PETS IN CYBERPUNK 2020

Animals are a valuable addition to any Cyberpunk game because they add another dimension to the game. After all, it does add something when a top Netrunner walk into a nightclub with a Pseudo-Tiger next to her. They can be used for protection, or for offensive purposes, or just as pets. They help preserve compassion and dedication to something other than one's self. An assassination might take the form of a little tabby cat armed with poisoned MonoClaws, or a Robo-Wolf with a missile launcher built into its side. The possibilities are endless.

In a world where most of the animals have died out, there are still ways to get them. The easiest way is to make artificial ones, RoboPets. The other way is to grow them from DNA templates yielding PseudoPets, CyberPets, and real animals.

Real animals are just that, the animals that freely roamed the world half a century ago. Through the miracles of DNA research, the genetic codes for these animals have been obtained from remains in museums. Using genesplicers, the animals have been recreated. There is actually little demand for real animals since their growth cannot be accelerated and do not respond well to implanted cybernetics. This usually results in almost immediate cyberpsychosis. The monthly costs for upkeep (food, grooming, etc.) is usually equivalent to feeding an average family of three for three months, leaving the real animals as rich men's pets. CyberPets are a line of genetically engineered animals currently available from BioTechnica. They have been designed to accept cyberware more readily than the "real" animals described above, but still will reach cyberpsychosis just like any human. For a more detailed description and rules for creation of CyberPets, see the section in ChromeBook 3.

PseudoPets are bio-engineered organisms designed to mimic living animals. By bio-engineering the animals, it is possible to change the animals and even create cross breeds, something that CyberPets are not able to do successfully. It is also possible to implant more cyberware in a Pseudo Pet because their DNA has been extensively modified. They are first copied from the existing DNA of a specific animal type and then modified to suit the buyer. PseudoPets look like natural members of their species and even act the same way. The color of the Pet, the size, the intelligence and the attributes of the Pet can be manipulated at this early stage. Once the desired pattern is attained, growth is accelerated. Once fully grown, cybernetics can be attached to the Pet and even the brain can be replaced by an electronic one. Oh, and don't think of mating PseudoPets, they have been sterilized before they were even born.

RoboPets are modular, computerized animals that were originally created to assist in police and corporate security work, but found popularity in the civilian market, so the product line was expanded to include pets. Because the units are modular, there are types to suit every purpose. Changing the behavior involves changing the programming, a not too difficult task in the 20's. Even so, the more lethal models are highly restricted.

PSEUDOPET GENERATION

The following rules are for buying a unique PseudoPet.

1) Determine which species you desire and if you want a standard or exotic model. There are several modifications to this:

Exotic Pet Type: +15% of cost (Elephant, ostrich, penguin!)
Street Copy: -25% of cost (Cheap version, a few... discrepancies)

Type	INT	REF	COOL	MA	BOD	SPECIAL	COST
Cat	2	8	1D6+2	10	1	low-lite/stealth 6	500
Dog	1	6	1D6+2	8	1-2	enh hear/aware 4	300
Mouse	1	8	1D6+2	4	0	hide/evade 6	100
Ferret	2	8	1D6+2	1D6+4	1	athletic 6	600
Snake	1	4	1D10+2	2	1	thermo/poison	250
Falcon	2	12	1D10+2	12	1	teleoptic	750
Exotic	1-2	2-14	1D10+2	1-14	1-16	special	spec

EXOTICS	INT	REF	COOL	MA	BOD	COST
Feline	2	6-14	1D6+2	8-14	1-12	1000+ alt
Canine	1	4-10	1D6+2	6-12	1-6	500+ alt
Rodent	1	6-14	1D6+2	4-10	0-1	250+ alt
Amphibian	1	6-10	1D6+6	6-10	0-3	500+ alt
Reptile	0	4-8	1D6+6	4-8	0-8	350+ alt
Avian	0-2	8-14	1D6+2	8-20	0-4	500+ alt
Fish	0-1	3-9	1D6	2-12	0-4	250+ alt.

