

# CYBERTECH

Cybertech is a form of technology that must be surgically implanted into a host body before it functions. Cybertech takes up a special set of slots that correspond to a creature's body. Most cybertech is designed for a creature with a humanoid shape-installing cybertech in a non-humanoid-shaped body is more difficult, but possible.

Each piece of cybertech has an implantation value that indicates how invasive the implant is. The total combined implantation values of all cybertech implanted in a single creature can't exceed either that creature's Constitution score or Intelligence score-a creature's Constitution sets the physical limit of what its body can accept in the form of cybernetic implants, while the creature's Intelligence sets the mental limit of what its brain can control. An implants whose implantation value would cause the total to exceed either of these two scores does not function but still takes up a body slot. In addition, as long as a character has cybernetic implants installed whose combined implantation exceeds his Constitution or Intelligence, he takes a -4 penalty on all saving throws. A creature with one or more cybertechs takes 50% more damage from any attack that deals lightning damage. This vulnerability to lightning can be offset by an anti-shock implant (see below).

A creature with neither a Constitution score nor an Intelligence score cannot receive benefits from cybertech, but a creature with only one of these scores can. Installing a piece of cybertech takes a number of hours equal to the cybertech's implantation value if the installation is done by hand-certain technological items can speed this installation time. The target must be willing or helpless during the entire installation, at the end of which the installer attempts a Heal check against a DC of 20 + double the cybertech's implantation value-this value is listed for each cybertech item for ease of reference. On a success, the target takes Constitution damage equal to the cybertech's implantation value and the cybertech immediately activates. On a failed check, the target still takes the Constitution damage but the installation fails; a new attempt to install the cybertech can be made, although it's wise to wait for the Constitution damage to heal before trying again.

Cybertech can be extracted using the same procedure as implanting it, with a failed Heal check indicating the attempt to extract the item failed. Fortunately, extraction is a simpler task than installment, and Heal checks to remove cybertech gain a +10 bonus. Extracting a piece of cybertech from a dead body requires no Heal check but takes a number of rounds equal to the cybertech's implantation value. You can only install or extract a single piece of cybertech at a time.

An NPC generally charges an amount equal to 1/10 the total price of a piece of cybertech for the service of installing the item.

Each piece of cybertech has a full description, including a set of abbreviated statistics at the start. This information is organized as follows.

**Price:** This is the cost in gil pieces to buy the implant if it's available for sale. This value does not include the cost to have the object surgically implanted. As with magic items, a piece of cybertech can be sold by PCs for half this value.

**Slot:** This is the part of the body into which the cybertech must be implanted. A single slot can only ever host a single piece of cybertech. Cybertech slots are separate from normal magic item slots and do not count as being used for the purposes of worn magic items.

**Weight:** This is the weight of the cybertech in pounds. Once installed, the cybertech's weight does not count against a creature's encumbrance or maximum load.

**Install:** This is the Heal check DC required to successfully implant or remove the cybertech from a creature.

**Implantation:** A numerical value indicating how invasive the cybertech is. The higher the number, the more invasive the cybertech. Implantation influences the time and difficulty of installing and removing the cybertech.

**Description:** This section describes the cybertech's appearance and abilities.

**Construction:** Certain requirements must be met for a character to craft cybertech. These requirements generally consist of having a feat and access to a manufacturing facility.

**Craft:** This is the Craft (Electronic) DC required to create the cybertech. It is also the Knowledge (Technology) DC to correctly identify the cybertech.

