

Claymere Cybernetics Unlimited

Company owned by Anthony Claymere, based out of Roger Wilco City. Deals primarily in Cybernetic Services from parts distribution, implanting, surgery, and repairs. Research into new cybernetic technology is also performed by the R & D branch.

Due to the rising costs and taxes imposed on the sale of weapons, Anthony Claymere decided to branch out into another field of Neplesian demand: cybernetics. This is still a small company but is finding a profitable niche within the market.

Location: Roger Wilco City

Facilities

- 1 medium sized high grade warehouse (owned) - 4 medium size offices (leased) - 1 small store front for small displays (leased) - 1 small structure converted into maintenance/research facility (owned and adjacent to warehouse)

Number of Employees: 70

- Accounting: 2 - Sales Associates 5 - Warehouse and Shipping: 20 - Research and Development: 10 - Security: 20 - Maintenance: 3 - Cybernetic services: 10

Any legal matters are handled through an external law firm that is commissioned to handle issues such as taxes, zoning, environmental, copyright, etc.

Services offered include wholesale distribution, maintenance, upgrading, and R&D into new innovations.

Limbs

- Arm

+fore - The forearm is replaced with a cybernetic equivalent. The natural hand may be grafted on but can be discarded in preference for a full forearm-hand replacement. It can be sheathed with a natural looking synthetic skin or left uncovered.

+ upper bicep - Only the upper bicep of the arm is replaced, leaving the forearm natural and grafted onto the cybernetic replacement. A little more complicated then the forearm and usually only done by those who wish to remain as natural as possible. It can be sheathed with a natural looking synthetic skin or left uncovered.

+ entire arm - The entire arm is replaced with a cybernetic prosthetic. It can be sheathed with a natural looking synthetic skin cover to hide it is true nature or it can be of metallic appearance. Unenhanced

cybernetic arms provide light higher defense against blunt, bladed, and ballistic weapons and are capable of causing slightly more damage to unarmored humanoids. The safety calibrations to ensure the arm functions at 'normal' human strength levels can be switched on or off if the user prefers. The same goes for the 'pain' sensors that warn the user of damage to the limb. Enhanced cybernetic arms have more strength but may be harder to conceal depending on the amount of enhancement requested.

- Leg

+ shin - Lower section of the leg is replaced with a cybernetic prosthetic. The natural foot may be grafted on. It can be sheathed with a natural looking synthetic skin or left uncovered.

+ femur - The upper section of the leg is replaced with a cybernetic prosthetic. The natural section of leg that remains may be grafted on. It can be sheathed with a natural looking synthetic skin or left uncovered.

+ entire leg - The entire leg is replaced with a cybernetic prosthetic. It can be sheathed with a natural looking synthetic skin cover to hide it is true nature or it can be of metallic appearance. Unenhanced cybernetic legs provide light higher defense against blunt, bladed, and ballistic weapons and are capable of causing slightly more damage to unarmored humanoids. The safety calibrations to ensure the leg functions at 'normal' human strength levels can be switched on or off if the user prefers. The same goes for the 'pain' sensors that warn the user of damage to the limb. Enhanced cybernetic legs have more strength but may be harder to conceal depending on the amount of enhancement requested.

+ increased strength - Not recommended unless getting both legs replaced. Stronger kicking and higher jumping is possible.

- Torso

+ upper chest replacement - The upper chest area is replaced with a cybernetic prosthetic. The chest can hold the natural organs or cybernetic equivalent. Natural limbs may be grafted on or replaced. It can be of natural appearance. The muscles can be enhanced to give the user more upper chest strength however this can be difficult to adapt if the natural arms are still being used. Usually the chest unit has the upper arms replaced for better calibration.

+ abdomen replacement - The abdomen area is replaced with a cybernetic prosthetic. It can be of natural appearance.

+ armor plating - Anti-ballistic armor plating can be installed underneath or overlaid on the skin to give the user resistance against projectiles. The plating is flexible enough to allow the user to move about naturally but denser plating can be used for higher defense at the sacrifice of mobility.

- Hands

+ fingers - Any number of fingers or even sections of the finger can be replaced with a cybernetic prosthetic.

+ palm - The palm of the hand can be replaced with a cybernetic prosthetic with the natural fingers grafted on. This is not very common and the entire hand including the palm and fingers are usually replaced. Calibration difficulties may arise from the natural fingers being attached to the cybernetic

palm.

- Feet

+ foot - The foot can be either partially or completely replaced with a cybernetic prosthetic and grafted onto the natural leg. It can be of natural or obvious cybernetic appearance. The added durability to the limb gives the user increased blunt impact damage and resistance limited only by the materials used to create the prosthetic.

+ toes - Toes may be replaced and grafted onto the natural foot. These can also be of regular or natural appearance.