2) Specify the alterations to be made while growing.

*Eye Color Change: $25 per 2 eyes
*Skin, etc. change: $50 per BOD
Extra limbs: $500 per 2 limbs
Heightened INT: $500 per +1 (maximum INT 3 for bio brain)
Muscle Increase: $500 per +1 BOD (strength only)
Size Decrease: $250 per -1 BOD (strength & size)
Size Increase: $500 per +1 BOD (strength & size)
*available on standard models as well.

3) Now it is assumed the Pet has been grown to specifications and is at its full size. Now cybernetic modifications can be made.

Note: a Pet has 1 spaces per BOD. It costs $250 per extra 0.5 space up to a maximum of twice the original. External spaces are available for the same price up to the animals original BOD (example an animal with a natural BOD of 1 can have a maximum of 2 spaces internally and 1 externally)

PseudoPet Cybernetics

Nasal Filters 120
ChipWare Processor 500
LCD Screen 300
Muscle/Bone Lace 2000
SkinWeave (SP10) 2000
SubDermal Armor $100 per 1 SP
Adrenal Boost 500 per +1 (max +2)
Hardwired Reflexes 750 per +1 (max +2)
CyberOptic 500 each

Image Enhance	400
Infared	300
Thermograph	300
LowLite	300
Teleoptics	250
UltraViolet	300
Vid Camera	400
DartGun	300
CyberAudio	500
Amplified Hearing	300
Homing Tracer	300
Radio Link w/ scrambler	200
Bug Detector	300
Voice Stress analyzer	200
Enhanced Hearing Range	250
Level Damper	400
CyberBrain	2000 + 500 per +1 INT
Olfactory Boost	250
Strengthened teeth	250
MonoClaws	200
Poisoned MonoClaws	350
CyberSnake	1500
Built-in Pistol	500+ Pistol
Built-in SMG	1000+ SMG

Cybernetics Explanations

Nasal Filters: 70% effective
ChipWare Processor: Takes 1 Space. Allows Bio PseudoPets to learn skill quickly. Can accept 2 chips per 1 INT.
LCD Screen: Takes 0.5 Spaces. Shows the Pet's status display. May also display words if Pet has INT over 3. Can be used to communicate.
Muscle/Bone Lace: Increase BOD +2
SkinWeave (SP10): a standard Skinweave
SubDermal Armor: As normal subdermal armor. After 10 SP, armor is noticeable.
Adrenal Boost: Takes 1 Space. Gives +1 REF for 1d6+2 turns, 3X per day. Requires command given by master or specific circumstances.
Hardwired Reflexes:
CyberOptic: Two options allowed per eye. Dartgun and Camera count as 2 options each. Negates any benefits of natural vision. Options are identical to original CP2020 rules.
CyberAudio: Unlimited Options. Negates any benefits from natural hearing.
CyberBrain: This involves removal of the organic brain and inserting an electronic brain. This brain has rudimentary programming, and will give the Pet standard behavior for its species. It has a minimum INT of 1 and a maximum INT of 4. See below for the effects of intelligence. Note that ECM shielding costs an extra $250.
Olfactory Boost: As seen in CP2020
Strengthened teeth: Jaw is also strengthened. Does double normal biting damage. Poison option is available for $250 extra.
MonoClaws: Claws are made of a reinforced monofilament. Pet does double normal claw damage with MonoClaws. $500 extra for retractable claws.
Poisoned MonoClaws: As per MonoClaws (above), but must be retractable. Claws are coated with poison. 10 doses stored, 1 coating lasts 5 turns.
CyberSnake: Takes 1 Space. Internal weapon. Makes raking attacks. 1d6 damage.
Built-in 9mm Pistol: Takes 2 Spaces. 10 rnd 9mm pistol pops out of body. 2 shots per turn. Must have Pistol skill. Reloading is manual. 1 additional Space will allow for an extra 50 rnd clip.
Built-in SMG: 3 Spaces. 30 rnd 9mm submachine gun. ROF of 15. Reloading is manual. 1 additional Space will allow for an extra 50 rnd clip.