**Cost:** This is the cost in gil to create the item. Generally, this cost is equal to half the price of the item.

<b>Table: Cybertech</b>			
<b>Cybertech</b>	<b>Craft/Install</b>	<b>Implantation</b>	<b>Cost</b>
<b>Arm Slot Cybertech</b>			
Cybernetic Arm	DC 28/24	2	4,750 gil
Cybernetic Arm Enhancer	DC 24/20	0	2,000 gil
Implanted Weaponry	DC 26/24	2	10,000 gil
<b>Body Slot Cybertech</b>			
Biofilter	DC 26/22	1	8,000 gil
Body Repair Weave	DC 26/22	1	4,000 gil
Cyberfiber Muscles (Mark I)	DC 24/24	2	4,000 gil
Cyberfiber Muscles (Mark II)	DC 28/28	4	16,000 gil
Cyberfiber Muscles (Mark III)	DC 36/32	6	36,000 gil
Dermal Plating (Mark I)	DC 24/22	1	2,000 gil
Dermal Plating (Mark II)	DC 26/24	2	8,000 gil
Dermal Plating (Mark III)	DC 28/26	3	18,000 gil
Dermal Plating (Mark IV)	DC 30/28	4	32,000 gil
Dermal Plating (Mark V)	DC 32/30	5	50,000 gil
Fortified Skeleton	DC 36/32	6	20,000 gil
Initiative Implant	DC 26/22	1	8,000 gil
Invisiware	DC 32/28	1	15,000 gil
Stabilizer	DC 26/22	1	4,000 gil
Thoracic Nanite Chamber (Mark I)	DC 24/24	2	4,000 gil
Thoracic Nanite Chamber (Mark II)	DC 28/28	4	16,000 gil
Thoracic Nanite Chamber (Mark III)	DC 36/32	6	36,000 gil
Wirejack Tendons (Mark I)	DC 24/24	2	4,000 gil
Wirejack Tendons (Mark II)	DC 28/28	4	16,000 gil
Wirejack Tendons (Mark III)	DC 36/32	6	36,000 gil
<b>Brain Slot Cybertech</b>			
Anti-Flare Implant	DC 30/22	1	5,000 gil
Anti-Shock Implant	DC 30/22	1	5,000 gil
Data Archive	DC 30/22	1	20,000 gil
Feat Implant	DC 30/22	1	25,000 gil
Feat Plesus	DC 30/22	1	50,000 gil
Skill Plexus	DC 30/22	1	5,000 gil
Skillslot	DC 30/22	1	2,000 gil
Frenzychip	DC 32/22	1	36,400 gil

Mindscreen Implant	DC 28/22	1	2,000 gil
Voice Stress Analyzer	DC 24/20	1	1,500 gil
<b>Ears Slot Cybertech</b>			
Cybernetic Ears	DC 28/22	1	4,000 gil
<b>Eyes Slot Cybertech</b>			
Cybernetic Eyes	DC 28/22	1	4,000 gil
Laser Optics	DC 32/22	1	20,000 gil
Nightvision Optics	DC 28/22	1	12,000 gil
Targeting Optics	DC 26/22	1	4,000 gil
Telescopic Optics	DC 24/22	1	2,000 gil
<b>Head Slot Cybertech</b>			
Cranial Bomb	DC 25/22	1	4,500 gil
<b>Legs Slot Cybertech</b>			
Cybernetic Legs	DC 28/24	2	8,500 gil
Cybernetic Leg Enhancer	DC 24/22	0	2,000 gil
<b>Slotless Cybertech</b>			
Cyberart	DC 20/20	0	100 gil

**Anti-Flare Implants:** The recipient's corneas are replaced with artificial ones equipped with flare suppressors that react instantly to bright flashes of light. Blinding effects produced by bright lights or light spells and effects have no harmful or debilitating effect on the recipient.

**Slot:** Brain; **Craft/Install:** DC 30/22; **Implantation:** 1; **Weight:** 1/2 lb.; **Cost:** 5,000 gil.

**Anti-Shock Implant:** This tiny implant, embedded near the recipient's brain stem, protects itself and other cybernetic hardware against electricity damage. The implant negates the recipient's special vulnerability to lightning damage.

**Slot:** Brain; **Craft/Install:** DC 30/22; **Implantation:** 1; **Weight:** 1/2 lb.; **Cost:** 5,000 gil.

**Biofilter:** A nanite matrix is installed in the kidneys and liver to help purge the body of toxins. A biofilter provides a +4 competence bonus on saving throws against disease and poison. In addition, when the user attempts such a saving throw, she rolls twice and takes the higher result.

**Slot:** Body; **Craft/Install:** DC 25/22; **Implantation:** 1; **Weight:** 2 lbs.; **Cost:** 8,000 gil.

**Body Repair Weave:** A delicate weave of subdermal biowires stimulates and repairs the body's damaged tissue. The recipient heals naturally at twice the normal rate.