Organs

- These can be compact or engineered for higher efficiency

- lungs

+ basic replacement - The lung(s) is replaced by a cybernetic equivalent. Gives new meaning to an 'iron lung.' Can be sized just like the original organ or a compact model. It is sturdier than the original and will prevent the chances of lung based diseases such as cancer or pneumonia so long as it is properly maintained.

+ Gills feature - Cybernetic lung feature that can allow the user to breath underwater with a device that mimics the function of gills. Cannot be used to breath where there is no air as some sort of air source is needed to filter air molecules from.

+ poison gas filtering - Cybernetic lung feature that can filter out poison gases from the air. Cannot be used to breath underwater but the features can be combined so that the user can switch systems.

+ SCUBA-V feature - A small self-replenishing air source can be installed to allow the user to breath where there is no air such as underwater or in a vacuum. The system merely supplies oxygen to the lungs directly when engaged for one hour or more depending on size limitations of the user.

- kidneys

+ basic replacement - The kidney(s) is replaced with a cybernetic equivalent. Can be sized just like the original or a compact model. It is sturdier than the original and will prevent the chances of kidney failure so long as it is properly maintained.

+ toxin filtering - A feature can be installed to filter out poisonous substances contained in food and beverage. A curious side effect is that it nullifies the effects of alcohol a lot faster.

- heart

+ basic replacement - The heart is replaced with a cybernetic equivalent. Can be sized just like the

original or a compact model. It is sturdier than the original and will prevent the chances of heart attacks so long as it is properly maintained.

+ increased athletic performance - The heart can be tuned to provide much higher performance levels than the regular version. Allows for a more efficient and greater output of oxygen through the blood stream as well as near unlimited endurance for the user.

- stomach

+ basic replacement - The stomach is replaced with a cybernetic equivalent. Can be sized just like the original or a compact model. It is sturdier than the original and will prevent the chance of diseases and ulcers so long as it is properly maintained.

+ increased storage capacity - A feature designed for those who really wish to enjoy food or want to eat many varieties in one sitting, the stomach can be built to have a greater storage capacity. The stomach will also prevent the user from suffering that bloated feeling. Usually installed along with Increased Performance feature.

+ increased performance - A feature designed to process food faster and more efficiently so that it is absorbed into the body sooner. Prevents the user from suffering from the heavy feeling associated with waiting for food to be digested or who wish to perform heavy work immediately after a meal.

- colon

+ basic replacement - The colon is replaced with a cybernetic equivalent. Can be sized just like the original or a compact model. It is sturdier than the original and will prevent the chance of diseases such as cancer so long as it is properly maintained. Will keep the user 'regular' or allow the user to adjust their regularity to their needs within normal limits. Keeps stool soft so that defecation does not irritate the hemorrhoids.

+ enhanced storage - Allows for longer waiting times between bowel movements. Good for long trips or events that will not allow the user to take any breaks. Will keep stool soft so that defecation does not irritate the hemorrhoids.

+ enhanced gaseous propulsion - This feature allows the user to store gases generated by the body inside a high pressure container. The container then compresses the gas until it is powerful enough to create enough force to propel the user at great speeds through a weightless environment such as water. It can also be used to store and release the gas either all at once or slowly. The density of the gas has the equivalent pungency to stun organic opponents within a five foot radius or more if inside a semi-sealed room. Because of the high pressure demands of certain functions the regular expulsion functions are cybernetically replaced.

+ poison gas expulsion - A high pressure container is installed within the user's body. It can be set to contain a variety of different gases from non-lethal knock out gas to highly toxic nerve gas. The user is usually required to install the poison gas filter unless the weapon is devised for suicidal purposes. The container can be refilled via a port near the hip. This function also requires cybernetic replacement of most gas expulsion systems in the body. It is a silent but deadly weapon.

- adrenaline glands

+ basic replacement - The adrenaline glands are replaced with a cybernetic equivalent. Can be sized just like the original or a compact model. It is sturdier than the original and will prevent the chance of diseases so long as it is properly maintained.

+ enhanced performance - The adrenaline glands can be tuned to put out more adrenaline or a synthetic equivalent of higher performance than regular adrenaline. It can also be designed to secrete extra substances into the blood stream to further enhance the users performance.

+ controlled adrenaline release - The user can control when and how much adrenaline is discharged into the body. The amount necessary can be for a momentary burst of energy or for a long term event. The system can have a safety setting so as not to overdose the body and cause heart failure. If the heart has been replaced with a cybernetic substitute then this may not be a concern. If the user is not concerned with safety they can continue to secrete adrenaline as fast as the system is capable of putting it out until their body collapses from exhaustion.

Senses

- Eyes

+ regular prosthetic - The eye(s) are replaced with a cybernetic equivalent. The iris can be customized to be whatever color the user desires. It is sturdier than the original and will prevent the chance of diseases so long as it is properly maintained. Calibrations are necessary every few months to ensure accuracy. The basic model gives the user perfect 20/20 vision for as long as the system continues to function.

+ infrared - Allows the user to see heat signatures via infrared. The vision can be refined to see individual heat signatures even when bunched up.