4) Skills (aside from natural ones) are only possible if the Pet has a Chipware processor or if the Pet has an INT of 3 or 4. If it does have an INT of 3 or 4, then it can have 1.5 times that number of points worth of skills. This reflects the long time it takes in training, and not all skills can be learned by a PseudoPet.

Depending on its intelligence, it will be able to follow certain levels of commands:

- INT 1: The animal will be able to follow one or two simple commands. They are basically the intellectual equivalent of a snake or fish.
- INT 2: This is more on the level of the intelligence of cats or dogs. The Pet can learn to follow eight or nine simple commands, or four or five complex commands. The Pet can also be taught five or six simple tasks. The Pet can make simple judgments based on its will to survive.
- INT 3: This is the ceiling of a BioPet's intelligence. The only natural equivalents would be dolphins and chimpanzees. The Pet can follow any number of simple commands, and over thirty complex commands. It can communicate with sign language or its equivalent and can come to conclusions based on available information. It can also perform complicated tasks.
- INT 4: This is the ceiling for an electronic-brain Pet's intelligence. There are no natural equivalents except perhaps retarded humans. The Pet can communicate using some form of language with a wide vocabulary. It can perform any number of commands, and can perform very complicated tasks. It can come to conclusions and make decisions at approximately the level of a human 8 year old.

5) The combat stats of the Pet must be determined. How many claws or talons does it have? How much damage to they do? Does the Pet have teeth which can do any damage at all? Normal (i.e., not cybernetically modified) bite and claw damage is (BOD)D6 and peck damage is (1D6)/4. Use BOD damage modifiers.

PseudoPets are fed Bionutrients costing $10 a week per 1 BOD. The Pet uses up all of this and does not have to excrete. A Pet will have standard survival instincts, but this can be overridden on Pets with an INT of 2 or more and programmed for a certain goal.

RoboPet Generation

The following rules are for buying a unique PseudoPet.

1) Determine which frame you desire and the mechanical performance specifications.

Frames

Metal: $500 This frame is the heaviest and cheapest. It is generally made of high grade aluminum and steel alloys (+2 to notice)

Ceramet: $750 Made of ceramic and metal alloys, this frame is lighter, but just as strong as a metal frame (+1 to notice)

TriPlastic: $1000 The lightest frame, used in stealth models. Just as strong as the other frames, but has no bonus to notice if disguised.

Mechanical Performance

	BOD	REF	MA	SP	COST
Pet	8	8	30	0	300
Security	8	8	32	10	500
Police	10	10	40	15	1000
Elite	11	11	44	15	1500
Military	12	12	48	20	2000

2) Specify the Model.

	SPACES	MAX*	SPECIAL
Toy Dog	1/2	1	
Poodle Shepherd	1 2	1 1/2 3	
Great Dane	2	4	
House cat	1/2	1	
Bob cat	2	3	
Wolf	2	4	+250eb
Tiger	3	6	+1000eb
Cheetah	2	3	+750eb (MA +12)
Puma Lion	2 3	4 7	+500eb +1250eb

* extra spaces cost 350 per 1/2 space

All RoboPets may carry half their internal space value in external weapons without affecting their performance

3) Now cybernetics can be added.

RoboPet Cybernetics

ChipWare Processor	250
LCD Screen	150
Audio/Video Recorder	150
Gyro-Stabilizer	250
ECM Generator	6000
ECCM generator	4000
IR/Thermal dampening	3000
Shielding/ Hardening	2000
Hardwired Reflexes	750 per +1 (max +2)
Increased Strength	300 per 1D6
CyberOptic	cost included
Image Enhance	200
Infared	150
Thermograph	150
LowLite	150
Teleoptics	150
UltraViolet	150
Vid Camera	200
DartGun	150
CyberAudio	cost included
Amplified Hearing	150
Homing Tracer	150