**Slot:** Body; **Craft/Install:** DC 26/22; **Implantation:** 1; **Weight:** 1 lb.; **Cost:** 2,000 gil.

**Cranial Bomb:** A cranial bomb is a bomb implanted at the base of the skull that explodes when remotely activated by a detonator's signal. Though normally implanted, a cranial bomb can also be detonated outside of a body. If detonated while implanted, it deals 2d6 points of bludgeoning damage and 2d6 points of fire damage, and the recipient must succeed at a Fortitude saving throw (DC = 10 + the damage dealt) or be instantly slain. Creatures killed in this manner cannot be revived by *breath of life* or *raise*. If detonated outside a body, the bomb instead creates a small explosion, dealing the damage detailed above in a 5-foot-radius burst (Reflex DC 13 half).

**Slot:** Head; **Craft/Install:** DC 25/22; **Implantation:** 1; **Weight:** 1/2 lb.; **Cost:** 4,500 gil.

**Cyberart:** Cyberart is the least invasive of all cybertech. This implant is similar in appearance to a tattoo, except that it can glow softly if desired, providing illumination equal to that provided by a candle. Some cyberart is animated, providing a short looping scene that replays over and over. Cyberart is installed in a body with a small metallic stylus that injects low-grade nanites into a body part; the quality of the art relies on the installer's Craft (painting or tattoo) check.

**Slot:** Slotless; **Craft/Install:** DC 20/20; **Implantation:** 0; **Weight:** 1 lb.; **Cost:** 100 gil.

**Cyberfiber Muscles:** Cyberfiber muscles are powerful synthetic muscles that augment but do not replace existing muscle mass in a creature. Once installed, cyberfiber muscles grant an enhancement bonus to Strength of +2, +4, or +6.

**Slot:** Body; **Craft/Install:** Mark I (DC 24/24), Mark II (DC 28/28), Mark III (DC 36/32);

**Implantation:** Mark I (2), Mark II (4), Mark III (6); **Weight:** 10 lbs.; **Cost:** Mark I (4,000 gil), Mark II (16,000 gil), Mark III (36,000 gil).

**Cybernetic Arm:** A cybernetic arm completely replaces a normal arm, from the shoulder to the hand. It can take the place of an arm lost to a severing wound. The arm is fully functional and no different in appearance from a regular arm, although cyberart can be added to the arm at no additional cost. A cybernetic arm does not increase a user's Strength score. If a creature has two cybernetic arms, it can lift and carry double the normal maximum weight for that creature's Strength and size, and it gains a +5 circumstance bonus on Climb checks. A character who wields a one-handed or light weapon with a cybernetic arm gains a +5 bonus to CMD against disarm attempts; two cybernetic arms do not increase this bonus, but do allow the bonus to apply to two-handed weapons.

**Slot:** Arm; **Craft/Install:** DC 28/24; **Implantation:** 2; **Weight:** 9 lbs.; **Cost:** 4,750 gil.

**Cybernetic Arm Enhancer:** This implant attaches to a cybernetic arm, making it stronger. The cybernetic arm enhancer grants a +2 bonus on Strength- and Dexterity-based ability checks and skill checks. In addition, any unarmed attack made with an enhanced cybernetic arm deals an additional 1 point of damage.

**Slot:** Arm; **Craft/Install:** DC 24/20; **Implantation:** 0; **Weight:** 1 lb.; **Cost:** 2,000 gil.

**Cybernetic Ears:** A cybernetic ear can be enhanced by cyberart at no additional cost, giving it an unusual color or shape. When a pair of ears is installed, the user gains a +2 circumstance bonus on Perception checks. This bonus stacks with circumstance bonuses on Perception checks from other cybernetic senses. Cybernetic ears grant a +4 resistance bonus on all saving throws against sonic effects. The listed price, implantation value, and install DC are for having both ears installed. A single cybernetic ear costs half the price and half the listed implantation value, but a creature must replace all of its ears to receive the benefits above.

**Slot:** Ears; **Craft/Install:** DC 28/22; **Implantation:** 1; **Weight:** 1 lb.; **Cost:** 4,000 gil.

**Cybernetic Eyes:** A cybernetic eye can be enhanced by cyberart at no additional cost, giving it an unusual color or pattern. When a pair of eyes is installed, the user gains a +2 circumstance bonus on Perception checks. This bonus stacks with circumstance bonuses on Perception checks from other cybernetic senses. Cybernetic eyes grant a +4 resistance bonus on all saving throws against blindness and visual effects. The listed price, implantation value, and install DC are for having two eyes installed. A single cybernetic eye costs half the price and half the listed implantation value, but a creature must replace all of its eyes to receive the benefits above.

