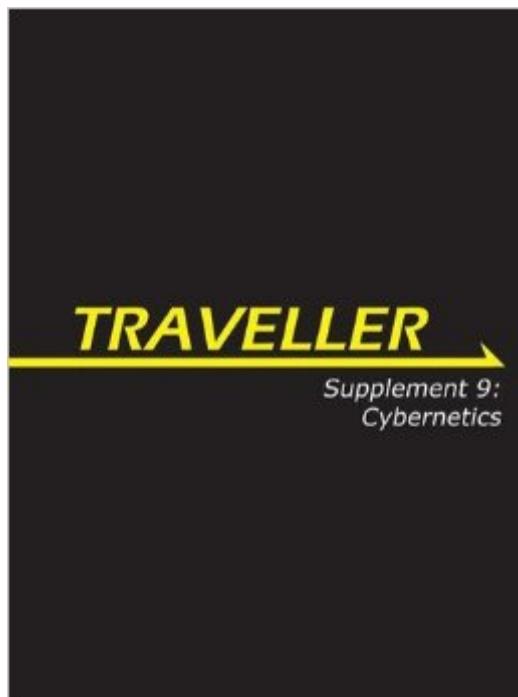


The book was found

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

Series: Traveller

Paperback: 98 pages

Publisher: Mongoose Publishing (February 7, 2011)

Language: English

ISBN-10: 1907702032

ISBN-13: 978-1907702037

Product Dimensions: 8.5 x 0.3 x 10.9 inches

Shipping Weight: 10.4 ounces (View shipping rates and policies)

Average Customer Review: 2.0 out of 5 starsÂ See all reviewsÂ (1 customer review)

Best Sellers Rank: #1,763,014 in Books (See Top 100 in Books) #35 inÂ Books > Science Fiction & Fantasy > Gaming > Traveller #161 inÂ Books > Computers & Technology > Computer Science > Cybernetics #115343 inÂ Books > Teens

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.

[Download to continue reading...](#)

Traveller: Supplement 8: Cybernetics (MGP3853) Traveller Supplement 3: Fighting Ships (Traveller Sci-Fi Roleplaying) Traveller Supplement 2: Traders & Gunboats (Traveller Sci-Fi Roleplaying) Traveller Supplement 7: 1,001 Characters (Traveller Sci-Fi Roleplaying) Traveller Supplement 5: Civilian Vehicles (Traveller Sci-Fi Roleplaying) Traveller Supplement 6: Military Vehicles (Traveller Sci-Fi Roleplaying) How Colleges Work: The Cybernetics of Academic Organization and Leadership Psycho-Cybernetics: Updated and Expanded Peirce and Spencer-Brown: History and Synergies in Cybersemiotics (Cybernetics & Human Knowing) Advanced Psycho Cybernetics and Psychofeedback The Traveller's Guide to Sacred Scotland: A Guide to the Legends, Lore and Landscape of Scotland's Sacred Places (Traveller's Guides) Traveller: The Spinward Marches Map Pack (Traveller Sci-Fi Roleplaying) Traveller, Book 0: Introduction to Traveller Traveller Book 2: High Guard (Traveller Sci-Fi Roleplaying) Traveller: Spinward Marches (The Third Imperium) (Traveller Sci-Fi Roleplaying) Traveller Alien Module 3: Darrians (Traveller Sci-Fi Roleplaying) Traveller Book 8: Dilettante (Traveller Sci-Fi Roleplaying) Traveller Book 5: Agent (Traveller Sci-Fi Roleplaying) Traveller Adventure 1: Beltstrike (Traveller Sci-Fi Roleplaying) Traveller Book 4: Psion (Traveller Sci-Fi Roleplaying)

[Dmca](#)