Radio Link w/ scrambler	200
Bug Detector	150
Voice Stress analyzer	100
Enhanced Hearing Range	150
Level Damper	200
Sniffers	100
CarboGlas teeth	250
MonoClaws	300
Poisoned MonoClaws	450
CyberSnake	1500
Built-in Pistol	250+ Pistol
Built-in SMG	500+ SMG
MicroRocket Launcher	500
MiniGun	300
MiniLaser	1000
SharpWire Net Launcher	200
Remote Control option	300
Disguise option	100 per -1 awareness

Cybernetics Explanations

ChipWare Processor: 1/4 space. Allows Bio PseudoPets to learn skill quickly. Can accept 2 chips per 1 INT.
LCD Screen: 1/2 space. Shows the Pet's status display. May also display words if Pet has INT over 3. Can be used to communicate.
Audio/Video Recorder: 1/4 space. As per CP 2020
Gyro-Stabilizer: +2 to balance
ECM Generator: 1/2 space. see Max Metal for effects
ECCM generator: 1/2 space. see Max Metal for effects
IR/Thermal dampening: Reduces IR signature (-5 to see by IR/ Thermo)
Shielding/ Hardening: Protects against EMP
Increased Strength: 1/4 space per 1D6. (+1D6 bite damage and increase MA by 3) for each increase up to +4D6.
CyberOptic: Three options allowed per eye. Dartgun and Camera count as 2 options each. Negates any benefits of natural vision. Options are identical to original CP2020 rules.
CyberAudio: Unlimited Options. Negates any benefits from natural hearing.
Sniffers: 1/2 space. Chemical and Biological molecular sensors that duplicates olfactory sense in dogs. Can track based on chemical traces or programmed with a list of pre-existing signatures.
CarboGlas teeth: Does 2D6 AP biting damage. Poison option is available for $250 extra.
MonoClaws: Claws are made of a reinforced monofilament. Pet does double normal claw damage with Monoclaws. $500 extra for retractable claws.
Poisoned MonoClaws: As per MonoClaws (above), but must be retractable. Claws are coated with poison. 10 doses stored, 1 coating lasts 5 turns.
CyberSnake: 1/2 Space. Internal weapon. Makes raking attacks. 1d6 damage.
Built-in 9mm Pistol: 1/2 Space. 10 rnd 9mm pistol pops out of body. 2 shots per turn. Must have Pistol skill. Reloading is manual. 1/4 additional Space will allow for an extra 50 rnd clip.
Built-in SMG: 1 Space. 30 rnd 9mm submachine gun. ROF of 15. Reloading is manual. 1/4 additional Space will allow for an extra 50 rnd clip.
MicroRocket Launcher: 1 1/2 spaces. A multible rocket rack that can carry up to 30 microrockets with a rate of fire up to 10. Each missile does 4D6 damage with an explosion radius of 2m. These rockets are dumb and are NOT affected by ECM.
MiniGun: 1 1/2 spaces. A 5.56 caseless automatic rifle. Drum fed with flash suppresser built in. Silencers cost extra.
MiniLaser: 1 1/2 spaces. A laser with a total of 10D6 available with a maximum discharge of 4D6. Fires in the IR spectrum, +2 to hit. If connected to a normal outlet, or similar, has an unlimited power supply.
SharpWire Net Launcher: 1 space. Weighted macro-filament wire net. Reduces MA of target to 0 if an athletic dodge roll is failed. +2 to hit because of the large area covered by the net, but effective to 10m. Attempts to

break the net with brute strength result in (BOD/3)D6 in damage. The net is AP. Requires a bladed weapon to cut through, it takes (12-REF) rounds.

4) Skills must be programmed.

XXX	normal behavior for animal or pet
200	Track (using Sniffer)
50	Threaten (growl, bark, etc.)
150	Attack (delay, maim) (encompasses Threaten)
100	Patrol Area (encompasses attack)
175	Kill (encompasses Patrol area)
100	Targeting (allows targeting information to be added to animal)
50-300	Extra programming (GM's disgression)

5) The combat stats of the Pet must be determined. Normal bite damage is 1D6+3. Use BOD damage modifiers.