**Slot:** Eyes; **Craft/Install:** DC 28/22; **Implantation:** 1; **Weight:** 1 lb.; **Cost:** 4,000 gil.

**Cybernetic Leg:** A cybernetic leg completely replaces a normal leg, from the hip to the foot. It can take the place of a leg lost to a severing wound. The leg is fully functional and no different in appearance from a regular leg, although cyberart can be added to the leg at no additional cost. A cybernetic leg does not increase a user's Strength score. If both legs are replaced, they increase the user's base land speed by 10 feet and grant a +5 bonus to CMD against trip attempts and a +5 circumstance bonus on Acrobatics checks. The listed price, implantation, and install DC are for having two legs installed. A single cybernetic leg costs half the price and half the listed implantation value, but no significant bonus is granted to a creature with only one cybernetic leg. Both legs (or all legs, in the case of multi-legged creatures) must be replaced for the above benefits to take effect.

**Slot:** Leg; **Craft/Install:** DC 28/24; **Implantation:** 2; **Weight:** 12 lbs.; **Cost:** 8,500 gil.

**Cybernetic Leg Enhancer:** This implant attaches to a cybernetic leg, making it stronger. The cybernetic leg enhancer increases the recipient's base speed by +5 feet. In addition, any unarmed attack made with an enhanced cybernetic leg deals an additional 1 point of damage.

**Slot:** Leg; **Craft/Install:** DC 24/20; **Implantation:** 0; **Weight:** 1 lb.; **Cost:** 2,000 gil.

**Data Archive:** A data archive is a microcomputer implanted in the recipient's skull. It contains skill-related information stored on a series of biological data chips, or biochips. The recipient treats all Knowledge skills as class skills. Furthermore, the recipient gains access to an information database that grants a +4 equipment bonus on all Knowledge checks.

**Slot:** Brain; **Craft/Install:** DC 30/22; **Implantation:** 1; **Weight:** 1 lb.; **Cost:** 10,000 gil.

**Dermal Plating:** Dermal plating consists of sheets of highly resistant bio plastics anchored directly onto the patient's skin. These armored plates grant an enhancement bonus to natural armor of +1, +2, +3, +4, or +5.

**Slot:** Body; **Craft/Install:** Mark I (DC 24/22), Mark II (DC 26/24), Mark III (DC 28/26), Mark IV (DC 30/28), Mark V (DC 32/30); **Implantation:** Mark I (1), Mark II (2), Mark III (3), Mark IV (4), Mark V (5); **Weight:** 10 lbs.; **Cost:** Mark I (2,000 gil), Mark II (8,000 gil), Mark III (18,000 gil), Mark IV (32,000 gil), Mark V (50,000 gil).

**Feat Implant:** Thanks to a chip implanted in the recipient's brain or a series of implants wired to the recipient's nervous system, the recipient gains special knowledge or some extraordinary ability. The feat implant gives the recipient a feat. The recipient must meet all of the feat's prerequisites to gain its benefits. If the feat implant is destroyed, the granted feat is lost as well. A feat implant cannot duplicate a metamagic or reserve feat.

**Slot:** Brain; **Craft/Install:** DC 30/22; **Implantation:** 1; **Weight:** 1 lb.; **Cost:** 12,500 gil.

**Feat Plexus:** This unit, implanted in the recipient's brain, allows multiple feat implants to function as a single implantation. The recipient may have up to four feat implants attached to the feat plexus, and together they are treated as a single implantation. However, if the feat plexus is destroyed, all of the attached feat implants are destroyed as well.

**Slot:** Brain; **Craft/Install:** DC 30/22; **Implantation:** 1; **Weight:** 1 lb.; **Cost:** 25,000 gil.

**Fortified Skeleton:** The recipient's skeleton is fortified with high-impact polymers, increasing his ability to shrug off physical damage. The recipient gains damage reduction 5/-.

