abrupt, bright changes in light

Telescoping vision – up to 10x vision enhancement

Targeting displays linked to the submachineguns – provides +2 to hit

Audio receiver – range of 50km

Radar – 100 meter range

Communications array – range of 100km, includes variable frequencies, up to 100 different channels

Motion sensor – able to track 30 different targets

Standard Options

Class V Muscle Structure

Class I AI – 3 additional skills at Rank 3

Energy Processor – 10000 hour

Biogenetic Flesh (mostly rotted and replaced by real flesh)

Voice Modulator – Basic model, monotonal

Possible Upgrades

AI upgrades to increase effectiveness in combat

Weapon Systems upgrades including better claws, enhanced vibrosabres, and possible variant weapons such as the AGB Chopper or Grenade Launchers.

A squad will consist of the following:

4 Standard

1 Command – Class II AI

1 Support Weapons (Grenade Launcher)

1 Support Weapons (Shotgun or Modified AGB Chopper)

200 'Gargoyle' Combat Class

This is the standard Industrial World Manchine, identical to the one in the Karma Sourcebook.

The Gear and Possible Upgrades are listed here to further expand on this model.

Gear

Standard Sensors

IR/UV – reduces penalties for darkness by 2

Anti-dazzle – compensates for abrupt, bright changes in light

Telescoping vision – up to 10x vision enhancement

Audio receiver – range of 50km

Radar – 100 meter range

Communications array – range of 100km, includes variable frequencies, up to 100 different channels

Motion sensor – able to track 30 different targets

Standard Options

Class III Muscle Structure

Class II AI – 12 additional skills (these skills are included in the list of skills in the Karma Sourcebook)

Energy Processor – 10000 hour

Biogenetic Flesh (mostly rotted and replaced by real flesh)

Voice Modulator – Advanced model, able to effectively reproduce any sound heard and recorded

Possible Upgrades

AI upgrades to increase effectiveness

Weapon Systems upgrades including better claws, enhanced vibrosabres, and possible variant weapons such as the AGB Chopper or Grenade Launchers.

Sound Dampeners to better compensate for noise – providing +2 to Sneak

300 'Overlord' Tactical Class

The Overlord Tactical Class of Manchine is capable of organizing groups of Manchines and to some extent, Tek Trex Drones, into efficient units for combat, manufacturing, etc.

Not much of a threat by themselves, the Overlord Manchines are usually surrounded by other units which they control.

Height:

Weight:

Stats

STR	17	PHYS	16
DEX	15	KNOW	14
DIA	15	Hits	33

CONC	14		
CHA	-		
COOL	-		

Skills

Computer Use 11
 Computer Subterfuge 13
 Tactics 15
 Pistol 9
 Auto/Support 6
 Unarmed Combat 10
 Blade 1-H 9
 Evaluate Opponent 11
 Torture 10
 Detect 12

Weapons

Claws

PEN 1
 DMG 3
 AD 1

Vibrosabres

PEN 4
 DMG 4
 AD 2

11.35mm Submachine Guns

CLIP 200
 ROF 5/1
 Range 15m

Armour

Heavy Exoskeleton

PV 15
 ID 100

Gear

Standard Sensors

IR/UV – reduces penalties for darkness by 2
 Anti-dazzle – compensates for abrupt, bright changes in light
 Telescoping vision – up to 10x vision enhancement
 Targeting displays linked to the submachinegun – provides +2 to hit
 Audio receiver – range of 50km
 Radar – 100 meter range

Communications array – range of 100km, includes variable frequencies, up to 100 different channels
Motion sensor – able to track 30 different targets
Advanced Tactical HUD – able to see through subordinate visual receptacles

Standard Options

Class IV Muscle Structure
Class V AI
Energy Processor – 10000 hour
Biogenetic Flesh (mostly rotted and replaced by real flesh)
Voice Modulator – Advanced model

Possible Upgrades

AI upgrades to increase effectiveness in combat
Weapon Systems upgrades including better claws, enhanced vibrosabres, and possible variant weapons.

400 'Incognito' Civilian Class

Height: m (7-9')
Weight: 750-1000kg (lbs)

Stats

STR	14	PHYS	13
DEX	13	KNOW	7
DIA	8	Hits	27
CONC	7		
CHA	-		
COOL	-		

Skills

Pistol 6
Unarmed Combat 6
Blade 1-H 6
Climb 4
Sneak 5
Hide 8
Throw 5
Rival Company Info (SLA) 5
Detect 9
Evaluate Opponent 6
Tracking 6
Streetwise 9
<Hobby Skill> 7

Weapons

Claws

PEN 1
DMG 3
AD 1

Vibrosabres

PEN 4
DMG 4
AD 2

Armour

Basic Exoskeleton

PV 6
ID 20

Gear

Standard Sensors

IR/UV – reduces penalties for darkness by 2
Anti-dazzle – compensates for abrupt, bright changes in light
Telescoping vision – up to 10x vision enhancement
Targeting displays linked to the submachineguns – provides +2 to hit
Audio receiver – range of 50km
Radar – 100 meter range
Communications array – range of 100km, includes variable frequencies, up to 100 different channels

Standard Options

Class II Muscle Structure
Class IV AI
Energy Processor – 10000 hour
Biogenetic Flesh (mostly rotted and replaced by real flesh)
Voice Modulator – Advanced modal
Functional Sex Organs
Sweat Glands
Biogenetic Eyes

Possible Upgrades

AI upgrades to increase effectiveness in combat
Weapon Systems upgrades including better claws, enhanced vibrosabres, and possible additional weapons.

500 'Assassin' Combat Class

Height: m (6-8')
Weight: 600-800 kg (lbs)

Stats

STR	15	PHYS	15
DEX	15	KNOW	-
DIA	15	Hits	30
CONC	-		
CHA	-		
COOL	-		

Skills

Pistol 9
Auto/Support 9
Martial Arts 15
Blade 1-H 13
Climb 12
Sneak 14
Hide 15
Throw 9
Streetwise 8
Lockpicking 8
Electronic Lockpicking 12
Computer Use 8
Computer Subterfuge 9
Acrobatics 10
Gymnastics 12
*Rival Company Info (SLA) 7
*Tactics 8
*Detect 10
*Navigation 7
*Evaluate Opponent 9
*Tracking 9

*Indicates programs

Weapons

Claws

PEN 1
DMG 3
AD 1

Vibrosabres

PEN 4
DMG 4
AD 2

10mm Autopistols (Silenced)

CLIP 20
ROF 3/1
Range 12m

Armour

Medium Exoskeleton

PV 8
ID 40

Gear

Standard Sensors

IR/UV – reduces penalties for darkness by 2
Anti-dazzle – compensates for abrupt, bright changes in light
Telescoping vision – up to 10x vision enhancement
Targeting displays linked to the submachineguns – provides +2 to hit
Audio receiver – range of 50km
Radar – 100 meter range
Communications array – range of 100km, includes variable frequencies, up to 100 different channels
Targeting Display linked to pistols – +2 to hit

Standard Options

Class III Muscle Structure
Class III AI – 15 additional skills at Rank 5
Energy Processor – 10000 hour
Biogenetic Flesh (mostly rotted and replaced by real flesh)
Voice Modulator – Basic model, monotonal
Biogenetic Eyes
Sweat Glands
Climbing Gear
Built-in Lockpicks
Built-in Electronic Lockpicks
Sound Dampeners

Possible Upgrades

AI upgrades to increase effectiveness in combat

Weapon Systems upgrades including better claws, enhanced vibrosabres, and possible variant weapons.

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