Real Pets

There are two stages involved in acquiring real pets. The first is actually obtaining the animal and the second is training it. These stages can either be accomplished by professional for a price (as always). Or if the future owners have the appropriate skills, by themselves.

Acquiring an animal

For normal animals whose genetic template is easy to find, the cost is 300eb for every BOD of the animal. For exotic animals whose genetic templates are not readily available, the cost ranges from 400 to 1000 eb per BOD PLUS expenses involved in obtaining the template.

Training an animal

Training animals is not an easy task, but without training the pet is nothing more than a wild animal that is being confined. If you are making a Zoo then training is not necessary. Otherwise...

Training an animal involves teaching it "tricks". Tricks come in varying levels of difficulty. An animal can learn a certain number of tricks depending on their intelligence and the difficulty of the tricks. For examples of some difficulties see the next section DO IT YOURSELF.

Difficulty	Cost	Min INT	# tricks able
Easy	50/trick	unlimited	
Average	100/trick	INT >= 1	INT x 8
Difficult	(250/trick) x (5-INT)	INT >= 2	INT x 3
V. Difficult	(500/trick) x (5-INT)	INT >= 3	INT x 1
Near impossible	2000/trick	INT = 4	INT x ½

DO IT YOURSELF

Creating a Pet

Creating a pet requires a few things, the first of which is an incubator. If you are lucky and are able to find to adult members of the species and mate them, good for you. But this is a rare occurrence in the 20's as most species where this is viable are too wild to be useful pets. Oh well, guess you'll have to put that BIOTECH skill to good use. The next thing needed is an embryo. This is most easily obtained by using the genetic template and some generic embryos (yes, BioTechnica sells them to the public so they are available). From there the incubator takes over (in case you are wondering most mid to high level incubators come with the proper equipment to implant the genetic code into the embryo - anything less is a child's toy and is not considered). An average / difficult skill check is required to incubate correctly depending on conditions. Should the future owner feel compelled to change the DNA of his pet, a genesplicer is needed and each change is at least one Very Difficult check (more depending on, as always, the GM's verdict.) Once in the incubator, wait.

Incubators	5,000 - 15,000 eb
Embryos	100 - 500 eb
Genesplicer	600,000 eb

All costs are approximate.

Training A Pet

Training a pet requires an ANIMAL HANDLING skill (EMP based) and time.

Difficulty	Time to Train
Easy	3 days
Average	1 week
Difficult	2 week
Very Difficult	1 month
Near Impossible	2 months

EASY	Play Dead Ist
AVERAGE	Stay here until I come back
	Take this to (someone)
DIFFICULT	Guard this area
	Attack a target
	Take this and place it at the door
	Go hide
VERY DIFFICULT	Go in, look around, come back (works with camera mounts) Leap on someone's face

For more on this, check out the EcoFront sourcebook.

Real pets can't have cyberware beyond thigs such as SkinWeave, Nasal Filters, maybe a chipware socket (for behaviour chips and/or recognition). Beyond this and the pet will go mad, attacking anything and everything in it's path. A word of advice, if you want to cyber up an animal , get a PseudoPet or a CyberPet. If you just want something to take care of and make you feel loved, get a real pet.

LEGAL NUANCES

With every great invention, laws are created to regulate the spread and use of that invention. Pets are no exception. They are very important aspects of life in 2020, therefore many laws have bee passed to control their existence. The following are laws which are fairly common worldwide, but may differ slightly from location to location.

1) Pets cannot be armed further than their "natural" weapons. This means MonoClaws and built-in firearms are illegal.

2) All Pets must be registered. If they are to leave the residence, they must have a $25 license. Fines for failure to license can be as high as $500.

3) The owner of a Pet is responsible should the Pet cause property damage or personal injury, unless the Pet has been declared "mad". Mad Pets must be immediately treated or destroyed.

4) No PseudoPet may be created in the likeness of any humanoid form under the Genesis Code of 2008. Breaking this law falls under Cloning.