**Slot:** Body; **Craft/Install:** DC 36/32; **Implantation:** 6; **Weight:** 10 lbs.; **Cost:** 20,000 gil.

**Frenzychip:** A frenzychip is installed into a creature's brain. Successful implantation leaves no trace of the operation. Once in place, a frenzychip patches directly in to the patient's motor skills and emotions. As long as she's not fatigued or exhausted, the user of a frenzychip can activate it as a swift action. While active, it grants a +2 morale bonus to Strength and Dexterity, a +1 morale bonus on Reflex saving throws, and a -2 penalty on Will saving throws. The user may use a frenzychip for up to 10 rounds per day, though the rounds need not be consecutive. Once the effects end, she becomes fatigued for twice as many rounds as she was under the frenzychip's effects.

**Slot:** Brain; **Craft/Install:** DC 32/22; **Implantation:** 1; **Weight:** 1 lb.; **Cost:** 36,400 gil.

**Initiative Implant:** The initiative implant consists of a series of wires threaded around the recipient's spinal cord and attached to the recipient's nervous system. The implant stimulates faster response times. The recipient gains a +2 equipment bonus on initiative checks.

**Slot:** Body; **Craft/Install:** DC 26/22; **Implantation:** 1; **Weight:** 1 lb.; **Cost:** 4,000 gil.

**Laser Optics:** The recipient's eyes are replaced with ocular implants capable of firing thin laser beams. A laser eye deals 2d6 points of fire damage, threatens a critical hit on a natural 20, and has a range increment of 20 feet. Each additional eye adds +2 to the damage roll (thus, a pair of laser eyes would deal 2d6+2 points of fire).

damage). A recipient with laser eyes treat this weapon as natural attacks and not manufactured weapons attacks, and cannot make iterative attacks with these weapons.

**Slot:** Eyes; **Craft/Install:** DC 32/22; **Implantation:** 1; **Weight:** 1 lb.; **Cost:** 20,000 gil.

**Implanted Weaponry:** A single light melee weapon or one-handed firearm can be implanted in an arm or cybernetic arm. Melee weapons extend or retract as a swift action. Ranged weapons fire through a port on the palm or back of the wrist. Either type of weapon has statistics identical to its normal form. Firearms reload through a breach in the arm, increasing the reloading time of the weapon to a full-round action, or doubling reloading times that already take a full round or longer. Implanted weapons are well concealed; detecting one requires a thorough search (Perception DC 25). Implanted weaponry can be damaged or destroyed by sundering, but cannot be disarmed. Weaponry installed in a cybernetic arm does not count against a creature's implantation limit. The cost, price, and weight of the weapon to be implanted are added to the cost, price, and weight listed in this stat block.

**Slot:** Arm; **Craft/Install:** DC 25/24; **Implantation:** 2; **Weight:** 1 lb.; **Cost:** 10,000 gil.

**Invisiware:** This technology enables its recipient to turn invisible for a short time. Invisiware uses crystalline refractors grafted to the skin and powered by rechargeable solar battery units protruding from various points on the recipient's body (usually the spine). By using invisware to bend light around its body, a creature can turn invisible as the *vanish* spell. An invisible creature gains a +40 bonus on Stealth checks if immobile, or a +20 bonus if moving. Pinpointing the location of an invisible creature that isn't attempting to hide requires a Perception check (DC 40 if the creature is immobile or DC 20 if it is moving). While invisible, the creature gains 50% concealment against attacks from other creatures that correctly pinpoint its fighting space. If the recipient attacks while invisible, he immediately becomes visible, the invisware deactivating. Activating or deactivating invisware is a free action. However, the technology consumes a great deal of the battery power; after 10 rounds (1 minute) of use, the solar batteries must be recharged for 1 hour, during which time the invisware cannot be activated.

**Slot:** Body; **Craft/Install:** DC 32/28; **Implantation:** 1; **Weight:** 2 lbs.; **Cost:** 7,500 gil.

**Mindscreen Implant:** A small implant in the recipient's brain protects him against mental attacks. The recipient gains a +2 enhancement bonus on saving throws against mind-affecting attacks.

**Slot:** Brain; **Craft/Install:** DC 28/22; **Implantation:** 1; **Weight:** 1/2 lb.; **Cost:** 2,000 gil.

**Nightvision Optics:** The recipient's eyes are replaced with ocular implants that enable the character to see better in the dark. All of the recipient's eyes must be replaced to gain any benefit. The recipient gains darkvision out to a range of 60 feet.

