

BORGASM

BORGASM 101

Overview

When a new piece of cybernetics is introduced to the human body, it is not just a case of rolling a die and hoping for the best. There is a much better way of handling things.

My way.

Implantation

The way the prosthetic is intergrated into the host is one of the most important factors of Borgasm 101. Below is a table listing the various modifiers to do with humanity loss. Add up the percentages listed and add/subtract the total once your done. This method must be consulted with you GM.

How did you get it?

Implanted w/ consent: -5%
Implanted w/out consent: +15%
Implanted w/out knowledge: +20%
Forced to: +5%
Had to: +5%

Type

Replacement: -5%
Augmentation: +5%

Appearance

Mechanical: +10%
Humanoid: +5%
Biological (eg. realskinn coating): -5%

Awareness

Non-visible: -10%
Visible: +5%
Eye catching: +10%
Shocking: +15%

Control

Automatic (organ): -10%
On demand (speedware): +5%
Partial (cybereye w/out options): +0%
Total (limbs, eye w/ options): +5%
None (nanoids): +10%

How do you feel about it?

Unconcerned: -5%
Happy: +0%
Sad: +5%
Angry: +10%
Hateful: +10%
Vengeful: +10%
Resentful: +5%
Horriified: +15%

Now that you've figured out your humanity loss, let's look at how it effects you. Follow me as we enter.

BORGASM 102

Intro

So... you might be here because you've just looked at my Empathy 101 article, you may be here because you want a new way to document empathy loss, or you may be here because you've got nothing better to do.

On with the show!

The Shock

...The initial shock a person has when they find a new implant has been grafted onto/into them. In order to simulate shock, take the percentages and you got and find the average (total of percentages divided by the number of percentages). When you have found this number, make a Cool roll with that as the Difficulty.

If you succeed...

Then that HC is translated into suppressed empathy, which I will cover later.

If you fail...

Then the humanity loss is taken directly and your one step closer to having a borgasm (euroslang for "cyberpsychosis").

Suppressed Empathy

Which - finally - bring us to the point of this essay. When a implanted is accepted by the persons psyche, that does not mean the psychological scars have healed. When a person suppresses the humanity cost, it the EMP stat gets split in two, one for normal EMP and one for suppressed.

Kinda like this... EMP 5/3 The one the left indicates the normal EMP rating.

In terms of gameplay, you use your normal EMP for social interaction and your suppressed in combat (if you use the F.I.D initiative modifiers that is). Seems like the best of both worlds right?

Wrong.

The psyche is very delicate and it only takes one or two things to spoil the balance. Whenever the character is put under stress, he must make a COOL roll vs. the following formula.

$$\text{NORMAL} + \text{SUPPRESSED} - 10 = \text{DIFFICULTY}$$

If you succeed...

Then the balance is maintained... for now. However, you've come mighty close to going over the edge so for the next D3+1 hours suffer -2 to all tasks.

If you fail...

Whoops! Now the EMP ratings have switched. Until you can make the COOL roll again (once every 3 days), you have to use your Suppressed rating for all your empathy rolls. Also for the next D6 days suffer -4 to all task due to shock. This counts even if you manage to switch your EMP back.