

CYBUS INDUSTRIES CYBERMAN / PARALLEL UNIVERSE CYBERMAN

These alternate Cybermen were created as an "upgrade" to humanity allowing the brain to survive in an ageless steel body. These Cybermen also referred to themselves as "Human Point 2 (Human.2)" and "deleted" all those deemed incompatible with the upgrade. The Cybermen have discovered a way to the barriers between universes and travel through the Void to spread their cyberforces throughout the Multiverse.

Name: CYBUS INDUSTRIES CYBERMAN

Attributes

STR – Level VI	CHA – Level I
END – Level VI	MNT – Level V
DEX – Level IV	ITN – Level II

Special Ability

- *Built-in Cyberweapon:* Treat as Particle Beam rifle.
- *Cyber-Armour:* 2D6+4 points of protection.
- *Energy Touch:* Treat as Disrupter Pistol but with touch range only.
- *Miscellaneous Cyber-Enhancements:* GM's discretion. Some suggestions are communications cyberlink, miniature cameras, telescopic vision, infrared vision, stealth mode, etc)

Combat Statistics:

AP:	7
Armed Combat,	
Cyberweapon	Level V
Energy Touch	Level IV
Unarmed Combat,	
Brawling	Level IV

Significant Skills

Leadership	Level IV
Military Sciences,	
Ordinance Construction/Repair	Level IV
Small Unit Tactics	Level IV
Technology,	
Cybernetics	Level IV



Name: CYBUS INDUSTRIES CYBERLEADER

Attributes

STR – Level VI	CHA – Level I
END – Level VI	MNT – Level VI
DEX – Level IV	ITN – Level II

Special Ability

- *Built-in Cyberweapon:* Treat as particle beam rifle.
- *Cyber-Armour:* 2D6+4 points of protection.
- *Energy Touch:* Treat as disrupter pistol but with touch range only.
- *Miscellaneous Cyber-Enhancements:* GM's discretion. Some suggestions are communications cyberlink, miniature cameras, telescopic vision, infrared vision, stealth mode, etc)



Combat Statistics:

AP:	7
Armed Combat,	
Cyberweapon	Level V
Energy Touch	Level IV
Unarmed Combat,	
Brawling	Level IV

Significant Skills

Leadership	Level V
Military Sciences,	
Ordinance Construction/Repair	Level V
Small Unit Tactics	Level V
Technology,	
Astronautics	Level IV
Cybernetics	Level V
Dimensional Mechanics	Level IV

Name: CYBERSHADE

Attributes

STR – Level V	CHA – Level I
END – Level V	MNT – Level III
DEX – Level V	ITN – Level II

Special Ability

- *Cyber-Armour*: 2 points of protection.
- *Cyber-enhanced Strength*: +4 unarmed damage bonus.
- *Miscellaneous Cyber-Enhancements*: GM's discretion. Some suggestions are communications cyberlink, miniature cameras, telescopic vision, infrared vision, stealth mode, etc)

Combat Statistics:

AP:	7
Unarmed Combat,	
Brawling	Level V

Significant Skills

Military Sciences,	
Small Unit Tactics	Level III
Trap Discovery	Level III
Security Procedures,	
Concealment	Level IV
Stealth	Level V
Surveillance	Level V