**Slot:** Eyes; **Craft/Install:** DC 28/22; **Implantation:** 1; **Weight:** 1 lb.; **Cost:** 12,000 gil.

**Skill Plexus:** This unit, implanted in the recipient's brain, allows multiple skill chips to function as a single implantation. The recipient may have up to four skill chips attached to the skill plexus, and together they are treated as a single implantation. However, if the skill plexus is destroyed, all of the attached skill implants are destroyed as well.

**Slot:** Brain; **Craft/Install:** DC 30/22; **Implantation:** 1; **Weight:** 1 lb.; **Cost:** 2,500 gil.

**Skillslot:** A skillslot is implanted into the target's brain, leaving a small port at the base of the skull. This port is covered with a flap of skin when not in use. Once installed, a skillslot has no effect until a skillchip is inserted into the port. An inserted skillchip enhances the user's ability in the skill encoded on the chip; the magnitude to which the skill is enhanced depends on the power of the skillchip. This does not grant ranks in the associated skill. It takes 10 minutes for a skillchip to adjust itself to a new skillslot; during this time, the user takes a -2 penalty on all skill checks as distracting sensations flood his mind. When a skillchip is removed, its benefits end immediately, but the wearer suffers no ill effects.

**Slot:** Brain; **Craft/Install:** DC 30/22; **Implantation:** 1; **Weight:** 1 lb.; **Cost:** 1,000 gil.

**Stabilizer:** A stabilizer releases chemical coagulants into a dying recipient's bloodstream to prevent excess blood loss, effectively stabilizing him. A stabilizer is usually installed near the recipient's heart. If reduced to negative hit points, the recipient automatically stabilizes.

**Slot:** Body; **Craft/Install:** DC 26/22; **Implantation:** 1; **Weight:** 1 lb.; **Cost:** 4,000 gil.

**Targeting Optics:** The recipient's eyes are replaced with ocular implants that use a projected targeting reticle to improve the recipient's aim. Targeting optics grant a +1 bonus on all attack rolls made with ranged weapons. The listed price, implantation value, and install DC are for having two eyes installed. A single targeting optic costs half the price and half the listed implantation value, but a creature must replace all of its eyes to receive the benefits above.

**Slot:** Eyes; **Craft/Install:** DC 28/22; **Implantation:** 1; **Weight:** 1 lb.; **Cost:** 4,000 gil.

**Telescopic Optics:** The recipient's eyes are replaced with ocular implants that simulate the effects of binoculars, enabling the recipient to perceive distant objects more easily. All of the recipient's eyes must be replaced to gain any benefit. Telescopic optics reduce the cumulative penalty to -1 for each full range increment (or fraction thereof) of distance to the target.

**Slot:** Eyes; **Craft/Install:** DC 24/22; **Implantation:** 1; **Weight:** 1 lb.; **Cost:** 2,000 gil.

**Thoracic Nanite Chamber:** A thoracic nanite chamber augments the vital organs within a creature's chest, particularly its heart, lungs, and pulmonary system. Once installed, a thoracic nanite chamber grants an enhancement bonus to Constitution of +2, +4, or +6.

**Slot:** Body; **Craft/Install:** Mark I (DC 24/24), Mark II (DC 28/28), Mark III (DC 36/32);

**Implantation:** Mark I (2), Mark II (4), Mark III (6); **Weight:** 5 lbs.; **Cost:** Mark I (4,000 gil), Mark II (16,000 gil), Mark III (36,000 gil).

**Voice Stress Analyzer:** Sensors attached to the recipient's optic nerves and inner ear analyze minute physical indicators from living beings (including increased pulse galvanic skin response) and enable the recipient to better determine the emotional states of others. The recipient gains a +4 equipment bonus on all Sense Motive checks.

**Slot:** Brain; **Craft/Install:** DC 24/20; **Implantation:** 1; **Weight:** 1 lb.; **Cost:** 750 gil

**Wirejack Tendons:** Wirejack tendons not only strengthen and enhance existing reflexes, but also enhance the transmission of nerve impulses to surrounding musculature. Once installed, wirejack tendons grant an enhancement bonus to Dexterity of +2, +4, or +6.

**Slot:** Body; **Craft/Install:** Mark I (DC 24/24), Mark II (DC 28/28), Mark III (DC 36/32);

**Implantation:** Mark I (2), Mark II (4), Mark III (6); **Weight:** 10 lbs.; **Cost:** Mark I (4,000 gil), Mark II (16,000 gil), Mark III (36,000 gil).