+ low light - Allows the user to see in the dark via night vision.

+ telescopic - Allows the user to see distant images for several miles. User specifications can determine desired requirements. Farther distances require no obstacles and the user must concentrate and focus for a few moments while the system adjusts.

+ ranging - Allows the user to receive accurate distancing data for better targeting.

+ targeting - Allows the user to lock on to targets and maintain situational awareness of the target even when focusing on others. Data received can vary from threat level, body temperature, distance, etc dependant on the user's customization.

+ flash compensation - Allows the user to not be blinded from flash bombs, large explosions, and other high intensity light sources.

- Brain

+ memory backup recorder - A small computer is installed inside the cerebral cortex and is hooked up to

the body's neural reception centers. This allows it to receive all the data that the user experiences during life. The system gives the user the ability to record events as they experience them. Sight, sounds, feelings, everything that occurs at the time of recording is saved and can be experienced later. If unconscious or sleeping the user can still record but it will be limited only to those senses still passively functional so unless the user has their eyes open they may record audio only. The system ceases to function upon death of the brain since it is highly dependant on neural signals for input. A feature also allows the user to auto-loop it so that it can be saved perfectly in the brain's natural long term memory. Data can be stored and catalogued however the user prefers. All systems are controlled via neural signals. The recorder has enough memory to store a lifetime's worth of memory.

+ enhanced backup recorder - Newer models allow for the user to download external data into their memory system so that they may review the data and commit that to their memory as well. They may also download other sources of data that can be committed to memory. Sources such as these will give the user knowledge enough to be familiarized but without the muscle memory to be completely proficient in the task. Data can either be received via wireless transmission or physical data port that is located somewhere on the user's head.

+ micro computer - A small computer can be installed into the user's head. The computer can perform various functions such as process complex calculations, look up research data, link up with networks, and other features that a common portable computer is capable of. Data is uploaded to a small window seen by the user.

+ previous features w/ port to allow data transfers - The computer can download information via a dataport located on the user's head. Data can be transferred from another user or system.

- Ears

+ regular prosthetic + enhanced hearing + enhanced hearing with recorder

- Taste

+ regular prosthetic + poison detection + hidden radio transmitter

- Nose

+ regular prosthetic + enhanced scent detection

- Nervous System

+ standard replacement + enhanced transmission medium

Tools and Weapons Listing

All items listed here can be built in with cybernetic limbs or appendages in some manner.

+ hidden weapons (blades, miniature lasers, single shot projectile) - Weapons can vary in their type, form, and function.

++ Blades can be curved, straight, jagged, spring loaded, or even hollow to promote blood loss of victim. The blade can be conformed to reveal from the wrist, elbow, forearm, or bicep. Blade can be made to point straight or outward.

++ Miniature laser weapons can be installed and draw their energy from the power cell of the arm or other cybernetic attachment. It can be a focused beam or rapid fire blast. The weapon's target arc can vary from a mounted forearm, rear firing elbow, or even a swivelling variant. Power output can vary from a harmless laser pointer to a blast capable of burning a hole through an unshielded or unarmored person. Moderate damage can occur to light armor plating but due to power limitations are incapable of dealing any serious damage to armored vehicles, or moderately armored humanoid opponents.

++ Projectile weapons follow the same limitations as lasers however projectile ammunition must be loaded and is difficult to store more than a two shots of even the smallest caliber projectile. Functional capability is the same for the laser.

+ hidden compartments - Hidden compartments can be located in a variety of places and worked to store various sizes within the limits of form and function. Care must be taken to ensure the arm still functions normally and still appears normal otherwise it defeats the purpose of having a hidden compartment. This may not be the case for those who are not concerned with appearance.

+ built in tools - Tools can also be a variety of functions depending on the user. From flashlights to small welding torches, most tool that can be miniaturized and shaped to the arm may be installed.

Grappling Hook

Welding Torch

Climbing Grips

Hardening

Most cybernetic gear can be hardened to protect it from EMP damage within certain limits. Internal organs and other such systems are much easier to defend and can usually withstand up to moderate bursts of EMP. External systems such as limbs, unless fully converted so that the user has more room for such, can only withstand low grade EMP bursts.

Internal organs can be protected by adding shielding to the surrounding body. Limbs can only be shielded slightly by shielding some of the internal wiring and providing a backup route for electrical signals to travel through however space allowances only allow minimal shielding.

Last update: 2018/06/05
15:27

corp:claymere_cybernetics_unlimited https://starmy.com/wiki/doku.php?id=corp:claymere_cybernetics_unlimited

Recent Development: * [Artificially Cultured Biological Cybernetic Components](#)

More to follow: PAGE STILL UNDER CONSTRUCTION

From:

<https://starmy.com/wiki/> - **STAR ARMY**

Permanent link:

https://starmy.com/wiki/doku.php?id=corp:claymere_cybernetics_unlimited

Last update: **2018/06/05 15:27**

